

THE ULTIMATE GUIDE TO Alchemy, Crafting & Enchanting



The definitive handbook for the prospective artisan,
and a compendium of magic items for your fantasy adventures.



THE ULTIMATE GUIDE TO
**Alchemy, Crafting
& Enchanting**



FOREWORD

The desire to make our mark on the world is something we all share. Creativity is an expression of this desire, and it is certainly a desire that carries over into the worlds of fantasy that we inhabit and explore as storytellers and players.

This desire to create manifests itself not only in creating stories and characters, but also in creating things within the world of the story itself. These worlds are full of interesting items, both mundane and magical, and it is only natural to want to play characters who use their agency, knowledge, and resources to make these things for themselves. As the bard once said, if you want something done right, you've got to do it yourself.

In this book, you'll find not only a system for creating items, but also a way to ground the practice of these crafts within your world in the form of associations. The associations form a backbone for the practice of the various item-creating pursuits presented here. They offer an intuitive path of progression based on the idea of apprenticeship and training present in the actual trades that exist in our own world. Using these associations, to whatever degree feels right to you, will anchor the presence of these creative disciplines in your setting.

This book can, and should, be treated as a toolbox. There will certainly be those among you who aren't interested in the associations and just want recipes. There will be others who don't even want that, and just want new magic items. Any way you approach the content here is correct, so long as it makes your game more enjoyable.

We hope that you enjoy what you discover here, and that your adventures and stories are made all the better for it.

-Warmest regards, and happy gaming

The Writers

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ASSOCIATIONS

Associations are broad, wide-ranging, far-reaching organizations of like-minded craftspeople who all share a common pursuit. They are support networks as well as repositories for learning, theory, and resources. Members of the **Alchemists' Association** are makers of magical brews, potions, and other substances. Those in the **Crafter's Association** are creators of all manner of non-magical materials and items. And members of the **Enchanter's Association** invest mundane items with remarkable properties.

Members of associations come from all backgrounds, nationalities, walks of life, and beyond. Some are in it for the sheer joy of creation. Some joined for the thrill of discovery. Some joined for the money. One thing they all have in common, though, is their commitment to the craft.

Associations can be found throughout the world, from large capital cities to small humble villages. There are places where the associations don't have a presence, but such a situation is considered the exception rather than the rule.

This chapter breaks down what associations are and how they function in this book. The specifics of each association, and their internal specializations, are outlined in their respective chapters.

Associations may also be called guilds, leagues, orders, unions, or other such terms. In one world, the Enchanter's Association might be called The Order of the Eternal Flame, or the Crafter's Association might call itself The Guild of the Golden Anvil due to a focus on smithing.

Benefits

Being a part of an association comes with a number of very useful benefits. No person is an island, and the associations are, first and foremost, about aiding and supporting their fellow members. A member can use their association's network of members for just about anything, so long as whatever they're trying to do won't violate any principles of the association.

To make things, a craftsperson requires materials, or sometimes equipment. There may be times where a particular resource is difficult to come by, or might need some research. An association can help its members acquire ingredients at better prices than the open market. If a member isn't even sure if an ingredient exists, their association can help with research and discovery.

Principles

These are the fundamental guiding lights of an association. Violation of an association's principles can result in disciplinary actions, such as increasing the requirement to attain a rank, demotion, or even expulsion. Associations are also generally law-abiding organizations, so they may turn over members to the local law enforcement if they deem it appropriate to do so.

Each association (and, sometimes, its specializations) have many principles that are important to how they operate and conduct themselves. To ascend through the ranks, members are required to demonstrate their understanding and mastery over these principles.

As well as principles unique to each association, there are two principles held by all of them.

Respect and support for fellow members. Members acknowledge the necessity of the association as a whole and its essential nature in their own personal pursuits. Members will aid and support fellow members, within reason. However, a member is in no way compelled to lend aid when doing so would cause them to break the law or endanger themselves, their families, or fellow members. Insisting upon a request which would cause such a situation to occur are grounds for submission of a grievance to an association representative, which would then be investigated. Should an investigated party be found to be in breach of this or any other association principle or bylaw, they will face disciplinary actions up to and potentially including the termination of their membership.

Adherence to rank. A member's rank determines who may elevate them to their next rank. It also determines other factors such as what recipes the member is allowed to practice. Upon attaining a new rank, a member shall be provided a book of recipes to practice. These recipes are determined to be appropriate for the skill level of members of said rank while being challenging enough to elevate one's skills to prepare them for the next rank. A member who is found to be in possession of a recipe book for which they are not authorized must be reported to an association representative, at which point an investigation will be undertaken. Should an investigated party be found to have been in illegitimate possession of unauthorized recipes, they will face disciplinary actions up to and potentially including the termination of their membership.

Ranks

Associations use a ranking system to facilitate member progression and demonstrate skill and knowledge. These ranks are tied to the provision of recipes and privileges. The ranks are as follows:

- **Novice.** A novice has demonstrated a desire to take up a certain discipline and is being taught the fundamentals. They receive basic training and access to all novice recipes for the association, as well as the association's **discipline ability**.
- **Apprentice.** An apprentice has been taught the basics and has now chosen a specialization to pursue. They are learning techniques that pertain to their particular specialization.
- **Expert.** An expert has honed their skill to a professional degree and is now accepted as a practicing professional and colleague among the association. Most members who work at the craft long enough can be expected to reach this point.
- **Artisan.** An artisan has worked at their craft long enough to raise it to an art form. They have mastered the fundamentals and overall techniques to the point where they are now able to inject a large degree of creativity, flourish, and nuance into what they make. Not all members of an association reach this point, and those who do have **credibility**; artisans have a reduced DC when pitching an unapproved or non-association recipe to their association.
- **Master.** A master has attained the peak that is available within their association. To attain this rank, a member should have demonstrated a clear understanding of every principle related to their association and chosen specialization. Masters enjoy **autonomy**; they may pursue unapproved or restricted recipes without fear of repercussions or penalties. However, they may not share these recipes with any other individuals, excepting fellow masters within the association.

Attaining Rank

To attain a rank, a member must learn from someone who has achieved a rank one step above that which they are seeking. Also, once a member has chosen a specialization in their craft, only higher ranking individuals who share that specialization may train them and elevate the member in rank.

Since there is no rank higher than master, only another master can raise an artisan to that rank.

Before a teacher elevates a member to a new rank, the member needs to successfully complete 10 recipes of the rank they currently hold. To become a Novice, a member must complete 10 Novice-rank recipes. The member must also complete a quest assigned by the teacher. This task will often teach the member something about what is important to the association. Even if the member fails the goals of the quest, they can still achieve their new rank after some remedial training.

Once the member fulfills these criteria, their teacher confirms their new rank to the rest of the association. They also give the member a booklet filled with all the approved recipes for their new rank.

Alternate Attainment

Using associations and their ranks is the default option for this book. Training can be handled in other ways, if you prefer.

You can give ranks to characters when they reach certain levels and increase in overall power. With this option, a character is a Novice at level 1, Apprentice at level 3, Expert at level 6, Artisan at level 11, and a Master at level 17.

The GM can also set specific milestones for achieving ranks, rather than tying them to character level. A character might only become an apprentice after achieving a result of 20 or higher on an ability check to make an item, for example.

Quests

Quests are tasks designed to instruct existing or prospective members of an association. They are practical exercises meant to test resourcefulness, adaptability, and alignment with the association's overall sensibilities and principles. Quests for each association are presented in a similar way.

The name of the quest is followed by the principle it focuses on. The applicant has to demonstrate an understanding of this principle that satisfies the ranking member. When reading a quest, the character trying to gain the new rank is referred to as the **applicant** and the person giving the quest is referred to as the **ranking member**.

Each quest entry provides a brief outline of the scenario of the quest. This describes the goals and outcomes of the quest. The locations and processes listed for these quests can be as involved or cursory as the GM needs them to be. If the GM wants to build whole side quests or tasks around them, they may, or they can be simple points of conversation.

Success. If the applicant achieves the quest goal or proves to the ranking member they made a sincere effort to do so, they obtain their new rank.

Failure. Each quest has specific failure conditions, outlined here. The ranking member steps in if the applicant fails the quest in these ways. The applicant must spend two weeks of downtime in remedial training before receiving their new rank. If the ranking member feels that the applicant was negligent or acting against the association's interests, they can deny the applicant their new rank and might even take disciplinary action against the applicant.

Bonus. Regardless of success or failure, taking on the quest teaches the applicant valuable skills. The applicant can add double their proficiency bonus to certain ability checks, as outlined in this section.

Bad Standing

When a member violates an association's principles, does something to offend other members, or damages the reputation of the association, they might find themselves in **bad standing** with the association. When a member is in bad standing with their association, any applications for elevation to the next rank are automatically rejected and they may lose access to regular membership benefits such as tools, workspaces, or good prices on ingredients. Further violations may result in a demotion of rank or even termination of membership altogether.

Removal of access to association benefits can prove a hard lesson. Access to supplies may be limited or prices may not be as favorable. Devoting oneself to pushing past these and learning from them is paramount to gaining something from the situation and growing as a productive association member.

To get back into their association's good graces, a member must demonstrate an understanding of the violation in a meaningful way and comprehension of why it must be avoided in the future. The member might have an audience with a panel of association members who decide whether the demonstration is sufficient to put the member back into good standing with the association.

Depending on the situation and association, a member in bad standing may be fined for their actions. The funds may be paid to the association itself, or to both the association and to any aggrieved parties. The amount to be paid is determined by a council of association members, though aggrieved parties may appeal for particulars if they wish.

An association may allow a member back into good standing if the member is able to help the association in a beneficial way. This might be a task imposed upon the member by the association, or could be a proactive measure taken by the member in bad standing. This approach may not always work, as it is not guaranteed that the association will value what is presented as highly as the member might hope, but conversely, it could work splendidly.

A member that is constantly or repeatedly in bad standing with their association is likely to have their membership terminated. The chance to reapply for a position in the association might be granted only once the member has proven their worth to a council of association members, who are unlikely to be forgiving except in extreme circumstances.

Connections

If a member is ever expelled from their association, or decides to leave, they must create their own network of clients and business connections. Establishing such connections takes time and effort; ability checks such as Wisdom (Insight), Charisma (Persuasion), and Charisma (Intimidation) can all come into play for these situations. The DC for these checks varies depending on who a character is approaching, factoring in things like alignment, personality traits, and wealth.

Ex-association members may have to pay extra for their materials, more than a standard member would pay. Some businesses are so tied to the associations that they might report any non-association artisans to local law enforcement.



Your Association

No settings are exactly alike, so the way associations exist and function within your world will be unique to you. This section is here to aid you in your efforts to work an association into your setting and make it feel like your own. The tables and information provided below are suggestions that can be interpreted in whatever way you like best.

Association Age

How long has the association existed in some form?

d8	Association Age
1-2	Very Old. There are no mortal beings alive now who were alive when the association was founded.
3-5	Old. The association has been around a very long time, but there may be some few who were alive when it was founded.
6-7	Recent. The association was founded within the past decade or two.
8	Brand New. The association was founded within the past couple years.

Secret Association?

Your association might be a secret one, or one that works very hard to stay hidden. In that case, we recommend skipping any tables involving the association's connection to the public. If your association *tried* to be secretive but some information got out, or maybe they just weren't very good at keeping the secret, you could still roll on those tables.

Leadership

Who is in charge of the association?

d8	Leadership
1	Individual. One person is the main controlling entity in the association. Depending on the size of the association, they may have various subordinates who report directly to them.
2-5	Small Group. A select group, usually no more than 10 individuals, makes up the association's governing body. These individuals control the main course the association takes, what it gets involved in, and how to deal with sensitive situations. If the association itself is large, it may defer to ranking members when it comes to local matters or situations involving lower ranking members in the same area, including disciplinary actions.
6-7	Large Group. A large group or committee makes up the association's governing body. Matters of import, such as large contracts or severe disciplinary measures, are generally put to a vote.
8	Member Governed. The members themselves have control over the association and its operation. In moments where there is a disagreement, members defer to the highest ranking member that can be conveniently contacted.

Primary Interest

What is the association most strongly interested in?

d4	Primary Interest
1	Financial Gain. The association is primarily concerned with acquiring the freedom, reach, and agency that large sums of money can provide.
2	Lore. The association is primarily concerned with the pursuit of knowledge specifically related to their craft. It focuses on experimentation and research, perfecting its craft for its own sake.
3	External Control. The association is primarily concerned with gaining control over something outside of the association itself. This could be political power, control over nature, control over a geographic region, or even control of the flow of information.
4	Secrets and Answers. The association is primarily concerned with uncovering the answer to a great secret or secrets. It has a specific question or problem it is trying to solve, rather than simply pursuing the perfection of its craft.

Interest Pursuit

How well has the association done in terms of achieving their primary interest?

d8	Interest Pursuit
1	Recent Shift. The association was focused in a different direction until recently and has only begun to pursue its current interest.
2-3	Little Or No Success. The association has not managed to achieve much, if anything, in the way of notable progress relating to its primary interest. Members who are personally invested in that interest are not pleased and are trying to find out what's causing the delay. If they have found out, they're trying to determine a solution.
4-7	Some Success. The association has made some progress relating to its interest, but the successes aren't as frequent as some might like. Members who are personally invested in that interest are working to determine what has been working, what hasn't, and how to build on the successes they've had so far.
8	Considerable Success. The association has made great progress relating to its interest. Members who are personally invested in that interest are pleased with the efforts of things so far. They work to expand or increase efforts that have been working, and eliminate any hindrances that have arisen or may arise in the future.

Recruiting

To what extent does the association try to recruit members?

d12	Recruiting
1	Inquiry Only. The association does not approach potential members; it waits for them to seek out the association.
2-3	Select. The association is extremely selective about who they approach.
4-8	Live And Let Live. The association does not exert effort beyond a standard offer of membership to skilled people outside the association. If the offer is rejected, the association doesn't pursue them.
9-11	Active. The association actively recruits and pursues potential members, but not aggressively.
12	Aggressive. The association actively recruits and uses its resources to incentivize potential members to join. This might be strictly above board, or the association might use shady practices to make sure those it wants to recruit join eventually.

Reach

How widespread is the association?

d20	Reach
1-4	Local, Small. Chapters of the association can be found within a small area such as a district, neighborhood, or even a small group of individual locations such as a handful of homes or shops (which may not be physically connected). This could be a settlement or a remote location.
5-8	Local. Chapters of the association can be found throughout the entirety of a settlement.
9-11	Regional, Contiguous. Chapters of the association can be found within an unbroken geographic region such as a kingdom or country. The association's network does not reach across national borders, or major geographic barriers (great bodies of water, major mountain ranges, etc.).
12-14	Regional. Chapters of the association can be found within all parts of a region, such as a kingdom or country, including remote states or parts of the region separated by large geographic masses such as great bodies of water or major mountain ranges.
15-17	Geographic, Contiguous. Chapters of the association can be found within all parts of a geographic region, unhindered by national borders. The networks reach only stops at major geographic barriers, such as great bodies of water or major mountain ranges.
18-19	Continental. Chapters of the association can be found within all parts of a continent, only stopping at major oceans or other continental divides.
20	Global. Chapters of the association can be found all around the world.

Strictness

How strict is the association toward members who break rules or otherwise act in a way that is counter to the organization?

d8	Strictness
1	Zero Tolerance. Mistakes are not tolerated and almost immediately place members in bad standing with the association. Members already in bad standing or who have done something severely detrimental to the association have their memberships revoked. If the association is not opposed to the local authorities, the association will have little or no qualms about turning law-breaking members over for prosecution.
2-5	One Chance. Minor mistakes or oversights are forgiven. Breaking a principle of the association is typically forgiven if it is a first offense, though if a member has broken other principles before the association is less lenient. Further infractions result in bad standing or revocation of membership. The association does not hesitate to involve the local law if it would be appropriate, unless the association is opposed to the local authorities.
6-7	Lenient. Minor mistakes and oversights are seen more as learning opportunities. Principles are treated as very important, but bad standing is only used when breaking one puts the association or a member in jeopardy. Membership is only revoked if the member is already in bad standing, or if a member does something severely detrimental to the organization. The association prefers to keep issues between members rather than involve the authorities unless they feel it is absolutely necessary.
8	Benign. The principles of the association are treated as important guidelines rather than unbreakable rules. They are criteria for moving members up through the ranks and important concepts during training, but how members interpret and uphold them is considered a matter of personal preference so long as it does not negatively affect the association. Bad standing is used only as a serious disciplinary measure, and revocation of membership (or turning someone over to the law) is almost unheard of, used only in the most extreme of circumstances.

Relationship With Local Rulership

How does the association get along with the folks in charge?

d10	Relationship with Local Rulership
1	Antagonistic. The association doesn't care for the current rulership, and takes opportunities to undermine them or otherwise make their lives difficult.
2-3	Grudging. The association doesn't like the current rulership, but only uses its time or resources to bother them in extreme circumstances.
4-7	Neutral. The association maintains a peaceful relationship with the rulership and intentionally operates within the bounds of local law.
8-9	Cooperative. The association actively cooperates with local rulership and may even aid them in their governing efforts to some degree.
10	Joint. The association is linked to the local rulership in some way. This may mean members of the association are also in charge of local government to some extent, or they otherwise exert some level of influence on it.

Public Understanding

How well does the general public understand what the association does or how it works?

d10	Public Understanding
1	Very Misunderstood. The public doesn't understand what the association does or how it works, and incorrect notions about the association are very prevalent.
2-6	Misunderstood. The public doesn't fully understand what the association does or how it works, but most don't pay it much attention.
7-9	Familiar. The public has a passing understanding of what the association does and how it works, but most don't pay it much attention.
10	Very Familiar. The public has a strong understanding of what the association does and how it works, and most who live near an association presence have some correct information about it.

Reaction to Public Understanding

How does the association feel about the public's understanding of them?

d6	Reaction to Public Understanding
1	Upset. The association does not want the public to have this level of understanding. It either wants to be understood by the public, or be hidden from public view.
2-3	Ambivalent. The association does not care how much the public knows about it. It doesn't feel that the public's understanding affects its members to any meaningful extent.
4-5	Accepting. The association is at peace with how much the public knows. It doesn't attempt to change it, or it feels as though the effort to do so would not be worth the trouble.
6	Pleased. The association wants the public to have this level of understanding, and is glad that they have it.

Public Sentiment

How does the general public feel about the association?

d12	Public Sentiment
1	Despised. The public loathes the association and its members. If a known member is seen in public, or someone shows affiliation with the association, this disapproval is readily apparent in overt and subtle ways.
2-3	Disliked. The public doesn't like the association, but they are generally tolerated.
4-8	Ambivalent. The public doesn't pay the association much mind, largely ignoring them.
9-11	Liked. The public likes the association and is generally glad of their presence.
12	Esteemed. The public holds the association in high regard. If a known member is seen in public, or someone shows affiliation with the association, locals will show appreciation, or have a generally better attitude toward them. Certain members may even hold something of a celebrity status.

Reaction to Public Sentiment

How does the association feel about the public's understanding of them?

d6	Reaction to Public Sentiment
1	Upset. The association does not want the public to feel this way. It either wants to be liked by the public, or wishes to be feared or even ignored.
2-3	Ambivalent. The association does not care how the public feels. The work of the association is more important than public opinion.
4-5	Accepting. The association is at peace with the public sentiment, and they do what they can to work within the environment created by that sentiment. It doesn't attempt to change public opinion, or feels as though the effort to do so would not be worth the trouble.
6	Pleased. The association wants the public to have this sentiment, and is glad that they have it. It may well be that the association went out of their way to cultivate this public sentiment.

Local Association Influence

What sorts of things have happened in the local area that the association had a hand in? Whatever it is, it was due to something that members did, created, purchased, or sold. Note that this does not necessarily mean that the public is aware that the association had something to do with whatever happened.

d20	Local Association History
1	Crime Rate Up. Local crime has been more of a problem.
2	Crime Rate Down. Local crime has been less of a problem.
3	New Visitors. There have been more visitors than usual in the area.
4	Reduced Traffic. There have been fewer visitors than usual in the area.
5	Disappearances. Some folks have gone missing, either all at once, or in separate instances.
6	Price Jump. The cost of usually affordable goods has gone up.
7	Price Drop. The cost of luxury goods has gone down.
8	Unusual Visitors. People have come to the area who are odd, unusual, or otherwise atypical.
9	Structural Damage (Single). Something happened to a single building, such as a collapse, fire, or explosion.
10	Structural Damage (Multiple). Something happened to multiple buildings, such as collapse, fire, or explosion.

d20	Local Association History
11	New Trend. Something has become exceedingly popular.
12	Dropped Trend. Something that was popular suddenly became very unpopular.
13	Dangerous. Dangerous creatures have come to the area.
14	Helpful. Helpful creatures have come to the area.
15	Illness. Some kind of sickness has cropped up.
16	Widespread Injuries. Something has hurt a lot of people.
17	Foreign Attention. The local area is now the focus of an outside group, such as another tribe, country, or plane.
18	Superstition (Positive). Locals have developed a new superstitious practice that brings good fortune.
19	Superstition (Negative). Locals have developed a new superstition about bad luck.
20	Powerful Attention. The local area is now the focus of an extremely powerful being such as a god, otherworldly being, or legendary monster.

Underground Focus

How much focus does the association put on infiltrating the underground or black market operations?

d12	Underground Focus
1	Unaware. The association is utterly unaware of any sort of underground or black market. <i>Skip Underground Infiltration Success, and Underground Retaliation tables.</i>
2-3	Unconcerned. The association figures that there is some form of underground or black market, but does not consider it to be worth the time or effort to uncover. <i>Skip Underground Infiltration Success, and Underground Retaliation tables.</i>
4-6	Slight. The association is using minimal resources in its attempts to investigate underground or black market operations.
7-9	Concerned. The association is using moderate resources in its attempts to investigate underground or black market operations.
10-11	Focused. The association is spending heavily in its attempts to investigate underground or black market operations.
12	Hyper-Focused. The association is sparing no expense in its attempts to investigate underground or black market operations.

Underground Infiltration Success

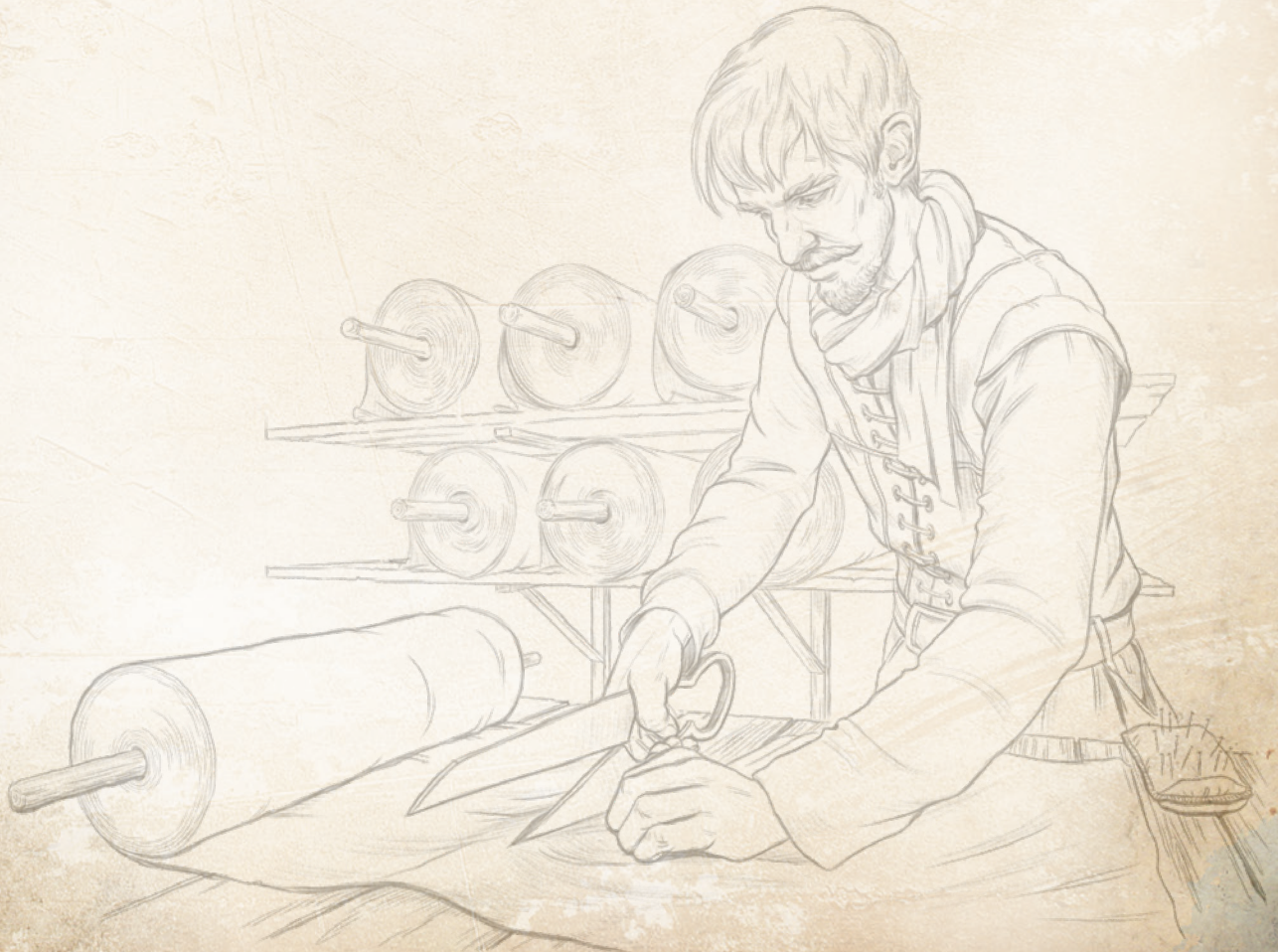
How successful has the association been in its efforts to infiltrate the underground?

d12	Underground Infiltration Success
1	Dead End. The association has acquired no leads or information.
2-3	A Hint. The association has acquired some slight information from its efforts, enough to confirm that there is some sort of underground.
4-6	A Lead. The association has acquired solid evidence regarding the underground, including details on an underground location.
7-9	Brief Infiltration. The association was successful at getting someone into the underground but something occurred that prompted them to leave soon thereafter.
10-11	Infiltration. The association was successful at getting someone into the underground and they have been able to come and go a few times, gathering a bit more detailed information every time.
12	Extended Infiltration. The association was successful at getting someone into the underground and they have been able to remain in place, passing information to the association on a regular basis.

Underground Retaliation

Has the association noticed any retaliation from their efforts to infiltrate the underground? Note that this table does not indicate whether there *was* retaliation, only how *aware* the association is of any that might have happened.

d10	Underground Retaliation
1	Oblivious. The association doesn't know if there has been any retaliation from the underground.
2-5	Suspicious. The association suspects that something might have happened, or that something might be going on, but it's unsure and has no evidence to support the suspicion.
6-7	Pretty Sure. The association has noticed some occurrences and knows something is going on, but has no hard proof.
8-9	Evidence. The association has found conclusive evidence of underground retaliation.
10	Red-Handed. The association has caught or seen an underground operative in the act of executing retaliatory measures.





ALCHEMY

All living things have natural magic within them. In most cases, this magic is dormant, unused and unwitnessed. An alchemist is someone who, using their learned practices, extracts the latent magical properties in naturally occurring things and binds those properties to a base to achieve various results. The discipline of alchemy encompasses all of the specializations that make potions and other magical mixtures.

The Alchemists' Association

Alchemists understand the link between the natural world and the magical. An alchemist uses the naturally occurring resources found throughout the world and, along with specific catalysts and methods, extracts and binds that magical essence to a physical material such as a liquid solution. This allows someone else to take advantage of that magical essence.

Core Principles of the Alchemist Association

Alchemists hold to these core principles, along with the general principles that all associations hold:

Respect for Nature. Members acknowledge that the natural world holds within itself great power, and it is a privilege to work with it. This does not mean that all members must be tree-embracing druids (though some certainly are), but the alchemist association does not condone the wholesale abuse or destruction of the natural world. Members doing so face disciplinary action up to and including termination of their membership.

Secrecy. Members acknowledge that their work involves processes that could be carried out by unskilled individuals to create dangerous substances. To prevent this, practices and recipes used for alchemy are restricted and not for release to non-association members. The confidentiality of the alchemist association's information is paramount to the safety of all. If an alchemist's recipes are found outside of their possession, other alchemists will investigate. If the recipes were lost through negligence or were deliberately shared, in violation of this principle, the member faces disciplinary action up to and including termination of their membership.

The Fundamentals

Materials

Regardless of specialty, all alchemists focus their efforts on the same trade: the creation of magical mixtures. All alchemy recipes are a combination of a base, a reagent, and a catalyst. Bases are the liquids or other kinds of solvents that make up the bulk of the mixture. They usually determine whether the resulting mixture will be helpful, harmful, or transformative. The element of the natural world that gives every mixture its unique properties is the reagent. These are herbs, roots, fungi, crystals, metals, and creature parts with latent magical power.

The catalyst is the agent that bonds the magical essence of the reagents to the base. Without a catalyst, an alchemical mixture would just be a weird, foul-tasting soup. With a catalyst, the same mixture becomes magical. A catalyst is either a seed, dust from gems or precious metals, or blood. Seeds are intrinsically tied to the spark of life held within all plants, gems and precious metals are a pure manifestation of the threads of magic within the world, and blood is a link to the life force and magic in all creatures.

Tools

Alchemists use **alchemist's supplies**, a **herbalism kit**, or a **poisoner's kit** to make their mixtures. In most cases, alchemists don't need a lot of space for their work but higher ranking recipes could require processes that take days in a lab to complete.

Discipline Ability

Mental Adaptability. When you make an ability check to craft an alchemy recipe, you can use either Intelligence or Wisdom.

Specializations

When an alchemist becomes an **apprentice**, they select a specialization, a subset of alchemy that focuses on the deeper examination of certain properties or alchemical mixtures. Each specialization has its own principles that members must adhere to, as well as the principles for alchemy as a whole and the general principles of associations. When an alchemist becomes an **expert**, they gain an **expert ability** for their specialization. The specializations for alchemy are detailed below.

Alkahest

Alkahests focus on destructive mixtures, full of entropy and disruption. Typical products for an alkahest are poisons, corrosives, explosives, and flammables. Alkahests hold to the following additional principles:

Considered Clientele. More than any other, these alchemists deal in dangerous substances. They therefore hold themselves responsible for vetting whether a potential client is someone the association wishes to do business with.

Paranoia with Purpose. Never be complacent when handling or storing any materials or creations.

Unwavering Response. The reputation of alchemists who delve into alkahest is the most fragile of the three schools of alchemy. Any problems, especially those of a public nature, must be addressed with care, precision, and speed.

Alkahests gain the following ability when they reach the rank of expert:

Careful Process (expert). If you fail on an ability check to create an item using an alkahest recipe, you ignore damage from **volatile** ingredients or recipes.



Apothecary

Apothecaries focus on restorative mixtures. Typical products for an apothecary are healing potions, antidotes, and antitoxins. Apothecaries hold to the following additional principles:

Altruistic Aid. Alchemists who take up the study of apothecary will help any who ask for it, regardless of alignment, political affiliation, or other such concerns. So long as a request is made, terms have been agreed to, and any necessary payment is received, aid will be given. During a crisis that affects the health of the general population, these alchemists will work to combat or manage the situation, expending their own resources to do so if needed.

Do No Harm. An alchemist of this school vows to not create any alchemical substance with the intent to harm another living thing.

Natural Protection. When nature itself comes under serious threat, alchemists from this branch of the craft are the first to respond. They are often caretakers of the natural world.

Apothecaries gain the following feature when they reach the rank of expert:

Preservative Practices (expert). Ingredients you collect or purchase, as well as items you create using an apothecary recipe, lose the **delicate** property if they had it. If you fail in the attempt to make an item from a delicate recipe, you still lose ingredients as normal.

Tincturers

Tincturers focus on transformative mixtures that cause change or malleability. Typical products for a tincturer are things that change the user's appearance or give the user a quality they didn't have, like resistance to fire. Tincturers hold to the following additional principles:

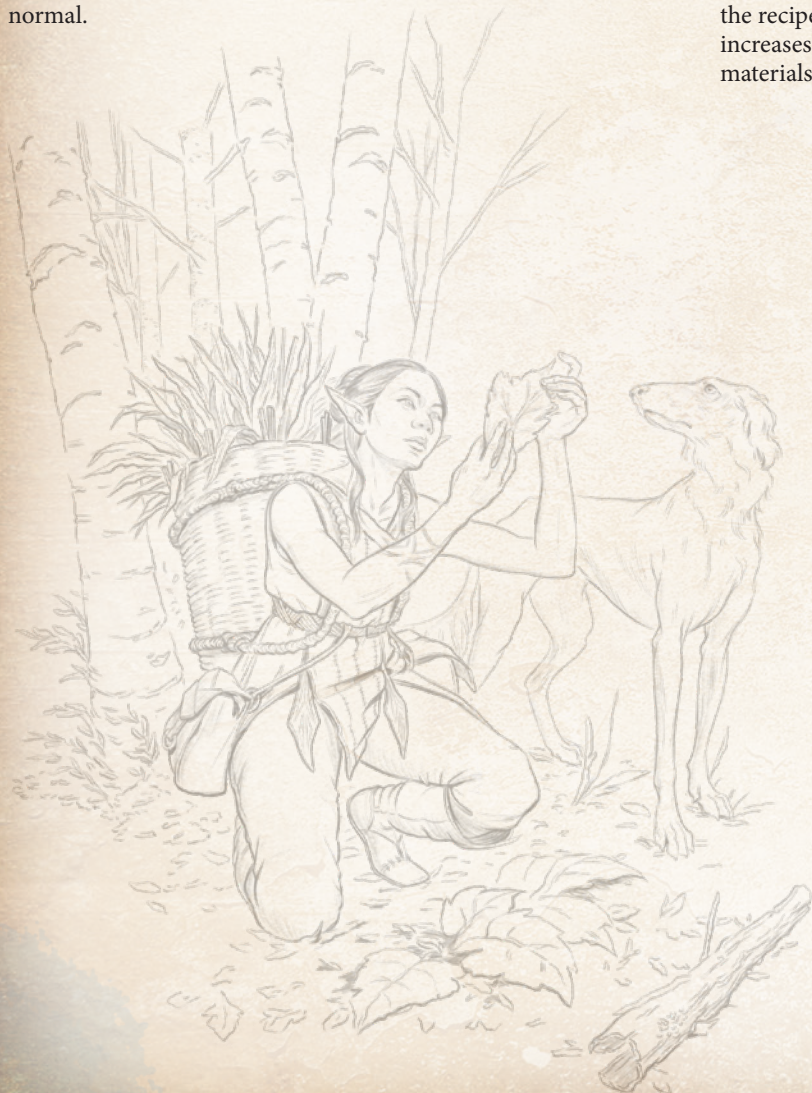
Cleverness. For every task there is a tool. Members should pursue association business in as elegant a manner as possible, achieving their goals with a clean and subtle approach.

Pursuit of Knowledge. Alchemists who follow this branch of the craft are inquisitive and interested in all manner of phenomena, natural or otherwise. All knowledge is worth having, unless gaining it would cost your life or bring trouble to the association.

Security. Ingredients and mixtures that transform others can be particularly perilous in unpredictable ways. All materials and work should be secured by any means available.

Tincturers gain the following feature when they reach the rank of expert:

Alchemical Flexibility (expert). Even if you don't have the exact ingredient you need, you can use something similar to get the job done. When you make an item using a tincturer recipe, you may use a different ingredient in place of any one ingredient listed on the recipe, as long as they are of the same grade and type. Doing so increases the recipe's crafting DC by 2. Properties of the substituted materials may still affect you or the recipe as normal.



Alchemy Quests

Alchemy quests tend to be focussed on the natural world - sourcing ingredients, protecting areas of importance to the association, or mapping out new regions. Alchemists are cautious with their secrets and careful with their concoctions, so members might also be asked to serve as caravan guards, couriers, messengers, and the like.

How Do Quests Work?

For a breakdown of how to read and use quests, please see the Quests section of Chapter 1: The Associations (p. 6).

General Principles

All members of the alchemists' association, regardless of specialization, hold to two general principles: respect for nature and secrecy. There are a number of ways that the association in your setting can make use of quests based on these general principles.

Becoming a novice alchemist could require completion of both of the general alchemist quests. This fits for an association that is extremely thorough and careful. It makes getting into the association more work, but more rewarding as well.

Instead, becoming a novice alchemist could require completion of only one of the general alchemist quests. The other principle is then taught to the new member via lectures or a book.

Finally, becoming a novice could require completion of only one of the general alchemist quests and the other principle is never mentioned at all. This depicts an association leaning heavily in the direction of the chosen principle. The alchemists' association that only emphasizes respect for nature could be one with a more druidic or naturalistic bent, while one that only cares about secrecy is much more clandestine.

Environmental Contamination

Principle: Respect for Nature

A nearby natural pool or spring has become contaminated and potions made with water from this spring either fail entirely, or have disastrous side effects. The association asks the applicant to investigate the body of water, discern what has happened, and fix it if possible.

Success. When the applicant arrives, careful searching and deduction reveals that a local village has been dumping waste into the water. The applicant must alert the village to the impact their pollution is having, and convince them to dispose of their waste in another way. If the applicant succeeds, they obtain their new rank.

Failure. If the applicant fails to identify the source of the corruption, or if they fail to convince the settlement to stop polluting the area, the ranking member steps in to resolve the situation. The applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to identify contamination or other non-magical problems in the natural world, they can add double their proficiency bonus to their roll.

Confidential Communications

Principle: Secrecy

The association has multiple branches throughout the world and usually communicates sensitive information through letters, couriered by members. The applicant is tasked with taking such a letter from one branch of the association to another, and told to keep it confidential.

Success. During the journey, the applicant is targeted by rogue alchemists, eager to get their hands on whatever the message entails. The applicant must get the message to its destination without it being read by any other alchemist, including themselves. If the applicant succeeds, they obtain their new rank.

Failure. If the applicant delivers the letter but has read it, the recipient realizes it has been tampered with. Violating the letter's security goes against the principle of secrecy and unless there was an extremely good reason for it, the applicant is placed in bad standing and denied their new rank.

If the letter is lost or stolen, the applicant should make an effort to retrieve it. Even if they fail to recover the letter, making a good faith effort satisfies the association. An applicant that doesn't report the loss of the letter and makes no attempts to retrieve it is heavily penalized.

The applicant might be captured by the rogue alchemists, who are actually legitimate association members testing the applicant's dedication. They offer gold for the letter, and press the applicant for information about the association, help acquiring more recipes, or other illicit activity. If the applicant gives in, they fail the quest. If the applicant holds out and doesn't take the bait, the association rewards their efforts to uphold the principle of secrecy.

If the applicant fails this quest, the association provides them with remedial training regarding the principle of secrecy, which takes two weeks of downtime. The applicant then receives their new rank.

Bonus. Whenever the applicant makes an ability check to conceal association secrets, they add double their proficiency bonus to their roll.

Alkahest Quests

Alkahests realize that the mixtures they create could be extremely dangerous if they got into the wrong hands, and take measures to prevent that from occurring. Alkahest quests are often damage mitigation - recovering stolen supplies, retrieving lost potions, or cleaning up after rogue alkahests. Sometimes they might be of a more mercantile nature, such as selling explosives to other factions that the association trusts.

To Deal, Or Not To Deal

Principle: Considered Clientele

A company of mercenaries makes a bid to purchase munitions from the alchemist's association, but the association needs to ascertain the character of the company in order to deal with them in good faith. The applicant is given the responsibility of approving or disapproving the transaction.

Success. The applicant should make their choice after considering what it means for the association, and be prepared to defend their reasoning. Regardless of whether the applicant approves of the sale or not, if they can adequately explain their reasoning, they succeed in this quest and obtain their new rank.

Failure. If the applicant blocks the deal for no good reason, the association misses out on profits, which the applicant may have to make up for. Before receiving their new rank, the applicant must spend two weeks of downtime in remedial training.

If the applicant sells the goods to the buyer and they use them for ill purposes, the ranking member denies the applicant their new rank and takes appropriate disciplinary action.

Bonus. Whenever the applicant makes an ability check to get more information about people involved in a business deal, they add double their proficiency bonus to the roll.

Temperamental Transport

Principle: Paranoia with Purpose

The applicant is tasked with arranging the transport of volatile supplies in a special cart, designed specifically to keep the ingredients cool and safe so that they don't explode. The applicant is given a budget to work with and information about threats (goblins, bandits, etc.) lurking along the route.

Success. As long as the supplies arrive intact at their destination, the applicant succeeds and obtains their new rank. This doesn't require the applicant to travel with the supplies, although some applicants do so to make sure everything goes smoothly. Applicants can use their budget from the association to hire guards and make other arrangements.

If the alchemical supplies are stolen, perhaps by rogue alchemists or bandits, the applicant must make an effort to retrieve the supplies. Even if the applicant fails in their recovery efforts, if they make an earnest attempt to get the supplies back that satisfies the association.

A natural hazard could prevent the supplies from reaching their destination. The applicant should strive to get the caravan back on its way. If the applicant makes a good faith effort to get the caravan moving again and fails, the ranking member sends a team of specialists to take over but counts this as a success for the applicant.

If the cart is damaged, the materials inside start to react and steam pours out of the cart, creating an area of lightly obscured terrain around the caravan. The applicant must work quickly to keep the supplies cool and repair the cart, otherwise the whole thing might explode.

Failure. If the supplies are damaged or lost in transport, the applicant must convince the ranking member that they made a sincere effort to remedy the situation. The ranking member can assign the applicant to two weeks of downtime spent in remedial training before receiving their new rank. The applicant might also need to make up for the lost supplies with gold or free labor for the association.

If the supplies are lost and the applicant that makes no attempt to rectify the situation, the ranking member denies the applicant their new rank and takes appropriate disciplinary action.

Bonus. Whenever the applicant makes an ability check regarding the transport of chemically dangerous substances, they add double their proficiency bonus to the roll.

Damage Control

Principle: Unwavering Response

Rogue alkahests recently broke into a building in a nearby settlement and wrought destruction with their alchemical concoctions. The association tasks the applicant with cleaning up after the alkahests and repairing relations with the locals. The applicant has to deal with corrosive acid, alchemist's fire, and sludgy goop.

Success. As well as removing the hazardous debris, the applicant has to repair relations with the local leaders. Applicants must assure the populace that the alchemist association had nothing to do with the attack and is working to prevent such a thing from happening again. As long as the applicant can repair the damage, both physical and diplomatic, they succeed on this quest and obtain their new rank.

Failure. If the applicant doesn't know how to remove the substances, or fails to smooth things over with the local authorities, the ranking member steps in. The applicant must spend two weeks of downtime in remedial training before receiving their new rank. If the ranking member believes that the applicant failed on purpose or was otherwise negligent, the applicant is denied their new rank and might face disciplinary action.

Bonus. Whenever the applicant makes an ability check to clean up after an alchemical accident, they add double their proficiency bonus to the roll.

Grey Area

Principle: Unwavering Response

A master or artisan alkahest is pursuing something dangerous and the applicant is tasked with investigating the situation and taking appropriate action. The alkahest in question has strong reasons for what they are doing and it's debatable whether they should be allowed to retain their membership or not. One obvious example is a biological weapon for use in a conflict where there is no clear good side.

The alkahest involved may cooperate, resist, or withhold information from the applicant. They may turn on the applicant suddenly if the decision isn't in their favor. Bribery, threats, and magical compulsion could all be brought to bear on the applicant.

Success. Regardless of what the applicant decides to do about the wayward master, if they can adequately explain their reasoning, they succeed in this quest and obtain their new rank.

Failure. If the applicant makes a hasty decision about the master alkahest, or if they bungle the investigation, the ranking member intervenes. The applicant must spend two weeks of downtime in remedial training before receiving their new rank. If the ranking member feels the applicant was negligent or working against association interests, they deny the applicant's new rank and may pursue disciplinary action.

Bonus. Whenever the applicant makes an ability check when investigating internal affairs of their association, they add double their proficiency bonus to the roll.



Apothecary Quests

The apothecary specialization tends to attract selfless individuals keen to spread their gift for healing to as many as they can. They are extraordinarily appreciative of the natural world; many of their creations would be impossible to create without medicinal plants and clean spring water. Apothecary quests often focus on protecting the natural world or delivering much-needed healing supplies to vulnerable communities.

Since the principle of 'do no harm' is so essential to being an apothecary, most associations require a quest that teaches that principle as the first quest a potential apothecary completes.

Med Support

Principle: Altruistic Aid

Conflict has broken out between a ruthless attacking faction and nearby locals protecting a fort, warehouse, or village. The defenders have sent an urgent request for healing supplies and the association has agreed, assigning the applicant to make the delivery.

Success. The supplies must make it to the defenders intact and the applicant should render what aid they can. As long as the applicant achieves this goal or shows the ranking member that they made a sincere effort to do so, they obtain their new rank.

Failure. If the applicant fails to make the delivery or if they simply deliver the supplies and leave without offering further assistance, the ranking member intervenes. The applicant must spend two weeks of downtime in remedial training before receiving their new rank. If the applicant does something clearly counter to this principle, like selling the supplies to another buyer, the ranking member denies them their new rank and may pursue disciplinary action.

Bonus. Whenever the applicant makes an ability check to plan out getting aid to those in dangerous circumstances, they add double their proficiency bonus to the roll.

Deadly Disease

Principle: Altruistic aid

An unknown disease is spreading through a settlement. The bodies of the dead are piling up, and the local physicians and clerics are stumped by the plague. The applicant is tasked with going to the disease-ridden location, identifying the malady, and dealing with it the best that they can. The specifics of the disease are up to the GM; it could be a curable disease that the settlement has never seen before or it could be something beyond alchemy's ability to cure.

Success. The applicant must strive to understand the disease and either create a cure or otherwise salvage the situation and mitigate the spread of infection. An applicant who cannot find a cure might have to seek another method of removing the disease, such as contacting extraplanar beings, travelling to another plane of existence in search of help, or even manipulating time to reverse the disease's spread. As long as the applicant can handle the situation, they obtain their new rank.

Failure. If the applicant cannot cure the disease or properly handle the situation, the ranking member intervenes. The applicant must spend two weeks of downtime in remedial training before receiving their new rank. If the applicant seriously bungles the containment, they are denied their new rank and might face disciplinary action if they let the disease ravage the countryside.

Bonus. Whenever the applicant makes an ability check related to issues of public health, they add double their proficiency bonus to the roll.



Understanding

Principle: Do No Harm

To understand the apothecary's vow, the applicant must seek out four individuals who have experienced a particularly harmful alchemical substance and listen to their accounts. The ranking member can help the applicant find these individuals.

- **Poison.** The victim expresses how their body's own humors were turned against them, resulting in painful swelling, boiling fever, excruciating rashes, lesions, and loss of control of bodily functions. If the victim dies before the applicant arrives, a surviving loved one or caregiver tells their story.
- **Acid.** The victim is a grieving, pain-wracked expert craftsperson who came into contact with a corrosive substance. Their hands, which were once capable of creating exquisite, delicate work, have now been rendered painfully useless.
- **Mind-altering Substance.** The victim's mind is broken beyond repair. They are locked away and restrained to protect them from themselves, or to protect others. The applicant is able to speak with a loved one of the victim who relates to them the wonderful person the victim was prior to being exposed to the substance, how it happened (or how they *think* it happened), and what a loss its effects created.
- **Volatile Compound.** The victim is lying on a bed, wrapped in gauze, and being treated for burns; the applicant arrives in time to see their bandages being changed. The victim worked with dangerous or explosive substances and there was a mishap in the workplace. They express how important it is to take care in one's work, and that mistakes and carelessness can have awful consequences.

Success. The applicant must recount what they learned and express why apothecaries must be a force in the world dedicated solely to the easing of pain, mending of wounds, and bettering the quality of life of those around them. The applicant then takes a vow, swearing that so long as they are counted among the apothecaries, they shall never set their efforts to any alchemical substance intended to bring harm to another living thing. This vow is committed to a parchment scroll, signed by the applicant, sealed with a drop of their blood, and sent to the association's headquarters. The applicant then obtains their new rank.

Failure. If the applicant truly shows that they do not understand this principle, the ranking member may reject their application and encourage them to apply to one of the other specializations.

If the applicant is serious about becoming an apothecary, the ranking member will guide them through remedial training for two weeks of downtime. After that, most associations will allow the applicant to take their vow but some might require the applicant to attempt this quest again.

Bonus. Whenever the applicant makes an ability check to determine a course of treatment for a creature, they add double their proficiency bonus to the roll. If the association requires the applicant to undertake this quest again before receiving their new rank, the applicant doesn't get this bonus until the association is satisfied.

An Unnatural Corruption

Principle: Natural Protection

A location the association manages is one of the few places where an important medicinal herb grows. Unfortunately, it has been invaded by foul, corrupting influence of evil fey. The association has had to pull back, leaving them short on essential supplies. The applicant is tasked with cleansing the location of the corruption, rooting out the evil fey, and dealing with their leader.

Success. The fey are led by a wretched hag who despises civilization and wants to turn the land against nearby folk. She has many minions, such as treants, elementals, or stone golems. The applicant must enter the location, deal with the hag and her minions, and restore the land. The association would also be exceedingly grateful if the applicant returned with a stash of the medicinal herbs.

Failure. If the applicant cannot find a way to deal with the hag, the ranking member intervenes. The applicant must spend two weeks of downtime in remedial training regarding defense of the natural world. They then receive their new rank.

Bonus. Whenever the applicant makes an ability check regarding evil fey, they add double their proficiency bonus.

Tincturer Quests

Tincturers believe in learning through experimentation and exploring new avenues of research. They keep more powerful secrets from beginners, mostly for their own safety. Because of their interest in innovation, searching for new ingredients, exploring unknown regions, and devising ingenuitive solutions to problems are all possible quests for this specialization.

Diplomatic Cartography

Principle: Cleverness

The best way to discover new ingredients is to explore the unmapped regions of the world. The applicant is tasked with visiting a relatively unexplored region and returning with a map of the place, as well as notes about the various plants and wildlife.

Success. When the applicant arrives, they discover the land is already inhabited by intelligent creatures. They inhabitants know a great deal about the local area and are willing to work with the applicant, provided they are treated with courtesy and respect. If the applicant can secure the aid of locals and accurately map the area, they obtain their new rank.

Failure. If the applicant just ploughs on without heeding the advice of the locals, they quickly run afoul of the perils of the wilderness. Depending on how they were treated, the locals could also turn against the applicant. Either way, the association sees this as a failure. The applicant must spend two weeks of downtime in remedial training on diplomacy and public relations before receiving their new rank.

Bonus. Whenever the applicant makes an ability check regarding a first-contact situation, they add double their proficiency bonus to the roll.

Secure The Samples

Principle: Pursuit of Knowledge

The applicant is tasked with retrieving the body of a recently slain troll, or similar creature, laid low by a band of adventurers. However, when the applicant discovers the body they find scavengers and other monsters as well, making retrieval difficult.

Success. The applicant must drive off the creatures, assess the body of the troll, and bring back useful samples for research. As long as they bring back something usable for the association, they obtain their new rank.

Failure. If the applicant fails to return with any samples, or if they bring back samples damaged or unusable, they fail in this quest. They must spend two weeks of downtime in remedial training on harvesting useful parts of creatures before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to identify or preserve harvested organs, they add double their proficiency bonus to the roll.

Delicate Dispatch

Principle: Pursuit of Knowledge

An enormous monster, such as a kraken or purple worm, is roaming around the area, destroying large swaths of civilization. The association tasks the applicant with dispatching the creature in such a way that any useful parts are preserved.

Success. The applicant might need to dispatch the creature in an unusual way, such as suffocation, or simply attacking parts of the creature that are less valuable to an alchemist. Either way, combat is more difficult than it would otherwise be. As long as the applicant can kill the creature and bring back something useful for the association, they obtain their new rank.

Failure. If the creature survives, it rampages and is ultimately driven off by adventurers. The association loses this opportunity, but the applicant might try to salvage the situation by chasing after the creature. If they can catch up to it, they can still attempt to complete this quest.

If the creature is destroyed too thoroughly, any important parts that may have been usable have been damaged or lost. The applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check regarding harvesting usable parts of creatures, they add double their proficiency bonus to the roll.



Purloined Potions

Principle: Security

Criminal activity in a nearby settlement is on the rise. There are multiple reports of cat burglary and pickpocketing, and several witnesses claim the criminal displayed strange abilities. Further investigation by the association revealed that the individual may have been using banned or stolen transformative potions.

Success. The association assigns the applicant the task of tracking down the criminal and investigating for potential breaches of security. Any information regarding a leak within the association would be of great importance as well. The applicant needs to deal with the criminal and return any stolen items to obtain their new rank. If they deal with the criminal but lose the stolen materials, the applicant must replace what was lost before they can obtain their new rank.

Failure. If the applicant fails to apprehend the criminal, the ranking member intervenes. The applicant must spend two weeks of downtime in remedial training before receiving their new rank. If the ranking member determines that the applicant was negligent or actively working with the criminal, they deny the applicant their new rank and may pursue disciplinary action.

Bonus. Whenever the applicant makes an ability check regarding alchemical stockpiles, they add double their proficiency bonus to the roll.





CRAFTING

Crafting is the most diverse discipline and encompasses a wide variety of skills, such as working with metal, wood, hide, and cloth. The specializations within the crafting discipline each focus on creating items primarily out of a particular material, such as metal or wood, or creating a very specific kind of thing, like clockwork. However, crafters from one specialization still use other materials, like thread or rivets, created by another specialization. This creates a symbiotic relationship between the crafting specializations.

Magic Items?

In this book, we treat most magic items as mundane items that enchanters imbue with power. However, there are some recipes for magic items that crafters have access to, not enchanters.

In much of fantasy literature there are examples of items which are made with such fine craftsmanship, or with particularly special materials, that the items are (for all intents and purposes) magical. It is in that spirit that we have put a scant few magic item recipes (such as basic +1, +2, or +3 weapons) within the crafter recipe lists.

The GM might decide that, in their setting, all magic items are made enchanters. In that case, feel free to adapt the recipes to suit your needs.

The Crafters' Association

A crafters' association is usually the most wide-ranging and well-established kind of association. Its members create all manner of items, from the practical to the frivolous and anywhere in between. These are people who work with their hands and value the effort and skill that go into making anything, no matter how seemingly mundane. A crafter works to grow their skill and understanding with each project, using materials and processes that yield the best result. Compared to alchemists and enchanters, crafters have the most contact with the common folk, and have an appreciation for their more humble needs.



Core Principles of the Crafters' Association

Crafters hold to these core principles, along with the general principles that all associations hold:

Authenticity. Members acknowledge that what a crafter creates is their livelihood, as well as a reflection of their skill, labor, and artistry. As such, the association holds authenticity as sacred. A member shall never, under any circumstances, claim another crafter's work (whether that crafter is an association member or not) as their own. A member can sell the work of another crafter, but must clearly identify the maker of each item. Violating this principle can result in disciplinary actions such as fines, fees, or other penalties paid to either the association or the original crafter of the items. Penalties may also include demotion or nullification of membership.

Appreciation. Members know that they rely on many others outside of their own particular practice. All association members make it a point to learn about where their supplies come from and the people that enable them to do their work. A member will, to the best of their ability, contribute any efforts and aid they can to those linked to their work in such a way.

Service. Clients must be taken care of. If they have special needs, and the client can cover the necessary costs, a member will work to ensure that those needs are met, even if that means recommending the client to another crafter who may be better suited to the task.

The Fundamentals

Materials

Materials for crafting are often the simplest and easiest to obtain, at least for the basics. Crafters work with either raw materials (wood, ore, wool, feathers, etc...) or manufactured materials (nails, planks, buckles, needles).

Tools

Crafting recipes use either **carpenter's tools**, **glassblower's tools**, **jeweler's tools**, **leatherworker's tools**, **smith's tools**, **tinker's tools**, **weaver's tools**, or **woodcarver's tools**. Some crafting stations or projects are easily portable, but many need ample space, such as forge equipment, large tanning frames, a loom, or other such large or cumbersome fixtures.

Discipline Ability

Physical Adaptability. When you make an ability check to craft an item from a crafting recipe, you can use either your Strength or Dexterity.

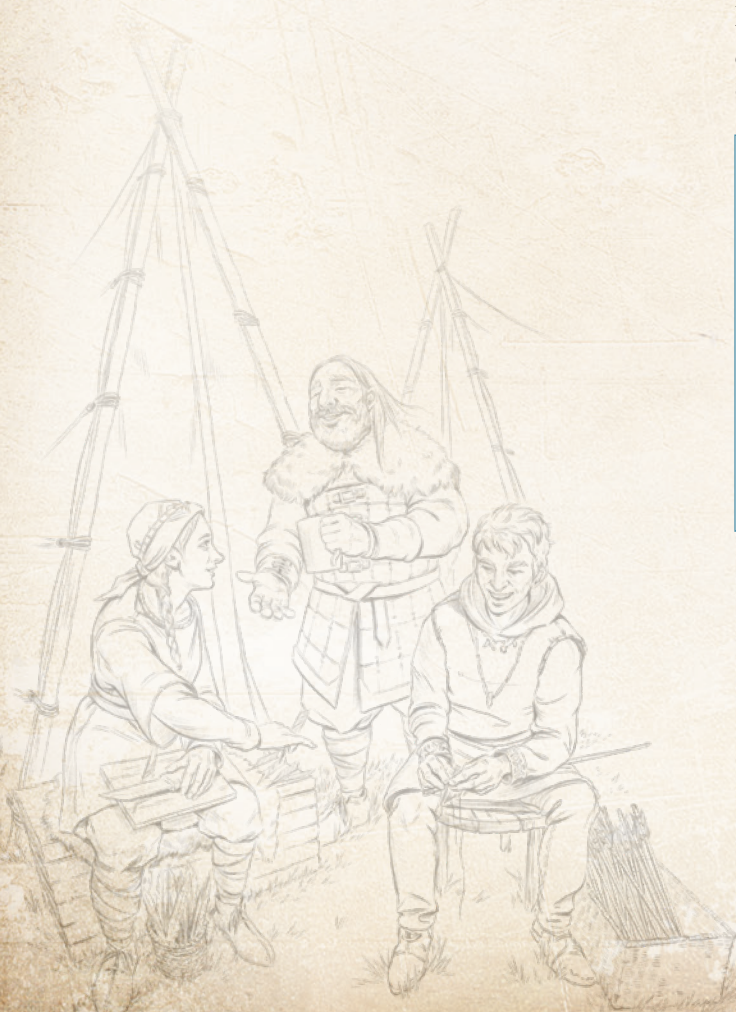
Specializations

When a crafter becomes an **apprentice**, they select a specialization, a specific kind of material they work with or finished good they produce. Each specialization has its own principles that members must adhere to, as well as the principles for crafters as a whole and the general principles of associations. When a crafter becomes an **expert**, they gain an **expert ability** for their specialization. The specializations for crafters are detailed below.

Historic Professions

Historically, there were many smaller, more specific professions (such as cobblers, dyers, bowyers, fletchers, locksmiths, etc.). For the purposes of practicality and usability, many of these specific crafts were rolled into others. If you want your character to be a specialist, such as a bowyer, feel free to pursue the appropriate profession and focus your craft on those specific kinds of things by only making recipes that fit your idea.

For GMs, if your player wishes to pursue a specialization with a more specific scope, you might make certain allowances in their pursuit of the craft, such as crafting multiples of the same item for purposes of increasing in rank.



Blacksmith

Blacksmiths focus on making products from metal, such as armor, tools, and weapons. Along with the crafters' and general association principles, blacksmiths adhere to the following additional principle.

Vital Importance. A blacksmith knows that their customers' lives depend on the quality of the work they do. A blacksmith makes it a point to have a very clear appreciation for these risks. They take their time, use proper materials, and educate themselves so they can effectively meet the needs of their customers.

Blacksmiths gain the following ability when they reach expert rank:

Resource Adaptability (expert). You can treat any metal ingredient as if it were 2 ingredients of the next lower grade, or 4 ingredients at two grades lower. For example, you can use a high grade ingredient as if it were 2 normal grade ingredients, or 4 low grade ingredients.

Jeweler

Jewelers focus on making delicate objects used for adornment, as well as various spell components. Typical products include pendants, bracelets, necklaces, torques, rings, earrings, crowns, and diadems. Jewelers also create gem dusts and powders. Along with the crafters' and general association principles, jewelers adhere to the following additional principle.

Decorum. A jeweler serves the wealthy and powerful; they conduct themselves with poise, dignity, and respect when dealing with such individuals, no matter what. A jeweler that offends any such individual may face disciplinary action, or at the very least the disapproval of their peers.

Jewelers gain the following ability when they reach expert rank:

Diamond in the Rough (expert). You have advantage on ability checks you make to find gem ingredients. In addition, each recipe on your list gains an extra ingredient slot, into which you can add a single gemstone. The gemstone's value is added to the value of the recipe, but the time needed to make the recipe is not increased.

Leatherworker

Leatherworkers focus on making armor, tools, weapons, and other goods primarily out of leather or other hides. Along with the crafters' and general association principles, leatherworkers adhere to the following additional principle.

Conservation. Leather can be expensive and hides from rare creatures are in short supply. A leatherworker strives to maximize the material they have, minimizing waste. This principle also means that leatherworkers work to ensure the creatures that provide their materials remain a viable resource.

Leatherworkers gain the following ability when they reach expert rank:

Resource Optimization (expert). You can treat any 1 hide ingredient as if it were 2 of the same ingredient.

Tailor

Tailors focus on making products primarily from cloth such as clothing, blankets, bandages, and even things like sails, nets, or rope. Along with the crafters' and general association principles, tailors adhere to the following additional principle.

Confidentiality. While fitting their clients, tailors tend to spend significant time with them in a rather intimate setting. A tailor keeps their clients' confidence; any information disclosed in the presence of a tailor during the course of business is kept secret.

Tailors gain the following ability when they reach expert rank:

Mobile Projects (expert). You have learned how to work on tailoring recipes while out in the field, sitting quietly by the fire, or on a storm-tossed ship. For each hour you work on a tailoring recipe, you make two hour's worth of progress.

Tinkers

Tinkers focus on complex devices using clockwork and other kinds of mechanisms. Typical products include clocks, windup toys, constructs, elaborate projectile weapons, and explosives. Along with the crafters' and general association principles, tinkers adhere to the following additional principle.

Respectful Repair. Tinkers have respect for the craft of others. Whenever a tinker repairs an item, they do so with the utmost care. The repaired item is returned to the owner in good-as-new condition, even if that means fixing things other than the stated problem.

Tinkers gain the following ability when they reach expert rank:

Sure Hands (expert). When you make an item using a tinker recipe, **delicate** ingredients are not expended unless the recipe itself is delicate.

Woodworker

Woodworkers focus on making tools, parts, and weapons primarily out of wood. Typical products include furniture, handles and hafts, toys, carts and boats, bows, crossbows, bolts, and arrows. Along with the crafters' and general association principles, woodworkers adhere to the following additional principle.

Fire Prevention. Unchecked wildfires do great harm to the sources of a woodworker's livelihood. A woodworker does whatever is in their power to prevent such destruction.

Woodworkers gain the following ability when they reach expert rank:

Keen Eye (expert). When you purchase or harvest wood ingredients, the ingredients are always one grade higher than normal.

Crafting Quests

Crafters' association quests are tasks designed to instruct the association member in the different aspects and principles of the association that are of vital importance to the organization. They are simultaneously practical exercises meant to test resourcefulness, adaptability, and alignment with the association's overall sensibilities and preferences.

How Do Quests Work?

For a breakdown of how to read and use quests, please see the Quests section (p. 6) of Chapter 1: The Associations.

General Principles

As well as the principles for associations in general, members of a crafters' association all hold to three core principles regardless of specialization: authenticity, appreciation, and service. When an aspiring craftsperson applies to join the association, in almost all cases the association assigns a quest that teaches the principle of authenticity. Crafters must learn to value the work of others before they can take credit for their own work.

When a crafter is ready to specialize and become an apprentice, the association gives them a quest that focuses on fostering appreciation for the crafter's chosen focus of material. Tailors learn about wool processing and raising sheep, while woodworkers learn the basics of forestry. Crafters must complete the Where It Comes From quest for their particular specialization to become an apprentice.

From then on, when a crafter seeks out a new rank the association usually assigns quests that focus on the principle of services. However, if the crafter has demonstrated a lack of understanding of some other principle, the association will give them an appropriate task to remedy their deficiency.

Unsanctioned Outsourcing

Principle: Authenticity

The ranking member asks the applicant to accompany them on an investigation; a fellow craftsperson has been selling work at a suspiciously cheap price. The ranking member expects the applicant to check out the shop and equipment, and note if anything seems fishy. At first glance, the goods all look in order; but with closer inspection, the applicant can spot some differences.

Some of the items have the craftsperson's makers mark, but others don't. Items that have a mark are of decent quality, while those that don't are made of slightly worse materials and have some subtle flaws. If questioned firmly, the craftsperson admits that they were actually counterfeiting their own work. They had some debts that they needed to pay off very quickly, so they enlisted the aid of a remote, non-association, craftsperson. They sent samples of their own work, and instructed the other crafter to make copies that appeared as close as possible to the originals. The association craftsperson was able to sell the knockoffs for a tidy profit.

Once this all comes to light, the craftsperson looks visibly ashamed and apologizes for the deception. They say they understand how important authenticity is to the association and asks the ranking member for mercy. The ranking member looks to the applicant and asks what they think should be done.

As long as the applicant advocates for some degree of punishment, most likely placing the offending craftsperson in bad standing and confiscating the non-genuine items, they demonstrate an understanding of this principle and succeed on this quest. If the applicant fails to uncover the deception, or if they advocate for no punishment or an excessively harsh punishment, the ranking member intervenes.

The applicant must then spend two weeks of downtime in remedial training before receiving their new rank.



Blacksmith Quests

Blacksmiths are primarily concerned with supplies of metal and fuel, and with distribution of the items they make also. Quests for blacksmiths include reopening blocked supply chains, scouting out potential new mines, and giving demonstrations of new items.

Where It Comes From: Smithing

Principle: Appreciation

The applicant first learns about where the ore they use comes from. They travel to a coal mine and iron mine, meet the miners at each, and investigate the work they do. The miners note that many don't live very long, and too much time in the mines can cause the miners to get sick. There is also danger of collapses (especially if the tunnels aren't well-built or maintained), or even explosions. The work is dark, dirty, and exhausting; the miners tell the applicant of instances where surface mines were flooded and rendered useless.

The applicant then seeks out another blacksmith and observes the smelting process. They see fuel fed into the top of the furnace and air pumped underneath. The fuel and ore are introduced, and ultimately, a chunk of refined metallic iron is extracted, covered in slag which must be broken off. The smith warns of the heat and smoke, and obvious fire danger.

The smith then shows the applicant the process for making various tools. The applicant witnesses how molten metal is handled and molded, how heated metal is beaten and shaped, how handles are affixed and the various small parts that are used such as nails or rivets. The smith demonstrates the need for a strong body, a sharp eye, and a deft hand. They warn against injury, the risks of working too quickly, or becoming complacent, and show a number of painful scars.

Success. Once the blacksmith is satisfied, they send the applicant back to the ranking member who asks the applicant what they learned, and what they think of it all, and the people who do it. As long as the applicant can demonstrate an understanding of what they experienced, they succeed on this quest and obtain their new rank.

Failure. If the applicant cannot demonstrate that they learned anything from their time spent on this quest, they must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check regarding the supply chain that supports their craft, they add double their proficiency bonus to the roll.

Package Tracking

Principle: Service

A client has asked for a commission using a particularly rare metal, which has yet to arrive. The ranking member is worried and tasks the applicant with tracing the route the caravan would have taken. What happened to the caravan is up to the GM. It could be a weather-related incident, a roadblock of some kind, or an attack by bandits or monsters.

Success. Whatever the reason for the delay, the applicant should work to resolve the issue and retrieve the shipment. Even if the applicant fails in their recovery efforts, if they make an earnest attempt to get the supplies back that satisfies the ranking member. The applicant then obtains their new rank.

Failure. If the applicant fails at finding the caravan or doesn't make an effort to retrieve the shipment, they must spend two weeks of downtime in remedial training before receiving their new rank. An applicant that makes no attempt to rectify the situation is heavily penalized; the ranking member denies them their new rank and may pursue disciplinary action.

Bonus. Whenever the applicant makes an ability check regarding the transport of crafting materials, they add double their proficiency bonus to their roll.

Shoddy Workmanship

Principle: Vital Importance

Blacksmiths need to understand the true cost of poor workmanship. The ranking member tasks the applicant to seek out a battlefield. They are to inspect the fallen, looking for armor that failed to protect the wearer. A suit of chainmail could have improperly closed links, plates on a leather tunic might be spaced too far apart, or weak alloys might have been used to forge a shield.

Success. When the applicant returns, they should be able to explain how important it is to not try to meet a cheap price point, or rush a project for any reason, because a compromise in quality can very well be the difference between life and death. As long as the applicant shows they understand this principle, they obtain their new rank.

Failure. If the applicant cannot demonstrate their understanding, they must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to determine flaws in metalwork, they add double their proficiency bonus to the roll.

Aid Thy Neighbor

Principle: Appreciation

The ranking member has received word that a group of miners were trapped in a cave-in. The applicant is tasked with getting the miners out alive. The applicant could clear debris manually or with magic, find alternate means of access, or otherwise aid the rescue attempt.

Success. If the applicant can successfully rescue the miners, they obtain their new rank. However, even if the miners don't all make it out alive, if the ranking member judges that the applicant made a good faith effort they will grant the applicant their rank as well.

Failure. If the miners don't make it out alive and the ranking member determines that the applicant was negligent, the applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check related to mining hazards, they add double their proficiency bonus to the roll.

Jeweler Quests

Being a jeweler means dealing with valuable items from day one. Typical quests include rooting out thieves, discovering new sources of materials, or delivering expensive pieces to rich clientele.

Where It Comes From: Jewelcrafting

Principle: Appreciation

The applicant first learns about where the metals and gems they use comes from. They meet the miners and investigate the work they do. The miners note that the work is not only hard, but can also be delicate because they want to make sure to get and preserve as much material as possible. The usable ore must be separated from other unusable material. The applicant is told of various issues they face, including not just physical dangers like collapses or flooding, but also robbery. Being a source of precious metal, it attracts certain thieves (or even greedy miners) who would gather up as much raw gold as they can and run. They mention that finding precious gems does not help the problem.

The applicant then seeks out a smith who is refining raw ore with a furnace. They explain that there are various chemicals that can be used to extract the ore from the hard rock. Once this is done, what's left is a sludge of gold or silver, for instance. That sludge is then smelted down and refined into pure gold bars or stock. The applicant witnesses the way fuel is fed into the top of the furnace, and air is pumped underneath. The fuel and ore are introduced, and ultimately, a chunk of refined precious metal is extracted, covered in slag which must be broken off. The smith warns of the heat and smoke, and obvious fire danger.

A fellow jeweler shows the applicant enamelling: the process of laying a framework of wires to outline a design on a piece of metal. A finely ground powder made up of ground glass, dyes, sand, or similar other ingredients, is put into the spaces within the wireframes and the whole piece is put into very high heat. The result is spaces of brightly colored glass. The risks here are plain to see; one can easily get cut, accidentally breathe in the fine powders, or get badly burned.

Another jeweler shows the applicant gem cutting. They learn that there are some craftspeople who do only this, focusing on the art of making exquisitely cut gems. Other jewelers put their own hand to it. It is simply the practice of using jeweler's tools to shape gems into their most ideal or striking forms. A gem of excellent quality takes great time, patience, and a keen eye for detail. This is not a high-danger process, but it is one requiring a very high degree of skill and practice.

Success. Once the applicant returns, the ranking member asks them what they learned, and what they think of it all, and the people who do it. As long as the applicant can demonstrate an understanding of what they experienced, they succeed on this quest and obtain their new rank.

Failure. If the applicant cannot demonstrate that they learned anything from their time spent on this quest, they must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check regarding the supply chain that supports their craft, they add double their proficiency bonus to the roll.

Social Graces

Principle: Decorum

A report was submitted with regard to an association jeweler, stating that they acted with an utter lack of social graces. The jeweler's client was appalled and is threatening to take their business elsewhere if disciplinary measures are not taken. The ranking member instructs the applicant to obtain the accounts of both the jeweler and the offended noble. Once they have done so, they must assess the situation and recommend a course of action.

It could be that the noble was perhaps being unreasonable, but still within the local standards of behavior for someone of their rank and station. Or the noble might have been actively provoking the jeweler, hoping to stir up trouble. Regardless, jewelers should treat their customers with dignity and respect at all times. Unless there was an exceptionally good reason to do otherwise, the jeweler should have abided by this principle.

Success. Once they determine what happened, the applicant must make a recommendation of what to do about it. As long as the applicant advocates for some degree of punishment, most likely placing the offending craftsperson in bad standing, they demonstrate an understanding of this principle and obtain their new rank.

Failure. If the applicant advocates for no punishment or an excessively harsh punishment, the ranking member intervenes. The applicant must then spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to interact with the nobility, they add double their proficiency bonus to the roll.

Precious Cargo

Principle: Service

A noble recently commissioned an extraordinarily expensive ring that now needs to be delivered safely. The association cannot easily afford to lose the business of this sort of customer, and the damage that it could do to the association's reputation with the nobility would be very serious.

Success. The ranking member tasks the applicant with delivering the ring in a timely manner and keeping it safe on its journey. As long as the applicant achieves this goal, they obtain their new rank.

Failure. If the ring doesn't reach the noble in pristine condition, or at all, the noble is extremely displeased with the association. The applicant must spend two weeks of downtime in remedial training, and may be required to provide free labor to the association for a time, before receiving their new rank.

Bonus. Whenever the applicant makes an ability check regarding the transport of valuable items, they add double their proficiency bonus to the roll.

Secure Shipping Routes

Principle: Appreciation

A regional gem supplier has requested the aid of the association because bandits have been lurking on local delivery routes. The ranking member tasks the applicant with handling the situation. After checking the routes, the applicant finds a narrow point in one pass where wagons could be stopped relatively easily. Further investigation even yields a few small gems that had fallen to the ground.

Success. The applicant must come up with a way to catch the bandits and find out how they're learning about the shipments. Once they've gotten enough information, dealt with the bandits altogether, the applicant should report back to the ranking member, who will inform the gem supplier. They then obtain their new rank.

Failure. If the applicant fails to stop the bandits, the ranking member intervenes. The applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check regarding bandit encampments, they add double their proficiency bonus to the roll.



Leatherworker Quests

Leatherworkers quests often involve cooperation between several different tradespeople, ensuring that supply lines remain intact. Leatherworker quests also focus on learning practical skills such as using exotic hides and dealing with various creatures.

Where It Comes From: Leatherworking

Principle: Appreciation

The applicant learns about where the materials they use come from. They go to a tannery far on the outskirts of the settlement and meet the workers there. The tannery exudes an incredibly foul smell; the combination of raw animal skins, various chemicals, and ongoing processes. The applicant learns that fresh skins arrive stiff and very messy. To clean and soften them, they're soaked in water and lime, then scraped smooth. Several different methods can be used to tan skins, including vegetable tanning. Tannins, chemicals that naturally occur in some bark and leaves, add strength to the hides, increase flexibility, and act as a preservative.

After seeing the whole process, the workers can tell the applicant about their work. Tanners are generally not viewed favorably, and the profession is viewed as something for the poor or outcast. Thanks to the awful, stomach-turning smell of the place, it is shunted as far outside of town as possible.

The applicant also speaks with a hide vendor. This could be at a tannery, but also various leatherworkers may process and distribute tanned hides. Selecting hides to work with comes down to more than what creature it came from, though that is important. The vendor explains that each hide is unique and has its own character. Some are more flawed than others. When choosing a hide, one should be sure to look for any blemishes, scars, or other imperfections. A very fine hide will be consistent, smooth, and bear few imperfections, if any.

Success. Once the applicant returns, the ranking member asks them what they learned, and what they think of it all, and the people who do it. As long as the applicant can demonstrate an understanding of what they experienced, they succeed on this quest and obtain their new rank.

Failure. If the applicant cannot demonstrate that they learned anything from their time spent on this quest, they must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check regarding the supply chain that supports their craft, they add double their proficiency bonus to the roll.

Cattle Conundrum

Principle: Appreciation

The association has gotten word that a local farmer who supplies hides for a tannery has been experiencing trouble. The farmer's cattle are being taken in the dead of night with barely a trace. Other locals have tried to capture the beast using traps and lures, but have so far been unsuccessful. The applicant is tasked with consulting with the farmer and finding a solution to the problem.

Whatever has been taking the cows is both strong and swift; the animals disappear overnight with barely any trace remaining. Careful searching reveals a few tufts of hair but no blood, fences with claw marks, and furrows where the animals have been dragged away. With successful investigative skills, the applicant can discover that a vampire has been feasting on the cows instead of the nearby humans. The applicant must decide on how to secure this important source of leather.

Success. The applicant doesn't need to destroy or even discover the vampire to succeed on this quest. If they take sufficient preventative measures - reinforcing the fence, erecting a magical barrier, or hiring guards - the vampire will find other sources of blood.

Failure. If the applicant doesn't meaningfully help the farmer at all, the ranking member intervenes. The applicant must then spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check regarding livestock, they add double their proficiency bonus to the roll.

Special Request

Principle: Service

A customer has requested equipment using dragon scales, basilisk hide, or material from some other powerful creature. The ranking member puts together a list and hands it off to the applicant for fulfillment. Getting the materials is left up to the applicant. They can be purchased, bartered for, or acquired through combat.

Success. As long as the applicant returns to the ranking member with the materials, they obtain their new rank. If the applicant returns empty handed, they can still obtain their rank if they prove to the ranking member that they made a good faith effort to complete their task.

Failure. If the applicant fails to acquire the materials and the ranking member judges they made a lackluster effort, the applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to locate the creature that was the object of this quest, they add double their proficiency bonus to their roll.

High Demand, Low Supply

Principle: Conservation

The ranking member has been working with hides that have become very popular recently. The supply has declined sharply, and the ranking member is concerned that the creature in question might be over hunted. The ranking member tasks the applicant with scouting out the wilderness nearby and reporting on the population of the creature.

Success. The creature could be the target of too many hunters, or there could be a new disease or predator in the area. Disturbances in the local landscape could also be a factor. Whatever the situation is, the applicant should try to address it. If they succeed, or satisfy the ranking member that they made a good faith effort, they obtain their new rank.

Failure. If the applicant returns with no findings, or no suggestions of how to deal with the situation, the ranking member steps in. They explain that it is important to coexist with nature the best way possible, and to do one's part to help maintain the natural balance. The applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to discern imbalances in nature, they add double their proficiency bonus to the roll.



Tailor Quests

Tailors must have a superb eye for colour and cut, as well as an insight into the mind of those wealthy enough to commission custom pieces. Their quests typically involve meeting with supporting trades or with customers who need a fitting. Because each tailor has their unique style, they must learn to be a salesperson as well as a crafter.

Where It Comes From: Tailoring

Principle: Appreciation

The applicant first learns about where the materials they work with come from. They visit a sheep farm, get to know the workers there, and see their process. Wool is washed, then dried and beaten to separate out the fibers. The wool can then be dyed before protectants are added and the wool is combed out, ready for spinning.

The applicant then goes to a flax farm, gets to know the workers there, and sees their process. The flax stems are soaked to rot the cores, and then dried. They are then beaten and scraped to release the fibers, then combed out, similar to wool. The process generally takes a long while and is very labor intensive.

The applicant finds a weaver and gets to know them and their work. Linen or wool fibers that had been previously prepared in their own various ways are spun on a spinning wheel into thread. Once the threads are produced, they are used by the weaver on a loom to make the cloth. Different embellishments can be worked into the cloth such as patterns, bands of color and so on.

The applicant is shown the dying process by the ranking member. Dying involves using a pigment and different chemicals or other ingredients to get the color to adhere to the cloth. Rarer colors tend to be worn by those of higher society, or folks who are more well-to-do.

Success. The ranking member asks the applicant what they learned, and what they think of it all, and the people who do it. As long as the applicant can demonstrate an understanding of what they experienced, they succeed on this quest and obtain their new rank.

Failure. If the applicant cannot demonstrate that they learned anything from their time spent on this quest, they must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check regarding the supply chain that supports their craft, they add double their proficiency bonus to the roll.

To Dye For

Principle: Service

The ranking member has a customer who wants clothes made with a certain rare and expensive dye. The applicant must take the cloth to the dyer and bring it back when ready. When the applicant arrives, the dyer also tasks them with collecting a few alchemical ingredients to use as fixatives.

Success. Once the dying process is complete, the applicant must return the cloth safely to the ranking member. If the cloth is damaged or stolen, the applicant must try to repair or replace it. Sourcing the alchemical ingredients the dyer needs could be a challenge as well. Whatever the situation is, the applicant should try to address it. If they succeed, or satisfy the ranking member that they made a good faith effort, they obtain their new rank.

Failure. If the applicant returns without the cloth or with an unusable product, they may need to provide free labor to the association to make up for the loss. The applicant must also spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check regarding dyes, they add double their proficiency bonus to the roll.



High Profile Opportunity

Principle: Confidentiality

The ranking member tasks the applicant with assisting in fitting of a noble being outfitted for an upcoming audience with an important ruler. The applicant must make sure that the shop remains free of any prying eyes or ears. This is also a chance for the applicant to show off their tailoring skills and grow their own reputation.

Success. The noble is quite demanding, and the applicant must work at peak performance in order to satisfy the demands of both the client and ranking member simultaneously. If they do so, they obtain their new rank.

Failure. If the applicant disappoints the client, bungles the security, or disrupts the fitting process, the ranking member intervenes. The applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check regarding etiquette, they add double their proficiency bonus to the roll.

Dern Sheep Gone A-Missin'

Principle: Appreciation

A sheep farmer has sent word to the association about thieves who have rustled his animals. The ranking member assigns the applicant to go to the farm and deal with the situation. The thieves may have left scraps of clothing, footprints, dropped notes, or other clues at the farm.

Success. If the applicant recovers the sheep, or satisfies the ranking member that they made a good faith effort, they obtain their new rank.

Failure. If the applicant returns with no information, or no suggestions of how to deal with the situation, the ranking member steps in. The applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to track down livestock thieves, they add double their proficiency bonus to the roll.

Tinker Quests

Anyone with rudimentary knowledge of crafting can create impressive items with enough time and resources, but tinkers make unexpectedly brilliant creations with severely limited resources. Working on the fly requires taking lessons from other crafters in the field, improving on their techniques and adapting them to unique tinkering styles.

Where It Comes From: Tinkering

Principle: Appreciation

The applicant travels to a local mine, meets the miners, and investigates the work they do. The applicant should take note of the dark, dirty, and exhausting working conditions of the mine. Once extracted, metal and fuel needs to be stored and transported before it can be worked.

The ranking member then shows the applicant the delicate process of making components. This involves the creation of keys, springs, gears, catches, wheels, and more. For bulkier components like gears, a model or pattern is created from cutting or carving wax or other similar material. The mold is then placed in special casting sand, and an inlet and outlet are allowed for material and air to

escape if needed. Metal is heated, melted, and then poured into the space left from the mold, and allowed to cool. The sand is then broken away, and the part is cleaned up and ready to use.

Success. The ranking member asks the applicant what they learned, and what they think of it all, and the people who do it. As long as the applicant can demonstrate an understanding of what they experienced, they succeed on this quest and obtain their new rank.

Failure. If the applicant cannot demonstrate that they learned anything from their time spent on this quest, they must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check regarding the supply chain that supports their craft, they add double their proficiency bonus to the roll.

I Know A Guy

Principle: Service

A customer has asked the ranking member to take a valuable family heirloom to a certain noteworthy craftsman for some custom work. The craftsman lives a considerable distance away and the ranking member assigns the applicant to oversee the delivery. They give the applicant the specifications regarding the work to be done, a letter of introduction, and enough coin to pay for travel and services rendered.

Success. The device could be damaged on the road, get stolen, or lost. Whatever happens, the applicant should try to see the job done. If they succeed, or satisfy the ranking member that they made a good faith effort, they obtain their new rank.

Failure. If the applicant returns with a damaged or missing device and the ranking member determines they were negligent, the applicant fails this quest. They must spend two weeks of downtime in remedial training before receiving their new rank. The association may also require the applicant to provide free labor to pay off the cost of fixing or replacing the heirloom.

Bonus. Whenever the applicant makes an ability check to pack items safely, they add double their proficiency bonus to the roll.

Help An Old Friend

Principle: Appreciation

A local smith that provides materials for the ranking member recently had a shop fire. The smith is getting on in years and could use help acquiring materials and rebuilding. The ranking member tasks the applicant with extending this aid to the smith, on behalf of the association.

Success. The applicant could face difficulties in acquiring or delivering materials for repairs, or they might find clues that the fire might not have been accidental. The applicant is under no obligation to contribute to the repairs in a financial way, or to put themselves in mortal danger, but they are to extend every effort to make things easier on the smith in terms of the labors of repair. As long as they make an earnest effort, they obtain their new rank.

Failure. If the smith reports back that the applicant was less than helpful, the ranking member intervenes. The applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to build good will on the association's behalf, they add double their proficiency bonus to the roll.

Professional Courtesy

Principle: Respectful Repair

A customer has come to the ranking member with a complaint. They brought their child's toy to another tinker for repairs and not only did the tinker not fix it, but they made it worse. The ranking member tasks the applicant with tracking down the offending tinker and finding out what happened. The tinker is a new apprentice who has been advertising their skills with some embellishment. He took what he thought was an easy job and it wasn't. He got nervous, gave up, and insisted that the toy was like that when he got it.

Success. The applicant should impress upon the apprentice that it's unwise to falsely advertise one's capabilities. They should also encourage the apprentice to make use of the association's resources if they are in over their head. If the ranking member is satisfied that the situation has been dealt with, the applicant obtains their new rank.

Failure. If the applicant doesn't properly convey the situation to the apprentice, the ranking member intervenes. The applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to interact with fellow tinkers, they add double their proficiency bonus to the roll.



Woodworker Quests

Woodworkers are direct shapers of some of the most raw materials there are. Using various tools, adhesives, and clever methodology, they chip, cut, soak, bend, mold, and carve plain wood into things found everywhere. A woodworker might make furniture, or toys, but they can also apply themselves to things like creating weapon parts, or making bows from laminating various types of wood together. A talented woodworker finds the finished product hidden in the tree.

Where It Comes From: Woodworking

Principle: Appreciation

The applicant learns about lumber harvesting techniques and how lumber is transported to a sawmill. They go to a lumber camp and get to know the workers there. The workers explain that the process of cutting down the trees is not too complicated; the real problem is how dangerous it is. The applicant hears stories of fellow workers who were crushed under falling trees, hit by limbs, struck or grievously wounded by tools, and on and on. The workers also explain some of the various ways the fallen trees would be transported to the sawmill. They can be floated downstream, sometimes even combining them into great rafts. Other techniques would be long slides, if the logging location was at a high enough elevation compared to where the log needed to go. Lastly, there is always using a cart or animals to drag the trees one-by-one. These options are obviously less desirable because of the amount of equipment or animals required, and the much greater work it demanded.

The applicant then visits a sawmill, which could be powered by a windmill, a waterwheel, or animals. Logs are often moved through the mill by hand, although some mills use water or a mechanism to move logs. As logs are cut into more manageable portions, hand tools are used to refine the wood into proper plank shapes.

Success. The ranking member asks the applicant what they learned, and what they think of it all, and the people who do it. As long as the applicant can demonstrate an understanding of what they experienced, they succeed on this quest and obtain their new rank.

Failure. If the applicant cannot demonstrate that they learned anything from their time spent on this quest, they must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check regarding the supply chain that supports their craft, they add double their proficiency bonus to the roll.

Log Jam

Principle: Appreciation

Bandits have strung chains across a river that a local logging camp uses to move timber to a settlement. The logging teams must pay exorbitant fees to move their cargo. The ranking member assigns the applicant the task of dealing with the situation in whatever way they see fit, so long as they stop the bandits.

Success. If the applicant stops the bandits, or if the ranking member judges the applicant made a sincere effort to do so, they obtain their new rank.

Failure. If the bandits are left unchecked, the ranking member intervenes. The applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to spot bandit encampments, they add double their proficiency bonus to the roll.

A Special Sapling

Principle: Service

A customer has contracted the ranking member to make a beautiful bow using multiple layers of rare woods glued together. The ranking member tasks the applicant with finding a young sapling of a rare tree and harvesting it. When they arrive, the applicant finds that all the specified trees have been recently felled; any left should remain so that the forest can recover. They need to find out who has been logging these trees and how they can acquire the necessary materials.

Success. As long as the applicant returns with the materials or demonstrates a sincere effort in completing the task, they obtain their new rank.

Failure. If the ranking member judges that the applicant was less than diligent in their attempts to negotiate the purchase of the material, the ranking member intervenes. The applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check while negotiating a purchase, they add double their proficiency bonus to the roll.

Only You Can Prevent Dragon Fires

Principle: Fire Prevention

A fire-breathing dragon has been spotted near a local forest, putting the association on edge. The ranking member tasks the applicant with tracking down the dragon and dealing with the beast in whatever way they deem fit.

Success. The applicant doesn't need to kill the dragon. If they can find a way to drive it away or appease it in some manner, the applicant obtains their new rank.

Failure. If the applicant rouses the dragon's ire and it attacks the local forests and settlements, the ranking member intervenes. The applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check related to dragon lore, they add double their proficiency bonus to their roll.





ENCHANTING

Enchanting focuses on binding magical properties to physical objects so that anyone can use the item, even if they possess no magical ability. Enchanters can also strip magic from an item and then apply a new enchantment. An enchanter specializes in the manipulation and binding magic from one of three sources: the chaotic web of arcane energy that permeates the universe, the magic inherent of the natural world, or the power of outsiders, deities, and other such beings.

Enchanters' Association

An enchanters' association is usually strange and full of members who readily tamper with things that some might say are best left alone.



Core Principles of the Enchanters' Association

Enchanters hold to these core principles, along with the general principles that all associations hold:

Respect. Magic is incredibly powerful and intrinsically tied to powers that are often not in the enchanter's control. This power, and the risks inherent in its use, need to be treated with a healthy amount of respect, but also fear.

Responsibility. Members acknowledge that their work involves interacting with forces that are somewhat beyond mortal control and that this carries inherent risk. As such, members shall not involve non-members in the work of enchantment. If approached by any beings or powers with arrangements, bargains, or proposals, the member will not speak for any individuals other than themselves, nor shall they involve the association in any binding sense. Any price to be paid to forces possessing the power to make an enchantment possible may only be paid by the individual member.

The Fundamentals

Regardless of specialty, all enchanters focus their efforts on the same trade: conferring magical properties on to mundane items. Unlike alchemists and crafters, the art of enchanting is less about creating a new item and more about providing something that exists already with powerful properties.

Source

When an enchanter creates an item, they must choose one of three sources to draw on as they empower the object. They can channel the wild and chaotic energy of arcane magic, or they can petition a powerful otherworldly being for divine magic. They can also draw out natural magic from a living thing.

Method

At its core, enchanting is about imparting magical power onto something mundane. In this book, we've presented the functional mechanics of how to create these things but what that looks like in each setting is up to the GM. Descriptions of different possible enchanting methods are below. These methods do not have any impact on the mechanics of the enchanting process other than what the GM thinks would make sense. Some methods may reduce the crafting DC, at the cost of increased crafting time, or the other way around. It might be possible to create an item without an ability check at all if using a method that allows for a greatly increased creation time.

Enchanting recipes have crafting times designed to be balanced according to the power of the item. The GM should consider whether allowing a certain method of enchanting to significantly decrease the time required, lest it allow for very powerful and/or valuable items to be created too quickly.

The GM might also decide that some items can only be created using certain methods, and these methods might require additional skill or tool proficiencies. Some methods may allow the enchanter to interact with their chosen source in alternate ways.

Bathing. The enchanter uses a specially prepared vessel, such as a cup, basin, or even pool to hold the item. Preparing the vessel often involves performing a ritual on it, carving runes on its surface, or other alterations to the vessel's structure. This ensures that both the liquid and magical energy are retained, instead of evaporating over the often lengthy enchanting process. Magic is then directed into the liquid, which diffuses throughout it and then gradually suffuses the item.

The enchanter can use simple spring water, or they can use a liquid with inherent magical properties. This might impart those properties to the item or aid the process in some other way. Red dragon blood could be used to imbue a ring with resistance to fire, for example.

Incantations and Recitations. The enchanter imbues an object with magic through physical contact and an intense, often repeated, set of specific verbal orations. The enchanter must be able to speak the language of the incantations and perform the recitation successfully.

A group of enchanters can all speak the incantations in unison in an effort to speed up the process. There are mixed reports on whether this works. Some believe that the power is held in the incantation itself, and that the number of enchanters speaking it is irrelevant, while others believe that increasing the number of simultaneous incantations speeds the process. Either of these may be the case, depending on the incantation itself. Many enchanters avoid this group effort because the incantations are delicate and precise; even one participant making an error spoils the process.

Natural Awakening. Using a mundane object for a specific purpose many times over allows an enchanter to imbue it with magical power. This form of enchantment often takes an extremely long amount of time.

Holy books, ceremonial objects, or even mundane objects perceived as lucky charms are examples of this method. The power is ever-so-slowly granted through repeated use of the item in a specific way, or for a very specific purpose, typically with some degree of ritual, or regularity. Some even believe that this is one method by which an item can become magical without the work of a trained enchanter. On rare occasions, items such as a lucky coin or rabbit's foot have gained power from repeated use and faith, becoming treasured family heirlooms.

Ritual Movements. An enchanter imparts magical properties to an object via a ritual that involves precise physical movements, such as a dance or series of protracted poses. These rituals may require specific adornments or clothing.

An enchanter performing a very calculated dance within a very specific proximity of an item traces invisible magical signs and symbols in the air, imparting their power onto the object. This is a performance of extreme concentration and precision. Any missteps or mistakes will, at the very least, make the process take longer, but could even cause the ritual to fail, or worse.

Rune Scribing. The enchanter physically etches, carves, or embroiders symbols onto an object, creating the channels into which they direct magical power. The etchings can then be filled with a particular substance to seal, set, and activate the magic, or magical power can be directed into the open runes.

An enchanter might scribe a very particular set of runes into a blade's surface, leaving deep scratches and furrows. The enchanter then casts their spells over these spaces, filling them with power. They then pour melted silver into the runes, allowing the magic to fuse with the molten metal. The runes are bonded with the weapon, which now carries new magical properties.

Sacrifice. By giving up something rare and precious - such as gold, jewels, or even life itself - an enchanter grants magical properties to an item. Making bargains with powerful beings could fall under this category as well, if it involves the enchanter giving up something.

Sacrifice of innocent life typically fuels some insidious purpose. While this practice has certainly seen use by the villainous and wicked, there have also been instances where an individual or group willingly gave their own lives in order to fuel the enchantment of an item intended to save the lives of many others.

Tools

The tools enchanters use vary greatly depending on what they are creating. Enchanters make use of any of the following: **carpenter's tools**, **glassblower's tools**, **jeweler's tools**, **leatherworker's tools**, **smith's tools**, **tinker's tools**, **weaver's tools**, or **woodcarver's tools**. Some enchanting recipes are easily portable, but recipes of higher rank usually require permanent fixtures such as labs, looms, or forges.

Discipline Ability

Magical Sensibilities. You gain proficiency in the Arcana skill, and you can cast *identify* as a ritual. If you are already proficient in Arcana, you gain proficiency in another skill of your choice.

Specializations

When an enchanter becomes an **apprentice**, they select a specialization, a subset of their craft that focuses on a specific area of magical research. Since the different enchanting specializations operate in ways so similar to each other, they do not espouse different principles. Enchanters of every specialization hold to the principles of the association as a whole, as well as general principles of all associations. When an enchanter becomes an **expert**, they gain an **expert ability** for their specialization. The specializations for enchanting are detailed below.

Eclectist

Eclectist focus on investing magic into items for all manner of purposes, utilitarian or otherwise, and strive to broaden their horizons when they can. Items that provide travel, convenience, or even entertainment are the purview of eclecticists.

Eclectists gain the following ability when they reach expert rank:

Variety is the Spice of Life (expert). When you attempt to create an item from an enchantment recipe that you've never used before, you have advantage on your ability check.

However, you don't get as much benefit from creating an item successfully. If you are attempting to create an item that is the same as the last item you created, however long ago, you must make the recipe's ability check, even if you otherwise wouldn't have to. If you make the same item a third time in a row (or more), you also have disadvantage on the ability check to create it.

Implementancer

Implementancers like to push limits and see things happen; they believe that with great risk comes great reward. These enchanters focus on making items that enhance their user's ability to affect their surroundings, primarily weapons, staves, wands, and other offensive items.

Implementancers gain the following ability when they reach expert rank:

Worth It (expert). When you use the **arcane** source to create an item from an enchanting recipe, you can reduce the enchanting time by half. To do this, you must roll multiple times on the Arcane Source table and take each result. The number of rolls you must make depends on the rank of the recipe.

Enchantment Recipe Rank	Number of Arcane Source Rolls
Novice	2
Apprentice	3
Expert	4
Artisan	5
Master	6

Wardwright

Wardwrights focus on instilling items with magic that will protect, preserve, or fortify the user. They are known primarily for making enchanted armor and shields, as well as other defensive items.

Wardwrights gain the following ability when they reach expert rank:

Risk Avoidance (expert). Choose one of the following abilities, to reflect your preference for working with arcane or divine sources.

Arcane Sixth Sense. You favor the use of arcane energies in your work, and you have gotten a feel for how the chaos moves. When you roll on the Arcane Source table, you may shift your result up or down one row, potentially allowing you to avoid problematic occurrences.

Divine Connection. You favor communing with the divine when you work, and you feel a kinship or connection to the higher powers. When you roll on the Divine Source table, after you determine the result you may choose to roll a second time. However, you must abide by the result of the second roll.



Enchanting Quests

The enchanters association, unlike alchemists or crafters, is much more uniform. All three specializations function in ways that are fundamentally the same. The enchanter takes a non-magical thing, and applies magic to it.

How Do Quests Work?

For a breakdown of how to read and use quests, please see the Quests section (p. 6) of Chapter 1: The Associations.

The Wisdom of Experience

Principle: Respect

A prospective novice enchanter must seek out one artisan or master from each specialization and learn about the arcane, divine, and natural sources of magical power.

- **Eclectist.** The eclecticist is someone very familiar with the arcane, though they've dabbled in the natural and the divine. They've seen demons or monstrous beasts unleashed, and seen foolhardy practitioners devoured by their very own pursuits. They had a run in with the fey, and know of a fellow enchanter who tried to trick a god and was quite literally smote for their efforts.
- **Implementancer.** The implementancer is a scarred, brash risk-taker who enjoys getting dirty. They have used all the magical types to varying degrees, explaining that each carries great power. The implementancer stresses to the novice they have had a few close calls. Had they not gotten lucky, or been rescued by a companion, they would likely be dead, or worse. The novice should learn that all things of power have a cost; sometimes, it may well not be worth it.
- **Wardwright.** The wardwright is most familiar with the divine; they extol the unique power that derives from the gods and being of power in the outer planes. They stress that an enchanter must understand that the demands of these beings may be a heavy burden. Even addressing certain beings can have dire consequences that make death seem like a mercy.

Success. To obtain their new rank, the applicant must demonstrate an understanding of the knowledge gained from these three interviews. Enchanters do not take their craft lightly; they have little time for anyone who would pose a risk to themselves, or the organization, or the world itself.

Failure. If the ranking member determines that the applicant hasn't grasped the principle of respect, the applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to identify spells and magical effects, they add double their proficiency bonus to the roll.

Eclectist Quests

Eclectists are known for their curiosity and wide-ranging creations. They revel in variety, exult in the interesting, and enjoy freedom to do new and interesting things. Tasks for an eclecticist typically involve wondrous items, or things that simply don't fall into an offensive or defensive category.

The Power of Belief

Principle: Respect

The ranking member has received reports that a fellow eclecticist in the area has been selling fake good luck charms. They have no magic and do nothing but raise the hopes of the customer. The applicant is tasked with seeking out this enchanter and dealing with them.

The eclecticist is friendly and accommodating to the applicant. They espouse the power of believing in yourself and making your own luck; they say that the customers had what they needed inside all along. The eclecticist insists that they aren't hurting anyone and, truth be told, no one has come to grief from these charms.

Success. The applicant must impress upon the eclecticist the need to properly communicate the nature of their wares. The enchanter doesn't have to stop selling their charms, but they need to make sure their customers know they aren't magical. If the applicant achieves this goal or proves to the ranking member they made a sincere effort to do so, they obtain their new rank.

Failure. If the applicant takes no action to stop the eclecticist or remedy the situation, the ranking member intervenes. The enchanter cannot be allowed to continue selling their wares disingenuously. The applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to determine if a merchant is telling the truth about their products, they add double their proficiency bonus to the roll.

Get It Off

Principle: Responsibility

A customer reports that a piece of jewelry they purchased from an association enchanter is cursed. They can't remove the item and it's inflicting some sort of wound or disease. When they went back to the enchanter who sold it to them, the shop was nowhere to be found.

When the applicant investigates the situation, they find out that the enchanter and the customer had a history with each other. The enchanter tricked the customer into buying a cursed item as payback for some serious wrong. The enchanter's motivation might be understandable, and it may even seem like the customer had it coming, but the applicant must uphold the association's principles.

Success. The applicant must discover what happened and decide on a course of action. The enchanter must be held to account in some way. The association's rules exist for the protection of the association. Should things like this happen, word will get out, public trust for the association will wane, and the harm it could do for business could be extremely high. As long as the applicant follows this guideline and takes definitive action, they obtain their new rank.

Failure. If the applicant lets the enchanter off the hook or fails to uncover the truth, the ranking member intervenes. The applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to understand the likely outcomes of a business decision, they add double their proficiency bonus to the roll.

Insider Information

Principle: Responsibility

The ranking member has discovered that an enchanter sold some trinkets to members of a local criminal organization. The items were enchanted with divination magic, allowing the enchanter to spy on their operations. The gang has been fixing things like races or games of chance and the enchanter has used their inside information to beat the criminals at their own games.

Success. The applicant must discover the details and determine what should be done. The applicant may feel that since the victim is a criminal organization, they don't deserve the same consideration other clients would warrant. However, the association's principles require members to ensure that the trust of any client isn't misplaced. As long as the applicant follows this guideline and takes definitive action, they obtain their new rank.

Failure. If the applicant lets the enchanter off the hook or fails to uncover the truth, the ranking member intervenes. The applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to assure clients of trust and discretion, they add double their proficiency bonus to the roll.

This Is Fine

Principle: Respect

The ranking member has a friend that has been working on an experimental item which could be a bit dangerous. His friend knows of a potential buyer who would purchase the item for an extremely handsome amount of money, but the item has yet to be approved by the association. The ranking member's friend is afraid that, due to some of its "only slightly dangerous" properties, the association would reject the item and block the sale. The applicant is sent to talk things over with the ranking member's friend.

Success. The applicant should strongly encourage the enchanter to present the item for approval. Magic can go from slightly dangerous to explosive at a moment's notice; the association approval process allows the association to shield its members. If the applicant follows this guideline, they obtain their new rank.

Failure. If the applicant advises that the ranking member's friend do anything other than present the experiment for approval, the ranking member intervenes. The applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to determine if an experimental creation is ready for approval, they add double their proficiency bonus to the roll.



Implementancer Quests

Implementancers are the weapon-makers of the enchanters. Some implementancers spurn this generalization; they would say that implementancers create things that let the wielder exercise power to change their surroundings. In any case, implementancers deal with dangerous things on their quests.

Shady Suppliers

Principle: Responsibility

The ranking member has received a report of another implementancer who has been doing very well recently, selling a lot of items that would typically be rather expensive to make. Something fishy may be going on, and the applicant is tasked with investigating.

In truth, the implementancer has been using their black market connections to get materials cheaply and undercut their fellow implementancers. If word of this got out, it could damage the association's reputation; even if it doesn't, it negatively impacts the other implementancers who are playing by the rules.

Success. The applicant needs to shut down the rogue enchanter's operations and should also strive to make it clear why these practices need to stop. As long as they accomplish this, or prove to the ranking member that they made a sincere effort, they obtain their new rank.

Failure. The shady implementancer might deceive the applicant, hiding their operation or its scope. They might also try to cut a deal with the applicant for a share of the profits. It's also possible that the implementancer might try to cut and run, avoiding the association's ire. If the applicant falls for these or similar tactics, the ranking member intervenes. The applicant must spend two weeks of downtime in remedial training before receiving their new rank. Depending on the circumstances, the applicant may be denied their new rank and be placed in bad standing.

Bonus. Whenever the applicant makes an ability check to determine if business practices are legitimate or not, they add double their proficiency bonus to the roll.

The Greater Good

Principle: Responsibility

The ranking member was drinking the other night with a fellow implementancer. This fellow drunkenly bragged about selling a cursed weapon to a local gang of thugs, a cadre of rival mages, an attacking army, or something similar. While the implementancer was well-intentioned, the selling of a cursed item is forbidden by the association's principles. The ranking member assigns the applicant to deal with this situation.

Success. The applicant must learn exactly what the item was and who the item was sold to. They then must find and replace the cursed item with a curse-free replacement or otherwise remove the curse. The association will deal with the offending implementancer and the cursed item through its own channels. As long as the applicant achieves this goal or demonstrates to the ranking member that they made a sincere effort, they obtain their new rank.

Failure. If the applicant doesn't return the cursed item, providing it was possible to do so in the first place, or if the applicant cannot find the cursed item at all, they fail this quest. The ranking member intervenes to control the situation and the applicant must spend two weeks of downtime in remedial training before receiving their new rank. If the ranking member judged that the applicant was negligent or working against the association's interest, they are denied their new rank and the association might place the applicant in bad standing.

Bonus. From now on, whenever the applicant makes an ability check to determine if an item is cursed, they add double their proficiency bonus to the roll.

Keeping Secrets

Principle: Responsibility

The ranking member has a friend in the association who has been dealing with a very talkative customer who has access to some sensitive information. The customer could be a high-ranking soldier, a member of nobility or royalty, or the lover of someone important. The ranking member's friend has mentioned how freely the customer talks and the ranking member suspects their friend is considering selling or otherwise leveraging this information.

Success. The applicant must dissuade the ranking member's friend from violating their customer's trust, as this could jeopardize the reputation of the association and it harms the customer. As long as the applicant achieves this goal or demonstrates to the ranking member that they made a sincere effort, they obtain their new rank.

Failure. If the applicant doesn't convince the enchanter to keep their customer's confidences, the ranking member intervenes to control the situation. The applicant must spend two weeks of downtime in remedial training before receiving their new rank. If the ranking member judged that the applicant was negligent or working against the association's interest, they are denied their new rank and the association might place the applicant in bad standing.

Bonus. Whenever the applicant makes an ability check to steer a conversation towards or away from a topic, they add double their proficiency bonus to the roll.

Proper Channels

Principle: Respect

An item not yet approved by the association has been seen showing up for sale in the local area. The item could be innocuous, like an enchanted toy, or something dangerous, like a magic weapon; the important point is that the association hasn't approved its sale to the public.

Success. The applicant must track down who is creating and selling the item, which might be two separate people. Either the creator or seller could be a member of the association or not; the applicant must decide on the best course of action in each scenario.

If the creator of the item is an association implemancer, the applicant must convince the enchanter to stop the creation and sale of an unapproved magic item. If the implemancer is not cooperative, the applicant is to report back to the ranking member.

If a non-association enchanter is creating the item, the applicant needs to recruit them into the association. That way, the association can better regulate potential dangerous items.

The applicant might discover that the implemancer is part of the black market. In this case, the association expects the applicant to find a way to gain information they can bring back to the ranking member.

As long as the applicant handles the situation competently, they obtain their new rank.

Failure. If the applicant cannot convince a wayward association member to adhere to the requirements for approving creations, or if they can't effectively recruit a new member, the ranking member intervenes. An applicant trying to infiltrate the underground might be captured or manipulated in some way and the ranking member will take over the investigation as soon as this comes to light. An applicant who fails this quest must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to recruit a new enchanter, they add double their proficiency bonus to the roll. If this quest featured a black market connection, this benefit could apply to ability checks the applicant makes to investigate the underground instead of recruitment efforts.



Wardwright Quests

Wardwrights are devoted to protecting the individual who uses their work. They understand that lives depend on what they do and they take their work very seriously. The quests a wardwright undertakes teach them about this aspect of their craft.

Test Run

Principle: Respect

The ranking member has created a new set of armor for a client and assigns the applicant to demonstrate the effectiveness of the item.

Success. The applicant must come up with a series of entertaining and impressive examples of the armor's effectiveness. As long as the applicant achieves this goal or demonstrates to the ranking member that they made a sincere effort, they obtain their new rank.

Failure. If the client is left with doubts about the armor or if something goes dangerously wrong with the demonstration, the ranking member takes over. The applicant must spend two weeks of downtime in remedial training before receiving their new rank. If the ranking member judged that the applicant was negligent or working against the association's interest, they are denied their new rank and the association might place the applicant in bad standing.

Bonus. Whenever the applicant makes an ability check to safely demonstrate a magic item, they add double their proficiency bonus to the roll.

Scrub Clean

Principle: Responsibility

The ranking member has obtained a cursed shield or suit of armor and wants to find a way to sell it. To abide by association principles, the item will have to be made safe to use.

Success. The applicant must find a way to remove the curse from the item while preserving its other magical properties. As long as the applicant achieves this goal, they obtain their new rank.

Failure. If the item's magical properties are removed, or if the item is destroyed when the curse is removed, the applicant fails this quest. The ranking member is dismayed, but understands that the process of removing a curse can be fickle. The applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to remove a curse from a magic item, they add double their proficiency bonus to the roll.

It Belongs in a Museum

Principle: Respect

The ranking member's personal vault was recently robbed and documents detailing the specific workings of wards and protections deep within an ancient vault were stolen. The vault is full of powerful artifacts that the association can't let fall into the hands of thieves and looters.

Success. The applicant must track down the thieves, recover the stolen information, and find out how they knew of the vault in the first place. As long as the applicant achieves this goal or demonstrates to the ranking member that they made a sincere effort, they obtain their new rank.

Failure. If the applicant fails to recover the stolen documents and loses the thief, the association must quickly mobilize to reach the vault first. The ranking member takes over and the applicant fails this quest. Capturing the thief might satisfy the association, if the applicant can find a way to get useful information from the prisoner. If not, the applicant must spend two weeks of downtime in remedial training before receiving their new rank. If the ranking member judged that the applicant was negligent or working against the association's interest, they are denied their new rank and the association might place the applicant in bad standing.

Bonus. Whenever the applicant makes an ability check to track down thieves, they add double their proficiency bonus to the roll.



Constructive Criticism

Principle: Responsibility

The ranking member has been testing an experimental piece of protective equipment for a fellow wardwright. The item protects very well, but it has a tendency to momentarily lose its enchantment at inopportune moments. The ranking member assigns the applicant the task of informing their fellow wardwright about this flaw.

The item's creator takes the feedback with good grace and provides the applicant with completed paperwork for getting the item approved by the association. However, the enchanter left the item's flaws out of the official documentation, hoping the applicant won't notice.

Success. The applicant might notice that the wardwright is a bit on edge during this process. They may also discover the deception hidden in the documentation. The applicant can try to convince the wayward enchanter of the necessity of honesty in the approval process, or they can just turn over the fraudulent documents to the ranking member and let the association decide how to deal with the problem. As long as the applicant notices the problem and takes action, they obtain their new rank.

Failure. If the applicant lets the fraud get past them, the ranking member catches it before the item goes up for approval. The applicant might also try to convince the wardwright to not submit their item at all. The ranking member intervenes in this case as well. The importance of the approval process is that the association can make a thorough and informed decision about the item. As long as the limitations are made clear, the item can be submitted. In either case, the applicant must spend two weeks of downtime in remedial training before receiving their new rank.

Bonus. Whenever the applicant makes an ability check to spot inconsistencies on official documents, they add double their proficiency bonus to the roll.





THE UNDERGROUND

The underground is the shady world of pursuing various professions in a less-than-legitimate way. This dealing takes place in gritty back alleys, shadowy night markets, abandoned workshops, and roadside shanties. The underground works much like an association, but without the principles or rank system.

Above all else, the underground is a network of near-limitless possibilities and a supreme lack of judgment. Shops or markets with underground connections are places where buyers can find banned or restricted items, and where sellers can move things acquired by less-than-legitimate means. Dangerous ingredients, creations of a strange or dubious nature, and unsanctioned recipes are all available through the underground. They don't ask questions, they just provide the product.

Of course, the underground isn't just frowned on by associations. Typically, local law enforcement tries to eradicate underground businesses from their cities and towns, and roadside gatherings are dispersed by knights errant. Being caught in a black market might be an offence in some parts of the world; buying and selling at one is almost certainly a crime. In addition, while bad operators within associations are forced to play by the rules to get what they want, no such limitations exist in the underground. The people you bump shoulders with in a black market are usually the sort that bump back.

Training

Many anti-association artisans say "skill is skill." However, it is still vital to learn a profession somewhere, from someone. This requires finding a teacher who is willing to work outside the association system. Finding such a person is easier for those who already have a connection to the criminal world.

A character looking for an underground mentor must make a successful DC 20 Wisdom (Insight) or Charisma (Persuasion) check. The character gets +1 to this roll for every 5 days they spend on the hunt for a teacher. Additionally, a character with a background that gives them access to the underworld has advantage on their check.

Most underground mentors charge 2gp per day for training, and it typically takes 250 days for a character to become proficient with a new set of tools. Mentors share the recipes they know with their students when they see fit, judging level of skill on their own terms.

Banned and Restricted Recipes

The associations are closely governed groups that focus on maintaining order and public safety, as well as their own reputations. The underground, however, is a haven for those who wish to pursue work that is more dangerous or exciting. It is possible to obtain recipes and ingredients from underground connections that would not be allowed within the associations.

Each association has its own standards for what it considers approved and restricted recipes. Most of the time, banned or restricted recipes create items that are damaging, harmful, or invasive. Banned recipes are usually for items that spread undeath, poison, or disease; restricted recipes are usually for items that infringe on personal freedoms, such as a *wand of charm person*.

Association members caught in possession of banned recipes typically end up in bad standing with their association. Being caught making or selling such items could result in demotion, while distributing the recipes usually warrants expulsion from an association. Repeated offences could be punished with fines or even imprisonment.

Masters in an association are allowed to make use of restricted recipes if they judge the situation warrants the use of such items. However, they face intense scrutiny and may have this privilege removed if the association feels they are abusing it.

Your Own Underground Network

Not all undergrounds are the same. The tables below can add variety and distinctive features to the underground in any setting.

Reach

Usually, a black market is confined to a single populated area, such as a city. Underground networks might extend beyond that, forming an interconnected web between multiple locales.

d20	Reach
1-4	Local, Small. Chapters of the network can be found within a small area such as a district, neighborhood, or even a small group of individual locations such as a handful of homes or shops (which may not be physically connected). This could be a settlement or a remote location.
5-8	Local. Chapters of the network can be found throughout the entirety of a settlement.
9-11	Regional, Contiguous. Chapters of the network can be found within an unbroken geographic region such as a kingdom or country. The network's network does not reach across national borders, or major geographic barriers (great bodies of water, major mountain ranges, etc.).
12-14	Regional. Chapters of the network can be found within all parts of a region, such as a kingdom or country, including remote states or parts of the region separated by large geographic masses such as great bodies of water or major mountain ranges.
15-17	Geographic, Contiguous. Chapters of the network can be found within all parts of a geographic region, unhindered by national borders. The network's reach only stops at major geographic barriers, such as great bodies of water or major mountain ranges.
18-19	Continental. Chapters of the network can be found within all parts of a continent, only stopping at major oceans or other continental divides.
20	Global. Chapters of the network can be found all around the world.

Leadership

Who runs the underground?

d20	Leadership
1-2	Nonexistent. The network seems to run itself; each individual operates independently within the whole. Any grievances or issues are handled by the individuals involved in whatever way they choose.
3-4	Limited. Regardless of the network's reach, no individual or group holds sway over the entire organization. Instead, any structure or regulation comes down to members who have local strength, running things as they see fit and to the best of their ability. Ties to other local leaders are social or informal only.
5-7	Large Organization. A significant number of entities have a say in the running of the network. This could manifest as a robust structure, such as a formal committee with many members. Conversely, this could mean that power is diluted and potentially inconsistent, with members who have local strength running their own operations as they see fit while also still utilizing any greater network reach or resources available to them.
8-9	Small Team. A group of individuals share control of the network or have equal say in how it functions. They do not necessarily need to be physically located in the same area, and their individual responsibilities may vary, but they all control the underground in some way.
10	Individual. A single individual was responsible for starting and setting the rules for the network. The chain of command, no matter how long, ends at this single person.

Payment

Your underground might be part of a kingdom or nation that has a way of tracking coinage, or its members may prefer to avoid obvious signs of wealth. The table below shows a few other forms of payment besides coins. This could be used for the network as a whole, or on a vendor-by-vendor basis.

d20	Payment
1-10	Coin. Purchases required cold, hard cash.
11-13	Barter. Making a purchase requires trading something that the seller agrees is of appropriate value.
14-15	Like-for-Like. Purchases are paid for by trading something of a similar kind. This is most common with information exchanges, where the information needed is paid for with other information. In these situations, both buyer and seller agree on the value of the trade.
16-17	Task. The seller sets out a task for the buyer, only giving the item over when the task is complete.
18-19	Debt. Some sellers will let buyers render payment in the future, or make small payments over time. The seller sets out a deadline and the expected payment, usually in some form of contract (verbal or written). These arrangements are typically made by those with the means to enforce the deal.
20	Favor. Making a purchase means that the buyer owes the seller an unspecified favor at a future time. These agreements may be done with an abundance of goodwill based on previously established trust, but usually the seller agrees to this because they expect exponentially greater return in the future.



Law Enforcement

Black markets and underground operations need to deal with the issue of local law enforcement in some way. The suggestions below assume that the network's approach to law enforcement is effective enough to allow it to function. They can also be good jumping off points for an adventure about infiltrating the underground.

d12	Law Enforcement
1-4	Bribes. Local law enforcement is paid to look the other way.
5-7	Infiltration. Network members protect it from within local law enforcement. These members steer any potential threats away from leads, plant false evidence, get rid of genuine evidence, and otherwise work as fixers to resolve network risks and vulnerabilities.
8-9	Force. The network fends off local law enforcement with thugs, mercenaries, monsters, or other means of brute force.
10-11	Flight. The local underground network is mobile and constantly on the run. Using a system of codes, signals, and other means of communication, they do their best to outrun the law and stay on the move.
12	No Witnesses. The underground uses assassination and kidnapping to make sure no one can reveal its location.

Infiltrators

Legitimate associations sometimes attempt to get loyal members into an established underground network to root out members using these clandestine channels. What does the network do when it discovers these infiltrators?

d20	Infiltrations
1-10	Threaten. The risk of further interference is made abundantly clear to the infiltrator, but they are allowed to live, for a price. The network keeps tabs on the infiltrator and may find ways to leverage them.
11-14	Discredit. The network works through its legitimate channels to discredit the infiltrator. When they eventually come forward with information, no one believes them and they might jeopardize their career or livelihood.
15-17	Manipulate. The network steers the infiltrator onto the wrong path, either a wild goose chase, or someone the network wants to eliminate.
18-19	Turn. The infiltrator becomes an asset to the underground and a potential double-agent.
20	Remove. The network kills or imprisons the infiltrator.





RECIPES

The core element of the crafting system presented in this book is the recipe. Every item has a recipe that tells you what it is, what it's made from, what association is connected to the item, and other relevant details.

Recipe Layout

A recipe looks like this:

Name (Tags)

Profession [Specialization] - Rank

Time:

Value:

Ingredient (Flex: Ingredient 1 or Ingredient 2)	[Possible Additional Ingredient]	[Possible Additional Ingredient]
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Tools:

Source:

Ability Check:

Properties:

Description:

Flexible Enchantment Options:

Option 1:

Option 2:

Name

This is what the recipe is for. Lower rank recipes might be most commonly used as ingredients used in higher ranked recipes.

Banned. A banned recipe is known to the association but has been disallowed for use by its members. It is not included in the booklet a craftsperson receives upon attaining a rank. An association member discovered using a banned recipe could be reduced in rank, placed in bad standing with the association, or even have their membership revoked entirely.

Non-association Recipes

A non-association recipe is one unknown to an association, but not necessarily banned. It is not included in the booklet a craftsperson receives upon attaining a rank. Rare or strange recipes from other cultures, lost to time, or kept secret are all non-association. Recipes like this can be discovered and brought to the attention of the appropriate association for approval and inclusion in their archives. Depending on the recipe, this could prove very lucrative or otherwise beneficial. An example of this would be an ancient elven crafting recipe found buried in some ruins.

Flexible. Some enchanting recipes have this tag, which means that there are other versions of the item that can be made using different ingredients. Alternative ingredients are listed later in the recipe, as are different versions of the item.

For example the recipe for *boots of the winterlands* can also be used to make a hat or gloves, so its name is shown as “Boots of the Winterlands (Flexible).”

Restricted. Each association limits access to certain recipes, in service of the public good and the reputation of the association. A restricted recipe is not absolutely disallowed by an association, but only masters are allowed access to them. A member must have a very good reason for using a restricted recipe or they may end up in bad standing with their association, at the very least.

Template. Any recipe with this tag is designed to augment another recipe. The template changes the requirements of the augmented recipe, typically by adding to the time it takes to craft the item and altering the necessary ingredients. Augmented items are usually worth more than the normal item.

For example, the *Barding* (Template) recipe augments the recipe for any armor, making it suitable for a mount. Augmenting the recipe in this way quadruples the armor’s crafting time and value.

Association, Specialization, and Rank

This is the rank of the recipe, as well as what association, and possibly specialization, teaches it. You can only use a recipe if you are of equal rank in an association that teaches it, and if you are of the matching specialization, if necessary.

Time

This is how long it takes to make the item. Normally, you can work on an item for up to 8 hours before having to take a long rest.

Alternate Options: Reducing Time

The following are options that a player (or NPC) could use to craft an item more quickly, albeit taking certain risks. If any of these attempts fail, **all** components are destroyed and unsalvageable, even if the main crafter involved has an ability which would allow the components to otherwise be preserved.

Warning

The times listed for the recipes have been set to create a reasonable pace for item acquisition within the game. As the GM, if you feel it is appropriate and will not adversely affect the balance of the game at your table, you can offer options to reduce crafting time. Be advised that doing so will mean that powerful items will be able to be accessed more quickly. This can mean that players may have access to a higher quantity of powerful items sooner than they otherwise would.

Rush (alchemy, crafting). When crafting an item, the time can be reduced by a certain amount, but the craftsperson (regardless of their rank) must make the recipe ability check at increased difficulty. To reduce by a quarter of the recipe’s listed time, the DC increases by 2. To reduce by half of the recipe’s listed time, the DC increases by 5. If the recipe being rushed is equal to the crafter’s rank, the ability check is made at disadvantage.

Example: An expert tailor attempts to rush the creation of a backpack (recipe listed time of 4 hours, with a DC 15 ability check). They want to do it in half the time. Normally they would succeed automatically for being a rank higher than the recipe. Instead, they must roll the recipe’s ability check at DC 20.

Acceptable Imperfections (crafting). A nonmagical crafting recipe can be produced in half the time, but its value is dropped to a quarter of the recipe’s listed value (rounded down, if necessary). When a component piece created this way is used in the creation of something else, the crafter must make the recipe’s ability check roll (regardless of rank and/or abilities) and the check is made with disadvantage.

The value of an item made with items with acceptable imperfections is reduced by a quarter of its listed recipe value **per** component with acceptable imperfections.

Example: A crafter makes an axehead with acceptable imperfections. Its value is 2 cp (one quarter, rounded down), rather than the recipe’s standard 1 sp value. When this axehead is later used as a component to make a battleaxe, the crafter must make the recipe’s ability check (regardless of any abilities say otherwise), and the roll is made with disadvantage. The battleaxe has a listed recipe value of 10 gp, but because it is successfully created with the shoddy axehead, its value is 7 gp, 5 sp.

Batch (alchemy). For alchemical mixtures, it is conceivable that larger batches could be made. The ingredients for each “use” being created are still required, and the ability check for the recipe must be made regardless of the crafter’s rank. The time required to make the batch is equal to the recipe’s initial crafting time + another quarter of the recipe’s crafting time (rounded up, if necessary) per additional use being brewed. Any potions being batch-brewed must be identical.

Example: An alchemist wishes to create two potions of healing (recipe listed time of 8 hours). The crafting time becomes 10 hours (8+2 hours). If the alchemist wishes to batch-brew 5 potions of healing, it would take 16 hours (8+2+2+2+2 hours).

Group Enchanting (enchanting). Enchanters may wish to use multiple other enchanters to expedite the enchanting process. Doing this is a complex process that should not be undertaken lightly. It requires supreme levels of coordination, and intimate familiarity with the recipe, or at the very least, exceptional timing and ability to follow directions.

All enchanters involved in the process (including the player or NPC who is being aided) must roll the ability check for the recipe. Enchanters who are higher rank than the recipe do so with advantage, enchanters who are lower rank than the recipe do so with disadvantage. If half of the participants (or more) fail their checks, the recipe fails and all ingredients are consumed. **All enchanting recipes, regardless of reduction, have a minimum crafting time of 1 hour.**

*Note: The main enchanter who is being aided by the others determines the source being used for the enchantment. If divine source is used, any enchanter lending aid who would be denied power by that deity (based on the **divine favor** table in this chapter) is unable to lend aid and counts as a failure in the enchantment attempt.*

A participant's failure or success will impact the overall crafting time of the recipe.

When a participant fails on their ability check for the recipe, the recipe's listed crafting time increases based upon the rank of the recipe.

Recipe Rank	Novice	Apprentice	Expert	Artisan	Master
Time increase on ability check failure	+1 hour	+2 hours	+4 hours	+8 hours	+16 hours

When a participant succeeds on their ability check for the recipe, the recipe's crafting time (after failures) is decreased, based on the participant's rank.

Enchanter Rank	Novice	Apprentice	Expert	Artisan	Master
Time decrease on ability check success	-1 hour	-2 hours	-4 hours	-8 hours	-16 hours

Example: An expert enchanter is performing an expert recipe that has an enchanting time of 80 hours. The enchanter gets a novice, apprentice, and artisan enchanter to help. The novice fails their check (adding 4 hours, because it's an expert rank recipe) making the crafting time 84 hours. Everyone else succeeds, which subtracts a total of 14 hours (2 for the apprentice, 4 for the expert, and 8 for the artisan). So the total of 84, minus 14 equals 70, so the group of enchanters completes this expert recipe in 70 hours.

Rank Impact

When it comes to using multiple enchanters, one might wonder why the benefits on lower ranks remain the same, but the penalty for failure rises. This is meant to represent what an enchanter of that rank has to offer in relation to recipes of higher ranks. A novice enchanter does have some nominal capability and therefore their contribution is not nonexistent. However, the higher a recipe rank is above them, the more they lack the understanding to contribute meaningfully, and the greater risk their failure can pose to the attempt due to that lack of understanding.

Soul Sacrifice (alchemy, enchanting). Similar to the natural magic source, a creature's soul can be extracted and used to boost the speed of the enchanting process. Each soul removes 40 hours of the recipe's listed crafting time, however **all alchemy and enchanting recipes, regardless of reduction, have a minimum time of 1 hour.** Also, for every 5 souls, the DC is also reduced by 1 (to a minimum of 10, dropping any remainder). Regardless of the craftsperson's rank, they must roll the recipe ability check.

$$40 \times [\text{number of sacrificed souls}] = \text{recipe time reduction in hours}$$
$$[\text{number of sacrificed souls}] / 5 = \text{recipe ability check reduction}$$

The method of soul extraction and/or sacrifice is up to the GM. Any creature whose soul is sacrificed in this way cannot be resurrected by any means other than via a *true resurrection* or *wish* spell, and the creature's soul must be willing to be resurrected. If this happens, the soul is extracted from the item, and enchantment upon the item immediately disappears and it is rendered a mundane version of itself in its most basic form.

Example: An evil wizard is creating a *Staff of the Magi* (recipe's listed time is 2000 hours, with a DC 25 ability check). To expedite the process, he sacrifices the souls of 48 villagers. $40 \times 48 = -1,920$ hours, and $48 / 5 = 9.6$, so -9 to the DC). The staff now only takes 80 hours to complete, and the DC is a measly 16. The wizard completes his remaining enchanting over the next week and begins wreaking havoc with his new *Staff of the Magi*. Unfortunately for him, a party of powerful, meddling adventurers manages to track down long-buried information about the village and some of its sacrificed inhabitants. They use a costly true resurrection spell to bring one of the villagers back. The villager's tortured, imprisoned soul longs for escape, and so happily agrees to return. The soul is removed from the staff, thus rendering it a useless stick in the dismayed wizard's hands, who then realizes his mistake. It might have been a better idea to use willing servants as his sacrifices.

Value

This is the value of the item on the open market once it's been created. Selling an item on the black market items might be much more lucrative, but has its own risks.

Ingredients

Each recipe requires at least one and up to three ingredients. These might be raw materials, like hide or metals, or they might be manufactured goods like a blade, or leather armor. Ingredients come in grades (low, normal, high, or supreme) and may have one or more properties. In actuality, most items are made of more than just three ingredients. Equipment like screws, needles, flasks, frames, and fuel are all assumed to be part of the tools required to create the item.

Some ingredients are raw materials, like wood or metal, while others are manufactured goods, like a sword or a pair of gloves. Some recipes can work with multiple types of items, like different kinds of melee weapons, or any kind of armor. More information about ingredients can be found later in this chapter, in the Ingredients section.

Flexible enchanting recipes usually require a different ingredient in place of the standard one. These ingredients are listed as "(Flex: Ingredient)" in the recipe." If there are multiple options, they will be listed as "(Flex: Ingredient 1 or Ingredient 2, etc.)."

For example, the *Boots of the Winterlands* recipe can be used to make a hat or gloves, so the first ingredient is "Boots (Flex: Gloves or Hat)."

Alternate Ingredients

Sometimes you might not have the ingredients you need on hand to make an item. Using alternate ingredients in recipes is possible, but you must make the ability check to create the item, even if you normally wouldn't have to. You have disadvantage on this roll and you must succeed to craft the item.

Your GM might require you to succeed on a separate ability check to determine a suitable alternate material.

Source

All enchanting recipes require a source of magic, either arcane, divine, or natural. Some recipes might specify the source, but most enchanting recipes can be made with the creator's choice of source.

When you create an item from an enchanting recipe, you must select your source before you make an ability check to create the item. You must then roll on the respective Source Table and abide by the outcome. You must always select a source for an enchanting recipe, even if you wouldn't have to make the ability check to create the item.

Arcane

When an enchanter uses an arcane source, they tap into the raw, unrefined, uncontained magical energy that floats throughout the cosmos. This energy is inherently chaotic and unpredictable. When an enchanter taps into this magic, they accept that any number of things can, and often do, occur.

d100	Arcane Source
1-2	The item is irreparably destroyed and all ingredients are consumed.
3-4	8 hours are added to the overall crafting time of the item.
5-6	The item catches fire, dealing 1d8 fire damage to you before you can put it out. The item is otherwise unharmed.
7-8	The item ices over, dealing 1d8 cold damage to you before you can thaw it out. The item is otherwise unharmed.
9-10	The item emits a splash of acid, dealing 1d8 acid damage to you before you can clean it up. The item is otherwise unharmed.
11-12	A Tiny object nearby animates and attacks you. Treat the object as if it was animated by the <i>animate objects</i> spell; it remains animated for 1 minute or until reduced to 0 hit points.
13-14	You expend your highest available spell slot. If you do not have spell slots available, you take 1d8 psychic damage.
15-16	You gain 1 level of exhaustion.
17-18	You gain the benefits of a short rest.
19-20	You gain the benefits of a long rest.
21-22	You begin to sway drunkenly and are poisoned until the next sunrise.
23-24	Any numbers in the finished item's properties are decreased by one quarter.
25-26	Any numbers in the finished item's properties are increased by one quarter.

d100	Arcane Source
27-28	An mephitis appears as if summoned by the <i>conjure minor elementals</i> spell. The GM chooses what kind of mephitis appears. The mephitis is hostile to you; it remains for 1 minute or until reduced to 0 hit points.
29-30	A creature within 20 feet of you is teleported to the location they were at 1 day ago, as long as it is on the same plane.
31-32	Your skin becomes translucent until the next sunrise.
33-34	You form a mental link with the nearest living sentient creature until the next sunrise. While linked, you and the creature can communicate telepathically, whether or not you have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.
35-36	You have the hiccups for the next 1d12 hours.
37-38	Your hands look like voids filled with tiny stars until the next sunrise.
39-40	When you speak, it comes out as the language of raw arcane magic until the next sunrise.
41-42	You become unbearably itchy until you have expended all your spell slots. Resting does not end this effect, you must actually use your spell slots.
43-44	A fireball, per the <i>fireball</i> spell, erupts (1d6) x5 feet behind you.
45-46	A 5-foot radius rain cloud appears and hovers 3 feet over your head; the cloud rains on you until the next sunrise.
47-48	Your eyes glow with eldritch light until the next sunrise.
49-50	Any hair you have turns a random color until the next sunrise.
51-52	Your skin is covered in scales the same color as your eyes. At the next sunrise, the scales slough off.
53-54	Your hands grow an extra digit, which withers and drops off at the next sunrise.
55-56	You grow a vestigial, unusable tail that withers and drops off at the next sunrise.
57-58	You grow a prehensile tail that can hold an item or a weapon for you, but cannot attack or cast spells. This tail withers and drops off at the next sunrise.
59-60	A tiny imp appears next to you and cannot leave your side until the next sunrise.
61-62	Your bones increase in density, reducing your speed by 5ft until the next sunrise

d100	Arcane Source
63-64	The item always feels icy to the touch. A creature takes 1d6 cold damage after each minute they spend holding the item.
65-66	The item always feels hot to the touch. A creature takes 1d6 fire damage after each minute they spend holding the item.
67-68	The item becomes one size smaller.
69-70	The item becomes one size larger.
71-72	You benefit from the <i>comprehend languages</i> spell until the next sunrise.
73-74	Your hair grows 1d4 feet longer.
75-76	You have extremely bad indigestion and cannot keep anything down. You're unable to eat or drink anything but tepid water until the next sunrise.
77-78	Your toes grow webbing that withers away at the next sunrise.
79-80	Until the next sunrise, whenever you look at a living creature it is outlined in a bright red aura.
81-82	Until the next sunrise, you have advantage on Wisdom (Perception) checks as long as your head is uncovered.
83-84	The spaces between your top teeth fuse together, making one long, curvy tooth. Your bottom teeth do the same. Otherwise, the shapes and profiles of the teeth do not change. Your teeth return to normal at the next sunrise.
85-86	Nothing happens.
87-88	Until the next sunrise, any speech you hear sounds like a single, different language (GM's choice).
89-90	Until the next sunrise, you gain the following flaw: "I am being controlled by something or someone as a part of some sort of game."
91-92	You go into a trance and are unaware of your surroundings for the duration of the enchantment process. Taking damage breaks the trance, and a creature can break you out of the trance as an action.
93-94	While in an area of bright or dim light, your skin shimmers as if dusted with silver.
95-96	A bubble of magical darkness, as per the <i>darkness</i> spell, appears, centered on you, and lasts for (1d10) x10 minutes.
97-98	The crafting time is reduced by a quarter.
99-100	The crafting time is reduced by a half.

Natural

The natural source enchanter's use involves drawing from the life force found in all natural, living things. Some masters have even posited this source is what binds the soul to its physical form, or even is the soul itself. The plant or creature the enchanter draws from doesn't survive the process; there is no known way to draw partially on a natural source.

Energy Points

Enchanters who use the natural source draw on the life force of living things to empower items. This life force is represented by energy points. A recipe that uses the natural source requires a number of energy points depending on its rank, as shown in the Energy Points per Rank table. Any remaining points of natural energy left over beyond the cost required by the recipe are lost back into the earth. The plants, land, or creatures sacrificed are still lost.

Energy Points per Rank

Recipe Rank	Energy Points
Novice	2
Apprentice	4
Expert	6
Artisan	10
Master	20

Energy points can be harvested from natural plants, fertile land and living creatures, as shown in the Energy Source per Sacrifice table.

Land (or the ground where a sacrificed plant stood) drained in this way is rendered infertile for 1 year per energy point gained. Any remaining plant matter turns to dust.

Normally, only beasts, dragons, elementals, fey, giants, humanoids, oozes, and plants can be harvested for their life force. However, the GM has final say on whether or not a creature or plant can provide energy points. At the GM's discretion, certain powerful creatures might have more energy points than they should, according to the table.

Tied To Nature

Elementals and fey both bear much stronger ties to nature than other creatures, and as such, prove more potent when sacrificed.

Energy Points per Sacrifice

Energy Points	Sacrifice
1	A Tiny creature, a Medium unharvested tree.
2	A Small creature, a Tiny fey, a Large unharvested tree.
3	A Medium creature, a Small fey, a Tiny elemental, a Huge unharvested tree
4	A Large creature, a Medium fey, a Small elemental, a Gargantuan unharvested tree
5	Half an acre of fertile land, a Huge creature, a Large fey, a Small elemental
7	A Huge fey, a Medium elemental
10	An acre of fertile land, a Gargantuan creature, a Huge fey, a Large elemental
12	A Gargantuan elemental.

Small Plants?

Small and Tiny plants do, in fact, have life force, but the power within them is extremely diffused, and not sufficient enough to fuel enchantment on their own. Creatures with the plant type can be sacrificed to power an enchantment recipe.

Divine

When an enchanter uses the divine source, they are channeling power from an extremely powerful otherworldly being. Such beings, even benevolent ones, rarely do anything for free and enchanters should be prepared to pay a potentially great price.

Enchanters that regularly use divine energy to make items cultivate relationships with deities, celestials, fiends, and other extraplanar beings. Building rapport with such a being requires the enchanter to understand what is important to the entity and work to support those goals. The enchanter doesn't need to become a priest or change their alignment, but should commit themselves to prayer and action in service to their chosen otherworldly being. A deity of war values strength and courageous acts, while a deity of charity values kindness and looks askance at thievery.

An enchanter trying to make an item from a Master rank recipe must have a strongly positive connection to their divine support. Such items cannot be forged with only a neutral attitude of the divine towards the creator.

If, for whatever reason, the extraplanar entity decides not to empower the enchanter's item, they will need to turn to the arcane or natural sources. They could also petition a different being, but they may not have as strong a relationship to depend on.

When an enchanter uses a divine source to create an item, they must roll on the Divine Source Table before making the ability check to finish the item. The resultant effects could be indicative of the being's desires and goals, or could be the result of exposure to raw, divine power. The limits or permanence of anything are at the discretion of the GM.

d20	Divine Source Table
1	Houseguest. The being coexists within your mind until they decide to leave.
2	Permissions. The entity determines that either you can never use the item (more likely if the entity is chaotic), no creature <i>except</i> you can use the item (more likely if the entity is lawful), or only creatures that share your alignment can use the item (more likely if the entity is neutral).
3	Good Vision. Everything you see (except other creatures) appears in shades of black and white. In contrast, creatures appear in different intensities of gold, silver, or red, depending on their alignment (gold for good, silver for neutral, red for evil).
4	Blinding Power. The entity chooses either bright light or darkness; you can only see half as far as they normally could in the chosen light level.
5	The Tongues of the Gods. You can only speak in an otherworldly language the entity chooses, usually something like Celestial, Abyssal, Infernal, or Primal.
6	Ever-Present Companion. A servant of the entity follows you wherever you go until the entity dismisses the companion. If banished, they will return as quickly as they're able and resume their task.
7	A New Purpose. You are compelled to complete a task of the entity's choosing until the task is fulfilled or the entity frees you of the compulsion.
8	Soul Fatigue. Until the next sunrise, or until you take a long rest (whichever is longer), you have disadvantage on spell attack rolls, and hostile creatures have advantage on saves against your spells which require them.

d20	Divine Source Table
9	Divine Adrenaline. You do not gain the benefit of your next long rest. Until the second long rest from the point Divine Adrenaline activates, spell attacks cast by you have advantage, and saves by hostile creatures against your spells which require them are at disadvantage.
10	Beacon. Extraplanar beings can always detect your location until or unless the entity decides to deactivate the beacon.
11	Frail Mortality. You are reduced to 1 hit point and cannot regain hit points until the next sunrise, or until you complete a long rest (whichever is longer).
12	Revealing Aura. You radiate a 5-foot diameter aura of dim light tied to your alignment; golden light for good, white light for neutral, and red light for evil.
13	Otherworldly Senses. Your sight and hearing are tied to the entity. You have advantage on hearing and sight-based perception checks, unless either roll is a 1 or 20. In these cases your senses are overtaken momentarily (GM's discretion for duration) and you see and hear whatever the entity itself is seeing and hearing.
14	Just Visiting. You are teleported to a plane associated with the entity for 1 hour, after which you are teleported back to where you were.
15	Stay A While. You are teleported to a plane associated with the entity until they send you back, or until you find a way back on your own (although leaving before the entity allows you to go may risk their displeasure).
16	Visitor. A servant of the entity appears at your location. Its motives and purpose for arrival are unknown. Whether this being communicates anything to you or any others present is up to the GM. It does not necessarily follow the enchanter.
17	Yoink. You fall through a portal to the entity's plane of existence. The portal remains open until the entity chooses otherwise.
18	Preternatural Weather. The weather in a half-mile radius around you changes to an extreme form suitable to the entity. This weather change lasts until the next sunrise.
19	Impending Pilgrimage. All followers of the entity on your plane of existence become aware of you, your current location, and that you were in direct communion with the entity.
20	No Effect. No effects or conditions are placed on you.

Divine Favor

When attempting an enchanter recipe for the first time, consult the table below to see how much help you can receive from your chosen entity, depending on the deity or being's disposition toward you or your pursuits. If an entity is hostile toward you, or you to it, you cannot gain power from that entity. You will have to use a different source for the item, or entreat a different entity.

Recipe Rank	Hostile	Indifferent	Friendly
Novice / Apprentice	Power Denied	Automatic success	Automatic success
Expert	Power Denied	-5 to the ability check DC	Automatic success
Artisan	Power Denied	-5 to the ability check DC	-5 to the ability Check DC
Master	Power Denied	Power Denied	-5 to the Ability Check DC

Tools

You can't make a sword without a hammer and a forge. You have access to and be proficient in at least one of the listed tools to make use of a recipe. Depending on what you are making, the GM might require a specific tool from this list, such as smith's tools to make something primarily using metal.

Some items need a permanent location, like a forge or a lab, for their creation. If a recipe lists a location in this section, you must have access to it for the entire time you are working on the recipe.

This section also indicates if the creator needs to be a member of a certain race or if they need to be able to cast a specific spell, and other such requirements.

Ability Check

The DC listed here is the base DC for the ability check you must make to create the item, which can be influenced by the grade of your ingredients. If you use one of the tools listed on the recipe and are proficient with that tool, you can add your proficiency bonus to this check. Once you successfully create an item from a recipe, you automatically succeed on this ability check on subsequent attempts.

If you succeed, you create the item and the ingredients are consumed. If you fail, only the first ingredient specified in the recipe is consumed. Other ingredients are not used up, unless otherwise stated. You can attempt the recipe again after 1 day. However, you will need to obtain new ingredients.

Alternative Creation

If you are making a recipe that is of lower rank than you, or if you have ample time and resources to attempt the recipe over and over, your GM might decide that you successfully create the item without having to make an ability check. You must still meet other recipe requirements, like choosing a source for enchanting recipes.

Your GM might also decide that some recipes always require an ability check, even if you have made the item before. This might be for items that use rare or hard to handle ingredients or involve complex processes.

Properties

A recipe's properties can make it more dangerous to attempt or mean that it uses up ingredients at a faster rate.

Description

Most recipes make items described in the SRD, or in Chapter 8 Magic Item Compendium of this book. If a recipe doesn't include a description, it makes a very simple or commonly used item.

Flexible Enchanting Options

Items which can be made with a flexible enchanting recipe have different effects depending on the choices you make when creating them. For example, the Boots of the Winterlands recipe can be made as gloves, which have a slightly different effect than the boots.

Magic Item Table by Rank

Rank	Rarity (Magic Item)	DC	Hours*	Value (gp)*
Novice	Minor**	5	20	25 (1d4 × 10 gp)
Apprentice	Common	10	40	45 ((1d6 + 1) × 10 gp)
Expert	Uncommon	15	80	350 (1d6 × 100 gp)
Artisan	Rare	20	400	11,000 (2d10 × 1,000 gp)
Master	Very Rare	25	1,000	35,000 ((1d4 + 1) × 10,000 gp)

*half for expendables (scrolls, potions, etc.)

**new categorisation

Ingredients

Ingredients are the building blocks of recipes. Raw materials can be harvested, purchased, or obtained through barter. Manufactured materials can be purchased or made from low rank recipes.

Grade

The quality of an ingredient is indicated by its grade: low, medium, high, or supreme. An ingredient's grade has the following effects, summarized in the Ingredient Grade table. An item created from a recipe has a grade equal to that of the lowest grade ingredient used to make it.

Acquisition DC. This is the base DC for any ability check made to obtain this ingredient at its source. Finding feathers might require a Wisdom (Survival) check, harvesting bone might require an Intelligence (Nature) check, creating alcohol in a lab might need an Intelligence check using brewer's supplies. Low grade ingredients are far easier to acquire than high grade.

If you are using a recipe to make an item that will be an ingredient, use the recipe's ability check DC, not the DC from the item's grade.

Creation DC Modifier. This modifier is applied to the Creation DC of a recipe when using a particular ingredient. Low grade ingredients add to the Creation DC thereby making it more difficult, while higher grade ingredients subtract from the Creation DC thereby making it easier.

Monetary Denomination. This is a general idea of the rough cost of this ingredient. The price of a low grade alcohol, like ale, is measured in copper pieces while the price of wine, a medium grade alcohol, is measured in silver pieces.

Grade	Acquisition DC	Creation DC Modifier	Monetary Denomination
Low	10	+2	Copper
Medium	15	+0	Silver
High	20	-2	Gold
Supreme	25	-4	Platinum

Properties

Like recipes, ingredients have properties that can affect how hard it is to acquire them or how durable they are. Properties are specified later in this chapter.

Ingredient Classification

The following ingredients can be created, harvested from creatures, foraged in the wild, or purchased. The tables for each kind of ingredient are provided if you need a random ingredient, as well as to give examples of the ingredient at different grades.

Alcohol

Flammable, fluid

Alcohol is produced by fermentation of grains, fruits, or other sources of sugar.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Ale	Low	n/a	+2
2	Cider	Low	n/a	+2
3	Distilled Pure Spirit	Supreme	n/a	-4
4	Grog	Low	n/a	+2
5	Pure Spirit	High	n/a	-2
6	Mead	High	n/a	-2
7	Rum	Medium	n/a	+0
8	Wine	Medium	n/a	+0

Bone

Durable

A bone is a rigid organ that constitutes part of the vertebrate skeleton in animals.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Bird	Low	10	+2
2	Chimera	Medium	15	+0
3	Cloud giant	Medium	15	+0
4	Dragon (ancient)	Supreme	25	-4
5	Mummy lord	High	20	-2
6	Ogre	Low	10	+2
7	Purple worm	High	20	-2
8	Vermin	Low	10	+2

Creature Essence

This is part of a creature that embodies its nature or spirit in some way. The following table includes some examples, but almost any creature could provide an ingredient with this classification. The effect of the ingredient should in some way reflect the traits or abilities of the creature itself. For example, the gills of a fish could be used to create a potion of water breathing.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Bat wing	Low	10	+2
2	Blood hawk beak	Low	10	+2
3	Giant crocodile scales	Medium	15	+0
4	Mammoth ivory	Medium	15	+0
5	Giant snake skin	High	20	-2
6	Shark gills	High	20	-2
7	Abalone shell	Supreme	25	-4
8	Rat tail	Low	10	+2

Elemental Essence

Volatile

This is a form of elemental power (air, earth, fire, or water) stored in organic matter.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Azer skin	Low	10	+2
2	Clay golem clay	Medium	15	+0
3	Earth elemental stone	Medium	15	+0
4	Efreeti ash	High	20	-2
5	Gargoyle gravel	Low	10	+2
6	Ice devil shards	High	20	-2
7	Kraken spit	Supreme	25	-4
8	Steam mephitis vapour	Low	10	+2

Fiber

A thread or filament from which a textile is formed.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Bamboo	Medium	15	+0
2	Blue yucca	Low	10	+0
3	Coconut husk	Low	10	+2
4	Flax	Low	10	+2
5	Giant's beard lichen	Low	10	+2
6	Silkworm thread	High	20	-2
7	Wool	High	20	-2
8	Hemp	Supreme	25	-4

Feather

Delicate

Feathers are appendages that grow from birds enabling flight.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Androsphinx	High	20	-2
2	Chicken	Low	10	+2
3	Cockatrice	Low	10	+2
4	Couatl	Low	10	+2
5	Deva	Medium	15	+0
6	Gynosphinx	High	20	-2
7	Solar	Supreme	25	-4
8	Vrock	Medium	15	+0

Gemstone

Delicate

A gemstone is a piece of mineral crystal which, in cut and polished form, is used to make jewelry or other adornments.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Azurite	Low	10	+2
2	Jade	Medium	15	+0
3	Lapis lazuli	Low	10	+2
4	Onyx	Low	10	+2
5	Pearl	Medium	15	+0
6	Ruby	Supreme	25	-4
7	Star sapphire	High	20	-2
8	Topaz	High	20	-2

Hide

Hide is the skin or flesh of a creature, especially when tanned or dressed. This could vary from boar hide to zombie flesh.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Adult black dragon	High	20	-2
2	Behir	High	20	-2
3	Black bear	Low	10	+2
4	Boar	Low	10	+2
5	Chimera	Medium	15	+0
6	Giant constrictor snake	Low	10	+2
7	Hydra	Medium	15	+0
8	Pit fiend	Supreme	25	-4

Intoxicant

Stupefying

Intoxicants are organic items, such as animal or part plants, that cause calmness and suggestibility.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Breadseed poppy	Supreme	25	-4
2	Cloudberry	Medium	15	+0
3	Kava	High	20	-2
4	Pseudodragon venom	Low	10	+2
5	Tobacco	High	20	-2
6	Spiked pepper	Low	10	+2
7	Succubus skin	Low	10	+2
8	Valerian	Medium	15	+0

Metal

Iron, bronze, and steel are often used by blacksmiths.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Elemental iron	Supreme	25	-4
2	Bronze	Low	10	+2
3	Tin	Low	10	+2
4	Brass	Medium	15	+0
5	Meteoric iron	High	20	-2
6	Lead	Low	10	+0
7	Copper	Low	10	+2
8	Steel	High	20	-2

Medicinal

Medicinals are substances that have healing properties.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Couatl feathers	Low	10	+2
2	Deity dust	Supreme	25	-4
3	Indigo	High	20	-2
4	Lemon sagewort	Low	10	+2
5	Planetar blood	High	20	-2
6	Scarlet elf cap	Low	10	+2
7	Spirit naga scales	Medium	15	+0
8	Troll blood	Medium	15	+0

Monster Essence

These are parts of a creature that embody its nature or spirit in some way. The following table includes some examples, but almost any monster could provide an ingredient with this classification. The effect of the ingredient should in some way reflect the traits or abilities of the monster itself. For example, the muscles of a giant could be used to create a potion of giant strength.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Aboleth tentacles	Medium	15	+0
2	Ankheg mandibles	Low	10	+2
3	Basilisk eyes	Low	10	+2
4	Dragon turtle shell	High	20	-2
5	Harpy feathers	Low	10	+2
6	Medusa snake	Medium	15	+0
7	Tarrasque hide	Supreme	25	-4
8	Vampire fangs	High	20	-2

Pigment

Staining

Pigment is the natural colouring matter of animal or plant tissue.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Black pudding slime	Low	10	+2
2	Bluesnow butterfly	High	20	-2
3	Cutchtree	Medium	15	+0
4	Giant octopus ink	Low	10	+2
5	Kraken ink	Supreme	25	-4
6	Murex snail	High	20	-2
7	Ochre	Medium	15	+0
8	Rubber rabbitbrush	Low	10	+2

Precious Metal

A precious metal is a very rare, naturally occurring metallic chemical element of high economic value.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Adamantine	High	20	-2
2	Silver	Low	10	+2
3	Star metal	Supreme	25	-4
4	Electrum	Low	10	+2
5	Gold	High	20	-2
6	Mithral	Medium	15	+0
7	Platinum	Supreme	25	-4
8	Lodestone	Medium	15	+0

Psychotropic

Psychedelic

Psychotropics cause hallucinations, perceptual anomalies, and other substantial subjective changes in thoughts, emotion, and consciousness.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Doppelganger skin	Low	10	+2
2	Fly agaric	Medium	15	+0
3	Gibbering moulder slime	Low	10	+2
4	Mimic tongue	Low	10	+2
5	Oni fangs	Medium	15	+0
6	Peyote	High	20	-2
7	Rimelice	Supreme	25	-4
8	Ayahuasca	High	20	-2

Rock

Rock is the solid mineral material forming part of the surface of the world.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Alabaster	High	20	-2
2	Celestial stone	Supreme	25	-4
3	Chalk	Low	10	+2
4	Granite	Medium	15	+0
5	Limestone	Medium	15	+0
6	Marble	High	20	-2
7	Sandstone	Low	10	+2
8	Soapstone	Low	10	+2

Sand

Sand is a loose granular substance, typically pale yellowish brown, resulting from the erosion of rocks, typically found on riverbeds and coasts.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Coastal sand	Medium	15	+0
2	Desert sand	Medium	15	+0
3	Gravel	Low	10	+2
4	Ground gemstones	Supreme	25	-4
5	Gritty muck	Low	10	+2
6	Quicksand	Low	10	+2
7	River sand	High	20	-2
8	Stygian sand	High	20	-2

Stimulant

A stimulant is a substance that raises levels of physiological or nervous activity in the body.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Bat weaver spider silk	High	20	-2
2	Blink dog nerves	Low	10	+2
3	Bluesnow butterfly wings	High	20	-2
4	Dahoon holly	Medium	15	+0
5	Doppelganger eyes	Low	10	+2
6	Slime ear	Medium	15	+0
7	Tarrasque blood	Supreme	25	-4
8	Yarrow	Low	10	+2

Toxin

Poisonous

A toxin is a poison of plant or animal origin.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Aboleth slime	Medium	15	+0
2	Ancient black dragon fangs	Supreme	25	-4
3	Ankheg venom	Low	10	+2
4	Buck moth caterpillar hair	Low	10	+2
5	Camel spider glands	Low	10	+2
6	Flecked deathcap	High	20	-2
7	Lionfish fin rays	Medium	15	+0
8	Purple worm poison	High	20	-2

Water

Fluid

Water is a colourless, transparent, odourless liquid that forms the seas, lakes, rivers, and rain and is the basis of the fluids of most living organisms.

d8	Ingredient	Grade	Modifier	Value
1	Dirty	Low	+2	1 cp
2	Distilled	High	-2	4 cp
3	Elemental	High	-2	4 cp
4	Holy	Supreme	-4	25 gp
5	Potable	Medium	+0	2 cp
6	Sewer	Low	+2	1 cp
7	Spring	Medium	+0	2 cp
8	Swamp	Low	+2	1 cp

Wood

Wood is the hard, fibrous material that forms the main substance of the trunk or branches of a tree or shrub.

d8	Ingredient	Grade	Acquisition DC	Modifier
1	Coconut palm	Low	10	+2
2	Desert ironwood	Medium	15	+0
3	Frostbark spruce	High	20	-2
4	Kamala tree	Low	10	+2
5	Mahogany	High	20	-2
6	Olive	Low	10	+0
7	Softwood coral	Supreme	25	-4
8	Water oak	Medium	15	+0

Properties

Some ingredients and recipes have properties that impact how they function. These are listed below:

Corrosive

A failed attempt to harvest a corrosive ingredient deals 1d6 acid damage to the harvester. A failed attempt to make an item from a corrosive property deals 1d6 acid damage to the creator.

Delicate

A failed attempt to acquire a delicate ingredient destroys it. A failed attempt to make an item from a delicate recipe destroys all the ingredients.

Durable

A durable ingredient is not consumed when used as an ingredient. A durable recipe does not consume any ingredients.

Flammable

Failing an attempt to make an item using a flammable ingredient or from a flammable recipe deals 1d6 fire damage to the creator.

Fluid

A fluid ingredient must be stored in a sealed container; the item made by a fluid recipe must be stored in a sealed container

Poisonous

Failing to harvest a poisonous ingredient or make an item from a poisonous recipe poisons the harvester or creator until they complete a long rest.

Psychedelic

Failing to harvest a psychedelic ingredient or make an item from a psychedelic recipe incapacitates the harvester or creator until they complete a long rest.

Resonant

While carrying a resonant ingredient a creature has disadvantage on Dexterity (Stealth) checks. Making an item from a resonant recipe creates a lot of noise, drawing the attention of nearby creatures.

Sharp

Failing an attempt to make an item using a sharp ingredient or from a sharp recipe deals 1d6 piercing damage to the creator.

Staining

A creature automatically fails any ability checks made to hide a staining ingredient, or made to hide a failed attempt to make an item from a staining recipe.

Stupefying

Failing to harvest a stupefying ingredient or make an item from a stupefying recipe stuns the harvester or creator until they complete a long rest.

Unique

A unique ingredient is a distinct instance of the more general ingredient. For example, owl feathers are a specific kind of feather. Some recipes might yield more than one version of an item, like a *feather token* or a *figurine of wondrous power*, and unique ingredients determine the version the recipe produces. A *figurine of wondrous power: marble elephant* requires marble (a unique version of the rock ingredient) and an elephant tusk (a unique version of the creature essence ingredient). The GM has the final say on what unique ingredients a recipe requires.

Volatile

Failing an attempt to make an item using a volatile ingredient or from a volatile recipe deals 1d6 force damage to the creator.



Alchemy Recipes

The following are the recipes included in the books a crafter receives when they reach a new rank. Most recipes make items described in the SRD; recipes marked with an asterisk (*) are for new items described in Chapter 7 Magic Item Compendium.

Novice

Novice rank is the lowest rank a member within an association can be, and represents the member learning the basics. This rank is not tied to any specialization, and these recipes are available to any alchemists' association member to use.

Antitoxin
Candle
Chalk
*Glue**
Ink
Oil
*Paint**
Sealing wax
Soap

Apprentice

At this rank, an alchemist must choose a specialization and receives the recipe book corresponding to their choice.

Alkahest

Acid
Alchemist's fire
*Alchemist's frost**
*Bottled lightning**
*Flesheater**
Poison, basic

Apothecary

*Blessed brew**
*Ear tonic**
*Eyebright essence**
*Healing draught**
Potion of healing
*Purifying potion**

Tincturer

*Alteration ointment**
*Burrowing brew**
*Concealing concoction**
*Expeditious elixir**
*Fibster's fluid**
*Frogleg fluid**
Perfume
Potion of climbing
*Potion of coagulation**
*Potion of motion**
*Potion of swimming**
*Powdered tongue**
*Slipsap**

Expert

These recipes are included in the book given to alchemists that obtain this rank.

Alkahest

*Alkahest's flame**
*Alkahest's ice**
Assassin's blood
Crawler mucus
Drow poison
Dust of sneezing and choking
Potion of poison
Serpent venom
*Tonguetie tincture**
Truth serum
Wyvern poison

Apothecary

*Potion of barkskin**
Potion of healing, greater
*Potion of health**
Potion of poison
Potion of resistance
Potion of water breathing
*Regenerative Ointment**
*Restorative Ointment**

Tincturer

Dust of disappearance
Dust of dryness
Eversmoking bottle
*Instant solid**
*Oil of slipperiness**
Philter of love
Potion of animal friendship
*Potion of barkskin**
*Potion of bear's endurance**
*Potion of bull's strength**
*Potion of blurring**
*Potion of cat's grace**
*Potion of eagle's splendor**
*Potion of energy**
*Potion of fox's cunning**
*Potion of the green fairy**
Potion of growth
Potion of hill giant strength
*Potion of intuition**
*Potion of owl's wisdom**
Potion of resistance
Potion of water breathing
*Silvertongue sauce**
Truth serum

Artisan

These recipes are included in the book given to alchemists that obtain this rank.

Alkahest

Essence of ether
*Explosive ointment**
*Flash bottle**
*Gloop**
Malice
Oil of taggit
Pale tincture
*Thunder flask**

Apothecary

Potion of clairvoyance
Potion of healing, superior
Potion of heroism
Potion of mind reading
*Potion of peace**
*Potion of replenishment**
*Potion of stonesskin**
*Potion of vigour**
*Regenerative ointment, greater**

Tincturer

Oil of etherealness
Potion of clairvoyance
Potion of diminution
Potion of fire giant strength
Potion of frost/stone giant strength
Potion of gaseous form
*Potion of mind reading**
*Potion of peace**
*Potion of stonesskin**

Master

These recipes are included in the book given to alchemists that obtain this rank.

Alkahest

Burnt othur fumes
*Liquid fatigue**
*Medusa's essence**
Midnight tears
Oil of sharpness
Purple worm poison
Torpor

Apothecary

*Potion of absorption**
Potion of healing, supreme healing
*Potion of luck**
*Troll blood**

Tincturer

Candle of invocation
Marvelous pigments
*Potion of absorption**
Potion of cloud giant strength
Potion of flying
Potion of invisibility
*Potion of luck**
Potion of speed
Potion of storm giant strength
Sovereign glue
Universal solvent

Acid

Alchemy [Alkahest] - Apprentice

Time: 8 hours

Value: 25 gp

Water fluid	Toxin poisonous
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Tools: alchemist's supplies

Ability Check: DC 10 Intelligence check

Properties: *fluid, corrosive*

Description: As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

Alchemist's Fire

Alchemy [Alkahest] - Apprentice

Time: 17 hours

Value: 50 gp

Oil flammable, fluid	Elemental Essence - Fire unique, volatile
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Tools: Alchemist's supplies

Ability Check: DC 10 Intelligence check

Properties: *fluid, volatile*

Description: This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Alchemist's Frost

Alchemy [Alkahest] - Apprentice

Time: 17 hours

Value: 50 gp

Oil	Elemental Essence
<i>flammable, fluid</i>	- Ice <i>unique, volatile</i>

Tools: alchemist's supplies

Ability Check: DC 10 Intelligence check

Properties: *fluid, volatile*

Description: This sticky, adhesive fluid, draws heat from the surrounding area when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's frost as an improvised weapon. On a hit, the target takes 1d4 cold damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to scrape off the fluid.

Alkahest's Flame

Alchemy [Alkahest] - Expert

Time: 10 hours

Value: 100 gp

Oil	Elemental Essence
<i>flammable, fluid</i>	- Fire <i>unique, volatile</i>

Tools: alchemist's supplies

Ability Check: DC 15 Intelligence check

Properties: *fluid, volatile*

Description: This sticky, adhesive fluid, ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alkahest's flame as an improvised weapon. On a hit, the target takes 3d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 15 Dexterity check to extinguish the flames.

Alkahest's Ice

Alchemy [Alkahest] - Expert

Time: 10 hours

Value: 100 gp

Oil	Elemental Essence
<i>flammable, fluid</i>	- Ice <i>unique, volatile</i>

Tools: alchemist's supplies

Ability Check: DC 15 Intelligence check

Properties: *fluid, volatile*

Description: This sticky, adhesive fluid, draws heat from the surrounding area when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alkahest's ice as an improvised weapon. On a hit, the target takes 3d4 cold damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 15 Dexterity check to scrape off the fluid.

Alteration Ointment

Alchemy [Tincturer] - Apprentice

Time: 6 hours

Value: 20 gp

Alcohol	Creature Essence -
<i>flammable, fluid</i>	Caterpillar <i>unique</i>

Tools: alchemist's supplies

Ability Check: DC 10 Intelligence check

Properties: *fluid*

Description: This changeable fluid has no effect on its own, but provides the base for many alchemical concoctions.

Antitoxin

Alchemy - Novice

Time: 40 hours

Value: 50 gp

Toxin	Medicinal
<i>poisonous</i>	

Tools: herbalism kit

Ability Check: DC 5 Intelligence check

Properties: *fluid*

Description: A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Assassin's Blood (Banned)

Alchemy [Alkahest] - Expert

Time: 15 hours

Value: 150 gp

Poison, Basic	Toxin
<i>fluid, poisonous</i>	<i>poisonous</i>

Tools: poisoner's kit

Ability Check: DC 15 Intelligence check

Properties: *fluid, poisonous, fluid*

Description: A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

Blessed Brew

Alchemy [Apothecary] - Apprentice

Time: 30 hours

Value: 90 gp

Water	Medicinal
<i>fluid</i>	

Tools: herbalism kit

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: A creature can drink this silvery fluid as an action. For the next minute, whenever the creature makes an attack roll or saving throw, they can roll a d4 and add the number rolled to the attack roll or saving throw.

Bottled Lightning

Alchemy [Alkahest] - Apprentice

Time: 17 hours

Value: 50 gp

Oil	Elemental Essence
<i>flammable, fluid</i>	- Lightning <i>volatile</i>

Tools: alchemist's supplies

Ability Check: DC 10 Intelligence check

Properties: *fluid, volatile*

Description: As an action, a creature can uncork this vial and release a stroke of lightning forming a line 15 feet long and 5 feet wide in the direction they choose. Each creature in the line must make a DC 10 Dexterity saving throw. A creature takes 1d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

Burnt Othur Fumes (Banned)

Alchemy [Alkahest] - Master

Time: 15 hours

Value: 500 gp

Oil	Toxins
<i>flammable, fluid</i>	<i>poisonous</i>

Tools: poisoner's kit

Ability Check: DC 25 Intelligence check

Properties: *fluid, poisonous*

Description: A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After 3 successful saves, the poison ends.

Burrowing Brew

Alchemy [Tincturer] - Apprentice

Time: 100 hours

Value: 300 gp

Potion of Motion	Creature Essence -
<i>fluid</i>	Mole Claws <i>unique</i>

Tools: alchemist's supplies

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this potion; it's effect lasts for 1 hour. During this time, the creature can move through sand, earth, mud, or snow at half their normal speed.

Candle

Alchemy - Novice

Time: 1 hour

Value: 1 cp

Hide	String
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Tools: alchemist's supplies, a heat source

Ability Check: DC 5 Dexterity check

Properties: none

Description: For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Candle of Invocation

Alchemy [Tincturer] - Master

Time: 500 hours

Value: 17,500 gp

Candle	Monster Essence - Alignment	Charm of Improvement
	<i>unique</i>	<i>delicate</i>

Tools: alchemist's supplies, a heat source

Ability Check: DC 25 Wisdom check

Properties: none

Description: This slender taper is dedicated to a deity and shares that deity's alignment. The candle's alignment can be detected with the *detect evil and good* spell. The GM chooses the god and associated alignment or determines the alignment randomly. (See the 5e SRD for further information.)

**Note that creating a candle of invocation dedicated to an evil deity is something that most associations would ban or restrict. Such an item could only be sold on the black market.*

Chalk

Alchemy - Novice

Time: 1 hour

Value: 1 cp

Rock

Tools: alchemist's supplies

Ability Check: DC 5 Wisdom check

Properties: none

Description: This piece of brittle white limestone can be used for making white marks on hard surfaces.

Concealing Concoction

Alchemy [Tincturer] - Apprentice

Time: 20 hours

Value: 60 gp

Alteration
Ointment
fluid

Pigment
staining

Tools: alchemist's supplies

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this sludgy green fluid; its effects last for 1 hour. During this time, the creature's appearance changes in random ways. Roll 1d4 times on the table below to determine what changes occur, rerolling repeated results.

1d6	Random Change
1	The creature's height changes, either shorter or taller, by 1 foot.
2	The creature's body composition changes, becoming thinner, bigger, more muscular, or something similar.
3	The creature's hair changes color.
4	The creature's eyes change color.
5	The creature either gains or loses facial hair.
6	The creature's face changes to that of a creature unknown to them.

Crawler Mucus (Banned)

Alchemy [Alkahest] - Expert

Time: 20 hours

Value: 200 gp

Water
fluid

Toxin - Crawler
Mucus
poisonous, unique

Tools: poisoner's kit

Ability Check: DC 15 Intelligence check

Properties: *fluid, poisonous*

Description: This poison must be harvested from a dead or incapacitated crawler. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Drow Poison (Banned)

Alchemy [Alkahest] - Expert

Time: 20 hours

Value: 200 gp

Water
fluid

Creature Essence -
Spider Venom
poisonous

Tools: poisoner's kit

Ability Check: DC 15 Intelligence check

Properties: *fluid, poisonous*

Description: This poison is typically made only by the drow, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Dust of Disappearance

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Sand
fluid

Elemental Essence
- Earth
volatile

Hex of Arcana
delicate

Tools: alchemist's supplies

Ability Check: DC 15 Intelligence check

Properties: none

Description: Found in a small packet, this powder resembles very fine sand. There is enough of it for one use. When you use an action to throw the dust into the air, you and each creature and object within 10 feet of you become invisible for 2d4 minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. If a creature affected by the dust attacks or casts a spell, the invisibility ends for that creature.

Dust of Dryness

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Sand
fluid

Elemental Essence
- Earth
volatile

Hex of Arcana
delicate

Tools: alchemist's supplies

Ability Check: DC 15 Intelligence check

Properties: none

Description: This small packet contains 1d6 + 4 pinches of dust. You can use an action to sprinkle a pinch of it over water. The dust turns a cube of water 15 feet on a side into one marble-sized pellet, which floats or rests near where the dust was sprinkled. The pellet's weight is negligible. (See the 5e SRD for further information).

Dust of Sneezing and Choking

Alchemy [Alkahest] - Expert

Time: 18 hours

Value: 175 gp

Sand
fluid

Toxin
poisonous

Hex of Arcana
delicate

Tools: alchemist's supplies

Ability Check: DC 15 Intelligence check

Properties: none

Description: When you use an action to throw a handful of the dust into the air, you and each creature that needs to breathe within 30 feet of you must succeed on a DC 15 Constitution saving throw or become unable to breathe, while sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. As long as it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. The *lesser restoration* spell can also end the effect on a creature. (See the 5e SRD for further information.)

Ear Tonic

Alchemy [Apothecary] - Apprentice

Time: 6 hours

Value: 20 gp

Water
fluid

Medicinal -
Fuzzplug
unique

Tools: herbalism kit

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: A deafened creature can apply this waxy, brown ointment to their ears at the beginning of a long rest; once the rest ends, the creature is no longer deafened. This ointment has no effect on natural deafness, such as that caused by birth defects or old age.

Essence of Ether (Banned)

Alchemy [Alkahest] - Artisan

Time: 14 hours

Value: 300 gp

Oil
flammable, fluid

Elemental Essence
- Air
volatile

Tools: poisoner's kit

Ability Check: DC 20 Intelligence check

Properties: *fluid, poisonous*

Description: A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Eversmoking Bottle

Alchemy [Tincturer] - Expert

Time: 35 hours

Value: 350 gp

Bottle

Elemental Essence
- Fire
volatile

Tools: alchemist's supplies

Ability Check: DC 15 Intelligence check

Properties: none

Description: Smoke leaks from the lead-stoppered mouth of this brass bottle, which weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke pours out in a 60-foot radius from the bottle. The cloud's area is heavily obscured. Each minute the bottle remains open and within the cloud, the radius increases by 10 feet until it reaches its maximum radius of 120 feet. (See the 5e SRD for further information.)

Eyebright Essence

Alchemy [Apothecary] - Apprentice

Time: 6 hours

Value: 20 gp

Water
fluid

Medicinal -
Eyebright
unique

Tools: herbalism kit

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: A blinded creature can apply this sticky, yellow ointment to their eyes at the beginning of a long rest; once the rest ends, the creature is no longer blinded. This ointment has no effect on natural blindness, such as that caused by birth defects or old age.

Expeditious Elixir

Alchemy [Tincturer] - Apprentice

Time: 100 hours

Value: 300 gp

Potion of Motion
fluid

Stimulant

Tools: alchemist's supplies

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this blue, fizzy elixir; its effects last for 1 minute. During this time, the creature can take the Dash action as a bonus action on each of their turns. After its effects wear off, the creature acquires one level of exhaustion and cannot have their movement magically enhanced until they take a long rest.

Explosive Ointment

Alchemy [Alkahest] - Artisan

Time: 12 hours

Value: 250 gp

Alchemist's Fire

volatile

Alcohol

flammable, fluid

Tools: alchemist's supplies

Ability Check: DC 20 Intelligence check

Properties: *fluid, volatile*

Description: This viscous, jet-black liquid explodes when exposed to air. As an action, you can throw this flask up to 30 feet, shattering it on impact. Each creature within a 10-foot radius of the impact must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) force damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Fibster's Fluid

Alchemy [Tincturer] - Apprentice

Time: 40 hours

Value: 120 gp

Alteration

Ointment

fluid

Creature Essence

- Mockingbird

Feather

unique

Tools: alchemist's supplies

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this bitter, purple fluid; its effects last for 10 minutes. During this time, the creature has advantage on ability checks they make to deceive or mislead another creature, such as Charisma (Deception) checks. The creature's tongue is also stained purple for the 24 hours. Another creature can notice this discoloration with a successful DC 15 Wisdom (Perception) check.

Flash Bottle

Alchemy [Alkahest] - Artisan

Time: 12 hours

Value: 250 gp

Gemstone

Alcohol

flammable, fluid

Tools: alchemist's supplies

Ability Check: DC 20 Intelligence check

Properties: none

Description: This alchemical powder emits a blinding flash when exposed to air. As an action, you can throw this flask up to 30 feet, shattering it on impact. Each creature within a 10-foot radius of the impact must make a DC 15 Constitution saving throw. On a failed save, a creature takes 15 (6d4) radiant damage and is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded.

Flesheater (Banned)

Alchemy [Alkahest] - Apprentice

Time: 40 hours

Value: 120 gp

Oil

flammable, fluid

Toxin

poisonous

Tools: alchemist's supplies

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature, treating the flesheater as an improvised weapon. On a hit, the target takes 2d6 necrotic damage.

Frogleg Fluid

Alchemy [Tincturer] - Apprentice

Time: 34 hours

Value: 100 gp

Potion of Motion

fluid

Creature Essence -

Frog Legs

unique

Tools: alchemist's supplies

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this thin, green, liquid; for the next minute, the creature's jump distance and height are tripled.

Gloop

Alchemy [Alkahest] - Artisan

Time: 12 hours

Value: 250 gp

Acid

corrosive, fluid

Glue

fluid

Tools: alchemist's supplies

Ability Check: DC 20 Intelligence check

Properties: *fluid, corrosive*

Description: This viscous fluid becomes extraordinarily sticky when exposed to air. As an action, you can throw this flask up to 30 feet, shattering it and creating a 20-foot radius area of difficult terrain centered on the impact. Each creature in the difficult terrain must succeed on a DC 15 Strength saving throw or become grappled by the gloop. A creature that starts its turn grappled this way takes 5 (2d4) acid damage. A creature can repeat the Strength saving throw at the end of each of its turns, freeing itself on a success.

Glue

Alchemy - Novice

Time: 1 hour

Value: 1 sp

Hide

Water
fluid

Tools: alchemist's supplies, a heat source

Ability Check: DC 5 Intelligence check

Properties: *fluid*

Description: This vial contains a viscous adhesive.

Healing Draught

Alchemy [Apothecary] - Apprentice

Time: 4 hours

Value: 20 gp

Water
fluid

Medicinal

Tools: herbalism kit

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: A character who drinks the magical red fluid in this vial regains 1d4 + 1 hit points. Drinking or administering a potion takes an action.

Ink

Alchemy - Novice

Time: 8 hours

Value: 10 gp

Water
fluid

Pigment
staining

Tools: alchemist's supplies

Ability Check: DC 5 Intelligence check

Properties: *fluid, staining*

Description: This bottle contains black, staining liquid used for writing.

Instant Solid

Alchemy [Tincturer] - Expert

Time: 35 hours

Value: 350 gp

Water
fluid

Hex of Affliction
delicate

Creature Essence -
Cockatrice Spit
unique

Tools: alchemist's supplies

Ability Check: DC 15 Intelligence check

Properties: *fluid*

Description: As an action, you can hurl this magic, blue gelatin at an ooze within 30 feet of you. Make a ranged spell attack. On a hit, the target must make a DC 15 Constitution saving throw. On a failed saving throw, the ooze is petrified. At the end of each of its turns, the ooze can make another Constitution saving throw. On a success, the ooze is no longer petrified. This item has no effect on creatures other than oozes.

Liquid Fatigue (Banned)

Alchemy [Alkahest] - Master

Time: 15 hours

Value: 500 gp

Water
fluid

Intoxicant
stupefying

Tools: poisoner's kit

Ability Check: DC 25 Intelligence check

Properties: *fluid, poisonous, stupefying*

Description: A creature that ingests this poison must succeed on a DC 20 Constitution saving throw or gain a level of exhaustion.

Malice (Banned)

Alchemy [Alkahest] - Artisan

Time: 12 hours

Value: 250 gp

Poison, Basic
poisonous, fluid

Psychotropic
psychedelic

Tools: poisoner's kit

Ability Check: DC 20 Intelligence check

Properties: *fluid, poisonous*

Description: A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.

Marvelous Pigments

Alchemy [Tincturer] - Master

Time: 500 hours

Value: 17,500 gp

Paint
fluid, staining

Hex of Summoning
delicate

Tools: alchemist's supplies, painter's supplies

Ability Check: DC 25 Intelligence check

Properties: *fluid*

Description: Typically found in 1d4 pots inside a fine wooden box with a brush (weighing 1 pound in total), these pigments allow you to create three-dimensional objects by painting them in two dimensions. The paint flows from the brush to form the desired object as you concentrate on its image. (See the 5e SRD for further information.)

Medusa's Essence

Alchemy [Alkahest] - Master

Time: 15 hours

Value: 500 gp

Oil <i>flammable, fluid</i>	Monster Essence - Medusa Eye <i>unique</i>
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Tools: alchemist's supplies

Ability Check: DC 25 Intelligence check

Properties: *fluid*

Description: As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature, treating the medusa's essence as an improvised weapon. On a hit, the target must make a DC 20 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by *greater restoration* or similar magic.

Midnight Tears (Banned)

Alchemy [Alkahest] - Master

Time: 40 hours

Value: 1,500 gp

Poison, Basic <i>poisonous, fluid</i>	Toxin <i>poisonous</i>	Sand <i>fluid</i>
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Tools: poisoner's kit

Ability Check: DC 25 Intelligence check

Properties: *fluid, poisonous*

Description: A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Oil

Alchemy - Novice

Time: 8 hours

Value: 1 sp

Hide

Tools: alchemist's supplies, a heat source

Ability Check: DC 5 Intelligence check

Properties: *flammable, fluid*

Description: Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. (See the 5e SRD for further information.)

Oil of Etherealness

Alchemy [Tincturer] - Artisan

Time: 250 hours

Value: 5,500 gp

Oil <i>flammable, fluid</i>	Elemental Essence - Air <i>volatile</i>
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Tools: alchemist's supplies

Ability Check: DC 20 Wisdom check

Properties: *fluid*

Description: Beads of this cloudy gray oil form on the outside of its container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the *etherealness* spell for 1 hour.

Oil of Sharpness

Alchemy [Alkahest] - Master

Time: 500 hours

Value: 17,500 gp

Oil <i>flammable, fluid</i>	Metal
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Tools: alchemist's supplies

Ability Check: DC 25 Wisdom check

Properties: *fluid*

Description: This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.

Oil of Slipperiness

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Oil <i>flammable, fluid</i>	Hide
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Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a *freedom of movement* spell for 8 hours. (See the 5e SRD for further information.)

Oil of Taggit (Banned)

Alchemy [Alkahest] - Artisan

Time: 800 hours

Value: 400 gp

Poison, Basic
poisonous, fluid

Intoxicant
stupefying

Tools: poisoner's kit

Ability Check: DC 20 Intelligence check

Properties: *fluid, poisonous*

Description: A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.

Paint

Alchemy - Novice

Time: 4 hours

Value: 5 gp

Pigment
staining

Water
fluid

Tools: alchemist's supplies, painter's supplies

Ability Check: DC 5 Intelligence check

Properties: *fluid, staining*

Description: This jar contains a thick, liquidy, colored substance used to apply color to surfaces.

Pale Tincture (Banned)

Alchemy [Alkahest] - Artisan

Time: 12 hours

Value: 250 gp

Poison, Basic
poisonous, fluid

Toxin
poisonous

Tools: poisoner's kit

Ability Check: DC 20 Intelligence check

Properties: *fluid, poisonous*

Description: A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After 7 successful saving throws, the effect ends and the creature can heal normally.

Perfume

Alchemy [Tincturer] - Apprentice

Time: 2 hours

Value: 5 gp

**Medicinal -
Flowers**
delicate, unique

Water
fluid

Tools: alchemist's supplies, a heat source

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: This delicate vial contains a liquid with sweet, floral scents.

Philter of Love (Banned)

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Perfume
fluid

Intoxicant
stupefying

Tools: poisoner's kit

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

Poison, Basic (Restricted)

Alchemy [Alkahest] - Apprentice

Time: 34 hours

Value: 100 gp

Toxins
poisonous

Water
fluid

Tools: poisoner's kit

Ability Check: DC 10 Intelligence check

Properties: *fluid, poisonous*

Description: You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Potion of Absorption

Alchemy [Apothecary, Tincturer] - Master

Time: 500 hours

Value: 17,500 gp

**Alteration
Ointment**
fluid

Elemental Essence
- Water
volatile

Tools: herbalism kit

Ability Check: DC 25 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this potion; for the next minute, the creature gains resistance to acid, cold, fire, lightning, and thunder damage. Additionally, if a creature hits the creature with a melee attack during this time and they have taken acid, cold, fire, lightning, or thunder damage this round, the attacking creature takes 5 acid, cold, fire, lightning, or thunder damage (user's choice).

Potion of Animal Friendship

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Alcohol	Intoxicant
<i>flammable, fluid</i>	<i>stupefying</i>

Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: When you drink this potion, you can cast the *animal friendship* spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

Potion of Barkskin

Alchemy [Apothecary, Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Alteration	Medicinal - Bark
Ointment	<i>unique</i>
<i>fluid</i>	

Tools: herbalism kit

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this fibrous fluid; its effect lasts for 1 hour. During that time, the creature's skin has a rough, bark-like appearance, and their AC can't be less than 16, regardless of what armor they're wearing.

Potion of Bear's Endurance

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Alteration	Creature Essence -
Ointment	Bear Blood
<i>fluid</i>	<i>unique</i>

Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this thick, brown liquid; its effect lasts for 1 hour. During that time, the creature has advantage on Constitution checks and gains 2d6 temporary hit points.

Potion of Bull's Strength

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Alteration	Creature Essence -
Ointment	Bull Horn
<i>fluid</i>	<i>unique</i>

Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this red-veined, black liquid; its effect lasts for 1 hour. During that time, the creature has advantage on Strength checks and their carrying capacity is doubled.

Potion of Blurring

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Potion of Motion	Elemental Essence
<i>fluid</i>	- Air
	<i>volatile</i>

Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: A creature can drink this rippling liquid as an action. For the next minute, any attack rolls that target the creature have disadvantage. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Potion of Cat's Grace

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Alteration	Creature Essence -
Ointment	Cat Whisker
<i>fluid</i>	<i>unique</i>

Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this mottled orange and grey liquid; its effect lasts for 1 hour. During that time, the creature has advantage on Dexterity checks and doesn't take damage from falling 20 feet or less.

Potion of Clairvoyance

Alchemy [Apothecary, Tincturer] - Artisan

Time: 250 hours

Value: 5,500 gp

Alcohol <i>flammable, fluid</i>	Psychotropic <i>psychedelic</i>
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Tools: alchemist's supplies

Ability Check: DC 20 Wisdom check

Properties: *fluid*

Description: When you drink this potion, you gain the effect of the *clairvoyance* spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

Potion of Climbing

Alchemy [Tincturer] - Apprentice

Time: 100 hours

Value: 300 gp

Potion of Motion <i>fluid</i>	Glue <i>fluid</i>
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Tools: alchemist's supplies

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

Potion of Coagulation

Alchemy [Tincturer] - Apprentice

Time: 6 hours

Value: 20 gp

Alteration Ointment <i>fluid</i>	Metal - Iron <i>unique</i>
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Tools: alchemist's supplies

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this sludgy red liquid; its effect lasts for 10 minutes. During that period, the first time the creature would take damage, they can roll a d4 and reduce the damage taken by the amount rolled. The potion then wears off.

Potion of Diminution

Alchemy [Tincturer] - Artisan

Time: 250 hours

Value: 5,500 gp

Alteration Ointment <i>fluid</i>	Psychotropic <i>psychedelic</i>
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Tools: alchemist's supplies

Ability Check: DC 20 Wisdom check

Properties: *fluid*

Description: When you drink this potion, you gain the reduce effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

Potion of Eagle's Splendor

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Alteration Ointment <i>fluid</i>	Creature Essence - Eagle Feather <i>unique</i>
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Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this golden liquid; its effect lasts for 1 hour. During that time, the creature has advantage on Charisma checks.

Potion of Energy

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Alteration Ointment <i>fluid</i>	Stimulant
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Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this bubbling, orange liquid. For the next minute, the creature can interact with an additional object on each of their turns.

Potion of Flying

Alchemy [Tincturer] - Master

Time: 500 hours

Value: 17,500 gp

Potion of Motion	Feathers
<i>fluid</i>	

Tools: alchemist's supplies

Ability Check: DC 25 Wisdom check

Properties: *fluid*

Description: When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

Potion of Fox's Cunning

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Alteration	Creature Essence -
Ointment	Fox Whisker
<i>fluid</i>	<i>unique</i>

Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this orange liquid; its effect lasts for 1 hour. During that time, the creature has advantage on Intelligence checks.

Potion of Gaseous Form

Alchemy [Tincturer] - Artisan

Time: 250 hours

Value: 5,500 gp

Alteration	Elemental Essence
Ointment	- Air
<i>fluid</i>	<i>volatile</i>

Tools: alchemist's supplies

Ability Check: DC 20 Wisdom check

Properties: *fluid*

Description: When you drink this potion, you gain the effect of the *gaseous form* spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

Potion of Cloud Giant Strength

Alchemy [Tincturer] - Master

Time: 500 hours

Value: 17,500 gp

Alteration	Monster Essence
Ointment	- Cloud Giant
<i>fluid</i>	Toenail
	<i>unique</i>

Tools: alchemist's supplies

Ability Check: DC 25 Wisdom check

Properties: *fluid*

Description: This potion's transparent liquid has floating in it a sliver of nail from a cloud giant. When you drink this potion, your Strength score changes to 27 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score.



Potion of Hill Giant Strength

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

**Alteration
Ointment**
fluid

**Monster Essence -
Hill Giant Toenail**
unique

Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: This potion's transparent liquid has floating in it a sliver of nail from a hill giant. When you drink this potion, your Strength score changes to 21 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score.

Potion of Fire Giant Strength

Alchemy [Tincturer] - Artisan

Time: 250 hours

Value: 5,500 gp

**Alteration
Ointment**
fluid

**Monster Essence -
Fire Giant Toenail**
unique

Tools: alchemist's supplies

Ability Check: DC 20 Wisdom check

Properties: *fluid*

Description: This potion's transparent liquid has floating in it a sliver of nail from a fire giant. When you drink this potion, your Strength score changes to 25 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score.

Potion of Frost/Stone Giant Strength

Alchemy [Tincturer] - Artisan

Time: 250 hours

Value: 5,500 gp

**Alteration
Ointment**
fluid

**Monster Essence -
Frost/Stone Giant
Toenail**
unique

Tools: alchemist's supplies

Ability Check: DC 20 Wisdom check

Properties: *fluid*

Description: This potion's transparent liquid has floating in it a sliver of nail from a frost or stone giant. When you drink this potion, your Strength score changes to 23 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score.

Potion of Storm Giant Strength

Alchemy [Tincturer] - Master

Time: 500 hours

Value: 17,500 gp

**Alteration
Ointment**
fluid

**Monster Essence
- Storm Giant
Toenail**
unique

Tools: alchemist's supplies

Ability Check: DC 25 Wisdom check

Properties: *fluid*

Description: This potion's transparent liquid has floating in it a sliver of nail from a storm giant. When you drink this potion, your Strength score changes to 29 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score.

Potion of the Green Fairy

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Alcohol
flammable, fluid

Psychotropic
psychedelic

Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this cloudy, opaque liquid; its effects last for 10 minutes. During this time, whenever the creature makes a Charisma check you can roll a d6 and add the number rolled to their check.

Potion of Growth

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

**Alteration
Ointment**
fluid

Psychotropic
psychedelic

Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: When you drink this potion, you gain the enlarge effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

Potion of Healing

Alchemy [Apothecary] - Apprentice

Time: 8 hours

Value: 50 gp

Healing Draught <i>fluid</i>	Medicinal
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Tools: herbalism kit

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

Potion of Healing, Greater

Alchemy [Apothecary] - Expert

Time: 20 hours

Value: 200 gp

Healing Draught <i>fluid</i>	Medicinal
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Tools: herbalism kit

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: A character who drinks the magical red fluid in this vial regains 4d4 + 4 hit points. Drinking or administering a potion takes an action.

Potion of Healing, Superior

Alchemy [Apothecary] - Artisan

Time: 120 hours

Value: 2,000 gp

Healing Draught <i>fluid</i>	Medicinal
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Tools: herbalism kit

Ability Check: DC 20 Wisdom check

Properties: *fluid*

Description: A character who drinks the magical red fluid in this vial regains 8d4 + 8 hit points. Drinking or administering a potion takes an action.

Potion of Healing, Supreme

Alchemy [Apothecary] - Master

Time: 180 hours

Value: 20,000 gp

Healing Draught <i>fluid</i>	Medicinal
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Tools: herbalism kit

Ability Check: DC 25 Wisdom check

Properties: *fluid*

Description: A character who drinks the magical red fluid in this vial regains 10d4 + 20 hit points. Drinking or administering a potion takes an action.

Potion of Health

Alchemy [Apothecary] - Expert

Time: 18 hours

Value: 175 gp

Healing Draught <i>fluid</i>	Medicinal
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Tools: herbalism kit

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this effervescent liquid. For the next minute, the creature has advantage on saving throws to resist being blinded, deafened, paralyzed, or poisoned.

Potion of Health, Greater

Alchemy [Apothecary] - Artisan

Time: 250 hours

Value: 5,500 gp

Healing Draught <i>fluid</i>	Medicinal
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Tools: herbalism kit

Ability Check: DC 20 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this effervescent liquid. For the next minute, the creature has advantage on saving throws to resist being blinded, charmed, deafened, paralyzed, petrified, or poisoned.

Potion of Heroism

Alchemy [Apothecary] - Artisan

Time: 250 hours

Value: 5,500 gp

Water <i>fluid</i>	Bone
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Tools: herbalism kit

Ability Check: DC 20 Wisdom check

Properties: *fluid*

Description: For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bleed* spell (no concentration required). This blue potion bubbles and steams as if boiling.

Potion of Intuition

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Water <i>fluid</i>	Psychotropic <i>psychedelic</i>
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Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: A creature can drink this smoking, purple fluid as an action; its effects last for 1 hour. During this time, the creature has advantage on ability checks they make to discern lies or otherwise judge the emotional state of other creatures, such as Wisdom (insight) checks.

Potion of Invisibility

Alchemy [Tincturer] - Master

Time: 500 hours

Value: 17,500 gp

Alteration
Ointment
fluid

Elemental Essence
- Air
volatile

Tools: alchemist's supplies

Ability Check: DC 25 Wisdom check

Properties: *fluid*

Description: This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

Potion of Luck (Restricted)

Alchemy [Apothecary, Tincturer] - Master

Time: 500 hours

Value: 17,500 gp

Alteration
Ointment
fluid

Gemstone

Tools: alchemist's supplies

Ability Check: DC 25 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this bubbling, golden liquid. For the next minute, whenever the creature makes an attack roll, ability check, or saving throw, they may roll an additional d20. They can use this ability after the original roll, but before the outcome is revealed. The creature chooses which of the d20s is used for the attack roll, ability check, or saving throw.

Potion of Mind Reading (Banned)

Alchemy [Apothecary, Tincturer] - Artisan

Time: 250 hours

Value: 5,500 gp

Alcohol
flammable, fluid

Psychotropic
psychedelic

Tools: alchemist's supplies

Ability Check: DC 20 Wisdom check

Properties: *fluid*

Description: When you drink this potion, you gain the effect of the *detect thoughts* spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

Potion of Motion

Alchemy [Tincturer] - Apprentice

Time: 60 hours

Value: 180 gp

Alcohol
flammable, fluid

Stimulant

Tools: alchemist's supplies

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this swirling green liquid; its effect lasts for 60 seconds. During that time, the creature's speed increases by 10 feet. After its effects wear off, the creature acquires one level of exhaustion and cannot have their movement magically enhanced until they take a long rest.

Potion of Owl's Wisdom

Alchemy [Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Alteration
Ointment
fluid

Creature Essence -
Owl Feather
unique

Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this sage-green liquid; its effect lasts for 1 hour. During that time, the creature has advantage on Wisdom checks.

Potion of Peace

Alchemy [Apothecary, Tincturer] - Artisan

Time: 250 hours

Value: 5,500 gp

Medicinal

Stimulant

Tools: herbalism kit

Ability Check: DC 20 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this silvery liquid; its effect lasts for 1 hour. During that time, the creature is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. The potion even foils *wish* spells and spells or effects of similar power used to affect the target's mind or to gain information about the target.

Potion of Poison (Banned)

Alchemy [Alkahest, Apothecary] - Expert

Time: 18 hours

Value: 175 gp

Potion of Healing <i>fluid</i>	Toxins <i>poisonous</i>
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Tools: poisoner's kit

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: This concoction looks, smells, and tastes like a potion of healing or other beneficial potion. However, it is actually poison masked by illusion magic. An *identify* spell reveals its true nature. If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

Potion of Replenishment

Alchemy [Apothecary] - Artisan

Time: 250 hours

Value: 5,500 gp

Healing Draught <i>fluid</i>	Stimulant
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Tools: herbalism kit

Ability Check: DC 20 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this potion and end any one effect that reduces one of their ability scores.

Potion of Resistance

Alchemy [Apothecary, Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Alteration Ointment <i>fluid</i>	Medicinal
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Tools: herbalism kit

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: When you drink this potion, you gain resistance to one type of damage for 1 hour. The GM chooses the type or determines it randomly.

Potion of Speed

Alchemy [Tincturer] - Master

Time: 500 hours

Value: 17,500 gp

Potion of Motion <i>fluid</i>	Stimulant
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Tools: alchemist's supplies

Ability Check: DC 25 Wisdom check

Properties: *fluid*

Description: When you drink this potion, you gain the effect of the *haste* spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own.

Potion of Stoneskin

Alchemy [Apothecary, Tincturer] - Artisan

Time: 250 hours

Value: 5,500 gp

Alteration Ointment <i>fluid</i>	Rock
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Tools: herbalism kit

Ability Check: DC 20 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this gravelly fluid; its effects last for 1 hour. During that time, the creature's flesh becomes hard as stone and they gain resistance to nonmagical bludgeoning, piercing, and slashing damage.

Potion of Swimming

Alchemy [Tincturer] - Apprentice

Time: 100 hours

Value: 300 gp

Potion of Motion <i>fluid</i>	Creature Essence - Seal Whiskers <i>unique</i>
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Tools: alchemist's supplies

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this potion and gain a swimming speed equal to their walking speed for 1 hour. During this time, the creature has advantage on Strength (Athletics) checks they make to swim. Waves flow through this potion even when it is still.

Potion of Vigour

Alchemy [Apothecary] - Artisan

Time: 250 hours

Value: 5,500 gp

Healing Draught <i>fluid</i>	Stimulant
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Tools: herbalism kit

Ability Check: DC 20 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this potion and end any one effect that reduces their hit point maximum.

Potion of Water Breathing

Alchemy [Apothecary, Tincturer] - Expert

Time: 18 hours

Value: 175 gp

**Alteration
Ointment**
fluid

Elemental Essence
- **Water**
volatile

Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

Powdered Tongue

Alchemy [Tincturer] - Apprentice

Time: 60 hours

Value: 180 gp

Alcohol
flammable, fluid

**Monster Essence -
Humanoid Tongue**
unique

Tools: alchemist's supplies

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: As an action, a creature can eat this powder; its effects last for 1 hour. During this time, the creature understands the literal meaning of any language they hear.

Purifying Potion

Alchemy [Apothecary] - Apprentice

Time: 34 hours

Value: 100 gp

Water
fluid

Medicinal

Tools: herbalism kit

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: As an action, a creature can pour this potion into a single serving of nonmagical food or drink and render it free of poison or disease.

Purple Worm Poison (Banned)

Alchemy [Alkahest] - Master

Time: 500 hours

Value: 17,500 gp

Water
fluid

**Toxin - Purple
Worm Venom**
*fluid, poisonous,
unique*

Tools: poisoner's kit

Ability Check: DC 25 Intelligence check

Properties: *fluid, poisonous*

Description: This poison must be harvested from a dead or incapacitated purple worm. A creature subjected to this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Regenerative Ointment

Alchemy [Apothecary] - Expert

Time: 18 hours

Value: 175 gp

Oil
flammable, fluid

Medicinal

Tools: herbalism kit

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: As an action, a creature can apply this purple ointment to their body; for the next minute, they regain 1d4 + 1 hit points at the start of each of their turns.

Regenerative Ointment, Greater

Alchemy [Apothecary] - Artisan

Time: 250 hours

Value: 5,500 gp

Oil
flammable, fluid

Medicinal

Tools: herbalism kit

Ability Check: DC 20 Wisdom check

Properties: *fluid*

Description: As an action, a creature can apply this purple ointment to their body; for the next minute, they regain 2d4 + 2 hit points at the start of each of their turns.

Restorative Ointment

Alchemy [Apothecary] - Expert

Time: 18 hours

Value: 175 gp

Oil	Medicinal
<i>flammable, fluid</i>	

Tools: herbalism kit

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound. As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.

Sealing Wax

Alchemy - Novice

Time: 1 hour

Value: 5 sp

Glue	Oil
<i>fluid</i>	<i>flammable, fluid</i>

Tools: alchemist's supplies, a heat source

Ability Check: DC 5 Intelligence check

Properties: none

Description: This dyed wax is used to seal letters and documents. The wax cools quickly, but will retain a detailed shape while warm.

Serpent Venom

Alchemy [Alkahest] - Expert

Time: 20 hours

Value: 200 gp

Water	Toxin - Serpent
<i>fluid</i>	Venom
	<i>fluid, poisonous, unique</i>

Tools: poisoner's kit

Ability Check: DC 15 Intelligence check

Properties: *fluid, poisonous*

Description: This poison must be harvested from a dead or incapacitated giant poisonous snake. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Silvertongue Sauce (Restricted)

Alchemy [Tincturer] - Expert

Time: 120 hours

Value: 1,200 gp

Alteration	Precious Metal -
Ointment	Silver
<i>fluid</i>	<i>unique</i>

Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this silver liquid; its effects last for 1 hour. During this time, the creature has advantage on ability checks they make to persuade or convince another creature, such as Charisma (Persuasion) checks.

Slipsap

Alchemy [Tincturer] - Apprentice

Time: 6 hours

Value: 20 gp

Oil	Stimulant
<i>flammable, fluid</i>	

Tools: alchemist's supplies

Ability Check: DC 10 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this clear, greasy liquid; its effects last for 1 hour. During this time, the creature can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or another creature that has it grappled.

Soap

Alchemy - Novice

Time: 1 hour

Value: 2 cp

Perfume	Oil
<i>fluid</i>	<i>flammable, fluid</i>

Tools: alchemist's supplies, a heat source

Ability Check: DC 5 Wisdom check

Properties: none

Description: This smooth bar, when used with water, will work up a rich lather which aids in the removal of dirt and filth from oneself.

Sovereign Glue

Alchemy [Tincturer] - Master

Time: 500 hours

Value: 17,500 gp

Glue

fluid

Elemental Essence

- **Earth**

volatile

Tools: alchemist's supplies

Ability Check: DC 25 Wisdom check

Properties: *fluid*

Description: This viscous, milky-white substance can form a permanent adhesive bond between any two objects. It must be stored in a jar or flask that has been coated inside with oil of slipperiness. When found, a container contains 1d6 + 1 ounces. (See the 5e SRD for further information.)

Thunder Flask

Alchemy [Alkahest] - Artisan

Time: 12 hours

Value: 250 gp

Oil

flammable, fluid

Elemental Essence

- **Thunder**

unique, volatile

Tools: alchemist's supplies

Ability Check: DC 20 Intelligence check

Properties: *fluid, volatile*

Description: This glimmering purple liquid explodes thunderously when exposed to air. As an action, you can throw this flask up to 30 feet, shattering it on impact. Each creature within a 20-foot radius must make a DC 15 Constitution saving throw. On a failed save, a creature takes 21 (6d6) thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened.

Tonguetie Tincture (Restricted)

Alchemy [Alkahest] - Expert

Time: 60 hours

Value: 600 gp

Alcohol

flammable, fluid

Toxin

poisonous

Tools: alchemist's supplies

Ability Check: DC 15 Wisdom check

Properties: *fluid*

Description: A creature that drinks this potion cannot speak for 1 hour. The potion seems to writhe in its bottle when disturbed.

Torpor (Banned)

Alchemy [Alkahest] - Master

Time: 18 hours

Value: 600 gp

Poison, Basic

fluid, poisonous

Psychotropic

psychedelic

Tools: poisoner's kit

Ability Check: DC 25 Intelligence check

Properties: *fluid, poisonous*

Description: A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is incapacitated.

Troll Blood (Banned)

Alchemy [Apothecary] - Master

Time: 500 hours

Value: 17,500 gp

Healing Draught

fluid

Monster Essence -

Troll Blood

unique

Tools: herbalism kit

Ability Check: DC 25 Wisdom check

Properties: *fluid*

Description: As an action, a creature can drink this thick, metallic-tasting liquid and regrow severed body members (fingers, legs, tails, and so on). Growing a new body part takes 2 minutes; if the creature has the severed part and holds it to the stump, the potion instantaneously causes the limb to knit to the stump.

Truth Serum (Restricted)

Alchemy [Alkahest, Tincturer] - Expert

Time: 18 hours

Value: 175 gp

Water
fluid

Intoxicant
stupefying

Tools: alchemist's supplies

Ability Check: DC 15 Intelligence check

Properties: fluid, poisonous

Description: A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a *zone of truth* spell.

Universal Solvent

Alchemy [Tincturer] - Master

Time: 500 hours

Value: 17,500 gp

Water
fluid

Elemental Essence
- Water
volatile

Tools: alchemist's supplies

Ability Check: DC 25 Wisdom check

Properties: fluid

Description: This tube holds milky liquid with a strong alcohol smell. You can use an action to pour the contents of the tube onto a surface within reach. The liquid instantly dissolves up to 1 square foot of adhesive it touches, including sovereign glue.

Wyvern Poison (Banned)

Alchemy [Alkahest] - Expert

Time: 120 hours

Value: 1,200 gp

Water
fluid

Toxin - Wyvern
Venom
unique, poisonous

Tools: poisoner's kit

Ability Check: DC 15 Intelligence check

Properties: fluid, poisonous

Description: This poison must be harvested from a dead or incapacitated wyvern. A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.



Crafting Recipes

The following are the recipes included in the books a crafter receives when they reach a new rank. Most recipes make items described in the SRD; recipes marked with an asterisk (*) are for new items described in Chapter 7 Magic Item Compendium.

Novice

Novice rank is the lowest rank a member within an association can be, and represents the member learning the basics. This rank is not tied to any specialization, and these recipes are available to any crafters' association member to use.

*Arrowheads**
*Axehead**
Ball Bearings
Bedroll
*Belt**
Blanket
Blowgun
Blowgun Needles
*Box, Copper**
*Box, Wood**
Caltrops
Chain
*Chalice, Iron**
*Cloth**
Dice Set
Flask, Tankard, Jug, or Pitcher
*Iron Bands**
*Leather**
Piton
Pole
Pot, Iron
Pouch
*Rivet, Iron**
Rod
Sack
*Shaft**
Sling Bullets
*Spikes, Iron**
*String**
Tinderbox
Torch
Waterskin
*Wood Plank**

Apprentice

At this rank, the crafter must choose a specialization and receives the recipe book corresponding to their choice.

Blacksmith

Adamantine Armor
Arrows
*Bit and Bridle**
*Blade**
*Buckles**
Crossbow Bolts
Crowbar
Dagger

Dart
Hammer
Handaxe
Helmet
*Horseshoes**
Javelin
Light Hammer
Mace
Mess Kit
Miner's Pick
Mirror, Steel
Shortsword
Shovel
Sickle
Sledgehammer
Spear
Trident
Warpick

Jeweler

*Bracelet, Copper**
*Buckles**
*Chalice, Copper**
*Crown, Bronze**
Holy Symbol
Ink Pen
Mirror, Steel

Leatherworker

*Bit and Bridle**
*Boots**
*Bracers**
Component Pouch
*Gloves**
Hide Armor
Quiver
Sling
Tent
Whip

Tailor

Basket
*Boots**
*Cloak**
Clothes, Common
*Gloves**
*Hat**
Net
Robes
Rope
Tent

Tinker

*Bit and Bridle**
Buckles
Ink Pen
Mess Kit
Parchment

Woodworker

Abacus
Arrow
Basket
Bucket
Case, Bolts, Map, or Scroll
Chest
Crossbow Bolts
Greatclub
Javelin
Ladder
Quarterstaff
Spear
Trident
Wand
Wheel*

Expert

These recipes are included in the book given to crafters that obtain this rank.

Blacksmith

Ammunition +1
Armor +1
Battleaxe
Barding
Bell
Chain Shirt
Flail
Grappling Hook
Lamp
Lantern, Bullseye
Lantern, Hooded
Longsword
Manacles
Mirror, Silver*
Morningstar
Portable Ram
Rapier
Scimitar
Shield
Shield +1
Signal Whistle
Warhammer
Weapon +1

Jeweler

Box, Silver*
Chalice, Silver*
Crown, Silver*
Glass Bottle
Mirror, Silver*
Merchant's Scale
Necklace, Silver*
Ring, Silver*
Vial

Leatherworker

Backpack
Barding
Clothes, Traveler's
Leather Armor
Saddle, Pack
Saddle, Riding
Saddlebags
Studded Leather Armor
Vest of Fortitude*

Tailor

Backpack
Barding
Boots of Elvenkind
Cloak of Elvenkind
Clothes, Traveler's
Padded Armor
Saddlebags
Vest of Fortitude*

Tinker

Bell
Crossbow, Hand
Crossbow, Light
Fishing Tackle
Glass Bottle
Grappling Hook
Hunting Trap
Lamp
Lantern, Bullseye
Lantern, Hooded
Merchant's Scale
Paper
Playing Card Set
Vial

Woodworker

Barrel
Cart
Crossbow, Hand
Crossbow, Light
Fishing Tackle
Folding Boat
Shield
Shield +1
Shortbow
Sled
Weapon +1

Artisan

These recipes are included in the book given to crafters that obtain this rank.

Blacksmith

Ammunition +2
Armor +2
Belt of Dwarvenkind
Breastplate
Chain Mail
Dwarven Plate
Glaive
Greataxe
Greatsword
Halberd
Half Plate
Hourglass
Lance
Maul
Pike
Scale Mail
Shield +2
*Unraveling Chain**
Weapon +2

Jeweler

*Box, Gold**
*Box, Platinum**
*Bracelet, Gold**
*Chalice, Gold**
*Crown, Gold**
Hourglass
*Lens**
Lock
*Necklace, Gold**
*Ring, Gold**

Leatherworker

Book
Dragon Scale Mail
Saddle, Military
Scale Mail

Tailor

Belt of Dwarvenkind
Clothes, Costume
Clothes, Fine

Tinker

Bagpipes
Block and Tackle
Book
Crossbow, Heavy
Drum
Dulcimer
Flute
Horn
Hourglass
Lock
Lute
Lyre
Pan Flute
Pipes
Shawm
Viol

Woodworker

Bagpipes
Block and Tackle
Crossbow, Heavy
Drum
Dulcimer
Flute
Horn
Longbow
Lute
Lyre
Pan Flute
Pike
Pipes
Shawm
Shield +2
Viol
Wagon
Weapon +2



Master

These recipes are included in the book given to crafters that obtain this rank.

Blacksmith

Ammunition +3
Armor +3
Elven Chain
Mithral Armor
*Oscillanium Armor**
Plate Armor
Shield +3
Splint Armor
Spyglass
*Suit of Many Limbs**
Weapon +3

Jeweler

*Bracelet, Platinum**
*Chalice, Platinum**
*Crown, Platinum**
Magnifying Glass
*Necklace, Platinum**
*Ring, Platinum**
Spyglass

Leatherworker

Splint Armor
Saddle, Exotic

Tailor

Splint Armor

Tinker

Apparatus of the Crab
Magnifying Glass

Woodworker

Carriage
Chariot
Shield +3
Weapon +3

Abacus

Crafting [Woodworker] - Apprentice

Time: 2 hours

Value: 2 gp

Wood

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 10 Dexterity check

Properties: *delicate*

Description: Made of wooden beads or rings strung on a frame, an abacus is a simple calculation device.

Adamantine Armor

Crafting [Blacksmith] - Apprentice

Time: 80 hours

Value: 350 gp

Precious Metal - Adamantine **Armor (Any Metal)**
unique

Tools: smith's tools

Ability Check: DC 10 Intelligence check

Properties: none

Description: This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Ammunition +1

Crafting [Blacksmith] - Expert

Time: 80 hours

Value: 350 gp

Ammunition (any) **Hex of Accuracy**
delicate

Tools: smith's tools, woodcarver's tools

Ability Check: DC 15 Dexterity check

Properties: none

Description: You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical. You can make up to 20 pieces of magic ammunition at once with this recipe.

Ammunition +2

Crafting [Blacksmith] - Artisan

Time: 160 hours

Value: 5,500 gp

Ammunition (any) **Hex of Accuracy**
delicate

Tools: smith's tools, woodcarver's tools

Ability Check: DC 20 Dexterity check

Properties: none

Description: You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical. You can make up to 20 pieces of magic ammunition at once with this recipe.

Ammunition +3

Crafting [Blacksmith] - Master

Time: 320 hours

Value: 17,500 gp

Ammunition (any)	Hex of Accuracy <i>delicate</i>
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Tools: smith's tools, woodcarver's tools

Ability Check: DC 25 Dexterity check

Properties: none

Description: You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical. You can make up to 20 pieces of magic ammunition at once with this recipe.

Apparatus of the Crab

Crafting; Enchanting [Tinker, Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Metal	Charm of Motion <i>delicate</i>
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Tools: tinker's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This item first appears to be a Large sealed iron barrel weighing 500 pounds. The barrel has a hidden catch, which can be found with a successful DC 20 Intelligence (Investigation) check. Releasing the catch unlocks a hatch at one end of the barrel, allowing two Medium or smaller creatures to crawl inside. Ten levers are set in a row at the far end, each in a neutral position, able to move either up or down. When certain levers are used, the apparatus transforms to resemble a giant lobster. (See the 5e SRD for further information.)

Armor +1

Crafting [Blacksmith] - Expert

Time: 40 hours

Value: 350 gp

Armor (any)	Ward of Protection <i>delicate</i>
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Tools: leatherworker's tools, smith's tools, weaver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: You have a +1 bonus to AC while wearing this armor.

Armor +2

Crafting [Blacksmith] - Artisan

Time: 120 hours

Value: 11,000 gp

Armor (any)	Ward of Protection <i>delicate</i>
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Tools: leatherworker's tools, smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: You have a +2 bonus to AC while wearing this armor.

Armor +3

Crafting [Blacksmith] - Master

Time: 800 hours

Value: 35,000 gp

Armor (any)	Ward of Protection <i>delicate</i>
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Tools: leatherworker's tools, smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: You have a +3 bonus to AC while wearing this armor.

Arrowheads (20)

Crafting - Novice

Time: 1 hour

Value: 1 sp

Metal

Tools: smith's tools, a forge

Ability Check: DC 5 Dexterity check

Properties: *sharp*

Description: This recipe makes 20 metal arrowheads.

Arrows (20)

Crafting [Blacksmith, Woodworker] - Apprentice

Time: 2 hours

Value: 1 gp

Arrowheads <i>sharp</i>	Wood	Feathers <i>delicate</i>
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Tools: smith's tools, woodcarver's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: This recipe makes 20 arrows.

Axehead

Crafting - Novice

Time: 1 hour

Value: 1 sp

Metal

Tools: smith's tools, a forge

Ability Check: DC 5 Strength check

Properties: none

Description: This forged, heavy metal head is intended for chopping.

Backpack

Crafting [Leatherworker, Tailor] - Expert

Time: 4 hours

Value: 2 gp

Cloth

Leather

Buckles

Tools: leatherworker's tools, tinker's tools, weaver's tools

Ability Check: DC 15 Intelligence

Properties: none

Description: This leather satchel with two straps makes for convenient storage.

Ball Bearings

Crafting - Novice

Time: 2 hours

Value: 1 gp

Metal - Iron
unique

Tools: smith's tools, a forge

Ability Check: DC 5 Dexterity check

Properties: none

Description: As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.

Bagpipes

Crafting [Woodworker, Tinker] - Artisan

Time: 20 hours

Value: 30 gp

Wood

Creature Essence -
Animal Skin

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This woodwind instrument uses a cloth bag which the musician fills with air by blowing into it. A pipe extends from the bag with holes allowing for finger positions to change the instrument's tone. A number of long pipes extend from the bag which rest on the shoulder of the musician.

Barrel

Crafting [Woodworker] - Expert

Time: 4 hours

Value: 2 gp

Iron Bands

Wooden Planks

Tools: carpenter's tools

Ability Check: DC 15 Dexterity check

Properties: none

Description: These curved wooden staves are bound together with metal bands. Typically, though not exclusively, used to store food or age and store alcohol.

Barding (Template)

Crafting [Blacksmith, Leatherwork, Tailor] - Expert

Time: base armor x 4 hours

Value: base armor x 4 gp

Armor (any)

Tools: leatherworker's tools, smith's tools, weaver's tools; a forge or stables; must have access to the animal you are armoring

Ability Check: +5 to DC of base armor

Properties: none

Description: Barding is armor designed to protect an animal's head, neck, chest, and body. Any type of armor shown on the Armor table can be purchased as barding. The cost is four times the equivalent armor made for humanoids, and it weighs twice as much.

Basket

Crafting [Tailor, Woodworker] - Apprentice

Time: 2 hours

Value: 4 sp

Wood

Tools: woodcarver's tools

Ability Check: DC 10 Dexterity check

Properties: fragile

Description: This container is made of woven materials, typically (though not always) with a carrying handle.

Battleaxe

Crafting [Blacksmith] - Expert

Time: 1 hour

Value: 10 gp

Axehead

Shaft

Spikes

Tools: smith's tools

Ability Check: DC 15 Strength check

Properties: none

Description: This versatile chopping weapon can be wielded 1-handed (1d8 damage) or 2-handed (1d10 damage).

Bedroll

Crafting - Novice

Time: 2 hours

Value: 1 gp

Cloth

Tools: weaver's tools

Ability Check: DC 5 Dexterity check

Properties: none

Description: This padded roll of cloth makes sleeping outside more comfortable.

Bell

Crafting [Blacksmith, Tinker] - Expert

Time: 2 hours

Value: 1 gp

Metal

Tools: smith's tools, tinker's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: *resonant*

Description: This small, thin, domed metal object with a swinging clapper inside creates a resonant tone when struck.

Belt

Crafting - Novice

Time: 1 hour

Value: 5 sp

Buckle

Leather

Tools: leatherworker's tools

Ability Check: DC 5 Dexterity check

Properties: none

Description: This strip of leather wraps around the waist and fastens with a buckle.

Belt of Dwarvenkind

Crafting [Blacksmith, Tailor] - Artisan

Time: 120 hours

Value: 11,000 gp

Belt

Charm of Improvement *delicate*

Tools: smith's tools, leatherworker's tools; must be a dwarf

Ability Check: DC 15 Intelligence check

Properties: none

Description: While wearing this belt, your Constitution score increases by 2, to a maximum of 20, and you have advantage on Charisma (Persuasion) checks made to interact with dwarves. (See the 5e SRD for further information.)

Bit and Bridle

Crafting [Blacksmith, Leatherworker, tinker] - Apprentice

Time: 2 hours

Value: 2 gp

Metal

Leather

Tools: leatherworker's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: These leather straps and metal pieces are used to aid a rider in controlling their horse (or other mount).

Blade

Crafting [Blacksmith] - Apprentice

Time: 1 hour

Value: 1 sp

Metal

Tools: smith's tools, a forge

Ability Check: DC 10 Dexterity check

Properties: *sharp*

Description: This long piece of sharpened metal is the cutting edge of many weapons.

Blanket

Crafting - Novice

Time: 1 hour

Value: 5 sp

Cloth

Tools: weaver's tools

Ability Check: DC 5 Dexterity check

Properties: none

Description: This woven piece of fabric keeps the user warm and dry.

Block and Tackle

Crafting [Woodworker, Tinker] - Artisan

Time: 2 hours

Value: 1 gp

Wheel

Rope

Tools: carpenter's tools, tinker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This rope passed through pulleys aids in the lifting of heavy objects.

Blowgun

Crafting - Novice

Time: 4 hours

Value: 10 gp

Wood

Tools: woodcarver's tools

Ability Check: DC 5 Dexterity check

Properties: none

Description: This martial ranged weapon (range 25/100) made from a reed or hollow tube fires darts which deal 1 piercing damage. It has the loading property.

Blowgun Needles (20)

Crafting - Novice

Time: 2 hours

Value: 1 gp

Wood

Fibre OR Feather
delicate

Tools: woodworker's tools, tinker's tools

Ability Check: DC 5 Dexterity check

Properties: *fragile, sharp*

Description: This recipe makes 20 needles.

Book

Crafting [Leatherworker, Tinker] - Artisan

Time: 4 hours

Value: 25 gp

Parchment
delicate

Leather

Glue
fluid

Tools: calligrapher's tools, cartographer's tools, leatherworker's tools

Ability Check: DC 20 Intelligence check

Properties: *delicate*

Description: This stack of paper is bound together into a single volume.

Boots

Crafting [Leatherworker, Tailor] - Apprentice

Time: 2 hours

Value: 5 sp

Leather

String

Tools: cobbler's tools, leatherworker's tools

Ability Check: DC 10 Intelligence check

Properties: none

Description: Boots are leather footwear with a sturdy sole and a moderately high shaft.

Boots of Elvenkind

Crafting [Tailor] - Expert

Time: 80 hours

Value: 350 gp

Boots

Charm of Motion
delicate

Tools: cobbler's tools, leatherworker's tools; must be an elf

Ability Check: DC 15 Intelligence check

Properties: none

Description: While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

Box, Copper

Crafting - Novice

Time: 2 hours

Value: 10 gp

Metal - Copper
unique

Wood

Tools: jeweler's tools, a forge

Ability Check: DC 5 Dexterity check

Properties: none

Description: This box is made of copper and has a hinged lid.

Box, Gold

Crafting [Jeweler] - Artisan

Time: 4 hours

Value: 50 gp

Precious Metal - Gold
unique

Wood

Tools: jeweler's tools, a forge

Ability Check: DC 20 Dexterity check

Properties: none

Description: This box is made of gold and has a hinged lid.

Box, Platinum

Crafting [Jeweler] - Artisan

Time: 6 hours

Value: 250 gp

Precious Metal - Platinum
unique

Wood

Tools: jeweler's tools, a forge

Ability Check: DC 20 Dexterity check

Properties: none

Description: This box is made of platinum and has a hinged lid.

Box, Silver

Crafting [Jeweler] - Expert

Time: 2 hours

Value: 25 gp

Metal - Silver
unique

Wood

Tools: jeweler's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: none

Description: This box is made of silver and has a hinged lid.

Box, Wood

Crafting - Novice

Time: 1 hour

Value: 5 cp

Wood

Metal - Iron
unique

Tools: woodcarver's tools

Ability Check: DC 5 Dexterity check

Properties: none

Description: This box is made of wood and has a hinged lid.

Bracelet, Copper

Crafting [Jeweler] - Apprentice

Time: 1 hour

Value: 5 sp

Metal - Copper
unique

Tools: jeweler's tools, a forge

Ability Check: DC 10 Dexterity check

Properties: none

Description: This decorative band of copper is meant to be worn around the wrist.

Bracelet, Gold

Crafting [Jeweler] - Artisan

Time: 2 hours

Value: 50 gp

Precious Metal - Gold
unique

Tools: jeweler's tools, a forge

Ability Check: DC 20 Dexterity check

Properties: none

Description: This decorative band of gold is meant to be worn around the wrist.

Bracelet, Iron

Crafting - Novice

Time: 1 hour

Value: 1 sp

Metal - Iron
unique

Tools: jeweler's tools, a forge

Ability Check: DC 5 Dexterity check

Properties: none

Description: This decorative band of iron is meant to be worn around the wrist.

Bracelet, Platinum

Crafting [Jeweler] - Master

Time: 4 hours

Value: 500 gp

Precious Metal - Platinum
unique

Tools: jeweler's tools, a forge

Ability Check: DC 25 Dexterity check

Properties: none

Description: This decorative band of platinum is meant to be worn around the wrist.

Bracelet, Silver

Crafting [Jeweler] - Expert

Time: 1 hour

Value: 5 gp

Precious Metal - Silver
unique

Tools: jeweler's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: none

Description: This decorative band of silver is meant to be worn around the wrist.

Bracers

Crafting [Leatherworker] - Apprentice

Time: 1 hour

Value: 1 gp

Hide

Leather

Buckles

Tools: leatherworker's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: These leather guards protect the forearms.

Breastplate

Crafting [Blacksmith] - Artisan

Time: 40 hours

Value: 400 gp

Metal - Iron
unique

Leather

Buckle

Tools: smith's tools, a forge

Ability Check: DC 20 Strength check

Properties: none

Description: This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered. AC is 14 + Dex modifier (max 2).

Bucket

Crafting [Woodworker] - Apprentice

Time: 1 hour

Value: 5 cp

Iron Bands

Wooden Planks

Tools: carpenter's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: Made of short wooden staves bound together with iron, this container has a wooden bottom and carrying handle.

Buckle

Crafting [Blacksmith, Jeweler, Tinker] - Apprentice

Time: 1 hour

Value: 1 sp

Metal - Iron

unique

Tools: jeweler's tools, tinker's tools, a forge

Ability Check: DC 10 Dexterity check

Properties: none

Description: These metal components are used to fasten straps.

Caltrops (20)

Crafting - Novice

Time: 2 hours

Value: 1 gp

Metal - Iron

unique

Tools: smith's tools, a forge

Ability Check: DC 5 Dexterity check

Properties: *sharp*

Description: As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

Carriage

Crafting [Woodworker] - Master

Time: 200 hours

Value: 100 gp

Wooden Planks
(40)

Wheels (4)

Metal - Iron
unique

Tools: carpenter's tools, a workshop

Ability Check: DC 25 Intelligence check

Properties: none

Description: This four-wheeled vehicle is finely appointed and used most often for transporting the wealthy, and/or precious cargo. It is typically drawn by two or more horses.

Cart

Crafting [Woodworker] - Expert

Time: 40 hours

Value: 15 gp

Wooden Planks
(10)

Wheels (2)

Tools: carpenter's tools, a workshop

Ability Check: DC 15 Intelligence check

Properties: none

Description: This small, often two-wheeled vehicle, is used for transporting items. A cart can usually be pulled by a single horse or donkey, or even a person, depending on the load.

Case; Bolts, Map, or Scroll

Crafting [Woodworker] - Apprentice

Time: 2 hours

Value: 1 gp

Wooden Planks

Buckles

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: This cylinder is intended to hold, preserve, store or otherwise contain rolled materials such as bolts of cloth, rolled maps, scrolls, or rolled parchment..

Chain

Crafting - Novice

Time: 4 hours

Value: 5 gp

Metal - Iron

unique

Tools: smith's tools, a forge

Ability Check: DC 5 Dexterity check

Properties: none

Description: A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

Chain Mail

Crafting [Blacksmith] - Artisan

Time: 40 hours

Value: 75 gp

Metal - Iron
unique

Leather

Buckles

Tools: smith's tools, a forge

Ability Check: DC 25 Dexterity check

Properties: none

Description: Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets. AC is 16, requires 13 strength to wear, and grants disadvantage on stealth.

Chain Shirt

Crafting [Blacksmith] - Expert

Time: 16 hours

Value: 50 gp

Metal - Iron
unique

Leather

Tools: smith's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: none

Description: Made of interlocking metal rings, a chain shirt is worn between layers of clothing or leather. This armor offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers. AC is 13 + Dex modifier (max 2).

Chalice, Copper

Crafting [Jeweler] - Apprentice

Time: 1 hour

Value: 5 sp

Metal - Copper
unique

Tools: jeweler's tools, a forge

Ability Check: DC 10 Dexterity check

Properties: none

Description: This fine, stemmed drinking cup is made of copper.

Chalice, Gold

Crafting [Jeweler] - Artisan

Time: 2 hours

Value: 50 gp

Precious Metal - Gold
unique

Tools: jeweler's tools, a forge

Ability Check: DC 20 Dexterity check

Properties: none

Description: This fine, stemmed drinking cup is made of gold.

Chalice, Iron

Crafting - Novice

Time: 1 hour

Value: 1 sp

Metal - Iron
unique

Tools: jeweler's tools, a forge

Ability Check: DC 5 Dexterity check

Properties: none

Description: This fine, stemmed drinking cup is made of iron.

Chalice, Platinum

Crafting [Jeweler] - Master

Time: 4 hours

Value: 500 gp

Precious Metal - Platinum
unique

Tools: jeweler's tools, a forge

Ability Check: DC 25 Dexterity check

Properties: none

Description: This fine, stemmed drinking cup is made of platinum.

Chalice, Silver

Crafting [Jeweler] - Expert

Time: 1 hour

Value: 5 gp

Precious Metal - Silver
unique

Tools: jeweler's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: none

Description: This fine, stemmed drinking cup is made of silver.

Chariot

Crafting [Woodworker] - Master

Time: 80 hours

Value: 250 gp

Wooden Planks (8)

Wheels (2)

Metal - Iron
unique

Tools: carpenter's tools, a workshop

Ability Check: DC 25 Intelligence check

Properties: none

Description: This horse-drawn vehicle consists of a platform to be stood on by its rider. (See the 5e SRD for further information.)

Chest

Crafting [Woodworker] - Apprentice

Time: 4 hours

Value: 5 gp

Iron Bands

Wooden Planks

Tools: carpenter's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: This heavy, wooden box has a hinged lid and a lock.

Cloak

Crafting [Tailor] - Apprentice

Time: 1 hour

Value: 1 gp

Cloth

Tools: weaver's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: This hooded cape keeps the user warm and dry.

Cloak of Elvenkind

Crafting [Tailor] - Expert

Time: 2 hours

Value: 350 gp

Cloak

Charm of Motion *delicate*

Tools: weaver's tools, must be an elf

Ability Check: DC 10 Dexterity check

Properties: none

Description: While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

Cloth

Crafting - Novice

Time: 1 hour

Value: 1 sp

Fiber

Tools: weaver's tools

Ability Check: DC 5 Dexterity check

Properties: none

Description: This is a piece of woven fabric.

Clothes, Common

Crafting [Tailor] - Apprentice

Time: 1 hour

Value: 5 sp

Cloth

Tools: weaver's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: A basic tunic or shirt, pants, or a simple dress, as well as any typical underclothing, all of which are fit for someone from any walk of life.

Clothes, Costume

Crafting [Tailor] - Artisan

Time: 3 hours

Value: 5 gp

Cloth

Tools: weaver's tools

Ability Check: DC 20 Dexterity check

Properties: none

Description: This theatrical garb is suitable for the stage.

Clothes, Fine

Crafting [Tailor] - Artisan

Time: 4 hours

Value: 15 gp

Cloth

Tools: weaver's tools

Ability Check: DC 20 Dexterity check

Properties: none

Description: A fine dress, shirt and trousers, jacket, accessories, and any appropriate underclothing all of which are only for the discerning customer.

Clothes, Traveler's

Crafting [Leatherworker, Tailor] - Expert

Time: 2 hours

Value: 2 gp

Cloth

Boots

Leather

Tools: leatherworker's tools, weaver's tools

Ability Check: DC 15 Dexterity check

Properties: none

Description: These clothes often take longer to wear out, and allow the wearer to traverse and weather harsher environments than average clothing.

Club

Crafting - Novice

Time: 1 hour

Value: 1 sp

Wood

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 5 Strength check

Properties: none

Description: This wooden bludgeoning weapon deals 1d4 bludgeoning damage and has the light property.

Component Pouch

Crafting [Leatherworker] - Apprentice

Time: 1 hour

Value: 25 gp

Leather

Tools: leatherworker's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items a spellcaster needs to cast their spells, except for those components that have a specific cost (as indicated in a spell's description).

Crossbow Bolts (20)

Crafting [Blacksmith, Woodworker] - Apprentice

Time: 1 hour

Value: 1 gp

Arrowheads

sharp

Wood

Feathers

delicate

Tools: smith's tools, woodcarver's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: This recipe makes 20 bolts.

Crossbow, Hand

Crafting [Tinker, Woodworker] - Expert

Time: 3 hours

Value: 75 gp

Wood

Metal - Iron

unique

String

Tools: woodcarver's, a forge

Ability Check: DC 15 Dexterity check

Properties: none

Description: This discreet, handheld crossbow with a range of 30/120 and deals 1d6 piercing damage and has the light and loading properties.

Crossbow, Heavy

Crafting [Tinker, Woodworker] - Artisan

Time: 2 hours

Value: 50 gp

Wood

Metal - Iron

unique

String

Tools: woodcarver's tools, a forge

Ability Check: DC 20 Dexterity check

Properties: none

Description: This large, strong crossbow with a range of 100/400 and deals 1d10 piercing damage. It has the heavy, loading, and two-handed properties.

Crossbow, Light

Crafting [Tinker, Woodworker] - Expert

Time: 1 hour

Value: 25 gp

Wood

Metal - Iron

unique

String

Tools: woodcarver's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: none

Description: This slim crossbow has a range of 80/320 and deals 1d8 piercing damage. It has the loading and two-handed properties.

Crowbar

Crafting [Blacksmith] - Apprentice

Time: 1 hour

Value: 2 gp

Metal - Iron

unique

Tools: smith's tools, a forge

Ability Check: DC 10 Strength check

Properties: none

Description: Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

Crown, Bronze

Crafting [Jeweler] - Apprentice

Time: 20 hours

Value: 250 gp

Metal - Bronze

unique

Tools: jeweler's tools, a forge

Ability Check: DC 10 Dexterity check

Properties: none

Description: This ornamental headwear, made of bronze, is intended for royalty or the extremely wealthy or powerful.

Crown, Gold

Crafting [Jeweler] - Artisan

Time: 30 hours

Value: 1,500 gp

Precious Metal -
Gold
unique

Tools: jeweler's tools, a forge

Ability Check: DC 20 Dexterity check

Properties: none

Description: This ornamental headwear, made of gold, is intended for royalty or the extremely wealthy or powerful.

Crown, Platinum

Crafting [Jeweler] - Master

Time: 40 hours

Value: 2,500 gp

Precious Metal -
Platinum
unique

Tools: jeweler's tools, a forge

Ability Check: DC 25 Dexterity check

Properties: none

Description: This ornamental headwear, made of platinum, is intended for royalty or the extremely wealthy or powerful.

Crown, Silver

Crafting [Jeweler] - Expert

Time: 20 hours

Value: 500 gp

Precious Metal -
Silver
unique

Tools: jeweler's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: none

Description: This ornamental headwear, made of silver, is intended for royalty or the extremely wealthy or powerful.

Dagger

Crafting [Blacksmith] - Apprentice

Time: 1 hour

Value: 2 gp

Blade
sharp

Leather

Tools: smith's tools, a forge

Ability Check: DC 10 Dexterity check

Properties: none

Description: This fighting knife deals 1d4 piercing damage. It has the finesse, light, and thrown (range 20/60) properties.

Dart

Crafting [Blacksmith] - Apprentice

Time: 3 minutes

Value: 5 cp

Metal - Iron
unique

Tools: smith's tools, a forge

Ability Check: DC 10 Dexterity check

Properties: none

Description: This simple projectile deals 1d4 piercing damage. It has the finesse and thrown (range 20/60) properties.

Dice Set

Crafting - Novice

Time: 1 hour

Value: 1 sp

Wood

Tools: woodcarver's tools

Ability Check: DC 5 Dexterity check

Properties: none

Description: These carved wooden cubes have inset or painted pips.

Dragon Scale Mail

Crafting [Leatherworker] - Artisan

Time: 800 hours

Value: 35,000 gp

Monster Essence -
Dragon Scales
unique

Leather

Buckles

Tools: leatherworker's tools

Ability Check: DC 20 Dexterity check

Properties: none

Description: Dragon scale mail is made of the scales of one kind of dragon. Sometimes dragons collect their cast-off scales and gift them to humanoids. Other times, hunters carefully skin and preserve the hide of a dead dragon. In either case, dragon scale mail is highly valued. (See the 5e SRD for further information.)

Drum

Crafting [Woodworker, Tinker] - Artisan

Time: 2 hours

Value: 6 gp

Wood

Hide

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 20 Dexterity check

Properties: none

Description: This percussion instrument is made from a wooden cylinder with a treated hide stretched over the top and bottom.

Dulcimer

Crafting [Woodworker, Tinker] - Artisan

Time: 4 hours

Value: 25 gp

Wood

String

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This instrument has strings strung across a hollow resonating box.

Dwarven Armor

Crafting [Blacksmith] - Artisan

Time: 800 hours

Value: 35,000 gp

Metal - Iron

unique

Ward of Protection

delicate

Buckles

Tools: smith's tools, a forge, must be a dwarf

Ability Check: DC 20 Strength check

Properties: none

Description: While wearing this armor, you gain a +2 bonus to AC. In addition, if an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 feet.

Elven Chain

Crafting [Blacksmith] - Master

Time: 120 hours

Value: 11,000 gp

Metal - Iron

unique

Ward of Protection

delicate

Buckles

Tools: smith's tools, a forge, must be an elf

Ability Check: DC 25 Intelligence check

Properties: none

Description: You gain a +1 bonus to AC while you wear this armor. You are considered proficient with this armor even if you lack proficiency with medium armor.

Fishing Tackle

Crafting [Woodworker, Tinker] - Expert

Time: 1 hour

Value: 1 gp

String

Shaft

Tools: tinker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

Flail

Crafting [Blacksmith] - Expert

Time: 1 hour

Value: 10 gp

Metal - Iron

unique

Shaft

Chain

Tools: smith's tools, a forge

Ability Check: DC 15 Strength check

Properties: none

Description: This striking implement is connected to a handle via a length of chain; it deals 1d8 bludgeoning damage when swung.

Flask, Tankard, Jug, or Pitcher

Crafting - Novice

Time: 1 hour

Value: 2 cp

Metal - Iron

unique

Tools: smith's tools, a forge

Ability Check: DC 5 Dexterity check

Properties: none

Description: These are metal drinking or storage vessels.

Flute

Crafting [Woodworker, Tinker] - Artisan

Time: 2 hours

Value: 2 gp

Wood

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This woodwind instrument has finger holes for altering its sound.

Folding Boat

Crafting [Woodworker] - Expert

Time: 120 hours

Value: 11,000 gp

Wood

Charm of Capacity

delicate

Tools: carpenter's tools, a workshop

Ability Check: DC 15 Intelligence check

Properties: none

Description: This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. A command word causes the box to unfold into a boat 10 feet long, 4 feet wide, and 2 feet deep. (See the 5e SRD for more information.)

Glaive

Crafting [Blacksmith] - Artisan

Time: 1 hour

Value: 20 gp

Blade
sharp

Shaft

Tools: smith's tools, a forge

Ability Check: DC 20 Strength check

Properties: none

Description: This heavy polearm has a long, curved, scimitar-like blade on its end. It deals 1d10 slashing damage and has the heavy, reach, and two-handed properties.

Glass Bottle

Crafting [Jeweler, Tinker] - Expert

Time: 1 hour

Value: 2 gp

Sand

Tools: glassblower's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: *delicate*

Description: This glass vessel is meant for storing liquids.

Gloves

Crafting [Leatherworker, Tailor] - Apprentice

Time: 1 hour

Value: 5 sp

Cloth or Leather

String

Tools: leatherworker's tools, weaver's tools

Ability Check: DC 10 Intelligence check

Properties: none

Description: Sold in pairs, these are leather coverings for the hands.

Grappling Hook

Crafting [Blacksmith, Tinker] - Expert

Time: 1 hour

Value: 2 gp

Metal - Iron
unique

Rope

Tools: smith's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: none

Description: This multi-pronged iron hook is intended to be thrown to a point where it can find purchase, allowing its user to ascend a rope affixed to it.

Greataxe

Crafting [Blacksmith] - Artisan

Time: 1 hour

Value: 30 gp

Axehead

Shaft

Spikes

Tools: smith's tools, a forge

Ability Check: DC 20 Strength check

Properties: none

Description: This large, chopping weapon deals 1d12 slashing damage. It has the heavy and two-handed properties.

Greatclub

Crafting [Woodworker] - Apprentice

Time: 1 hour

Value: 2 sp

Iron Bands

Wood

Tools: smith's tools

Ability Check: DC 10 Strength check

Properties: none

Description: This large, two-handed weapon deals 1d8 bludgeoning damage.

Greatsword

Crafting [Blacksmith] - Artisan

Time: 1 hour

Value: 50 gp

Blade
sharp

Leather

Tools: smith's tools, a forge

Ability Check: DC 20 Dexterity check

Properties: none

Description: This heavy, two-handed weapon deals 2d6 slashing damage.

Halberd

Crafting [Blacksmith] - Artisan

Time: 1 hour

Value: 20 gp

Axehead

Shaft

Tools: smith's tools, a forge

Ability Check: DC 20 Strength check

Properties: none

Description: This polearm topped with an axe head deals 1d10 slashing damage. It has the heavy, reach, and two-handed properties.

Half Plate

Crafting [Blacksmith] - Artisan

Time: 60 hours

Value: 750 gp

Metal - Iron
unique

Leather

Buckles

Tools: smith's tools, a forge

Ability Check: DC 20 Strength check

Properties: none

Description: Half plate consists of shaped metal plates that cover most of the wearer's body. It does not include leg protection beyond simple greaves that are attached with leather straps. AC is 15 + Dex modifier (max 2), and grants disadvantage on stealth checks.

Hammer

Crafting [Blacksmith] - Apprentice

Time: 1 hour

Value: 1 gp

Metal - Iron
unique

Wood

Tools: smith's tools, a forge

Ability Check: DC 10 Strength check

Properties: none

Description: This blunt instrument is used for shaping metal or construction.

Handaxe

Crafting [Blacksmith] - Apprentice

Time: 1 hour

Value: 5 gp

Axehead

Shaft

Tools: smith's tools

Ability Check: DC 10 Strength check

Properties: none

Description: This small chopping implement deals 1d6 slashing damage. It has the light, thrown (range 20/60) properties.

Hat

Crafting [Tailor] - Apprentice

Time: 2 hours

Value: 1 gp

Cloth

Tools: weaver's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: This head covering can be simple or fancy.

Helmet

Crafting [Blacksmith] - Apprentice

Time: 4 hours

Value: 2 gp

Metal - Iron
unique

Cloth

Tools: smith's tools, a forge

Ability Check: DC 10 Intelligence check

Properties: none

Description: A study head covering is an indispensable addition to any suit of armor.

Hide Armor

Crafting [Leatherworker] - Apprentice

Time: 10 hours

Value: 10 gp

Hide

Buckles

Tools: leatherworker's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: This crude armor consists of thick furs and pelts. It is commonly worn by barbarian tribes, evil humanoids, and other folk who lack access to the tools and materials needed to create better armor. AC is 12 + Dex modifier (max 2).

Holy Symbol

Crafting [Jeweler] - Apprentice

Time: 1 hour

Value: 5 gp

Precious Metal

Tools: jeweler's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. A cleric or paladin can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

Horn

Crafting [Woodworker, Tinker] - Artisan

Time: 1 hour

Value: 3 gp

Bone

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 20 Dexterity check

Properties: none

Description: This instrument is made from an animal's horn that has been hollowed and treated so as to resonate.

Horseshoes (4)

Crafting [Blacksmith] - Apprentice

Time: 1 hour

Value: 1 sp

Metal - Iron
unique

Tools: smith's tools, a forge

Ability Check: DC 10 Strength check

Properties: none

Description: These crescent-shaped bands of metal protect horse hooves from wear.

Hourglass

Crafting [Blacksmith, Jeweler, Tinker] - Artisan

Time: 8 hours

Value: 25 gp

Glass Bottle
delicate

Sand
fluid

Metal - Iron
unique

Tools: smith's tools, tinker's tools; a forge

Ability Check: DC 20 Dexterity check

Properties: *fragile*

Description: This blown-glass chamber has a narrow center and is filled with sand or other fine particles. When turned over, time can be tracked based on how long it takes the sand on the top to reach the portion on the bottom.

Hunting Trap

Crafting [Tinker] - Expert

Time: 2 hours

Value: 5 gp

Metal - Iron
unique

Tools: smith's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: *sharp*

Description: When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. (See the 5e SRD for further information.)

Ink Pen

Crafting [Jeweler, Tinker] - Apprentice

Time: 1 hour

Value: 2 cp

Metal - Iron
unique

Tools: jeweler's tools, a forge

Ability Check: DC 10 Dexterity check

Properties: none

Description: This sturdy quill has a metal nib, allowing for delicate pen strokes.

Iron Band

Crafting - Novice

Time: 1 hour

Value: 2 sp

Metal - Iron
unique

Tools: smith's tools, a forge

Ability Check: DC 5 Strength check

Properties: none

Description: These hoops are used for making buckets, barrels and other things which have multiple components that need to be held together.

Javelin

Crafting [Blacksmith, Woodworker] - Apprentice

Time: 1 hour

Value: 5 sp

Blade
sharp

Shaft

Tools: smith's tools, woodcarver's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: A wooden shaft with a narrow blade of metal affixed at its end which does 1d6 piercing damage. Light, and thrown (30/120) properties.

Ladder

Crafting [Woodworker] - Apprentice

Time: 1 hour

Value: 1 sp

Wood

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 10 Strength check

Properties: none

Description: Lengths of wood with rungs spaced regularly between them allow for easy climbing.

Lamp

Crafting [Blacksmith, Tinker] - Expert

Time: 1 hour

Value: 5 sp

Glass Bottle
delicate

Metal - Iron
unique

Tools: glassblower's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: *delicate*

Description: A lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lance

Crafting [Blacksmith] - Artisan

Time: 2 hours

Value: 10 gp

Metal - Iron

Shaft

unique

Tools: smith's tools, a forge

Ability Check: DC 20 Strength check

Properties: none

Description: This length of wood with metal guards and end-cap is designed to pierce, especially when used while mounted. The weapon deals 1d12 piercing damage; it has the reach and special properties.

Lantern, Bullseye

Crafting [Blacksmith, Tinker] - Expert

Time: 4 hours

Value: 10 gp

Lamp

Buckles

delicate

Tools: tinker's tools

Ability Check: DC 15 Dexterity check

Properties: *delicate*

Description: A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Hooded

Crafting [Blacksmith, Tinker] - Expert

Time: 2 hours

Value: 5 gp

Lamp

Buckles

delicate

Tools: tinker's tools

Ability Check: DC 15 Dexterity check

Properties: *delicate*

Description: A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

Leather

Crafting - Novice

Time: 1 hour

Value: 2 sp

Hide

Tools: leatherworker's tools

Ability Check: DC 5 Dexterity check

Properties: *fragile*

Description: Leather is cured and tanned hide, used in the production of many goods.

Leather Armor

Crafting [Leatherworker] - Expert

Time: 20 hours

Value: 10 gp

Leather

Buckles

Tools: leatherworker's tools

Ability Check: DC 15 Dexterity check

Properties: none

Description: The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials. AC is 11 + Dex modifier.

Lens

Crafting [Jeweler] - Artisan

Time: 2 hours

Value: 10 gp

Sand

fluid

Tools: glassblower's tools, a forge

Ability Check: DC 20 Intelligence check

Properties: *delicate*

Description: This finely wrought and shaped piece of glass is designed to bend light.

Light Hammer

Crafting [Blacksmith] - Apprentice

Time: 1 hour

Value: 2 gp

Metal - Iron

Wood

unique

Tools: smith's tools, a forge

Ability Check: DC 10 Strength check

Properties: none

Description: This is a light, blunt instrument used for more delicate work that still requires striking force.

Lock

Crafting [Jeweler, Tinker] - Artisan

Time: 4 hours

Value: 10 gp

Metal - Iron

unique

Tools: smith's tools, tinker's tools; a forge

Ability Check: DC 20 Dexterity check

Properties: none

Description: A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Your GM may decide that better locks are available for higher prices.

Longbow

Crafting [Woodworker] - Artisan

Time: 2 hours

Value: 25 gp

Wood

String

Tools: woodcarver's tools

Ability Check: DC 20 Dexterity check

Properties: none

Description: Made from long, laminated lengths of wood, a longbow deals 1d8 piercing damage and has a range of 150/600. It has the heavy, and two-handed properties.

Longsword

Crafting [Blacksmith] - Expert

Time: 1 hour

Value: 15 gp

Blade

sharp

Leather

Tools: smith's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: none

Description: This fine sword deals 1d8 slashing damage and has the versatile property.

Lute

Crafting [Woodworker, Tinker] - Artisan

Time: 15 hours

Value: 35 gp

Wood

String

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This instrument is made from strings stretched over a long neck and a deep resonating chamber.

Lyre

Crafting [Woodworker, Tinker] - Artisan

Time: 15 hours

Value: 30 gp

Wood

String

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: Unlike most stringed instruments, a lyre lacks a resonating chamber. It's strings are stretched between a U-shaped piece of wood.

Mace

Crafting [Blacksmith] - Apprentice

Time: 1 hour

Value: 5 gp

Metal - Iron

unique

Shaft

Tools: smith's tools, a forge

Ability Check: DC 10 Strength check

Properties: none

Description: A staple on the battlefield, a mace deals 1d6 bludgeoning damage.

Magnifying Glass

Crafting [Jeweler, Tinker] - Master

Time: 10 hours

Value: 100 gp

Metal - Iron

unique

Lens

delicate

Tools: glassblower's tools, tinker's tools; a forge

Ability Check: DC 25 Dexterity check

Properties: *delicate*

Description: This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed

Manacles

Crafting [Blacksmith] - Expert

Time: 2 hours

Value: 2 gp

Metal - Iron

unique

Chain

Tools: smith's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: none

Description: These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Maul

Crafting [Blacksmith] - Artisan

Time: 2 hours

Value: 10 gp

Metal - Iron
unique

Shaft

Spikes

Tools: smith's tools, a forge

Ability Check: DC 20 Strength check

Properties: none

Description: Heavier than a mace, a maul deals 2d6 bludgeoning damage. It has the heavy and two-handed properties.

Merchant's Scales

Crafting [Jeweler, Tinker] - Expert

Time: 4 hours

Value: 5 gp

Metal - Iron
unique

Sand
fluid

Tools: smith's tools, tinker's tools; a forge

Ability Check: DC 15 Intelligence check

Properties: none

Description: A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

Mess Kit

Crafting [Blacksmith, Tinker] - Apprentice

Time: 2 hours

Value: 2 gp

Metal - Iron
unique

Buckles

Tools: smith's tools, tinker's tools; a forge

Ability Check: DC 10 Dexterity check

Properties: none

Description: This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

Miner's Pick

Crafting [Blacksmith] - Apprentice

Time: 2 hours

Value: 2 gp

Metal - Iron
unique

Shaft

Tools: smith's tools, a forge

Ability Check: DC 10 Strength check

Properties: none

Description: This heavy tool is used to extract ore from rocks.

Mirror, Silver

Crafting [Blacksmith, Jeweler] - Expert

Time: 4 hours

Value: 25 gp

Precious Metal - Silver
unique

Sand
fluid

Tools: smith's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: *delicate*

Description: Glass held in a frame and backed with silver provides a reflective surface.

Mirror, Steel

Crafting [Blacksmith, Jeweler] - Apprentice

Time: 2 hours

Value: 5 gp

Metal - Steel
unique

Sand
fluid

Tools: smith's tools, a forge

Ability Check: DC 10 Dexterity check

Properties: *delicate*

Description: A highly polished piece of steel, often with a protective coating, provides a reflective surface.

Mithral Armor

Crafting [Blacksmith] - Master

Time: 80 hours

Value: 350 gp

Precious Metal - Mithral
unique

Armor (any metal)

Tools: smith's tools, leatherworker's tools; a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: Mithral is a light, flexible metal. A mithral chain shirt or breastplate can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

Morningstar

Crafting [Blacksmith] - Expert

Time: 2 hours

Value: 15 gp

Metal - Iron
unique

Shaft

Spikes

Tools: smith's tools, a forge

Ability Check: DC 15 Strength check

Properties: none

Description: This spiked mace deals 1d8 piercing damage.

Necklace, Gold

Crafting [Jeweler] - Artisan

Time: 16 hours

Value: 250 gp

Precious Metal -
Gold
unique

Tools: jeweler's tools, a forge

Ability Check: DC 20 Dexterity check

Properties: none

Description: This decorative pendant is made of gold wire.

Necklace, Silver

Crafting [Jeweler] - Expert

Time: 16 hours

Value: 100 gp

Precious Metal -
Silver
unique

Tools: jeweler's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: none

Description: This decorative pendant is made of silver wire.

Necklace, Platinum

Crafting [Jeweler] - Master

Time: 24 hours

Value: 1,500 gp

Precious Metal -
Platinum
unique

Tools: jeweler's tools, a forge

Ability Check: DC 25 Dexterity check

Properties: none

Description: This decorative pendant is made of platinum wire.

Net

Crafting [Tailor] - Apprentice

Time: 2 hours

Value: 1 gp

String

Tools: weaver's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

Oscillanium Armor

Crafting [Blacksmith] - Master

Time: 800 hours

Value: 17,500 gp

Precious Metal - **Armor (Any)**
Oscillanium
unique

Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Padded Armor

Crafting [Tailor] - Expert

Time: 10 hours

Value: 5 gp

Cloth **Buckles**

Tools: weaver's tools

Ability Check: DC 15 Dexterity check

Properties: none

Description: Padded armor consists of quilted layers of cloth and batting. AC is 11 + Dex modifier, and grants disadvantage on stealth checks.

Pan Flute

Crafting [Woodworker, Tinker] - Artisan

Time: 8 hours

Value: 12 gp

Wood

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This simple instrument is made from hollow tubes or reeds held together with vines or strips of wood.

Paper

Crafting [Tinker] - Expert

Time: 10 minutes

Value: 2 sp

Fibre
delicate

Tools: calligrapher's tools, cartographer's tools

Ability Check: DC 15 Dexterity check

Properties: *delicate*

Description: Pulped wood can be mashed flat and dried to make a writing surface.

Parchment

Crafting [Tinker] - Apprentice

Time: 10 minutes

Value: 1 sp

Creature Essence -
Animal Skin

Tools: calligrapher's tools, cartographer's tools, leatherworker's tools

Ability Check: DC 10 Dexterity check

Properties: *delicate*

Description: Animal skins can be prepared and smoothed to form a writing surface.

Pike

Crafting [Blacksmith, Woodworker] - Artisan

Time: 1 hour

Value: 5 gp

Blade
sharp

Shaft

Tools: smith's tools, woodcarver's tools

Ability Check: DC 20 Dexterity check

Properties: none

Description: This heavy polearm deals 1d0 piercing damage. It has the reach and two-handed properties.

Pipes

Crafting [Woodworker, Tinker] - Artisan

Time: 4 hours

Value: 2 gp

Wood

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: A musical instrument made from two hollow reeds or tubes attached together, with fingering holes.

Piton

Crafting - Novice

Time: 3 minutes

Value: 5 cp

Metal - Iron
unique

Tools: smith's tools, a forge

Ability Check: DC 5 Strength check

Properties: none

Description: A piton is a simple wedge of metal, use to prop open a door.

Plate Armor

Crafting [Blacksmith] - Master

Time: 120 hours

Value: 1,500 gp

Metal - Iron
unique

Leather

Buckles

Tools: smith's tools, a forge

Ability Check: DC 25 Strength check

Properties: none

Description: Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body. AC is 18, requires 15 strength to wear, and grants disadvantage on stealth checks.

Playing Card Set

Crafting [Tinker] - Expert

Time: 2 hours

Value: 5 sp

Paper
delicate

Tools: calligrapher's supplies, painter's supplies

Ability Check: DC 15 Dexterity check

Properties: none

Description: These squares of paper or parchment are numbered and divided into various suits.

Pole

Crafting - Novice

Time: 1 hour

Value: 5 sp

Wood

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 5 Strength check

Properties: none

Description: This recipe makes a 10-foot long pole.

Portable Ram

Crafting [Blacksmith] - Expert

Time: 2 hours

Value: 4 gp

Wood

Metal - Iron
unique

Tools: smith's tools, a forge

Ability Check: DC 15 Strength check

Properties: none

Description: You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

Pot

Crafting - Novice

Time: 2 hours

Value: 2 gp

Metal - Iron
unique

Tools: smith's tools, a forge

Ability Check: DC 5 Strength check

Properties: none

Description: This cooking vessel is deep and holds heat well.

Pouch

Crafting - Novice

Time: 1 hour

Value: 5 sp

Leather

Tools: leatherworker's tools

Ability Check: DC 5 Dexterity check

Properties: none

Description: A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things.

Quarterstaff

Crafting [Woodworker] - Apprentice

Time: 1 hour

Value: 2 sp

Shaft

Tools: woodcarver's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: This stout staff deals 1d6 bludgeoning damage and has the versatile property.

Quiver

Crafting [Leatherworker] - Apprentice

Time: 1 hour

Value: 1 gp

Leather

Buckles

Tools: leatherworker's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: A quiver can hold up to 20 arrows.

Rapier

Crafting [Blacksmith] - Expert

Time: 1 hour

Value: 25 gp

Blade
sharp

Leather

Tools: smith's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: none

Description: This thing, flexible blade deals 1d8 piercing amage and has the finesse property.

Ring Mail

Crafting [Leatherworker] - Artisan

Time: 10 hours

Value: 30 gp

Leather Armor

Metal - Iron
unique

Tools: leatherworker's tools

Ability Check: DC 20 Dexterity check

Properties: none

Description: This armor is leather armor with heavy rings sewn into it. The rings help reinforce the armor against blows from swords and axes. Ring mail is inferior to chain mail, and it's usually worn only by those who can't afford better armor. AC is 14, and grants disadvantage on stealth checks.

Ring, Gold

Crafting [Jeweler] - Artisan

Time: 8 hours

Value: 200 gp

Precious Metal - Gold
unique

Tools: jeweler's tools, a forge

Ability Check: DC 20 Dexterity check

Properties: none

Description: This band of gold fits over a finger.

Ring, Platinum

Crafting [Jeweler] - Master

Time: 16 hours

Value: 1,000 gp

Precious Metal - Platinum
unique

Tools: jeweler's tools, a forge

Ability Check: DC 25 Dexterity check

Properties: none

Description: This band of platinum fits over a finger.

Ring, Silver

Crafting [Jeweler] - Expert

Time: 8 hours

Value: 100 gp

Precious Metal - Silver
unique

Tools: jeweler's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: none

Description: This band of silver fits over a finger.

Rivets (10)

Crafting - Novice

Time: 2 hours

Value: 1 gp

Metal - Iron
unique

Tools: smith's tools, a forge

Ability Check: DC 5 Dexterity check

Properties: none

Description: This recipe makes 10 rivets.

Robes

Crafting [Tailor] - Apprentice

Time: 2 hours

Value: 1 gp

Cloth

Tools: weaver's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: Thick and voluminous, robes are common garb for the learned.

Rod

Crafting - Novice

Time: 1 hour

Value: 1 sp

Metal - Iron
unique

Tools: smith's tools, a forge

Ability Check: DC 5 Strength check

Properties: none

Description: A short length of metal, usually round, that can be used as an arcane focus.

Rope

Crafting [Tailor] - Apprentice

Time: 1 hour

Value: 1 gp

String

Tools: weaver's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

Sack

Crafting - Novice

Time: 1 hour

Value: 1 cp

Cloth

Tools: weaver's tools

Ability Check: DC 5 Dexterity check

Properties: none

Description: Made of rough cloth, a sack is a cheap container.

Saddle, Exotic

Crafting [Leatherworker] - Master

Time: 20 hours

Value: 60 gp

Leather

Wood

Tools: leatherworker's tools

Ability Check: DC 25 Dexterity check

Properties:

Description: This saddle is designed for a creature like a griffin or a dragon.

Saddle, Military

Crafting [Leatherworker] - Artisan

Time: 10 hours

Value: 20 gp

Leather

Wood

Tools: leatherworker's tools

Ability Check: DC 20 Dexterity check

Properties:

Description: This saddle helps a rider to stay on their horse during the heat of combat.

Saddle, Pack

Crafting [Leatherworker] - Expert

Time: 4 hours

Value: 5 gp

Leather

Wood

Tools: leatherworker's tools

Ability Check: DC 15 Dexterity check

Properties:

Description: Fестоoned with hooks for packs and items, this saddle is designed for transporting cargo.

Saddle, Riding

Crafting [Leatherworker] - Expert

Time: 6 hours

Value: 10 gp

Leather

Wood

Tools: leatherworker's tools

Ability Check: DC 15 Dexterity check

Properties:

Description: This basic saddle is designed for a horse or pony.

Saddlebags

Crafting [Leatherworker, Tailor] - Expert

Time: 4 hours

Value: 4 gp

Cloth

Leather

Buckles

Tools: leatherworker's tools, weaver's tools

Ability Check: DC 15 Intelligence

Properties: none

Description: These leather bags attach to a saddle for easy transport of goods.

Scale Mail

Crafting [Blacksmith, Leatherworker] - Artisan

Time: 20 hours

Value: 50 gp

Metal - Iron

Leather

Buckles

unique

Tools: smith's tools, a forge

Ability Check: DC 20 Dexterity check

Properties: none

Description: This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets. AC is 14 + Dex modifier (max 2), and grants disadvantage on stealth checks.

Scimitar

Crafting [Blacksmith] - Expert

Time: 2 hours

Value: 15 gp

Blade

Leather

sharp

Tools: smith's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: none

Description: A scimitar is a sword with a long, curving blade which is very useful for slicing. It deals 1d6 slashing damage and has the Finesse, and Light properties.

Shaft

Crafting - Novice

Time: 1 hour

Value: 2 sp

Wood

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 5 Strength check

Properties: none

Description: A shaft is a length of finished wood used for handles or the bodies of various tools.

Shawm

Crafting [Woodworker, Tinker] - Artisan

Time: 2 hours

Value: 2 gp

Wood

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: A shawm is a cone-shaped woodwind instrument, using two reeds and is similar to an oboe.

Shield

Crafting [Blacksmith, Woodworker] - Expert

Time: 4 hours

Value: 10 gp

Iron Bands

Wooden Planks

Tools: smith's tools, a forge

Ability Check: DC 15 Strength check

Properties: none

Description: While using this shield, you gain +2 to your AC.

Shield +1

Crafting [Blacksmith, Woodworker] - Expert

Time: 120 hours

Value: 350 gp

Iron Bands

Wooden Planks

Ward of Protection

delicate

Tools: smith's tools, a forge

Ability Check: DC 15 Intelligence check

Properties: none

Description: While using this shield, you gain +3 to your AC.

Shield +2

Crafting [Blacksmith, Woodworker] - Artisan

Time: 120 hours

Value: 11,000 gp

Iron Bands

Wooden Planks

Ward of Protection
delicate

Tools: smith's tools, a forge

Ability Check: DC 20 Intelligence check

Properties: none

Description: While using this shield, you gain +4 to your AC.

Shield +3

Crafting [Blacksmith, Woodworker] - Master

Time: 800 hours

Value: 35,000 gp

Iron Bands

Wooden Planks

Ward of Protection
delicate

Tools: smith's tools, a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: While using this shield, you gain +5 to your AC.

Shortbow

Crafting [Woodworker] - Expert

Time: 2 hours

Value: 25 gp

Wood

String

Tools: woodcarver's tools

Ability Check: DC 15 Dexterity check

Properties: none

Description: This bow is intended to be used quickly, and if the wielder is especially skilled, even from horseback. It deals 1d6 piercing damage, has a range of 80/320, and has the two-handed property.

Shortsword

Crafting [Blacksmith] - Apprentice

Time: 1 hour

Value: 10 gp

Blade

sharp

Leather

Tools: smith's tools, a forge

Ability Check: DC 10 Dexterity check

Properties: none

Description: A shortsword is a common military weapon that is much easier to use in close quarters than a longsword. It deals 1d6 piercing damage, and has the finesse and light properties.

Shovel

Crafting [Blacksmith] - Apprentice

Time: 1 hour

Value: 2 gp

Metal - Iron

unique

Shaft

Tools: smith's tools, a forge

Ability Check: DC 10 Strength check

Properties: none

Description: A shovel is a long-handled tool with a metal, spade-shaped or rectangular blade on the end used for digging.

Sickle

Crafting [Blacksmith] - Apprentice

Time: 1 hour

Value: 1 gp

Blade

sharp

Leather

Tools: smith's tools, a forge

Ability Check: DC 10 Dexterity check

Properties: none

Description: A sickle is a crescent shaped knife intended for harvesting. It deals 1d4 slashing damage and has the light property.

Signal Whistle

Crafting [Blacksmith, Tinker] - Expert

Time: 30 minutes

Value: 5 cp

Metal - Iron

unique

Tools: smith's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: none

Description: A signal whistle is a small pipe, similar to a flute but only a few inches long. It plays a single, shrill note that carries for sizable distances when blown.

Sled

Crafting [Woodworker] - Expert

Time: 8 hours

Value: 20 gp

Wooden Planks (4)

Tools: carpenter's tools, a workshop

Ability Check: DC 15 Strength check

Properties: none

Description: A sled is a vehicle made for coasting on snow. Most often it has running rails along the bottom and a rope tied to the top for its rider to hold onto.

Sledgehammer

Crafting [Blacksmith] - Apprentice

Time: 2 hours

Value: 2 gp

Metal - Iron

unique

Shaft

Tools: smith's tools, a forge

Ability Check: DC 10 Strength check

Properties: none

Description: A sledgehammer is a hammer with a long handle, and a very heavy, solid iron head, typically used for driving heavy spikes into wood, or demolition.

Sling

Crafting [Leatherworker] - Apprentice

Time: 10 minutes

Value: 1 sp

Leather

String

Tools: leatherworker's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: A sling is a small, loose pouch in which a projectile can be placed and swung around by two leads attached to the pouch. The projectile deals 1d4 bludgeoning damage at a range of 30/120.

Sling Bullets (20)

Crafting - Novice

Time: 3 minutes

Value: 4 cp

Rock

Tools: mason's tools

Ability Check: DC 5 Dexterity check

Properties: none

Description: This recipe makes 20 bullets.

Spear

Crafting [Blacksmith, Woodworker] - Apprentice

Time: 1 hour

Value: 1 gp

Blade

sharp

Shaft

Tools: smith's tools, woodcarver's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: A spear consists of a long shaft of strong but flexible wood, topped with a sharp piercing spearhead. This weapon deals 1d6 piercing damage and has the thrown (20/60), and versatile (1d8) properties.

Spikes, Iron (10)

Crafting - Novice

Time: 2 hours

Value: 1 gp

Metal - Iron

unique

Tools: smith's tools, a forge

Ability Check: DC 5 Dexterity check

Properties: *sharp*

Description: This recipe makes 10 spikes.

Splint Armor

Crafting [Blacksmith, Leatherworker, Tailor] - Master

Time: 10 hours

Value: 200 gp

Metal - Iron

unique

Leather Armor or

Clothes, Common

Buckles

Tools: smith's tools, a forge

Ability Check: DC 25 Dexterity check

Properties: none

Description: This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints. AC is 17, requires 15 strength to wear, and grants disadvantage on stealth checks.

Spyglass

Crafting [Blacksmith, Jeweler] - Master

Time: 10 hours

Value: 1,000 gp

Metal - Iron

unique

Lens

delicate

Tools: glassblower's tools, a forge

Ability Check: DC 25 Strength check

Properties: *delicate*

Description: Objects viewed through a spyglass are magnified to twice their size.

String

Crafting - Novice

Time: 10 minutes

Value: 1 sp

Fibers

Tools: weaver's tools

Ability Check: DC 5 Dexterity check

Properties: none

Description: A spool of string is 10-feet long.

Studded Leather Armor

Crafting [Leatherworker] - Expert

Time: 16 hours

Value: 45 gp

Leather

Buckles

Rivets

Tools: leatherworker's tools

Ability Check: DC 15 Strength check

Properties: none

Description: Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes. AC is 12 + Dex modifier.

Suit of Many Limbs

Crafting [Blacksmith] - Master

Time: 1,000 hours

Value: 35,000 gp

Plate Armor

Charm of Motion
delicate

Tools: smith's tools, a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Tent

Crafting [Leatherworker, Tailor] - Apprentice

Time: 1 hour

Value: 2 gp

Leather

Cloth

Tools: leatherworker's tools, weaver's tools

Ability Check: DC 10 Strength check

Properties: none

Description: This simple and portable canvas shelter sleeps two.

Tinderbox

Crafting - Novice

Time: 1 hour

Value: 5 sp

Wood

Fiber

Tools: woodcarver's tools

Ability Check: DC 5 Dexterity check

Properties: none

Description: This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch-or anything else with abundant, exposed fuel-takes an action. Lighting any other fire takes 1 minute.

Torch

Crafting - Novice

Time: 20 minutes

Value: 1 cp

Shaft

Cloth

Oil

flammable, fluid

Tools: woodcarver's tools

Ability Check: DC 5 Intelligence check

Properties: none

Description: A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Trident

Crafting [Blacksmith, Woodworker] - Apprentice

Time: 2 hours

Value: 5 gp

Spikes

Shaft

Tools: smith's tools, woodcarver's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: A trident is a spear-like piercing weapon featuring 3 tines on its striking end. The weapon deals 1d6 piercing damage, and has the thrown (20/60) and versatile (1d8) properties.

Unraveling Chain

Crafting [Blacksmith] - Expert

Time: 120 hours

Value: 350 gp

Chain Shirt or
Chain Mail

Charm of Motion
delicate

Tools: smith's tools, a forge

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Vest of Fortitude

Crafting [Leatherworker, Tailor] - Expert

Time: 120 hours

Value: 350 gp

Hide Armor

Monster Essence -
Troll Hide
unique

Ward of Health
delicate

Tools: leatherworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Vial

Crafting [Jeweler, Tinker] - Expert

Time: 1 hour

Value: 1 gp

Sand

Tools: glassblower's tools, a forge

Ability Check: DC 15 Dexterity check

Properties: *delicate*

Description: This slim glass container is often used to store a single-use or sample of a liquid (or something with small particles).

Viol

Crafting [Woodworker, Tinker] - Artisan

Time: 10 hours

Value: 30 gp

Wood

String

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This stringed instrument is similar to a violin, but larger, often played standing, using a bow.

Wagon

Crafting [Woodworker] - Artisan

Time: 100 hours

Value: 35 gp

Wooden Planks (20)

Wheels (4)

Metal - Iron *unique*

Tools: carpenter's tools, a workshop

Ability Check: DC 20 Intelligence check

Properties: none

Description: This four-wheeled vehicle is sturdily built and used to transport people and items, often for labor purposes. It is typically drawn by two or more horses.

Wand

Crafting [Woodworker] - Apprentice

Time: 4 hours

Value: 10 gp

Wood

Tools: woodworker's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: Wands can be used as an arcane or druidic focus for spellcasting.

War Pick

Crafting [Blacksmith] - Apprentice

Time: 2 hours

Value: 5 gp

Metal - Iron

unique

Shaft

Tools: smith's tools, a forge

Ability Check: DC 10 Strength check

Properties: none

Description: A war pick is similar to a warhammer, but pierces with a beak-like spike on its head, dealing 1d8 piercing damage.

Warhammer

Crafting [Blacksmith] - Expert

Time: 2 hours

Value: 15 gp

Metal - Iron

unique

Shaft

Tools: smith's tools, a forge

Ability Check: DC 15 Strength check

Properties: none

Description: A warhammer is a long-handled hammer, often specially constructed to dent and mangle metal armor. It does 1d8 bludgeoning damage and has the versatile (1d10) property.

Waterskin

Crafting - Novice

Time: 1 hour

Value: 2 sp

Leather

Tools: leatherworker's tools

Ability Check: DC 5 Dexterity check

Properties: *fragile*

Description: A waterskin is made of treated, sealed leather that can hold liquid without leaking. It is often sealed with a cork or some other form of plug.

Weapon +1

Crafting [Blacksmith, Woodworker] - Expert

Time: 120 hours

Value: 350 gp

Weapon (Any)

Hex of Accuracy *delicate*

Tools: smith's tools, woodworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: You have a +1 bonus to attack and damage with this magic weapon.

Weapon +2

Crafting [Blacksmith, Woodworker] - Artisan

Time: 120 hours

Value: 11,000 gp

Weapon (Any)

Hex of Accuracy
delicate

Tools: smith's tools, woodworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: You have a +2 bonus to attack and damage with this magic weapon.

Weapon +3

Crafting [Blacksmith, Woodworker] - Master

Time: 800 hours

Value: 35,000 gp

Weapon (Any)

Hex of Accuracy
delicate

Tools: smith's tools, woodworker's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: You have a +3 bonus to attack and damage with this magic weapon.

Wheel

Crafting [Woodworker] - Apprentice

Time: 2 hours

Value: 5 sp

Iron Bands

Wood

Tools: carpenter's tools

Ability Check: DC 10 Intelligence

Properties: none

Description: A wheel is made from a central metal hub, from which extends spokes.

Whip

Crafting [Leatherworker] - Apprentice

Time: 1 hour

Value: 2 gp

Leather

Tools: leatherworker's tools

Ability Check: DC 10 Dexterity check

Properties: none

Description: A whip is a long, braided cord known for being used to motivate or chastise large animals. As a weapon, it deals 1d4 slashing damage and has the finesse and reach properties.

Wooden Plank

Crafting - Novice

Time: 15 minutes

Value: 2 sp

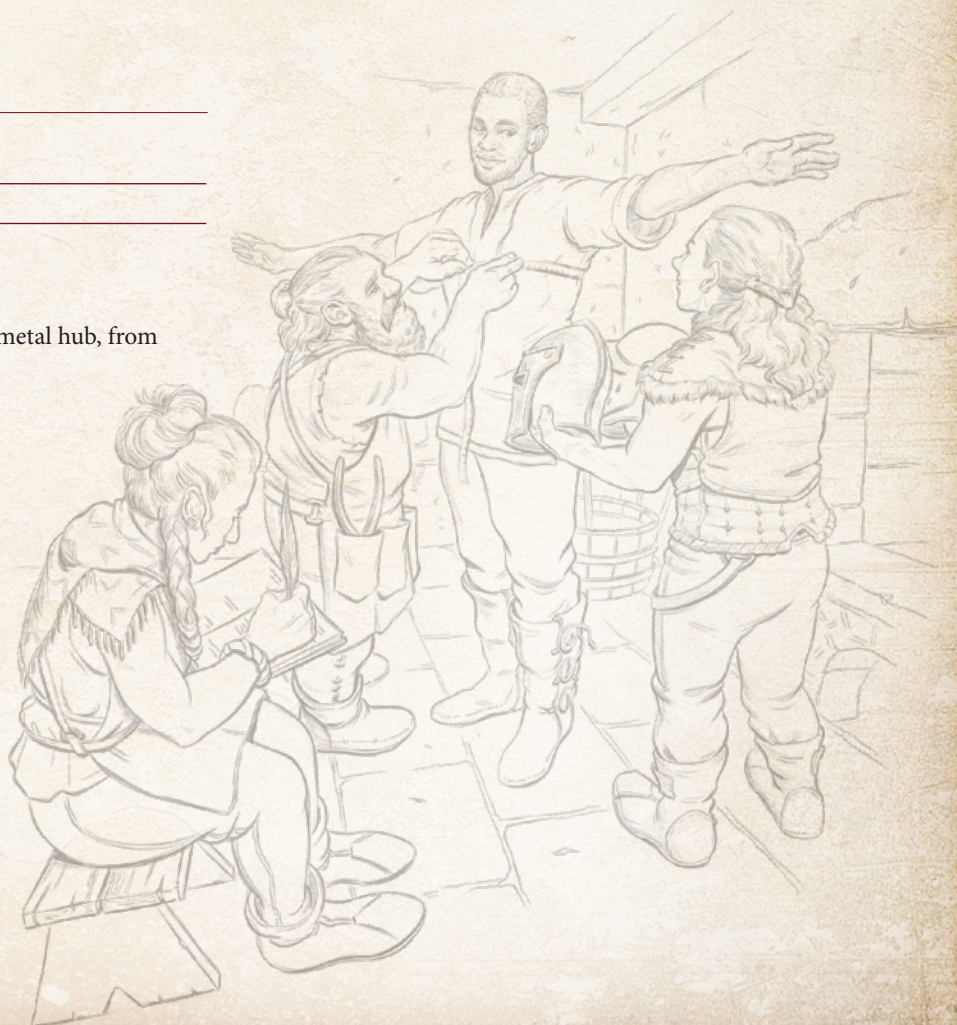
Wood

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 5 Strength check

Properties: none

Description: Wooden planks are milled, flat pieces of wood made from raw, harvested trees.



Enchanting Recipes

The following are the recipes included in the books an enchanter receives when they reach a new rank. Most recipes make items described in the SRD; recipes marked with an asterisk (*) are for new items described in this book. If a recipe doesn't include a description, it makes a very simple or commonly used item.

Novice

Novice rank is the lowest rank a member within an association can be, and represents the member learning the basics. This rank is not tied to any specialization, and these recipes are available to any enchanters' association member to use.

*Charm of Capacity**
*Charm of Improvement**
*Charm of Motion**
*Hex of Accuracy**
*Hex of Affliction**
*Hex of Arcana**
*Hex of Injury**
*Hex of Summoning**
*Ward of Health**
*Ward of Protection**
*Ward of Resistance**
*Ward of Vigour**

Apprentice

At this rank, the enchanter must choose a specialization and receives the recipe book corresponding to their choice.

Eclectist

*Badmouth's Mug**
*Dowsing Rod**
*Rod of Communication**
*Rod of Fishing**
*Rod of Order**
*Staff of Accompaniment**
*Starter Staff**
*The Rod of Stewart The Romantic™**
*Wand of Temperature Control**

Implemancer

*Decoy Wand**
*Extending Weapon**
*Featherweight Weapon**
*Wand of Wishful Thinking**

Wardwright

*Walking Staff**
*Wand of Removal**

Expert

These recipes are included in the book given to enchanters that obtain this rank.

Eclectist

Bag of Holding
Bag of Tricks
*Boom Box**
Boots of Striding and Springing
Boots of the Winterlands
*Boots of Trembling**
Broom of Flying
*Cat's Paw**
*Cement Boots**
Cloak of the Manta Ray
*Contortionist's Cloak**
*Coward's Boots**
Decanter of Endless Water
Deck of Illusions
Efficient Quiver
Elemental Gem
*Eyes of Charming**
Eyes of Minute Seeing
Eyes of the Eagle
Gauntlets of Ogre Power
Gem of Brightness
Gloves of Swimming and Climbing
Goggles of Night
Hat of Disguise
Headband of Intellect
Helm of Comprehending Languages
Helm of Telepathy
Immovable Rod
Lantern of Revealing
*Lead Balloon**
Medallion of Thoughts
*Minstrel's Hat**
Necklace of Adaptation
Pearl of Power
Pipes of Haunting
Pipes of the Sewers
Ring of Jumping
Ring of Mind Shielding
Ring of Swimming
Ring of Warmth
Ring of Water Walking
Robe of Useful Items
*Rod of Echolocation**
Rope of Climbing
Slippers of Spider Climbing
*Staff of The Natural Born Mage**
Stone of Good Luck (Luckstone)
*Tankard of Detoxification**
*Wand of Disguise Self**
*Wand of Identification**
*Wand of Magic Detection**
*Wand of Secrets**
Winged Boots
*Yoke of Brawn**

Implemancer

*Ammunition of Hesitation**
*Blight Sickle**
*Blood Ammunition**
Bracers of Archery
*Brooch Pin**
Circlet of Blasting
*Club of Rot**
*Doom Hammer**
*Fire Pipe**
*Firststrike Lance**
Gloves of Hurling
*Gravespike**
Javelin of Lightning
*Phonic Rod**
*Plagiarist's Pen**
*Rainbow Rod**
*Razor Lash**
*Rod of Reduction**
*Staff of Infection**
Staff of the Python
Staff of The Stoic Mind
Star Thrower
*Tentacle Lash**
Trident of Fish Command
*Vitriolic Web**
*Wand of Charm Person**
*Wand of Color Spray**
*Wand of Entanglement**
*Wand of Faerie Fire**
*Wand of Grease**
Wand of Magic Missiles
*Wand of Sleep**
Wand of the War Mage +1
Wand of Web
Wind Fan

Wardwright

Amulet of Proof against Detection and Location
Boots of the Winterlands
Brooch of Shielding
Cloak of Protection
*Gloves of Fire**
Gloves of Missile Snaring
*Last Stand Armor**
*Mask of Refreshing Sleep**
Periapt of Health
Periapt of Wound Closure
*Portable Cover**
Shield of Retribution
*Spectacles of Peripheral Vision**
*Wand of Cure Wounds**
*Wand of Nondetection**

Artisan

These recipes are included in the book given to enchanters that obtain this rank.

Eclectist

*Amulet of Expedient Reaction**
Bag of Beans
*Barrister's Wig**
Belt of Hill Giant Strength
Boots of Levitation
Boots of Speed
Bowl of Commanding Water Elementals
Brazier of Commanding Fire Elementals
*Broom of Revealing Steps**
*Cap of Arcane Recall**
Cape of the Mountebank
Censer of Controlling Air Elementals
Chime of Opening
Cloak of Displacement
Cloak of the Bat
Cube of Force
*Cup of Fury**
Dimensional Shackles
Eyes of True Vision
Feather Token (Any)
Figurine of Wondrous Power (Any)
*Gambler's Dice**
Gem of Seeing
Glamoured Studded Leather
Handy Haversack
Helm of Teleportation
Horns of Power
Horn of Blasting
Horn of Valhalla, Brass
Horn of Valhalla, Silver
Horseshoes of Speed
*Hot Rod**
*Illusionist's Palette**
Instant Fortress
Ioun Stone, Awareness
Ioun Stone, Reserve
Ioun Stone, Sustenance
Iron Bands of Binding
*Jester's Skull**
*Judge's Gavel**
*Mob Torch**
Necklace of Fireballs
Necklace of Prayer Beads
Portable Hole
*Red Letter**
Ring of Animal Influence
Ring of Feather Falling
Ring of Free Action
Ring of Spell Storing
Ring of X-Ray Vision

Robe of Eyes
Rod of Rulership
Rope of Entanglement
Sculptor's Clay*
Staff of Illusion*
Staff of the Swamp*
Staff of Time*
Staff of Vaulting*
Stone of Controlling Earth Elementals
Tamer's Whip*
Tongue of Lies*
Trowel of Instant Construction*
Wings of Flying

Implementancer

Bead of Force
Bolt Thrower*
Crossbow of Swift Death*
Dagger of Venom
Door Knocker of Unwelcoming*
Dragon Slayer
Flame Tongue
Flare*
Giant Slayer
Grunge Guitar*
Ioun Stone, Reserve
Mace of Disruption
Mace of Smiting
Mace of Terror
Necromancer's Mask*
Ring of Retribution*
Ring of the Ram
Rod of Petrification*
Rod of the Moon*
Scythe of Undeath
Staff of Charming
Staff of Swarming Insects
Staff of the Grave*
Staff of the Woodlands
Staff of Withering
Sunblade
Sword of Life Stealing
Sword of Wounding
Vicious Weapon
Wand of Binding
Wand of Dispelling*
Wand of Fear
Wand of Fireballs
Wand of Lightning Bolts
Wand of Paralysis
Wand of the War Mage +2
Wand of Wonder
Wingtaker*

Wardwright

Amulet of Health
Armor of Evasion*
Armor of Instinct*
Armor of Resistance
Arrow-Catching Shield
Bracers of Defense
Cape of the Mountebank

Intercepting Shield
Ioun Stone, Awareness
Ioun Stone, Protection
Magnetic Shield*
Mantle of Spell Resistance
Mycelial Plate*
Passwall Ammunition*
Periap of Proof against Poison
Ring of Evasion
Ring of Feather Falling
Ring of Protection
Ring of Resistance
Ring of Retribution*
Rod of Lightning
Staff of Healing
Staff of Vision*
Tiara of Psychic Stability*
Wand of Enemy Detection

Master

These recipes are included in the book given to enchanters that obtain this rank.

Eclectist

Administrator's Quipu*
Antikythera*
Apparatus of the Crab
Belt of Cloud Giant Strength
Belt of Fire Giant Strength
Belt of Frost Giant Strength
Belt of Stone Giant Strength
Belt of Storm Giant Strength
Blade of Mutability*
Carpet of Flying
Cloak of Arachnida
Crystal Ball
Crystal Ball of Mind Reading
Crystal Ball of Telepathy
Crystal Ball of True Seeing
Cubic Gate
Deck of Many Things (Black Market)
Efreeti Bottle*
Emperor's Toga*
Fossilized Egg*
Helm of Brilliance
Horn of Valhalla, Bronze
Horn of Valhalla, Iron
Horseshoes of a Zephyr
Ioun Stone, Absorption
Ioun Stone, Agility
Ioun Stone, Fortitude
Ioun Stone, Greater Absorption
Ioun Stone, Insight
Ioun Stone, Intellect
Ioun Stone, Leadership
Ioun Stone, Mastery
Ioun Stone, Strength
Iron Flask
Manual of Bodily Health
Manual of Gainful Exercise
Manual of Golems

Manual of Quickness of Action
Mirror of Life Trapping
*Off Switch**
Ring of Djinni Summoning
Ring of Elemental Command
*Ring of Fidelity**
Ring of Invisibility
Ring of Telekinesis
Ring of Three Wishes
*Robe of Beneficence**
Robe of Scintillating Colors
Robe of Stars
Robe of the Archmagi
Rod of Alertness
Rod of Lordly Might
Rod of Security
*Spiritualist's Board**
Sphere of Annihilation
*Tactician's Chess Set**
Talisman of Pure Good
Talisman of the Sphere
Talisman of Ultimate Evil
Tome of Clear Thought
Tome of Leadership and Influence
Tome of Understanding
Well of Many Worlds

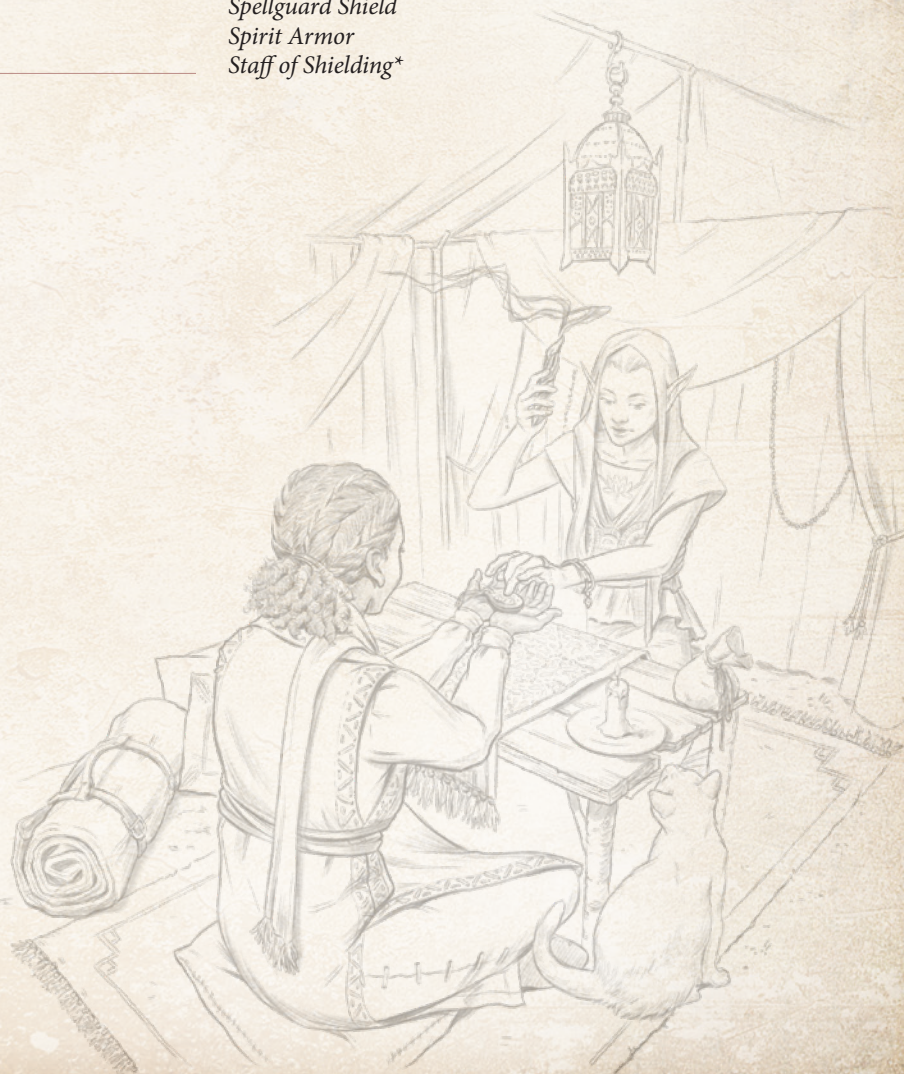
Implemancer

Amulet of the Planes
*Arrow of Slaying**
*Basilisk Fang**
Blood Drinker
Dancing Sword
Defender
*Duelist's Blade**
Dwarven Thrower
*Fairy Wand**
Fiend Cleaver
Frost Brand
Hammer of Thunderbolts
Holy Avenger
*Horizon Bow**
*Infernal Pitchfork**
Luck Blade
*Nevermiss Dagger**
Nine Lives Stealer
Oathbow
Ring of Shooting Stars
*Rod of Entrapment**
*Rod of Excavation**
*Rod of the Sun**
*Rod of Translocation**
Scimitar of Speed
*Staff of Acid**
Staff of Fire
Staff of Frost
Staff of Power
*Staff of Silver**
Staff of Striking
*Staff of the Dragon**
Staff of the Magi
Staff of Thunder and Lightning

Sword of Sharpness
Sword of Weakening
Vorpal Sword
*Wand of Magic Eating**
Wand of Polymorph
Wand of the War Mage +3

Wardwright

Animated Shield
*Armor of Immunity**
Armor of Invulnerability
*Frostveil Armor**
Ioun Stone, Absorption
Ioun Stone, Greater Absorption
Ioun Stone, Regeneration
Ioun Stone, Intellect
*Martyr's Armor**
Plate Armor of Etherealness
Ring of Life
Ring of Regeneration
Ring of Spell Turning
Rod of Absorption
*Rod of the Sun**
*Sanctuary Blade**
Scarab of Protection
Spellguard Shield
Spirit Armor
*Staff of Shielding**



Administrator's Quipu

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

String

Charm of
Improvement
delicate

Tools: weaver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Ammunition of Hesitation

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Ammunition
(Any)

Hex of Affliction
delicate

Tools: smith's tools, woodcarver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Amulet of Expedient Reaction

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Necklace (Any)

Charm of Motion
delicate

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Amulet of Health

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Necklace (Any)

Charm of
Improvement
delicate

Medicinal

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is already 19 or higher.

Amulet of Proof against Detection and Location

Enchanting [Wardwright] - Expert

Time: 80 hours

Value: 350 gp

Necklace (Any)

Metal - Lead
unique

Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.

Amulet of the Planes

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Necklace (Any)

Charm of Motion
delicate

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: While wearing this amulet, you can use an action to name a location that you are familiar with on another plane of existence. Then make a DC 15 Intelligence check. On a successful check, you cast the *plane shift* spell. On a failure, you and each creature and object within 15 feet of you travel to a random destination. Roll a d100. On a 1-60, you travel to a random location on the plane you named. On a 61-100, you travel to a randomly determined plane of existence.

Animated Shield

Enchanting [Wardwright] - Master

Time: 1,000 hours

Value: 35,000 gp

Shield

Charm of Motion
delicate

Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: While holding this shield, you can speak its command word as a bonus action to cause it to animate. The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the shield falls to the ground or into your hand if you have one free.

Antikythera

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Box, Wood

Precious Metal - Any

Charm of Improvement
delicate

Tools: smith's tools, tinker's tools, woodcarver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Apparatus of the Crab

Crafting; Enchanting [Tinker, Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Metal - Iron
unique

Charm of Motion
delicate

Tools: tinker's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This item first appears to be a Large sealed iron barrel weighing 500 pounds. The barrel has a hidden catch, which can be found with a successful DC 20 Intelligence (Investigation) check. Releasing the catch unlocks a hatch at one end of the barrel, allowing two Medium or smaller creatures to crawl inside. Ten levers are set in a row at the far end, each in a neutral position, able to move either up or down. When certain levers are used, the apparatus transforms to resemble a giant lobster. (See the 5e SRD for more information.)

Armor of Evasion

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Armor (Any)

Charm of Accuracy
delicate

Tools: leatherworker's tools, smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Armor of Immunity

Enchanting [Wardwright] - Master

Time: 1,000 hours

Value: 35,000 gp

Armor (Any)

Ward of Resistance
delicate

Ward of Protection
delicate

Tools: leatherworker's tools, smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Armor of Instinct

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Armor (Any)

Ward of Protection
delicate

Tools: leatherworker's tools, smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Armor of Invulnerability

Enchanting [Wardwright] - Master

Time: 2,000 hours

Value: 70,000 gp

Armor (Any)

Ward of Resistance
delicate

Tools: leatherworker's tools, smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: You have resistance to nonmagical damage while you wear this armor. Additionally, you can use an action to make yourself immune to nonmagical damage for 10 minutes or until you are no longer wearing the armor. Once this special action is used, it can't be used again until the next dawn.

Armor of Resistance

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Armor (Any)

Ward of Resistance
delicate

Tools: leatherworker's tools, smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: You have resistance to one type of damage while you wear this armor. The GM chooses the type or determines it randomly.

Arrow-Catching Shield

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Shield

Ward of Protection
delicate

Precious Metal - Lodestone
unique

Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: You gain a +2 bonus to AC against ranged attacks while you wield this shield. This bonus is in addition to the shield's normal bonus to AC. In addition, whenever an attacker makes a ranged attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead.

Arrow of Slaying

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Arrow or Bolt	Monster Essence - Target Creature <i>unique</i>	Hex of Injury <i>delicate</i>
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Tools: smith's tools, woodcarver's tools

Ability Check: DC 25 Dexterity check

Properties: none

Description: An *arrow of slaying* is a magic weapon meant to slay a particular kind of creature. Some are more focused than others; for example, there are both arrows of dragon slaying and arrows of blue dragon slaying. If a creature belonging to the type, race, or group associated with an arrow of slaying takes damage from the arrow, the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one.

Once an arrow of slaying deals its extra damage to a creature, it becomes a nonmagical arrow.

Other types of magic ammunition of this kind exist, such as *bolts of slaying* meant for a crossbow, though arrows are most common.

Badmouth's Mug (Banned)

Enchanting [Eclectist] - Apprentice

Time: 40 hours

Value: 45 gp

Tankard	Charm of Improvement <i>delicate</i>	Creature Essence - Snake's Tongue <i>unique</i>
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Tools: potter's tools, woodcarver's tools

Ability Check: DC 10 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Bag of Beans

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Sack	Gemstone - Diamond <i>unique</i>	Stimulant - Beans <i>unique</i>
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Tools: weaver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: Inside this heavy cloth bag are 3d4 dry beans. The bag weighs 1/2 pound plus 1/4 pound for each bean it contains.

If you dump the bag's contents out on the ground, they explode in a 10-foot radius, extending from the beans. Each creature in the area, including you, must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

If you remove a bean from the bag, plant it in dirt or sand, and then water it, the bean produces an effect 1 minute later from the ground where it was planted. The GM can determine the effect randomly or create one. (See the 5e SRD for more information.)

Bag of Holding

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Sack	Charm of Capacity <i>delicate</i>
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Tools: weaver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a *bag of holding* inside an extradimensional space created by a *handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Bag of Tricks

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Sack

Hex of Summoning
delicate

Creature Essence -
Ferret Fur
unique

Tools: weaver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs 1/2 pound.

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a random beast. The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn. (See the 5e SRD for more information.)

Barrister's Wig

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

String

Charm of
Improvement
delicate

Hex of Affliction
delicate

Tools: weaver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Basilisk Fang (Banned)

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Monster Essence -
Basilisk Fang
unique

Hex of Affliction
delicate

Tools: woodcarver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Bead of Force

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Sand

Hex of Injury
delicate

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This small black sphere measures 3/4 of an inch in diameter and weighs an ounce. Typically, 1d4 + 4 beads of force are found together.

You can use an action to throw the bead up to 60 feet. The bead explodes on impact and is destroyed. Each creature within a 10-foot radius of where the bead landed must succeed on a DC 15 Dexterity saving throw or take 5d4 force damage. A sphere of transparent force then encloses the area for 1 minute. Any creature that failed the save and is completely within the area is trapped inside this sphere. Creatures that succeeded on the save, or are partially within the area, are pushed away from the center of the sphere until they are no longer inside it. Only breathable air can pass through the sphere's wall. No attack or other effect can.

An enclosed creature can use its action to push against the sphere's wall, moving the sphere up to half the creature's walking speed. The sphere can be picked up, and its magic causes it to weigh only 1 pound, regardless of the weight of creatures inside.

Belt of Cloud Giant Strength

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Belt

Monster Essence
- Cloud Giant
Muscle
unique

Charm of
Improvement
delicate

Tools: leatherworker's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: While wearing this belt, your Strength score changes to 27. If your Strength is already equal to or greater than the belt's score, the item has no effect on you.

Belt of Fire Giant Strength

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Belt	Monster Essence - Fire Giant Muscle <i>unique</i>	Charm of Improvement <i>delicate</i>
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Tools: leatherworker's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: While wearing this belt, your Strength score changes to 25. If your Strength is already equal to or greater than the belt's score, the item has no effect on you.

Belt of Frost Giant Strength

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Belt	Monster Essence - Frost Giant Muscle <i>unique</i>	Charm of Improvement <i>delicate</i>
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Tools: leatherworker's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: While wearing this belt, your Strength score changes to 23. If your Strength is already equal to or greater than the belt's score, the item has no effect on you.

Belt of Hill Giant Strength

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Belt	Monster Essence - Hill Giant Muscle <i>unique</i>	Charm of Improvement <i>delicate</i>
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Tools: leatherworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: While wearing this belt, your Strength score changes to 21. If your Strength is already equal to or greater than the belt's score, the item has no effect on you.

Belt of Stone Giant Strength

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Belt	Monster Essence - Stone Giant Muscle <i>unique</i>	Charm of Improvement <i>delicate</i>
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Tools: leatherworker's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: While wearing this belt, your Strength score changes to 23. If your Strength is already equal to or greater than the belt's score, the item has no effect on you.

Belt of Storm Giant Strength

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Belt	Monster Essence - Storm Giant Muscle <i>unique</i>	Charm of Improvement <i>delicate</i>
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Tools: leatherworker's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: While wearing this belt, your Strength score changes to 29. If your Strength is already equal to or greater than the belt's score, the item has no effect on you.

Blade of Mutability

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Blade	Ward of Vigour <i>delicate</i>	Hex of Accuracy <i>delicate</i>
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Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Blight Sickle

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Sickle	Hex of Affliction <i>delicate</i>	Poison, Basic <i>poisonous, fluid</i>
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Tools: smith's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Blood Ammunition (Banned)

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Ammunition (Any)	Hex of Injury <i>delicate</i>	Creature Essence - Blood <i>unique, fluid</i>
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Tools: smith's tools, woodcarver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Blood Drinker (Banned)

Enchanting [Implemancer] - Master

Time: 2,000 hours

Value: 70,000 gp

Any Melee, Piercing Weapon	Creature Essence - Blood <i>unique, fluid</i>	Hex of Accuracy <i>delicate</i>
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Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Bolt Thrower

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Crossbow (Any)	Hex of Arcana <i>delicate</i>
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Tools: smith's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Boom Box

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Box, Silver	Hex of Injury <i>delicate</i>	Horn
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Tools: smith's tools, tinker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Boots of Levitation

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Boots	Feathers <i>delicate</i>	Charm of Motion <i>delicate</i>
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Tools: cobbler's tools, leatherworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: While you wear these boots, you can use an action to cast the *levitate* spell on yourself at will.

Boots of Speed

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Boots	Stimulant	Charm of Motion <i>delicate</i>
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Tools: cobbler's tools, leatherworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: While you wear these boots, you can use a bonus action and click the boots' heels together. If you do, the boots double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again, you end the effect.

When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

Boots of Striding and Springing

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Boots	Creature Essence - Frog's Legs <i>unique</i>	Charm of Motion <i>delicate</i>
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Tools: cobbler's tools, leatherworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

Boots of the Winterlands (Flexible)

Enchanting [Eclectist, Wardwright] - Expert

Time: 80 hours

Value: 350 gp

Boots (Flex: Gloves or Hat)	Monster Essence - Yeti Pelt <i>unique</i>	Ward of Resistance <i>delicate</i>
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Tools: cobbler's tools, leatherworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: These furred boots are snug and feel quite warm. While you wear them, you gain the following benefits:

- You have resistance to cold damage.
- You ignore difficult terrain created by ice or snow.
- You can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Flexible Enchantment Options: If you are wearing *gloves*, *boots*, and *hat of the winterlands*, you are also immune to cold damage, and can comfortably tolerate any cold.

Gloves: While wearing *gloves of the winterlands*, you have advantage on ability checks you make to climb in cold environments. *Gloves of the winterlands* do not allow you to ignore difficult terrain created by ice or snow.

Hat: While wearing a *hat of the winterlands*, you can always sense if bad weather is a half-day or a full day away. A *hat of the winterlands* does not allow you to ignore difficult terrain created by ice or snow.

Boots of Trembling

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Boots	Charm of Improvement <i>delicate</i>	Monster Essence - Bulette Hide <i>unique</i>
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Tools: cobbler's tools, leatherworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Bowl of Commanding Water Elementals

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Precious Metal	Elemental Essence - Water <i>unique, volatile</i>	Hex of Summoning <i>delicate</i>
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Tools: potter's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: While this bowl is filled with water, you can use an action to speak the bowl's command word and summon a water elemental, as if you had cast the *conjure elemental* spell. The bowl can't be used this way again until the next dawn.

The bowl is about 1 foot in diameter and half as deep. It weighs 3 pounds and holds about 3 gallons.

Bracers of Archery

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Bracers	Creature Essence - Eagle Eyes <i>unique</i>	Hex of Injury <i>delicate</i>
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Tools: leatherworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While wearing these bracers, you have proficiency with the longbow and shortbow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons.

Bracers of Defense

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Bracers	Shield	Ward of Protection <i>delicate</i>
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Tools: leatherworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

Brazier of Commanding Fire Elementals

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Precious Metal	Elemental Essence - Fire <i>unique, volatile</i>	Hex of Summoning <i>delicate</i>
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Tools: smith's tools, a forge

Ability Check: DC 20 Intelligence check

Properties: none

Description: While a fire burns in this brass brazier, you can use an action to speak the brazier's command word and summon a fire elemental, as if you had cast the *conjure elemental* spell. The brazier can't be used this way again until the next dawn.

Brooch Pin (Banned)

Enchanting [Implementancer] - Expert

Time: 80 hours

Value: 350 gp

Necklace (Any)	Hex of Accuracy <i>delicate</i>	Dagger
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Tools: jeweler's tools, smith's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Brooch of Shielding

Enchanting [Wardwright] - Expert

Time: 80 hours

Value: 350 gp

Necklace (Any)	Ward of Resistance <i>delicate</i>
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Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While wearing this brooch, you have resistance to force damage, and you have immunity to damage from the *magic missile* spell.

Broom of Flying

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Shaft	Feathers <i>delicate</i>	Charm of Motion <i>delicate</i>
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Tools: carpenter's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its command word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land.

You can send the broom to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The broom comes back to you when you speak another command word, provided that the broom is still within 1 mile of you.

Broom of Revealing Steps

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Shaft	Feathers <i>delicate</i>	Charm of Improvement <i>delicate</i>
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Tools: carpenter's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Cap of Arcane Recall

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Hat	Hex of Arcana <i>delicate</i>	Charm of Improvement <i>delicate</i>
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Tools: weaver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Cape of the Mountebank (Banned)

Enchanting [Eclectist, Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Cloak

Pigment
staining

Charm of Motion
delicate

Tools: weaver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This cape smells faintly of brimstone. While wearing it, you can use it to cast the *dimension door* spell as an action. This property of the cape can't be used again until the next dawn.

When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

Carpet of Flying

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Cloth

Feathers
delicate

Charm of Motion
delicate

Tools: weaver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: You can speak the carpet's command word as an action to make the carpet hover and fly. It moves according to your spoken directions, provided that you are within 30 feet of it. Four sizes of *carpet of flying* exist. The GM chooses the size of a given carpet or determines it randomly. (See the 5e SRD for more information.)

Cat's Paw

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Creature Essence -
Cat's Paw
unique

Charm of Motion
delicate

Tools: tinker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Cement Boots

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Boots

Charm of
Improvement
delicate

Rock - Limestone
unique

Tools: cobbler's tools, leatherworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Censer of Controlling Air Elementals

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Precious Metal

Elemental Essence
- Air
unique, volatile

Hex of Summoning
delicate

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: While incense is burning in this censer, you can use an action to speak the censer's command word and summon an air elemental, as if you had cast the *conjure elemental* spell. The censer can't be used this way again until the next dawn.

Charm of Capacity

Enchanting - Novice

Time: 20 hours

Value: 25 gp

Monster Essence -
Giant Hair
unique

Fiber

Tools: arcane focus

Ability Check: DC 10 Intelligence check

Properties: *delicate*

Description: As a bonus action, you can expend this charm to increase your carrying capacity by 50 lbs. for 1 hour.

Charm of Improvement

Enchanting - Novice

Time: 20 hours

Value: 25 gp

Monster Essence -
Brain

Gemstone

Tools: arcane focus

Ability Check: DC 10 Intelligence check

Properties: *delicate*

Description: As a bonus action, you can expend this charm to gain a +1 bonus on your next ability check.

Charm of Motion

Enchanting - Novice

Time: 20 hours

Value: 25 gp

Monster Essence - Fairy Wings <i>unique</i>	Stimulant
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Tools: arcane focus

Ability Check: DC 10 Intelligence check

Properties: *delicate*

Description: As a bonus action, you can expend this charm to increase your speed by 10 ft. for 1 minute.

Chime of Opening

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Precious Metal	Charm of Capacity <i>delicate</i>
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Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This hollow metal tube measures about 1 foot long and weighs 1 pound. You can strike it as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The chime issues a clear tone, and one lock or latch on the object opens unless the sound can't reach the object. If no locks or latches remain, the object itself opens. The chime can be used ten times. After the tenth time, it cracks and becomes useless.

Circlet of Blasting

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Crown (Any)	Elemental Essence - Fire <i>unique, volatile</i>	Hex of Arcana <i>delicate</i>
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Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While wearing this circlet, you can use an action to cast the *scorching ray* spell with it. When you make the spell's attacks, you do so with an attack bonus of +5. The circlet can't be used this way again until the next dawn.

Cloak of Arachnida

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Cloak	Creature Essence - Spider Legs <i>unique</i>	Charm of Motion <i>delicate</i>
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Tools: weaver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This fine garment is made of black silk interwoven with faint silvery threads. While wearing it, you gain the following benefits:

- You have resistance to poison damage.
- You have a climbing speed equal to your walking speed.
- You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- You can't be caught in webs of any sort and can move through webs as if they were difficult terrain.
- You can use an action to cast the *web* spell (save DC 13). The web created by the spell fills twice its normal area. Once used, this property of the cloak can't be used again until the next dawn.

Cloak of Displacement

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Cloak	Ward of Protection <i>delicate</i>	Monster Essence - Displacer Beast Skin <i>unique</i>
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Tools: weaver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

Cloak of Protection

Enchanting [Wardwright] - Expert

Time: 80 hours

Value: 350 gp

Cloak	Ward of Protection <i>delicate</i>
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Tools: weaver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: You gain a +1 bonus to AC and saving throws while you wear this cloak.

Cloak of the Bat

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Cloak

Creature Essence -
Bat Wings
unique

Charm of Motion
delicate

Tools: weaver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: While wearing this cloak, you have advantage on Dexterity (Stealth) checks. In an area of dim light or darkness, you can grip the edges of the cloak with both hands and use it to fly at a speed of 40 feet. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in dim light or darkness, you lose this flying speed.

While wearing the cloak in an area of dim light or darkness, you can use your action to cast polymorph on yourself, transforming into a bat. While you are in the form of the bat, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way again until the next dawn.

Cloak of the Manta Ray

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Cloak

Creature Essence -
Manta Ray Wings
unique

Charm of Motion
delicate

Tools: weaver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While wearing this cloak with its hood up, you can breathe underwater, and you have a swimming speed of 60 feet. Pulling the hood up or down requires an action.

Club of Rot

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Any Wooden Melee
Weapon

Hex of Affliction
delicate

Hex of Injury
delicate

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Contortionist's Cloak

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Cloak

Charm of Motion
delicate

Tools: weaver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Coward's Boots

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Boots

Feathers
delicate

Charm of Motion
delicate

Tools: cobbler's tools, leatherworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Crossbow of Swift Death (Banned)

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Crossbow (Any)

Hex of Affliction
delicate

Hex of Injury
delicate

Tools: smith's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Crystal Ball

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Sand
fluid

Psychotropic
psychedelic

Hex of Arcana
delicate

Tools: glassblower's tools, a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: The typical *crystal ball*, a very rare item, is about 6 inches in diameter. While touching it, you can cast the *screying* spell (save DC 17) with it.

Crystal Ball of Mind Reading (Banned)

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Sand
fluid

Psychotropic
psychedelic

Hex of Arcana
delicate

Tools: glassblower's tools, a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: You can use an action to cast the *detect thoughts* spell (save DC 17) while you are scrying with the crystal ball, targeting creatures you can see within 30 feet of the spell's sensor. You don't need to concentrate on this *detect thoughts* to maintain it during its duration, but it ends if scrying ends.

Crystal Ball of Telepathy

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Sand
fluid

Psychotropic
psychedelic

Hex of Arcana
delicate

Tools: glassblower's tools, a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: While scrying with the crystal ball, you can communicate telepathically with creatures you can see within 30 feet of the spell's sensor. You can also use an action to cast the *suggestion* spell (save DC 17) through the sensor on one of those creatures. You don't need to concentrate on this *suggestion* to maintain it during its duration, but it ends if scrying ends. Once used, the *suggestion* power of the crystal ball can't be used again until the next dawn.

Crystal Ball of True Seeing

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Sand
fluid

Psychotropic
psychedelic

Hex of Arcana
delicate

Tools: glassblower's tools, a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: While scrying with the crystal ball, you have truesight with a radius of 120 feet centered on the spell's sensor.

Cube of Force

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Charm of Capacity
delicate

Charm of
Protection
delicate

Metal - Iron
unique

Tools: smith's tools, a forge

Ability Check: DC 20 Intelligence check

Properties: none

Description: This cube is about an inch across. Each face has a distinct marking on it that can be pressed. The cube starts with 36 charges, and it regains 1d20 expended charges daily at dawn. (See the 5e SRD for more information).

Cubic Gate

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Metal - Iron
unique

Charm of Motion
delicate

Tools: smith's tools, a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: This cube is 3 inches across and radiates palpable magical energy. The six sides of the cube are each keyed to a different plane of existence, one of which is the Material Plane. The other sides are linked to planes determined by the GM.

You can use an action to press one side of the cube to cast the *gate* spell with it, opening a portal to the plane keyed to that side. Alternatively, if you use an action to press one side twice, you can cast the *plane shift* spell (save DC 17) with the cube and transport the targets to the plane keyed to that side.

The cube has 3 charges. Each use of the cube expends 1 charge. The cube regains 1d3 expended charges daily at dawn.

Cup of Fury (Banned)

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Tankard

Charm of
Improvement
delicate

Hex of Injury
delicate

Tools: potter's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Dagger of Venom (Banned)

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Dagger	Poison, Basic <i>fluid, poisonous</i>	Hex of Injury <i>delicate</i>
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Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: You gain a +1 bonus to attack and damage rolls made with this magic weapon.

You can use an action to cause thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn.

Dancing Sword

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Sword (Any)	Feathers <i>delicate</i>	Charm of Motion <i>delicate</i>
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Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: You can use a bonus action to toss this magic sword into the air and speak the command word. When you do so, the sword begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The sword uses your attack roll and ability score modifier to damage rolls.

While the sword hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the sword to attack one creature within 5 feet of it.

After the hovering sword attacks for the fourth time, it flies up to 30 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. If the sword has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30 feet away from it.

Decanter of Endless Water

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Flask	Elemental Essence - Water <i>unique</i>	Hex of Arcana <i>delicate</i>
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Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds.

You can use an action to remove the stopper and speak one of three command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following options:

- "Stream" produces 1 gallon of water.
- "Fountain" produces 5 gallons of water.
- "Geyser" produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the decanter, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

Deck of Illusions

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Playing Card Set	Hex of Arcana <i>delicate</i>
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Tools: calligrapher's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: This box contains a set of parchment cards. A full deck has 34 cards. A deck found as treasure is usually missing 1d20 - 1 cards.

The magic of the deck functions only if cards are drawn at random (you can use an altered deck of playing cards to simulate the deck). You can use an action to draw a card at random from the deck and throw it to the ground at a point within 30 feet of you. The card then creates the illusion of a creature. (See the 5e SRD for more information).

Deck of Many Things (Banned)

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Playing Card Set	Hex of Arcana <i>delicate</i>
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Tools: calligrapher's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: Usually found in a box or pouch, this deck contains a number of cards made of ivory or vellum. Most (75 percent) of these decks have only thirteen cards, but the rest have twenty-two.

Before you draw a card, you must declare how many cards you intend to draw and then draw them randomly (you can use an altered deck of playing cards to simulate the deck). Any cards drawn in excess of this number have no effect. Otherwise, as soon as you draw a card from the deck, its magic takes effect. You must draw each card no more than 1 hour after the previous draw. If you fail to draw the chosen number, the remaining number of cards fly from the deck on their own and take effect all at once. (See the 5e SRD for more information).

Decoy Wand (Banned)

Enchanting [Implemancer] - Apprentice

Time: 40 hours

Value: 45 gp

Wand	Hex of Arcana <i>delicate</i>	Elemental Essence <i>volatile</i>
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Tools: woodworker's tools

Ability Check: DC 10 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Defender

Enchanting [Implemancer] - Master

Time: 2,000 hours

Value: 70,000 gp

Sword (Any)	Hex of Accuracy <i>delicate</i>	Charm of Protection <i>delicate</i>
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Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: You gain a +3 bonus to attack and damage rolls made with this magic weapon.

The first time you attack with the sword on each of your turns, you can transfer some or all of the sword's bonus to your Armor Class, instead of using the bonus on any attacks that turn. For example, you could reduce the bonus to your attack and damage rolls to +1 and gain a +2 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the sword to gain a bonus to AC from it.

Dimensional Shackles (Restricted)

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Manacles	Charm of Motion <i>delicate</i>
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Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: You can use an action to place these shackles on an incapacitated creature. The shackles adjust to fit a creature of Small to Large size. In addition to serving as mundane manacles, the shackles prevent a creature bound by them from using any method of extradimensional movement, including teleportation or travel to a different plane of existence. They don't prevent the creature from passing through an interdimensional portal.

You and any creature you designate when you use the shackles can use an action to remove them. Once every 30 days, the bound creature can make a DC 30 Strength (Athletics) check. On a success, the creature breaks free and destroys the shackles.

Doom Hammer

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Hammer (Any)	Hex of Injury <i>delicate</i>
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Tools: smith's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Door Knocker of Unwelcoming

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Metal - Bronze <i>unique</i>	Charm of Improvement <i>delicate</i>	Horn
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Tools: smith's tools, tinker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Dowsing Rod

Enchanting [Eclectist] - Apprentice

Time: 40 hours

Value: 45 gp

Wood

Elemental Essence
- Water
volatile

Tools: woodworker's tools

Ability Check: DC 10 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Dragon Slayer

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Sword (Any)

Monster Essence -
Dragon Bone
unique

Hex of Injury
delicate

Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a dragon with this weapon, the dragon takes an extra 3d6 damage of the weapon's type. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

Duelist's Blade

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Rapier

Hex of Accuracy
delicate

Ward of Protection
delicate

Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Dwarven Thrower

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Metal - Iron
unique

Shaft

Hex of Accuracy
delicate

Tools: smith's tools, a forge, must be a dwarf

Ability Check: DC 25 Intelligence check

Properties: none

Description: You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d8 damage or, if the target is a giant, 2d8 damage. Immediately after the attack, the weapon flies back to your hand.

Efficient Quiver

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Quiver

Charm of Capacity
delicate

Tools: leatherworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to sixty arrows, bolts, or similar objects. The midsize compartment holds up to eighteen javelins or similar objects. The longest compartment holds up to six long objects, such as bows, quarterstaves, or spears. You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

Efreeti Bottle

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Bottle

Monster Essence -
Efreet
unique

Hex of Summoning
delicate

Tools: glassblower's tools, a living efreet

Ability Check: DC 25 Intelligence check

Properties: none

Description: This painted brass bottle weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke flows out of the bottle. At the end of your turn, the smoke disappears with a flash of harmless fire, and an efreeti appears in an unoccupied space within 30 feet of you. The first time the bottle is opened, the GM determines what happens. (See the 5e SRD for more information).

Elemental Gem

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Gemstone
unique

Elemental Essence
Unique, volatile

Hex of Summoning
delicate

Tools: jeweler's tools, the gemstone and elemental essence must match the type of *elemental gem* you are trying to create

Ability Check: DC 15 Intelligence check

Properties: none

Description: This gem contains a mote of elemental energy. When you use an action to break the gem, an elemental is summoned as if you had cast the *conjure elemental* spell, and the gem's magic is lost. The type of gem determines the elemental summoned by the spell.

Emperor's Toga

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Clothes, Common	Charm of Improvement <i>delicate</i>	Charm of Motion <i>delicate</i>
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Tools: weaver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Eyes of Charming (Banned)

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Lens <i>delicate</i>	Intoxicant <i>stupefying</i>	Hex of Affliction <i>delicate</i>
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Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: *delicate*

Description: These crystal lenses fit over the eyes. They have 3 charges. While wearing them, you can expend 1 charge as an action to cast the *charm person* spell (save DC 13) on a humanoid within 30 feet of you, provided that you and the target can see each other. The lenses regain all expended charges daily at dawn.

Eyes of Minute Seeing

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Lens <i>delicate</i>	Charm of Improvement <i>delicate</i>
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Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: *delicate*

Description: These crystal lenses fit over the eyes. While wearing them, you can see much better than normal out to a range of 1 foot. You have advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object within that range.

Eyes of the Eagle

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Lens <i>delicate</i>	Creature Essence - Eagle Eyes <i>unique</i>	Charm of Improvement <i>delicate</i>
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Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: *delicate*

Description: These crystal lenses fit over the eyes. While wearing them, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Eyes of True Vision

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Lens <i>delicate</i>	Monster Essence - Couatl Eyes <i>unique</i>	Charm of Improvement <i>delicate</i>
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Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: *delicate*

Description: See Chapter 7 Magic Item Compendium

Extending Weapon

Enchanting [Implemancer] - Apprentice

Time: 40 hours

Value: 45 gp

Any Reach Weapon	Charm of Capacity <i>delicate</i>
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Tools: smith's tools, woodcarver's tools

Ability Check: DC 10 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Fairy Wand

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Wand	Hex of Arcana <i>delicate</i>	Monster Essence - Fey Wings <i>unique</i>
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Tools: woodworker's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Featherweight Weapon

Enchanting [Implemancer] - Apprentice

Time: 40 hours

Value: 45 gp

Feathers
delicate

**Any Heavy
Weapon**

**Charm of
Improvement**
delicate

Tools: smith's tools

Ability Check: DC 10 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Feather Token

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Feathers
delicate

Item
unique

Hex of Summoning
delicate

Tools: woodcarver's tools, the item you use must match the kind of *feather token* you are trying to create

Ability Check: DC 20 Intelligence check

Properties: none

Description: This tiny object looks like a feather. Different types of feather tokens exist, each with a different single-use effect. The GM chooses the kind of token or determines it randomly. (See the 5e SRD for more information).

Fiend Cleaver

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

**Weapon (Any
Sword)**

**Monster Essence -
Fiend Ichor**
unique

Hex of Accuracy
delicate

Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Figurine of Wondrous Power

Enchanting [Eclectist] - Artisan

Time: Varies

Value: Varies

**Precious Metal,
Gemstone, or Rock**
unique

**Creature or
Monster Essence**
unique

Hex of Summoning
delicate

Tools: mason's tools, the essence you use must match the kind of *figurine of wondrous power* you are trying to create

Ability Check: DC 20 Intelligence check

Properties: none

Description: A *figurine of wondrous power* is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. (See the 5e SRD for more information).

Fire Pipe

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Blowgun

**Elemental Essence
- Fire**
unique, volatile

Hex of Injury
delicate

Tools: woodcarver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Firststrike Lance

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Lance

Hex of Accuracy
delicate

Hex of Injury
delicate

Tools: smith's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Flame Tongue

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Sword (Any)

**Elemental Essence
- Fire**
unique, volatile

Hex of Injury
delicate

Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: You can use a bonus action to speak this magic sword's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

Flare

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Any Melee Weapon

Hex of Affliction
delicate

**Elemental Essence
- Fire**
unique, volatile

Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Fossilized Egg

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Creature Essence - Reptile Egg	Rock	Hex of Summoning <i>delicate</i>
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Tools: mason's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Frostveil Armor

Enchanting [Wardwright] - Master

Time: 1,000 hours

Value: 35,000 gp

Armor (Any)	Elemental Essence - Ice <i>unique, volatile</i>	Hex of Affliction <i>delicate</i>
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Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Frost Brand

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Sword (Any)	Elemental Essence - Ice <i>unique, volatile</i>	Hex of Injury <i>delicate</i>
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Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, while you hold the sword, you have resistance to fire damage. In freezing temperatures, the blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet. When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

Gambler's Dice (Banned)

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Dice Set	Charm of Improvement <i>delicate</i>	Hex of Arcana <i>delicate</i>
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Tools: woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Gauntlets of Ogre Power

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Gloves	Monster Essence - Ogre Muscle <i>unique</i>	Charm of Improvement <i>delicate</i>
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Tools: smith's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher.

Gem of Brightness

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Gemstone	Elemental Essence - Fire <i>unique, volatile</i>	Hex of Affliction <i>delicate</i>
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Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: This prism has 50 charges. While you are holding it, you can use an action to speak one of three command words to cause one of the following effects:

- The first command word causes the gem to shed bright light in a 30-foot radius and dim light for an additional 30 feet. This effect doesn't expend a charge. It lasts until you use a bonus action to repeat the command word or until you use another function of the gem.
- The second command word expends 1 charge and causes the gem to fire a brilliant beam of light at one creature you can see within 60 feet of you. The creature must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- The third command word expends 5 charges and causes the gem to flare with blinding light in a 30-foot cone originating from it. Each creature in the cone must make a saving throw as if struck by the beam created with the second command word.

When all of the gem's charges are expended, the gem becomes a nonmagical jewel worth 50 gp.

Gem of Seeing

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Gemstone

Creature Essence -
Eagle Eyes
unique

Charm of
Improvement
delicate

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This gem has 3 charges. As an action, you can speak the gem's command word and expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet when you peer through the gem.

The gem regains 1d3 expended charges daily at dawn.

Giant Slayer

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Axe or Sword
(Any)

Monster Essence -
Giant Blood
unique

Hex of Injury
delicate

Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a giant with it, the giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 15 Strength saving throw or fall prone. For the purpose of this weapon, "giant" refers to any creature with the giant type, including ettins and trolls.

Glamoured Studded Leather

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Studded Leather
Armor

Gemstone

Charm of
Improvement
delicate

Tools: leatherworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: While wearing this armor, you gain a +1 bonus to AC. You can also use a bonus action to speak the armor's command word and cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or remove the armor.

Gloves of Fire

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Gloves

Hex of Arcana
delicate

Elemental Essence
- Fire
unique, volatile

Tools: leatherworker's tools, weaver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Gloves of Hurling

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Gloves

Charm of
Improvement
delicate

Stimulant

Tools: leatherworker's tools, weaver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Gloves of Missile Snaring

Enchanting [Wardwright] - Expert

Time: 80 hours

Value: 350 gp

Gloves

Charm of
Protection
delicate

Tools: leatherworker's tools, weaver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: These gloves seem to almost meld into your hands when you don them. When a ranged weapon attack hits you while you're wearing them, you can use your reaction to reduce the damage by 1d10 + your Dexterity modifier, provided that you have a free hand. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in that hand.

Gloves of Swimming and Climbing (Flexible)

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Gloves (Flex: Boots or Oil Cloth)	Creature Essence - Fish Scales <i>unique</i>	Glue
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Tools: leatherworker's tools, weaver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While wearing these gloves, climbing and swimming don't cost you extra movement, and you gain a +5 bonus to Strength (Athletics) checks made to climb or swim.

Flexible Enchanting Options:

Boots of Climbing: When you wear both *boots* and *gloves of swimming and climbing*, your climb speed is doubled, and you have advantage on saving throws against anything that would knock you down while climbing.

Fins of Swimming: When you wear both *fins* and *gloves of swimming and climbing*, your swim speed is doubled. Additionally, you can use your reaction to make an attack of opportunity against enemies entering or leaving your threatened space when you are in water that is deeper than you are tall.

Goggles of Night

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Lens <i>delicate</i>	Leather	Creature Essence - Owl Eyes <i>unique</i>
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Tools: leatherworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

Gravespike (Banned)

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Pike	Hex of Injury <i>delicate</i>
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Tools: smith's tools, woodcarver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Grunge Guitar

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Lute	Hex of Affliction <i>delicate</i>	Intoxicant <i>stupefying</i>
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Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Hammer of Thunderbolts

Enchanting [Implemancer] - Master

Time: 2,000 hours

Value: 70,000 gp

Maul	Elemental Essence - Lightning <i>unique, volatile</i>	Hex of Accuracy <i>delicate</i>
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Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The hammer also has 5 charges. While attuned to it, you can expend 1 charge and make a ranged weapon attack with the hammer, hurling it as if it had the thrown property with a normal range of 20 feet and a long range of 60 feet. If the attack hits, the hammer unleashes a thunderclap audible out to 300 feet. The target and every creature within 30 feet of it must succeed on a DC 17 Constitution saving throw or be stunned until the end of your next turn. The hammer regains 1d4 + 1 expended charges daily at dawn. (See the 5e SRD for more information).

Handy Haversack

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Backpack	Charm of Capacity <i>delicate</i>
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Tools: leatherworker's tools, tinkerer's tools, weaver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This backpack has a central pouch and two side pouches, each of which is an extradimensional space. Each side pouch can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. The large central pouch can hold up to 8 cubic feet or 80 pounds of material. The backpack always weighs 5 pounds, regardless of its contents. (See the 5e SRD for more information).

Hat of Disguise

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Hat

Hex of Arcana
delicate

Tools: weaver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While wearing this hat, you can use an action to cast the *disguise self* spell from it at will. The spell ends if the hat is removed.

Headband of Intellect

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Crown (Any)

Charm of
Improvement
delicate

Creature Essence -
Humanoid Brain
unique

Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is already 19 or higher.

Helm of Brilliance

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Helmet

Gemstones

Hex of Arcana
delicate

Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This dazzling helm is set with 1d10 diamonds, 2d10 rubies, 3d10 fire opals, and 4d10 opals. Any gem pried from the helm crumbles to dust. When all the gems are removed or destroyed, the helm loses its magic. You gain multiple benefits while wearing it. (See the 5e SRD for more information).

Helm of Comprehending Languages

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Helmet

Hex of Arcana
delicate

Creature Essence -
Humanoid Tongue
unique

Tools: smith's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While wearing this helm, you can use an action to cast the *comprehend languages* spell from it at will.

Helm of Telepathy (Banned)

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Helmet

Hex of Arcana
delicate

Tools: smith's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While wearing this helm, you can use an action to cast the *detect thoughts* spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply—using a bonus action to do so—while your focus on it continues.

While focusing on a creature with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) from the helm on that creature. Once used, the suggestion property can't be used again until the next dawn.

Helm of Teleportation

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Helmet

Charm of Motion
delicate

Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This helm has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the *teleport* spell from it. The helm regains 1d3 expended charges daily at dawn.

Hex of Accuracy

Enchanting - Novice

Time: 20 hours

Value: 25 gp

Monster Essence
- Eye

Stimulant

Tools: arcane focus

Ability Check: DC 10 Intelligence check

Properties: *delicate*

Description: As a bonus action, you can expend this hex to gain a +1 bonus to the next attack roll with a weapon that you make before the end of your turn.

Hex of Affliction

Enchanting - Novice

Time: 20 hours

Value: 25 gp

Monster Essence - Scarecrow Stuffing <i>unique</i>	Toxin <i>poisonous</i>
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Tools: arcane focus

Ability Check: DC 10 Intelligence check

Properties: *delicate*

Description: As a bonus action, you can expend this hex to make a creature you can see within 30 feet of you to make a DC 10 Wisdom saving throw. If the creature fails, it is frightened of you until the start of your next turn.

Hex of Arcana

Enchanting - Novice

Time: 20 hours

Value: 25 gp

Monster Essence - Hag Spit <i>unique</i>	Psychotropic <i>psychedelic</i>
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Tools: arcane focus

Source: arcane

Ability Check: DC 10 Intelligence check

Properties: *delicate*

Description: As a bonus action, you can expend this hex to gain a +1 bonus to the next attack roll with a spell that you make before the end of your turn.

Hex of Injury

Enchanting - Novice

Time: 20 hours

Value: 25 gp

Monster Essence - Claw	Toxin <i>poisonous</i>
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Tools: arcane focus

Ability Check: DC 10 Intelligence check

Properties: *delicate*

Description: As a bonus action, you can expend this hex to gain a +1 bonus to the next damage roll you make before the end of your turn.

Hex of Summoning

Enchanting - Novice

Time: 20 hours

Value: 25 gp

Monster Essence - Dryad Hair <i>unique</i>	Creature Essence - Fawn Fur <i>unique</i>
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Tools: arcane focus

Ability Check: DC 10 Intelligence check

Properties: *delicate*

Description: As an action, you can expend this hex to summon a fey spirit that takes the form of a beast of challenge rating 0. The creature appears in an unoccupied space that you can see within 30 feet. The beast is also considered fey, and it disappears when it drops to 0 hit points or after 1 minute.

The summoned creature is friendly to you and your companions and has its own turns. It obeys any verbal commands that you issue (no action required by you). If you don't issue any commands, it defends itself from hostile creatures, but otherwise takes no actions. The GM has the creature's statistics.

Holy Avenger (Flexible)

Enchanting [Implemancer] - Master

Time: 2,000 hours

Value: 70,000 gp

Sword (Any)	Monster Essence - Angel Feathers <i>unique, delicate</i>	Hex of Accuracy <i>delicate</i>
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Tools: smith's tools

Source: divine (good)

Ability Check: DC 25 Intelligence check

Properties: none

Description: You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a fiend or an undead with it, that creature takes an extra 2d10 radiant damage.

While you hold the drawn sword, it creates an aura in a 10-foot radius around you. You and all creatures friendly to you in the aura have advantage on saving throws against spells and other magical effects. If you have 17 or more levels in the paladin class, the radius of the aura increases to 30 feet.

Flexible Enchantment Options:

Unholy Avenger: You must use an evil divine source to make an *unholy avenger*. An *unholy avenger* functions the same as a *holy avenger*, but its aura is 5ft, and is a sickly, swirling, black miasma. Any creatures except for the wielder that start their turn in the aura, or enter it for the first time, must make a constitution save, taking 1d6 necrotic damage on a fail, half on a success (undead and fiends are not affected by the aura). If you hit a celestial, it takes an extra +2d10 necrotic.

Horizon Bow

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Any Bow

Hex of Accuracy
delicate

Creature Essence -
Eagle Eye
unique

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Horns of Power

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Hat

Creature Essence -
Horns
unique

Hex of Affliction
delicate

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Horn of Blasting

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Horn

Hex of Injury
delicate

Elemental Essence
- Thunder
unique

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: You can use an action to speak the horn's command word and then blow the horn, which emits a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 10d6 thunder damage instead of 5d6.

Each use of the horn's magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 fire damage to the blower and destroys the horn.

Horn of Valhalla, Brass

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Horn

Metal - Brass
unique

Hex of Summoning
delicate

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: You can use an action to blow this horn. In response, warrior spirits from the Valhalla appear within 60 feet of you. They use the statistics of a **berserker**. They return to Valhalla after 1 hour or when they drop to 0 hit points. Once you use the horn, it can't be used again until 7 days have passed. The horn's type determines how many berserkers answer its summons, as well as the requirement for its use. The GM chooses the horn's type or determines it randomly. (See the 5e SRD for more information).

Horn of Valhalla, Bronze

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Horn

Metal - Bronze
unique

Hex of Summoning
delicate

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: You can use an action to blow this horn. In response, warrior spirits from the Valhalla appear within 60 feet of you. They use the statistics of a **berserker**. They return to Valhalla after 1 hour or when they drop to 0 hit points. Once you use the horn, it can't be used again until 7 days have passed. The horn's type determines how many berserkers answer its summons, as well as the requirement for its use. The GM chooses the horn's type or determines it randomly. (See the 5e SRD for more information).

Horn of Valhalla, Iron

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Horn

Metal - Iron
unique

Hex of Summoning
delicate

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: You can use an action to blow this horn. In response, warrior spirits from the Valhalla appear within 60 feet of you. They use the statistics of a **berserker**. They return to Valhalla after 1 hour or when they drop to 0 hit points. Once you use the horn, it can't be used again until 7 days have passed. The horn's type determines how many berserkers answer its summons, as well as the requirement for its use. The GM chooses the horn's type or determines it randomly. (See the 5e SRD for more information).

Horn of Valhalla, Silver

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Horn

**Precious Metal -
Silver**
unique

Hex of Summoning
delicate

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: You can use an action to blow this horn. In response, warrior spirits from the Valhalla appear within 60 feet of you. They use the statistics of a **berserker**. They return to Valhalla after 1 hour or when they drop to 0 hit points. Once you use the horn, it can't be used again until 7 days have passed. The horn's type determines how many berserkers answer its summons, as well as the requirement for its use. The GM chooses the horn's type or determines it randomly. (See the 5e SRD for more information).

Horseshoes of a Zephyr

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Horseshoes

Feathers
delicate

Charm of Motion
delicate

Tools: smith's tools, a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, they allow the creature to move normally while floating 4 inches above the ground. This effect means the creature can cross or stand above nonsolid or unstable surfaces, such as water or lava. The creature leaves no tracks and ignores difficult terrain. In addition, the creature can move at normal speed for up to 12 hours a day without suffering exhaustion from a forced march.

Horseshoes of Speed

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Horseshoes

Stimulant

Charm of Motion
delicate

Tools: smith's tools, a forge

Ability Check: DC 20 Intelligence check

Properties: none

Description: These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, they increase the creature's walking speed by 30 feet.

Hot Rod

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Rod

Charm of Motion
delicate

**Elemental Essence -
Fire**
volatile

Tools: smith's tools, a forge

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Illusionist's Palette

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Wood

Paint
fluid, staining

Hex of Arcana
delicate

Tools: painter's supplies

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Immovable Rod

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Rod

Charm of Motion
delicate

**Precious Metal -
Lodestone**
unique

Tools: smith's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

Infernal Pitchfork (Banned)

Enchanting [Implemancer] - Master

Time: 2,000 hours

Value: 70,000 gp

Trident

**Monster Essence -
Fiend Ichor**
unique

Hex of Injury
delicate

Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Instant Fortress (Flexible)

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Rock
(Flex: Wood)

Charm of Capacity
delicate

Ward of Protection
delicate

Tools: mason's tools, (flex: woodcarver's tools)

Ability Check: DC 20 Intelligence check

Properties: none

Description: You can use an action to place this 1-inch metal cube on the ground and speak its command word. The cube rapidly grows into a fortress that remains until you use an action to speak the command word that dismisses it, which works only if the fortress is empty. (See the 5e SRD for more information).

Flexible Enchantment Options:

Cabin: As *instant fortress*, but uses a 1-inch cube of wood. The cube rapidly grows into a small cottage that is 15 feet on a side, has 8 foot walls, and a peaked roof. The interior is open, with a small fireplace. If a creature fails its saving throw to get out of the way, it takes 5d10 bludgeoning damage, or half as much on a successful one. The cabin is made out of wood treated to be proof against mundane fire. The walls each have 75 hp, and immunity to damage from nonmagical weapons.

Intercepting Shield

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Shield

Charm of Motion
delicate

Ward of Protection
delicate

Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Ioun Stone, Absorption

Enchanting [Eclectist, Wardwright] - Master

Time: 1,000 hours

Value: 35,000 gp

Gemstone

Ward of Resistance
delicate

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: When you use an action to toss this pale lavender ellipsoid into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. While this stone orbits your head, you can use your reaction to cancel a spell of 4th level or lower cast by a creature you can see and targeting only you.

Once the stone has canceled 20 levels of spells, it burns out and turns dull gray, losing its magic. If you are targeted by a spell whose level is higher than the number of spell levels the stone has left, the stone can't cancel it.

Another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Ioun Stone, Agility

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Gemstone

Charm of Improvement
delicate

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: When you use an action to toss this red sphere into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Your Dexterity score increases by 2, to a maximum of 20, while this stone orbits your head.

Another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Ioun Stone, Awareness

Enchanting [Eclectist, Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Gemstone

Ward of Vigour
delicate

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: When you use an action to toss this dark blue rhomboid into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. You can't be surprised while this stone orbits your head.

Another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Ioun Stone, Fortitude

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Gemstone

Charm of Improvement
delicate

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: When you use an action to toss this red sphere into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Your Constitution score increases by 2, to a maximum of 20, while this pink rhomboid orbits your head.

Another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Ioun Stone, Greater Absorption

Enchanting [Eclectist, Wardwright] - Master

Time: 1,000 hours

Value: 35,000 gp

Gemstone

Ward of Resistance
delicate

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: When you use an action to toss this marbled lavender and green ellipsoid into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. While this stone orbits your head, you can use your reaction to cancel a spell of 8th level or lower cast by a creature you can see and targeting only you.

Once the stone has canceled 50 levels of spells, it burns out and turns dull gray, losing its magic. If you are targeted by a spell whose level is higher than the number of spell levels the stone has left, the stone can't cancel it.

Another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Ioun Stone, Insight

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Gemstone

Charm of Improvement
delicate

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: When you use an action to toss this incandescent blue sphere into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Your Wisdom score increases by 2, to a maximum of 20, while this stone orbits your head.

Another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Ioun Stone, Intellect

Enchanting [Eclectist, Wardwright] - Master

Time: 1,000 hours

Value: 35,000 gp

Gemstone

**Charm of
Improvement**
delicate

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: When you use an action to toss this marbled scarlet and blue sphere into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Your Intelligence score increases by 2, to a maximum of 20, while this stone orbits your head.

Another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Ioun Stone, Leadership

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Gemstone

**Charm of
Improvement**
delicate

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: When you use an action to toss this marbled pink and green sphere into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Your Charisma score increases by 2, to a maximum of 20, while this stone orbits your head.

Another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Ioun Stone, Mastery

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Gemstone

**Charm of
Improvement**
delicate

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: When you use an action to toss this pale green prism into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Your proficiency bonus increases by 1 while this stone orbits your head.

Another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Ioun Stone, Protection

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Gemstone

Ward of Protection
delicatae

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: When you use an action to toss this dusty rose prism into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. You gain a +1 bonus to AC while this dusty rose prism orbits your head.

Another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Ioun Stone, Regeneration

Enchanting [Wardwright] - Master

Time: 1,000 hours

Value: 35,000 gp

Gemstone

Ward of Health
delicate

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: When you use an action to toss this pearly white spindle into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. You regain 15 hit points at the end of each hour this stone orbits your head, provided that you have at least 1 hit point.

Another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Ioun Stone, Reserve

Enchanting [Eclectist, Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Gemstone

Hex of Arcana
delicate

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: When you use an action to toss this vibrant purple prism into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. This stone stores spells cast into it, holding them until you use them. The stone can store up to 3 levels worth of spells at a time. When found, it contains 1d4 - 1 levels of stored spells chosen by the GM.

Any creature can cast a spell of 1st through 3rd level into the stone by touching it as the spell is cast. The spell has no effect, other than to be stored in the stone. If the stone can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While this stone orbits your head, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the stone is no longer stored in it, freeing up space.

Another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Ioun Stone, Strength

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Gemstone

Charm of Improvement
delicate

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: When you use an action to toss this pale blue rhomboid into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Your Strength score increases by 2, to a maximum of 20, while this stone orbits your head.

Another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Ioun Stone, Sustenance

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Gemstone

Ward of Vigour
delicate

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: When you use an action to toss this clear spindle into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. You don't need to eat or drink while this clear spindle orbits your head.

Another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Iron Bands of Binding (Banned)

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Iron Bands

Hex of Affliction
delicate

Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This rusty iron sphere measures 3 inches in diameter and weighs 1 pound. You can use an action to speak the command word and throw the sphere at a Huge or smaller creature you can see within 60 feet of you. As the sphere moves through the air, it opens into a tangle of metal bands.

Make a ranged attack roll with an attack bonus equal to your Dexterity modifier plus your proficiency bonus. On a hit, the target is restrained until you take a bonus action to speak the command word again to release it. Doing so, or missing with the attack, causes the bands to contract and become a sphere once more.

A creature, including the one restrained, can use an action to make a DC 20 Strength check to break the iron bands. On a success, the item is destroyed, and the restrained creature is freed. If the check fails, any further attempts made by that creature automatically fail until 24 hours have elapsed.

Once the bands are used, they can't be used again until the next dawn.

Iron Flask (Banned)

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Metal - Iron
unique

Flask

Charm of Capacity
delicate

Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This iron bottle has a brass stopper. You can use an action to speak the flask's command word, targeting a creature that you can see within 60 feet of you. If the target is native to a plane of existence other than the one you're on, the target must succeed on a DC 17 Wisdom saving throw or be trapped in the flask. If the target has been trapped by the flask before, it has advantage on the saving throw. Once trapped, a creature remains in the flask until released. The flask can hold only one creature at a time. A creature trapped in the flask doesn't need to breathe, eat, or drink and doesn't age. (See the 5e SRD for more information).

Javelin of Lightning (Flexible)

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Javelin

Elemental Essence
- Lightning
unique, volatile
(Flex: Fire unique,
volatile or Acid
unique, corrosive)

Hex of Injury
delicate

Tools: smith's tools, woodcarver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage.

The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

Flexible Enchanting Options:

Fire: As *javelin of lightning*, but a *javelin of fire* creates a streak of fire between wielder and target (5ft wide, 5 feet high, up to 120ft long). The fire lingers for two full rounds, disappearing at the end of the wielder's second turn after using the item. Any creature that starts its turn in the streak of fire, or moves into it for the first time, must make a DC 13 Dexterity saving throw, taking 2d6 fire damage on a fail, half on a success.

Acid: As *javelin of lightning*, but where the javelin strikes, a pool of acidic goo covers the ground in a 10 foot radius centered on the target. The pool lingers for two turns, disappearing at the end of the wielder's second turn after using the item. The thick acid is difficult terrain. Any creature that starts its turn in the goo or moves into it takes 1d6 acid damage.

Jester's Skull (Banned)

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Bone - Humanoid
Skull
unique

Hex of Affliction
delicate

Tools: woodworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Judge's Gavel

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Light Hammer

Hex of Arcana
delicate

Hex of Affliction
delicate

Tools: carpenter's tools, woodworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Lantern of Revealing

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Lantern
delicate

Hex of Arcana
delicate

Tools: glassblower's tools, a forge

Ability Check: DC 15 Intelligence check

Properties: none

Description: While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

Last Stand Armor

Enchanting [Wardwright] - Expert

Time: 80 hours

Value: 350 gp

Armor (Any)

Charm of
Protection
delicate

Creature Essence -
Boar Blood
delicate

Tools: smith's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Lead Balloon

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Metal - Lead
unique

Hex of Affliction
delicate

Tools: smith's tools, a forge

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Luck Blade

Enchanting [Implemancer] - Master

Time: 2,000 hours

Value: 70,000 gp

Sword (Any)

Creature Essence -
Rabbit's Foot
unique

Hex of Arcana
delicate

Tools: smith's tools, a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: You gain a +1 bonus to attack and damage rolls made with this magic weapon. While the sword is on your person, you also gain a +1 bonus to saving throws.

Luck. If the sword is on your person, you can call on its luck (no action required) to reroll one attack roll, ability check, or saving throw you dislike. You must use the second roll. This property can't be used again until the next dawn.

Wish. The sword has 1d4 - 1 charges. While holding it, you can use an action to expend 1 charge and cast the *wish* spell from it. This property can't be used again until the next dawn. The sword loses this property if it has no charges.

Mace of Disruption

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Mace

Hex of Injury
delicate

Tools: smith's tools, a forge

Ability Check: DC 20 Intelligence check

Properties: none

Description: When you hit a fiend or an undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

While you hold this weapon, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Mace of Smiting

Enchanting [Implementancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Mace

Hex of Accuracy
delicate

Tools: smith's tools, a forge

Ability Check: DC 20 Intelligence check

Properties: none

Description: You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the mace to attack a construct.

When you roll a 20 on an attack roll made with this weapon, the target takes an extra 2d6 bludgeoning damage, or 4d6 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

Mace of Terror (Banned)

Enchanting [Implementancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Mace

Hex of Affliction
delicate

Tools: smith's tools, a forge

Ability Check: DC 20 Intelligence check

Properties: none

Description: This magic weapon has 3 charges. While holding it, you can use an action and expend 1 charge to release a wave of terror. Each creature of your choice in a 30-foot radius extending from you must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

The mace regains 1d3 expended charges daily at dawn.

Magnetic Shield

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Shield

Ward of Protection
delicate

**Precious Metal -
Lodestone**
unique

Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Mantle of Spell Resistance

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Cloak

Ward of Resistance
delicate

Tools: weaver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: You have advantage on saving throws against spells while you wear this cloak.

Manual of Bodily Health

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Book

**Charm of
Improvement**
delicate

Tools: calligrapher's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This book contains health and diet tips, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Constitution score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Manual of Gainful Exercise

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Book

**Charm of
Improvement**
delicate

Tools: calligrapher's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This book describes fitness exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Strength score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Manual of Golems (Restricted)

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Book

Hex of Summoning
delicate

Tools: calligrapher's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This tome contains information and incantations necessary to make a particular type of golem. The GM chooses the type or determines it randomly. To decipher and use the manual, you must be a spellcaster with at least two 5th-level spell slots. A creature that can't use a manual of golems and attempts to read it takes 6d6 psychic damage. (See the 5e SRD for more information).

Manual of Quickness of Action

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Book

Charm of Improvement
delicate

Tools: calligrapher's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This book contains coordination and balance exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Dexterity score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Mask of Refreshing Sleep

Enchanting [Wardwright] - Expert

Time: 80 hours

Value: 350 gp

Rock - Clay
unique

Charm of Vigour
delicate

Tools: potter's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Martyr's Armor

Enchanting [Wardwright] - Master

Time: 1,000 hours

Value: 35,000 gp

Armor (Any)

Ward of Health
delicate

Potion of Healing
fluid

Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Medallion of Thoughts (Banned)

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Necklace (Any)

Hex of Arcana
delicate

Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: The medallion has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the *detect thoughts* spell (save DC 13) from it. The medallion regains 1d3 expended charges daily at dawn.

Minstrel's Hat

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Hat

Charm of Improvement
delicate

Bells

Tools: weaver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Mirror of Life Trapping (Banned)

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Mirror (Any)

Charm of Capacity
delicate

Hex of Summoning
delicate

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: When this 4-foot tall mirror is viewed indirectly, its surface shows faint images of creatures. The mirror weighs 50 pounds, and it has AC 11, 10 hit points, and vulnerability to bludgeoning damage. It shatters and is destroyed when reduced to 0 hit points.

If the mirror is hanging on a vertical surface and you are within 5 feet of it, you can use an action to speak its command word and activate it. It remains activated until you use an action to speak the command word again.

Any creature other than you that sees its reflection in the activated mirror while within 30 feet of it must succeed on a DC 15 Charisma saving throw or be trapped, along with anything it is wearing or carrying, in one of the mirror's twelve extradimensional cells. This saving throw is made with advantage if the creature knows the mirror's nature, and constructs succeed on the saving throw automatically. (See the 5e SRD for more information).

Mob Torch (Banned)

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Torch

Charm of Vigour
delicate

Tools: woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Mycelial Plate

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Armor (Any Light or Hide)

Ward of Protection
delicate

Wood - Any Fungus
unique

Tools: carpenter's tools, leatherworker's tools, woodworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Necklace of Adaptation

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Necklace (Any)

Charm of Improvement
delicate

Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While wearing this necklace, you can breathe normally in any environment, and you have advantage on saving throws made against harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons).

Necklace of Fireballs

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Necklace (Any)

Hex of Arcana
delicate

Elemental Essence - Fire
unique, volatile

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This necklace has 1d6 + 3 beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level *fireball* spell (save DC 15).

You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the level of the *fireball* by 1 for each bead beyond the first.

Necklace of Prayer Beads (Flexible)

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Necklace (Any)
(Flex: Bracelet, Any)

Prayer Beads

Hex of Arcana
delicate

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This necklace has 1d4 + 2 magic beads made from aquamarine, black pearl, or topaz. It also has many nonmagical beads made from stones such as amber, bloodstone, citrine, coral, jade, pearl, or quartz. If a magic bead is removed from the necklace, that bead loses its magic.

Six types of magic beads exist. The GM decides the type of each bead on the necklace or determines it randomly. A necklace can have more than one bead of the same type. To use one, you must be wearing the necklace. Each bead contains a spell that you can cast from it as a bonus action (using your spell save DC if a save is necessary). Once a magic bead's spell is cast, that bead can't be used again until the next dawn. (See the 5e SRD for more information).

Flexible Enchantment Options:

Bracelet: A *bracelet of prayer beads* takes half as much time to create as a necklace, but only has 1d2 beads.

Necromancer's Mask (Banned)

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Stone - Clay
unique

Hex of Arcana
delicate

Creature Essence - Ghost Ectoplasm
delicate

Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Nevermiss Dagger

Enchanting [Implemancer] - Master

Time: 2,000 hours

Value: 70,000 gp

Dagger

Hex of Accuracy
delicate

Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Nine Lives Stealer (Banned)

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Sword (Any)

Hex of Accuracy
delicate

Hex of Injury
delicate

Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: You gain a +2 bonus to attack and damage rolls made with this magic weapon. The sword has 1d8 + 1 charges. If you score a critical hit against a creature that has fewer than 100 hit points, it must succeed on a DC 15 Constitution saving throw or be slain instantly as the sword tears its life force from its body (a construct or an undead is immune). The sword loses 1 charge if the creature is slain. When the sword has no charges remaining, it loses this property.

Oathbow (Flexible)

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Longbow
(Flex: Any Melee
Weapon)

Hex of Accuracy
delicate

Hex of Injury
delicate

Tools: woodcarver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: When you nock an arrow on this bow, it whispers in Elvish, "Swift defeat to my enemies." When you use this weapon to make a ranged attack, you can, as a command phrase, say, "Swift death to you who have wronged me." The target of your attack becomes your sworn enemy until it dies or until dawn seven days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn.

When you make a ranged attack roll with this weapon against your sworn enemy, you have advantage on the roll. In addition, your target gains no benefit from cover, other than total cover, and you suffer no disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 piercing damage. While your sworn enemy lives, you have disadvantage on attack rolls with all other weapons.

Flexible Enchantment Options:

Melee Weapons: As an *oathbow*, except that it enhances your melee attacks instead of ranged attacks. You have advantage on attack rolls you make with this weapon against your sworn enemy, and if the attack hits, your sworn enemy takes an extra 2d6 weapon damage. Attacks with this weapon against any target which is not your sworn enemy are at disadvantage.



Off Switch

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Wood

Metal - Iron
unique

Hex of Affliction
delicate

Tools: smith's tools, woodcarver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Passwall Ammunition (Banned)

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Ammunition
(Any)

Lock

Hex of Arcana
delicate

Tools: smith's tools, woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Pearl of Power

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Gemstone - Pearl
unique

Hex of Arcana
delicate

Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While this pearl is on your person, you can use an action to speak its command word and regain one expended spell slot. If the expended slot was of 4th level or higher, the new slot is 3rd level. Once you use the pearl, it can't be used again until the next dawn.

Periapt of Health

Enchanting [Wardwright] - Expert

Time: 80 hours

Value: 350 gp

Necklace (Any)

Ward of Resistance
delicate

Ward of Health
delicate

Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: You are immune to contracting any disease while you wear this pendant. If you are already infected with a disease, the effects of the disease are suppressed while you wear the pendant.

Periapt of Proof against Poison

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Necklace (Any)

Antitoxin
fluid

Ward of Resistance
delicate

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This delicate silver chain has a brilliant-cut black gem pendant. While you wear it, poisons have no effect on you. You are immune to the poisoned condition and have immunity to poison damage.

Periapt of Wound Closure

Enchanting [Wardwright] - Expert

Time: 80 hours

Value: 350 gp

Necklace (Any)

Ward of Health
delicate

Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

Phonic Rod

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Rod

Hex of Affliction
delicate

Lyre

Tools: smith's tools, a forge

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Pipes of Haunting (Banned)

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Pipes

Hex of Affliction
delicate

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: You must be proficient with wind instruments to use these pipes. They have 3 charges. You can use an action to play them and expend 1 charge to create an eerie, spellbinding tune. Each creature within 30 feet of you that hears you play must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. If you wish, all creatures in the area that aren't hostile toward you automatically succeed on the saving throw. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of these pipes for 24 hours. The pipes regain 1d3 expended charges daily at dawn.

Pipes of the Sewers (Restricted)

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Pipes

Creature Essence -
Rat Tail
unique

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: You must be proficient with wind instruments to use these pipes. While you are attuned to the pipes, ordinary rats and giant rats are indifferent toward you and will not attack you unless you threaten or harm them.

The pipes have 3 charges. If you play the pipes as an action, you can use a bonus action to expend 1 to 3 charges, calling forth one swarm of rats with each expended charge, provided that enough rats are within half a mile of you to be called in this fashion (as determined by the GM). If there aren't enough rats to form a swarm, the charge is wasted. Called swarms move toward the music by the shortest available route but aren't under your control otherwise. The pipes regain 1d3 expended charges daily at dawn.

Whenever a swarm of rats that isn't under another creature's control comes within 30 feet of you while you are playing the pipes, you can make a Charisma check contested by the swarm's Wisdom check. If you lose the contest, the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours. If you win the contest, the swarm is swayed by the pipes' music and becomes friendly to you and your companions for as long as you continue to play the pipes each round as an action. A friendly swarm obeys your commands. If you issue no commands to a friendly swarm, it defends itself but otherwise takes no actions. If a friendly swarm starts its turn and can't hear the pipes' music, your control over that swarm ends, and the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours.

Plagiarist's Pen (Banned)

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Ink Pen

Hex of Arcana
delicate

Tools: calligrapher's supplies, tinker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Plate Armor of Etherealness

Enchanting [Wardwright] - Master

Time: 2,000 hours

Value: 70,000 gp

Plate Armor

Monster Essence -
Ghost Plasm
unique

Charm of Motion
delicate

Tools: smith's tools, a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: While you're wearing this armor, you can speak its command word as an action to gain the effect of the *etherealness* spell, which lasts for 10 minutes or until you remove the armor or use an action to speak the command word again. This property of the armor can't be used again until the next dawn.

Portable Cover

Enchanting [Wardwright] - Expert

Time: 80 hours

Value: 350 gp

Shield

Charm of Capacity
delicate

Tools: smith's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Portable Hole

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Cloth

Charm of Capacity
delicate

Tools: weaver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter. You can use an action to unfold a portable hole and place it on or against a solid surface, whereupon the portable hole creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages. Any creature inside an open portable hole can exit the hole by climbing out of it. (See the 5e SRD for more information.)

Rainbow Rod

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Rod	Hex of Arcana <i>delicate</i>	Pigment <i>staining</i>
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Tools: smith's tools, a forge

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Razor Lash

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Whip	Hex of Injury <i>delicate</i>	Blade <i>sharp</i>
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Tools: leatherworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Red Letter (Banned)

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Cloth	Pigment <i>staining</i>	Hex of Affliction <i>delicate</i>
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Tools: weaver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Ring of Animal Influence

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Ring (Any)	Hex of Arcana <i>delicate</i>	Creature Essence - Lion Blood <i>unique</i>
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Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 of its charges to cast one of the following spells: *Animal friendship* (save DC 13); *Fear* (save DC 13), targeting only beasts that have an Intelligence of 3 or lower; *Speak with animals*.

Ring of Djinni Summoning

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Ring (Any)	Elemental Essence - Air <i>Unique, volatile</i>	Hex of Summoning <i>delicate</i>
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Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: While wearing this ring, you can speak its command word as an action to summon a particular djinni from the Elemental Plane of Air. The djinni appears in an unoccupied space you choose within 120 feet of you. It remains as long as you concentrate (as if concentrating on a spell), to a maximum of 1 hour, or until it drops to 0 hit points. It then returns to its home plane. (See the 5e SRD for more information.)

Ring of Elemental Command

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Ring (Any)	Elemental Essence <i>unique</i>	Hex of Arcana <i>delicate</i>
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Tools: jeweler's tools, you must use an elemental essence that matches the kind of *ring of elemental command* you are trying to make

Ability Check: DC 25 Intelligence check

Properties: none

Description: This ring is linked to one of the four Elemental Planes. The GM chooses or randomly determines the linked plane. While wearing this ring, you have advantage on attack rolls against elementals from the linked plane, and they have disadvantage on attack rolls against you. In addition, you have access to properties based on the linked plane. (See the 5e SRD for more information.)

Ring of Evasion

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Ring (Any)	Ward of Vigour <i>delicate</i>
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Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.

Ring of Feather Falling

Enchanting [Eclectist, Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Ring (Any)

Charm of Motion
delicate

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: When you fall while wearing this ring, you descend 60 feet per round and take no damage from falling.

Ring of Fidelity

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Ring (Any)

Ward of Vigour
delicate

Creature Essence -
Heartstrings
unique

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Ring of Free Action

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Ring (Any)

Charm of Motion
delicate

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: While you wear this ring, difficult terrain doesn't cost you extra movement. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

Ring of Invisibility

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Ring (Any)

Hex of Arcana
delicate

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: While wearing this ring, you can turn invisible as an action. Anything you are wearing or carrying is invisible with you. You remain invisible until the ring is removed, until you attack or cast a spell, or until you use a bonus action to become visible again.

Ring of Jumping

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Ring (Any)

Charm of Motion
delicate

Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While wearing this ring, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

Ring of Life

Enchanting [Wardwright] - Master

Time: 1,000 hours

Value: 35,000 gp

Ring (Any)

Ward of Health
delicate

Gemstone -
Diamond
unique

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Ring of Mind Shielding

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Ring (Any)

Ward of Protection
delicate

Metal - Lead
unique

Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it. (See the 5e SRD for more information.)

Ring of Protection

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Ring (Any)

Ward of Protection
delicate

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: You gain a +1 bonus to AC and saving throws while wearing this ring.

Ring of Regeneration

Enchanting [Wardwright] - Master

Time: 1,000 hours

Value: 35,000 gp

Ring (Any)

Ward of Health
delicate

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: SRD5 p. 240

Ring of Resistance

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Ring (Any)

Ward of Resistance
delicate

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: You have resistance to one damage type while wearing this ring. The gem in the ring indicates the type, which the GM chooses or determines randomly. (See the 5e SRD for more information.)

Ring of Retribution

Enchanting [Implemancer, Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Ring (Any)

Hex of Accuracy
delicate

Stimulant

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Ring of Shooting Stars

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Ring (Any)

Hex of Arcana
delicate

Precious Metal -
Star Metal
unique

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: While wearing this ring in dim light or darkness, you can cast *dancing lights* and *light* from the ring at will. Casting either spell from the ring requires an action. The ring has 6 charges for other properties. The ring regains 1d6 expended charges daily at dawn. (See the 5e SRD for more information.)

Ring of Spell Storing

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Ring (Any)

Hex of Arcana
delicate

Charm of Capacity
delicate

Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time. When found, it contains 1d6 - 1 levels of stored spells chosen by the GM. (See the 5e SRD for more information.)

Ring of Spell Turning

Enchanting [Wardwright] - Master

Time: 2,000 hours

Value: 70,000 gp

Ring (Any)

Hex of Arcana
delicate

Ward of Resistance
delicate

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: While wearing this ring, you have advantage on saving throws against any spell that targets only you (not in an area of effect). In addition, if you roll a 20 for the save and the spell is 7th level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Ring of Swimming

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Ring (Any)

Charm of Motion
delicate

Creature Essence -
Fish Scales
unique

Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: You have a swimming speed of 40 feet while wearing this ring.

Ring of Telekinesis

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,00 gp

Ring (Any)	Hex of Arcana <i>unique</i>	String
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Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: While wearing this ring, you can cast the *telekinesis* spell at will, but you can target only objects that aren't being worn or carried.

Ring of the Ram

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Ring (Any)	Hex of Injury <i>delicate</i>	Creature Essence - Ram's Horn <i>unique</i>
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Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its charges to attack one creature you can see within 60 feet of you. (See the 5e SRD for more information.)

Ring of Three Wishes (Restricted)

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Ring (Any)	Hex of Arcana <i>delicate</i>	Gemstone - Diamond <i>unique</i>
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Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: While wearing this ring, you can use an action to expend 1 of its 3 charges to cast the *wish* spell from it. The ring becomes nonmagical when you use the last charge.

Ring of Warmth

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Ring (Any)	Ward of Resistance <i>delicate</i>	Elemental Essence - Fire <i>unique</i>
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Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While wearing this ring, you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.

Ring of Water Walking

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Ring (Any)	Charm of Motion <i>delicate</i>	Oil <i>flammable, fluid</i>
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Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground.

Ring of X-Ray Vision (Banned)

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Ring (Any)	Hex of Arcana <i>delicate</i>
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Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: While wearing this ring, you can use an action to speak its command word. When you do so, you can see into and through solid matter for 1 minute. This vision has a radius of 30 feet. (See the 5e SRD for more information.)

Robe of Beneficence

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Robes	Creature Essence - Blood <i>unique</i>	Ward of Protection <i>delicate</i>
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Tools: weaver's tools, the blood you use must come from a creature capable of casting cleric spells

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Robe of Eyes (Banned)

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Robes

Monster Essence
- Eyes
unique

Ward of Protection
delicate

Tools: weaver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This robe is adorned with eyelike patterns. While you wear the robe, you gain a number of benefits. (See the 5e SRD for more information.)

Robe of Scintillating Colors

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Robes

Pigment
staining

Ward of Protection
delicate

Tools: weaver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This robe has 3 charges, and it regains 1d3 expended charges daily at dawn. While you wear it, you can use an action and expend 1 charge to cause the garment to display a shifting pattern of dazzling hues until the end of your next turn. (See the 5e SRD for more information.)

Robe of Stars

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Robes

Hex of Arcana
delicate

Precious Metal -
Star Metal
unique

Tools: weaver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This black or dark blue robe is embroidered with small white or silver stars. You gain a +1 bonus to saving throws while you wear it. Six stars, located on the robe's upper front portion, are particularly large. While wearing this robe, you can use an action to pull off one of the stars and use it to cast *magic missile* as a 5th-level spell. Daily at dusk, 1d6 removed stars reappear on the robe. (See the 5e SRD for more information.)

Robe of the Archmagi

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Robes

Ward of Vigour
delicate

Hex of Arcana
delicate

Tools: weaver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This elegant garment is made from exquisite cloth of white, gray, or black and adorned with silvery runes. The robe's color corresponds to the alignment for which the item was created. A white robe was made for good, gray for neutral, and black for evil. You can't attune to a robe of the archmagi that doesn't correspond to your alignment. (See the 5e SRD for more information.)

Robe of Useful Items

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Robes

Hex of Summoning
delicate

Items
unique

Tools: weaver's tools, one of each item the robe can produce

Ability Check: DC 15 Intelligence check

Properties: none

Description: This robe has cloth patches of various shapes and colors covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to become the object or creature it represents. Once the last patch is removed, the robe becomes an ordinary garment. (See the 5e SRD for more information.)

Rod of Absorption

Enchanting [Wardwright] - Master

Time: 1,000 hours

Value: 35,000 gp

Rod

Ward of Resistance
delicate

Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: While holding this rod, you can use your reaction to absorb a spell that is targeting only you and not with an area of effect. The absorbed spell's effect is canceled, and the spell's energy—not the spell itself—is stored in the rod. (See the 5e SRD for more information.)

Rod of Alertness

Enchanting [Electist] - Master

Time: 1,000 hours

Value: 35,000 gp

Rod	Ward of Protection <i>delicate</i>
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Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This rod has a flanged head and has 3 different properties. (See the 5e SRD for more information.)

Rod of Communication

Enchanting [Eclectist] - Apprentice

Time: 40 hours

Value: 45 gp

Rod	Charm of Motion <i>delicate</i>	Metal - Copper <i>unique</i>
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Tools: smith's tools, *forge*

Ability Check: DC 10 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Rod of Echolocation

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Rod	Creature Essence - Bat Ears <i>unique</i>	Bell
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Tools: smith's tools, a forge

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Rod of Entrapment

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Rod	Hex of Arcana <i>unique</i>	Creature Essence - Dryad Leaves <i>unique</i>
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Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Rod of Excavation

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Rod	Charm of Motion <i>delicate</i>	Miner's Pick
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Tools: smith's tools, a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Rod of Fishing

Enchanting [Eclectist] - Apprentice

Time: 40 hours

Value: 45 gp

Rod	Charm of Capacity <i>delicate</i>	String
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Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 10 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Rod of Lightning

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Rod	Ward of Resistance <i>delicate</i>	Elemental Essence - Lightning <i>unique, volatile</i>
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Tools: smith's tools, a forge

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Rod of Lordly Might

Enchanting [Electist] - Master

Time: 2,000 hours

Value: 70,000 gp

Rod	Hex of Accuracy <i>delicate</i>	Charm of Capacity <i>delicate</i>
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Tools: smith's tools, a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: This rod has a flanged head, and it functions as a magic mace that grants a +3 bonus to attack and damage rolls made with it. The rod has properties associated with six different buttons that are set in a row along the haft. It has three other properties as well. (See the 5e SRD for more information.)

Rod of Order

Enchanting [Eclectist] - Apprentice

Time: 40 hours

Value: 45 gp

Rod

Charm of Motion
delicate

Tools: carpenter's tools, woodcarver's tools

Ability Check: DC 10 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Rod of Petrification (Restricted)

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Rod

Hex of Affliction
delicate

**Monster Essence -
Medusa Eye**
unique

Tools: smith's tools, a forge

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Rod of Reduction

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Rod

Hex of Affliction
delicate

Psychotropic
psychedelic

Tools: carpenter's tools, mason's tools, smith's tools, woodcarver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Rod of Rulership

Enchanting [Electist] - Artisan

Time: 400 hours

Value: 11,000 gp

Rod

Crown (Any)

Hex of Affliction
delicate

Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: You can use an action to present the rod and command obedience from each creature of your choice that you can see within 120 feet of you. Each target must succeed on a DC 15 Wisdom saving throw or be charmed by you for 8 hours. While charmed in this way, the creature regards you as its trusted leader. If harmed by you or your companions, or commanded to do something contrary to its nature, a target ceases to be charmed in this way. The rod can't be used again until the next dawn.

Rod of Security

Enchanting [Electist] - Master

Time: 1,000 hours

Value: 35,000 gp

Rod

Charm of Motion
delicate

Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: While holding this rod, you can use an action to activate it. The rod then instantly transports you and up to 199 other willing creatures you can see to a paradise that exists in an extraplanar space. (See the 5e SRD for more information.)

Rod of the Moon

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Rod

Hex of Affliction
delicate

**Creature Essence -
Moth Wings**
unique

Tools: smith's tools, a forge

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Rod of the Sun

Enchanting [Implemancer, Wardwright] - Master

Time: 2,000 hours

Value: 70,000 gp

Rod

Hex of Arcana
delicate

**Metal - Meteoric
Iron**
unique

Tools: smith's tools, a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Rod of Translocation

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Rod

Charm of Motion
delicate

Hex of Arcana
delicate

Tools: smith's tools, a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Rope of Climbing

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Rope

Glue

Charm of Motion
delicate

Tools: weaver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. (See the 5e SRD for more information.)

Rope of Entanglement (Flexible)

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Rope
(Flex: String or Chain)

Glue

Hex of Affliction
delicate

Tools: weaver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This rope is 30 feet long and weighs 3 pounds. If you hold one end of the rope and use an action to speak its command word, the other end darts forward to entangle a creature you can see within 20 feet of you. The target must succeed on a DC 15 Dexterity saving throw or become restrained. (See the 5e SRD for more information.)

Flexible Enchantment Options:

String: As a *rope of entanglement*, but it only weighs 1 pound and the crafting time is halved. The DC for a restrained creature to break free from a *string of entanglement* is 10. A *string of entanglement* has AC 15 and 10 hp; it regains hp as a *rope of entanglement*.

Chain: As a *rope of entanglement*, but weighs 20 pounds and the crafting time is increased by 50%. The DC for a restrained creature to break free from a *chain of entanglement* is 20. A *chain of entanglement* has AC 22 and 60 hp; it regains hp as a *rope of entanglement*.

Sanctuary Blade

Enchanting [Wardwright] - Master

Time: 1,000 hours

Value: 35,000 gp

Sword (Any)

Ward of Protection
delicate

Mirror, Silver

Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Scarab of Protection

Enchanting [Wardwright] - Master

Time: 2,000 hours

Value: 70,000 gp

Gemstone

Ward of Vigour
delicate

Monster Essence -
Mummy Wraps
unique

Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: If you hold this beetle-shaped medallion in your hand for 1 round, an inscription appears on its surface revealing its magical nature. It provides two benefits while it is on your person. (See the 5e SRD for more information.)

Scimitar of Speed (Flexible)

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Scimitar
(Flex: Any Heavy Weapon)

Stimulant

Hex of Accuracy
delicate

Tools: smith's tools, forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, you can make one attack with it as a bonus action on each of your turns.

Flexible Enchantment Options:

Heavy Weapon of Speed: You gain a +1 bonus to attack and damage rolls made with this magic weapon, which also loses the heavy property. In addition, you can make one attack with it as a bonus action on each of your turns.

Sculptor's Clay

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Rock - Clay
unique

Hex of Summoning
delicate

Tools: potter's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Scythe of Undeath (Banned)

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Any Reach Weapon	Hex of Injury <i>unique</i>	Creature Essence - Bone Dust <i>unique</i>
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Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Slippers of Spider Climbing (Flexible)

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Slippers or Shoes (Flex: Boots)	Creature Essence - Spider's Legs <i>unique</i>	Charm of Motion <i>delicate</i>
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Tools: weaver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While you wear these light shoes, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the slippers don't allow you to move this way on a slippery surface, such as one covered by ice or oil.

Flexible Enchanting Options:

Boots: As *slippers of spider climbing*, but your movement speed is reduced by 5 feet. However, you benefit from *boots of spider climbing* while on slippery surfaces.

Shield of Retribution

Enchanting [Wardwright] - Expert

Time: 80 hours

Value: 350 gp

Shield	Hex of Injury <i>delicate</i>
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Tools: smith's tools, a forge

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Spectacles of Peripheral Vision

Enchanting [Wardwright] - Expert

Time: 80 hours

Value: 350 gp

Lens <i>delicate</i>	Charm of Protection <i>delicate</i>
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Tools: jeweler's tools

Ability Check: DC 15 Intelligence check

Properties: *delicate*

Description: See Chapter 7 Magic Item Compendium

Spellguard Shield

Enchanting [Wardwright] - Master

Time: 1,000 hours

Value: 35,000 gp

Shield	Ward of Vigour <i>delicate</i>
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Tools: smith's tools, a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: While holding this shield, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Spiritualist's Board (Banned)

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Wood	Hex of Arcana <i>delicate</i>	Monster Essence - Ghost Ectoplasm <i>unique</i>
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Tools: carpenter's tools, woodworker's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Spirit Armor

Enchanting [Wardwright] - Master

Time: 1,000 hours

Value: 35,000 gp

Armor (Any)	Charm of Motion <i>delicate</i>	Monster Essence - Ghost Ectoplasm <i>unique</i>
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Tools: smith's tools, a forge

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Sphere of Annihilation (Banned)

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Elemental Essence <i>volatile</i>	Hex of Injury <i>delicate</i>
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Tools: arcane focus

Ability Check: DC 25 Intelligence check

Properties: none

Description: This 2-foot diameter black sphere is a hole in the multiverse, hovering in space and stabilized by a magical field surrounding it. The sphere obliterates all matter it passes through and all matter that passes through it. (See the 5e SRD for more information.)

Staff of Acid

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Quarterstaff

Hex of Arcana
delicate

Elemental Essence
- Acid
unique, volatile

Tools: woodcarver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Staff of Accompaniment

Enchanting [Eclectist] - Apprentice

Time: 40 hours

Value: 45 gp

Quarterstaff

Flute

Charm of
Improvement
delicate

Tools: woodcarver's tools

Ability Check: DC 10 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Staff of Charming (Banned)

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Quarterstaff

Intoxicant
stupefying

Hex of Affliction
delicate

Tools: woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: While holding this staff, you can use an action to expend 1 of its 10 charges to cast charm person, command, or comprehend languages from it using your spell save DC. The staff can also be used as a magic quarterstaff. If you are holding the staff and fail a saving throw against an enchantment spell that targets only you, you can turn your failed save into a successful one. (See the 5e SRD for more information.)

Staff of Fire

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Quarterstaff

Hex of Arcana
delicate

Elemental Essence
- Fire
unique, volatile

Tools: woodcarver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: You have resistance to fire damage while you hold this staff. The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *burning hands* (1 charge), *fireball* (3 charges), or *wall of fire* (4 charges). The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

Staff of Frost

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Quarterstaff

Hex of Arcana
delicate

Elemental Essence
- Ice
unique, volatile

Tools: woodcarver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: You have resistance to cold damage while you hold this staff. The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *cone of cold* (5 charges), *fog cloud* (1 charge), *ice storm* (4 charges), or *wall of ice* (4 charges). The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to water and is destroyed.

Staff of Healing

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Quarterstaff

Ward of Health
delicate

Hex of Arcana
delicate

Tools: woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *cure wounds* (1 charge per spell level, up to 4th), *lesser restoration* (2 charges), or *mass cure wounds* (5 charges). The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, lost forever.

Staff of Illusion

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Quarterstaff

Hex of Arcana
delicate

Psychotropic
psychedelic

Tools: woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Staff of Infection (Banned)

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Quarterstaff

Hex of Affliction
delicate

Creature Essence -
Rat's Tail
unique

Tools: woodcarver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Staff of Power

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Quarterstaff

Hex of Arcana
delicate

Hex of Injury
delicate

Tools: woodcarver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you gain a +2 bonus to Armor Class, saving throws, and spell attack rolls. The staff has 20 charges for the following properties. The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage rolls but loses all other properties. On a 20, the staff regains 1d8 + 2 charges. (See the 5e SRD for more information.)

Staff of Shielding

Enchanting [Wardwright] - Master

Time: 1,000 hours

Value: 35,000 gp

Quarterstaff

Ward of Protection
delicate

Shield

Tools: woodcarver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Staff of Silver

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Quarterstaff

Hex of Injury
delicate

Precious Metal -
Silver
unique

Tools: woodcarver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Staff of Striking

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Quarterstaff

Hex of Accuracy
delicate

Hex of Injury
delicate

Tools: woodcarver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. The staff has 10 charges. When you hit with a melee attack using it, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d6 force damage. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

Staff of Swarming Insects

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Quarterstaff

Hex of Arcana
delicate

Creature Essence -
Locust Wings
unique

Tools: woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a swarm of insects consumes and destroys the staff, then disperses. (See the 5e SRD for more information.)

Staff of the Dragon

Enchanting [Implemancer] - Master

Time: 2,000 hours

Value: 70,000 gp

Quarterstaff

Hex of Injury
delicate

Monster Essence -
Dragon Scales
unique

Tools: woodcarver's tools, the dragon scale you use must match the kind of *staff of the dragon* you are trying to create

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Staff of the Grave (Banned)

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Quarterstaff

Hex of Arcana
delicate

Bone

Tools: woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Staff of the Magi

Enchanting [Implemancer] - Master

Time: 2,000 hours

Value: 70,000 gp

Quarterstaff

Hex of Arcana
delicate

Stimulant

Tools: woodcarver's tools

Source: arcane

Ability Check: DC 25 Intelligence check

Properties: none

Description: This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While you hold it, you gain a +2 bonus to spell attack rolls. The staff has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d12 + 1 charges. (See the 5e SRD for more information.)

Staff of The Natural Born Mage

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Quarterstaff

Hex of Arcana
delicate

Tools: woodcarver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Staff of the Python

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Quarterstaff

Hex of Summoning
delicate

Creature Essence -
Snakeskin
delicate

Tools: woodcarver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a giant constrictor snake under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the snake. (See the 5e SRD for more information.)

Staff of The Stoic Mind

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Quarterstaff

Hex of Affliction
delicate

Tools: woodcarver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Staff of the Swamp

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Quarterstaff

Hex of Arcana
delicate

Water - Swamp
Water
unique

Tools: woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Staff of the Woodlands

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Quarterstaff

Hex of Arcana
delicate

Monster Essence -
Dryad Bark
unique

Tools: woodcarver's tools

Source: natural

Ability Check: DC 20 Intelligence check

Properties: none

Description: This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you have a +2 bonus to spell attack rolls. The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical quarterstaff. (See the 5e SRD for more information.)

Staff of Time

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Quarterstaff

Hex of Arcana
delicate

Stimulant

Tools: woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Staff of Thunder and Lightning

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Quarterstaff

Hex of Injury
delicate

Elemental Essence
- Thunder AND
Lightning
unique

Tools: woodcarver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn. (See the 5e SRD for more information.)

Staff of Vaulting

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Quarterstaff

Ward of Resistance
delicate

Charm of Motion
delicate

Tools: woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Staff of Vision

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Quarterstaff

Hex of Arcana
delicate

Creature Essence -
Owl Eyes
unique

Tools: woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Staff of Withering

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Quarterstaff

Hex of Injury
delicate

Hex of Affliction
delicate

Tools: woodcarver's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This staff has 3 charges and regains 1d3 expended charges daily at dawn. The staff can be wielded as a magic quarterstaff. On a hit, it deals damage as a normal quarterstaff, and you can expend 1 charge to deal an extra 2d10 necrotic damage to the target. In addition, the target must succeed on a DC 15 Constitution saving throw or have disadvantage for 1 hour on any ability check or saving throw that uses Strength or Constitution.

Starter Staff

Enchanting [Eclectist] - Apprentice

Time: 40 hours

Value: 45 gp

Quarterstaff

Hex of Arcana
delicate

Tools: woodcarver's tools

Ability Check: DC 10 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Star Thrower

Enchanting [Implemancer] - Expert

Time: 1,000 hours

Value: 35,000 gp

Sling

Hex of Injury
delicate

Metal - Meteoric
Iron
unique

Tools: leatherworker's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Stone of Controlling Earth Elementals

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Rock

Elemental Essence
- Earth
unique, volatile

Hex of Summoning
delicate

Tools: mason's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: If the stone is touching the ground, you can use an action to speak its command word and summon an earth elemental, as if you had cast the conjure elemental spell. The stone can't be used this way again until the next dawn. The stone weighs 5 pounds.

Stone of Good Luck (Luckstone)

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Rock

Ward of Vigour
delicate

Tools: mason's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

Sunblade (Flexible)

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Longsword

Monster Essence -
Angel Dust
Unique
(**Flex:** Werebeast
Pelt *unique*)

Hex of Accuracy
delicate

Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the sun blade. (See the 5e SRD for more information.)

Flexible Enchanting Options:

Lunarblade: As *sunblade* but the blade that appears is made of pure darkness, and all of its damage is necrotic damage. The sword deals no extra damage to undead. Any nonmagical light source within 30 feet of the sword goes out except for natural moonlight.

Sword of Life Stealing (Banned)

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Sword (Any)

Hex of Injury
delicate

Monster Essence -
Vampire Fangs
unique

Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: When you attack a creature with this magic weapon and roll a 20 on the attack roll, that target takes an extra 3d6 necrotic damage, provided that the target isn't a construct or an undead. You gain temporary hit points equal to the extra damage dealt.

Sword of Sharpness (Banned)

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Sword (Any) (Flex: Any Axe)	Hex of Injury <i>delicate</i>	Oil <i>flammable, fluid</i>
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Tools: smith's tools; if using a sword, it must deal slashing damage

Ability Check: DC 25 Intelligence check

Properties: none

Description: When you attack an object with this magic sword and hit, maximize your weapon damage dice against the target. When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 4d6 slashing damage. Then roll another d20. (See the 5e SRD for more information.)

Flexible Enchanting Options:

Axe: As a *sword of sharpness*, but the extra damage is 2d12 instead of 4d6. On the second roll to see if you lop off a target's limb, you do so on a 19 or 20.

Sword of Weakening

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Any Melee Weapon	Hex of Injury <i>delicate</i>	Hex of Injury <i>delicate</i>
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Tools: smith's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Sword of Wounding (Banned, Flexible)

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Sword (Any) (Flex: Axe or Hammer)	Hex of Injury <i>delicate</i>
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Tools: smith's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Once per turn, when you hit a creature with an attack using this magic weapon, you can wound the target. (See the 5e SRD for more information.)

Flexible Enchanting Options:

Axe: As a *sword of wounding*, but instead of taking 1d4 necrotic damage for each time you've wounded it, a creature takes 1 necrotic damage the first time, 2 per wound the second time, 3 per wound the third time, and 4 per wound the fourth time (and any beyond that). If the target succeeds on their Constitution saving throw, this effect resets.

Hammer: As a *sword of wounding*, but instead of taking 1d4 necrotic damage for each time you've wounded it, a creature's speed is reduced by 5 feet for each time you've wounded it.

Tactician's Chess Set

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Wood	Charm of Protection <i>delicate</i>	Hex of Arcana <i>delicate</i>
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Tools: woodworker's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Talisman of Pure Good

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Necklace (Any)	Hex of Arcana <i>delicate</i>
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Tools: jeweler's tools

Source: divine (good)

Ability Check: DC 25 Intelligence check

Properties: none

Description: This talisman is a mighty symbol of goodness. A creature that is neither good nor evil in alignment takes 6d6 radiant damage upon touching the talisman. An evil creature takes 8d6 radiant damage upon touching the talisman. Either sort of creature takes the damage again each time it ends its turn holding or carrying the talisman. (See the 5e SRD for more information.)

Talisman of the Sphere (Banned)

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Necklace (Any)	Hex of Arcana <i>delicate</i>	Elemental Essence - Shadow
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Tools: jeweler's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: When you make an Intelligence (Arcana) check to control a sphere of annihilation while you are holding this talisman, you double your proficiency bonus on the check. In addition, when you start your turn with control over a sphere of annihilation, you can use an action to levitate it 10 feet plus a number of additional feet equal to 10 × your Intelligence modifier.

Talisman of Ultimate Evil (Banned)

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Necklace (Any)	Hex of Arcana <i>delicate</i>
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Tools: jeweler's tools

Source: divine (evil)

Ability Check: DC 25 Intelligence check

Properties: none

Description: This item symbolizes unrepentant evil. A creature that is neither good nor evil in alignment takes 6d6 necrotic damage upon touching the talisman. A good creature takes 8d6 necrotic damage upon touching the talisman. Either sort of creature takes the damage again each time it ends its turn holding or carrying the talisman. (See the 5e SRD for more information.)

Tamer's Whip (Banned)

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Whip	Creature Essence - Lion's Mane <i>unique</i>	Hex of Affliction <i>delicate</i>
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Tools: leatherworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Tankard of Detoxification

Enchanting [Eclectist] - Expert

Time: 40 hours

Value: 45 gp

Tankard	Antidote <i>fluid</i>	Charm of Resistance <i>delicate</i>
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Tools: potter's tools, woodcarver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Tentacle Lash

Enchanting [Implemancer] - Expert

Time: 400 hours

Value: 11,000 gp

Whip	Creature Essence - Octopus Tentacle <i>unique</i>	Hex of Affliction <i>delicate</i>
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Tools: leatherworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

The Rod of Stewart The Romantic™

Enchanting [Eclectist] - Apprentice

Time: 40 hours

Value: 45 gp

Rod	Charm of Motion <i>delicate</i>	Horn
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Tools: smith's tools, a forge

Ability Check: DC 10 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Tiara of Psychic Stability

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Crown (Any)	Metal - Lead <i>unique</i>	Ward of Resistance <i>delicate</i>
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Tools: jeweler's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Tome of Clear Thought

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Book

Charm of
Improvement
delicate

Tools: calligrapher's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This book contains memory and logic exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Intelligence score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Tome of Leadership and Influence

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Book

Charm of
Improvement
delicate

Tools: calligrapher's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This book contains guidelines for influencing and charming others, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Charisma score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Tome of Understanding

Enchanting [Eclectist] - Master

Time: 1,000 hours

Value: 35,000 gp

Book

Charm of
Improvement
delicate

Tools: calligrapher's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This book contains intuition and insight exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Wisdom score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Tongue of Lies (Banned)

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Creature Essence -
Humanoid Tongue
unique

Charm of
Improvement
delicate

Tools: leatherworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Trident of Fish Command

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Trident

Hex of Arcana
delicate

Creature Essence -
Fish Scales
unique

Tools: smith's tools, woodcarver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: This trident is a magic weapon. It has 3 charges. While you carry it, you can use an action and expend 1 charge to cast *dominate beast* (save DC 15) from it on a beast that has an innate swimming speed. The trident regains 1d3 expended charges daily at dawn.

Trowel of Instant Construction

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000gp

Shovel

Hex of Arcana
delicate

Rock

Tools: smith's tools, *forge*

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Unhappy Dagger (Banned)

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Dagger

Hex of Injury
delicate

Creature Essence -
Human Heart
unique

Tools: smith's tools, a *forge*

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Vicious Weapon

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Weapon (Any)	Hex of Injury <i>delicate</i>
Tools: smith's tools, woodcarver's tools Ability Check: DC 20 Intelligence check Properties: none Description: When you roll a 20 on your attack roll with this magic weapon, your critical hit deals an extra 2d6 damage of the weapon's type.	

Vitriolic Web

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Net	Hex of Injury <i>delicate</i>	Acid <i>corrosive, fluid</i>
Tools: weaver's tools Ability Check: DC 15 Intelligence check Properties: none Description: See Chapter 7 Magic Item Compendium		

Vorpal Sword

Enchanting [Implemancer] - Master

Time: 2,000 hours

Value: 70,000 gp

Sword (Any)	Hex of Injury <i>delicate</i>	Monster Essence - Hydra Blood <i>unique</i>
Tools: smith's tools, the sword you use must deal slashing damage Ability Check: DC 25 Intelligence check Properties: none Description: You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage. When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. (See the 5e SRD for further information.)		

Walking Staff

Enchanting [Wardwright] - Apprentice

Time: 40 hours

Value: 45 gp

Quarterstaff	Ward of Vigour <i>delicate</i>
Tools: woodcarver's tools Ability Check: DC 10 Intelligence check Properties: none Description: See Chapter 7 Magic Item Compendium	

Wand of Binding

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Wand	Chain	Hex of Affliction <i>delicate</i>
Tools: woodworker's tools Ability Check: DC 20 Intelligence check Properties: none Description: This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed. (See the 5e SRD for further information.)		

Wand of Charm Person (Banned)

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Wand	Hex of Arcana <i>delicate</i>	Intoxicant <i>stupefying</i>
Tools: woodworker's tools Ability Check: DC 15 Intelligence check Properties: none Description: See Chapter 7 Magic Item Compendium		

Wand of Color Spray

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Wand	Hex of Arcana <i>delicate</i>	Pigment <i>staining</i>
Tools: woodworker's tools Ability Check: DC 15 Intelligence check Properties: none Description: See Chapter 7 Magic Item Compendium		

Wand of Cure Wounds

Enchanting [Wardwright] - Expert

Time: 80 hours

Value: 350 gp

Wand	Ward of Health <i>delicate</i>	Medicinal
Tools: woodworker's tools Ability Check: DC 15 Intelligence check Properties: none Description: See Chapter 7 Magic Item Compendium		

Wand of Disguise Self (Restricted)

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Wand

Hex of Arcana
delicate

Psychotropic
psychedelic

Tools: woodworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Wand of Dispelling

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Wand

Hex of Arcana
delicate

Tools: woodworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Wand of Enemy Detection (Restricted)

Enchanting [Wardwright] - Artisan

Time: 400 hours

Value: 11,000 gp

Wand

Ward of Protection
delicate

Tools: woodworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This wand has 7 charges. While holding it, you can use an action and expend 1 charge to speak its command word. For the next minute, you know the direction of the nearest creature hostile to you within 60 feet, but not its distance from you. The wand can sense the presence of hostile creatures that are ethereal, invisible, disguised, or hidden, as well as those in plain sight. The effect ends if you stop holding the wand. (See the 5e SRD for further information.)

Wand of Entanglement

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Wand

Hex of Arcana
delicate

Rope

Tools: woodworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Wand of Faerie Fire

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Wand

Hex of Arcana
delicate

Monster Essence -
Fey Dust
unique

Tools: woodworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Wand of Fear

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Wand

Hex of Affliction
delicate

Creature Essence -
Snake Skull
unique

Tools: woodworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed. (See the 5e SRD for further information.)

Wand of Fireballs

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Wand

Hex of Arcana
delicate

Elemental Essence
- Fire
unique, volatile

Tools: woodworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the fireball spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. (See the 5e SRD for further information.)

Wand of Grease

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Wand

Hex of Arcana
delicate

Oil
flammable

Tools: woodworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Wand of Identification

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Wand

Hex of Arcana
delicate

Creature Essence -
Owl's Feather
unique

Tools: woodworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Wand of Lightning Bolts

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Wand

Hex of Arcana
delicate

Elemental Essence
- Lightning
unique, volatile

Tools: woodworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the lightning bolt spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. (See the 5e SRD for further information.)

Wand of Magic Detection

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Wand

Hex of Arcana
delicate

Ward of Protection
delicate

Tools: woodworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the detect magic spell from it. The wand regains 1d3 expended charges daily at dawn.

Wand of Magic Eating

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Wand

Hex of Arcana
delicate

Hex of Affliction
delicate

Tools: woodworker's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Wand of Magic Missiles

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Wand

Hex of Arcana
delicate

Tools: woodworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *magic missile* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. (See the 5e SRD for further information.)

Wand of Nondetection

Enchanting [Wardwright] - Expert

Time: 80 hours

Value: 350 gp

Wand

Hex of Arcana
delicate

Gemstone -
Diamond
unique

Tools: woodworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Wand of Paralysis (Restricted)

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Wand

Hex of Affliction
delicate

Elemental Essence
- Lightning
volatile, unique

Tools: woodworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cause a thin blue ray to streak from the tip toward a creature you can see within 60 feet of you. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. At the end of each of the target's turns, it can repeat the saving throw, ending the effect on itself on a success. (See the 5e SRD for further information.)

Wand of Polymorph (Restricted)

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Wand	Creature Essence - Frog <i>unique</i>	Hex of Arcana <i>delicate</i>
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Tools: woodworker's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the polymorph spell (save DC 15) from it. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Removal

Enchanting [Wardwright] - Apprentice

Time: 40 hours

Value: 45 gp

Wand	Soap
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Tools: woodworker's tools

Ability Check: DC 10 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Wand of Secrets (Restricted)

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Wand	Charm of Improvement <i>delicate</i>
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Tools: woodworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn.

Wand of Sleep

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Wand	Hex of Arcana <i>delicate</i>	Intoxicant
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Tools: woodworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Wand of Temperature Control

Enchanting [Eclectist] - Apprentice

Time: 40 hours

Value: 45 gp

Wand	Hex of Arcana <i>delicate</i>	Elemental Essence <i>unique</i>
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Tools: woodworker's tools

Ability Check: DC 10 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Wand of the War Mage +1

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Wand	Hex of Arcana <i>delicate</i>
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Tools: woodworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While holding this wand, you gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

Wand of the War Mage +2

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Wand	Hex of Arcana <i>delicate</i>
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Tools: woodworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: While holding this wand, you gain a +2 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

Wand of the War Mage +3

Enchanting [Implemancer] - Master

Time: 1,000 hours

Value: 35,000 gp

Wand	Hex of Arcana <i>delicate</i>
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Tools: woodworker's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: While holding this wand, you gain a +3 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

Wand of Web (Flexible)

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Wand (Flex: Web- Engraved Spherical Stone)	Creature Essence - Spider Silk <i>unique</i>	Hex of Affliction <i>delicate</i>
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Tools: woodworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the web spell (save DC 15) from it. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Flexible Enchantment Options:

Rechargeable Web Grenade: As a *wand of web*, but can be attuned to by anyone, not just a spellcaster. It has 2 charges, and must be thrown to its target's position. Upon contacting a solid surface or body, the web spell is activated, originating from the grenade. If the second charge is spent, the grenade crumbles as would the wand. The grenade regains 1 charge per day at dawn.

Wand of Wishful Thinking

Enchanting [Implemancer] - Apprentice

Time: 40 hours

Value: 45 gp

Wand	Stimulant	Psychotropic <i>psychedelic</i>
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Tools: woodworker's tools

Ability Check: DC 10 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Wand of Wonder

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Wand	Hex of Arcana <i>delicate</i>	Gemstone - Diamond <i>unique</i>
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Tools: woodworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and choose a target within 120 feet of you. The target can be a creature, an object, or a point in space. Roll d100 and consult the following table to discover what happens. (See the 5e SRD for further information.)

Ward of Health

Enchanting - Novice

Time: 20 hours

Value: 25 gp

Monster Essence - Dragon Heart <i>unique</i>	Medicinal
--	------------------

Tools: arcane focus

Ability Check: DC 10 Intelligence check

Properties: *delicate*

Description: As a bonus action, you can expend this ward to regain 2 hit points.

Ward of Protection

Enchanting - Novice

Time: 20 hours

Value: 25 gp

Monster Essence - Dragon Scale <i>unique</i>	Metal - Iron <i>unique</i>
--	--------------------------------------

Tools: arcane focus

Ability Check: DC 10 Intelligence check

Properties: *delicate*

Description: As a bonus action, you can expend this ward to increase your AC by 1 until the end of your turn.

Ward of Resistance

Enchanting - Novice

Time: 20 hours

Value: 25 gp

Monster Essence - Dragon Tooth <i>unique</i>	Elemental Essence - Earth <i>volatile</i>
--	---

Tools: arcane focus

Ability Check: DC 10 Intelligence check

Properties: *delicate*

Description: As a bonus action, you can expend this ward to gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn.

Ward of Vigour

Enchanting - Novice

Time: 20 hours

Value: 25 gp

Monster Essence - Dragon Bone <i>unique</i>	Stimulant
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Tools: arcane focus

Ability Check: DC 10 Intelligence check

Properties: *delicate*

Description: As a bonus action, you can expend this ward to improve one of your ability scores by 2 until the end of your next turn.

Well of Many Worlds

Enchanting [Eclectist] - Master

Time: 2,000 hours

Value: 70,000 gp

Cloth

Charm of Motion
delicate

Tools: weaver's tools

Ability Check: DC 25 Intelligence check

Properties: none

Description: This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter. You can use an action to unfold and place the well of many worlds on a solid surface, whereupon it creates a two-way portal to another world or plane of existence. (See the 5e SRD for further information.)

Wind Fan

Enchanting [Implemancer] - Expert

Time: 80 hours

Value: 350 gp

Wood

Parchment
delicate

Elemental Essence
- Air
unique, volatile

Tools: woodcarver's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While holding this fan, you can use an action to cast the *gust of wind* spell (save DC 13) from it. Once used, the fan shouldn't be used again until the next dawn. Each time it is used again before then, it has a cumulative 20 percent chance of not working and tearing into useless, nonmagical tatters.

Wingtaker (Banned)

Enchanting [Implemancer] - Artisan

Time: 400 hours

Value: 11,000 gp

Any Reach Weapon

Net

Hex of Injury
delicate

Tools: smith's tools, a forge

Ability Check: DC 20 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium

Winged Boots

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Boots

Feathers
delicate

Charm of Motion
delicate

Tools: leatherworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land. The boots regain 2 hours of flying capability for every 12 hours they aren't in use.

Wings of Flying

Enchanting [Eclectist] - Artisan

Time: 400 hours

Value: 11,000 gp

Charm of Motion
delicate

Feathers
delicate

Leather

Tools: leatherworker's tools

Ability Check: DC 20 Intelligence check

Properties: none

Description: While wearing this cloak, you can use an action to speak its command word. This turns the cloak into a pair of bat wings or bird wings on your back for 1 hour or until you repeat the command word as an action. The wings give you a flying speed of 60 feet. When they disappear, you can't use them again for 1d12 hours.

Yoke of Brawn

Enchanting [Eclectist] - Expert

Time: 80 hours

Value: 350 gp

Bit & Bridle

Wood

Charm of Capacity
delicate

Tools: carpenter's tools, leatherworker's tools, woodworker's tools

Ability Check: DC 15 Intelligence check

Properties: none

Description: See Chapter 7 Magic Item Compendium



MAGIC ITEM COMPENDIUM

Magic items are one of the most iconic things about fantasy, and the power they afford can be incredible. Depending on the world in which they exist, they may be exceedingly prevalent, quite rare, or somewhere in between. This chapter is packed with two hundred and fifty magic items which fall into the following categories:

- Weapons & Armor
- Rings & Wondrous Items
- Rods, Staves & Wands
- Potions, Poultices & Powders
- Black Market Loot

The item categories all begin with a random table which can be used for random item generation. However, be careful when doing this, because the table contains items of every rarity. Each item listed in these sections will contain its name, type, rarity, and a description of how it functions. Also, each one of these items has a corresponding recipe (found in the recipe section starting on page 47) which can be used if the GM or players are interested in creating the item in-game.

Common Rarity?

This chapter contains some items which are of common rarity. These are items that should be usable at the earliest levels without causing severe balance issues. However, the “common” rarity does not necessarily mean that they are intended to be incredibly easy to find or found at shops everywhere. These items should still be interesting and present fun opportunities when introduced to the game.

Random Magic Item Category

Roll on the d10 table below to choose a random magic item category.

d10	Magic Item Category	Page
1-2	Weapons & Armor	p. 177
3-4	Rings & Wondrous Items	p. 188
5-6	Rods, Staves & Wands	p. 202
7-8	Potions, Poultices & Powders	p. 215

Weapons & Armor

Roll on the d100 table below to choose a random magic weapon or piece of armor.

d100	Item	Page
1-2	Ammunition of Hesitation	p. 178
3-4	Armor of Evasion	p. 178
5-6	Armor of Immunity	p. 178
7-8	Armor of Instinct	p. 178
9-10	Basilisk Fang	p. 179
11-12	Blade of Mutability	p. 179
13-14	Blight Sickle	p. 179
15-16	Blood Ammunition	p. 179
17-18	Blood Drinker	p. 179
19-20	Bolt Thrower	p. 180
21-22	Brooch Pin	p. 180
23-24	Club of Rot	p. 180
25-26	Crossbow of Swift Death	p. 180
27-28	Doom Hammer	p. 180
29-30	Duelist's Blade	p. 181
31-32	Extending Weapon	p. 181
33-34	Featherweight Weapon	p. 181
35-36	Fiend Cleaver	p. 181
37-38	Fire Pipe	p. 181
39-40	Firststrike Lance	p. 181
41-42	Flare	p. 182
43-44	Frostveil Armor	p. 182
45-46	Gravespike	p. 182
47-48	Horizon Bow	p. 182
49-50	Infernal Pitchfork	p. 182
51-52	Intercepting Shield	p. 182
53-54	Last Stand Armor	p. 183
55-56	Magnetic Shield	p. 183
57-58	Martyr's Armor	p. 183
59-60	Mycelial Plate	p. 183
61-62	Nevermiss Dagger	p. 183
63-64	Oscillanium Armor	p. 183

d100	Item	Page
65-66	Passwall Arrow	p. 184
67-68	Plagiarist's Pen	p. 184
69-70	Portable Cover	p. 184
71-72	Razor Lash	p. 184
73-74	Sanctuary Blade	p. 184
75-76	Scythe of Undeath	p. 185
77-78	Shield of Retribution	p. 185
79-80	Spirit Armor	p. 185
81-82	Star Thrower	p. 186
83-84	Suit of Many Limbs	p. 186
85-86	Sword of Weakening	p. 186
87-88	Tamer's Whip	p. 186
89-90	Tentacle Lash	p. 186
91-92	Unhappy Dagger	p. 187
93-94	Unraveling Chain	p. 187
95-96	Vest of Fortitude	p. 187
97-98	Vitriolic Web	p. 187
99-100	Wingtaker	p. 187

Ammunition of Hesitation

Weapon (arrow or bolt), uncommon

This magic ammunition is greatly prized for its unmatched stopping power. If a creature other than an undead or construct takes damage from the ammunition, it must make a DC 13 Charisma saving throw. On a failed saving throw, the creature has disadvantage on Dexterity saving throws, it cannot take reactions, and it can't use the Dash, Disengage, Dodge or Hide actions. At the end of each of its turns, the creature can make another Charisma saving throw, ending the ammunition's effect on a success. Creatures that can't be charmed are immune to the ammunition's effects, but they still take damage from it as normal.

Armor of Evasion

Armor (any), rare (requires attunement)

This armor warns its wearer of dangerous incoming attacks. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. Once you use this property of the armor, you cannot use it again until the next dawn.

Armor of Immunity

Armor (any), very rare (requires attunement)

You have immunity to one type of damage while you wear this armor. The GM chooses the type or determines it randomly from the options below.

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

Armor of Instinct

Armor (any leather), rare (requires attunement)

While wearing this magic armor, you gain a +2 bonus to AC. In addition, creatures that attack you while you wear the armor and aren't incapacitated have disadvantage on their attack roll.

AMMUNITION OF HESITATION



ARMOR OF EVASION



ARMOR OF IMMUNITY



ARMOR OF INSTINCT

Basilisk Fang

Weapon (dagger), very rare

Carved from the fang of a basilisk and infused with the power of the creature's gaze, this magic dagger can petrify creatures. The dagger has 7 charges. When you hit a creature with the dagger, you can expend a charge to force the creature to make a DC 12 Constitution saving throw. On a failed save, the creature is restrained as its flesh begins to harden. On a successful save, the creature isn't affected but still takes damage from the dagger as normal.

A creature restrained by the dagger must repeat the saving throw at the end of its next turn. If it succeeds, the effect ends. If it fails the saving throw, the creature is turned to stone and petrified until freed by the *greater restoration* spell or similar magic.

The dagger regains 1d6 + 1 expended charges daily at dawn. If you expend the dagger's last charge, roll a d20. On a 1, the dagger turns to green ichor and is destroyed.

Blade of Mutability

Weapon (longsword), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made using this magic weapon. Each time you make an attack with this weapon, you can choose which of your ability modifiers you add to your attack and damage rolls; you must use the same ability modifier for both rolls. A creature attuned to this weapon is proficient with it for as long as they remain attuned to it.

Blight Sickle

Weapon (sickle), uncommon

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a plant with this weapon, it must make a DC 13 Constitution saving throw. A plant that fails its saving throw is poisoned. At the end of each of its turns, the plant can make another Constitution saving throw. On a success, the plant is no longer poisoned.

Blood Ammunition

Weapon (arrow or bolt), uncommon

This magic ammunition rips into flesh with surgical precision. When a creature other than an undead or construct, takes damage from the ammunition, the creature must succeed on a DC 12 Constitution saving throw or lose an extra 1d8 hit points at the start of each of its turns due to copious blood loss. Any creature can take an action to cauterize the wound and stop the bleeding with a successful DC 12 Wisdom (Medicine) check; healing magic also stops the bleeding. Once the ammunition deals damage to a creature, it becomes a non-magical arrow or bolt.

Blood Drinker

Weapon (any melee weapon that deals piercing damage), legendary (requires attunement)

These razor-sharp weapons have deep gutters that funnel blood into the core of the weapon. You gain a +3 bonus to attack and damage rolls made with this magic weapon. Whenever you kill a creature using this weapon, the weapon stores a number of hit points equal to the slain creature's number of maximum hit dice. As an action, you can regain a number of hit points equal to the amount stored within the weapon.

BASILISK FANG

BLIGHT SICKLE

BLADE OF MUTABILITY

BLOOD DRINKER

BLOOD AMMUNITION

Bolt Thrower

Weapon (any crossbow), rare (requires attunement)

These crossbows fire bolts of magical energy. You gain a +2 bonus to attack and damage rolls made with this magic weapon, which deals force damage instead of piercing damage. When you hit a construct with it, the construct takes an extra 1d8 force damage from the weapon. Additionally, the weapon does not have the loading quality.

Brooch Pin

Weapon (dagger), uncommon

This dagger folds into a brooch, making it hard to detect. As an action, you can either unfold the brooch into a dagger, or collapse it back down. While unfolded into a dagger, you gain a +1 bonus to attack and damage rolls made with this magic weapon. While collapsed into a brooch, a creature has disadvantage on ability checks it makes to determine whether the jewelry is actually a weapon.

Club of Rot

Weapon (club), uncommon

When you roll a 20 on an attack roll made with this magic weapon it deals an extra 2d6 necrotic damage, provided that the target isn't a construct or an undead. In addition, the target must make a DC 15 Constitution saving throw. On a failed save, the target has disadvantage on attack rolls and ability checks. At the end of each of its turns, the target can make another Constitution saving throw. If it succeeds, the effect ends.

Crossbow of Swift Death

Weapon (crossbow), rare (requires attunement)

This crossbow has a chilling series of notches just above the trigger. When you hit a surprised creature with this magic weapon, your attack is a critical hit. In addition, the creature must make a DC 12 Wisdom saving throw. On a failed saving throw, the creature is frightened by you. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the creature is no longer frightened.

Whenever the weapon kills a creature with a critical hit, another notch is magically etched onto the crossbow's frame. Most of these crossbows have 3d6 notches when first found.

Doom Hammer

Weapon (warhammer), uncommon

These baleful warhammers have hafts carved from the coffins of deceased humanoid. When you hit a creature that isn't a construct or undead with this magic weapon, if you reduce it to 0 hit points with your attack the creature takes an extra 5d6 necrotic damage. This extra damage may kill the creature instantly. Furthermore, a creature reduced to 0 hit points by the weapon can't be stabilized, but it can regain hit points.



BOLT THROWER



CLUB OF ROT



BROOCH PIN



DOOM HAMMER



CROSSBOW OF SWIFT DEATH

Duelist's Blade

Weapon (rapier), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, if you have the Dueling fighting style and wield the weapon in compliance with that style's requirements, you may use your reaction to partially block an attack when you are hit by a melee weapon attack. When you do so, the damage you take from the attack is reduced by 1d4 + your Dexterity modifier. If you reduce the damage to 0, your attacker is knocked prone.

Extending Weapon

Weapon (any reach weapon), common

Extending weapons are designed so that their reach can be altered. As a bonus action, you can change the weapon's reach to any distance between 5 and 15 feet until the end of your turn.

Featherweight Weapon

Weapon (any heavy weapon), common

Featherweight weapons are made from ultra-light metals and are far lighter than weapons made of iron or steel, but just as lethal. A featherweight weapon loses the heavy property.

Fiend Cleaver

Weapon (any sword), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a fiend with this weapon, you deal damage normally and you can make an additional attack as a bonus action against another fiend that is within 5 feet of the fiend that you hit and is within reach.

You can also use a bonus action to speak the sword's command word to cause the blade to emit bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again or sheathing the blade extinguishes the light.

Fire Pipe

Weapon (blowgun), uncommon

As an action, you can use this magic weapon to create a 15-foot cone of flame, emanating from you. Each creature in the area must succeed on a DC 15 Dexterity saving throw, taking 2d6 fire damage on a failed save or half as much on a successful one. Once you use this property of the weapon, you cannot use it again until the next dawn.

Firststrike Lance

Weapon (lance), uncommon

If you hit a creature with this magic lance before that creature has taken a turn during this combat, the lance deals an extra 2d6 piercing damage to that target.

DUELIST'S BLADE

FEATHERWEIGHT WEAPON

EXTENDING WEAPON

FIEND CLEAVER

FIRE PIPE

FIRSTSTRIKE LANCE

Flare

Weapon (any melee weapon), rare

When you attack a creature with this magic weapon and roll a 20 on the attack roll, the weapon emits a flash of light, blinding the creature you hit. The blindness lasts until removed by the *lesser restoration* spell or similar magic, or until the creature finishes a long rest.

Frostveil Armor

Armor (any), very rare (requires attunement)

Frostveil armor is covered in a thin coating of hoarfrost that never melts, no matter the heat. While wearing this magic armor, you have resistance to cold damage. The armor also has 3 charges. When you are hit by a melee weapon attack while wearing the armor, you can use your reaction and expend a charge from the armor, forcing the attacking creature to make a DC 15 Constitution saving throw. On a success, nothing happens. On failure, the creature is frozen in ice and paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. The armor regains all expended charges at dawn.

Gravespike

Weapon (pike), uncommon

When you hit a creature with this magic pike, it deals an extra 2d6 necrotic damage. If you attack a creature with this weapon and reduce the target to 0 hit points, you gain a +1 bonus to attack and damage rolls made with this weapon until the end of your next turn.

Horizon Bow

Weapon (longbow or shortbow), very rare (requires attunement)

This magic bow is capped with bronze eagles and made of pure white yew. A horizon bow is capable of firing as far as the name suggests. The normal range of a *horizon longbow* is 600 feet, or 320 feet for a *horizon shortbow*; the long range for either is as far as you can see.

Infernal Pitchfork

Weapon (trident), legendary

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a celestial or a fiend with it, that creature takes an extra 2d10 necrotic damage. While you wield the trident, a 15-foot radius aura emanates from you. You and all creatures hostile to you in the aura have disadvantage on saving throws against spells and other magical effects.

Intercepting Shield

Armor (shield), rare (requires attunement)

This shield interposes itself between its user and deadly attacks. While holding this magic shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. Additionally, when a creature that you can see hits you with an attack, you can use your reaction to halve the attack's damage. Once you use this property of the shield, you cannot use it again until the next dawn.



FROSTVEIL ARMOR



FLARE



GRAVESPIKE



HORIZON BOW



INFERNAL PITCHFORK



INTERCEPTING SHIELD

Last Stand Armor

Armor (any), uncommon

This magic armor is imbued with restorative magic. If you are wearing this armor when you are dropped to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property of the armor, you cannot use it again until the next dawn.

Magnetic Shield

Armor (shield), rare (requires attunement)

As an action, you can speak this shield's command word, causing it to become extremely magnetic. While magnetic, each creature wearing metal armor within 30 feet of the shield must succeed on a DC 15 Strength saving throw or fall prone. Each creature holding a metal item within 30 feet of the shield must succeed on a DC 15 Strength saving throw or the item is pulled from the creature's hand. At the end of your next turn, the shield stops being magnetic. Once you use this property of the shield, you cannot use it again until the next dawn.

Martyr's Armor

Armor (any medium or heavy), very rare (requires attunement by a cleric or paladin)

Embossed with holy symbols and decorated with metal filigree, these suits of armor often depict scenes of rising from the dead, reincarnation, and saving grace. When you take damage while wearing this armor, you can use your reaction to let friendly creatures within 15 feet of you regain hit points equal to 1d4 + your Wisdom modifier.

Mycelial Plate

Armor (any light armor or hide), rare (requires attunement)

Spreading across its wearer's body and growing into a unique form each time, *mycelial armor* is made up of fungal mass that solidifies into a hard yet flexible shell. The armor has 3 charges. When you are hit by a melee attack, you can use your reaction and expend a charge from the armor to envelop the attacker in a cloud of spores. The creature must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The armor regains all expended charges at dawn.

Nevermiss Dagger

Weapon (dagger), legendary (requires attunement)

This jade dagger, carved to resemble the talon of a dragon, never misses. You do not need to make an attack roll to hit with this magic weapon; when you attack you automatically hit and deal damage. You can choose to make an attack roll instead of automatically hitting. This allows you to potentially score a critical hit, but you can also suffer disadvantage on the roll as normal.

Oscillanium Armor

Armor (medium or heavy, but not hide), very rare

This suit of armor is reinforced with oscillanium, and metal which reflects force directed toward it. When you take bludgeoning damage from a melee attack while wearing this magic armor, the attacker takes 1d4 force damage. Additionally, if you are knocked prone by a melee attack while wearing the armor, the creature that knocked you prone must succeed on a DC 10 Strength saving throw or also fall prone.



Passwall Arrow

Weapon (arrow or bolt), rare

You gain a +3 bonus to attack and damage rolls made using this magic arrow. In addition, if you fire the arrow at a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor), a passage appears within it for 1 hour. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in the structure surrounding it. When the opening disappears, any creatures or objects still in the passage created by the arrow are safely ejected to an unoccupied space nearest to the surface on which the opening appeared.

Plagiarist's Pen

Weapon (dart), uncommon (requires attunement)

This magic dart resembles a quill pen with an extremely sharp point. When you attack a wizard with this weapon and roll a 20, the creature loses access to a random spell they have prepared. The lost spell is recorded in the weapon, and once you retrieve it you can copy the spell into your spellbook, if you have one. For each level of the spell, this process takes 2 hours and costs 50 gp. The weapon can only store one spell at a time.

Portable Cover

Armor (shield), uncommon

While holding this magic shield, as a bonus action you can smash it into the ground and fold it out into a low metal wall. This wall gives you half cover as long as you don't move. You turn the wall back into a shield as a bonus action.

Razor Lash

Weapon (whip), uncommon

This magic whip has 7 charges. While holding it, you can expend 1 or more charges as a bonus action to add one of the following effects to your next attack roll made with the weapon.

Disarm (1 Charge). A creature hit by an attack with the whip must succeed on a DC 15 Strength saving throw or drop one item of your choice that it is holding.

Trip (1 Charge). A creature hit by an attack with the whip must succeed on a DC 15 Dexterity saving throw or fall prone.

Slash (1-3 Charges). A creature hit by an attack with the whip takes an extra 1d6 slashing damage per charge spent, up to 3d6.

The whip regains 1d6 + 1 expended charges daily at dawn. If you expend the whip's last charge, roll a d20. On a 1, the whip unravels and is destroyed.

Sanctuary Blade

Weapon (any sword), very rare (requires attunement)

This magic blade has 5 charges. As a reaction, when any creature targets you with an attack or a harmful spell, you may spend a charge, and the creature must make a DC 15 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This effect doesn't protect you from area effects, such as the explosion of a *fireball*.

The sword regains 1d4 expended charges daily at dawn. If you expend the blade's last charge, roll a d20. On a 1, the magic fades from the sword and it becomes a normal sword.



Scythe of Undeath

Weapon (glaive), rare (requires attunement)

This magic glaive has 5 charges. When you kill a humanoid using the weapon, you can expend 1 charge as a bonus action to cause the humanoid to reanimate as a **zombie** at the end of your turn. You can only create 1 zombie at a time with this weapon; if you create a new zombie, any others are destroyed.

On each of your turns, you can use a bonus action to mentally command a zombie you made with this weapon if the creature is within 60 feet of you. You decide what action the zombie will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the zombie only defends itself against hostile creatures. Once given an order, the zombie continues to follow it until its task is complete.

The zombie is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the zombie for another 24 hours, you must expend another charge from this weapon again before the current 24 hour period ends.

The scythe regains $1d4 + 1$ expended charges daily at dawn. If you expend the scythe's last charge, roll a d20. On a 1, the scythe crumbles to bone dust and is destroyed.



SCYTHE OF UNDEATH



SANCTUARY BLADE

Shield of Retribution

Armor (shield), uncommon

While holding this magic shield, when you take damage from an attack, you can use your reaction to send a wave of force back toward the attack. The creature must succeed on a DC 15 Dexterity saving throw, taking 2d10 force damage on a failed save or half as much on a successful one. Once you use this property of the shield, you cannot use it again until the next dawn.

Spirit Armor

Armor (any), very rare (requires attunement)

While wearing this magic armor, undead with the Incorporeal Movement feature can't move through you. In addition, when an undead with that feature hits you with a melee attack, including a melee spell attack, you have advantage on any saving throw that you make to resist the effects of that attack.

You can use an action to locate an undead with the Incorporeal Movement feature within 30 feet of you. This effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt. Once you use this property of the armor, you cannot use it again until the next dawn.



SPIRIT ARMOR



SHIELD OF RETRIBUTION

Star Thrower

Weapon (sling), uncommon

When you use this magic sling to throw an ordinary sling bullet, you can speak its command word and turn the bullet into a meteoric missile. Make a ranged weapon attack against a creature or object. On a hit, the target takes damage from the sling plus 4d6 fire damage. Each creature within 15 feet of the target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, and half as much damage on a successful one.

Once you use the sling to launch a meteoric missile, you cannot do so again until the next dawn. In the meantime, the sling can still be used as a magic weapon.

Suit of Many Limbs

Armour (plate), very rare (requires attunement)

This suit of plate armor has an additional pair of arms which animate and obey your mental commands. As well as letting you hold two additional items, including weapons, while wearing the armor the number of attacks you can make using the Attack action increases by one. You also have advantage on ability checks made to climb and to grapple while wearing the armor.

Sword of Weakening

Weapon (any sword), very rare (requires attunement)

When you attack a creature with this magic weapon and roll a 20 on the attack roll, the target gains one level of exhaustion if it isn't a construct or an undead.

Tamer's Whip

Weapon (whip), rare

When you hit an unaligned beast with an Intelligence of 3 or less with this magic weapon, you have advantage on Wisdom (Animal Handling) checks made to interact with that beast for 1 minute. In addition, when you score a critical hit against such a beast, you can forgo dealing the critical hit's extra damage and instead use a bonus action to cast the *animal friendship* spell (DC 13 Wisdom saving throw) on the beast that you hit.

When the whip's attack reduces an unaligned beast with an Intelligence of 3 or less to 0 hit points, the beast falls unconscious and is stable.

When you score a critical hit against a beast with an Intelligence of 4 or greater with the whip, if the target has 25 hit points or fewer after taking damage, it must succeed on a DC 13 Wisdom saving throw or be frightened of you until the end of your next turn.

Tentacle Lash

Weapon (whip), uncommon

When you hit a creature with this magic weapon, you may grapple that creature (escape DC 15). The whip can grapple only one creature at a time. On subsequent turns, you can use your action to deal bludgeoning damage equal to the whip's usual damage to a creature grappled by the whip automatically as the tentacle tightens around it.

As an action, you can cause the whip to strangle a creature grappled by it. The creature can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.



Unhappy Dagger

Weapon (dagger), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you roll a 20 on an attack roll you make with this magic weapon, the target takes an extra 2d6 piercing damage. The target instead takes an extra 4d6 piercing damage if it's a creature that's friendly to you or has been charmed by any creature, including you, within the last hour.

Unraveling Chain

Armor (chain shirt or chain mail), uncommon (requires attunement)

When you use a bonus action to speak this magic armor's command word, it unravels into a 150 foot long chain. Speaking another command word as a bonus action makes the armor reform around you.

Vest of Fortitude

Armour (hide), uncommon (requires attunement)

This mottled green vest is stitched together from troll skin. When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

Vitriolic Web

Weapon (net), uncommon

This net is made from the silk of an acid-weaver spider. A creature restrained by this magic weapon takes 2d6 acid damage at the start of each of its turns. The net cannot be destroyed by dealing damage to it, and the DC to escape it using a Strength check is 13.

Wingtaker

Weapon (any reach weapon), rare (requires attunement)

This magic weapon deals an extra 2d6 necrotic damage to creatures with an innate flying speed. In addition, a creature with an innate flying speed hit with an attack using this weapon must succeed on a DC 15 Constitution saving throw or fall prone and have its flying speed reduced to 0 until the start of your next turn.



UNRAVELING CHAIN



VITRIOLIC WEB



VEST OF FORTITUDE



UNHAPPY DAGGER

WINGTAKER

Rings & Wondrous Items

Roll on the d100 table below to choose a random magic ring or wondrous item.

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5-6	Antikythera	p. 189
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9-10	Barrister's Wig	p. 190
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d100	Item	Page
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91-92	Tiara of Psychic Stability	p. 201
93-94	Tongue of Lies	p. 201
95-96	Trowel of Instant Construction	p. 201
97-98	Wards	p. 201
99-100	Yoke of Brawn	p. 201

Administrator's Quipu

Wondrous item, very rare (requires attunement)

This multicolored tangle of knots and string meticulously records everything transpiring around you. You can consult the quipu to recall information or details from the past 24 hours. The information you receive is completely accurate and may reveal a neglected fact or a vital clue about a person, place or object that you forgot about or wrongly ignored weren't aware of.

Once you use the quipu, if you use it again before the next dawn, there is a cumulative 25 percent chance for each use after the first that you get a random piece of information. The GM makes this roll in secret.

Amulet of Expedient Reaction

Wondrous item, rare (requires attunement)

This small, silver charm looks like a housecat covered in eyes. It has 3 charges. While wearing this charm, as a bonus action you may expend a charge to give yourself advantage on Dexterity checks and Dexterity saving throws for 1 hour. The charm regains 1d3 expended charges at dawn.

ADMINISTRATOR'S QUIPU



AMULET OF
EXPEDIENT REACTION

Antikythera

Wondrous item, very rare (requires attunement)

This wooden box houses numerous gears, cogs and clockwork mechanisms that perform countless calculations to predict future events.

The *antikythera* has 3 charges. Every time you finish a long rest while attuned to the device, roll 2d20's and record the numbers rolled. If you roll the same number twice, reroll one die until you get a different result.

When you or another creature that you can see within 30 feet makes a skill check, attack roll, or saving throw and the number they roll matches one of the numbers that you rolled, you may use your reaction and expend 1 charge from the *antikythera* to take the Attack (one weapon attack only), Dash, Disengage, Hide or Use an Object action.

The *antikythera* regains 1 expended charge at dawn.

Badmouth's Mug

Wondrous item, common

Anthropomorphic images of beasts drinking beer, ale and mead adorn this magic ceramic mug with a gold plated handle. As a bonus action, you can speak the mug's command word and take a drink from it to gain advantage on Charisma (Performance) checks and Charisma checks to gather news, rumors, and gossip for the next 12 hours. Once you use the mug, you can't use it again until the next dawn.

ANTIKYTHERA



BADMOUTH'S MUG



Barrister's Wig

Wondrous item, rare (requires attunement)

This decorated hairpiece rests flat atop the wearer's head. While wearing the wig, you gain a +5 bonus on Intelligence (Investigation) and Charisma (Persuasion) checks. In addition, as an action you can make an impassioned plea to up to 6 creatures of your choice within 30 feet that can see, hear, and understand you. Each target must make a DC 13 Wisdom saving throw. On a failed save, the creature is stunned. The stunned target must make a Wisdom saving throw at the end of each of its turns. On a successful saving throw, the effect ends for that creature.

The effect also ends for all targets if you or your companions attack a creature stunned by the wig or cast a spell that affects an affected creature. Creatures that can't be charmed are immune to this effect.

After you use the wig to stun creatures and its effect ends for all targets, you can't do so again until the next dawn.

Boom Box

Wondrous item, uncommon (requires attunement by a bard)

This metallic box has 3 charges. As an action, you can speak the command word, expend a charge, and throw this metallic box to a point on the ground within 60 feet of you. Each creature within a 20-foot radius of where the box landed must succeed on a DC 15 Constitution saving throw or take 1d6 sonic damage. Creatures with the Keen Hearing trait take 2d6 sonic damage from the pounding beat instead. Any creature that failed its saving throw and can't use its blindsight when deafened is blinded for 1 minute.

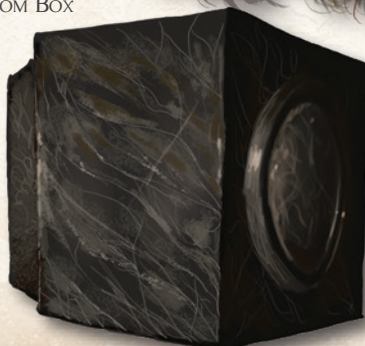
The box can pulsate for up to 5 minutes or until you speak the command word again as a bonus action. Creatures take damage and suffer any other effects only the first time that they begin their turn within the affected area, even if they leave the area and later return.

The box regains 1 expended charge at dawn.

BARRISTER'S WIG



BOOM BOX



Boots of Trembling

Wondrous item, uncommon

This rugged footwear is made from the thick hides of bulettes and purple worms. While wearing the boots, as a bonus action you can stamp your feet and gain tremorsense out to a range of 60 feet. If you already have tremorsense, activating the boots increases your range with that sense by 60 feet. You can stamp your feet again as a bonus action to end the effect.

When the boots have granted or improved tremorsense for a total of 10 minutes, their magic ceases to function until the next dawn.

Broom of Revealing Steps

Wondrous item, rare (requires attunement)

As an action, you can sweep this magical broom across a 5-foot square area, instantly revealing all existing tracks in that space. The broom also identifies the creature that made a particular track in the affected area. If the specific individual that made the tracks is already known to you, the broom reveals the subject's name to you. Otherwise it tells you the creature's type (such as a human or a ghou), provided that you have seen that creature up close — within 30 feet — at least once. If you have never seen that type of creature before, the broom reveals nothing.

The broom has 3 charges; each use of it expends 1 charge. The broom regains 1 expended charge at dawn.

BOOTS OF TREMBLING



BROOM OF REVEALING STEPS



Cap of Arcane Recall

Wondrous item, rare (requires attunement)

This leathery skullcap is made from vellum taken from a spellbook and grants its wearer the ability to recall minute details from the distant past. While you wear the magical cap, you gain a +5 bonus to Intelligence (Arcana) checks to recall lore about spells, magic items, eldritch symbols and magical traditions. In addition, you can use an action to speak the cap's command word and regain one expended spell slot. If the expended slot is of 4th Level or higher, the new slot is 3rd Level. Once you have used the cap to regain a spell slot, it can't be used that way again until the next dawn.

Cat's Paw

Wondrous item, uncommon (requires attunement)

This mummified feline paw dangles from a bone necklace. While wearing it, when you succeed on a Dexterity saving throw you can use your reaction to immediately take the Dash action.

Cement Boots

Wondrous item, uncommon

These rugged leather boots are infused with flecks of cement powder. While you wear them, you gain a +5 bonus to Strength (Athletics) checks made to contest being shoved by another creature or otherwise physically moved against your will. Furthermore, if another creature grappling you attempts to move you from your present location, you may use your reaction to escape the grapple, adding your +5 bonus to your Strength (Athletics) check to escape.

Charms

Wondrous item, minor

Charms are small amulets or talismans imbued with a magical effect imbued into them. As a bonus action, you can expend a charm for a minor magical effect, destroying the item.

Charm of Capacity. You can expend this charm to increase your carrying capacity by 50 lbs. for 1 hour.

Charm of Improvement. You can expend this charm to gain a +1 bonus to your next ability check.

Charm of Motion. You can expend this charm to increase your speed by 10 feet for 1 minute.

Contortionist's Cloak

Wondrous item, uncommon (requires attunement)

While wearing this tattered, grey cloak, you can't be grappled or restrained against your will. If you are willingly grappled or restrained, you can use a bonus action to immediately escape the grapple or end the effect restraining you. In addition, you can squeeze through a space that is large enough for a creature two sizes smaller than you, instead of one size.



CAP OF ARCANES RECALL

CAT'S PAW

CEMENT BOOTS

CHARMS

CONTORTIONIST'S CLOAK

Coward's Boots

Wondrous item, uncommon (requires attunement)

These supple leather boots, also known as *getaway boots*, are insulated with chicken feathers. While wearing them, when you fail a Dexterity saving throw against any effect that deals damage, you may use your reaction to move up to 15 feet in any direction as long as you don't move closer to the effect's source. If you can't see the effect's source, you can't make use of the boots' magic.

Cup of Fury

Wondrous Item, rare (requires attunement)

This grotesque cup is made from a humanoid skull. As an action, you can speak the cup's command word, filling the cup with blood. If you don't drink from the cup within 1 minute after filling it, the blood disappears.

When you drink the blood, you instantly fly into a mad fury. If you are able to cast spells, you can't cast them or concentrate on them while in this fury. While in this fury, you gain the following benefits:

- You have advantage on melee weapon attack rolls, Strength and Constitution saving throws and Strength checks.
- You must use your action each round to make a melee weapon attack against the nearest creature.
- You gain a bonus to the damage roll that cumulatively increases by 1 each time that you hit the same creature during this fury.
- You must make an opportunity attack against any creature that you can see that moves out of your reach.
- You have resistance to bludgeoning, piercing and slashing damage. You have disadvantage on Wisdom and Charisma checks.



COWARD'S BOOTS



CUP OF FURY



DOOR KNOCKER OF UNWELCOMING



EMPEROR'S TOGA

Your fury lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a creature since your last turn. You can't willingly end your fury.

Once you use the cup to enter a fury, the cup can't be used again until the next dawn.

Door Knocker of Unwelcoming

Wondrous item, rare

This heavy, bronze door knocker is forged to look like a drunken gatecrasher. As an action, you can attach the magic door knocker to a closed door, gate or other entryway and strike the plate. When you do so, choose one of the following effects:

- A blast of sound fills the area within 30 feet of the opposite side of the door. Creatures in that area must make a DC 15 Constitution saving throw. On a failed save, an affected creature is deafened. At the end of each of its turns, a deafened creature can make another Constitution saving throw. On a success, the creature is no longer deafened.
- A nearly silent, but powerful sonic wave fills the area within 30 feet of the opposite side of the door. Creatures in that area must make a DC 15 Constitution saving throw, taking 4d6 sonic damage on a failed saving throw, or half as much on a success.

As a bonus action, you can remove the door knocker from the affected portal. The knocker has 3 charges; each use of it expends 1 charge. The knocker regains 1 expended charge at dawn.

Emperor's Toga

Wondrous item, legendary (requires attunement)

While wearing this magic toga, your Charisma score increases by 2 to a maximum of 20 and you have resistance to piercing and slashing damage. The location you are in when you attune to the toga becomes your sanctuary and remains so until you are no longer attuned to the toga. While wearing the toga, as an action you can instantly teleport yourself to your sanctuary. Once you use the toga to teleport yourself, you cannot do so again until the next dawn.

Eyes of True Vision

Wondrous item, rare (requires attunement)

These silver-rimmed spectacles with quartz lenses have 5 charges. While you wear the spectacles, as a bonus action you can expend 1 or more charges from them to gain one of the following effects for the next 10 minutes.

- You can see in both normal and magical fog and darkness. *1 charge.*
- You can see invisible creatures and objects. *3 charges.*
- You can automatically detect visual illusions and succeed on saving throws against them. *3 charges.*
- You can perceive the original form of a shapechanger or a creature that is transformed by magic. *2 charges.*

The range of the preceding effects extends out to 60 feet. The spectacles regain 1d4 + 1 expended charges at dawn.



EYES OF TRUE VISION



FOSSILIZED EGG



GAMBLER'S DICE

Fossilized Egg

Wondrous item, very rare (requires attunement)

This colorful and extremely hard egg weighs 3 pounds. As an action to speak the egg's command word and drop it to the ground, where it instantly transforms into a **triceratops** dinosaur. If you don't have proficiency with Animal Handling, the triceratops attacks you. If you have proficiency with Animal Handling, the triceratops is friendly to you and your companions. It obeys any commands that you issue to it, no action required by you. If you don't issue any commands to it, the triceratops defends itself from hostile creatures, but otherwise takes no actions.

The triceratops reverts back to an egg after 1 hour or if it drops to 0 hit points. Once you use the egg, it can't be used again until 7 days have passed.

Gambler's Dice

Wondrous item, rare (requires attunement)

When you make an attack roll or saving throw, you can use your reaction to roll 2d6s. You must choose to use the dice after you make your attack roll or saving throw, but before you know the results. If you roll a total of 7 or 11, you may add that number to your attack roll or saving throw. If you roll a total of 2, 3 or 12, you must subtract that number from your attack roll or saving throw, and you can't use the dice again until the next dawn. If you roll a 4, 5, 6, 8, 9 or 10, your attack roll or saving throw remains unchanged. If your attack roll or saving throw has a total result of 0 or less after using the dice, you are stunned until the end of your next turn.

Gloves of Fire

Wondrous item, uncommon (requires attunement)

These silk gloves have 3 charges. While wearing the gloves, as an action you can make a melee spell attack against a creature you can reach. On a hit, the target takes 1d10 fire damage. In addition, as an action you can expend 1 charge to cast *burning hands* from the gloves.

The gloves regain 1d3 expended charges at dawn.



GLOVES OF FIRE

Gloves of Hurling

Wondrous item, uncommon (requires attunement)

These gloves have 3 charges. While wearing the gloves, you can expend 1 charge and make a ranged weapon attack with one light weapon, hurling it as if it had the thrown property with a normal range of 20 feet and a long range of 60 feet. If the weapon already has the thrown property, you gain advantage on your attack roll with the weapon.

The gloves regain 1d3 expended charges at dawn.

Grunge Guitar

Wondrous item, rare (requires attunement)

Replete with signs of constant abuse, this battered musical instrument can inspire listeners to the pinnacle of ecstasy and the depths of despair. A bard attuned to this instrument can use it as an arcane focus.

As an action, you can strum the guitar's frayed strings. When you do so, choose one of the following effects:

- **Depression.** Creatures within 30 feet of you that can hear the instrument must make a DC 13 Charisma saving throw. On a failed save, a creature feels overwhelming melancholy. It can't attack or target any creature with harmful abilities, spells or other magical effects. At the end of each of its turns, it can make a Charisma saving throw. If it succeeds, the effect ends for that creature.
- **Ecstasy.** Creatures within 30 feet of you that can hear the instrument must make a DC 13 Charisma saving throw or be suffused with delight for 1 minute. For the duration, affected creatures are immune to being frightened and gain 5 temporary hit points at the start of each of their turns. When this effect ends, creatures lose any remaining temporary hit points from it.

After you use the guitar, you can't use it again until the next dawn.

Hexes

Wondrous item, minor

Hexes are typically gemstones or shards of metal imbued with malignant magic. As a bonus action, you can expend a hex to create a minor effect, destroying the item.

Hex of Accuracy. You can expend this hex to gain a +1 bonus to the next attack roll with a weapon that you make before the end of your turn.

Hex of Affliction. You can expend this hex to make a creature you can see within 30 feet of you to make a DC 10 Wisdom saving throw. If the creature fails, it is frightened of you until the start of your next turn.

Hex of Arcana. You can expend this hex to gain a +1 bonus to the next attack roll with a spell that you make before the end of your turn.

Hex of Injury. You can expend this hex to gain a +1 bonus to the next damage roll you make before the end of your turn.

Hex of Summoning. You can expend this hex to summon a fey spirit that takes the form of a beast of challenge rating 0. The creature appears in an unoccupied space that you can see within 30 feet. The beast is also considered fey, and it disappears when it drops to 0 hit points or after 1 minute.

The summoned creature is friendly to you and your companions and has its own turns. It obeys any verbal commands that you issue (no action required by you). If you don't issue any commands, it defends itself from hostile creatures, but otherwise takes no actions. The GM has the creature's statistics.



GRUNGE GUITAR



HEXES



GLOVES OF HURLING

Horns of Power

Wondrous item, rare (requires attunement)

As an action, you can make the two prominent horns on this headdress glow blood red. Every beast within 30 feet of you that can see you and has an Intelligence of 3 or less must make a DC 13 Wisdom saving throw. On a failed saving throw, it is rebuked for 1 minute or until it takes any damage.

A rebuked creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only 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.

After you use the horn, you can't use them again until the next dawn.

Illusionist's Palette

Wondrous item, rare (requires attunement)

This palette is covered in an ever-shifting rainbow of colors. It can be used as an arcane focus. While you are holding the palette, if you cast an illusion spell that relies on sight, you can use your reaction to add colors from the palette. Creatures viewing the empowered illusion have disadvantage on Wisdom saving throws against the spell. In addition, creatures subjected to the illusion have vulnerability against damage dealt by it.

After you use the palette to empower an illusion, you can't do so again until the next dawn.

Instant Solid

Wondrous item, uncommon

As an action, you can hurl this magic, blue gelatin at an ooze within 30 feet of you. Make a ranged spell attack. On a hit, the target must make a DC 15 Constitution saving throw. On a failed saving throw, the ooze is petrified. At the end of each of its turns, the ooze can make another Constitution saving throw. On a success, the ooze is no longer petrified. This item has no effect on creatures other than oozes.

Jester's Skull

Wondrous item, rare (requires attunement)

This magic skull can be used as an arcane focus and you can use it to hurl a volley of jibes that infuriate and distract. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to roll a d8 and subtract the number rolled from the creature's roll, provided that you and the target share a language. You can choose to use the skull after the creature makes its roll, but before the GM determines the success or failure of the attack roll or ability check, or before the creature deals its damage. Creatures that can't be charmed are immune to the skull's effects.

If the creature's attack roll or ability check would have succeeded if not for your intervention or the creature's damage roll is reduced to 0, the target must make a DC 13 Wisdom saving throw. On a failed saving throw, the skull imposes disadvantage on the target's attack rolls, saving throws and ability checks. At the end of each of its turns, the target can make a Wisdom saving throw. On a success, the effect ends.

The skull has 3 charges; each use of it expends a charge. The skull regains 1 expended charge at dawn.

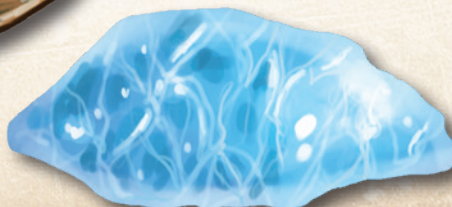
JESTER'S SKULL



ILLUSIONIST'S PALETTE



INSTANT SOLID



HORNS OF POWER



Judge's Gavel

Wondrous item, rare (requires attunement)

This solid, mahogany gavel has 3 charges. As an action, you can strike it against a solid object or surface and expend 1 charge for one of the following effects.

- You create a 20-foot-radius sphere of silence centered on you. No sound can be created within or pass through the sphere. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there. The sphere lasts for 10 minutes, or until you use the gavel again.
- You pass judgment on a creature within 30 feet that you can see. The target must make a DC 15 Charisma saving throw. On a failed saving throw, the target is restrained. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the effect ends. The effect also ends if you use the gavel again.

Lead Balloon

Wondrous item, uncommon

This small, ovoid piece of lead measures 1 inch in length and weighs an ounce. As an action you can throw the lead balloon at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the balloon is tethered to the target and its weight instantly increases (in pounds) to the target's Strength score multiplied by 40. Its size doesn't change. If this weight is less than the target's carrying capacity, the target can move normally and is unaffected. If this weight is greater than its carrying capacity but less than

twice its carrying capacity, the target's speed drops to 5 feet. An amount of weight greater than twice the target's carrying capacity reduces the target's speed to 0, and it can't benefit from any bonus to its speed.

If the balloon reduces a creature with a flying speed's speed to 0, it immediately plummets to the ground and takes damage from the fall. As an action, a creature, including the one attached to the balloon, can sever the tether binding the balloon to the target with a successful DC 20 Strength check. After 1 minute, or if the tether is broken, the balloon is destroyed, freeing the creature. Creatures that can't be restrained are immune to the balloon's effects.

Mask of Refreshing Sleep

Wondrous item, uncommon (requires attunement)

Decorated with serene images, this ceramic mask rests comfortably over the wearer's nose and mouth. You must wear the mask for the entirety of a long rest to benefit from it. When you finish a rest while wearing the mask, you lose two levels of exhaustion instead of one, provided that you ate and drank during the rest.

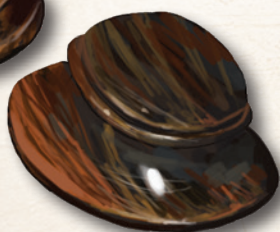
Minstrel's Hat

Wondrous item, uncommon (requires attunement)

This floppy, multicolored hat resembles a jester's crown. While wearing the hat, as a reaction - taken when you roll an ability check, attack roll, or saving throw - you can roll a d8 and add the number rolled to your total. You must choose to use the hat before you know the results of your roll. You cannot combine the benefit of the hat and a Bardic Inspiration die on the same roll. Once you use the hat, you can't use it again until the next dawn.



JUDGE'S GAVEL



LEAD BALLOON



MASK OF REFRESHING
SLEEP



MINSTREL'S HAT

Mob Torch

Wondrous item, rare

This magic torch proves the time-honored adage that there is strength in numbers. You can light the mob torch as an action, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. While holding the lit torch, any effect that causes you and friendly creatures within the brightly and dimly illuminated area to be charmed or frightened is suppressed, provided that you and the creatures friendly to you outnumber creatures hostile to you and your companions. When a friendly creature leaves the lit area or creatures hostile to you and your companions outnumber your group, the suppressed effect resumes, provided that its duration hasn't expired in the interim.

Once lit, the torch sheds light for 10 minutes, or you can extinguish it early as an action. The torch goes out if you drop it, give it to another creature, or are incapacitated.

The torch has 3 charges; lighting it expends 1 charge. The torch regains 1 expended charge at dawn.

Necromancer's Mask

Wondrous item, rare (requires attunement)

As an action, you can place this featureless square of plaster onto the face of a humanoid corpse, where it instantly molds itself into an exact replica of the decedent's entire face. The target's state of decomposition doesn't matter, provided that the creature's face is still intact. The mask has no effect if the corpse was the target of a *necromancer's mask* within the last 10 days.

The mask retains its shape for 10 minutes. During that time, you can ask the corpse any number of questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no

compulsion to offer a truthful answer if you are Hostile to it or it recognizes you as an enemy. The mask doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Once you use the mask to replicate a corpse's face; you can't use it again until the next dawn.

Off Switch

Wondrous item, very rare

This miniature wooden lever is attached to a metallic base and can be toggled up or down. As an action, you can make a melee spell attack, targeting a construct within your reach. If you hit, you attach the magnetized, adhesive mechanism to the target. While the mechanism is attached to a construct, you or a creature that can reach the construct, can flip the switch to either on or off as a bonus action.

If the switch is turned off, the construct must make a DC 15 Constitution saving throw. On a failed save, the construct is incapacitated. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the effect ends; flipping the switch on also ends the effect.

As an action, any creature within reach of the construct, including the target, can make a DC 15 (DC 20 if the construct is made of any ferromagnetic metal, such as iron) Strength check to try remove the off switch. On a success, the effect ends.

When the effect of the switch ends, it falls off the construct; the construct is then immune to the switch until the next dawn. Once the switch has been attached to a construct and then removed, it does not function again until the next dawn.



MOB TORCH



NECROMANCER'S MASK



OFF SWITCH

Red Letter

Wondrous item, rare

As an action, you can make a melee spell attack to affix this embroidered patch of linen onto a humanoid. If you hit, the patch attaches itself to the target; it then turns red and a letter or other symbol that embodies the target's inner shame appears on the patch. Humanoids that can't be charmed are immune to the patch.

While wearing the patch, the target has disadvantage on ability checks and attack rolls and can speak only falteringly. At the end of each of its turns, the target must make a DC 15 Wisdom saving throw. On a failure, the target takes 2d10 psychic damage. On a successful save, the patch falls off the target and the effects end.

Once the patch detaches from a target, it can't be used again until the next dawn.

Ring of Fidelity

Ring, very rare (requires attunement)

Typically forged from platinum, gold or another precious metal, this ring features diamond chips inlaid throughout the band. While wearing this ring, if a friendly creature within your reach must make a Dexterity saving throw, you can use your reaction to give that creature advantage on their saving throw. Alternatively, if a friendly creature within your reach would suffer a critical hit, you can use your reaction to change the critical hit to a normal hit. You can't target yourself with the ring.

Ring of Life

Ring, very rare (requires attunement)

When you are reduced to 0 hit points while wearing the ring, you automatically stabilize. If you die while wearing the ring, the ring casts the *revivify* spell on you. Once the ring casts *revivify*, it cannot do so again for 7 days.

Ring of Retribution

Ring, rare (requires attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, if a creature hits you with a melee attack or a melee spell attack that scores a critical hit, you can use your reaction and expend 1 charge to make an opportunity attack against your attacker.

Robe of Beneficence

Wondrous item, very rare (requires attunement)

The sacred blood of a martyr who died in the fight against evil once stained this holy garment. While wearing this robe, you have resistance to damage from the attacks of fiends or undead. You also have advantage on saving throws you make to resist the spells or abilities of a fiend or undead; if you roll a 20 on your saving throw, the fiend or undead that targeted you takes 1d8 radiant damage.

RING OF RETRIBUTION



RED LETTER



ROBE OF BENEFICENCE



RING OF LIFE



RING OF FIDELITY



Sculptor's Clay

Wondrous item, rare (requires attunement)

As an action, you can speak the clay's command word and shape it into statues or any other functional design that can move and attack. These statues then come to life; they use the statistics for objects from the *animate objects* spell. You can create up to 4 Tiny or Small animated objects, two Medium ones, or one Large animate object.

Each statue remains animate for 1 minute or until reduced to 0 hit points. As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you. If you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures.

After 1 minute, or if reduced to 0 hit points, the statues cease to function. They remain in their present form, or you can speak the command word and transform them back into the clay as a bonus action.

Once you use the clay to create animated objects, you can't use it again until the next dawn.

SCULPTOR'S CLAY



Spectacles of Peripheral Vision

Wondrous item, uncommon (requires attunement)

These thin, wiry eyeglasses with golden frames and tinted lenses give their wearer expanded vision. If you are surprised while wearing the glasses, you still can't move or take an action on your first turn of the combat, but you suffer no other harmful effects from being surprised, such as taking extra damage from an opponent's attack, failing to avert your eyes from a creature's gaze or avoiding automatic critical hits. You can also take your reaction if you are surprised while wearing the glasses.

You don't benefit from the glasses if you are surprised by an opponent that can't be detected by sight, such as an invisible creature.

Spiritualist's Board

Wondrous item, very rare (requires attunement)

Eldritch symbols adorn the borders of this eerie, wooden board; the letters of the Common alphabet dominate the item's face. It takes 10 minutes to consult the board; when you do so, you ask the board a question and place your finger on it. The board consults the spirit world and guides your finger onto specific letters, spelling out a one-word answer to your question.

The spirits are not omniscient nor prescient, so you may not receive an answer if a question pertains to information beyond their scope of knowledge. Questions that can't be answered with a one-word response also go unanswered.

The spirits can be temperamental. If you use the board two or more times within a 1-hour period, there is a cumulative 25 percent chance for each usage after the first that you get a deliberately false answer.

The board has 3 charges; consulting it expends 1 charge. The board regains 1 expended charge at midnight.



SPECTACLES OF
PERIPHERAL VISION



SPIRITUALIST'S BOARD

Tactician's Chess Set

Wondrous item, legendary (requires attunement)

This set of chess pieces is kept in a leather or velvet pouch; a complete set consists of sixteen pieces (eight pawns, two rooks, two knights, two bishops, one queen and one king). If the set is missing any pieces or if one or more pieces are destroyed, the remaining pieces become nonmagical. The pieces feel identical to one another in the pouch and only reveal their true nature when drawn from the pouch.

As an action, you may draw one random chess piece from the pouch. (You may use an altered deck of playing cards, treating twos and threes as pawns, red jacks as rooks, black jacks as knights, red aces as bishops, and a queen and king of any suit as the king and queen to simulate drawing chess pieces from the pouch.)

As soon as you draw a piece from the pouch, its magic takes effect. Once a piece is drawn, it fades from existence and returns to the pouch. Unless otherwise specified, a chess piece's effects end after 1 hour or when you draw another chess piece from the pouch, whichever comes first.

Pawn. When a creature scores a critical hit against a friendly creature, you may use your reaction to make a melee weapon attack against that creature, if it is within reach. You have advantage on that attack roll.

Rook. You gain a +1 bonus to your AC.

Knight. Your jump distance is tripled.



TACTICIAN'S CHESS SET

Bishop. As a bonus action on each of your turns, you can take the Dash action. When taking the Dash action, your movement doesn't provoke opportunity attacks.

Queen. You gain the benefits of the pawn, rook and bishop. The pouch seals itself, and you can't draw another chess piece until the next dawn.

King. As an action, you can cast *mass suggestion* (save DC 15) once. After casting the spell, the pouch seals itself, and you can't draw another chess piece until the next dawn.

After drawing any combination of three pawns, rooks, knights, or bishops, the pouch seals itself and you cannot draw any more pieces until the next dawn.

Tankard of Detoxification

Wondrous item, uncommon

Images of toxic plants and serpentine fangs dripping with venom adorn this ceramic drinking. Any food or drink placed inside the tankard is purified and rendered free of poison and disease.



TANKARD OF DETOXIFICATION



TIARA OF PSYCHIC STABILITY

Tiara of Psychic Stability

Wondrous item, rare (requires attunement)

Thin, lead filaments are intertwined into the fabric of this silver and gold crown. While wearing it, you have advantage on saving throws to resist divination spells or any effects that would sense your emotions, read your thoughts, or give you the charmed condition. You also gain resistance to psychic damage.

Furthermore, while wearing the crown, Charisma checks made by other creatures to deceive, intimidate, or persuade you are made with disadvantage. If the creature makes a Charisma check against a group that includes you, that creature resolves the Charisma check against the group normally, before applying disadvantage to its check against you.

Tongue of Lies

Wondrous item, rare (requires attunement)

While wearing this withered tongue, you have a +5 bonus to Charisma (Deception) checks. In addition, creatures have disadvantage on any saving throw they make to resist being charmed by you.

Trowel of Instant Construction

Wondrous item, rare (requires attunement)

As an action, you can touch this trowel to any horizontal stone surface within 5 feet of you can cast the *wall of stone* spell. You must concentrate on the spell as normal when you use the trowel to cast it.

Once you use the trowel, you cannot use it again until the next dawn.



TONGUE OF LIES



TROWEL OF INSTANT
CONSTRUCTION



YOKE OF BRAWN



WARDS

Wards

Wondrous item, minor

Wards are small tokens, typically shaped like shields or helmets, that contain protective power. As a bonus action, you can expend a ward to create a minor protective effect, destroying the item.

Ward of Health. You can expend this ward to regain 2 hit points.

Ward of Protection. You can expend this ward to increase your AC by 1 until the end of your next turn.

Ward of Resistance. You can expend this ward to gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn.

Ward of Vigour. You can expend this ward to improve one of your ability scores by 2 until the end of your next turn.

Yoke of Brawn

Wondrous item, uncommon (requires attunement)

While wearing this wooden yoke, inlaid with iron symbols, your carrying capacity and the amount you can push, drag, or lift is doubled.

Rods, Staves, & Wands

Roll on the d100 table below to choose a random magic rod, staff, or wand.

d100	Item	Page
1-2	Decoy Wand	p. 203
3-4	Dowsing Rod	p. 203
5-6	Fairy Wand	p. 203
7-8	Hot Rod	p. 203
9-10	Phonic Rod	p. 204
11-12	Rainbow Rod	p. 204
13-14	Rod of Communication	p. 204
15-16	Rod of Echolocation	p. 205
17-18	Rod of Entrapment	p. 205
19-20	Rod of Excavation	p. 205
21-22	Rod of Fishing	p. 205
23-24	Rod of Lightning	p. 206
25-26	Rod of the Moon	p. 206
27-28	Rod of Order	p. 206
29-30	Rod of Petrification	p. 206
31-32	Rod of Reduction	p. 207
33-34	Rod of the Sun	p. 207
35-36	Rod of Stewart the Romantic™	p. 207
37-38	Rod of Translocation	p. 207
39-40	Staff of Accompaniment	p. 208
41-42	Staff of Acid	p. 208
43-44	Staff of the Dragon	p. 208
45-46	Staff of the Grave	p. 209
47-48	Staff of Illusion	p. 209
49-50	Staff of Infection	p. 210

d100	Item	Page
51-52	Staff of The Natural Born Mage	p. 210
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55-56	Staff of Silver	p. 210
57-58	Staff of the Stoic Mind	p. 210
59-60	Staff of the Swamp	p. 211
61-62	Staff of Time	p. 211
63-64	Staff of Vaulting	p. 211
65-66	Staff of Vision	p. 211
67-68	Starter Staff	p. 212
69-70	Walking Staff	p. 212
71-72	Wand of Charm Person	p. 212
73-74	Wand of Color Spray	p. 212
75-76	Wand of Cure Wounds	p. 212
77-78	Wand of Disguise Self	p. 213
79-80	Wand of Dispelling	p. 213
81-82	Wand of Entanglement	p. 213
83-84	Wand of Faerie Fire	p. 213
85-86	Wand of Grease	p. 213
87-88	Wand of Identification	p. 213
89-90	Wand of Magic Eating	p. 214
91-92	Wand of Nondetection	p. 214
93-94	Wand of Removal	p. 214
95-96	Wand of Sleep	p. 214
97-98	Wand of Temperature Control	p. 214
99-100	Wand of Wishful Thinking	p. 214

Decoy Wand

Wand, common

This wand looks like a true magic wand in every way, but it is false. A creature can discern a decoy wand from a true wand with a successful DC 15 Intelligence (Arcana) check.

If you try to use this wand as you would any other wand, by expending a charge from it, the wand creates a 20-foot-radius sphere of fog centered on you. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 hour or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

After the fog disperses, the wand turns into smoke and is destroyed.

Dowsing Rod

Rod, common (requires attunement)

This Y-shaped wooden rod has “find me water” carved into it. It has 3 charges and regains all expended charges at dawn. While holding the rod, as an action you can speak its command word and expend 1 charge. The tip of the rod leaps to life and pulls you towards the nearest source of fresh water within 1000 feet. The rod can sense water as low as 100 feet below ground. If there is no water within range when you activate the rod, you learn that.

Once the rod has taken you to a point where it is either touching fresh water, or is directly above it, it points straight down. If the water is underground, you know how deep it is. If you let go of the rod before it finds water, it stops functioning and you must expend another charge to activate it again.

Fairy Wand

Wand, very rare (requires attunement by a spellcaster)

This wand is capped by a dainty fey creature with a malicious grin. The wand has 6 charges. While holding it, as an action you can expend 1 or more of its charges to cast the following spells from the wand, using your spell save DC: *conjure animals* (3 charges), *conjure fey* (6 charges), *conjure woodland beings* (4 charges), *detect evil and good* (fey only, 1 charge), *protection from evil and good* (fey only, 1 charge).

The wand regains 1d4 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand crumbles into fairy dust and is destroyed.

Hot Rod

Rod, rare (requires attunement)

This rod is made of blackened steel, with stylized flames enameled along its sides. It has a key embedded in one end, which isn't removable; engraved on the key are the words “hold on tight”.

As an action, you can turn the rod horizontal and turn the key. The rod starts to rumble and shake; at the start of your next turn, the rod pulls you, feet flying behind you, in a 240-foot long line, directed as you choose. If you hit a physical or magical barrier, you stop before traveling the full distance. The rod's magic shields you from impact, but if you travel into the air you still take damage from falling back down.

The line you travel becomes a 5-foot wide, 5-foot high flame trail that lasts until the start of your next turn. The flame trail deals 1d6 fire damage to any creature that enters it for the first time or starts its turn there. Any object you hit takes 6d6 bludgeoning damage. Any creature in your path must succeed on a DC 20 Dexterity saving throw or taking 3d6 bludgeoning damage and be thrown 10 feet to your right or left.

The rod has 3 charges and regains all expended charges at dawn.



Phonic Rod

Rod, uncommon (requires attunement)

This rod is capped with a miniature harp that plays beautiful music without being plucked. The rod has 7 charges. While holding the rod, as an action you can expend 1 or more charges to create one of the following effects. A creature must be able to hear you to be affected by the rod.

Confusing Chord (1 charge). Choose one creature within 60 feet of you; the target must make a DC 13 Intelligence saving throw. On a failed save, the creature has disadvantage on the next attack roll or ability check it makes before the end of its next turn.

Discordant Melody (3 charges). Choose one creature within 60 feet of you. The target must make a DC 13 Wisdom saving throw, taking 3d6 psychic damage on a failed save, or half as much damage on a success.

Empowering Harmony (1 charge). Choose one creature within 60 feet of you; the target gains advantage on the next attack roll or ability check it makes before the end of its next turn.

Thunderous Boom (2 charges). Choose one creature within 60 feet of you; the target must make a DC 13 Constitution saving throw. On a failed save, the creature takes 2d6 thunder damage and is deafened until the end of its next turn.

The rod regains 1d6 + 1 expended charges at dawn.

Rainbow Rod

Rod, uncommon (requires attunement)

This multicoloured rod is capped with a scintillating inverted rainbow. The rod has 7 charges. While holding the rod, as an action you can expend 1 or more charges to create one of the following effects.

Blinding Brilliance (2 charges). You direct a flash of brilliant light from the rod at a creature within 30 feet of you that can see you. The target must succeed on a DC 10 Constitution saving throw or be blinded until the start of your next turn.

End of the Rainbow (1-7 charges). You point the rod at the ground within 30 feet of you. An illusory rainbow appears ending at that point; a number of gold pieces equal to the number of charges spent appears at the point. These gold pieces vanish after 1 hour.

Illusory Rainbow (3 charges). You create the illusion of a rainbow in the sky above your current location. The illusion lasts for 1 hour.

Stunning Scintillation (5 charges). You direct a burst of multicolored light from the rod at a creature within 30 feet of you that can see you. The target must succeed on a DC 10 Constitution saving throw or be stunned until the start of your next turn.

The rod regains 1d6 + 1 expended charges at dawn.

Rod of Communication

Rod, common

This rod is a hollow metal tube, inside of which is spooled 100 feet of fine copper wire. On either end of the rod is a small metal cup. One of the cups can be pulled free of the tube, and the wired unspools behind it, connected to the cup.

Once the cup is detached, any creature holding one of the cups can speak into it and the sound is only audible to the creature holding the cup on the other end, no matter how loud the creature speaks. Creatures standing near the speaker see their mouth moving but hear no sound. Twisting the cup attached to the rod reels in the detachable one. If the wire is cut, the rod loses all magical properties.



PHONIC ROD



RAINBOW ROD



ROD OF COMMUNICATION

Rod of Echolocation

Rod, uncommon (requires attunement)

This rod is a simple, hollow metal tube. The rod has 3 charges and regains all expended charges at dawn. As an action, you can strike the rod against a hard surface and expend 1 charge. A resonant sound emanates from the rod, revealing ghostly, ethereal images of everything within a 30 foot radius of you, including anything that is invisible or otherwise unseen. The images fade after 1 minute. The effect does not penetrate through walls, or through an area that sound cannot penetrate.

Rod of Entrapment

Rod, very rare (requires attunement)

This wooden rod, capped by a screaming face, has 3 charges. While holding the rod, as an action you expend 1 charge and point the rod at a creature you can see within 60 feet of you, and at a wooden surface whose size is equal or greater than that of the creature. The creature must succeed on a DC 15 Charisma saving throw or be banished to a wooden demiplane. While banished, the target is incapacitated and visibly trapped within the target wooden surface.

The target remains banished for 1 minute or until the wood is destroyed, at which point the target reappears within 5 feet of the surface or in the nearest unoccupied space if that space is occupied.

The rod regains 1 charge at dawn. If you expend the rod's last charge, a d20. On a 1, the rod rots away and is destroyed.

ROD OF ENTRAPMENT



ROD OF ECHOLOCATION



Rod of Excavation

Rod, very rare (requires attunement)

This iron rod is covered in engraved runes and images of hammers and picks. Near its base is a cap that can be unscrewed. Inside is a small, ordinary pebble. The words "store pebble inside to create dumping stone" are engraved near the cap. A small switch is on the side of the rod; instructions are written in a utilitarian script along the rod's side:

1. Unscrew cap and place dumping stone where excavated material should be deposited.
2. Stand at the dig site.
3. Ensure no one or nothing you care about is in front of you.
4. Hold the rod firmly and flip the switch to activate it.
5. When finished, place a new pebble inside the cap to create a dumping stone for next use.

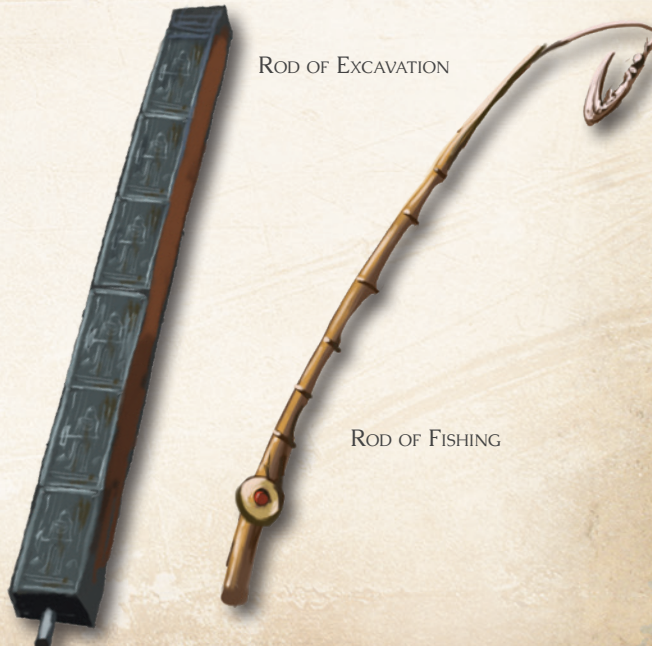
The rod has 3 charges and regains all its expended charges at dawn. While holding the rod, you can flip the switch as an action and activate the rod, expending 1 charge. The rod creates a whirling cone of force that you can direct. The cone lasts for 6 rounds or until you flip the switch again (no action). The cone devours a 5-foot cube of nonmagical earth, stone, or any other mundane material adjacent to you. Any living creature in the cone's area must succeed on a DC 16 Strength saving throw or take 2d6 bludgeoning damage. Any material devoured by the cone is deposited in a pulverized pile where the dumping stone was placed.

Rod of Fishing

Rod, common (requires attunement)

This short, wooden rod has a button and a crank. One end of the rod is hollow and holds a wound bundle of string with a hook on the end. You have advantage on any Wisdom (Survival) checks you make to forage while using the rod, as it helps you catch fish. In addition, when you forage while using the rod, you find the maximum amount of food.

ROD OF EXCAVATION



ROD OF FISHING

Rod of Lightning

Rod, rare (requires attunement)

This silver rod has a flanged head fashioned into a diamond-shaped pattern. It has 3 charges. While holding the rod, you have resistance to lightning damage. In addition, you can use your reaction to expend a charge from the rod and counter a spell of 6th level or lower that deals lightning damage, provided that it is cast by a creature that you can see and targets only you.

While holding the rod, you can also expend 1 charge as an action to make electricity surge through your body. All creatures, except you, that come within 5 feet of you or end their turn within 5 feet of you take 2d6 lightning damage. A creature can take this damage only once per turn. This effect ends after 1 minute.

The rod regains 1 expended charge at dawn.

Rod of the Moon

Rod, rare (requires attunement)

This strange rod made from iron, nickel, and cosmic stone weighs an astonishing 8 pounds even though it is only 3 feet long and 1 inch in diameter. As an action, you can plant the rod in the ground; the rod then emits bright moonlight in a 1-mile-radius sphere, centered on the rod. Although the rod doesn't create an actual moon, lycanthropes that enter or begin their turn in the area must succeed on a DC 13 Constitution saving throw or transform into their beast forms. Once a lycanthrope successfully saves against the effect, it is immune to the rod until it finishes a long rest.

The rod's moonlight lasts until the next dawn. Once used, the rod cannot be used again until the next dusk.

Rod of Order

Rod, common (requires attunement)

This wooden rod has carved, painted scenes wrapping around it that depict a nicely appointed room in a cottage. As an action, you can strike the rod on a hard surface within an enclosed space. Any items in the space that belong there, but were disorganized or otherwise not in their proper place, move and shift until the space is arranged in a neat, orderly fashion. The rod tries to arrange the space based upon how the space's current or most recent owner would organize it. Any items that do not belong in the space are placed in a pile nearest the room's center.

The effects of the rod do not penetrate through walls or travel through doorways. If used outdoors (such as in a campsite), its effects extend to everything within a 30-foot radius of itself.

Rod of Petrification

Rod, rare (requires attunement)

This rod is wreathed in necrotic energy. The rod has 3 charges and regains all expended charges at dawn. As an action, you can point the rod toward a creature you can see within 60 feet of you and expend 1 charge. That creature must succeed on a DC 13 Constitution saving throw or become petrified for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.



Rod of Reduction

Rod, uncommon (requires attunement)

This slender, multi-sectioned rod is made of metal, stone, and wood. The rod has 7 charges. As an action, you can choose either a creature or an object that is neither worn nor carried and expend 1 charge. You must be able to see the target. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or be reduced in size; an object is automatically reduced.

A reduced target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. If the target is a creature everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

A reduced creature has disadvantage on Strength checks and Strength saving throws. Its weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

The reduction lasts for 1 minute, or until you end the effect as a bonus action. The rod regains 1d6+1 expended charges at dawn.

Rod of the Sun

Rod, legendary (requires attunement)

This polished nickel rod has a small, spherical head forged from a strange metal. It has 5 charges. While holding the rod, as an action you can expend charges from it to cast the following spells: *light* (0 charges), *daylight* (1 charge), *sunbeam* (4 charges). If the rod creates an area of light that overlaps an area of darkness created by a spell, the spell that created the darkness is dispelled. In addition, any light the rod creates is sunlight.

The rod regains 1 expended charge at dawn, provided it is exposed to direct sunlight at that time. If the rod is reduced to 0 charges, roll a d20. On a 1, the rod casts *sunburst* (DC 20) centered on itself and is destroyed.

The Rod of Stewart The Romantic™

Rod, common (requires attunement)

This short, polished brass rod is 1 foot long, with a spherical cage of fine wire mesh at its top. There is a single button right below the cage. While holding the rod, as an action you can press the button; the rod then amplifies your voice so that it is clearly audible out to a range of 120 feet. You must keep hold of the rod to continue amplifying your voice.

If you use the rod to amplify your voice while you sing, you can add your proficiency bonus to any ability checks you make to perform. You also have advantage on such checks. If you sing a love song, you add double your proficiency bonus.

Rod of Translocation

Rod, very rare (requires attunement)

Magical energy glitters between the two prongs that cap this rod. The rod has 3 charges and regains all expended charges daily at dawn. As an action, you can point the rod at two creatures you can see within 60 feet of you. Each creature must make a DC 15 Wisdom saving throw. Willing creatures can choose to automatically fail the saving throw. If both creatures fail, they swap places. If only one creature fails, that creature is moved up to 30 feet toward the other creature. The rod can also be used to translocate objects.

ROD OF THE SUN



ROD OF REDUCTION

THE ROD OF STEWART THE ROMANTIC™



ROD OF TRANSLOCATION



Staff of Accompaniment

Staff, common (requires attunement by a bard)

This hollow, lacquered wooden staff has strings running along one side, holes akin to a wind instrument running along another, and a reed-bearing mouthpiece set in its top. As an action, you can activate the staff by plucking a string or blowing into it. The staff will then stand upright on its own and play accompaniment to any music you make, giving you advantage on ability checks you make to perform your music. The staff stops playing when you do.

Staff of Acid

Staff, very rare (requires attunement by a sorcerer or wizard)

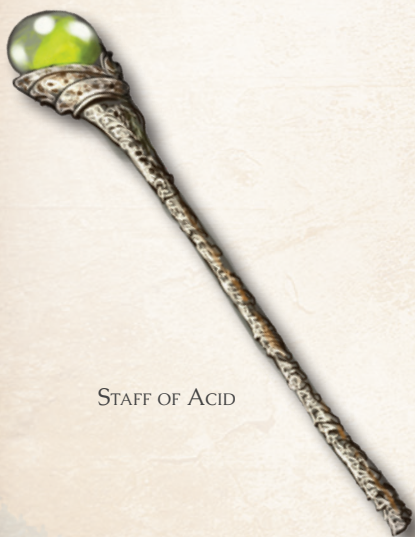
This staff, made from black iron with an acid-filled glass orb at its cap, has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *acid arrow* (2 charges), *prismatic spray* (orange only) (7 charges), *prismatic wall* (orange only) (9 charges). You also have resistance to acid damage while you hold this staff.

The staff regains 1d6 + 4 expended charges at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff dissolves into a puddle of acid and is destroyed.

STAFF OF ACCOMPANIMENT



STAFF OF ACID



Staff of the Dragon

Staff, legendary (requires attunement by a creature of matching alignment)

Only a single *staff of the dragon* exists for each variety of dragon at any one time, and each contains the trapped soul of a dragon. The staff has 10 charges. While holding it, you can use your action to expend 1 or more charges and create one of the following effects.

Breath Weapon (2 charges). You exhale destructive energy the size, shape and damage type of which is determined by the staff's dragon type (see table below). Each creature in the area of the exhalation must make a DC 15 saving throw, the type of which is determined by the staff's dragon type. A creature takes 3d6 damage on a failed save, and half as much damage on a successful one.

Draconic Transformation (10 charges). You cast the *polymorph* spell, targeting yourself, with the following changes: you transform into a dragon of the staff's type rather than a beast, and the transformation lasts for 1 minute; until you drop the staff; or until you drop to 0 hit points.

Elemental Resistance (1 charge). A willing creature of your choice within 30 feet of you gains resistance to one damage type that is determined by the staff's dragon type (see table below).

Frightful Presence (3 charges). Each creature of your choice that is within 120 feet of you and is aware of you must succeed on a DC 15 Wisdom saving throw or become frightened of you 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 the effect ends for it, the creature is immune to the staff's Frightful Presence for the next 24 hours.

STAFF OF THE DRAGON



Wings of the Wyrms (5 charges). Draconic wings emerge from your back; the wings last for 1 minute. While you have the wings, you have a flying speed of 60 feet. Additionally, you gain a special attack action:

Wing Attack. Each creature within 10 feet of you must succeed on a DC 15 Dexterity saving throw or take 2d6 bludgeoning damage and be knocked prone.

The staff regains 1d6 + 4 expended charges at dawn. If you expend the last charge, roll a d20. On a 1, the staff crumbles into a pile of scales and is destroyed.

Each *staff of the dragon* is created with the soul of a type of dragon, which determines its effects and what alignment you must be to attune to it. The GM can either select from the table below or roll randomly to determine what type of dragon empowers the staff.

Dragon Types

Dragon	Alignment	Damage Type	Breath Weapon
Black	Chaotic evil	Acid	5 by 30 ft. line (Dex. save)
Blue	Lawful evil	Lightning	5 by 30 ft. line (Dex. save)
Brass	Chaotic good	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lawful good	Lightning	5 by 30 ft. line (Dex. save)
Copper	Chaotic good	Acid	5 by 30 ft. line (Dex. save)
Gold	Lawful good	Fire	15 ft. cone (Dex. save)
Green	Lawful evil	Poison	15 ft. cone (Con. save)
Red	Chaotic evil	Fire	15 ft. cone (Dex. save)
Silver	Lawful good	Cold	15 ft. cone (Con. save)
White	Chaotic evil	Cold	15 ft. cone (Con. save)

STAFF OF THE GRAVE

Staff of the Grave

Staff, rare (requires attunement by a cleric or wizard)

This staff is made from bones bound together with a silver chain. The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast of the following spells from it, using your spell save DC: *animate dead* (3 charges), *create undead* (6 charges), *false life* (1 charge), *protection from evil and good* (undead only) (1 charge).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff collapses into a pile of nonmagical bones and is destroyed.

Staff of Illusion

Staff, rare (requires attunement by a sorcerer, warlock, or wizard)

This dark green staff has an orb embedded in its head, filled with swirling images. The staff has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *magic mouth* (2 charges), *major image* (3 charges), *silent image* (1 charge).

The staff regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff disappears in a cloud of green smoke and is destroyed.

STAFF OF ILLUSION



Staff of Infection

Staff, uncommon (requires attunement)

This wooden staff is gnarled and twisted; a sickly green glow seeps from the hair-thin cracks scattered over its surface like wounds. As an action, you can use this staff to cast *contagion*. While a creature is afflicted by a disease caused by the staff, you cannot infect another creature with it.

Staff of The Natural Born Mage

Staff, uncommon (requires attunement by a sorcerer)

This ebony staff is lined with veins of glowing red energy that sometimes glimmer with silver or electric blue. The staff has 3 charges. While holding the staff, if you would need to spend sorcery points you can draw on the staff instead, expending charges instead of sorcery points. If you do, roll a number of d6s equal to the charges you used and take that much psychic damage.

The staff regains 1d3 expended charges at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff vaporizes in a haze of raw magic and is destroyed.

Staff of Shielding

Staff, very rare (requires attunement)

This staff, made from twisted metal that fans out into a broad head, has 10 charges. While holding it, if you are hit by an attack or targeted by the *magic missile* spell, you can use your reaction to expend 1 charge from the staff and cast *shield*.

The staff regains 1d6 + 4 expended charges at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff crumbles into a pile of rust and is destroyed.

Staff of Silver

Staff, very rare (requires attunement)

This staff of spiralling silver, can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. While holding it, you can see the true form of any shapeshifter. When you hit a shapeshifter with a melee attack using this staff, you deal an extra 2d10 radiant damage and the creature must succeed on a DC 15 Constitution saving throw or instantly revert to its true form. A creature that reverts in this way cannot assume a different form for 1 hour.

Staff of The Stoic Mind

Staff, uncommon (requires attunement by a monk)

This magic quarterstaff of rich dark wood has a hollow space carved into its center; a figurine of a meditating creature floats in the hollow. The figurine remains upright no matter how the staff is rotated. The staff has 3 charges. While holding the staff, if you would need to spend ki points you can draw on the staff instead, expending charges instead of ki points.

The staff regains 1d3 expended charges at dawn. If you expend the staff's last charge, roll a d20. On a 1, the figurine falls from its hollow, and the staff becomes a nonmagical quarterstaff.



Staff of the Swamp

Staff, rare (requires attunement)

This staff is made from a spiralling branch of swamp oak and can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. While you hold it, you gain a +1 bonus to spell attack rolls.

The staff has 10 charges. While holding the staff, as an action you expend 1 more of charges from it for the following effects:

Fume Protection (2 charges). You grant each creature of your choice that you can see within 60 feet of you protection from noxious fumes. Each affected creature can breathe normally in any environment, and has advantage on saving throws made against harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons). This effect lasts for 1 hour.

Remove Disease (1 charge). You touch a willing creature with the end of the staff and end one disease affecting it.

Spells. While holding the staff, you can expend charges to cast the following spells: *create or destroy water* (1 charge), *protection from poison* (2 charges), *purify food and drink* (1 charge), *stinking cloud* (3 charges).

Swamp Stride (2 charges). You grant each creature of your choice that you can see within 60 feet of you the ability to move across any liquid surface as if it were harmless solid ground. If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round. This effect lasts for 1 hour.

The staff regains 1d6 + 4 expended charges at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff turns to slime and is destroyed.

Staff of Time

Staff, rare (requires attunement by a sorcerer or wizard)

This staff is made from petrified wood and topped by a golden hourglass. The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *expeditious retreat* (1 charge), *haste* (3 charges) or *slow* (3 charges).

The staff regains 1d6+4 expended charges at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff disappears into a vortex of time and is lost forever.

Staff of Vaulting

Staff, rare (requires attunement)

This staff is made from lengths of hollowed wood, cunningly nested inside one another. The staff has 7 charges. While holding it, if you or a creature within 60 feet of you falls, you can use your reaction to expend 1 charge from the staff and cast *feather fall*. While holding the staff, you can also use an action to expend 1 charge from it and cast *jump*.

The staff regains 1d6 + 1 expended charges at dawn. If you expend the last charge, roll a d20. On a 1, the staff bounces high into the air and disappears.

Staff of Vision

Staff, rare (requires attunement by a wizard)

This crystal staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *arcane eye* (4 charges), *clairvoyance* (3 charges) and *scrying* (5 charges).

The staff regains 1d6+4 expended charges at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff irreparably fractures and is destroyed.

STAFF OF TIME

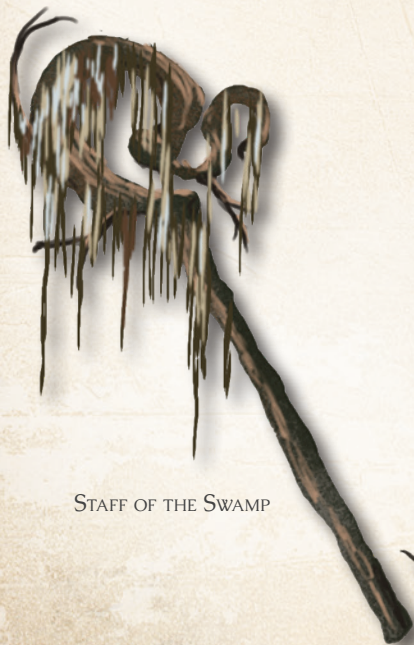


STAFF OF VAULTING



STAFF OF VISION

STAFF OF THE SWAMP



Starter Staff

Staff, common (requires attunement by a spellcaster)

While holding this simple wooden staff, you have a +1 bonus on spell attack rolls you make that only target one creature.

Walking Staff

Staff, common

This simple staff of fine oak has perfectly spaced grips, allowing for comfort as well as a sure hold. While holding this staff, your speed is not reduced by exhaustion. In addition, you have advantage on saving throws you make when you travel for more than 8 hours in a day.

Wand of Charm Person

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *charm person* spell (save DC 13) from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand turns into purple smoke and is destroyed.

Wand of Color Spray

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *color spray* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand dissolves into staining pigment and is destroyed.

Wand of Cure Wounds

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *cure wounds* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand turns into blood and is destroyed.

WALKING STAFF

WAND OF CHARM PERSON

WAND OF COLOR SPRAY

WAND OF CURE WOUNDS

STARTER STAFF



Wand of Disguise Self

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *disguise self* spell (save DC 13) from it.

The wand regains 1d6 + 1 expended charges at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand dissolves into smoke and is destroyed.

Wand of Dispelling

Wand, rare

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges to cast the *dispel magic* spell from it. The wand has a +3 spellcasting ability modifier. The wand regains 1d3 expended charges at dawn.

Wand of Entanglement

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *entangle* spell (save DC 13) from it.

The wand regains 1d6 + 1 expended charges at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand turns into twisting roots and is destroyed.

WAND OF ENTANGLEMENT

WAND OF DISPELLING



Wand of Faerie Fire

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *faerie fire* spell (save DC 13) from it.

The wand regains 1d6 + 1 expended charges at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand turns into silver glitter and is destroyed.

Wand of Grease

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *grease* spell (save DC 13) from it.

The wand regains 1d6 + 1 expended charges at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand dissolves into grease and is destroyed.

Wand of Identification

Wand, uncommon

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges to cast the *identify* spell from it.

The wand regains 1d3 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

WAND OF FAERIE FIRE

WAND OF GREASE

WAND OF IDENTIFICATION



WAND OF
DISGUISE SELF

Wand of Magic Eating

Wand, very rare (requires attunement)

This wand has 7 charges. While holding it, as an action you can expend 1 or more of its charges to fire a crackling, black ray at a creature you can see within 60 feet of you. Make a ranged spell attack roll against the target. On a hit, the target must make a DC 15 Wisdom saving throw. On a success, the wand does nothing. On a failed saving throw, the target loses a spell slot for each charge that you expend. The target loses their highest level available spell slots first. A creature that has no spell slots automatically succeeds on this saving throw.

The wand regains 1d6+1 expended charges at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

Wand of Nondetection

Wand, uncommon

This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the *nondetection* spell from it. The wand regains 1d3 expended charges daily at dawn.

Wand of Removal

Wand, common

While holding this wand, you can use an action to clean an object no larger than 1 cubic foot.

Wand of Sleep

Wand, uncommon (requires attunement)

This wand has 3 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *sleep* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. The wand regains 1d3 expended charges at dawn.

Wand of Temperature Control

Wand, common

While holding this wand, you can use an action to create a 60-foot aura emanating from you wherein the temperature is comfortable no matter the weather or climate. This effect cannot mitigate extremes of temperature that would cause damage or exhaustion. The aura lasts for 1 hour.

Wand of Wishful Thinking

Wand, common

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges to help a creature see the best in a situation that confronts them. This might allow them to pursue an action they previously thought would fail, or help them see possibilities they previously may have missed. The wand regains 1d3 expended charges at dawn.

WAND OF NONDETECTION

WAND OF REMOVAL

WAND OF SLEEP

WAND OF TEMPERATURE
CONTROL

WAND OF MAGIC EATING



Potions, Poultices & Powders

Roll on the d100 table below to choose a random magic potion, poultice, or powder.

d100	Item	Page
1-2	Alchemist's Frost	p. 216
3-4	Alkahest's Flame	p. 216
5-6	Alkahest's Ice	p. 216
7-8	Blessed Brew	p. 216
9-10	Bottled Lightning	p. 216
11-12	Burrowing Brew	p. 216
13-14	Concealing Concoction	p. 217
15-16	Ear Tonic	p. 217
17-18	Expeditious Elixir	p. 217
19-20	Explosive Ointment	p. 217
21-22	Eyebright Essence	p. 217
23-24	Fibster's Fluid	p. 218
25-26	Flash Bottle	p. 218
27-28	Flesheater	p. 218
29-30	Frogleg Fluid	p. 218
31-32	Gloop	p. 218
33-34	Healing Draught	p. 218
35-36	Liquid Fatigue	p. 218
37-38	Medusa's Essence	p. 219
39-40	Potion of Absorption	p. 219
41-42	Potion of Barkskin	p. 219
43-44	Potion of Bear's Endurance	p. 219
45-46	Potion of Blurring	p. 219
47-48	Potion of Bull's Strength	p. 219
49-50	Potion of Cat's Grace	p. 219

d100	Item	Page
51-52	Potion of Coagulation	p. 220
53-54	Potion of Eagle's Splendour	p. 220
55-56	Potion of Energy	p. 220
57-58	Potion of Fox's Cunning	p. 220
59-60	Potion of the Green Fairy	p. 220
61-62	Potion of Health	p. 220
63-64	Potion of Health, Greater	p. 220
65-66	Potion of Intuition	p. 220
67-68	Potion of Luck	p. 221
69-70	Potion of Motion	p. 221
71-72	Potion of Owl's Wisdom	p. 221
73-74	Potion of Peace	p. 221
75-76	Potion of Replenishment	p. 221
77-78	Potion of Stoneskin	p. 221
79-80	Potion of Swimming	p. 221
81-82	Potion of Vigor	p. 221
83-84	Powdered Tongue	p. 222
85-86	Purifying Potion	p. 222
87-88	Regenerative Ointment	p. 222
89-90	Regenerative Ointment, Greater	p. 222
91-92	Silvertongue Sauce	p. 222
93-94	Slipsap	p. 222
95-96	Thunder Flask	p. 222
97-98	Tonguetie Tincture	p. 222
99-100	Troll Blood	p. 222

Alchemist's Frost

Potion, common

This sticky, adhesive fluid draws heat from the surrounding area when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the *alchemist's frost* as an improvised weapon. On a hit, the target takes 1d4 cold damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to scrape off the fluid.

Alkahest's Flame

Potion, uncommon

This sticky, adhesive fluid, ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the *alkahest's flame* as an improvised weapon. On a hit, the target takes 3d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 15 Dexterity check to extinguish the flames.

Alkahest's Ice

Potion, uncommon

This sticky, adhesive fluid, draws heat from the surrounding area when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the *alkahest's ice* as an improvised weapon. On a hit, the target takes 3d4 cold damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 15 Dexterity check to scrape off the fluid.



ALCHEMIST'S FROST



ALKAHEST'S ICE



ALKAHEST'S FLAME

Blessed Brew

Potion, uncommon

A creature can drink this silvery fluid as an action. For the next minute, whenever the creature makes an attack roll or saving throw, they can roll a d4 and add the number rolled to the attack roll or saving throw.

Bottled Lightning

Potion, common

As an action, a creature can uncork this vial and release a stroke of lightning forming a line 15 feet long and 5 feet wide in the direction they choose. Each creature in the line must make a DC 10 Dexterity saving throw. A creature takes 1d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

Burrowing Brew

Potion, common

As an action, a creature can drink this potion; its effect lasts for 1 hour. During this time, the creature can move through sand, earth, mud, or ice at half their normal speed.

BOTTLED LIGHTNING



BLESSED BREW



BURROWING
BREW

Concealing Concoction

Potion, common

As an action, a creature can drink this sludgy green fluid; its effects last for 1 hour. During this time, the creature's appearance changes in random ways. Roll 1d4 times on the table below to determine what changes occur, rerolling repeated results.

1d6	Random Change
1	The creature's height changes, either shorter or taller, by 1 foot.
2	The creature's body composition changes, becoming thinner, bigger, more muscular, or something similar.
3	The creature's hair changes color.
4	The creature's eyes change color.
5	The creature either gains or loses facial hair.
6	The creature's face changes to that of a creature unknown to them.

Ear Tonic

Potion, common

A deafened creature can apply this waxy, brown ointment to their ears at the beginning of a long rest; once the rest ends, the creature is no longer deafened. This ointment has no effect on natural deafness, such as that caused by birth defects or old age.

Expeditious Elixir

Potion, common

As an action, a creature can drink this blue, fizzy elixir; its effects last for 1 minute. During this time, the creature can take the Dash action as a bonus action on each of their turns.

Explosive Ointment

Potion, rare

This viscous, jet-black liquid explodes when exposed to air. As an action, you can throw this flask up to 30 feet, shattering it on impact. Each creature within a 10-foot radius of the impact must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) force damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Eyebright Essence

Potion, common

A blinded creature can apply this sticky, yellow ointment to their eyes at the beginning of a long rest; once the rest ends, the creature is no longer blinded. This ointment has no effect on natural blindness, such as that caused by birth defects or old age.

CONCEALING CONCOCTION



EYEBRIGHT ESSENCE



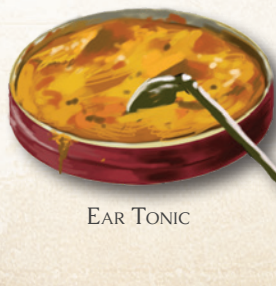
EXPEDITIOUS ELIXIR



EXPLOSIVE OINTMENT



EAR TONIC



Fibster's Fluid

Potion, common

As an action, a creature can drink this bitter, purple fluid; its effects last for 1 hour. During this time, the creature has advantage on ability checks they make to deceive or mislead another creature, such as Charisma (Deception) checks. The creature's tongue is also stained purple for the duration. Another creature can notice this discoloration with a successful DC 15 Wisdom (Perception) check.

Flash Bottle

Potion, rare

This alchemical powder emits a blinding flash when exposed to air. As an action, you can throw this flask up to 30 feet, shattering it on impact. Each creature within a 10-foot radius of the impact must make a DC 15 Constitution saving throw. On a failed save, a creature takes 15 (6d4) radiant damage and is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded.

Flesheater

Potion, common

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature, treating the flesheater as an improvised weapon. On a hit, the target takes 2d6 necrotic damage.

Frogleg Fluid

Potion, common

As an action, a creature can drink this thin, green, liquid; for the next minute, the creature's jump distance and height are tripled.

Gloop

Potion, rare

This viscous fluid becomes extraordinarily sticky when exposed to air. As an action, you can throw this flask up to 30 feet, shattering it and creating a 20-foot radius area of difficult terrain centered on the impact. Each creature in the difficult terrain must succeed on a DC 15 Strength saving throw or become grappled by the gloop. A creature that starts its turn grappled this way takes 5 (2d4) acid damage. A creature can repeat the Strength saving throw at the end of each of its turns, freeing itself on a success.

Healing Draught

Potion, common

A character who drinks the magical red fluid in this vial regains 1d4 + 1 hit points. Drinking or administering a potion takes an action.

Liquid Fatigue

Potion, very rare

A creature that ingests this poison must succeed on a DC 20 Constitution saving throw or gain a level of exhaustion.



Medusa's Essence

Potion, very rare

As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature, treating the medusa's essence as an improvised weapon. On a hit, the target must make a DC 20 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by *greater restoration* or similar magic.

Potion of Absorption

Potion, very rare

As an action, a creature can drink this potion; for the next minute, the creature gains resistance to acid, cold, fire, lightning, and thunder damage. Additionally, if a creature hits the creature with a melee attack during this time and they have taken acid, cold, fire, lightning, or thunder damage this round, the attacking creature takes 5 acid, cold, fire, lightning, or thunder damage (user's choice).

Potion of Barkskin

Potion, uncommon

As an action, a creature can drink this fibrous fluid; its effect lasts for 1 hour. During that time, the creature's skin has a rough, bark-like appearance, and their AC can't be less than 16, regardless of what armor they're wearing.



MEDUSA'S ESSENCE

POTION OF
BARKSKIN



POTION OF ABSORPTION



Potion of Bear's Endurance

Potion, uncommon

As an action, a creature can drink this thick, brown liquid; its effect lasts for 1 hour. During that time, the creature has advantage on Constitution checks and gains 2d6 temporary hit points.

Potion of Blurring

Potion, uncommon

A creature can drink this rippling liquid as an action. For the next minute, any attack rolls that target the creature have disadvantage. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Potion of Bull's Strength

Potion, uncommon

As an action, a creature can drink this red-veined, black liquid; its effect lasts for 1 hour. During that time, the creature has advantage on Strength checks and their carrying capacity is doubled.

Potion of Cat's Grace

Potion, uncommon

As an action, a creature can drink this mottled orange and grey liquid; its effect lasts for 1 hour. During that time, the creature has advantage on Dexterity checks and doesn't take damage from falling 20 feet or less.

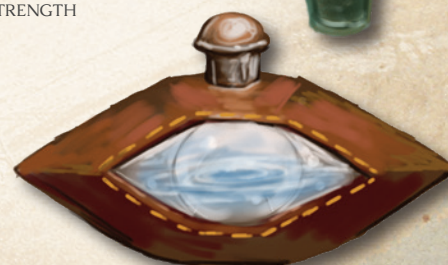


POTION OF BULL'S
STRENGTH



POTION OF CAT'S
GRACE

POTION OF BEAR'S
ENDURANCE



POTION OF BLURRING

Potion of Coagulation

Potion, common

As an action, a creature can drink this sludgy red liquid; its effect lasts for 10 minutes. During that period, the first time the creature would take damage, they can roll a d4 and reduce the damage taken by the amount rolled. The potion then wears off.

Potion of Eagle's Splendour

Potion, uncommon

As an action, a creature can drink this golden liquid; its effect lasts for 1 hour. During that time, the creature has advantage on Charisma checks.

Potion of Energy

Potion, uncommon

As an action, a creature can drink this bubbling, orange liquid. For the next minute, the creature can interact with an additional object on each of their turns.

Potion of Fox's Cunning

Potion, uncommon

As an action, a creature can drink this orange liquid; its effect lasts for 1 hour. During that time, the creature has advantage on Intelligence checks.

Potion of the Green Fairy

Potion, uncommon

As an action, a creature can drink this cloudy, opaque liquid; its effects last for 10 minutes. During this time, whenever the creature makes a Charisma check you can roll a d6 and add the number rolled to their check.

Potion of Health

Potion, uncommon

As an action, a creature can drink this effervescent liquid. For the next minute, the creature has advantage on saving throws to resist being blinded, deafened, paralyzed, or poisoned.

Potion of Health, Greater

Potion, rare

As an action, a creature can drink this effervescent liquid. For the next minute, the creature has advantage on saving throws to resist being blinded, charmed, deafened, paralyzed, petrified, or poisoned.

Potion of Intuition

Potion, uncommon

A creature can drink this smoking, purple fluid as an action; its effects last for 1 hour. During this time, the creature has advantage on ability checks they make to discern lies or otherwise judge the emotional state of other creatures, such as Wisdom (insight) checks.

POTION OF COAGULATION



POTION OF ENERGY



POTION OF HEALTH



POTION OF OWL'S
WISDOM



POTION OF EAGLE'S
SPLENDOR



POTION OF FOX'S
CUNNING



POTION OF
HEALTH,
GREATER

POTION OF
INTUITION



Potion of Luck

Potion, very rare

As an action, a creature can drink this bubbling, golden liquid. For the next minute, whenever the creature makes an attack roll, ability check, or saving throw, they may roll an additional d20. They can use this ability after the original roll, but before the outcome is revealed. The creature chooses which of the d20s is used for the attack roll, ability check, or saving throw.

Potion of Motion

Potion, common

As an action, a creature can drink this swirling green liquid; its effect lasts for 1 hour. During that time, the creature's speed increases by 10 feet.

Potion of Owl's Wisdom

Potion, uncommon

As an action, a creature can drink this sage-green liquid; its effect lasts for 1 hour. During that time, the creature has advantage on Wisdom checks.

Potion of Peace

Potion, rare

As an action, a creature can drink this silvery liquid; its effect lasts for 1 hour. During that time, the creature is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. The potion even foils *wish* spells and spells or effects of similar power used to affect the target's mind or to gain information about the target.

Potion of Replenishment

Potion, rare

As an action, a creature can drink this potion and end any one effect that reduces one of their ability scores.

Potion of Stoneskin

Potion, rare

As an action, a creature can drink this gravelly fluid; its effects last for 1 hour. During that time, the creature's flesh becomes hard as stone and they gain resistance to nonmagical bludgeoning, piercing, and slashing damage.

Potion of Swimming

Potion, common

As an action, a creature can drink this potion and gain a swimming speed equal to their walking speed for 1 hour. During this time, the creature has advantage on Strength (Athletics) checks they make to swim. Waves flow through this potion even when it is still.

Potion of Vigour

Potion, rare

As an action, a creature can drink this potion and end any one effect that reduces their hit point maximum.



Powdered Tongue

Potion, common

As an action, a creature can eat this powder; its effects last for 1 hour. During this time, the creature understands the literal meaning of any language they hear.

Purifying Potion

Potion, common

As an action, a creature can pour this potion into a single serving of nonmagical food or drink and render it free of poison or disease.

Regenerative Ointment

Potion, uncommon

As an action, a creature can apply this purple ointment to their body; for the next minute, they regain 1d4 + 1 hit points at the start of each of their turns.

Regenerative Ointment, Greater

Potion, rare

As an action, a creature can apply this purple ointment to their body; for the next minute, they regain 2d4 + 2 hit points at the start of each of their turns.

Silvertongue Sauce

Potion, common

As an action, a creature can drink this silver liquid; its effects last for 1 hour. During this time, the creature has advantage on ability checks they make to persuade or convince another creature, such as Charisma (Persuasion) checks.

Slipsap

Potion, common

As an action, a creature can drink this clear, greasy liquid; its effects last for 1 hour. During this time, the creature can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or another creature that has it grappled.

Thunder Flask

Potion, rare

This glimmering purple liquid explodes thunderously when exposed to air. As an action, you can throw this flask up to 30 feet, shattering it on impact. Each creature within a 20-foot radius must make a DC 15 Constitution saving throw. On a failed save, a creature takes 21 (6d6) thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened.

Tonguetie Tincture

Potion, common

A creature that drinks this potion cannot speak for 1 hour. The potion seems to writhe in its bottle when disturbed.

Troll Blood

Potion, very rare

As an action, a creature can drink this thick, metallic-tasting liquid and regrow severed body members (fingers, legs, tails, and so on). Growing a new body part takes 2 minutes; if the creature has the severed part and holds it to the stump, the potion instantaneously causes the limb to knit to the stump.



APPENDIX A: HARVESTER'S HANDBOOK

The following tables give examples of the types of ingredients you can harvest from creatures. The table provides 3 examples of ingredient types for each creature, along with their grade and the DC for the ability check to acquire ingredients from that creature. You can add your proficiency bonus to your ability check if you are

proficient in a skill that would apply, depending on the creature's type. Creatures without magical properties might require Nature, while magical beasts and aberrations might require Arcana. The skill required by a given creature type is up to the GM.

A

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Aboleth	10	Medium	15	bone	intoxicant	toxin
Adult Black Dragon	14	High	20	bone	hide	toxin
Adult Blue Dragon	16	High	20	bone	hide	elemental essence - air
Adult Brass Dragon	13	High	20	bone	hide	intoxicant
Adult Bronze Dragon	15	High	20	bone	hide	elemental essence - air
Adult Copper Dragon	14	High	20	bone	hide	intoxicant
Adult Gold Dragon	17	High	20	bone	hide	elemental essence - fire
Adult Green Dragon	15	High	20	bone	hide	toxin
Adult Red Dragon	17	High	20	bone	hide	elemental essence - fire
Adult Silver Dragon	16	High	20	bone	hide	toxin
Adult White Dragon	13	High	20	bone	hide	elemental essence - water
Air Elemental	5	Medium	15	elemental essence -		
Ancient Black Dragon	21	Supreme	25	bone	hide	toxin
Ancient Blue Dragon	23	Supreme	25	bone	hide	elemental essence - air
Ancient Brass Dragon	20	Supreme	25	bone	hide	intoxicant
Ancient Bronze Dragon	22	Supreme	25	bone	hide	elemental essence - air
Ancient Copper Dragon	21	Supreme	25	bone	hide	intoxicant
Ancient Gold Dragon	24	Supreme	25	bone	hide	elemental essence - fire
Ancient Green Dragon	22	Supreme	25	bone	hide	toxin
Ancient Red Dragon	24	Supreme	25	bone	hide	elemental essence - fire
Ancient Silver Dragon	23	Supreme	25	bone	hide	toxin
Ancient White Dragon	20	Supreme	25	bone	hide	elemental essence - water
Androsphinx	17	High	20	bone	feathers	hide
Animated Armor	1	Low	10	iron	precious metal	
Ankheg	2	Low	10	bone	toxin	
Ape	0.5	Low	10	bone	hide	

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Awakened Shrub	0	Low	10	fiber	wood	
Awakened Tree	2	Low	10	fiber	wood	
Axe Beak	0.25	Low	10	bone	feather	
Azer	2	Low	10	elemental essence - fire	iron	

B

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Baboon	0	Low	10	bone	hide	
Badger	0	Low	10	bone	hide	
Balor	19	Supreme	25	hide		
Barbed Devil	5	Medium	15	bone	hide	
Basilisk	3	Low	10	bone	hide	toxin
Bat	0	Low	10	hide		
Bearded Devil	3	Low	10	bone	hide	
Behir	11	High	20	bone	elemental essence - air	hide
Black Bear	0.5	Low	10	bone	hide	
Black Dragon Wyrmling	2	Low	10	bone	hide	toxin
Black Pudding	4	Low	10	pigment	toxin	water
Blink Dog	0.25	Low	10	bone	hide	stimulant
Blood Hawk	0.125	Low	10	feathers		
Blue Dragon Wyrmling	3	Low	10	bone	hide	elemental essence - air
Boar	0.25	Low	10	bone	hide	
Bone Devil	9	Medium	15	bone		
Brass Dragon Wyrmling	1	Low	10	bone	hide	intoxicant
Bronze Dragon Wyrmling	2	Low	10	bone	hide	elemental essence - air
Brown Bear	1	Low	10	bone	hide	
Bugbear	1	Low	10	bone		
Bulette	5	Medium	15	bone	hide	rock

C

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Camel	0.125	Low	10	bone	hide	
Cat	0	Low	10	hide		
Centaur	2	Low	10	bone	hide	
Chain Devil	8	Medium	15	bone	iron	
Chimera	6	Medium	15	bone	elemental essence - fire	hide
Chuul	4	Low	10	bone	toxin	
Clay Golem	9	Medium	15	elemental essence - earth	rock	sand

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Cloaker	8	Medium	15	hide		
Cloud Giant	9	Medium	15	bone	elemental essence - air	
Cockatrice	0.5	Low	10	feathers	toxin	
Constrictor Snake	0.25	Low	10	hide		
Copper Dragon Wyrmling	1	Low	10	bone	hide	intoxicant
Couatl	4	Low	10	feathers	medicinals	pigment
Crab	0	Low	10			
Crocodile	0.5	Low	10	bone	hide	

D

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Darkmantle	0.5	Low	10	hide		
Death Dog	1	Low	10	bone	hide	toxin
Deer	0	Low	10	bone	hide	
Deva	10	Medium	15	feathers	medicinals	
Dire Wolf	1	Low	10	bone	hide	
Djinni	11	High	20	elemental essence - air	precious metal	
Doppelganger	3	Low	10	psychotropic	stimulant	
Draft Horse	0.25	Low	10	bone	hide	
Dragon Turtle	17	High	20	bone	hide	elemental essence - water
Dretch	0.25	Low	10	bone	toxin	
Drider	6	Medium	15	bone	toxin	
Dryad	1	Low	10	fibres	wood	
Duergar	1	Low	10	bone		
Dust Mephit	0.5	Low	10	elemental essence - air/earth	sand	

E

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Eagle	0	Low	10	feathers		
Earth Elemental	5	Medium	15	elemental essence - earth	rock	sand
Efreeti	11	High	20	elemental essence - fire	precious metal	
Elephant	4	Low	10	bone	hide	
Elf, Drow	0.25	Low	10	bone		
Elk	0.25	Low	10	bone	hide	
Erinyes	12	High	20	bone	feathers	
Ettercap	2	Low	10	bone		
Ettin	4	Low	10	bone	hide	

F

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Fire Elemental	5	Medium	15	elemental essence - fire		
Fire Giant	9	Medium	15	bone	elemental essence - fire	
Flesh Golem	5	Medium	15	bone	elemental essence - earth	
Flying Snake	0.125	Low	10	feathers	hide	
Flying Sword	0.25	Low	10	iron		
Frog	0	Low	10	toxin		
Frost Giant	8	Medium	15	bone	elemental essence - water	

G

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Gargoyle	2	Low	10	elemental essence - earth	rock	
Gelatinous Cube	2	Low	10	toxin	water	
Ghast	2	Low	10	bone		
Ghost	4	Low	10			
Ghoul	1	Low	10	bone		
Giant Ape	7	Medium	15	bone	hide	
Giant Badger	0.25	Low	10	bone	hide	
Giant Bat	0.25	Low	10	hide		
Giant Boar	2	Low	10	bone	hide	
Giant Centipede	0.25	Low	10	hide		
Giant Constrictor Snake	2	Low	10	hide		
Giant Crab	0.125	Low	10	bone		
Giant Crocodile	5	Medium	15	bone	hide	
Giant Eagle	1	Low	10	feathers		
Giant Elk	2	Low	10	bone	hide	
Giant Fire Beetle	0	Low	10	elemental essence - fire	hide	
Giant Frog	0.25	Low	10	hide		
Giant Goat	0.5	Low	10	bone	hide	
Giant Hyena	1	Low	10	bone	hide	
Giant Lizard	0.25	Low	10	bone	hide	
Giant Octopus	1	Low	10	pigment		
Giant Owl	0.25	Low	10	feathers		
Giant Poisonous Snake	0.25	Low	10	hide	toxin	
Giant Rat	0.125	Low	10	bone	hide	
Giant Scorpion	3	Low	10	hide	toxin	
Giant Sea Horse	0.5	Low	10	bone		

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Giant Shark	5	Medium	15	hide		
Giant Spider	1	Low	10	hide	toxin	
Giant Toad	1	Low	10	hide		
Giant Vulture	1	Low	10	feathers		
Giant Wasp	0.5	Low	10	hide	toxin	
Giant Weasel	0.125	Low	10	bone	hide	
Giant Wolf Spider	0.25	Low	10	hide		
Gibbering Mouther	2	Low	10	psychotropic	toxin	water
Glabrezu	9	Medium	15	bone	hide	
Gnoll	0.5	Low	10	bone	hide	
Gnome, Deep (Svirfneblin)	0.5	Low	10	bone		
Goat	0	Low	10	bone	hide	
Goblin	0.25	Low	10	bone		
Gold Dragon Wyrmling	3	Low	10	bone	hide	elemental essence - fire
Gorgon	5	Medium	15	iron	toxin	
Gray Ooze	0.5	Low	10	toxin	water	
Green Dragon Wyrmling	2	Low	10	bone	hide	toxin
Green Hag	3	Low	10	bone		
Grick	2	Low	10	hide		
Griffon	2	Low	10	bone	feathers	hide
Grimlock	0.25	Low	10	bone	hide	
Guardian Naga	10	Medium	15	bone	hide	medicinals
Gynosphinx	11	High	20	bone	feathers	hide

H

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Half-Red Dragon Veteran	5	Medium	15	bone	elemental essence - fire	hide
Harpy	1	Low	10	feathers		
Hawk	0	Low	10	feathers		
Hell Hound	3	Low	10	bone	elemental essence - fire	hide
Hezrou	8	Medium	15	bone	hide	
Hill Giant	5	Medium	15	bone	hide	
Hippogriff	1	Low	10	bone	feathers	hide
Hobgoblin	0.5	Low	10	bone		
Homunculus	0	Low	10	sand	toxin	
Horned Devil	11	High	20	bone	hide	
Hunter Shark	2	Low	10	hide		
Hydra	8	Medium	15	bone	hide	
Hyena	0	Low	10	hide		

I

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Ice Devil	14	High	20	elemental essence - water	hide	
Ice Mephit	0.5	Low	10	elemental essence - air/water	water	
Imp	1	Low	10	bone	toxin	hide
Invisible Stalker	6	Medium	15	elemental essence - air		
Iron Golem	16	High	20	elemental essence - earth	iron	

J

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Jackal	0	Low	10	hide		

K

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Killer Whale	3	Low	10	hide		
Kobold	0.125	Low	10	bone		
Kraken	23	Supreme	25	elemental essence - water	pigment	

L

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Lamia	4	Low	10	intoxicant	hide	
Lemure	0	Low	10			
Lich	21	Supreme	25	bone		
Lion	1	Low	10	bone	hide	
Lizard	0	Low	10	hide		
Lizardfolk	0.5	Low	10	bone	hide	

M

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Magma Mephit	0.5	Low	10	elemental essence - earth/fire	rock	
Magmin	0.5	Low	10	elemental essence - fire	rock	
Mammoth	6	Medium	15	bone	hide	
Manticore	3	Low	10	bone	hide	
Marilith	16	High	20	bone	hide	
Mastiff	0.125	Low	10	bone	hide	
Medusa	6	Medium	15	toxin		
Merfolk	0.125	Low	10	bone		

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Marrow	2	Low	10	bone	hide	
Mimic	2	Low	10	psychotropic	hide	
Minotaur	3	Low	10	bone	hide	
Minotaur Skeleton	2	Low	10	bone		
Mule	0.125	Low	10	bone	hide	
Mummy	3	Low	10	bone	fibres	sand
Mummy Lord	15	High	20	bone	fibres	sand

N

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Nalfeshnee	13	High	20	bone	hide	feathers
Night Hag	5	Medium	15	bone		
Nightmare	3	Low	10	bone	elemental essence - fire	hide

O

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Ochre Jelly	2	Low	10	pigment	toxin	
Octopus	0	Low	10	pigment		
Ogre	2	Low	10	bone	hide	
Ogre Zombie	2	Low	10	bone	hide	
Oni	7	Medium	15	bone	psychotropic	hide
Orc	0.5	Low	10	bone		
Otyugh	5	Medium	15	bone	hide	toxin
Owl	0	Low	10	feathers		
Owlbear	3	Low	10	bone	feathers	hide

P

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Panther	0.25	Low	10	bone	hide	
Pegasus	2	Low	10	bone	feathers	hide
Phase Spider	3	Low	10	hide	toxin	
Pit Fiend	20	Supreme	25	bone	elemental essence - fire	hide
Planetar	16	High	20	feathers	medicinals	
Plesiosaurus	2	Low	10	bone	hide	
Poisonous Snake	0.125	Low	10	hide	toxin	
Polar Bear	2	Low	10	bone	hide	
Pony	0.125	Low	10	bone	hide	
Pseudodragon	0.25	Low	10	bone	hide	intoxicant
Purple Worm	15	High	20	bone	hide	toxin

Q

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Quasit	1	Low	10	psychotropic		
Quipper	0	Low	10			

R

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Rakshasa	13	High	20	toxin		
Rat	0	Low	10			
Raven	0	Low	10	feathers		
Red Dragon Wyrmling	4	Low	10	bone	hide	elemental essence - fire
Reef Shark	0.5	Low	10	hide		
Remorhaz	11	High	20	elemental essence - fire	hide	
Rhinoceros	2	Low	10	bone	hide	
Riding Horse	0.25	Low	10	bone	hide	
Roc	11	High	20	bone	feathers	
Roper	5	Medium	15	rock		
Rug of Smothering	2	Low	10	fibres		
Rust Monster	0.5	Low	10	bone	hide	iron

S

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Saber-Toothed Tiger	2	Low	10	bone	hide	
Sahuagin	0.5	Low	10	hide		
Salamander	5	Medium	15	elemental essence - fire		
Satyr	0.5	Low	10	bone		
Scorpion	0	Low	10	toxin		
Sea Hag	2	Low	10	bone		
Sea Horse	0	Low	10			
Shadow	0.5	Low	10			
Shambling Mound	5	Medium	15	fibres	wood	
Shield Guardian	7	Medium	15	gemstone	iron	
Shrieker	0	Low	10	fibres	wood	
Silver Dragon Wyrmling	2	Low	10	bone	hide	toxin
Skeleton	0.25	Low	10	bone		
Solar	21	Supreme	25	feathers	medicinals	
Specter	1	Low	10			
Spider	0	Low	10	toxin		
Spirit Naga	8	Medium	15	hide	medicinals	toxin
Sprite	0.25	Low	10	psychotropic	intoxicant	

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Steam Mephit	0.25	Low	10	elemental essence - air/fire	water	
Stirge	0.125	Low	10	hide		
Stone Giant	7	Medium	15	bone	hide	stone
Stone Golem	10	Medium	15	elemental essence - earth	rock	
Storm Giant	13	High	20	bone	elemental essence - air	hide
Succubus/Incubus	4	Low	10	elemental essence - fire	intoxicant	
Swarm of Bats	0.25	Low	10	hide		
Swarm of Insects	0.5	Low	10	pigment		
Swarm of Poisonous Snakes	2	Low	10	hide	toxin	
Swarm of Quippers	1	Low	10			
Swarm of Rats	0.25	Low	10			
Swarm of Ravens	0.25	Low	10	feathers		

T

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Tarrasque	30	Supreme	25	bone	hide	stimulant
Tiger	1	Low	10	bone	hide	
Treant	9	Medium	15	fibres	wood	
Triceratops	5	Medium	15	bone	hide	
Troll	5	Medium	15	bone	hide	medicinals
Tyrannosaurus Rex	8	Medium	15	bone	hide	

U

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Unicorn	5	Medium	15	bone	hide	medicinals

V

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Vampire	13	High	20	bone	intoxicant	
Vampire Spawn	5	Medium	15	bone		
Violet Fungus	0.25	Low	10	fibres	wood	
Vrock	6	Medium	15	bone	feathers	hide
Vulture	0	Low	10	feathers		

W

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Warhorse	0.5	Low	10	bone	hide	
Warhorse Skeleton	0.5	Low	10	bone		
Water Elemental	5	Medium	15	elemental essence - water		

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Weasel	0	Low	10	hide		
Werebear	5	Medium	15	bone	hide	
Wereboar	4	Low	10	bone	hide	
Wererat	2	Low	10	bone	hide	
Weretiger	4	Low	10	bone	hide	
Werewolf	3	Low	10	bone	hide	
White Dragon Wyrmling	2	Low	10	bone	hide	elemental essence - water
Wight	3	Low	10	bone		
Will-o'-Wisp	2	Low	10			
Winter Wolf	3	Low	10	bone	elemental essence - water	hide
Wolf	0.25	Low	10	bone	hide	
Worg	0.5	Low	10	bone	hide	
Wraith	5	Medium	15			
Wyvern	6	Medium	15	hide	toxin	

X

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Xorn	5	Medium	15	elemental essence - earth	gemstone	rock

Y

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Young Black Dragon	7	Medium	15	bone	hide	toxin
Young Blue Dragon	9	Medium	15	bone	hide	elemental essence - air
Young Brass Dragon	6	Medium	15	bone	hide	intoxicant
Young Bronze Dragon	8	Medium	15	bone	hide	elemental essence - air
Young Copper Dragon	7	Medium	15	bone	hide	intoxicant
Young Gold Dragon	10	Medium	15	bone	hide	elemental essence - fire
Young Green Dragon	8	Medium	15	bone	hide	toxin
Young Red Dragon	10	Medium	15	bone	hide	elemental essence - fire
Young Silver Dragon	9	Medium	15	bone	hide	toxin
Young White Dragon	6	Medium	15	bone	hide	elemental essence - water

Z

Creature	CR	Grade	DC Check	Ingredient 1	Ingredient 2	Ingredient 3
Zombie	0.25	Low	10	bone		

APPENDIX B: FORAGER'S HANDBOOK

The following tables provide examples of the kind of ingredients you can forage for in various environments. Each table provides a set of specific plants or other flora, along with its ingredient type, grade and DC for the ability check to acquire it. If you are proficient in a skill that would apply to the environment you are in, such as Nature or Survival, you can add your proficiency bonus to your ability check to acquire an ingredient. The GM has final say on what skills apply in each environment.

Arctic

d20	Ingredient (Classification)	Grade	Acquisition DC	Creation DC Modifier	Value
1	Shiverbug (Pigment)	Low	10	+2	5 (1d10) cp
2	Giantsbeard Lichen (Fiber)	Low	10	+2	5 (1d10) cp
3	White Spruce (Fiber, Wood)	Low	10	+2	5 (1d10) cp
4	Bog Bilberry (Alcohol)	Low	10	+2	5 (1d10) cp
5	Chaga Fungi (Medicinal, Pigment)	Low	10	+2	5 (1d10) cp
6	Moss Campion (Toxin)	Low	10	+2	5 (1d10) cp
7	Yarrow (Medicinal, Stimulant)	Low	10	+2	5 (1d10) cp
8	Mountain Moss Mushroom (Psychotropic)	Low	10	+2	5 (1d10) cp
9	Bearberry (Medicinal, Toxin)	Low	10	+2	5 (1d10) cp
10	Icicle Lichen (Psychotropic, Intoxicant)	Low	10	+2	5 (1d10) cp
11	Frostbite Beetle (Toxin)	Medium	15	+0	5 (1d10) sp
12	Cloudberry (Alcohol, Intoxicant)	Medium	15	+0	5 (1d10) sp
13	Silver Pine (Fiber, Wood)	Medium	15	+0	5 (1d10) sp
14	Snowflake Fungi (Alcohol)	Medium	15	+0	5 (1d10) sp
15	Fly Agaric (Psychotropic, Toxin)	Medium	15	+0	5 (1d10) sp
16	Giant Mosquito (Intoxicant)	High	20	-2	5 (1d10) gp
17	Bluesnow Butterfly (Pigment, Stimulant)	High	20	-2	5 (1d10) gp
18	Frostbark Spruce (Fiber, Wood)	High	20	-2	5 (1d10) gp
19	Verglas (Water)	High	20	-2	5 (1d10) gp
20	Rimelice (Psychotropic)	Supreme	25	-4	5 (1d10) pp

Coastal

d20	Ingredient (Classification)	Grade	Acquisition DC	Creation DC Modifier	Value
1	Bladder Wrack (Medicinal, Pigment)	Low	10	+2	5 (1d10) cp
2	Coconut Palm (Alcohol, Fiber, Wood)	Low	10	+2	5 (1d10) cp
3	Palm Lily (Alcohol, Pigment)	Low	10	+2	5 (1d10) cp
4	Dreamfish (Psychotropic)	Low	10	+2	5 (1d10) cp
5	Surf Parrotfish (Psychotropic, Toxin)	Low	10	+2	5 (1d10) cp
6	Finstripe Goatfish (Psychotropic)	Low	10	+2	5 (1d10) cp
7	Totara (Wood)	Low	10	+2	5 (1d10) cp
8	Rambutan (Alcohol)	Low	10	+2	5 (1d10) cp
9	Sea Thrift (Intoxicant)	Low	10	+2	5 (1d10) cp
10	Cup of Gold (Intoxicant)	Low	10	+2	5 (1d10) cp
11	Okra (Fiber, Medicinal)	Medium	15	+0	5 (1d10) sp
12	Aloe Vera (Medicinal, Water)	Medium	15	+0	5 (1d10) sp
13	Lionfish (Toxin)	Medium	15	+0	5 (1d10) sp
14	Bamboo (Fiber, Wood)	Medium	15	+0	5 (1d10) sp
15	Areca Palm (Stimulant)	Medium	15	+0	5 (1d10) sp
16	Murex Snail (Pigment)	High	20	-2	5 (1d10) gp
17	Reef Stonefish (Toxin)	High	20	-2	5 (1d10) gp
18	Kava (Intoxicant)	High	20	-2	5 (1d10) gp
19	Flying Fish Wings (Stimulant)	High	20	-2	5 (1d10) gp
20	Coca (Stimulant)	Supreme	25	-4	5 (1d10) pp

Desert

d20	Ingredient (Classification)	Grade	Acquisition DC	Creation DC Modifier	Value
1	Sentry Plant (Alcohol, Fiber, Water)	Low	10	+2	5 (1d10) cp
2	Torch Cactus (Psychotropic)	Low	10	+2	5 (1d10) cp
3	Mare's Milk (Alcohol, Water)	Low	10	+2	5 (1d10) cp
4	Rubber Rabbitbrush (Pigment)	Low	10	+2	5 (1d10) cp
5	Olive (Wood)	Low	10	+2	5 (1d10) cp
6	Devil's Claw (Fiber)	Low	10	+2	5 (1d10) cp
7	Blue Yucca (Fiber)	Low	10	+2	5 (1d10) cp
8	Inebriating Mint (Intoxicant, Medicinal)	Low	10	+2	5 (1d10) cp
9	Wheel Spider (Toxin)	Low	10	+2	5 (1d10) cp
10	Camel Spider (Toxin)	Low	10	+2	5 (1d10) cp

d20	Ingredient (Classification)	Grade	Acquisition DC	Creation DC Modifier	Value
11	Joint-Pine Pollen (Medicinal, Stimulant)	Medium	15	+0	5 (1d10) sp
12	Desert Toad (Psychotropic)	Medium	15	+0	5 (1d10) sp
13	Desert Ironwood (Wood)	Medium	15	+0	5 (1d10) sp
14	Myrtle (Medicinal)	Medium	15	+0	5 (1d10) sp
15	Blue Agave (Alcohol)	Medium	15	+0	5 (1d10) sp
16	Cochineal (Pigment)	High	20	-2	5 (1d10) gp
17	Khat (Stimulant)	High	20	-2	5 (1d10) gp
18	Peyote (Psychotropic)	High	20	-2	5 (1d10) gp
19	Indigo (Medicinal, Pigment)	High	20	-2	5 (1d10) gp
20	Killer Bee (Toxin)	Supreme	25	-4	5 (1d10) pp

Forest

d20	Ingredient (Classification)	Grade	Acquisition DC	Creation DC Modifier	Value
1	Cassava (Alcohol)	Low	10	+2	5 (1d10) cp
2	Crimson-Patched Longwing (Toxin)	Low	10	+2	5 (1d10) cp
3	Wasai (Medicinal)	Low	10	+2	5 (1d10) cp
4	Spiked Pepper (Intoxicant, Medicinal)	Low	10	+2	5 (1d10) cp
5	Lapacho (Medicinal)	Low	10	+2	5 (1d10) cp
6	Kamala Tree (Pigment, Wood)	Low	10	+2	5 (1d10) cp
7	Cacao Seeds (Stimulant)	Low	10	+2	5 (1d10) cp
8	Fishberry (Intoxicant, Stimulant)	Low	10	+2	5 (1d10) cp
9	Ginseng (Stimulant)	Low	10	+2	5 (1d10) cp
10	Chestnut (Pigment, Wood)	Low	10	+2	5 (1d10) cp
11	Cutchtree (Pigment, Wood)	Medium	15	+0	5 (1d10) sp
12	Kratom Leaves (Intoxicant)	Medium	15	+0	5 (1d10) sp
13	Bamboo (Fiber, Wood)	Medium	15	+0	5 (1d10) sp
14	Banana Spider (Toxin)	Medium	15	+0	5 (1d10) sp
15	Bullet Ant (Psychotropic)	Medium	15	+0	5 (1d10) sp
16	Seer's Sage (Psychotropic, Stimulant)	High	20	-2	5 (1d10) gp
17	Poison Dart Frog (Toxin)	High	20	-2	5 (1d10) gp
18	Ayahuasca (Psychotropic)	High	20	-2	5 (1d10) gp
19	Mahogany (Wood)	High	20	-2	5 (1d10) gp
20	Coffee Beans (Stimulant)	Supreme	25	-4	5 (1d10) pp

Grassland

d20	Ingredient (Classification)	Grade	Acquisition DC	Creation DC Modifier	Value
1	Cow Urine (Pigment)	Low	10	+2	5 (1d10) cp
2	Chamomile (Intoxicant)	Low	10	+2	5 (1d10) cp
3	Horseradish (Stimulant)	Low	10	+2	5 (1d10) cp
4	Dense Blazing Star (Stimulant)	Low	10	+2	5 (1d10) cp
5	Mare's Milk (Alcohol, Water)	Low	10	+2	5 (1d10) cp
6	Buck Moth (Toxin)	Low	10	+2	5 (1d10) cp
7	Wasp (Toxin)	Low	10	+2	5 (1d10) cp
8	Birch (Wood)	Low	10	+2	5 (1d10) cp
9	Banded Mottlegill (Psychotropic)	Low	10	+2	5 (1d10) cp
10	Lac Crawler Bug (Pigment)	Low	10	+2	5 (1d10) cp
11	Liberty Cap (Psychotropic)	Medium	15	+0	5 (1d10) sp
12	Valerian (Intoxicant)	Medium	15	+0	5 (1d10) sp
13	Flax (Fiber, Medicinal)	Medium	15	+0	5 (1d10) sp
14	Wheat (Alcohol)	Medium	15	+0	5 (1d10) sp
15	Oak Processionary (Toxin)	Medium	15	+0	5 (1d10) sp
16	Indigo (Medicinal, Pigment)	High	20	-2	5 (1d10) gp
17	Sheep (Fiber)	High	20	-2	5 (1d10) gp
18	Oak (Wood)	High	20	-2	5 (1d10) gp
19	Mulberry Silkworm (Fiber)	High	20	-2	5 (1d10) gp
20	Breadseed Poppy (Intoxicant)	Supreme	25	-4	5 (1d10) pp

Hill

d20	Ingredient (Classification)	Grade	Acquisition DC	Creation DC Modifier	Value
1	Common Broom (Stimulant)	Low	10	+2	5 (1d10) cp
2	Bitter Orange (Stimulant, Wood)	Low	10	+2	5 (1d10) cp
3	Mare's Milk (Alcohol, Water)	Low	10	+2	5 (1d10) cp
4	Wasp (Toxin)	Low	10	+2	5 (1d10) cp
5	Scarlet Elfcap (Medicinal)	Low	10	+2	5 (1d10) cp
6	Sulphur Tuft (Toxin)	Low	10	+2	5 (1d10) cp
7	Rattan (Fiber)	Low	10	+2	5 (1d10) cp
8	Lavender (Intoxicant)	Low	10	+2	5 (1d10) cp
9	Brindleberry (Pigment, Wood)	Low	10	+2	5 (1d10) cp
10	Banded Mottlegill (Psychotropic)	Low	10	+2	5 (1d10) cp

d20	Ingredient (Classification)	Grade	Acquisition DC	Creation DC Modifier	Value
11	Tea Leaves (Stimulant)	Medium	15	+0	5 (1d10) sp
12	Liberty Cap (Psychotropic)	Medium	15	+0	5 (1d10) sp
13	Grapes (Alcohol)	Medium	15	+0	5 (1d10) sp
14	Fly Agaric (Psychotropic, Toxin)	Medium	15	+0	5 (1d10) sp
15	Wheat (Alcohol)	Medium	15	+0	5 (1d10) sp
16	Oak (Wood)	High	20	-2	5 (1d10) gp
17	Tobacco (Intoxicant, Stimulant)	High	20	-2	5 (1d10) gp
18	Red-veined Pie Plant (Medicinal, Pigment)	High	20	-2	5 (1d10) gp
19	Sheep (Fiber)	High	20	-2	5 (1d10) gp
20	Hemp (Fiber, Intoxicant)	Supreme	25	-4	5 (1d10) pp

Mountain

d20	Ingredient (Classification)	Grade	Acquisition DC	Creation DC Modifier	Value
1	Millet (Alcohol)	Low	10	+2	5 (1d10) cp
2	Rice (Alcohol)	Low	10	+2	5 (1d10) cp
3	Cotton (Fiber)	Low	10	+2	5 (1d10) cp
4	Tall Physochlaina (Intoxicant)	Low	10	+2	5 (1d10) cp
5	Silk Flower (Psychotropic)	Low	10	+2	5 (1d10) cp
6	Torch Cactus (Psychotropic)	Low	10	+2	5 (1d10) cp
7	Sea Wormwood (Medicinal)	Low	10	+2	5 (1d10) cp
8	Lemon Sagewort (Medicinal)	Low	10	+2	5 (1d10) cp
9	Poison Ivy (Toxin)	Low	10	+2	5 (1d10) cp
10	Stone Pine (Wood)	Low	10	+2	5 (1d10) cp
11	Monkshood (Toxin)	Medium	15	+0	5 (1d10) sp
12	Bamboo (Fiber, Wood)	Medium	15	+0	5 (1d10) sp
13	Star Cactus (Stimulant, Psychotropic)	Medium	15	+0	5 (1d10) sp
14	Alpaca (Fiber)	Medium	15	+0	5 (1d10) sp
15	Ochre (Pigment)	Medium	15	+0	5 (1d10) sp
16	Red-veined Pie Plant (Medicinal, Pigment)	High	20	-2	5 (1d10) gp
17	Lapis Lazuli (Pigment)	High	20	-2	5 (1d10) gp
18	Angel's Trumpet (Intoxicant, Toxin)	High	20	-2	5 (1d10) gp
19	Cedar (Wood)	High	20	-2	5 (1d10) gp
20	Coca (Stimulant)	Supreme	25	-4	5 (1d10) pp

Swamp

d20	Ingredient (Classification)	Grade	Acquisition DC	Creation DC Modifier	Value
1	Sweet Flag (Stimulant)	Low	10	+2	5 (1d10) cp
2	Mangrove (Fiber, Wood)	Low	10	+2	5 (1d10) cp
3	Red Baneberry (Medicinal)	Low	10	+2	5 (1d10) cp
4	Corn-lily (Toxin)	Low	10	+2	5 (1d10) cp
5	Sweetgale (Medicinal)	Low	10	+2	5 (1d10) cp
6	Swamp Apple (Alcohol)	Low	10	+2	5 (1d10) cp
7	Bulrush (Fiber)	Low	10	+2	5 (1d10) cp
8	Yellowroot (Medicinal, Pigment)	Low	10	+2	5 (1d10) cp
9	Sugarcane (Alcohol)	Low	10	+2	5 (1d10) cp
10	Magnolia (Intoxicant)	Low	10	+2	5 (1d10) cp
11	Dahoon Holly (Stimulant)	Medium	15	+0	5 (1d10) sp
12	Blue Lotus (Intoxicant)	Medium	15	+0	5 (1d10) sp
13	Milkweed (Fiber, Medicinal, Toxin)	Medium	15	+0	5 (1d10) sp
14	Water Oak (Pigment, Wood)	Medium	15	+0	5 (1d10) sp
15	Spectacular Rustgill (Psychotropic)	Medium	15	+0	5 (1d10) sp
16	Eye of Newt (Psychotropic)	High	20	-2	5 (1d10) gp
17	Bald Cypress (Wood)	High	20	-2	5 (1d10) gp
18	Bitter Nightshade (Toxin)	High	20	-2	5 (1d10) gp
19	Gold Caps (Psychotropic)	High	20	-2	5 (1d10) gp
20	Grubtoad Slime (Pigment)	Supreme	25	-4	5 (1d10) pp

Underground

d20	Ingredient (Classification)	Grade	Acquisition DC	Creation DC Modifier	Value
1	Cave Bat Wing (Stimulant)	Low	10	+2	5 (1d10) cp
2	Cave Crayfish (Intoxicant)	Low	10	+2	5 (1d10) cp
3	Bullseye Fungi (Psychotropic)	Low	10	+2	5 (1d10) cp
4	Cave Beetle (Pigment)	Low	10	+2	5 (1d10) cp
5	Rosy Woodlouse (Pigment)	Low	10	+2	5 (1d10) cp
6	Liverwort (Medicinal)	Low	10	+2	5 (1d10) cp
7	Roughstalk (Fiber, Wood)	Low	10	+2	5 (1d10) cp
8	Cave Weta (Stimulant)	Low	10	+2	5 (1d10) cp
9	Dragon Millipede (Toxin)	Low	10	+2	5 (1d10) cp
10	Stoolstalk (Wood)	Low	10	+2	5 (1d10) cp

d20	Ingredient (Classification)	Grade	Acquisition DC	Creation DC Modifier	Value
11	Ropemoss (Fiber)	Medium	15	+0	5 (1d10) sp
12	Slime Ear (Stimulant, Toxin)	Medium	15	+0	5 (1d10) sp
13	Giant Salamander (Medicinal)	Medium	15	+0	5 (1d10) sp
14	Phantom Cavefish (Psychotropic)	Medium	15	+0	5 (1d10) sp
15	Bloated Bluegill (Alcohol, Intoxicant)	Medium	15	+0	5 (1d10) sp
16	Flecked Deathcap (Toxin)	High	20	-2	5 (1d10) gp
17	Penicillium (Medicinal)	High	20	-2	5 (1d10) gp
18	Bat Weaver Spider (Stimulant, Toxin)	High	20	-2	5 (1d10) gp
19	Caveball Fungi (Alcohol)	High	20	-2	5 (1d10) gp
20	Koji Mold (Alcohol)	Supreme	25	-4	5 (1d10) pp

Underwater

d20	Ingredient (Classification)	Grade	Acquisition DC	Creation DC Modifier	Value
1	Bladder Wrack (Medicinal, Pigment)	Low	10	+2	15 cp
2	Octopus Ink (Pigment)	Low	10	+2	5 (1d10) cp
3	Driftwood (Wood)	Low	10	+2	5 (1d10) cp
4	Dreamfish (Psychotropic)	Low	10	+2	5 (1d10) cp
5	Surf Parrotfish (Psychotropic, Toxin)	Low	10	+2	5 (1d10) cp
6	Finstripe Goatfish (Psychotropic)	Low	10	+2	5 (1d10) cp
7	Dulse (Alcohol)	Low	10	+2	5 (1d10) cp
8	Red Seaweed (Intoxicant)	Low	10	+2	5 (1d10) cp
9	Knotted Wrack (Fiber)	Low	10	+2	5 (1d10) cp
10	Arctic Char (Medicinal)	Low	10	+2	5 (1d10) cp
11	Giant Bladder Kelp (Alcohol, Intoxicant)	Medium	15	+0	5 (1d10) sp
12	Kelp (Fiber)	Medium	15	+0	5 (1d10) sp
13	Lionfish (Toxin)	Medium	15	+0	5 (1d10) sp
14	Sandy Dogfish (Medicinal)	Medium	15	+0	5 (1d10) sp
15	Eel (Medicinal)	Medium	15	+0	5 (1d10) sp
16	Murex Snail (Pigment)	High	20	-2	5 (1d10) gp
17	Reef Stonefish (Toxin)	High	20	-2	5 (1d10) gp
18	Seahorse (Stimulant)	High	20	-2	5 (1d10) gp
19	Flying Fish Wings (Stimulant)	High	20	-2	5 (1d10) gp
20	Softwood Coral (Wood)	Supreme	25	-4	5 (1d10) pp

Urban

d20	Ingredient (Classification)	Grade	Acquisition DC	Creation DC Modifier	Value
1	Rat Tail (Intoxicant)	Low	10	+2	5 (1d10) cp
2	Pigeon Feather (Stimulant)	Low	10	+2	5 (1d10) cp
3	Cockroach (Toxin)	Low	10	+2	5 (1d10) cp
4	Gecko Shed Skin (Medicinal)	Low	10	+2	5 (1d10) cp
5	Firebrat (Toxin)	Low	10	+2	5 (1d10) cp
6	Dandelion (Medicinal, Pigment)	Low	10	+2	5 (1d10) cp
7	Daisy (Medicinal)	Low	10	+2	5 (1d10) cp
8	Ivy Berries (Toxin)	Low	10	+2	5 (1d10) cp
9	Stinking Sumac (Wood, Toxin)	Low	10	+2	5 (1d10) cp
10	Holly (Toxin)	Low	10	+2	5 (1d10) cp
11	Silverfish (Stimulant)	Medium	15	+0	5 (1d10) sp
12	Bamboo (Fiber, Wood)	Medium	15	+0	5 (1d10) sp
13	Giant Hogweed (Toxin)	Medium	15	+0	5 (1d10) sp
14	Viper's Bugloss (Pigment)	Medium	15	+0	5 (1d10) sp
15	Yellow Foot Agaricus (Toxin)	Medium	15	+0	5 (1d10) sp
16	Cherry (Alcohol, Wood)	High	20	-2	5 (1d10) gp
17	Apple (Alcohol, Wood)	High	20	-2	5 (1d10) gp
18	Gold Caps (Psychotropic)	High	20	-2	5 (1d10) gp
19	Seer's Sage (Psychotropic, Stimulant)	High	20	-2	5 (1d10) gp
20	Griffon Feathers (Medicinal)	Supreme	25	-4	5 (1d10) pp

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Item Name:

Profession(s):

Specialization(s):

Recipe Rank:

Creation Time:

Created Item's Value:

Ingredient 1:

Ingredient Property (if any)?

Ingredient 2 (if any):

Ingredient Property (if any)?

Ingredient 3 (if any):

Ingredient Property (if any)?

Tool(s):

Source (if any):

Enchanting Only

Ability Check:

Item's Property (if any):

Description:

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Specialization(s):

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Enchanting Only

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Get Your Hands Dirty

The Ultimate Guide to Alchemy, Crafting & Enchanting is a comprehensive companion for not only magic items, but organically integrating item creation into your 5E games.

Rise through the ranks of the associations that oversee the varied studies of alchemy, crafting, and enchanting. Each rank comes with new recipes and benefits, but be careful, because if you don't adhere to the association's principles, you could fall into bad standing, or worse. Don't worry - for the rule-breakers and rebels, there's always the black market...

Finally, this book contains tables for the harvesting and foraging of ingredients, hundreds of recipes for both new and existing items, and 200 brand new, ready-to-use magic items.

With this guide's help, you can become a master crafter, and forge some of the most powerful artifacts the realms have ever seen.

