

# Recipe Crafting for Consumables

by SalmonSquire and Artisan\_Mechanicum

## Crafting Difficulty Table

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

When a player gain proficiency with the Alchemist, Brewer, Calligrapher, Tinker tools, or the Herbalist or Poison kit, they begin to gain access and knowledge to a host of new recipes. While the initial selection may be small, they can grow and experiment as artisans. The player beings by choosing 3 recipes from the starter list of 5 and adding them to a recipe book. The player can add new recipes to their book by studying recipes that they find or by experimentation.

Consumables and their effects can be broken down as follows:

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

Once per day during a long rest, a player may wish to craft a known recipe or experiment to discover new recipes. A character's crafting level is tied to its required proficiency bonus so as a character gains experience and levels, their proficiency in crafting also increases. The number of crafting slots a character has is equal to that

character's proficiency bonus. In order to create a crafting, it requires a number of crafting slots equal to the crafting level. A 1<sup>st</sup> level crafting requires one slot, a 2<sup>nd</sup> level crafting requires two slots, and so on. These slots are locked until the crafting is consumed or destroyed. A character cannot craft above their crafting level.

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

## Crafting Check Rules

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

Spell, Class and race features such as lucky or inspiration do not affect a *Crafting Skill* check,

however if an ally with proficiency in the respective tool offers help, the character may roll the *Crafting Skill* check at advantage. A character that assists a *Crafting Skill* check must spend the entire duration helping.

### **Learning New Recipes**

Much of learning recipes is experimentation and refining technique. Often times, recipes by two different people can look completely different but still result in the same effect. As your crafting levels increases, you unlock the potential to learn new recipes or enhance existing recipes. You can choose to experiment when crafting to see what combinations and mixtures of components yield.

### **Trainers and Rare Recipes**

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

### **Successful Experimentation**

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

### ***Variant:* Critical Success and Devastating Failures**

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

then immediately rolls for the second result.

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

### **Crafting in Poor Environments**

Sometimes the environmental conditions are not appropriate for crafting. If a player is unable to craft in a suitable environment such as an inn or respective place of business, they are unable to properly and productively work. When the perform a *Crafting Skill* check, they must roll as disadvantage.

### **Overlapping Effects**

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

### **Downtime Experiments**

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

### **Properties, Potency, Yield, and the Market**

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

# Calligraphy

Calligraphy is the art of understanding and manipulating arcane, divine, and natural forces around you. Calligraphers can alter or enhance spells, detect magic or poison, commune with the natural and unnatural, and summon paper and ink helpers.

When you make a *Crafting skill* check for brewing, you must subtract gold from your inventory representing the components necessary for crafting. Similar to rituals, calligraphy does not spell slots but like other crafting professions, scripts can only be crafted during a long rest. All scripts are single use.

Script Level	Component Cost
Novice	10gp
Intermediate	25gp
Advanced	50gp
Master	100gp
Grand Master	250gp

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

### Calligraphy Starting Recipes

Broad Script

Ink Servant

Magic Detection Scroll

Precision Script

Short-handed Script

### Spell Slots, Components, and Restrictions

Unlike potions, scripts require a level of understanding of the magical world. Scripts enhance a user's current understanding of the magic they already possess. Because of this, some scripts have class restrictions in line with the classes schools of magic. When a calligraphy

crafting is successful, it also consumes a material component cost. Many scripts can be activated in advance and some may be activated during bonus actions. Unlike potions, scripts may require concentration.

### Calligraphy Experimentation Table: Novice

d100	Recipe Result
1-12	Altering Script
13-24	Broad Script
25-36	Ink Servant
37-48	Magic Detection Scroll
49-60	Precision Script
61-72	Short-handed Script
73-84	Trap Detection Scroll
85-90	Basic Duplication Script
91-95	Unusable Results
96-100	Roll d100 on Calligraphy Experimentation Table: Intermediate

### Calligraphy Experimentation Table: Intermediate

d100	Recipe Result
1-12	Encircling Script
13-24	Fortuitous Script
25-36	Ink Devil
37-48	Long-handed Script
49-60	Paper Illusion
61-72	Paper Shelter
73-84	Poison and Disease Detection Scroll
85-90	Greater Duplication Script
91-95	Roll d100 on Calligraphy Experimentation Table: Novice
96-100	Roll d100 on Calligraphy Experimentation Table: Advanced

### Calligraphy Experimentation Table: Advanced

<b>d100</b>	<b>Recipe Result</b>
1-12	Engrossing Script
13-24	Evil and Good Detection Scroll
25-36	Imposing Script
37-48	Masterful Script
49-60	Paper Devil
61-72	Paper Grasp
73-84	Paper Steed
85-90	Exceptional Duplication Script
91-95	Roll d100 on Calligraphy Experimentation Table: Intermediate
96-100	Roll d100 on Calligraphy Experimentation Table: Master

### Calligraphy Experimentation Table: Master

<b>d100</b>	<b>Recipe Result</b>
1-12	Astounding Script
13-24	Divine Meditation Scroll
25-36	Extramural Meditation Scroll
37-48	Ink Eye
49-60	Ink Hound
61-72	Paper Doll
73-84	Robust Script
85-90	Superior Duplication Script
91-95	Roll d100 on Calligraphy Experimentation Table: Advanced
96-100	Roll d100 on Calligraphy Experimentation Table: Grandmaster

### Calligraphy Experimentation Table: Grandmaster

<b>d100</b>	<b>Recipe Result</b>
1-12	Extra-planar Meditation Scroll
13-24	Greater Detection Scroll
25-36	Ink Armor
37-48	Ink Mark
49-60	Ink of Nightmares
61-72	Ink Ward
73-84	Intramural Meditation Scroll
85-90	Supreme Duplication Script
91-95	Roll d100 on Calligraphy Experimentation Table: Advanced
96-100	Roll d100 on Calligraphy Experimentation Table: Grandmaster twice and choose the result.

## Appendix C: Calligraphy Script Descriptions

The scripts are listed in alphabetical order.

### Altering Script

**Difficulty:** Novice

**Casting Time:** 1 action or 1 bonus action

**Duration:** 1 hour

**Class:** Any

After reading these twisting words from the parchment, the world feels just a little slanted or shifted. The damage type of spell you cast changes to a random damage type. Roll a 1d8 to determine the new damage type.

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Lightning
5	Necrotic
6	Poison
7	Radiant
8	Thundering

### Astounding Script

**Difficulty:** Master

**Casting Time:** 1 action or 1 bonus action

**Duration:** 1 hour

**Class:** Any

After reading these bold words from the parchment, the world feels loud and booming. Targets affected by the next spell you cast must succeed on a strength saving throw or be moved 10 feet directly away from you. If the spell affects an area, affected targets move 10 feet away from the center of the effect instead.

### Broad Script

**Difficulty:** Novice

**Casting Time:** 1 action or 1 bonus action

**Duration:** 1 hour

**Class:** Any

After reading these tall broad-stroked words from the parchment, the world feels a little smaller. The next spell that has a range of 5 feet or

more has its range doubled. If the spell has a range of touch, it has a range of 30 feet instead.

### Divine Meditation Scroll

**Difficulty:** Master

**Casting Time:** 1 action

**Duration:** Concentration, Instantaneous

**Class:** Cleric, Druid

After reading these words, you are filled with divine presence. You cast the *Divination* spell.

### Duplicate Script

**Difficulty:** Varying

**Novice:** 1<sup>st</sup> level spell

**Intermediate:** 2<sup>nd</sup> level spell

**Advanced:** 3<sup>rd</sup> level spell

**Master:** 4<sup>th</sup> level spell

**Grand Master:** 5<sup>th</sup> level spell

**Casting Time:** 1 action or 1 bonus action

**Duration:** 1 hour

**Class:** Any

After reading these jumped, confusing words, the world seems to appear to be split in two. The next spell you cast that normally only targets one creature and doesn't have a range of self, you can target a second creature in range with the same spell. The difficulty of the script determines the level of spell you can duplicate.

### Encircling Script

**Difficulty:** Intermediate

**Casting Time:** 1 action or 1 bonus action

**Duration:** 1 hour

**Class:** Any

After reading these spiral, enrapturing words from the parchment, you can barely pull yourself away from the script. The next spell that you cast that targets an area also targets a target that is up to 10 feet out of range. You may use multiple Encircling Scripts during a single action or bonus action.

### Engrossing Script

**Difficulty:** Advanced

**Casting Time:** 1 action or 1 bonus action

**Duration:** 1 hour

**Class:** Any

After reading these riveting words from the parchment, you find the world appears much closer to you. Targets affected by the next spell you cast must succeed on a strength saving throw or be moved 10 feet directly towards you. If the spell affects an area, affected targets move 10 feet towards the center of the effect instead, if possible.

## Evil and Good Detection Scroll

**Difficulty:** Master

**Casting Time:** 1 action

**Duration:** Concentration, Instantaneous

**Class:** Cleric, Paladin

After reading these words, the world appears in high contrast black and white. You cast the *Detect Evil and Good* spell.

## Extramural Meditation Scroll

**Difficulty:** Master

**Casting Time:** 1 action

**Duration:** Instantaneous

**Class:** Druid, Paladin, Ranger

After reading these words, you feel an intense connection with the territory around you. You cast the *Commune With Nature* spell. You only learn two facts.

## Extraplanar Meditation Scroll

**Difficulty:** Master

**Casting Time:** 1 action

**Duration:** Instantaneous

**Class:** Wizard, Warlock

After reading these words, you feel an intense connection to a world apart from this one. You cast the *Contact Other Plane* spell.

## Fortuitous Script

**Difficulty:** Intermediate

**Casting Time:** 1 action or 1 bonus action

**Duration:** 1 hour

**Class:** Any

After reading these inspiring words from the parchment, the world feels manageable and within your grasp. When you roll damage for the next spell you cast you can reroll a number of dice equal to your primary casting modifier. The

primary casting stat is Charisma for bards, sorcerers, and warlocks; Wisdom for clerics, rangers, and paladins; and Intelligence for wizards.

## Greater Detection Scroll

**Difficulty:** Grandmaster

**Casting Time:** 1 action

**Duration:** Concentration, 10 minutes

**Class:** Bard, Cleric, Druid, Paladin, Warlock, Wizard

After reading these words, the world shifts into clear focus. You cast the *Scrying* spell.

## Imposing Script

**Difficulty:** Advanced

**Casting Time:** 1 action or 1 bonus action

**Duration:** 1 hour

**Class:** Any

After reading these empowering words from the parchment, you find that the denizens of the world are beneath you. The next spell you cast that forces a creature to make a saving throw to resist its effects, the creature must make its first saving throw at disadvantage.

## Ink Armor

**Difficulty:** Grandmaster

**Casting Time:** 1 action or 1 bonus action

**Duration:** 10 minutes

**Class:** Sorcerer, Warlock, Wizard

After reading these words, the ink flows off the page and wraps around your body. Your base AC becomes 14 + Dexterity modifier.

## Ink Devil

**Difficulty:** Intermediate

**Casting Time:** 1 action or 1 bonus action

**Duration:** Concentration, 1 minute

**Class:** Druid, Wizard

After reading these words, the ink leaps off the page to a 5-foot cube of air up to 60 feet away. An elemental force of air whirls in the inky cloud for the spells duration. Any creature that ends its turn in the cloud of ink must make a DC15 Dexterity saving. On a failed save, the creature takes 1d8 slashing damage and is blinded by ink. On a

successful save, the creature takes half as much damage and isn't blinded. A creature that is blinded by ink can spend an action to wipe off the ink. As a bonus action, you can move the ink devil up to 30 feet in any direction. Every time you end your turn, the area beneath the ink devil becomes slick with ink and is considered difficult terrain.

## Ink Eye

**Difficulty:** Master

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 hour

**Class:** Cleric, Wizard

After reading these words, the ink slowly pools and forms an eye before vanishing. You cast the *Arcane Eye* spell.

## Ink Hound

**Difficulty:** Master

**Casting Time:** 1 action

**Duration:** 8 hours

**Class:** Wizard

After reading these words, the ink spills onto the floor forming a large hound before vanishing. You cast the *Mordenkainen's Faithful Hound* spell. The hound only does 3d8 damage on hit.

## Ink Mark

**Difficulty:** Master

**Casting Time:** 1 action

**Duration:** Until dispelled

**Class:** Wizard

After reading these words, the ink pours off the page onto an object weighing 10 pounds or less. You touch the mark with your finger leaving a permanent ink stain. The mark on the object becomes invisible. Crafting slots are unlocked upon initial use of Ink Mark. Each time you use a new *Ink Mark* spell, you may use a new finger for the ink stain. You may mark as many objects and you have fingers. At anytime thereafter, you can use your action to speak the item's name and the ink burns off your finger. The item instantly appears in your hand regardless of physical or planar distances, and the spell ends. If another creature is holding or carrying the item, the ink mark instead swirls and transforms into an arrow that shifts and constantly points towards the object

for the next hour. Dispel magic or a similar effect successfully applied to the finger ends the spells effect.

## Ink of Nightmares

**Difficulty:** Grandmaster

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

**Class:** Wizard

After reading these words, a sickening laughter can be heard from the ink as it steams off the page and disappears. You cast the *Phantasmal Killer* spell. The eyes of the creature affected are covered in swirling ink.

## Ink Servant

**Difficulty:** Master

**Casting Time:** 1 action

**Duration:** 1 hour

**Class:** Bard, Warlock, Wizard

After reading these words, the ink floats off the page form an amorphous semi humanoid shape before disappearing. You cast the *Unseen Servant* spell.

## Ink Ward

**Difficulty:** Grandmaster

**Casting Time:** 1 minute

**Duration:** 1 day

**Class:** Cleric

After reading these words, the ink streaks off the page in a blur in every direction. You cast the *Forbiddance* spell.

## Intramural Meditation Scroll

**Difficulty:** Grandmaster

**Casting Time:** 1 action

**Duration:** 1 minute

**Class:** Cleric, Druid, Paladin, Ranger

After reading these words, you feel an intense connection with the divine deep within you. You cast the *Commune* spell.

## Long-handed Script

**Difficulty:** Intermediate

**Casting Time:** 1 action or 1 bonus action

**Duration:** 1 hour

**Class:** Any

After reading these broad-stroke bold words from the parchment, you feel that the world begins to speed up as your own time stretches out. The next spell you cast that has a duration of 1 minute or longer doubles its duration, to a maximum of 24 hours.

## Magic Detection Scroll

**Difficulty:** Novice

**Casting Time:** 1 action

**Duration:** Concentration, up to 10 minutes

**Class:** Bard, Cleric, Druid, Paladin, Ranger, Wizard

After reading these words, the world appears in faded and desaturated. You cast the *Detect Magic* spell. Magical creatures and objects within 30 feet appear vivid and colorful.

## Masterful Script

**Difficulty:** Advanced

**Casting Time:** 1 action or 1 bonus action

**Duration:** 1 hour

**Class:** Any

After reading these intense precisely written words from the parchment, you feel taller and more important than you did a moment ago. The next spell you cast is cast at 1 spell level higher.

## Paper Devil

**Difficulty:** Advanced

**Casting Time:** 1 action

**Duration:** Concentration, 1 minute

**Class:** Bard, Warlock, Wizard

After reading these words, the paper begins to multiple and flutter violently before swirling up to 60 feet away and coalescing into a vortex of parchment in a cube 5 feet on each side, centered on a point you choose within range. An elemental force of air whirls in the paper cloud for the spells duration. A creature suffers 4d4 slashing damage when it enters the spells area for the first time or it starts its turn there. You may use a bonus action to move the paper devil up to 20 feet.

## Paper Doll

**Difficulty:** Master

**Casting Time:** 1 minute

**Duration:** Concentration, 10 minutes

**Class:** Bard, Cleric, Warlock, Wizard

After reading these words, the paper folds itself into a spy glass. You cast the *Clairvoyance* spell. The sensor is a 1 foot tall paper doll. While in range of the doll you may move the doll up to 30 feet every hour. The doll is invisible and intangible. If the paper doll leaves the range of the spell, it becomes visible and flutters to the ground with its magic ended.

## Paper Grasp

**Difficulty:** Advanced

**Casting Time:** 1 action

**Duration:** Concentration, 1 minute

**Class:** Wizard

After reading these words, the paper flies of to a 5-foot-square unoccupied space of your choice on the ground that is within 30 feet. You cast *Maximilian's Earthen Grasp* spell, except the hand is formed of thick tight layers of paper and the damage dealt by the hand is 3d6 bludgeoning damage.

## Paper Illusion

**Difficulty:** Intermediate

**Casting Time:** 1 action

**Duration:** Concentration, 1 minute

**Class:** Bard, Warlock, Wizard

After reading these words, the paper flies of to a 10-foot cube unoccupied space of your choice within 60 feet. You cast the *Phantasmal Force* spell, except illusion appears as a giant thin rigid paper sheet to any creature not affected by the spell and the damage caused by the spell is increased by 1d6 slashing damage. If any unaffected creature touches the paper sheet, they take 2d6 slashing damage and the spell ends.

## Paper Shelter

**Difficulty:** Intermediate

**Casting Time:** 1 action

**Duration:** 8 hours

**Class:** Bard, Wizard

After reading these words, the paper begins to multiple and spring forth in a 10-foot-radius immobile dome around you. The spell ends if you



pull apart the layers of paper from the inside of the dome. Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if it includes a larger creature or more than nine creatures. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. From the outside the paper of the dome changes color and shape to blend in with the environment. If a creature did not see the paper shelter form and attempts to locate the paper shelter, it must succeed a DC15 perception check with disadvantage. The atmosphere inside the space is comfortable and dry, regardless of the weather outside. The dome is opaque from the inside and the outside and the lighting of the interior is dark.

## Paper Steed

**Difficulty:** Advanced

**Casting Time:** 1 action

**Duration:** 2 hours

**Class:** Wizard

After reading these words, the paper crushes, writhes, and grows larger and larger. You cast the *Phantom Steed* spell, except the horse if made of tightly-woven rigid paper.

## Poison and Disease Detection Scroll

**Difficulty:** Intermediate

**Casting Time:** 1 action

**Duration:** Concentration, up to 10 minutes

**Class:** Cleric, Druid, Paladin, Ranger

After reading these words, the world appears hazy and fuzzy. You cast the *Detect Poison and Disease* spell. Diseased, poisoned, and poisonous creatures and objects within 30 feet appear in clear and sharp focus.

## Precision Script

**Difficulty:** Novice

**Casting Time:** 1 action or 1 bonus action

**Duration:** 1 hour

**Class:** Any

After reading these tightly written and neatly formed words from the parchment, you feel a grand sense of order in the chaos of the world. When you cast the next that targets an area, you

may choose up to 3 creatures to automatically succeed on its saving throw against the spell.

## Robust Script

**Difficulty:** Master

**Casting Time:** 1 action or 1 bonus action

**Duration:** 1 hour

**Class:** Any

After reading these loose, sloppy, bold words from the parchment, you feel empowered and arrogant. When you cast the next that targets an area, you may choose to double the size of the area that the spell affects.

## Short-handed Script

**Difficulty:** Novice

**Casting Time:** 1 action or 1 bonus action

**Duration:** 1 hour

**Class:** Any

After reading these small-stroke quickly written words from the parchment, you feel that the world begins to slow down as your own time begins to quicken. The next spell you cast that has a casting time of 1 action, you can change the casting time to 1 bonus action for this casting. You may only cast this script once per day.

## Trap Detection Scroll

**Difficulty:** Novice

**Casting Time:** 1 action

**Duration:** 1 minute

**Class:** Cleric, Druid, Ranger

After reading these words, the world appears dim. You cast the *Find Traps* spell. Any traps appear as brilliant light for the duration of the spell.