

Recipe Crafting for Consumables

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Crafting Difficulty Table

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

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

Crafting Check Rules

To craft recipes, a character begins by stating whether they are 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.

Herbalism

Herbalism is the art of selecting, preparing, and harnessing the power of natural herbs. The effects of herbs mimic and enhance class features and feats. Herbalists use their crafting slot to preserve the potency of the prepared herb.

When you make a *Crafting skill* check for herbalism, you must subtract gold from your inventory representing the components necessary for crafting.

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

When you first learn to use the herbalism kit, choose three of the five starting herbs, representing the crafting recipes you learned to develop as you practiced your skills to novice level. You will learn to prepare and preserve additional herbs as you develop your techniques and hone your recipes. For a complete list of Herb Descriptions, reference Appendix D.

Herbalism Starting Recipes

Blue Aloe

Rageleaf

Mint Sprig

Ginger Root

Shade Palm

Herbal Toxicity

Herbs have mild toxicity that does not harm creatures in small quantities. A character that eats more than one herb suffers an additional level of exhaustion for each herb beyond the first consumed per long rest.

Class Enhancements

While herbs can mimic class features, it also enhances a classes existing capabilities. Some of these herbs have special properties, durations, and

can be activated during actions, bonus actions, or reactions. As an example, Mint Sprig allows a character to use a bonus action to recover 1d6 + half of their level rounded down of hit points. If a fighter uses Mint Sprig they may consume Second Wind during the same bonus action. Rageleaf may be used on a bonus action to reduce bludgeoning, piercing, and slashing damage by 1 for a duration of 1 minute. A Barbarian may enter a rage when using Rageleaf during the same bonus action.

Herbalism Experimentation Table: Novice

d100	Recipe Result
1-13	Blue Aloe
14-26	Ginger Root
27-39	Mint Sprig
40-52	Rageleaf
53-65	Shade Palm
66-78	Swamp Grape
79-91	Thick Cap
92-95	Unusable Results
96-100	Roll d100 on Herbalism Experimentation Table: Intermediate

Herbalism Experimentation Table: Intermediate

d100	Recipe Result
1-13	Cottontail
14-26	Fireweed
27-39	Oak Thistle
40-52	Red Ash Bark
53-65	Silverleaf
66-78	Sweetvine
79-91	Yellowbells
92-95	Roll d100 on Herbalism Experimentation Table: Novice
96-100	Roll d100 on Herbalism Experimentation Table: Advanced

Herbalism Experimentation Table: Advanced

d100	Recipe Result
1-13	Black Palm
14-26	Gnomish Tea Bean
27-39	Hardleaf
40-52	Maid's Lily
53-65	Mangrove Grape
66-78	Snow Sprig
79-91	Willow Blossom
92-95	Roll d100 on Herbalism Experimentation Table: Intermediate
96-100	Roll d100 on Herbalism Experimentation Table: Master

Herbalism Experimentation Table: Master

d100	Recipe Result
1-13	Black Ash Bark
14-26	Coalweed
27-39	Cyprene Thistle
40-52	Flossytail
53-65	Goldenharp
66-78	Sweetleaf
79-91	White Foam
92-95	Roll d100 on Herbalism Experimentation Table: Advanced
96-100	Roll d100 on Herbalism Experimentation Table: Grandmaster

Herbalism Experimentation Table: Novice

d100	Recipe Result
1-18	Bloodroot
19-36	Frenzy Nut
37-54	Ice Sprig
55-72	Lifebloom
73-90	Wall Leaf
91-95	Roll d100 on Herbalism Experimentation Table: Master
96-100	Roll d100 on Herbalism Experimentation Table: Grandmaster twice and choose the result.

Appendix D: Herbalism Herb Descriptions

The herbs are listed in alphabetical order.

Black Ash Bark

Difficulty: Master

Casting Time: 1 action

Duration: 1 hour

After eating this herb, your body hums with tension like a coiled spring. Your unarmed attacks increased one die size and do an additional +1 bludgeoning damage. If you do not roll a die normally, your die becomes 1d4 +1 bludgeoning.

Class Specific Bonus: Monk

Monks affected by Black Ash Bark gain 2 ki points.

Black Palm

Difficulty: Advanced

Casting Time: 1 action

Duration: 1 hour

After eating this herb, the shadows deepen around your body. You gain +2 to Dexterity stealth ability checks and you add +1 to your attack rolls against a target that you surprise.

Class Specific Bonus: Ranger

The current terrain is favored terrain for Rangers.. Rangers may choose one additional favored enemy for the duration.

Bloodroot

Difficulty: Grandmaster

Casting Time: 1 action

Duration: 1 hour

After eating this herb, the blood in your body pumps and circulates faster. Your maximum hit points increase by an amount equivalent to your character's level.

Class Specific Bonus: None

Blue Aloe

Difficulty: Novice

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

After eating this herb, the scent of strong evil becomes much more potent and pungent, while good sounds like harmonic chimes. Until the end

of the spell, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type of being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any plane or objects that has been consecrated or desecrated.

Class Specific Bonus: Paladin

The radius of Blue Aloe increases to 180 feet for Paladins.

Coalweed

Difficulty: Master

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

After eating this herb, your tongue tastes like ash and charcoal. If a creature provokes an attack of opportunity against you, you may choose to use your reaction to cast a level 3 spell against the creature. Afterward, the effect of the herb ends.

Class Specific Bonus: Warlock

Warlocks may choose to cast a spell of power up to level 3 without consuming a spell slot instead.

Cottontail

Difficulty: Intermediate

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

After eating this herb, you feel energetic and jittery. For the duration of the herb's effect, when you cast a spell that has casting time of 1 action, you may choose to change the casting to 1 bonus action for the casting. Afterward, the effect of the herb ends.

Class Specific Bonus: Sorcerer

Sorcerers affected by Cottontail gain 1 sorcery point.

Cyprene Thistle

Difficulty: Master

Casting Time: 1 action

Duration: Instantaneous

After eating this herb, you may choose to reduce your exhaustion level by one or remove one effect that cursed, charmed, petrified, deafened, blinded or poisoned you.

Class Specific Bonus: Druid

Druids gain 2 uses of Wild Shape.

Fireweed

Difficulty: Intermediate

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

After eating this herb, your tongue burns from the peppery taste. If a creature provokes an attack of opportunity against you, you may choose to use your reaction to cast a level 1 spell against the creature. Afterward, the effect of the herb ends.

Class Specific Bonus: Warlock

Warlocks may choose to cast a cantrip instead.

Flossytail

Difficulty: Master

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

After eating this herb, you feel energetic and jittery. For the duration of the herb's effect, when you cast a spell that has casting time of 1 action, you may choose to change the casting to 1 bonus action for the casting. If you do, roll once on the Wild Magic Surge table. Afterward, the effect of the herb ends.

Class Specific Bonus: Sorcerer

Sorcerers affected by Cottontail gain 2 sorcery points.

Frenzy Nut

Difficulty: Grandmaster

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

After eating this herb, you feel energetic and jittery. Once per turn for the duration of the herb's effect, when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

Class Specific Bonus: None

Ginger Root

Difficulty: Novice

Casting Time: 1 action

Duration: 1 hour

After eating this herb, you feel sly and spry. For the duration of the herb's effect, you can take

a bonus action on each of your turns to Dash or Disengage.

Class Specific Bonus: Rogue

Rogues affected by Ginger Root can choose the Dodge action for Cunning Action.

Gnomish Tea Bean

Difficulty: Advanced

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

After eating this herb, you feel quick and nimble. For the duration of the herb's effect, 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 if you fail.

Class Specific Bonus: Rogue

Rogues affected by Gnomish Tea Bean gain a bonus 1d4 to Dexterity saving throws.

Goldenharp

Difficulty: Master

Casting Time: 1 action or 1 bonus action

Duration: 10 minutes

After eating this herb, your tongue vibrates and sings from the sweetness. You gain a 1d6 Bardic Inspiration die to use on attack rolls, ability check, or saving throw. After the duration ends, if the Bardic Inspiration die has not been spent, it is lost.

Class Specific Bonus: Bard

Bards gain a Bardic Inspiration die equal to their current Bardic Inspiration die size. Upon using Goldenharp, a bard may choose to give the inspiration die to a target up to 60 feet away or use the inspiration die for itself.

Hardleaf

Difficulty: Advanced

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

After eating this herb, you feel a burning anger come over you. For the duration of the herb's effect, you reduce damage taken by bludgeoning, piercing, and slashing effects by 2.

Class Specific Bonus: Barbarian

When a barbarian uses Hardleaf, they may

also choose to enter one of its rages during the same action or bonus action.

Ice Sprig

Difficulty: Grandmaster

Casting Time: 1 bonus action

Duration: Instantaneous

After eating this herb, you feel an icy coolness spread through you. You regain hit points equal to 1d12 + half of your character's level rounded up. You also gain 10 temporary hit points.

Class Specific Bonus: Fighter

When a fighter uses Ice Sprig, it may also choose to use second wind during the same bonus action.

Lifebloom

Difficulty: Grandmaster

Casting Time: 1 action

Duration: Instantaneous

After eating this herb, you feel an overwhelming flood of life energy. You touch a creature that has die within the last minute. It returns to life with 1 hit point.

Class Specific Bonus: None

Maid's Lily

Difficulty: Advanced

Casting Time: 1 action

Duration: 1 hour

After eating this herb, you feel a touch of innocence and empowerment. For the duration of the herb's effect, add +1 to your saving throws.

Class Specific Bonus: Paladins

Paladins emanate an aura that grants +1 to Wisdom and Charisma saving throws to allies within 10 feet.

Mangrove Grape

Difficulty: Advanced

Casting Time: 1 action

Duration: 1 minute

After eating this herb, you feel intelligent and inherently connected to the arcane. You may cast a wizard ritual spell at the normal casting rate without consuming a spell slot.

Class Specific Bonus: Wizards

Wizards under the effects of the Mangrove

Grape may cast Cleric or Druid rituals instead.

Mintsprig

Difficulty: Novice

Casting Time: 1 bonus action

Duration: Instantaneous

After eating this herb, you taste an invigorating and relaxing mint flavor. You regain hit points equal to 1d6 + half of your character's level rounded up.

Class Specific Bonus: Fighter

When a fighter uses Mint Sprig, it may also choose to use second wind during the same bonus action.

Oak Thistle

Difficulty: Intermediate

Casting Time: 1 action

Duration: Instantaneous

After eating this herb, you may remove one effect that deafened, blinded or poisoned you.

Class Specific Bonus: Druid

Druids gain 1 use of Wild Shape.

Rageleaf

Difficulty: Advanced

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

After eating this herb, you feel a hot anger come over you. For the duration of the herb's effect, you reduce damage taken by bludgeoning, piercing, and slashing effects by 1.

Class Specific Bonus: Barbarian

When a barbarian uses Rageleaf, they may also choose to enter one of its rages during the same action or bonus action.

Red Ash Bark

Difficulty: Intermediate

Casting Time: 1 action

Duration: 1 hour

After eating this herb, your body hums with tension like a coiled spring. Your unarmed attacks increased one die size. If you do not roll a die normally, your die becomes 1d4.

Class Specific Bonus: Monk

Monks affected by Black Ash Bark gain 1 ki

point.

Shade Palm

Difficulty: Novice

Casting Time: 1 action

Duration: 1 hour

After eating this herb, the shadows deepen around your body. You gain +2 to Dexterity stealth ability checks.

Class Specific Bonus: Ranger

The current terrain is favored terrain for Rangers..

Silverleaf

Difficulty: Intermediate

Casting Time: 1 action

Duration: 10 minutes

After eating this herb, your tongue feels silvery and sharp. You have advantage on Charisma deception and Charisma performance checks when trying to pass yourself off as a different person. You can also mimic the speech of another person or sound made by other creatures. You must have heard the person speaking, or heard the creature make the sounds, for at least 1 minute. A successful Wisdom insight check contested by your Charisma deception check allows a listener to determine that the effect is faked.

Class Specific Bonus: None

Snow Sprig

Difficulty: Advanced

Casting Time: 1 bonus action

Duration: Instantaneous

After eating this herb, you feel a relaxing chill spread through you. You regain hit points equal to 1d12 + half of your character's level rounded up.

Class Specific Bonus: Fighter

When a fighter uses Snow Sprig, it may also choose to use second wind during the same bonus action.

Swamp Grape

Difficulty: Advanced

Casting Time: 1 action

Duration: 1 minute

After eating this herb, you feel smart and a

weak connection to the arcane. You may cast a wizard ritual spell as a ritual.

Class Specific Bonus: Wizards

Wizards under the effects of the Swamp Grape may cast Cleric or Druid rituals instead.

Sweetleaf

Difficulty: Master

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

After eating this herb, you feel a steady warmth of life energy seep into your skin. For the duration of the herb's effect, at the beginning of your turn you gain 2 hit point.

Class Specific Bonus: Cleric

When a Cleric uses Sweetleaf they also gain 4 temporary hit points at the beginning of every turn.

Sweetvine

Difficulty: Master

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

After eating this herb, you feel a steady warmth of life energy seep into your skin. For the duration of the herb's effect, at the beginning of your turn you gain 1 hit point.

Class Specific Bonus: Cleric

When a Cleric uses Sweetvine they gain 2 hit points at the beginning of every turn instead.

Thick Cap

Difficulty: Intermediate

Casting Time: 1 action

Duration: 10 minutes

After eating this mushroom-like herb, your muscles feel tight and powerful. When you are prone, standing up uses only 5 feet of your movement, climbing doesn't halve your speed, and you can make a running long jump or running high jump after moving only 5 feet on foot, rather than 10 feet.

Class Specific Bonus: None

Wall leaf

Difficulty: Grandmaster

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

After eating this large rigid herb, you feel a smoldering and overwhelming anger come over you. For the duration of the herb's effect, you reduce damage taken by bludgeoning, piercing, and slashing effects by 3.

Class Specific Bonus: Barbarian

When a barbarian uses Wall leaf, they may also choose to enter one of its rages during the same action or bonus action.

using Yellowbell, a bard may choose to give the inspiration die to a target up to 60 feet away or use the inspiration die for itself.

White Foam

Difficulty: Master

Casting Time: During Short Rest

Duration: 1 hour

After eating this mushroom-like spongy herb, your wounds feel sticky and squishy. When you roll a hit die to recover hit points during a short rest, reroll any value that is less than half of highest value of the die, until the value is greater than half of the highest value of the die.

Class Specific Bonus: None

Willow Blossom

Difficulty: Master

Casting Time: 1 action or bonus action

Duration: 1 minute

After eating this flexible tough herb, your body feels loose and relaxed. You are proficient with improvised weapons and unarmed strikes. When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

Class Specific Bonus: None

Yellowbell

Difficulty: Master

Casting Time: 1 action or 1 bonus action

Duration: 10 minutes

After eating this herb, your tongue squirms and your voice sings a harmony. You gain a 1d4 Bardic Inspiration die to use on attack rolls, ability check, or saving throw. After the duration ends, if the Bardic Inspiration die has not been spent, it is lost.

Class Specific Bonus: Bard

Bards gain a Bardic Inspiration die equal to their current Bardic Inspiration die size. Upon