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 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.

Tinkering

Tinkering is the art of applying minor magic or life essence into a device of cogs and mechanics. Tinkerers can craft tools, utilities, and ammunition using blueprints. Unlike many other professions, the devices and tools are permanent, but may require some preparation to arm them to use. Crafting some consumables like ammunition may yield multiple products.

Tinkering Type	Component Cost
Novice	50gp
Intermediate	100gp
Advanced	500gp
Master	1000gp
Grandmaster	2000gp

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

Tinkering Starting Recipes
Craft Ammunition
Food and Drink Purifier
Levitating Disk
Mechanical Familiar
Parachute

Disarming and Rearming Devices

When you are finished with a tinkering device and wish to regain the crafting slot, you may choose to disarm the device and store it in your pack. Tinkering devices are not always stable and it takes the magic or life essence of the characters to arm a device, represented by the crafting slots. When you rearm a device for use, you must lock the required crafting slots that crafting a device would require.

Tinkering Experimentation Table: Novice

d100	Recipe Result
1-12	Alarm
13-24	Food and Drink Purifier
25-36	Levitating Disk
37-48	Mechanical Familiar
49-60	Parachute
61-72	Tinker's Netter
73-84	Tripping Wire
85-90	Craft Basic Ammunition
91-95	Unusable Results
96-100	Roll d100 on Tinkering Experimentation Table: Intermediate

Tinkering Experimentation Table: Intermediate

d100	Recipe Result
1-12	Extra-Dimensional Pocket
13-24	Grappling Hook
25-36	Pipe of the Ambassador
37-48	Pipe of the Merfolk
49-60	Smoke Orb
61-72	Thickened Hide Bracer
73-84	Tinker's Launcher
85-90	Craft Greater Ammunition
91-95	Roll d100 on Tinkering Experimentation Table: Novice
96-100	Roll d100 on Tinkering Experimentation Table: Advanced

Tinkering Experimentation Table: Advanced

d100	Recipe Result
1-12	All-Purpose Winch
13-24	Boots of Buoyancy
25-36	Earrings of Communication
37-48	Instant Barrier
49-60	Storm Orb
61-72	Tinker's Tentacles
73-84	Tripping Ammo
85-90	Craft Exceptional Ammunition
91-95	Roll d100 on Tinkering Experimentation Table: Intermediate
96-100	Roll d100 on Tinkering Experimentation Table: Master

Tinkering Experimentation Table: Master

d100	Recipe Result
1-12	Ammo of Sickness
13-24	Ammo of Web
25-36	Boots of Double Time
37-48	Cable of Retraction
49-60	Elemental Capacitor
61-72	Fire Orb
73-84	Tinker's Spare Appendage
85-90	Craft Superior Ammunition
91-95	Roll d100 on Tinkering Experimentation Table: Advanced
96-100	Roll d100 on Tinkering Experimentation Table: Grandmaster

Tinkering Experimentation Table: Grandmaster

d100	Recipe Result
1-13	Ammo of Weakness
14-26	Auto-Loader
27-39	Paci-fister
40-52	Splintering Ammo
53-65	Tinker's Big Fist
66-78	Volcanic Disk
79-91	Craft Superior Ammunition
92-100	Roll d100 on Tinkering Experimentation Table: Master

Appendix F: Tinkering Blueprint Descriptions

The blueprints are listed in alphabetical order.

Alarm
Difficulty: Novice
Casting Time: 1 action
Duration: 8 hours

This device features a large coil spring, a dial, and bells and hammers. For the duration, whenever a tiny or larger creature comes within 30 feet of the device, the device emits a loud audible ringing sound. Any creature that is inside of the range of the alarm during activation will be recognized by the device and will not set off the alarm.

All-Purpose Winch
Difficulty: Advanced
Casting Time: 1 minute of setup
Duration: Until Dismissed

This device features a magically adhering base, a control lever, 100-ft cable of steel, and a hook. Setup time requires adhering the base to an object or structure. A structure must be able to withstand the loading force the winch exerts. When activated, the winch will wind up or spool out cable at a rate of 5 feet per 6 seconds. If the winch experiences a load greater than 1000 pounds it will stall. A force of 2000 pounds will break the cable.

Ammo of Sickness
Difficulty: Master
Crafting Yield: 5

When you craft this ammo, you may choose the form of ammunition created (arrow, bolt, blow dart, etc.)

When a target is hit by this ammunition it must make a DC17 Constitution saving throw or it is poisoned. At the end of of each of the target's turns, it can repeat the saving throw. On a success the effect ends.

Ammo of Weakness
Difficulty: Grandmaster
Crafting Yield: 5

When you craft this ammo, you may choose the form of ammunition created (arrow, bolt, blow dart, etc.)

When a target is hit by this ammunition it must make a DC19 Constitution saving throw or damage dealt by the creature's weapon attacks is halved until the effect ends. At the end of of each of the target's turns, it can repeat the saving throw. On a success, the effect ends.

Ammo of Web
Difficulty: Master
Crafting Yield: 5

When you craft this ammo, you may choose the form of ammunition created (arrow, bolt, blow dart, etc.)

When this arrow is fired at a creature, object, or area, a thick mass of sticking webbing launches out in a 10 foot radius dome. The webs are difficult terrain and lightly obscure their area. Each creature that starts its turn in the webs or that enters them during its turn must make a DC17 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the web can use its action to make a DC17 strength check. If it succeeds, it is no longer restrained. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 damage to any creature that starts its turn in fire.

Auto-Loader
Difficulty: Grandmaster
Casting Time: 1 bonus action of activation
Duration: 12 attacks

This device features a tall rectangular column where ammo is loaded, springs, and an attachment mechanism. When activated, a character can take a special ranged attack action, making up to 4 ranged weapon attacks. When 12 attacks have been made using the special ranged attack action, the device is empty. A range weapon with the Auto-Loader attached may make ranged weapon attacks normally. This device can be used once per long rest. The device must be attached to a weapon during a long rest. During the long rest, 1 hour of time must be spent preparing the device for the next use.

Boots of Buoyancy

Difficulty: Advanced
Casting Time: 1 minute to don or doff
Duration: Until Dismissed

This device features cumbersome water-skins filled with air. For the duration, a creature wearing this device reduces its movement speed by 5 but may walk on water.

Boots of Double Time

Difficulty: Master
Casting Time: 1 minute to don or doff
Duration: Until Dismissed

This device features exceptional traction and highly stylized lightning bolts. For the duration, a creature wearing this device increases its movement speed by 15.

Cable of Retraction

Difficulty: Advanced
Casting Time: 1 attack action/1 bonus action
Duration: Until Dismissed
Req: All-Purpose Winch, Grappling Hook

This device features a control lever, 100-ft cable of steel, powerfully magically winding springs, and a hook. When activated, a hook shoots off to latch onto an object, creature, or structure. If the target is a creature, make an attack roll against the creatures AC. A successful attack attaches the hook the creature. A creature may spend an action on its turn to remove the hook. A user of this device may spend a bonus action to release and/or retract the cable. If the targeted structure, object or creature is heavier than the character using the device during retraction, the character hurtles towards the target 60 feet. If the target is lighter than the character using the device, the target hurtles toward the target 60 feet. If the target is equal in weight to the character using the device, both the target and the character move 30 feet toward each other. If the device experiences a load greater than 1000 pounds it will stall. A force of 2000 pounds will break the cable.

Craft Ammunition

Difficulty: Varying
Novice: Magical +0 damage ammunition
Intermediate: Magical +1 damage ammunition
Advanced: Magical +2 damage ammunition
Master: Magical +3 damage ammunition
Grand Master: Magical +4 damage ammunition
Crafting Yield: 5

When you craft this ammo, you may choose the form of ammunition created (arrow, bolt, blow dart, etc.) Tinkering ammunition involves a lot of guesswork and random materials and components. Some tinkerers have been known to go mad handling hazardous and magical raw materials. When the ammo is created, roll 2d4 and compare the results to the table below to see what type of effect has been crafted. The difficulty of the blueprint determines the level of ammunition you can craft.

2d4	Ammunition Type
2	Double Piercing
3	Lightning
4	Poison
5	Fire
6	Acid
7	Cold
8	Heavy Bludgeoning

Lightning, Poison, Fire, Acid, and Cold ammo replaces the piercing damage type with the new corresponding damage type. Double Piercing ammo hits up to two targets in a line within range. Heavy Bludgeoning ammo replaces the damage type with bludgeoning and adds an extra 1d4 damage but shoots at half the distance.

Earrings of Communication

Difficulty: Advanced
Casting Time: 1 action to setup
Duration: Until Dismissed

These small devices resemble three dangling elongated tear drops. You can craft and connect up to 8 earrings that allow communication. A creature that wears an earring may speak or whisper and all

other creatures wearing an earring of this set will hear the message. The communication is possible over any distance, though it can't extend to other planes of existence.

Elemental Capacitor
Difficulty: Master
Casting Time: 1 reaction to activate
Duration: Until Dismissed
Req: Instant Barrier

   This round device features a small round spiraling metal chest plate, leather straps, and tubing and cables traveling from the plate to gloves covered in metal wires and tubing. When you take acid, cold, fire, lighting, or thunder damage you can activate the device to give yourself resistance to the damage. When you do this, you generate 1 elemental charge of the triggering damage type. You can generate a maximum or 3 charges before the device is filled, at which time it will no longer be able to absorb damage and offer you resistance. Once per long rest, when you hit with a melee attack on your turn, you can expend any number of charges to cause the target to take an extra 1d6 damage of the triggering type.

Extra-Dimensional Pocket
Difficulty: Intermediate
Casting Time: 1 action
Duration: Until Dismissed

   This small leather sack features a shoulder strap, a leather flap, rune-etched stone and metal clasps. This bag acts as a bag of holding that can hold up to 200 pounds and a volume not exceeding 20 cubic feet. The bag weighs 5 pounds, regardless of contents. A tinker device that stored inside this bag takes up no room and does not add to the weight of items inside of the bag. If a crafting slot is not being used to arm the bag, the bag may still be accessed for 10 minutes during a long rest.

Fire Orb
Difficulty: Master
Casting Time: 1 action
Crafting Yield: 3
Req: Storm Orb

   Make a ranged attack roll using your strength modifier to a range of 40/60 feet. When a target is hit by device it suffers 3d8 force damage as the device explodes. On a hit or miss, the target and each creature within a 10 foot radius are consumed in the blast and must make a DC17 Dexterity saving throw. On a failure, creatures take 5d6 fire damage and are pushed away from the origin point by 5 feet. On a success, creatures take half as much damage and are not pushed.

Food and Drink Purifier
Difficulty: Novice
Casting Time: 1 action
Duration: Until Dismissed

   This flat round device appears as an upside-down shallow bowl. When activated, all nonmagical food and drink with 5 feet of the device is purified and rendered free of poison and disease.

Grappling Hook
Difficulty: Intermediate
Casting Time: 1 action/1 bonus action
Duration: Until Dismissed

   When you craft this device, you may choose the form of ammunition that launches the hook (arrow, bolt, blow dart, etc.) The range of the device is limited to the ammunition and range weapon that launches it.

   This spring-loaded device features 3 prongs and 200 feet of rope. When activated, this shoots and firmly affixes itself to an object or structure. If launched at a creature, make a ranged weapon attack against the creature's AC. The hook can be released by using a bonus action to tug and flick the rope in a manner that retracts the hook. If the rope experiences a load greater than 500 pounds or if it is damaged by an attack, it will snap.

Instant Barrier
Difficulty: Advanced
Casting Time: 1 reaction to activate
Duration: Until Dismissed
Req: Thickened Hide Bracer

   This round device features a small round dimpled metal chest plate and leather straps. When you are hit by an attack, a shimmering

barrier of force springs forth to protect you. Until the start of you next turn, you have +5 bonus to AC, including against the triggering attack. You can do this 2 times per long rest.

Levitating Disk
Difficulty: Novice
Casting Time: 1 action
Duration: 1 hour
　　This 3-foot round 1 inch thick flat device has runes, gears, and whirling fans affixed to the bottom. The disk floats 3 feet above the ground in an unoccupied space of your choice you can see within range and the disk can hold up to 500 pounds. The disk is magically tethered to the one who activated it and while activated it will follow behind the user by a maximum of 20 feet. It can move across uneven or difficult terrain, up and down stairs and slopes, but it cannot cross an elevation change 10 feet or more. If you are separated from the disk by more than 100 feet, the disk deactivates. This device can be used once per short or long rest. During a short or long rest, 10 minutes of time must be spent preparing the device for the next use.

Mechanical Familiar
Difficulty: Novice
Casting Time: 1 action to manually control
Duration: 1 hour
　　When you craft this device, choose between a bat, crab, fish, frog, lizard, raven, scorpion, or spider. Reference the *Find Familiar* spell for rules on how to control the familiar. An eyepiece, earpiece, and small manual controller receive signals and send commands. The familiar created by this craft is a mechanical construct in nature and does not eat or breathe. It cannot be summoned or dismissed. If it is reduced to 0 hit points it can be repaired during a long rest. If a DM allows additional types of familiars such as a cat, they do not breathe and lose bonuses such as keen smell.

Paci-fister
Difficulty: Grandmaster
Casting Time: 1 reaction to activate
Duration: Until Dismissed

Req: Elemental Capacitor
　　This round device features a small round domed chest plate and a spring loaded mechanical fist. When you take weapon damage you can use a reaction to activate the device, launching a massive metal spring loaded fist towards the attacker and reducing the damage to 0. If the attack is from a melee weapon, the attacker takes 2d6 bludgeoning damage and must succeed on a DC18 Strength saving throw or the attacking weapon is knocked 5 feet away. If the attack is from a ranged weapon or projectile, the projectile is caught and launched back at the attacker. The attacker must succeed on a DC18 Dexterity saving throw or take 2d6 piercing damage. This device can be used once per short or long rest. During a short or long rest, 10 minutes of time must be spent preparing the device for the next use.

Parachute
Difficulty: Novice
Casting Time: 1 action
Duration: Instantaneous
　　This spring-loaded backpack is filled with a large canvas sheet that catches and fills with air when activated. A creature using the device slows its decent speed to 60 feet per round until reaching the ground or until the device is damaged. If the creature lands at the slow rate, it takes no falling damage and lands on its feet. An action can be spent to dismiss and retract the parachute. This device can be used once per short or long rest. During a short or long rest, 10 minutes of time must be spent preparing the device for the next use.

Pipe of the Ambassador
Difficulty: Intermediate
Casting Time: 1 action
Duration: 1 hour
　　This ornate metal smoking pipe features swirling filigree and a matching earring. When a creature uses this device, they choose a language. For the duration, the earpiece translates the language into common and the pipe fills their mouth with the words of the language. You understand and can speak the language for the duration. Once activated, the device runs for the

entire duration before a new language can be used.

Pipe of the Merfolk
Difficulty: Intermediate
Casting Time: 1 action
Duration: 24 hours

This ornate metal smoking pipe features wavy curves and tear drop filigree. This pipe has 10 charges that refill during a long rest. When a creature takes a long pull on this device, a charge is expended and the creature gains the ability to breathe underwater for the duration.

Smoke Orb
Difficulty: Intermediate
Casting Time: 1 action
Duration: 10 minutes
Crafting Yield: 3

When this round gray orb is activated, it can be thrown to a point up to 50 feet away. Smoke billows out of the orb creating a thick 20-foot-radius sphere of heavy fog. The sphere spreads around corners and its area is heavily obscured. It lasts for the duration of until a wind of moderate or greater speed disperses it.

Splintering Ammo
Difficulty: Grandmaster
Crafting Yield: 5

When you craft this ammo, you may choose the form of ammunition created (arrow, bolt, blow dart, etc.)

When a target is hit by this ammunition, a piece splinters off and hits an additional target. Make another ranged weapon attack roll against this new target. If successful, the new target takes damage identical to the initial target.

Storm Orb
Difficulty: Intermediate
Casting Time: 1 action
Duration: 10 minutes
Crafting Yield: 3
Req: Smoke Orb

When this round black orb is activated, it can be thrown to a point up to 50 feet away. A bright flash and thunder boom burst forth from the orb.

All creatures within 10 feet of the orb must succeed on a DC16 Constitution saving throw or be blinded and deafened. A creature repeats the saving throw with advantage at the end of it's turn.

Thickened Hide Bracer
Difficulty: Intermediate
Casting Time: 1 reaction
Duration: Instantaneous

This thick device attaches to the arm and features multiple layers of cured hide covering a spongy cushion. When you are hit by an attack, you can raise your arm to absorb some of the damage as a reaction. Roll a 1d12 and reduce the damage by the value of the die. This device can be used once per long rest. During a long rest, 1 hour of time must be spent preparing the device for the next use.

Tinker's Big Fist
Difficulty: Grandmaster
Casting Time: 1 action
Duration: Instantaneous
Req: Tinker's Spare Appendage

This massive metal and wire covered gauntlet looks like it belongs to a giant. Once per long rest, an action can be taken to use Tinker's big fist to strike an object, structure, or creature. When the strike is against an object or structure, a long windup and whirling fans can be heard before striking the target for 6d8 damage or succeeding on a DC 26 Strength check for pushing or striking. If a creature is targeted, it must succeed on a DC10 dexterity saving throw or suffer 10d8 bludgeoning damage. It takes an additional action to don or doff the device. This device can be used once per long rest. During a long rest, 1 hour of time must be spent preparing the device for the next use.

Tinker's Launcher
Difficulty: Intermediate
Casting Time: 1 attack action
Duration: Instantaneous
Req: Tinker's Netter

This hand-held contraption resembles a small catapult with powerful coil springs. The device can be held in one hand. A free hand is required to

load an object into the launching receptacle. During your turn, you can use Tinker's Launcher to make ranged weapon attacks by launching improvised weapons and items. The device uses your proficiency and Dexterity modifier and will launch an object up to 25 pounds a distance of 40/60 feet.

Tinker's Netter
Difficulty: Intermediate
Casting Time: 1 attack action; loading
Duration: Instantaneous

This two-handed contraption resembles a small catapult with a coil spring and netting. The device uses your proficiency and Dexterity modifier to make a ranged attack and will launch a loaded net a distance of 20/30 feet.

Tinker's Spare Appendage
Difficulty: Master
Casting Time: 1 minute setup time
Duration: Until Dismissed
Req: Tinker's Tentacles

This device resembles an arm covered steel cables and leather straps. The spare appendage can be used to hold an item, serve as a free hand for reloading ranged weapons, make somatic gestures, interact with the environment or other minor effects. The device may not attack.

Tinker's Tentacles
Difficulty: Advanced
Casting Time: 1 action to activate
Duration: Until Dismissed
Req: Tinker's Launcher

This device resembles a jumble of octopus limbs and metal cables. The actual dexterity of the tentacles is minimal and the device is more designed to lash out in a burst rather than perform sustained precision tasks. When activated all creatures within 10 feet of you must make a DC15 Strength saving throw. On a failed save, a target takes 4d6 slashing damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect. This device requires 10 minutes to strap on and equip. This device can be used once per long rest. During a long rest, 1 hour of time must be

spent preparing the device for the next use.

Tripping Ammo
Difficulty: Advanced
Crafting Yield: 5

When you craft this ammo, you may choose the form of ammunition created (arrow, bolt, blow dart, etc.)

When a target is hit by this ammunition, you may spend an attack action to release a trailing cable that lashes out at the creature's legs. You must make a Dexterity check adding your proficiency against the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target choose the ability to use). If you win the contest, the target is knocked prone.

Tripping Wire
Difficulty: Intermediate
Casting Time: 1 minute
Duration: Until Dismissed

This near invisible cable is hard to detect and will trip careless foes. This device can be strung across 15 feet and anchored into the ground or other structure using stakes. A creature wandering through must succeed a DC15 Wisdom (Perception) check or trip and fall prone. Creatures with more than two legs have advantage on this check. Creatures running or dashing through have disadvantage.

Volcanic Disk
Difficulty: Grandmaster
Casting Time: 1 minute to setup
Crafting Yield: 3
Req: Fire Orb

This near invisible black disk is hard to detect if buried. A creature wandering through must succeed a DC19 Wisdom (Perception) check to avoid stepping on the disk. The device can be triggered with a ranged weapon attack made at disadvantage against its AC of 18. When it is triggered, creatures within 5 feet take 4d8 force damage as the device explodes. Each creature within a 10 foot radius are consumed in the blast and must make a DC19 Dexterity saving throw. On a failure, creatures take 6d6 fire damage and are pushed away from the origin point by 5 feet.

On a success, creatures take half as much damage
and are not pushed.