

The
**GRIFFON'S
SADDLEBAG**

Book Two Crafting Guide

PRESENTED BY

The Griffon's Saddlebag & KibblesTasty Homebrew

Introduction

This is a crafting guide for the items presented in **Griffon's Saddlebag, Book Two**, using the crafting system presented in **Kibbles' Guide to Craft and Creation**.

This is the **Standalone Guide** version that includes the basic information about the Crafting System, as well as the recipes for crafting the items.

There is also a **Reference Guide** version that contains only the new information if you already use the crafting guide and don't need the repeated information about gathering, materials, etc.

This product was created as a stretch goal for Griffon's Saddlebag, Book Two. Thank you to the backers that made this possible.

THE GRIFFON'S SADDLEBAG

The Griffon's Saddlebag is a premium collection of hundreds of illustrated magic items for 5e, covering all rarities and types. A sweeping expansion of magic items where everyone can find something to love, it's a must have expansion for populating your loot tables with the shiny trinkets your players crave.

More information:

- [Griffon's Saddlebag, Book Two](#)
- <https://www.thegriffonssaddlebag.com/>
- https://www.patreon.com/the_griffons_saddlebag

KIBBLES' CRAFTING

Kibbles' Crafting is a fully fleshed out crafting system that provides simple, specific, and generically compatible ways to make all SRD magic items (with an ever increasing roster of items beyond through expansions and supplements like this).

It covers a simple and adaptable process for looting, harvesting, and crafting that can be applied to all campaigns, with generic provisions allowing it to work with homebrew monsters, different settings, and more.

More Information:

- [Kibbles' Crafting: Free Version](#)
- [Kibbles' Crafting: Full Version](#)
- <https://www.kthomebrew.com/>
- <https://www.patreon.com/KibblesTasty>

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Useful Information

The following is some information to help you use these system, and understand the information presented. For more detailed information on any system.

REFERENCE PRICES

The prices of this system refer to the default prices presented for magic items in 5e, as follows. You don't need to use these prices if you use an alternate economy, but the ones below are the default for ease of use and conversion.

DEFAULT PRICING

Rarity	Consumable Price	Price
Common	25–50 gp	50–100 gp
Uncommon	50–250 gp	101–500 gp
Rare	250–2,500 gp	501–5,000 gp
Very Rare	2,500–25,000 gp	5,001–50,000 gp
Legendary	25,000+ gp	50,000+ gp

CONVERTING PRICES

There are alternative pricing models presented in the appendix. If you use a simple conversion, such as 1/10th pricing using some sort of silver-based pricing, you can simply divide based on that. If you have a more complicated pricing version, my recommendation is to pick a few core items and use them as a point of reference for a conversion formula (I'd recommend healing potions, +1/+2/+3 weapons, and plate armor).

VALUABLE GEAR

In some cases, you may want to make something that is more valuable. While selling more valuable gear may be quite difficult, as is often said, magic has expensive tastes. Many magic items that an Enchanter might want require items of a certain value.

Here's some examples of specific modifiers you can add to increase the value of an item:

Modifier	Material	Difficulty	Value Added
Bejeweled	Gemstones	+1 per gem	Value of Gem
Gilded	10 gold scraps	+2	+20

Additionally, you can generally increase the value of an item simply by making it more ornate and exercising greater craftsmanship. You can, when you start crafting an item, raise the DC and/or crafting time of that item artificially. When you do so, that item's value is recalculated using the Labor Cost Table in Appendix A.

Here is a list of example break points of more expensive mundane items using different variations of material cost, DC, and number of checks. These are all simply the iterations of the formula presented in Appendix A.

Name	Materials	Checks	DC	Price
Simple Item	1 sp	1	8	2 sp
Complicated Item	1 sp	2	15	36 gp
Difficult Item	1 sp	8	15	150 gp
Fancy Item	100 gp	8	15	250 gp
Lavish Item	250 gp	7	15	500 gp
Masterwork Item	1 gp	5	20	1000 gp

EXAMPLE

To walk through these prices:

- A simple item listed here has 1 sp of materials, and takes 1 check with a DC of 8. That is a labor cost of 1 sp, 1 sp of materials, and consequently, the item has a value of 2 sp.
- A fancy item here has 100 gp of materials, but also takes 8 checks at a DC of 15! That is a labor cost of 144 gp and a small risk multiplier (the chance you lose your materials) resulting in a value of 250 gp.
- The presented masterwork item has very little material cost with only 1 gp, but is extremely hard to make with 5 checks with a DC of 20, resulting in a massive labor cost of 995 gp, and a final value of 1,000 gp.

So, for example, if you needed a longsword that was worth 1,000 gp, you have a few options:

- You can add a gem worth 985 gp to the materials when crafting it, resulting in 15 gp + 985 gp.
- You could raise the checks to 5 and the DC to 20.

- You could spend 250 gp of materials, raise the DC to 19, and spend 6 checks making it resulting a sword worth 1,103 gp.
- These cases are largely something you only need to consider when making items for enchanting, and it's all quite a bit simpler than it might seem, as it's just expressions of the formula presented in Appendix A.

REPLICA ITEMS

Many of the items presented have attached lore and history, as is suitable to finding unique magic items in the world. These items often gain power through the legacy of who wielded them or through their unique circumstances, and consequently wouldn't make sense to be part of a crafting guide as is, so have presented here with the tag of (Replica) after the name. This signifies that if you want to make an item with the effects this listed from a standard crafting process, you can use that recipe to make it (with the permission of your GM) but the item wouldn't necessarily be the item described in the more specific flavor text. They are essentially mechanical duplicates of those items.

Some items cannot be crafted at all, such as items that are simply a magic plant or the like, and have not been included (though have been listed at the end). Items with the replica tag are items that still make sense to be crafted, just not with the specific attached lore.

SPELL SCROLL COMPONENTS

You may notice is that almost all magic items require one or more spell scroll to make. Spell scrolls are both a functional part of the item laying the foundation of its magic, but also serve as part of the blue print of how to make that item, taking the place of the extra step of learning how to make a magic item with a recipe.

The spells are picked based on what functionality best represents the item, but have been curated from a list of universal spells where possible.

Crafting a magic item is more of an art than a science. While you need a solid foundation, if you think another spell of the same level or higher might work in place of a listed option, consult your GM. They may agree or even alter the magic item, such as changing its damage type or area of effect if you substitute a *scroll of lightning bolt* for a *scroll of fireball*).

KIBBLESTASTY'S SPELLS

This guide tries to use universally-available spells, but in some cases where no matching accessible spell can be found in the available OGL spells, I've used spells from my works (Kibbles' Casting Compendium or Kibbles' Generic Spells), these are marked with a superscript K, as well as their level listed.

If you don't use those spells in your game, you can use another spell of the same level that you think best represents the abilities of that item available in your game world, drawing on other sources, custom spells, or reflavoring an existing spell more extensively.

QUICK SUMMARY

Each step will be outlined in more depth, but the following serves as a summary and reference for the process.

- **Select an Item.** Find the item you would like to craft on a crafting table.
- **Check with your GM.** They will confirm if that item exists and has the default rarity in their game. This system is a tool, it does not supersede worldbuilding.
- **Gather the materials.** Materials can be looted from humanoids, harvested from more exotic creature types, purchased at stores, or gathered from the wilderness. The specifics of any material and where it can be found is covered in the materials section.
- **Begin crafting!** You can find the related tool and ability score on the table below. Use the related tool and skill to determine your crafting modifier using the following formula:

Crafting Modifier = your Related Tool proficiency bonus + your Related Ability Score modifier.

- You can make progress in 2 **hour** increments. For each 2 hours spent, make a crafting roll using the formula above and compare the result to the DC listed for the item
- **On failure**, no progress is made. If you fail three times in a row, the crafting fails and all materials are lost.
- **On success**, 2 hours of progress is made, and you can mark your progress put it aside or continue to craft.
- Once your completed progress on an item is equal to the crafting time listed, the item is complete.
- **You're done!** Enjoy your shiny new item!

SPECIAL REMINDERS:

- You can “take 10” on a crafting recipe by doubling the crafting time.
- The final say on any item is up to your GM. If they disagree with the written recipe, they are correct!
- Don't be afraid to ask where you can find materials—the GM wants you to engage with the world and find things!
- A crafting roll is a special kind of check. You can't apply boosts other than expertise to your crafting check. In general, the only way other than expertise to boost a crafting roll is to get help from another skilled crafter for the entire duration of the craft. Remember you can use the take 10 option to get slower more certain success, and if a craft has a higher DC than you can achieve using that method, it likely should involve some degree of difficulty and risk.

QUICK REFERENCE

Profession	Related Tool	Related Ability Score
Alchemy	Alchemist's Supplies	Wisdom or Intelligence
Blacksmithing	Blacksmith's Tools	Strength
Cooking	Cook's Utensils	Wisdom
Enchanting	Arcana	Intelligence
Engineering	Carpenter's Tools	Intelligence
Jewelrycrafting	Jeweler's Tools	Dexterity
Leatherworking	Leatherworker's Tools	Dexterity
Poisoncraft	Poisoner's Kit	Wisdom or Intelligence
Runecarving	Varies	Wisdom or Intelligence
Scrollscribing	Calligrapher's Supplies	Intelligence
Tinkering	Tinker's Tools	Intelligence
Wandwhittling	Woodcarver's Tools	Dexterity
Woodcarving	Woodcarver's Tools	Dexterity

Crafting Time

All items have a crafting time measured in hours. Crafting is completed in 2 hour chunks. Some branches of crafting must make all their checks consecutively (like Alchemy) while some do not (like Blacksmithing or Enchanting). A crafting roll is made every 2 hours of work on an item.

On success, you mark 2 hours of completed time. Once the completed time is equal to the crafting time, the item is complete. On failure, the crafting time is lost and no progress has been made during the 2 hours.

If you fail three times in a row, the crafting is a failure and all materials are lost.

CRAFTING DURING A REST

During a long rest, you can make up to 2 hours of progress during a crafting project if you do nothing else during the long rest besides craft and sleep. During this time, you have disadvantage on any Wisdom (Perception) checks and a -5 to all Passive Perception checks as you are focused on your craft.

You can make 2 hours of progress on any crafting project by taking this camp action. For most projects, this progress can be banked completing the project 2 hours at a time. For some types of crafting, like alchemy, you can't make incremental progress, but you can continue for 2 additional hours of crafting before or after a long rest in which you took the camp action “craft” to get 4 hours (for example).

CAMP ACTIONS

A recommended system is the Kibbles Camp Actions which can be found here and provide more formalized rules for how to make use of your time during a long rest.

CRAFTING ROLLS

Each profession lists the related ability modifier and tool used to calculate your crafting roll modifier. In many cases, attempting to craft without the applicable tool is impossible. Your GM may allow improvised tools, and in that case the check is made with disadvantage.

Beyond the tool, most branches of crafting require a heat source, and some require more infrastructure. These are generally approached logically and are at the discretion of the GM. For an adventurer looking for more portable workshop tools, investigate the Crafting Magic Spells and Crafting Utility Magic Items sections; these offer additional avenues for increased portability.

Here is a list of some of the additional requirements by branch:

- Blacksmithing can perform minor crafts with a simple heat source, but requires a forge and anvil to make new items.
- Alchemy and Cooking almost always requires a heat source.
- Tinkering, Jewelcrafting, and Poisoncraft sometimes require a heat source.
- Enchanting, Scroll Scribing, Woodworking, Wand Whittling, Poisoncraft, Leatherworking, Engineering, Runecarving rarely require anything besides the tools of the profession.

EXPERTISE

Features that grant tool expertise (the ability to add twice your proficiency bonus to ability checks made with a tool) are calculated into your crafting roll modifier, but do not add to an the calculated DC the effects of that item have.

BONUSES

A crafting roll is a special type of ability check and you can't add temporary bonuses to your roll (such as Bardic Inspiration or the spell *guidance*) as the crafting roll represents the entire time you spend working the item.

In general, the intention is that no external bonuses apply, unless they specifically state they do. This would include feats (such as ones that allow you to reroll certain rolls), class features (such as ones that allows you to add dice to certain rolls), etc. A GM can apply these bonuses, but they are not intended to work, and can result in checks becoming too easy.

You can gain an advantage if another player with proficiency in the related tool helps for the whole crafting time.

TAKING 10

When you craft something, double the crafting period (from 2 hours to 4 hours per check) to “take a 10” on the crafting roll, meaning that your crafting checks are 10 + your related ability score + your related tool proficiency bonus. This provides a floor level that you can always succeed on if you choose to take your time.

If someone with proficiency is aiding you for the entire duration of the crafting, the crafting check doesn't gain any bonus, but can be completed in the standard 2 hours.

NPC CRAFTING

It should always be assumed that when NPCs are crafting, they take this option, and thus craft more slowly but reliably. The slap-dash speed crafting is largely the domain of the players, though at the GM's discretion the players may convince a NPC to craft faster assuming the risk of their materials.

WORKDAYS

When a character is spending all day working, they make 8 hours of progress, and cannot exceed 8 hours working on a crafting project during a day. Players will occasionally want to work longer than 8 hours, but this fails to account for the limitations of mortals: player characters still need to eat, sleep, and will eventually lose their focus and ability to work. This is primarily implemented for balance reasons, but also helps model how much productive time a character can spend; they are not just working 8 hours straight and idling for 8 hours, but rather a model of the natural flow of a day, taking breaks, etc.

A GM can choose to overrule this and allow extreme crafting days in special circumstances, but in almost all cases working over 8 hours on a crafting project would leave a character with one or more levels of Exhaustion.

Materials

Without materials, there is nothing to craft from. Crafting does not make things from thin air, it makes more useful things from less useful things. Gathering the materials will be the essential first step in any job. Materials are generally found in three ways.

LOOT & SALVAGING

Nothing is useless when you have a party of crafters. One of the main sources of materials will be the things you find. Nothing is useless when you have an expert craftsman in the party.

GATHERING & HARVESTING

How something is gathered varies on the profession; in many cases, it can only be gathered when the opportunity arises. Dragon scales, for example, are a lot easier to gather when there is a dead dragon nearby. Be it harvesting rare herbs, monster parts, or minerals, gathering is an opportunity you won't want to pass up.

PURCHASING

Rarely will everything you need to craft what you want fall into your hands without the assistance of the oldest and most powerful tool of any craftsman: money. When you don't have what you need, frequently you can buy it. For some professions, there will be a lot more materials that can be purchased, while others will rely more on the other routes.

SELLING AND BUYING MATERIALS

In general, the buying price of a material is its listed value, and its selling price is usually half of that to an interested property.

Between negotiation, market fluctuation, and GM moods, you may get better or worse prices. Note that many materials are simply junk to a party that does not have a use for them, and will only sell to interested parties that can use or resell them.

Threatening to burn down a merchant's shop because they will not offer you the listed price may result in an Intimidation check, but does not change market realities and is typically not beneficial to your reputation; most merchants that have the gold to buy and sell expensive materials have dealt with adventurers before and are not easily intimidated.

The sources of materials are tied to the pillars of the game. Looting and Harvesting are tied into the combat pillar, Salvaging and Gathering are tied into the exploration pillar, and purchasing and rewards are tied into the social pillar. This provides a lot of routes to add these materials to your game based on what works best for your group.

Types of Materials

REAGENTS

Reagents are a huge range of things; most often they are plants that contain some magical essence, but almost as frequently they are harvested from various magically inclined monsters. The exact source of a reagent usually does not matter beyond defining its type, as the part of

the reagent used is the fragment of magic contained within that is distilled out.

There are many different ways to make a potion. Consequently, the materials are sorted into categories. These categories include curative, reactive, and poisonous. These each come in the standard material rarities: common, uncommon, rare, very rare, and legendary.

Reagents can't be salvaged once they have been combined into another form (such as potions, essences, or ink).

Reagents can be assumed to weigh 0.2 pounds each.

INTERCHANGEABLE REAGENTS

All curative, reactive, and poisonous ingredients are interchangeable. This is intentional to drastically simplify the crafting process and tracking thereof. Individual names are included only to deepen the immersion of the finding and buying ingredients, and can be treated as interchangeable by their label if preferred.

MAGICAL INK

While ink has many uses, crafting is mostly concerned with magical ink which has the power to hold the arcane words of scrolls. This is synthesized by alchemists from the magical properties of reagents, as it is concerned with extracting their magical properties, the exact nature of the reagents used do not effect the final ink beyond its potency.

Magical ink is not typically found or harvested on its own, though it may be found as loot, and in some instances a GM could rule that some blood collected from a fiend, celestial or dragon could be counted as such. It is generally created from reagents or purchased from alchemists that create it from reagents.

Magical ink can't be salvaged once they have been combined into another form (such as potions, essences, or ink).

Magical Ink can be assumed to weigh 0.1 pounds each.

ESSENCES

While reagents are substances that contain a glimmer of magical power that can be harnessed through refinement, Essences are more purified forms of magical power.

These come in three types: Arcane, Divine and Primal as well as in the five normal rarities (common, uncommon, rare, very rare, and legendary). These essences are the pure stuff of magic that makes things work.

You can get these by rendering down magical reagents, salvaging magic items, harvesting them from magical monsters, or through the hard work of spell casters. Or you can find them as loot from people that have already done one of those harder steps. The rules

for creating them yourself are under Enchanting, as it is their domain and skill set needed to do so.

While all branches occasionally use essences when extra magical power is needed, they are the primary material of Enchanters, and their pricing can be found in that section.

Essences can be found as loot during the courses of your adventures, but can also be harvested (from monsters), salvaged (from magical equipment), synthesized (from reagents), or created from the raw power of a spell caster, though the method is long and arduous.

Essences are flexible in their exact nature. There are many paths to each desired outcome, and this flexibility is represented in Essences. While the traditional way to make a *belt of hill giant strength* may call for a hill giant heart as its essence, an enchanter may substitute a dragon heart as their primal essences to make a *belt of dragon strength* that just has the same statistical effect.

Essences can be assumed to weigh 1 pound each.

SALVAGING ESSENCES

You also may be able to salvage magical essence from unwanted or broken magical items, though such a reclamation process can be difficult, and rarely results in more than a fraction of the essence infused into the original item. An item returns one essence equal to its rarity when harvested. The process takes 2 hours to complete, and doesn't work if the item is currently attuned to any creature. An essence can only be salvaged from permanent magic items; a permanent magic item is one that recharges or doesn't have a limitation on its charges or uses. A magic item with charges or uses can only be salvaged while it is at full charges or uses.

The item becomes nonmagical after the essence is salvaged from it. If it required magic to function or exist, it is destroyed.

SYNTHESIZING ESSENCES

In addition to harvesting essences from magical monsters fully intact, a more approachable and incremental way is to combine several reagents to get an essence. You have to combine three reagents of the same rarity to gain one essence of that rarity. You can combine reagents in the following ways:

Essence	Component Reagents
Arcane	1 curative, 1 poisonous, 1 reactive
Primal	3 reactive
Divine	2 curative, 1 reactive

This process takes 4 hours, and requires alchemist's supplies and a heat source.

MAKING ESSENCES

Another potential source of an Essence is being created by a spellcaster. This process is long and arduous, and typically only suited to downtime. A creature with the

spell casting feature can create 1 essence during 1 workweek (5 days, 8 hours a day); this process can't be completed faster and for the duration they are considered to have spent all of their spell slots.

At 1st level or higher can make a common essence in this way, a caster 5th level or higher can make an uncommon essence this way, a caster at 11th level can make a rare essence in this way, and a caster at 17th level or higher can make a very rare essence this way. Legendary essences require special rituals, more casters, and take far longer; they are exceedingly hard to make.

The type of essence produced depends on the source of the spell casting levels as per the table below:

Caster	Essence Type
Inventor ^k	Arcane
Bard	Arcane
Cleric	Divine
Druid	Primal
Monk	Psionic
Occultist ^k	Any*
Paladin	Divine
Psion ^k	Psionic
Ranger	Primal
Sorcerer	Arcane
Warlock	Varies*
Sorcerer	Varies*
Wizard	Arcane

SPECIAL CASES EXPLAINED

- **Sorcerers** produce a type based on their subclass; Dragon or Wild makes Primal, Divine Soul makes Divine, and Shadow makes Arcane.
- **Warlocks** likewise produce a type based on their subclass; Archfey makes Primal, Celestial makes Divine, and all others make Arcane.
- **Occultist** can produce any type, but takes 1.5x as long to produce an Essence in this manner. A GM can rule based on the special circumstances of a character their power source may be different than normal. This can stand in for Shaman, Witch, or Oracle classes if you use those instead of Occultist.
- **Inventor** can stand in for any half-arcane caster of a similar theme.

A half- or third-caster would generate essences at 1/2 or 1/3 their character level, respectively.

INGOTS

Ingots are chunks of metal that can be used to craft things. They are assumed to be relatively pure and weigh 2 pounds each. The default ingot listed in all the

crafting tables is an ingot of Steel. These cost 2 gp per ingot. There are cheaper metals (such as Iron); pure Iron can't be used to craft weapons and armor, but can be used for other items, resulting in a cheaper item. On the other end of the spectrum, more advanced metals such as Mithril and Adamantine can be used conferring special properties, but being far more difficult to work with and costing more.

Ingot can be assumed to weight 2 pounds each.

SALVAGING INGOTS

Metal items can be converted back to ingots quite efficiently, but require a forge to do so. With a forge and 2 hours per item, a metal item can be rendered down into its component ingots. Advanced metals may require special tools to smelt.

SMELTING ORE

Creating ingots from raw ore is largely out of scope for most adventurers, but you can create ingots from raw ore with a suitable facility. For more details see the Components and Materials table under Blacksmithing.

HIDES & LEATHERS

Hides, scales, and carapaces all tend to be harvested from monsters. Leather is a product of hides that can be processed from what it is harvested from the monster.

The GM determines if a monster provides hide, scale, or carapace. Hides do not come in different sizes, rather larger creatures simply provide more hides, and monsters that are not large enough to produce one hide provide only hide scraps.

Scales are likewise abstracted: each increment is simply an arbitrary unit of scales that the unit of scales covers. Scales can be much larger or small from different-sized creatures.

The system does not attempt to say how many scales a creature provides or how many literal actual scales makes up scalemail, but rather provides a number that is then consistently used.

Creatures are harvested using a Survival check, with its DC listed below. If the DC check is failed, the harvest does not fail entirely, but instead they get 1d4 hide scrapes in place of any hides, carapaces of one size smaller, and half as many scales.

Hide and leather materials can be assumed to be about 2 pounds each.

PROCESSING HIDES

The process of turning hide into leather takes quite awhile (as per the crafting table), and is often something adventurers can delegate to NPCs (delivering hides to be processed) or do during downtime. If you would like a more expedited system, there is no balance reason for this, and you can shorten the leather crafting process to taking 2 hours, it just won't be exceedingly realistic.

PARTS

The term "parts" is used to refer to gears, wires, springs, windy bits, screws, nails, and doodads. Parts can be either found or salvaged or forged from metal scraps (or even straight from ingots by a Blacksmith for those that really want to be industrial about it). The exact nature of each item making up this collection is left abstracted.

In addition, metal scraps are collections of salvaged material that generally fall into the category of things "too small to track" which can then be used for the creations of tinkerers. In addition to all of this, occasionally tinkers will use ingots... particularly ones of tin (which is their namesake, after all).

Like other crafting branches, there are also named components for more iconic pieces of gear—the stock of a crossbow, for example, or other items. The cost for these items can be found on the common component table, and are generally minor.

Lastly, Tinkerers use essences when constructing things that push beyond the mundane principles of plausibility, crafting magical properties into their inventions.

SALVAGING PARTS

The other main way to acquire parts is to salvage them. What can be salvaged is determined by the GM, but in general common items provide parts, uncommon or expensive items may provide fancy parts, and esoteric parts are found only from esoteric sources at your GM's discretion. Tools, vehicles, and complex items generally return 1d4 metal scraps and 1d4 parts for a Small or smaller item, 2d6 metal scraps for a Medium-sized item, 3d8 metal scraps for a Large-sized item, and more for larger items, though they may return less of rare types of parts.

WOOD

Commonly available in its lowest quality (firewood), higher quality woods are often found in rather exotic locations. Wooden branches (including wood scraps) are assumed to be of a useful wood that can be worked, while firewood covers everything else, with more useful woods falling into categories such as "quality branches" or rarer options. Wood scraps are assumed to be scraps of common branch quality wood, and consequently can't be salvaged from firewood.

Wooden branches can be assumed to weigh 2 pounds each.

SALVAGING

For the most part, wood can't be easily salvaged. Wood carving is not necessarily a reversible process, and wood can't be smelted down.

You can render wooden crafted product into wood scraps equal to 4 x the number of branches used to create it.

QUALITY BRANCH

A quality branch refers to one that can be made into more precious objects, particularly bows. It is non-magical in nature, but typically yew when dealing with bows, though ash, mulberry, elm, oak, hickory, hazel, and maple can be used under broader definitions.

Crafting Skills

As referenced above, crafting breaks down into different skills, which each mostly overlapping in how to use it. For this guide, Enchanting will be fully detailed as most of the items in Griffon's Saddlebag fall into Enchanting, with Scroll Scribing in the Appendix A, as that is frequently an important subdiscipline for Enchanting.

If you would like a deeper dive into other disciplines such as Blacksmithing or Alchemy, that's where it would probably make sense to reference the full guide, as most of what they make is related to SRD or custom items not found in this standalone guide, in which case I would recommend using the Free (or Full) version of the Crafting Guide + the Reference Guide rather than this standalone version.

ENCHANTING

Enchanting is a hard and expensive profession, but one eagerly pursued by many all the same. The makers of miracles, the craftsmen of wonder, no other profession holds the fascination of adventurers quite like Enchanter, for their domain encompasses the large majority of magical items.

An item need not pass through an enchanter's hands to be magical, indeed many a blacksmith has forged a magical blade with the right materials, but the true wonder of enchantment is to turn the mundane magical. An enchanter can turn even the most base and commonplace item into something wonderful and powerful, and when given the head start of working with an already well crafted item can craft things of legend.

Many enchanters further specialize in subdomains such as Scroll Scribing or Wand Whittling for more specialized good that require more specialized tools, with many even pursuing such things as Jewelry Crafting in order to create the precious items that most easily enchant, but the general field of Enchanting still covers a large swath of the wondrous.

Scrolls are heavily featured as a component of nearly all magical items, forming the basis for the powerful enchantments that imbue them with their magic. These are templates of a sort, and thus the ability to craft scrolls with Scroll Scribing is often the most desired of the subdomains for an Enchanter.

QUICK REFERENCE

While each step will go into more depth, the quick reference allows you to at a glance follow the steps to make a magic item in its most basic form:

- Select the magic item that you would like to craft from any of the Magic Item Tables.
- Acquire the items listed in the materials column for that item.
- Use your Arcana skill to infuse the option using the number of hours listed in the Crafting Time column, or during a long rest using the crafting camp action if the crafting time is 2 hours or less.
- For every 2 hours, make a crafting roll of 1d20 + your Intelligence modifier + your Arcana proficiency.
- On success, you mark 2 hours of completed time. Once the completed time is equal to the crafting time, the magic item is complete. On failure, the crafting time is lost and no progress has been made during the 2 hours. If you fail 3 times in a row, the crafting is a failure and all materials are lost.

RELATED SKILL & ABILITY SCORE

Rather than any one tool, Enchanting primarily uses the Arcana skill. Due to the subdomains of scrolls (Scroll Scribing) and runes (Runecraft) being part of enchanting, proficiency in Calligraphy Tools is often useful.

Enchanting uses your Intelligence modifier. While magic comes in many forms (Arcane, Primal, Divine) and many casters are able to control it with other aspects of their talent, the ability to systematically bind it into magic items requires a deep understanding of its inner workings that can only be accomplished through meticulous study and knowledge.

PSIONIC ITEMS

The items listed on the Psionic Items table is the exception to this rule. These are items infused with psionic power, and instead use the "Psionics" skill, a skill that any psionic character can be considered proficient if not using special psionics rules.

These items are something of a subtype of enchanting, and may not exist in your setting if psionics aren't included. Consult your GM.

MATERIALS: ESSENCES & COMPONENTS

The materials of enchanting are Essences and Components. Essences come in three different types: Arcane, Primal, and Divine—as well as five rarities: common, uncommon, rare, very rare, and legendary. What an Essence is can vary greatly, as they are things of innate magic that is used to power the Enchanter's creations.

They could be organs of magical monsters (such as the heart of a dragon which would be a rare primal essence) or they can be synthesized from magical

reagents into a magical compound. Components are a broad category of items ranging from the base item you are enchanting to any extraneous bits needed to be added. One unique component that is present in many enchantments is a Spell Scroll of various types of spells that form the basis of the sort of the magic the item has.

REPLACING SPELL SCROLLS

A crafter that is capable of casting magic can replace the spell scroll in an enchantment with the ability to cast that spell, but when doing so they must cast that spell for each crafting check they make on that item. This is an exhausting process, draining their magic far more deeply than normal casting, and confers a level of exhaustion each time this technique is used to replace a crafting check. If a magic item requires multiple scrolls, only one of them can be replaced in this way, though if an additional spell caster that can cast the necessary spell can assist you, they can replace a second scroll, though suffering the same penalty.

EXHAUSTING & DIFFICULT METHOD

This mechanic is intentionally quite difficult to use—even for casters that are capable of casting the spell. The typical process would be to make the scroll first to formalize their thoughts and process, laying down the patterns and templates for the magic item. It also removes a very costly gate in the process, so should not be easily bypassed.

CRAFTING ROLL

Putting that together means that when you would like to enchant an item, your crafting roll is as follows:

Enchanting Modifier = your Arcana proficiency bonus
+ your Intelligence modifier

SUCCESS AND FAILURE

After you make a crafting roll, if you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item).

Checks for Enchanting do not need to be immediately consecutive. If you fail three times in a row, all progress and materials are lost and can no longer be salvaged. Failure means that no progress is made during that time.

Once an item is started, even if no progress is made, the components reserved for that item can only be recovered via salvage.

ENCHANTING EXAMPLE & WALKTHROUGH

Caius the Wizard has a keen interest in magic items. At the start, all he has is the Arcana skill and big dreams. Let's walk through how to turn those into a magic item.

Caius is a level 4 wizard in this moment in time. Strangely, he's the only human in his party, and his lack of darkvision has been holding them back.

So, Caius decides to embark on making a set of *goggles of night*. Let's follow his journey:

First, he'll need to gather the materials. He needs goggles, a *scroll of darkvision*, a common primal essence, and an uncommon arcane essence. Goggles are easily acquired from the local merchants for a few gold pieces, the rest will be a bit trickier.

A common primal essence isn't that hard to come by, and can be found by harvesting elementals, dragons, giants, or monstrosities, even at the humble 0-4 CR rating of monsters Caius has been dealing with.

The uncommon arcane essence will require a hunt. His party takes on a CR 5 undead, but on their d100, they roll a 64... no luck, all that was left was some mangled bones and 3 uncommon poisonous reagents. After a few more tries, it seems luck isn't with them. Fortunately, that uncommon poisonous reagent he got can be combined with an uncommon curative and uncommon reactive reagent in a simple 4 hour process with Alchemist's supplies and a heat source.

Boiling them all down, Caius is left with a magical residue forming an uncommon arcane essence. Now all he needs is the *scroll of darkvision*. Caius really should have this spell long since given his darkvision shortcomings, but never got around to it. So Caius shells out 90 gp to buy a scroll of it. Not to learn it though, of course, as soon he'll never need that spell again!

All the pieces are assembled. As a level 4 Wizard with 16 Intelligence and proficiency in the Arcana skill, Caius' Enchanting Modifier is 2 (his Arcana proficiency bonus) + 3 (his intelligence modifier), for a total of 5.

During his next long rest, Caius makes his first crafting check, and rolls a d20! It's a 10. $10 + 5 = 15$, so he has a success. He's 1/4th of the way done, but needs to spend the rest of that long rest sleeping.

The next day he rolls again, 6! That's only 11! One failure. The next night it's a 15 for a check of 20! That's a second success. Tragedy almost strikes with the next two checks being a 4 and 2, with results of 9 and 7 respectively, that's two more failures! All of his hard work is on the edge of being lost.

But Caius asks to take an extra long break at the next town. He uses the 4 hours to make his next check, taking a 10 on the roll to forestall disaster. As he wasn't too ambitious and the Goggles of Night are only DC 13, that means by taking 10, Caius has a minimum check of a 15, and it's a pass. Feeling better, now that he's no longer one check from the whole project failing, he makes his next check on the road, and gets an 18, for a total of 24. A fourth success! Now he can take his watch that night with darkvision

Purchasing Tables by Type

LEATHER & HIDE

Materials	Rarity	Used For	Price
Hide Scraps	Trivial	Leatherworking	1 sp
Leather Scraps	Trivial	Leatherworking	1 sp
Boiled Leather	Common	Leatherworking	3 gp
Hide	Common	Leatherworking	2 gp
Rawhide Leather	Common	Leatherworking	2 gp
Scales	Common	Leatherworking	1 gp
Tanned Leather	Common	Leatherworking	3 gp
Medium Carapace	Common	Leatherworking	4 gp
Large Carapace	Common	Leatherworking	30 gp
Tough Hide	Uncommon	Leatherworking	500 gp
Resistant Hide	Uncommon	Leatherworking	500 gp
Tough Leather	Uncommon	Leatherworking	600 gp
Resistant Leather	Uncommon	Leatherworking	600 gp

COOKING

Materials	Rarity	Used For	Price
Supplies (Salt, Staples, etc)	Trivial	Cooking	1 gp
Uncommon Supplies (Uncommon spices, oils, rare seeds, etc)	Common	Cooking	10 gp
Rare Supplies (Hard to luxury goods)	Uncommon	Cooking	100 gp

METALS

Materials	Rarity	Used For	Price
Metal Scraps	Trivial	Tinkering, Blacksmithing	1 sp
Silver Scraps	Trivial	Jewelcrafting	1 sp
Gold Scraps	Common	Jewelcrafting	1 gp
Iron Ingot	Common	Blacksmithing	1 gp
Steel Chain (2 ft)	Common	Blacksmithing, Tinkering	1 gp
Steel Ingot	Common	Blacksmithing	2 gp
Mithril Ingot	Uncommon	Blacksmithing	30 gp
Adamant Ingot	Uncommon	Blacksmithing	40 gp
Adamantine Ingot	Uncommon	Blacksmithing	60 gp

WOOD

Materials	Rarity	Used For	Price
Firewood	Trivial	Cooking, Wood Working	1 cp
Wood Scraps	Trivial	Tinkering, Wood Working	2 cp
Common Branch	Common	Wand Whittling, Wood Working	1 sp
Wooden Stock	Common	Tinkering	5 sp
Short Haft	Common	Blacksmithing	1 sp
Long Haft	Common	Blacksmithing	2 sp
Quality Branch	Common	Wand Whittling, Wood Working	2 gp

Uncommon Branch	Uncommon	Wand Whittling	25 gp
Rare Branch	Rare	Wand Whittling	80 gp
Very Rare Branch	Very Rare	Wand Whittling	800 gp
Legendary Branch	Legendary	Wand Whittling	2,000 gp

MAGICAL MATERIALS

Materials	Rarity	Used For	Price
Common Reagent	Common	Alchemy, Poisoncraft	15 gp
Glass Vial	Common	Alchemy, Poisoncraft	1 gp
Glass Flask	Common	Alchemy, Poisoncraft	1 gp
Crystal Vial	Common	Alchemy	10 gp
Normal Ink	Common	—	5 gp
Parchment	Common	Scroll Scribing	1 sp
Common Essence	Common	Alchemy, Enchanting, Scroll Scribing, Wand Whittling	45 gp
Common Magical Ink	Common	Scroll Scribing	15 gp
Uncommon Reagent	Uncommon	Alchemy, Poisoncraft	40 gp
Uncommon Essence	Uncommon	Alchemy, Enchanting, Scroll Scribing, Wand Whittling	150 gp
Uncommon Magical Ink	Uncommon	Scroll Scribing	40 gp
Uncommon Parchment	Uncommon	Scroll Scribing	40 gp
Rare Reagent	Rare	Alchemy, Poisoncraft	200 gp
Rare Essence	Rare	Alchemy, Enchanting, Scroll Scribing, Wand Whittling	700 gp
Rare Magical Ink	Rare	Scroll Scribing	200 gp
Rare Parchment	Rare	Scroll Scribing	200 gp
Very Rare Reagent	Very Rare	Alchemy, Poisoncraft	2,000 gp
Very Rare Essence	Very Rare	Alchemy, Enchanting, Scroll Scribing, Wand Whittling	7,000 gp
Very Rare Magical Ink	Very Rare	Scroll Scribing	2,000 gp
Very Rare Parchment	Very Rare	Scroll Scribing	2,000 gp
Legendary Reagent	Alchemy, Poisoncraft	Alchemy, Poisoncraft	5,000 gp
Legendary Essence	Legendary	Alchemy, Enchanting, Scroll Scribing, Wand Whittling	25,000 gp
Legendary Magical Ink	Legendary	Scroll Scribing	5,000 gp
Legendary Parchment	Legendary	Scroll Scribing	5,000 gp

MISCELLANEOUS

Materials	Rarity	Used For	Price
Buckle	Trivial	Leatherworking	2 sp
Fletching	Trivial	Wood Working	5 cp
Length of String	Trivial	Wood Working	5 cp
Armor Padding	Common	Blacksmithing, Leatherworking	5 gp
Parts	Common	Tinkering	2 gp
Fancy Parts	Common	Tinkering	10 gp
Esoteric Parts	Uncommon	Tinkering	100 gp

Harvesting & Looting

Harvesting and looting are two paths to the same place, but generally depend on what kind of foe was vanquished and you are now collecting the “stuff” of. Typically humanoid creatures that carry stuff are candidates for the Individual Treasure tables, while Aberrations, Beasts, Dragons, Monstrosities, and Plants are harvesting candidates.

If you don't normally provide loot equivalent to default treasure tables, you don't need to start now using these new tables, simply apply these tables as frequently as it makes sense for your game.

Remember that you can fully mix and match as it makes sense. You can replace coinage with gems or art pieces, you can replace crafting items that wouldn't make sense with coinage, gems, or art pieces, etc. The tables are merely a guide and convenience for what sort of range of materials should come from what sort of creature.

HARVESTING

The Harvesting tables replace the Individual Treasure for Aberration, Beast, Dragon, Monstrosity, and Plant type creatures.

REMNANTS

Remnants optionally replace the Individual Treasure table for creatures that leave behind no body on death, like Elementals, Celestials, or Fiends (ones that leave behind a body can use the Harvesting table).

LOOT

The Loot tables optionally replace the Individual Treasure for humanoid type creatures. You can use this table in all cases or in some cases.

RECOMMENDATION

I would recommend using the table for all humanoid enemies, but using the Equivalent Gold Value for roughly half of enemies to keep gold flowing into the PCs' pockets while also providing abundant crafting supplies.

HOARDS

Rather than replacing the hoard tables, simply use the default hoard table and replace an amount of coins, gems, and art pieces with crafting materials. This ensures that players are still getting the sort of loot they expect, but also fills in new materials into things that would often fill little role beside being converted to coinage at a later date.

BASIC HARVESTING

Beasts, Dragons, and Monstrosities can be harvested using Wisdom (Survival) for meat and hides. At a GM's discretion, a Plant type creature can be harvested for food using the same DC and amount, but providing common fresh ingredients instead of meat. Basic Harvesting takes 10 minutes. At your GM's discretion, it may take longer for larger creatures.

EXOTIC CREATURE HARVESTING

Applicable Targets: Aberration, Constructs, Dragons, Monstrosities, Plants, Some Undead

A random roll is performed to judge what can be harvested from the monster. For Dragons, Giants, and Monstrosities, a Wisdom (Medicine) check is required to harvest the material without destroying it, for Aberrations and Constructs, an Intelligence (Arcana) check is required, and for Plants an Intelligence (Nature) check is required. Exotic Harvesting takes 10 minutes. At your GM's discretion, it may take longer for larger creatures.

If a beast is sufficiently magical, poisonous, or venomous, a GM can opt to use the Dragon & Monstrosity table for exotic harvesting, but this should be rare; even a poisonous beast is usually too mundane for the magical properties of harvested materials, and a beast should always be rolled on the 0–4 CR table regardless of its CR.

At the GM's discretion, some Undead may be harvested as well if there is something that would make sense for them to provide in this manner, in which case they would use an Intelligence (Arcana) check. Undead are less likely to provide anything of use, simply having a rare chance of providing arcane essences, though some would consider the use of these essences evil.

DOUBLE HARVESTING

If a monster is applicable for both Basic Harvesting and Exotic Harvesting, you can perform both, but the second check has disadvantage on the roll to successfully gather the materials.

EXOTIC REMNANTS

Applicable Targets: Celestials, Elementals, Fiends, Some Undead

Some creatures typically do not leave behind corpses. While these most often disappear without a trace, sometimes they will leave behind a fragment of the magical forces that powered them as a remnant, in the form of a reagent or essence. These are less likely to result in a crafting item, but don't require any check to gather it successfully. Gathering remnants is simple to do, and requires only 1 minute.

APPLYING MATERIAL TABLES

As a GM, never feel compelled to roll on a table if you feel it makes sense to do something else. The tables provide a baseline, but if you feel that it makes sense of a given monster to leave behind a given material, simply do so, requiring the check that seems most appropriate (using the tables as a guide if you wish).

EXOTIC HARVESTING (CR 0-4)

d100	DC	Dragon/Giants/ Monstrosities	Construct	Aberration	Undead	Plant
01-20	8	—	parts	—	—	—
21-50	8	common poisonous reagent	fancy parts	common reactive reagent	—	common poisonous reagent
51-70	8	common reactive reagent	fancy parts	common curative reagent	—	common curative reagent
71-80	8	common curative reagent	fancy parts	common poisonous reagent	—	common reactive reagent
81-00	8	common primal essence	common arcane essence	common psionic essence	common arcane essence	common primal essence

EXOTIC REMNANTS (CR 0-4)

d100	Celestial	Fiend	Elemental	Incorporeal Undead
01-50	—	—	—	—
51-70	—	—	common reactive reagent	—
71-80	common curative reagent	common reactive reagent	common reactive reagent	common poisonous reagent
81-95	common divine essence	common arcane essence	common primal essence	common divine essence
96-00	common divine essence	common divine essence	common primal essence	common arcane essence

EXOTIC HARVESTING (CR 5-10)

d100	DC	Dragon/Giants/ Monstrosities	Construct	Aberration	Undead	Plant
01-30	10	uncommon reactive reagent	fancy parts	common reactive reagent	common arcane essence	common poisonous reagent
31-60	10	uncommon poisonous reagent	1d4 fancy parts	uncommon reactive reagent	1d4 common poisonous reagent	uncommon poisonous reagent
61-80	10	1d4 uncommon reactive reagent	1d6 fancy parts	uncommon curative reagent	1d4 uncommon poisonous reagents	1d4 uncommon curative reagent
81-90	10	uncommon primal essence	uncommon arcane essence	uncommon arcane essence	uncommon divine essence	uncommon primal essence
91-00	10	uncommon primal essence	uncommon arcane essence	uncommon psionic essence	uncommon arcane essence	uncommon primal essence

EXOTIC REMNANTS (CR 5-10)

d100	Celestial	Fiend	Fey/Elemental	Incorporeal Undead
01-20	—	—	—	—
21-50	common curative reagent	common reactive reagent	common reactive reagent	common poisonous reagent
51-80	uncommon curative reagent	uncommon reactive reagent	uncommon reactive reagent	uncommon poisonous reagent
81-90	common divine essence	common arcane essence	common primal essence	common arcane essence
91-00	uncommon divine essence	uncommon arcane essence	uncommon primal essence	uncommon arcane essence

EXOTIC HARVESTING (CR 11-16)

d100	DC	Dragon/Giants/ Monstrosities	Construct	Aberration	Undead	Plant
01-30	12	uncommon reactive reagent	esoteric parts	uncommon reactive reagent	uncommon poisonous reagent	uncommon poisonous reagent
31-60	12	uncommon primal essence	1d4 esoteric parts	uncommon psionic essence	uncommon arcane essence	uncommon primal essence
61-70	12	rare reactive reagent	uncommon arcane essence	rare reactive reagent	rare poisonous reagent	rare curative reagent
71-80	12	rare poisonous reagent	uncommon arcane essence	rare poisonous reagent	uncommon arcane essence	rare poisonous reagent
81-90	12	rare primal essence	rare arcane essence	rare arcane essence	rare divine essence	rare primal essence
91-99	12	rare primal essence	rare arcane essence	rare psionic essence	rare arcane essence	rare primal essence
00	12	very rare primal essence	very rare arcane essence	very rare psionic essence	very rare arcane essence	very rare primal essence

EXOTIC REMNANTS (CR 11-16)

d100	Celestial	Fiend	Fey/Elemental	Incorporal Undead
01-20	uncommon curative reagent	uncommon reactive reagent	uncommon reactive reagent	uncommon poisonous reagent
21-50	uncommon divine essence	uncommon arcane essence	uncommon primal essence	uncommon arcane essence
51-80	rare curative reagent	rare reactive reagent	rare reactive reagent	rare poisonous reagent
81-00	rare divine essence	rare arcane essence	rare primal essence	rare arcane essence

EXOTIC HARVESTING (CR 17+)

d100	DC	Dragon/Giants/ Monstrosities	Construct	Aberration	Undead	Plant
01-30	15	1d4 rare reactive reagent	1d4 esoteric parts	1d4 rare reactive reagent	1d4 rare poisonous reagent	1d4 rare poisonous reagent
31-50	15	rare primal essence	rare arcane essence	rare psionic essence	rare arcane essence	rare primal essence
51-89	15	very rare primal essence	very rare arcane essence	very rare arcane essence	very rare arcane essence	very rare primal essence
90-94	15	legendary primal essence	legendary arcane essence	legendary arcane essence	legendary divine essence	legendary primal essence
95-00	15	legendary primal essence	legendary arcane essence	legendary psionic essence	legendary arcane essence	legendary primal essence

EXOTIC REMNANTS (CR 17+)

d100	Celestial	Fiend	Fey/Elemental	Incorporal Undead
01-20	rare curative reagent	rare reactive reagent	rare reactive reagent	rare poisonous reagent
21-50	rare divine essence	rare arcane essence	rare primal essence	rare arcane essence
51-69	very rare curative reagent	very rare reactive reagent	very rare reactive reagent	very rare poisonous reagent
70-89	very rare divine essence	very rare arcane essence	very rare primal essence	very rare arcane essence
90-00	legendary divine essence	legendary arcane essence	legendary primal essence	legendary arcane essence

HIDE AND MEAT HARVESTING

Creature Size	Difficulty	Hide	Meat
Tiny	N/A	—	—
Small	DC 12	1d4 hide scraps	—
Medium	DC 10	1 hide or 1 medium carapace or 2d6 scales	1 common meat
Large	DC 12	5 hides or 1 large carapace or 3d6 scales	1d4 common meat
Huge	DC 14	10 hides or 2 large carapaces or 6d6 scales	2d6 common meat
Gargantuan	DC 14	15 hides or 3 large carapaces or 9d6 scales	3d8 common meat

- Special materials can replace up to half of the materials harvested based on the qualifications of the monster.

SPECIAL MATERIALS

Modifier	Minimum CR	Harvesting Difficulty	Additional Requirements	Effect
tough hide/scales	8	+4	Harvested from a creature with AC 16 or higher	Armor crafted has +1 AC
resistant hide/scales	8	+5	Harvested from a creature with resistance to an elemental damage type	Armor crafted has related elemental resistance
dragon scales	14	+8	Harvested from a Dragon.	Armor crafted has +1 AC and Resistance to related element.
uncommon meat	5	+3	—	—
rare meat	10	+5	—	—
very rare meat	17	+7	—	—
legendary meat	21	+9	—	—

- If the difficulty modifier is not met, the material is harvested without the modifier, its special property ruined during harvesting.

Loot

INDIVIDUAL TREASURE [CR 0-4]

d100	Materials Found	Coinage	Equivalent Monetary Value
01-15	1d6 wood scraps, 1 length of string	2d4(5) cp	18 cp
16-30	1d4 metal scraps	1d4(3) sp	6 sp
31-40	1d4 leather scraps, 1 hide scraps	1d4(3) sp	6 sp
41-60	supplies	1d6 (4) sp, 2d4 (5) cp	1 gp, 5 sp
61-70	1d2 parts	1d6 (4) gp, 2d4 (5) sp	6 gp, 5 sp
71-75	uncommon supplies	1 gp, 1d10 (5) sp	10 gp
76-80	common poisonous reagent	2d4 (5) sp	15 gp, 5 sp
81-85	common curative reagent	2d4 (5) sp	15 gp
86-90	common reactive reagent	2d4 (5) sp	15 gp
91-94	common magical ink	1d6 gp, 1d10 sp	18 gp, 5 sp
95-96	common divine essence	1d6 sp, 1d10 cp	46 gp
97-98	common primal essence	1d6 sp, 1d10 cp	46 gp
99-00	common arcane essence	1d6 sp, 1d10 cp	46 gp

INDIVIDUAL TREASURE [CR 5-10]

d100	Materials Found	Coinage	Equivalent Gold Value
01-30	1d4 fancy parts	1d10 (6) gp, 1d10 (6) sp	36 gp, 6 sp
31-40	1d10 parts, 1d20 leather scraps, 1d20 metal scraps	1 pp, 1d10 gp, 2d10 sp	30 gp
41-50	uncommon poisonous reagent	1d6 x 10 (35) gp	75 gp
51-60	uncommon curative reagent	1d6 x 10 (35) gp	75 gp
61-80	uncommon reactive reagent	1d6 x 10 (35) gp	75 gp
81-90	uncommon magical ink, uncommon parchment	1d6 x 10 (35 gp)	125 gp
91-94	esoteric parts	2d6 x 10 (70 gp)	170 gp
95-96	uncommon divine essence	1d6 x 10 (35) gp	185 gp
97-98	uncommon primal essence	1d6 x 10 (35) gp	185 gp
99-00	uncommon arcane essence	1d6 pp	185 gp

INDIVIDUAL TREASURE [CR 11-16]

d100	Materials Found	Equivalent Gold Value
01-20	2 mithril ingots, 2 adamantine ingot, 2 esoteric parts	300 gp
21-30	rare branch, uncommon branch, rare poisonous reagent	305 gp
31-40	10 dragon scales, uncommon primal essence	300 gp
41-50	rare magical ink, rare curative reagent	400 gp
51-60	rare reactive reagent, 2 x rare supplies	400 gp
61-70	10 x uncommon reagents	400 gp
71-80	uncommon divine essence, uncommon primal essence	400 gp
81-90	rare reactive reagent, rare poisonous reagent, rare curative reagent	600 gp
91-94	tough leather	600 gp
95-96	rare divine essence	700 gp
97-98	rare primal essence	700 gp
99-00	rare arcane essence	700 gp

INDIVIDUAL TREASURE (CR 17+)

d100	Materials Found	Equivalent Gold Value
01-15	very rare branch, very rare parchment, rare arcane essence	3,500 gp
16-30	very rare curative reagent, very rare poisonous reagent, rare primal essence	5,000 gp
31-45	very rare poisonous reagent, very rare reactive reagent, rare arcane essence	5,000 gp
46-60	very rare curative reagent, very rare reactive reagent, rare divine essence	5,500 gp
61-70	very rare divine essence	7,000 gp
71-80	very rare primal essence	7,000 gp
81-90	very rare arcane essence	7,000 gp
91-94	legendary curative reagent, legendary poisonous reagent	10,000 gp
95-97	legendary poisonous reagent, legendary reactive reagent	10,000 gp
98-00	legendary curative reagent, legendary reactive reagent	10,000 gp

TREASURE CRAFTING SUBSTITUTIONS CHALLENGE 0-4

d100	Materials Found	Equivalent Gold Value
01-25	5 steel ingots	10 gp
26-40	10 tanned leather	30 gp
41-50	10 steel ingots, 50 scales, 10 rawhide leather	90 gp
51-60	2 common curative reagents, 2 common reactive reagents, 2 common poisonous reagents	90 gp
61-70	1 mithril ingot, 1 common arcane essence, 1 common divine essence	105 gp
71-80	1 uncommon magical ink, 1 uncommon parchment, large carapace, 1 uncommon supplies	120 gp
81-90	2 fancy parts, 2 mithril ingots, 1 rare poisonous reagent, 1 rare reactive reagent	140 gp
91-99	1 esoteric part, 1 adamantine ingot, 1 rare curative reagent	200 gp
00	1 uncommon arcane essence, 1 common divine essence, 1 common primal essence	235 gp

TREASURE CRAFTING SUBSTITUTIONS CHALLENGE 5-10

d100	Materials Found	Equivalent Gold Value
01-25	20 steel ingots, 20 rawhide leather, 20 fancy parts, 20 scales, 10 quality branches	360 gp
26-40	4 uncommon curative reagent, 4 uncommon poisonous reagents, 4 uncommon reactive reagents	480 gp
41-50	1 rare magical ink, 1 rare parchment, 2 adamantine ingots	520 gp
51-60	10 fancy parts, 10 mithril ingots, 2 rare branches	560 gp
61-70	2 rare supplies, rare branch, 2 uncommon divine essences	580 gp
71-80	1 uncommon arcane essence, 1 uncommon primal essence, 2 rare curative reagents, 2 rare branches, 1 adamantine ingot	600 gp
81-90	3 esoteric part, 3 rare curative reagent, 3 rare poisonous reagent, 3 rare reactive reagent	680 gp
91-99	1 tough leather, 1 uncommon arcane essence, 1 uncommon divine essence, 1 uncommon primal essence	950 gp
00	1 rare arcane essence, 1 uncommon divine essence, 1 uncommon primal essence	1,000 gp

TREASURE CRAFTING SUBSTITUTIONS CHALLENGE 11-16

d100	Materials Found	Equivalent Gold Value
01-25	10 adamantine ingots, 4 tough leather, 4 esoteric parts, 4 very rare branches, 10 mithril ingots	6,900 gp
26-40	5 rare curative reagents, 5 rare poisonous reagents, 5 rare reactive reagents, 2 very rare parchment, 2 very rare magical ink	11,000 gp
41-50	5 tough level, 20 dragon scales, 4 rare primal essences, 4 rare divine essences, 5 rare rare reactive reagents, 5 rare curative reagents, 5 Adamantine Ingots	11,300 gp
51-60	15 esoteric parts, 15 rare supplies, 1 very rare arcane essence, 3 rare poisonous reagents, 4 rare curative reagents	11,400 gp
61-70	5 firesteel ingots, 1 very rare parchment, 2 very rare reactive reagents, 2 very rare poisonous reagents	12,250
71-80	1 very rare divine essence, 2 rare arcane essences, 2 very rare curative reagent	12,400 gp
81-90	1 very rare primal essence, 2 rare divine essences, 2 very rare poisonous reagent	12,400 gp
91-99	1 very rare arcane essence, 2 rare primal essences, 2 very rare reactive reagent	12,400 gp
00	1 very rare arcane essence, 1 very rare divine essence, 1 very rare primal essence.	21,000 gp

TREASURE CRAFTING SUBSTITUTIONS CHALLENGE 17+

d100	Materials Found	Equivalent Gold Value
01-25	10 esoteric parts, 10 darksteel ingots, 10 firesteel ingots, 10 icesteel ingots, 5 very rare parchment, 20 admantine ingots, 20 mitril ingots	20,000 gp
26-40	4 very rare curative reagents, 4 very rare reactive reagents, 4 very rare poisonous reagents	24,000 gp
41-50	10 tough leather, 1 legendary magical ink, 1 legendary parchment, 4 very rare curative reagents	24,000 gp
51-60	legendary curative reagent, legendary reactive reagent, legendary poisonous reagent, 2 very rare primal essences	29,000 gp
61-70	20 rare supplies, 20 esoteric parts, 20 rare reactive reagents, 20 rare curative reagents, 20 rare poisonous reagents, 10 rare divine essence, 10 rare arcane essences, 10 rare divine essences	29,000 gp
71-80	legendary divine essence, 2 very rare primal essences, 2 legendary reactive reagents	49,000 gp
81-90	legendary primal essence, 2 very rare arcane essences, 2 legendary poisonous reagents	49,000 gp
91-99	legendary arcane essence, 2 very rare divine essences, 2 legendary curative reagents	49,000 gp
00	legendary arcane essence, legendary primal essence, legendary divine essence	75,000 gp

REPLACING HOARDS

Note that crafting materials found as part of a Hoard replace coinage, gems, or art objects of equal Equivalent Gold Value. You can use the same d100 roll for both the Treasure Hoard table and the crafting replacement.

Gathering Tables

Many of the materials can simply be found growing in the wild, and can be gathered by someone that knows what to look for and spends the time doing just that. When traveling at a slow pace through wilderness for 8 hours or more (i.e. not urban land or farmland), you can make a gathering check, but have disadvantage on the check to harvest anything found.

If you dedicate 8 hours to gathering without traveling, you can make two checks (without disadvantage) or find one item other than an essence of your choice that is available within that biome's table (making the ability check from the corresponding line of the table to harvest it) or 1d12 of any trivial item (making a DC 8 ability check to harvest it).

The found items then have to be gathered. You can choose to gather reagents, search for materials, or hunt wild game. Roll

a d100 and consult the corresponding table below for the relevant biome to determine what is found.

GATHER REAGENTS

Reagents are harvested by making a Wisdom check. If you have an Herbalism kit and are proficient with it, you can add your proficiency bonus to the roll.

SEARCH FOR MATERIALS

Materials can be harvested with your choice of a Strength, Dexterity, or Wisdom check. If you have proficiency with the Survival skill, you can add your proficiency bonus to the roll.

HUNT GAME

Food can be gathered with your choice of a Dexterity or Wisdom check. If you have proficiency with the Survival skill, you can add your survival modifier to the roll.

GATHER REAGENTS I

d100	DC	Forest	Desert	Grasslands	Marsh	Mountains
01-10	—	—	—	—	—	—
11-20	10	common curative reagent	—	—	common poisonous reagent	—
21-40	10	common curative reagent	common reactive reagent	common curative reagent	common poisonous reagent	common reactive reagent
41-50	10	common poisonous reagent	common curative reagent	common reactive reagent	common curative reagent	common curative reagent
51-60	10	common reactive reagent	common poisonous reagent	common poisonous reagent	common reactive reagent	common poisonous reagent
61-70	10	1d4 common poisonous reagents	1d2 common reactive reagents	1d2 common poisonous reagents	1d4 common poisonous reagents	1d2 common curative reagents
71-80	10	1d4 common curative reagents	1d2 common reactive reagents	1d2 common curative reagents	1d4 common reactive reagents	1d2 common reactive reagents
81-90	10	uncommon curative reagent	uncommon reactive reagent	uncommon curative reagent	uncommon poisonous reagent	uncommon reactive reagent
91-95	10	uncommon poisonous reagent	uncommon poisonous reagent	uncommon reactive reagent	uncommon reactive reagent	common curative reagent
96-00	10	common primal essence	common arcane essence	common divine essence	common primal essence	common primal essence

GATHER REAGENTS II

d100	DC	Caves	Underground	Jungles	Shore	Tundra
01-10	—	—	—	—	—	—
11-30	12	common reactive reagent	common poisonous reagent	common curative reagent	common curative reagent	common reactive reagent
31-50	12	common poisonous reagent	common reactive reagent	common poisonous reagent	common poisonous reagent	common curative reagent
51-60	12	1d4 common reactive reagent	1d4 common poisonous reagents	1d4 common curative reagents	1d4 common curative reagents	1d4 common reactive reagents
61-70	12	uncommon reactive reagent	uncommon poisonous reagent	uncommon curative reagent	uncommon reactive reagent	uncommon curative reagent
71-80	12	uncommon curative reagent	uncommon curative reagent	uncommon reactive reagent	uncommon reactive reagent	uncommon reactive reagent

81–90	12	common divine essence	common arcane essence	common primal essence	common primal essence	common primal essence
91–95	12	uncommon poisonous reagent	uncommon poisonous reagent	uncommon reactive reagent	uncommon reactive reagent	uncommon reactive reagent
96–00	12	uncommon divine essence	uncommon arcane essence	uncommon primal essence	uncommon primal essence	uncommon primal essence

GATHER REAGENTS III

d100	DC	Feylands	Shadowlands	Elemental Plane	Lower Plane	Upper Plane	Outer Plane
01–20	14	common curative reagent	common poisonous reagent	common reactive reagent	common poisonous reagent	common curative reagent	common reactive reagent
21–40	14	common reactive reagent	common reactive reagent	common curative reagent	common reactive reagent	common reactive reagent	common reactive reagent
41–60	14	1d4 common curative reagent	1d4 common poisonous reagent	1d4 common reactive reagent	1d4 common poisonous reagent	1d4 common curative reagent	1d4 common reactive reagent
61–80	14	uncommon curative reagent	uncommon poisonous reagent	uncommon reactive reagent	uncommon reactive reagent	uncommon curative reagent	uncommon reactive reagent
81–99	14	uncommon primal essence	uncommon arcane essence	uncommon primal essence	uncommon arcane essence	uncommon divine essence	uncommon arcane essence
00	14	rare primal essence	rare arcane essence	rare primal essence	rare arcane essence	rare divine essence	rare arcane essence

GATHER MATERIALS I

d100	DC	Caves	Underground	Jungles	Shore	Tundra
01–10	12	—	—	1d4 firewood	—	—
11–20	12	discarded armor padding	parts	1d4 common branches	shoft haft	wood scraps
21–40	12	1d12 scales	1d4 supplies	1d4 supplies	medium carapace	firewood
41–60	12	adamant ore	mithril ore	uncommon supplies	rare supplies	supplies
61–80	12	large carapace	uncommon branch	uncommon branch	1d4 common branches	uncommon supplies
80–95	12	1d4 mithril ore	large carapace	uncommon branch	slightly rusty fancy parts	1d4 icesteel ore
96–00	12	common primal essence	common arcane essence	common primal essence	common primal essence	common primal essence

GATHER MATERIALS II

d100	DC	Forest	Desert	Grasslands	Marsh	Mountains
01–20	10	1d4 x 10 firewood	—	1d4 firewood	1d4 firewood	1d4 firewood
21–40	10	1d12 common branch	1d12 scales	1d12 wood scraps	1d12 wood scraps	1d12 fletching
41–60	10	1d4 quality branches	1d4 medium carapace	uncommon supplies	1d4 quality branches	adamant ore
61–80	10	uncommon branch	large carapace	1d4 hides	supplies	mithril ore
80–95	10	1d2 uncommon branch	rare supplies	rare supplies	uncommon branch	uncommon branch
96–00	10	common primal essence	common arcane essence	common divine essence	common primal essence	common primal essence

INTENTIONALLY SLOW

Gathering is a time-gated system. It is not intended to be the primary source of materials. Rather than being balanced against the loot tables, it's balanced against the down time activities (and consequently not particularly efficient).

Crafting Tables

ALCHEMY TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Aurora Dust (10 pinches)	1 common reactive reagent	4 hours	2	DC 12	common	25 gp
Bloody Marilith	1 common reactive reagent 1 common supplies 1 glass flask	2 hours	1	DC 12	common	20 gp
Blood Marilith (Very Rare)	1 pint of fresh blood from a marilith ^(??? gp) 1 common supplies 1 glass flask	2 hours	1	DC 16	very rare	???
Celestial Sunrise (Common)	1 glass vial 1 common reactive reagent 1 common curative reagent	2 hours	1	DC 12	common	36 gp
Celestial Sunrise (Uncommon)	1 glass vial 1 uncommon reactive reagent 1 uncommon curative reagent	4 hours	2	DC 14	uncommon	100 gp
Chi-Balancing Tea	1 glass flask (or other container) 1 rare curative reagents 2 common curative reagents	2 hours	1	DC 17	rare	270 gp
Djinn and Tonic (Common)	1 glass vial 1 common reactive reagent	2 hours	1	DC 12	common	20 gp
Djinn and Tonic (Rare)	1 glass vial 1 uncommon primal essence 1 rare reactive reagent 1 common reactive reagent	4 hours	2	DC 17	rare	500 gp
Wispy Sour	1 glass vial 1 flask of whisky worth at least 1 gp 1 common reactive reagent	2 hours	1	DC 13	common	25 gp
Wispy Sour (Uncommon)	1 glass vial 1 flask of whisky worth at least 1 gp 1 common reactive reagent 1 common arcane or divine essence from a will-o'-whisp	2 hours	1	DC 14	uncommon	75 gp
Sream's Stoppered Oasis (Replica)	1 crystal flask 1 rare primal essence 1 rare curative reagent 1 uncommon curative reagent	8 hours	4	DC 17	rare	1,250 gp
Rejuvenating Draft (Uncommon)	1 crystal vial 1 uncommon curative reagent 1 common curative reagent	2 hours	1	DC 15	uncommon	90 gp
Rejuvenating Draft (rare)	1 crystal vial 1 rare curative reagent 1 uncommon curative reagent	4 hours	2	DC 17	rare	400 gp
Rejuvenating Draft (very rare)	1 crystal vial 1 very rare curative reagent 1 rare curative essence	6 hours	3	DC 19	very rare	3,400 gp
Rejuvenating Draft (legendary)	1 crystal vial 1 legendary curative reagent 2 very rare curative reagent 2 very rare divine essence	8 hours	4	DC 21	legendary	30,000 gp

Magebane Poison	1 crystal vial 1 very rare poisonous reagent 2 rare poisonous reagents 1 uncommon arcane essence	4 hours	2	DC 18	very rare	3,000 gp
Orostead Iced Tea	1 glass flask 1 common reactive reagent	4 hours	2	DC 12	common	25 gp
Orostead Iced Tea (Very Rare)	1 glass flask 2 very rare curative reagents 1 rare reactive reagent 1 rare curative reagent	8 hours	4	DC 18	very rare	5,200 gp

BLACKSMITHING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Covolt Dagger	1 covolt ingot ^(50 gold pieces) 1 uncommon primal essence	8 hours	4	DC 16	uncommon	350 gp
Covolt Scythe	2 convolt ingots ^(50 gold pieces each) 1 rare branch 1 rare primal essence 1 rare reactive reagent	12 hour (1.5 days)	6	DC 18	rare	1,800 gp
Dragonbreath Ammunition	5 brass, bronze, copper, gold, or silver scraps. 1 uncommon primal essence	8 hours	4	DC 17	rare	370 gp
Tremor Spike	4 ingots 1 rare primal essence 2 uncommon reactive reagents	16 hours (2 days)	8	DC 17	rare	12,80 gp
Novanite Armor (Breastplate)	10 novanite ingots* worth at least 50 gold pieces each 1 very rare arcane essence 2 rare arcane essences *Ingot quantity depends on armor type. Use ingot quantity from base armor type.	24 hours	12	DC 19	very rare	11,400 gp

BREWING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Aged Goodberry Wine	80 berries created by the goodberry spell 1 rare supplies 1 uncommon supplies 1 uncommon primal essence 1 secret family recipe for goodberry wine	66 months	6	DC 16	rare	470 gp
Shifter's Shine (Common)	1 eye of a shape changer 1 common curative reagent 1 supplies	8 hours	4	DC 12	common	35 gp
Shifter's Shine (Uncommon)	1 eye of a shape changer 2 uncommon curative reagents 1 common reactive reagent 1 supplies	8 hours	4	DC 14	uncommon	150 gp

COOKING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Candy Xorn (9 pieces, always candy)	1 supplies 1 common reactive reagent	4 hours	2	DC 12	common	25 gp

ENCHANTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Abjurer's Bangle (Uncommon)	1 bracer worth at least 5 gold pieces 1 common arcane essence	4 hours	2	DC 14	uncommon	75 gp
Abjurer's Bangle (Rare)	1 bracer worth at least 10 gold pieces 1 scroll of arcane ablation ^{K(replacement false life)} 1 common arcane essence	6 hours	3	DC 16	rare	280 gp
Abjurer's Bangle (Very Rare)	1 bracer worth at least 50 gold pieces 1 scroll of arcane ablation ^{K(replacement false life)} 2 rare arcane essence	8 hours	4	DC 18	very rare	2,000 gp
Aciurgist's Blade	1 glaive worth at least 100 gold pieces 1 very rare divine essence 2 rare divine essence 1 holy water	16 hours (2 days)	8	DC 18	very rare	10,000 gp
Acorn Charm	1 medallion worth at least 5 gold pieces 1 scroll of speak with animal 1 common primal essence	6 hours	6	DC 14	uncommon	350 gp
Adventurer's Overcoat	1 overcoat 1 scroll of protection from energy 1 rare primal essence 4 uncommon primal essences	12 hours (1.5 days)	6	DC 16	rare	1,900 gp
Air Render	1 short bow 1 scroll of gust of wind 1 rare primal essence 3 uncommon primal essence	12 hours (1.5 days)	8	DC 15	rare	1,415 gp
Alchemist's Potion Belt	1 belt 1 scroll of prestidigitation 2 uncommon arcane essences	8 hours	4	DC 15	uncommon	400 gp
Ambitious Medic's Box	1 healer's kit 1 fine pipe worth at least 5 gold pieces 3 pewter steins 1 flask 1 scroll of summon food and drink 1 common arcane essence	8 hours	4	DC 14	uncommon	410 gp
Amulet of Buoyancy	1 amulet worth at least 5 gold pieces 1 common arcane essence 1 common primal essence 1 scroll of levitate	6 hours	3	DC 14	uncommon	230 gp
Amulet of Immutability	1 adamantite amulet 1 scroll of immutability ^{K(replacement: dispel magic)} 1 rare arcane essence 1 uncommon arcane essence	12 hours (1.5 days)	6	DC 15	rare	1,280 gp
Amulet of the Lycanthrope	1 amulet 1 scroll of alter self 1 scroll of moonbeam 1 rare primal essence 1 uncommon primal essence	8 hours	4	DC 15	rare	1,150 gp
Amulet of the Sentinel	1 ruby amulet worth at least 20 gp 1 scroll of enhance ability 1 scroll of warding bond 1 rare arcane essence 1 uncommon divine essence	12 hours (1.5 days)	6	DC 16	rare	1,520 gp

Amulet of the Spirit Naga	1 platinum amulet worth at least 50 gp 1 scroll of regeneration 1 rare essence (any type) from any creature that deals poison damage (reduces DC by 2 if it comes from a naga). 1 rare primal essence 1 rare divine essence	16 hours (2 days)	8	DC 18	very rare	23,100 gp
Angler's Armor	1 scale mail, made from scales at least half from creature's with a swimming speed 1 uncommon primal essence 1 common primal essence	12 hours (1.5 days)	6	DC 15	uncommon	350 gp
Angler's Worldly Fisher	1 fishing rod worth at least 5 gold pieces 1 uncommon arcane essence 1 common primal essence	8 hours	4	DC 14	uncommon	250 gp
Ao Hai's Fang	1 longsword worth at least 100 gold pieces 1 scroll of magic weapon 1 scroll of alter self 1 legendary primal essence 1 very rare psionic essence 1 very rare arcane essence 1 rare primal essence 1 rare arcane essence 1 rare psionic essence	36 hours (4.5 days)	18	DC 20	legendary	50,000 gp
Appraiser's Eye	1 gold sphere worth at least 10 gp 1 gem worth at least 10 gp 1 scroll of identify 1 scroll of legend lore 1 uncommon arcane essence	12 hours (1.5 days)	6	DC 15	rare	1,620 gp
Arborguard Shield	1 wooden shield 1 scroll of sprout tree ^K (replacement spike growth) 1 scroll of plant growth 1 scroll of barkskin 1 very rare primal essence 1 uncommon primal essence	16 hours (2 days)	8	DC 17	very rare	8,750 gp
Arc of the Alicorn	1 ivory bow worth at least 50 gp 1 scroll of fly 1 scroll of cure wounds 1 scroll of phantom steed 1 very rare divine essence 1 rare divine essence 1 uncommon divine essence	16 hours (2 days)	8	DC 18	very rare	10,000 gp
Arcanist Gauntlets	1 pair of silk gloves worth at least 10 gp 1 pair of mithril gauntlets worth at least 50 gp 1 rare arcane essence 2 uncommon arcane essences 2 common arcane essences	12 hours (1.5 days)	6	DC 16	rare	1,450 gp
Arcanist's Magnificent Magnifier	1 magnifying glass worth at least 100 gp 1 scroll of identify 1 uncommon arcane essence 1 common arcane essence	8 hours	4	DC 14	uncommon	425 gp
Arcanist's Scribing Wand	1 fountain pen worth at least 5 gp 1 scroll of comprehend languages 1 scroll of illusory script 1 scroll of fog cloud 1 scroll of gust of wind 1 rare magical ink 1 uncommon arcane essence	12 hours (1.5 days)	6	DC 16	rare	900 gp

Archivist's Key	1 ornate key worth at least 5 gp 1 scroll of magnificent mansion 5 books more than 100 years old 1 very rare arcane essence 1 rare arcane essence 1 uncommon divine essence	24 hours (2 days)	12	DC 18	very rare	23,000 gp
Armor of Icarus	1 breastplate worth at least 400 gold pieces 1 set of folding mechanical wings created by a tinkerer worth at least 200 gold pieces. 1 scroll of fly 1 scroll of levitate 1 scroll of feather fall 1 scroll of divine shield 1 rare divine essence 1 rare arcane essence	16 hours (2 days)	8	DC 16	rare	3,700 gp
Mechanical Wings (for Armor of Icarus)	10 metal scraps 4 parts 4 fancy parts 1 exotic parts	8 hours	4	DC 16	uncommon	240 gp
Arrow of Anchoring	2 feet of chain 1 scroll of awaken rope ^{K(1st level)}	2 hours	1	DC 14	uncommon	80 gp
Astral Caltrops	1 bag of caltrops 1 scroll of levitate 1 uncommon arcane essence	6 hours	3	DC 16	rare	350 gp
Astronomer's Boon	1 astrolabe worth at least 150 gold pieces 1 scroll of guidance 1 uncommon arcane essence	8 hours	4	DC 14	uncommon	380 gp
Brass Astrolabe (for Astronomer's Boon)	1 exotic parts 2 fancy parts 4 metal scraps	8 hours	4	DC 14	common	170 gp
Badge of the Savant	1 platinum emblem worth at least 10 gold pieces 1 uncommon arcane essence created by a wizard specializing in the school magic the badge represents	8 hours	4	DC 15	uncommon	240 gp
Badge of the Wayfarer	1 badge in the shape of maple leaf 1 rare arcane essence 1 silver fork from the Wayfarer's Respite	12 hours (1.5 days)	6	DC 16	rare	960 gp
Bag of Bellstones	1 small bag 1 scroll of thaumaturgy 1 common arcane essence	4 hours	2	DC 14	common	90 gp
Ball of Wild Earth	1 common primal essence from an earth elemental	4 hours	2	DC 14	common	70 gp
Bandolier of the Elements	1 belt ^(1 gp) 6 daggers ^(2 gp) 1 scroll of prismatic weapon 6 common primal essences	12 hours (1.5 days)	6	DC 15	rare	670 gp
Bane Shield	1 shield ^(10 gp) 1 scroll of bane 1 uncommon divine essence 1 common divine essence	8 hours	4	DC 14	uncommon	330 gp
Bartender's Armistice (x4)	4 coasters 1 scroll of sanctuary 1 scroll of calm emotions 4 common divine essences	8 hours	4	DC 16	rare	500 gp
Battlechef Field Dresser	1 dagger 1 scroll of heat metal 1 uncommon primal essence 1 common arcane essence	8 hours	4	DC 15	uncommon	375 gp

Beads of Meditation	1 set of prayer beads or rosary worth at least 10 gold pieces 1 rare divine essence 1 uncommon divine essence	12 hours (1.5 days)	6	DC 16	rare	1,140 gp
Beard Cannon	1 metal hair cuff 1 scroll of launch object ^{K(1st level)} 1 common arcane essence 1 common primal essence 1 beard hair from a creature with a beard at least 1 foot long	8 hours	4	DC 15	uncommon	230 gp
Bell of Alarm	1 bell worth at least 1 gold piece 1 scroll of message 1 scroll of prestidigitation	4 hours	2	DC 12	common	50 gp
Bellhop Topper	1 fancy hat worth 5 gold pieces 1 scroll of floating disk 1 common arcane essence 1 silver piece	6 hours	3	DC 14	uncommon	155 gp
Belt of the Hell Hound	1 belt 1 scroll of burning hands 1 rare arcane essence from a fiend 1 uncommon primal essence	8 hours	4	DC 15	rare	1,030 gp
Bird's-Eye Bolt	1 arrow 1 fletching 1 common reactive reagent	2 hours	1	DC 12	common	20 gp
Blackthorn Spear of the Moonless Hunter	1 spear 1 scroll of magic weapon 1 scroll of darkvision 2 rare arcane essence 2 rare divine essence 2 rare primal essence	16 hours	8	DC 15	rare	4,750 gp
Blood Moon Blade	1 longsword worth at least 50 gold pieces 1 scroll of vampiric touch 1 scroll of bestow curse 1 very rare arcane essence	16 hours	8	DC 16	very rare	8500 gp
Bloodhound Amulet	1 amulet worth at least 10 gold pieces 1 common primal essence 1 whisker from a canine	8 hours	4	DC 14	uncommon	100 gp
Bloodmire Phiale	1 bowl worth at least 5 gold pieces 1 common arcane essence 1 pint of fresh blood	8 hours	4	DC 14	uncommon	100 gp
Bloodmire Rod of the Witch Doctor	1 rare branch 1 scroll of ray of enfeeblement 1 rare primal essence 1 rare divine essence	12 hours (1.5 days)	6	DC 15	rare	1,750 gp
Bloodmire Soulflame Lantern	1 ornate iron lantern worth at least 100 gold pieces 1 scroll of magic jar 1 legendary arcane essence 1 very rare arcane essence 1 very rare divine essence 3 rare essences (any type) from creatures slain within the last 30 days	32 hours (4 days)	12	DC 20	legendary	50,000 gp
Bloodshard Trident	1 trident ^(5 gp) 3 pieces of obsidian worth at least 10 gold pieces 1 rare arcane essence 1 uncommon primal essence	16 hours (2 days)	8	DC 16	rare	1,280 gp

Bloodthirster Scimitar	1 scimitar ^(25 gp) 1 scroll of inflict wounds 1 scroll of magic weapon 4 rare arcane essence 4 uncommon primal essence	24 hours (3 days)	12	DC 18	very rare	5,000 gp
Bloodthirsty Bistoury	1 dagger worth at least 20 gold pieces 1 scroll of inflict wounds 1 scroll of magic weapon 1 common arcane essence	8 hours	4	DC 14	uncommon	280 gp
Bonfire Charm	1 glass sculpture worth at least 1 gp 1 common primal essence	4 hours	2	DC 12	common	50 gp
Book of Clothier's Croquis (20 pages)	1 book with at least 20 blank pages 1 scroll of disguise self 1 common arcane essence	6 hours	3	DC 13	uncommon	140 gp
Book of Instant Copying (50 pages)	1 piece of glass 1 book with at least 50 blank pages 1 scroll of minor illusion 1 common arcane essence	8 hours	4	DC 10	common	75 gp
Bounder's Ball	1 metal scrap 1 scroll of returning weapon ^{K(1st level)} 1 uncommon primal essence 1 uncommon divine essence 1 used chew toy	12 hours (1.5 days)	6	DC 15	rare	500 gp
Bow of the Cobra	1 bow 5 metal scraps 1 scroll of acid arrow 1 potent injury poison ^{K(100 gp)} 1 rare primal essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 15	rare	1,230 gp
Bow of the Eldritch Archer	1 rare branch 1 scroll of eldritch blast 1 rare arcane essence 1 uncommon psionic essence	12 hours (1.5 days)	6	DC 15	rare	1,100 gp
Bow of the Spelldrinker	1 bow worth at least 60 gold pieces 1 scroll of magic weapon 1 scroll of counterspell 1 very rare arcane essence 1 uncommon divine essence	20 hours (2.5 days)	10	DC 16	very rare	8,625 gp
Bow of the Twilight Valkyrie	1 bow 1 scroll of guiding bolt 1 scroll of enfeeblement 2 rare divine essence 2 rare arcane essence	12 hours (1.5 days)	6	DC 15	rare	3,270 gp
Bracers of the Iron Octopus	1 pair of iron bracers 1 scroll of enhance ability 1 scroll of conjure animals 1 uncommon primal essence 1 common arcane essence	8 hours	4	DC 15	rare	660 gp
Bramble Buckler	20 wood scraps or thorn bush 1 scroll of spike growth 1 uncommon primal essence 1 common primal essence	8 hours	4	DC 14	uncommon	345 gp
Brawler's Ring	1 brass ring worth at least 5 gold pieces 1 scroll of impact ^{K(cantrip)} 1 common arcane essence 1 common primal essence	6 hours	3	DC 13	uncommon	140 gp
Brutal Macuahuitl	1 macuahuitl (wooden longsword) 1 uncommon primal essence 20 pints of blood, each from a different creature	8 hours	4	DC 12	uncommon	190 gp

Bulette Bulwark	1 medium or large carapace from a bulette 1 uncommon primal essence 1 common arcane essence 1 common primal essence	8 hours	4	DC 14	uncommon	330 gp
Bulette Torpedo	1 medium or large carapace from a bulette 1 scroll of magic weapon 1 scroll of meld into stone 3 rare primal essence 3 uncommon arcane essence	16 hours	8	DC 16	very rare	3,500 gp
Bullfrog Totem	1 bullfrog totem worth at least 1 gold piece 1 common primal essence	8 hours	4	DC 10	common	55 gp
Burrage's Collegiate Case	1 lute case worth at least 10 gold pieces 33 mithril scraps 1 scroll of secret chest 1 uncommon arcane essence	8 hours	4	DC 14	uncommon	450 gp
Caduceus Flail	1 flail worth at least 100 gold pieces 1 scroll of magic weapon 1 rare divine essence 1 uncommon divine essence	12 hours (1.5 days)	6	DC 16	rare	1,120 gp
Camilla's Quicksilver Mirror	1 hand mirror worth at least 100 gold pieces 1 scroll of alter self 1 scroll of fear 1 very rare arcane essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 17	very rare	8,760 gp
Camper's Crutch	1 fire poker 1 scroll of produce flame 1 common primal essence	6 hours	3	DC 12	common	80 gp
Camper's Respite	1 uncommon branch 1 torch 1 scroll of tiny hut 1 common primal essence 1 common arcane essence	12 hours (1.5 days)	6	DC 14	uncommon	450 gp
Candleflame Bow	1 bow 1 candle 1 uncommon primal essence 1 common arcane essence 1 uncommon reactive reagent	8 hours	4	DC 14	uncommon	315 gp
Candleflame Helm	1 helm 1 candle 1 scroll of produce flame or light 1 common primal essence	4 hours	2	DC 12	common	80 gp
Canister of Vreyval's Soothing Tea	1 small ornate metal cannister worth at least 5 gold pieces 1 uncommon arcane essence 4 common reactive reagents 1 common reactive reagent	8 hours	4	DC 14	uncommon	445 gp
Captain's Pride	1 leather armor 1 scroll of water breathing 1 scroll of stone skin 1 scroll of freedom of movement 1 rare primal essence 1 uncommon arcane essence	16 hours (2 day)	8	DC 15	rare	1,670 gp
Carrion Shroud	1 cloak 20 fletchings (feathers) 1 scroll of alter self 1 scroll of fly 1 very rare primal essence 1 rare arcane essence	24 hours (3 days)	12	DC 18	very rare	9,850 gp

Chain Devil Gloves	1 pair of leather gloves 1 chain from a chain devil 1 rare arcane essence 1 uncommon arcane essence	12 hours (1.5 days)	6	DC 15	rare	1,060 gp
Charged Rapier	1 rapier 1 scroll of become lightning ^{K(2nd level)} 1 scroll of shocking grasp 1 very rare primal essence 1 uncommon arcane essence 1 uncommon primal essence	20 hours (2.5 days)	10	DC 17	very rare	8,700 gp
Chimeric Collar	1 ornate metal collar, worth at least 5 gold pieces 1 scroll of enlarge 1 rare primal essence 3 uncommon primal essences	12 hours (1.5 days)	6	DC 16	rare	1,560 gp
Chromatic Obsidian Greataxe	1 large slab of obsidian worth at least 50 gold pieces 1 uncommon branch 1 scroll of magic weapon 1 scroll of prismatic weapon ^{K(3rd level)} 1 uncommon primal essence 1 common arcane essence	12 hours (1.5 days)	6	DC 16	rare	860 gp
Chronal Sphere	1 brass sphere weighing 1 pound 1 scroll of slow 1 scroll of haste 1 scroll of minor illusion 1 esoteric parts 2 fancy parts 1 very rare arcane essence 1 rare arcane essence 1 common arcane essence	16 hours (2 days)	8	DC 19	very rare	10,300 gp
Chronomancer's Eyepiece	1 ornate eye piece worth at least 50 gold pieces 1 scroll of haste 1 scroll of slow 1 very rare arcane essence 1 rare divine essence	24 hours (3 days)	12	DC 18	very rare	10,630 gp
Circlet of the Sharpened Mind (2 gemstones)	1 iron circlet worth at least 10 gold pieces 2 gemstones worth at least 1,000 gold pieces 1 scroll of spiritual weapon 2 very rare arcane essences 4 uncommon arcane essences	24 hours (3 days)	12	DC 18	very rare	10,570 gp
Claymore of the Great Badger	1 greatsword 1 scroll of magic weapon 1 scroll of thunderwave 1 uncommon primal essence 1 uncommon reactive reagent 1 common arcane essence	8 hours	4	DC 14	uncommon	625 gp
Cleaning Cube	1 piece of a gelatinous cube 1 common curative reagent	2 hours	1	DC 12	common	20 gp
Cloche of Surprise Treats	1 silver cloche worth at least 10 gold pices 1 scroll of create food and water (a) 1 scroll of goodberry or (b) 20 berries created by the spell and a common primal essence 1 scroll of hereos' feast, or one freshly cooked feast worth at least 1,500 gold pieces 1 rare arcane essence 1 rare divine essence 1 rare primal essence	20 hours (2.5 days)	10	DC 18	very rare	5,150 gp

Clockwork Colony Toolbox	1 bronze toolbox 2 esoteric parts 4 fancy parts 4 parts 1 scroll of mending 2 uncommon arcane essence	12 hours (1.5 days)	6	DC 16	rare	820 gp
Club of Dancing	1 club 1 scroll of dancing lights 1 scroll of thunderwave 1 (a) scroll of command or (b) scroll of charm person 1 uncommon primal essence 1 common divine essence	8 hours	4	DC 14	uncommon	410 gp
Club of the Forest Drake	1 club carved to resemble a dragon's head worth at least 10 gold pieces 1 scroll of entangle 1 uncommon primal essence 1 common primal essence	8 hours	4	DC 15	uncommon	360 gp
Club of the Rook	1 club 1 heavy rock weighing at least 5 pounds 1 scroll of righteous charge ^{K(2nd level)} or (b) 1 scroll of longstrider and 1 scroll of thunderwave 1 uncommon arcane essence 1 uncommon reactive reagent	8 hours	4	DC 14	uncommon	455 gp
Coldfire Anvil	1 anvil weighing at least 50 pounds. 1 rare primal essence 1 rare magical ink 3 rare reactive reagents	16 hours (2 days)	8	DC 16	rare	2,500 gp
Comet Ballista	1 heavy crossbow 1 scroll of ice storm 1 scroll of sleet storm 1 rare primal essence 1 uncommon primal essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 16	rare	2,000 gp
Conspirator's Coat	1 longcoat worth at least 20 gold pieces 10 (a) raven feathers or (b) fletchings 1 scroll of conjure animals 1 scroll of misty step 1 scroll of charm person 1 rare arcane essence	12 hours (1.5 days)	6	DC 16	rare	1,430 gp
Contingency Band	3 leather bands 1 scroll of contingency 1 rare arcane essence 1 rare primal essence 1 rare divine essence	16 hours (2 days)	8	DC 16	rare	4,125 gp
Cottage Chest	1 chest decorated to look like a cottage worth at least 5 gold pieces 1 scroll of tiny hut 1 scroll of enlarge/reduce 1 rare divine essence 1 rare arcane essence 1 rare primal essence	32 hours (4 days)	16	DC 16	rare	3,200 gp
Courtesan's Fanblade	1 dagger 1 bolt silk cloth 1 scroll of charm person 1 uncommon arcane essence 1 common primal essence	8 hours	4	DC 14	uncommon	320 gp

Crown of Storms	1 crown worth at least 500 gold pieces 1 scroll of fly 1 scroll of protection from energy 1 scroll of call lightning 1 scroll of thunderwave 1 legendary primal essence 1 very rare primal essence	40 hours (5 days)	20	DC 20	legendary	41,000 gp
Crown of the Mindmaster Matriarch	1 crown worth at least 100 gold pieces 1 scroll of telepathic bond 1 scroll of dominate person 1 rare psionic essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 16	rare	3,950 gp
Cube of Teleportation	1 metal cube weighing 3 pounds 1 scroll of teleportation circle 1 rare arcane essence 1 uncommon arcane essence 1 uncommon divine essence	16 hours (2 days)	8	DC 17	rare	2,800 gp
Cuff of Captions	1 platinum ear cuff 1 scroll of comprehend languages 1 scroll of illusory script 1 uncommon arcane essence	8 hours	4	DC 14	uncommon	350 gp
Dagger of First Light	1 dagger 1 scroll of continual flame 1 scroll of sacred flame 1 uncommon divine essence 1 uncommon reactive reagent	8 hours	4	DC 14	uncommon	360 gp
Dark Mantle	1 hide harvested from a dark mantle 1 scroll of darkness 1 uncommon primal essence 1 common arcane essence	8 hours	4	DC 14	uncommon	350 gp
Davy Jones's Key	1 trident worth at least 500 gold pieces 1 scroll of magic weapon 1 scroll of suffocate ^{K(4th level)} 1 scroll of gate 1 very rare primal essence 1 rare divine essence	40 hours (5 days)	20	DC 20	legendary	57,825 gp
Dawn and Dusk	1 mace 1 sickle 1 scroll of daylight 1 scroll of darkness 2 uncommon divine essences	12 hours (1.5 days)	6	DC 16	rare	900 gp
Death's Shadow	1 black garnet 4 fletching 1 (a) pheonix feather or (b) rare divine essence 1 scroll of animate shadow ^{K(3rd level)} 1 scroll of protection from energy 1 legendary arcane essence 1 very rare arcane essence	40 hours (5 days)	20	DC 19	legendary	40,000 gp
Deathloop Watch	1 pocketwatch worth at least 50 gold pieces 1 scroll of slow 1 scroll of revivify 3 rare arcane essences	16 hours (2 days)	8	DC 17	rare	3,333 gp
Deathly Diadem	1 bone crown 1 scroll of speak with dead 1 very rare arcane essence 1 rare divine essence	20 hours (2.5 days)	10	DC 17	very rare	9,250 gp

Detective's Notebook	1 notebook filled with notes of crimes 1 scroll of comprehend languages 1 scroll of detect thoughts 1 scroll of locate object 1 uncommon arcane essence	8 hours	4	DC 14	uncommon	460 gp
Direstone Dwarven Key	1 handaxe worth at least 50 gold pieces 1 scroll of magic weapon 1 scroll of knock 1 uncommon primal essence 1 common arcane essence	8 hours	4	DC 14	uncommon	400 gp
Direstone Runic Wand	1 stone wand (nonmagical) 1 scroll of protection from energy 1 scroll of arcane lock 1 scroll of shatter 1 scroll of burning hands 1 scroll of heat metal 1 scroll of stone shape 1 scroll of illusory script 1 uncommon arcane essence 1 uncommon primal essence	16 hours (2 days)	8	DC 16	rare	1,410 gp
Diviner's Dice	3 crystal dice (d6) 1 scroll of bless 1 scroll of bane 1 scroll of guidance 1 rare arcane essence 1 rare divine essence	16 hours (2 days)	8	DC 16	rare	1,960 gp
Dominic's Field Guide to Language	1 book 1 scroll of comprehend languages 1 scroll of tongues 1 common arcane essence 1 common divine essence	8 hours	4	DC 15	uncommon	500 gp
Doubloon Diver's Goggles	1 pair of goggles 2 sea shells 1 scroll of dark vision 1 common primal essence	6 hours	3	DC 14	uncommon	177 gp
Dragonband	1 metal (brass, bronze, copper or gold) bracelet worth at least 5 gold pieces 1 rare primal essence	8 hours	4	DC 16	rare	900 gp
Dramus's Dancing Shoes	1 fine pair slippers worth at least 50 gold pieces 1 scroll of enthrall 1 uncommon arcane essence	8 hours	4	DC 15	uncommon	380 gp
Dream Saber	1 scimitar 1 scroll of magic weapon 1 scroll of sleep 1 scroll of detect thoughts 1 rare arcane essence 1 uncommon divine essence	16 hours (2 days)	8	DC 16	rare	1,500 gp
Dress of Defense	1 elaborate silk dress worth at least 50 gold pieces 1 set of half plate 1 scroll of mage armor 1 rare arcane essence 1 uncommon arcane essence	20 hours (2.5 days)	10	DC 16	rare	2200 gp
Dress of Many Pockets	1 fine dress worth at least 5 gold pieces 1 scroll of prestidigitation 1 common arcane essence	4 hours	2	DC 12	common	80 gp
Drowner's Pearl	1 pearl worth at least 5 gold pieces 1 common poisonouse reagent	4 hours	2	DC 12	common	30 gp

Dune Cowl	1 leather hat 1 cloth cowl 1 scroll of darkness 1 scroll of conjure animals 1 uncommon primal essence 1 uncommon arcane essence	12 hours (1.5 days)	6	DC 15	rare	780 gp
Dusk Cleaver	1 handaxe 1 scroll of magic weapon 1 scroll of daylight 1 uncommon arcane essence	12 hours (1.5 days)	6	DC 15	rare	630 gp
Dusk Dagger (Uncommon)	1 dagger worth at least 10 gold pieces 1 uncommon arcane essence 1 common primal essence	8 hours	4	DC 14	uncommon	260 gp
Dusk Dagger (Rare)	1 dagger worth at least 50 gold pieces 1 rare arcane essence 1 uncommon primal essence	12 hours (1.5 days)	6	DC 15	rare	950 gp
Dusk Dagger (Very Rare)	1 dagger worth at least 100 gold pieces 1 very rare arcane essence 1 rare primal essence	16 hours (2 days)	8	DC 17	very rare	8,140 gp
Dwarven Boozehound's Backpack	1 silver tank capable of holding 8 gallons 1 scroll of create food and water 1 scroll of created or destroy water 1 rare primal essence 1 rare poisonous reagent 1 uncommon curative reagent	16 hours (2 days)	8	DC 16	rare	1,640 gp
Ear Cuff of the Climber	1 brass ear cuff worked to look like a climbing creature 1 scroll of spiderclimb 1 common primal essence 1 common arcane essence	8 hours	4	DC 14	uncommon	235 gp
Eclipse Spear	1 spear 1 scroll of moonbeam 1 scroll of branding smite 1 uncommon primal essence 1 common arcane essence	8 hours	4	DC 14	uncommon	440 gp
Egg of Primal Water	1 glass egg 1 uncommon primal essence from the plane of water	4 hours	2	DC 14	uncommon	180 gp
Ehagan's Moving Ladder	1 square platform 2 feet across 1 scroll of levitate 1 uncommon arcane essence 1 common arcane essence	8 hours	4	DC 14	uncommon	345 gp
Elder Sequoia Scale Mail	1 leather armor 1 scroll of barkskin 1 scroll of sprout tree ^{K(2nd level)} 1 rare primal essence	12 hours (1.5 days)	6	DC 16	rare	1,170 gp
Eldritch Bident	1 bident 1 rare arcane essence from an extraplanar creature 1 uncommon arcane essence (a) 1 uncommon psionic or (b) 1 divine essence	12 hours (1.5 days)	6	DC 16	rare	1,300 gp
Enzymatic Gastrostaff (Replica)	1 very rare branch 1 scroll of protection from energy 1 scroll of acid splash 1 scroll of enlarge/reduce 2 rare primal essence 2 rare arcane essence	16 hours (2 days)	10	DC 17	very rare	4,785 gp

Eternal Slayer	1 sword forged from the metal of an iron golem worth at least 100 gold pieces 1 scroll of magic weapon 1 scroll of heat metal 1 legendary primal essence 1 very rare arcane essence 1 very rare divine essence	40 hours (5 days)	20	DC 19	legendary	46,000 gp
Everglacier Prosthesis	1 rare primal essence 1 uncommon primal essence 1 scroll of beomce ice ^{K(2nd level)} 1 scroll of mage hand	16 hours (2 days)	8	DC 16	rare	1,310 gp
Evoker's Exchange	1 amulet worth at least 10 gold pieces 1 (a) scroll of firebolt or (b) any scroll of a spell that does fire damage 1 (a) scroll of shocking grasp or (b) any scroll of a spell that does lightning damage 1 uncommon primal essence 1 common arcane essence	8 hours	4	DC 15	uncommon	330 gp
Eyedrops of Clarity (6 doses)	1 eyedropper 1 uncommon curative reagent 1 reagent or essence from a creature with darkvision	4 hours	2	DC 14	uncommon	80 gp
Eyes of the Beheld (2 eyes)	1 ornate metal trinket stylized as an eye 1 scroll of clairvoyance 2 common arcane essence	8 hours	4	DC 14	uncommon	410 gp
Faeblade Torch (Replica)	1 rare branch 1 scroll of faerie fire 1 scroll of detect magic 1 (a) scroll of continual flame or (b) casting of continual flame during the crafting. 1 rare primal essence 1 uncommon reactive reagent	16 hours (2 days)	8	DC 15	rare	1,230 gp
Failed Purity Spear	1 rare branch 1 unicorn horn (estimated 50 gold pieces in black market value) 1 rare arcane essence 1 uncommon divine essence 1 rare poisonous essence	16 hours (2 days)	8	DC 15	rare	1,380 gp
Fell-Rider Chariot	1 dark iron chariot worth at least 2,000 gold pieces (a) 1 scroll of find steed or (b) 1 scroll of conjure animals 1 legendary arcane essence 2 very rare divine essence 1 rare arcane essence	40 hours (5 days)	20	DC 20	legendary	50,500 gp
Felling Greataxe (Replica)	1 great axe 1 uncommon primal essence 1 common primal essence from a plant creature.	8 hours	4	DC 14	uncommon	280 gp
Feywatch Shield	1 shield 1 scroll of detect magic 1 uncommon primal essence 1 common divine essence	8 hours	4	DC 14	uncommon	330 gp
Feywood Ivy	1 uncommon reactive reagent 1 scroll of entangle 1 uncommon primal essence	8 hours	4	DC 15	uncommon	460 gp
Fists of the Guiding Star	1 set of handwraps 1 scroll of star dust ^{K(2nd level)} 1 uncommon divine essence 1 common psionic essence	8 hours	4	DC 14	uncommon	345 gp

Flamebreather Staff	1 quarterstaff 1 scroll of burning hands 1 uncommon primal essence 1 common primal essence 1 uncommon reactive reagent	8 hours	4	DC 14	uncommon	360 gp
Flood Pauldron	1 pauldron shaped like a large conch shell, encrusted with jewels worth at least 100 gold pieces 1 scroll of create or destroy water 1 scroll of water breathing 2 common primal essence	8 hours	4	DC 15	uncommon	500 gp
Focus Breaker	1 maul 1 wizard's spellbook, with at least 6 spells scribed into it (destroyed as part of the creation of the item) 1 scroll of magic weapon 1 scroll of dispel magic	16 hours (2 days)	8	DC 16	rare	700 gp
Focus Circlet	1 fine silver circlet worth at least 100 gold pieces 1 uncommon arcane essence 1 common arcane essence	8 hours	4	DC 15	uncommon	385 gp
Fool's Lamp (Replica)	1 ornate brass oil lamp worth at least 50 gold pieces 1 scroll of banish 1 scroll of fireball 1 scroll of tongues 1 scroll of faerie fire 1 scroll of levitate 1 scroll of suggestion 1 rare arcane essence	16 hours (2 days)	8	DC 16	very rare	2,230 gp
Forecaster's Cloak	1 cloak 1 scroll of fog cloud 1 common arcane essence	4 hours	2	DC 12	common	125 gp
Forgekeeper's Spark	1 piece of coal 1 scroll of find familiar 1 scroll of continual flame 1 uncommon primal essence	8 hours	4	DC 16	uncommon	460 gp
Forgework Dragon Shield	1 shield 1 scroll of shield 1 scroll of hellish rebuke 1 rare primal essence 2 uncommon primal essence	12 hours (1.5 days)	6	DC 16	rare	1,470 gp
Foxfire Charm	1 ebony charm in the shape of a fox's head 1 common primal essence	4 hours	2	DC 12	common	55 gp
Freerunner's Armor	1 set of leather armor 1 scroll of spiderclimb 1 common arcane essence	4 hours	2	DC 12	common	160 gp
Frostburn Spear	1 spear 1 scroll of returning weapon ^{K (1st level)} 1 scroll of protection from energy 1 scroll of fire shield 1 very rare primal essence 1 rare primal essence	20 hours (2.5 days)	10	DC 17	very rare	9,660 gp
Furious Flail	1 heavy flail (flail with the heavy property, made by a blacksmith or made from stone) 1 scroll of fissure ^{K (5th level)} 1 scroll of earth ripple ^{K (2nd level)} 1 very rare primal essence 1 rare primal essence	24 hours (3 days)	12	DC 18	very rare	11,000 gp

Gateway Ring	1 stone ring 1 scroll of gate 1 very rare arcane essence 1 rare divine essence	32 hours (4 days)	16	DC 19	very rare	54,600 gp
Gauntlets of Deliverance	1 set of silver gauntlets worth at least 40 gold pieces 1 scroll of lesser restoration 1 scroll of bestow curse 1 uncommon divine essence	8 hours	4	DC 14	uncommon	600 gp
Gauntlets of Eldritch Ferocity	1 set of leather gloves 1 scroll of eldritch blast 1 rare arcane essence 1 rare magical ink	16 hours (2 days)	8	DC 16	rare	1,270 gp
Gelatinous Whip	1 handle or hilt 1 jar of ooze from a gelatinous cube 1 uncommon primal essence 1 common arcane essence	8 hours	4	DC 14	uncommon	250 gp
Gentleman's Saber	1 longsword or scimitar 1 scroll of magic weapon 1 scroll of shield 1 rare arcane essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 16	rare	1,375 gp
Gi of Shifting Seasons	1 fine gi worth at least 5 gold pieces 4 rare primal essences 1 uncommon psionic essence	20 hours (2.5 days)	10	DC 16	rare	3,750 gp
Giantcraft Ambusher	1 great axe 1 rare or rarer essence from a fire giant 1 scroll of magic weapon 1 scroll of enlarge reduce 1 legendary primal essence 2 very rare primal essence	24 hours (3 days)	12	DC 20	legendary	39,000 gp
Gladius of the Everfighter	1 gladius at least 100 years old 1 scroll of magic weapon 1 scroll of returning weapon ^{K(1st level)} 1 scroll of awaken 1 legendary primal essence 1 very rare divine essence 1 very rare arcane essence	40 hours (5 days)	20	DC 21	legendary	56,270 gp
Glass Carver	1 dagger 1 scroll of shatter 1 scroll of mending 1 uncommon arcane essence	8 hours	4	DC 14	uncommon	320 gp
Gloves of Amphibios	1 set of gloves 1 scroll of alter self 1 uncommon primal essence 1 common primal essence	8 hours	4	DC 13	uncommon	330 gp
Gloves of Healing	1 set of fine silken gloves worth at least 50 gold pieces 1 scroll of beacon of hope 1 rare divine essence 1 uncommon divine essence	16 hours (2 days)	8	DC 16	rare	1,320 gp
Gloves of Mimicry	1 set of fine gloves worth at least 20 gold pieces 1 scroll of mage hand 1 scroll of arcane hand 1 scroll of shield 1 very rare arcane essence 2 rare arcane essences 3 uncommon arcane essences	32 hours (4 days)	16	DC 19	very rare	13,335 gp

Gloves of the Great Badger	1 set of gloves 8 daggers 1 uncommon primal essence 2 common primal essences	12 hours (1.5 days)	6	DC 15	uncommon	375 gp
Gnashing Key	1 key 1 set of thieves' tools 1 scroll of knock 1 uncommon arcane essence	8 hours	4	DC 14	uncommon	325 gp
Godsteel Warplate	1 set fine plate armor worth at least 2,000 gold pieces 1 scroll of heroism 1 scroll of stonesskin 1 scroll of shield of faith 1 legendary divine essence 1 very rare divine essence 1 very rare arcane essence	40 hours (5 days)	20	DC 21	legendary	57,440 gp
Godsteel Worldcarver	1 greatsword or longsword worth at least 500 gold pieces 1 scroll of secret chest 1 scroll of magic weapon 1 scroll of banishment 1 legendary divine essence 1 very rare arcane essence	40 hours (5 days)	20	DC 20	legendary	48,500 gp
Golem Sapper	2 fancy parts 1 esoteric part 1 scroll of dispel magic 1 rare arcane essence 1 rare reactive reagent	16 hours (2 days)	8	DC 16	rare	1,650 gp
Gorget of the Holy Soldier (Replica)	1 ornate gorget worth at least 50 gold pieces 2 legendary divine essence 2 very rare divine essence 2 very rare curative reagent	40 hours (5 days)	20	DC 21	legendary	80,000 gp
Grasping Staff	1 very rare branch 1 scroll of arcane hand 1 scroll of bestow curse 1 scroll of chill touch 1 scroll of inflict wounds 1 scroll of mage hand 1 scroll of vampiric touch 1 very rare arcane essence 1 rare arcane essence	24 hours (3 days)	12	DC 18	very rare	12,340 gp
Great Owl's Shroud	1 cloak 10 fletchings (feathers) 1 scroll of feather fall 1 uncommon primal essence 1 common arcane essence	8 hours	4	DC 14	uncommon	320 gp
Green Knight's Vow	1 set of adamantine bracers 1 scroll of shield 1 scroll of haste 1 scroll of hellish rebuke 1 very rare arcane essence 1 rare arcane essence 1 rare divine essence	24 hours (3 days)	12	DC 17	very rare	10,300 gp

Griffon Coinpouch	1 pouch stitched in the style of the griffon's saddlebag 1 copper coin 1 silver coin 1 electrum coin 1 gold coin 1 platinum coin 1 scroll of prestidigitatation 1 common arcane essence	4 hours	2	DC 12	common	90 gp
Griffon Component Pack	1 pouch stitched in the style of the griffon's saddlebag 1 arcane focus 1 scroll of prestidigitatation 1 scroll of locate object 1 uncommon arcane essence 1 common divine essence 1 common primal essence	8 hours	4	DC 14	uncommon	425 gp
Griffon Key Loop	1 keyloop styled like the griffon's saddlebag 1 scroll of prestidigitatation 1 common arcane essence	4 hours	2	DC 11	common	75 gp
Guardian's Reliquary (Replica)	1 prosthetic arm (see tinkering, value 125 gold pieces) 1 skeletal hand 1 scroll of greater restoration 1 scroll of protection from evil and good 1 scroll of remove curse 1 scroll of warding bond 1 legendary divine essence 1 very rare divine essence	40 hours (5 days)	20	DC 20	legendary	41,750 gp
Gusting Blowgun	1 blowgun 1 scroll of gust of wind 1 uncommon primal essence 1 common primal essence	8 hours	4	DC 14	uncommon	345 gp
H'rethi Soul Scepter	1 legendary branch 1 small golden basin worth at least 10 gold pieces 1 scroll of wind wall 1 scroll of conjure elemental 1 pinch of sand from a desert 1 legendary primal essence 1 legendary arcane essence	40 hours (5 days)	20	DC 21	legendary	71,880 gp
Hadiya's Handy Quill	1 feather quill 1 scroll of returning weapon ^{K(1st level)} 1 uncommon magical ink 1 uncommon arcane essence	8 hours	4	DC 14	uncommon	315 gp
Half Plate of the Blind Martyr	1 set of half plate armor worth at least 1000 gold pieces 1 helmet with a full face covering 1 scroll of harm 1 scroll of heal 1 scroll of contagion 1 scroll of death ward 1 legendary divine essence	40 hours (5 days)	20	DC 19	legendary	36,250 gp
Harbinger's Flail	1 bell worth at least 5 gold pieces 10 feet of chain 1 scroll of thunderwave 1 rare divine essence 1 uncommon divine essence 1 common arcane essence	8 hours	4	DC 16	rare	1,200 gp

Harvest	1 sickle 1 uncommon primal essence 1 common curative reagent	6 hours	3	DC 14	uncommon	210 gp
Hat of Osnomnosis	1 wizard hat 1 scroll of find familiar 1 scroll of message 1 common arcane essence	4 hours	2	DC 13	common	150 gp
Hat of the Sanguine Coven	1 wizard hat 1 scroll of chill touch 1 scroll of spare the dying 1 uncommon arcane essence 1 common divine essence	8 hours	4	DC 15	uncommon	320 gp
Headband of the Sweatless	1 vibrant silk headband 1 scroll of prestidigitatation 1 common curative reagent	4 hours	2	DC 10	common	40 gp
Headdress of the Serpent King	1 elaborate serpentine headdress 1 scroll of animal messenger 1 uncommon poisonous reagent 1 uncommon curative reagent 1 uncommon primal essence	8 hours	4	DC 14	uncommon	360 gp
Headhunter's Bullseye Lantern	1 bullseye lantern 1 scroll of light 1 scroll of faerie fire 1 uncommon arcane essence 1 common primal essence	8 hours	4	DC 15	uncommon	380 gp
Heart of Damned Intervention	1 heart from a devil CR 12 or higher 1 foot of chain 1 scroll of planar blinding 1 scroll of planar ally 1 legendary primal essence	32 hours (4 days)	16	DC 20	legendary	34,000 gp
Heartless Cage Pendant	1 pendant in the shape of small ribcage 1 ruby worth at least 10 gold pieces 1 scroll of animate dead 1 very rare arcane essence	16 hours (2 days)	8	DC 17	very rare	8,410 gp
Heaven's Edge	1 ornate dagger worth at least 100 gold pieces 1 scroll of magic weapon 1 scroll of banishment 1 legendary divine essence 1 very rare divine essence	40 hours (5 days)	20	DC 20	legendary	40,000 gp
Heaven's Gavel	1 platinum maul worth at least 200 gold pieces 1 scroll of magic weapon 1 scroll of thunderwave 1 legendary divine essence 2 very rare divine essence	40 hours (5 days)	20	DC 21	legendary	55,000 gp
Heavenly Chalice	1 ornate chalice worth at least 100 gold pieces 1 rare divine essence 1 rare curative reagent	16 hours (2 days)	8	DC 16	rare	1,900 gp
Heavy Golem Armor	1 set of plate armor 1 armor padding 1 scroll of haste 1 rare arcane essence	16 hours (2 days)	8	DC 16	rare	3,000 gp
Hedgewitch's Gardening Cane	1 wooden branch 1 scroll of druidcraft 1 common arcane essence	4 hours	2	DC 10	common	70 gp
Hedonic Motivator (Replica)	1 whip 1 scroll of false life 1 scroll of bless 1 uncommon arcane essence	8 hours	4	DC 14	uncommon	340 gp

Helm of the Broken Dragon	1 <i>helmet in the shape of a dragon head</i> 1 <i>scroll of bane</i> 1 <i>very rare psionic essence</i> 1 <i>rare arcane essence</i>	16 hours (2 days)	8	DC 17	very rare	9,000 gp
Helm of the Chromatic Dragon	1 <i>helmet in the shape of a dragon head</i> 1 <i>very rare primal essence</i> 1 <i>rare divine essence</i>	16 hours (2 days)	8	DC 17	very rare	9,000 gp
Helm of the Justicars (Replica)	1 <i>helm</i> 1 <i>scroll of detect magic</i> 1 <i>scroll of counterspell</i> 1 <i>scroll of dispel magic</i> 1 <i>legendary arcane essence</i> 1 <i>very rare arcane essence</i>	32 hours (4 days)	16	DC 20	legendary	46,750 gp
Helm of the Platinum Dragon	1 <i>platinum helmet in the shape of a dragon head worth at least 50 gold pieces</i> 1 <i>scroll of shield</i> 1 <i>scroll of bless</i> 1 <i>very rare divine essence</i> 1 <i>rare divine essence</i>	24 hours (3 days)	12	DC 18	very rare	9,670 gp
Helm of the Ruby Dragon	1 <i>golden helmet adorned with rubies worth at least 50 gold pieces</i> 1 <i>scroll of message</i> 1 <i>scroll of detect thoughts</i> 2 <i>very rare psionic essence</i>	24 hours (3 days)	12	DC 18	very rare	16,500 gp
Hideaway Vase	1 <i>3 foot tall vase</i> 1 <i>scroll of minor illusion</i> 1 <i>scroll of nondetection</i> 1 <i>uncommon arcane essence</i> 1 <i>common arcane essence</i>	8 hours	4	DC 14	uncommon	370 gp
Hoarder's Haul (Uncommon)	1 <i>dragon horn</i> 1 <i>scroll of floating disk</i> 1 <i>scroll of enlarge/reduce</i> 1 <i>uncommon primal essence</i>	8 hours	4	DC 14	uncommon	370 gp
Hoarder's Haul (Rare)	1 <i>dragon horn from an adult or older dragon</i> 1 <i>scroll of floating disk</i> 1 <i>scroll of enlarge/reduce</i> 1 <i>rare primal essence</i> 1 <i>uncommon arcane essence</i>	16 hours (2 days)	8	DC 16	rare	1,370 gp
Hoarder's Haul (Very Rare)	1 <i>dragon horn from an adult or older dragon worth 50 gold pieces or more</i> 1 <i>scroll of floating disk</i> 1 <i>scroll of levitate</i> 1 <i>scroll of enlarge/reduce</i> 1 <i>very rare primal essence</i> 1 <i>rare arcane essence</i>	24 hours (3 days)	12	DC 18	very rare	9,800 gp
Homeroot	1 <i>gnarled root at least 1 foot long</i> 1 <i>scroll of plant growth</i> 1 <i>scroll of tiny hut</i> 1 <i>rare primal essence</i> 1 <i>uncommon primal essence</i>	16 hours (2 days)	8	DC 16	rare	1,740 gp
Homeward Boots	1 <i>set of boots</i> 1 <i>scroll of teleportation circle</i> 2 <i>rare arcane essence</i>	20 hours (2.5 days)	10	DC 17	rare	3,380 gp
Horatio's Impossible Ship in a Bottle	1 <i>glass flask</i> 1 <i>sailing ship* (included in cost at price of 10,000 gold pieces, prices vary)</i> 1 <i>scroll of unseen servants</i> 1 <i>scroll of enlarge/reduce</i> 1 <i>rare arcane essence</i>	12 hours (1.5 days)	6	DC 16	rare	12,100 gp

Horn of the Wild Hunt	1 horn 1 scroll of find steed 1 scroll of conjure animals 1 very rare primal essence 1 rare primal essence	24 hours (3 days)	12	DC 18	very rare	2,150 gp
Hour and Minute	1 ornate shortsword worth at least 50 gold pieces 1 matching ornate dagger worth at least 25 gold pieces 1 scroll of magic weapon 1 scroll of haste 1 scroll of slow 1 very rare arcane essences 1 rare arcane essence	24 hours (3 days)	12	DC 18	very rare	10,200 gp
Hourglass of Slumber	1 small ornate hourglass worth at least 50 gold pieces 1 scroll of sleep 1 very rare arcane essence 1 rare arcane essence	20 hours (2.5 days)	10	DC 18	very rare	9,400 gp
Hushed Ring	1 ring 1 scroll of silence 1 uncommon arcane essence 1 common arcane essence	8 hours	4	DC 14	uncommon	350 gp
Hydra Charm	1 talisman marked with hydra worth at least 10 gold pieces 1 primal essence from a hydra (any rarity) 4 rare primal essences	24 hours (3 days)	10	DC 18	very rare	4,090 gp
Hydra Flail	1 flail 1 primal essence from a hydra (any rarity) 1 rare primal essence	12 hours (1.5 days)	6	DC 17	rare	1,250 gp
Impact Plate	1 set of plate armor 1 scroll of stonewall 1 very rare primal essence 1 rare arcane essence	24 hours (3 days)	12	DC 18	very rare	11,450 gp
Indigo Stray's Conviction (Replica)	1 set of gloves 1 scroll of darkvision 1 scroll of warding bond 1 scroll of darkness 1 legendary arcane essence 1 very rare arcane essence	40 hours (5 days)	20	DC 21	legendary	46,500 gp
Infernal Chain	10 foot length of chain 1 scroll of awaken rope ^{K(1st level)} 1 very rare arcane essence 1 rare primal essence	20 hours (2.5 days)	10	DC 17	very rare	9,060 gp
Inker's Armband	1 metal bracelet 1 common magical ink	6 hours	3	DC 10	common	22 gp
Insatiable Tome	1 large tome 1 rare magical ink 1 rare magical parchment 1 rare arcane essence	12 hours (1.5 days)	6	DC 16	rare	1,400 gp
Inspector's Silverware	1 spoon, knife, or fork 1 scroll of detect poison and disease 1 common arcane essence	4 hours	2	DC 12	common	125 gp
Instrument of Roses and Thorns	1 string instrument 1 scroll of enhance ability 1 scroll of bane 1 very arcane essence 1 rare divine essence	24 hours (3 days)	12	DC 18	very rare	9,650 gp

Ironleaf Impaler	1 scroll of magic weapon 1 scroll of plant growth 1 rare primal essence 1 uncommon primal essence	16 hours (2 days)	8	DC 16	rare	1,400 gp
Jo'Catian Denier	1 (a) shortsword, (b) longsword, or (c) scimitar 1 scroll of bane 1 scroll of vicious mockery 1 uncommon arcane essence	8 hours	4	DC 14	uncommon	310 gp
Jo'Catian Rebuker	1 shield 1 scroll of hellish rebuke 1 scroll of shield 1 uncommon arcane essence	8 hours	4	DC 15	uncommon	400 gp
Kestra's Bent Spoon	1 spoon 1 scroll of prestigitation 1 scroll of detect poison and disease 1 uncommon psionic essence	8 hours	4	DC 14	uncommon	290 gp
Ki Blade	1 shortsword 1 scroll of magic weapon 2 very rare psionic essence 2 rare psionic essence	24 hours (3 days)	12	DC 19	very rare	10,200 gp
Kinetic Bowstring	1 length of string 1 scroll of enhance ability 1 scroll of magic weapon 1 rare primal essence 1 rare arcane essence	20 hours (2.5 days)	10	DC 17	rare	1,480 gp
Kraken Band	1 metal scrap 1 scroll of black tentacles 1 very rare arcane essence 1 rare primal essence	20 hours (2.5 days)	8	DC 18	very rare	9,470 gp
Lady Phantasma's Material Anchor (Replica)	1 small anchor token 1 sailing ship* (included in cost at price of 10,000 gold pieces, prices vary) 1 scroll of unseen servant 1 scroll of magnificent mansion 1 scroll of gust of wind 1 very rare arcane essence 1 very rare divine essence	28 hours (3.5 days)	14	DC 18	very rare	40,100 gp
Lamian Facestealer	1 ornate dagger worth at least 50 gold pieces 1 scroll of disguise self 1 rare arcane essence 1 uncommon divine essence	16 hours (2 days)	8	DC 16	rare	1,300 gp
Lash of the Spelldrinker	1 whip 1 scroll of magic weapons 1 scroll of counterspell 2 rare arcane essences	16 hours (2 days)	4	DC 15	rare	1,900 gp
Leatherbeard	1 tanned leather 1 scroll of minor illusion 1 common primal essence	4 hours	2	DC 12	common	80 gp
Life Tether Ankh	1 ornate ankh worth at least 1 gold piece 1 uncommon divine essence 1 uncommon curative reagent	8 hours	4	DC 15	uncommon	270 gp
Life Turner	1 esoteric part 2 fancy parts 1 scroll of time stop 1 scroll of raise dead 1 legendary divine essence 1 very rare divine essence	48 hours (6 days)	24	DC 21	legendary	97,200 gp

Life's Flower Restorative	1 rare branch 1 scroll of mage hand 1 scroll of plant growth 1 scroll of cure wounds 1 rare primal essence	16 hours (2 days)	8	DC 16	rare	1,470 gp
Light Sling	1 sling 1 scroll of light 1 common arcane essence	4 hours	2	DC 12	common	70 gp
Lightning Khopesh	1 scimitar 1 scroll of shocking grasp 1 scroll of lightning bolt 1 rare reactive reagent 2 rare primal essences 2 uncommon primal essences	16 hours (2 days)	8	DC 16	rare	2,400 gp
Lightscreen Hover Boots	1 set of plated boots 1 scroll of levitate 1 scroll of light 2 rare arcane essences 2 uncommon arcane essences	16 hours (2 days)	8	DC 16	rare	2,260 gp
Lightseer's Gaze	1 ornate mask stylized like a sunburst that covers your eyes worth at least 200 gold pieces 1 scroll of true seeing 1 scroll of spirit guardians 1 scroll of calm emotions 1 legendary psionic essence 1 very rare psionic essences 1 very rare primal essence	40 hours (5 days)	20	DC 20	legendary	50,000 gp
Locket of the Stolen Heart	1 ornate locket worth at least 10 gold pieces 1 scroll of minor illusion 1 common divine essence	8 hours	4	DC 13	uncommon	110 gp
Luna Moth Cape	1 fine silken cape fashioned after the wings of a moth, worth at least 20 gold pieces 1 scroll of jump 1 scroll of longstrider 1 uncommon primal essence	8 hours	4	DC 14	uncommon	360 gp
Lupine Mask	1 ceramic mask in the shape of a wolf head 1 scroll of enhance ability 1 scroll of animal friendship 1 uncommon primal essence	8 hours	4	DC 14	uncommon	370 gp
Mace of the Priest	1 ornate mace worth at least 50 gold pieces 1 scroll of magic weapon 1 scroll of cure wounds 1 scroll of dispel magic 1 rare divine essence 1 uncommon divine essence	16 hours (2 days)	8	DC 16	rare	1,700 gp
Mace of the Pumpkin King	1 pumpkin 1 scroll of produce flame 1 uncommon primal essence 1 uncommon reactive reagent *The crafting DC is reduced by 5 if crafting during a spooky holiday	8 hours	4	DC 17	uncommon	350 gp
Mage Eater Scythe	1 scythe worth at least 100 gold pieces 1 scroll of magic weapon 1 scroll of inflict wounds 1 scroll of globe of invulnerability 1 legendary arcane essence 1 very rare divine essence	40 hours (8 days)	20	DC 21	legendary	57,000 gp

Magentan Sun-Saw (Uncommon)	1 scimitars 1 scroll of light 1 uncommon primal essence 1 uncommon divine essence 1 uncommon arcane essence	8 hours	4	DC 15	uncommon	580 gp
Magentan Sun-Saw (Very Rare)	1 scimitars 1 scroll of magic weapon 1 scroll of daylight 1 scroll of sunbeam 1 rare primal essence 1 rare divine essence 1 rare arcane essence	24 hours (3 days)	12	DC 19	very rare	5,200 gp
Mageplate Ring	1 iron ring 1 scroll of mage armor 1 scroll of shield 1 rare arcane essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 16	rare	1,335 gp
Magnificent Pocket Vanity	1 small vanity (attached mirror and container) 1 scroll of disguise self	4 hours	2	DC 12	common	90 gp
Mandible Bident	1 set of mandibles from a large insectoid creature 1 long haft 2 uncommon primal essence 1 common arcane essence	8 hours	4	DC 15	uncommon	440 gp
Mantle of Security	1 blanket 1 scroll of heroism 1 rare curative reagent 1 rare divine essence (a) 1 uncommon divine essence or (b) 10 years of being a child's blanket	16 hours (2 days)	8	DC 16	rare	1,480 gp
Marlin Lunger	1 rapier 1 scroll of magic weapon 1 scroll of alter self 1 uncommon primal essence 1 common primal essence	8 hours	4	DC 15	uncommon	480 gp
Masks of the Sacred Beasts (Crocodile)	1 ceramic mask in the shape of a crocodile head 1 scroll of alter self 1 common primal essence	4 hours	2	DC 12	common	160 gp
Masks of the Sacred Beasts (Lion)	1 ceramic mask in the shape of a lion head 1 scroll of enhance ability 1 scroll of alter self 1 uncommon primal essence 1 common primal essence	8 hours	4	DC 15	uncommon	480 gp
Masks of the Sacred Beasts (Hawk)	1 ceramic mask in the shape of a lion head 1 scroll of feather fall 1 scroll of enhance ability 1 rare primal essence 1 uncommon primal essence	16 hours (2 days)	8	DC 17	rare	1,530 gp
Masks of the Sacred Beasts (Mule)	1 ceramic mask in the shape of a mule head 1 scroll of enhance ability 1 scroll of enlarge/reduce 1 very rare primal essence 1 rare primal essence	24 hours (3 days)	12	DC 19	very rare	10,300 gp
Masks of the Sacred Beasts (Jackal)	1 ceramic mask in the shape of a jackal head 1 scroll of enhance ability 1 scroll of finger of death 1 legendary divine essence 1 very rare arcane essence	40 hours (4 days)	20	DC 21	legendary	60,600 gp

Matron's Mug	1 stoneware mug 1 scroll of create food and drink 1 rare supplies 1 very rare curative reagent 1 very rare arcane essence	24 hours (3 days)	12	DC 18	very rare	11,300 gp
Medusan Lavalier	1 ruby necklace in the shape of twinned snakes worth at least 20 gold pieces 1 scroll of freedom of movement 1 rare primal essence	16 hours (2 days)	8	DC 16	rare	1,380 gp
Medusan Signet	1 ring embossed with a medusa worth at least 20 gold pieces 1 scroll of death ward 1 uncommon primal essence	8 hours	4	DC 15	uncommon	560 gp
Medzo's Crossbow	1 hand crossbow 1 set of finely carved dice worth at least 10 gold pieces 1 scroll of guiding bolt 1 scroll of faerie fire 1 rare arcane essence 1 uncommon divine essence	12 hours (1.5 days)	6	DC 17	rare	1,480 gp
Meta Mantle	1 red cloak 10 platinum coins 1 legendary arcane essence 2 very rare arcane essence 2 rare arcane essence	48 hours (6 days)	24	DC 22	legendary	63, 600 gp
Meta Medallion	1 small medallion 1 rare arcane essence	16 hours (2 days)	8	DC 18	rare	1,440 gp
Mimicloak	1 remains of a mimic 1 scroll of alter self 1 uncommon primal essence 1 common arcane essence	8 hours	4	DC 14	uncommon	350 gp
Mindmaster's Monocle	1 monocle 1 ruby worth at least 50 gold pieces 1 scroll of detect magic 1 scroll of arcane eye 1 scroll of detect thoughts 1 scroll of telepathic bond 1 very rare arcane essence	32 hours (4 days)	16	DC 18	very rare	10,800 gp
Mistwalker Armor	1 set of leather armor 1 scroll of fog cloud 1 rare primal essence 1 rare arcane essence	16 hours (2 days)	8	DC 17	rare	2,000 gp
Monarch Mantle	1 silk cloak stylized in the form of butterfly wings worth at least 20 gold pieces 1 scroll of fly 1 scroll of misty step 1 rare primal essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 17	rare	1,740 gp
Monster Tamer's Shield	1 shield 1 scroll of animal friendship 1 rare primal essence 2 uncommon primal essences	16 hours (2 days)	8	DC 16	rare	1,440 gp
Monster Tamer's Sword	1 sword (any) worth at least 50 gold pieces 1 scroll of dominate beast 1 scroll of banish 1 rare primal essence 1 uncommon arcane essence 1 uncommon primal essence	20 hours (2.5 days)	10	DC 17	rare	2,320 gp

Moonstone Bracers	1 set of bracers 6 moonstones worth at least 5 gold pieces each 1 scroll of moonbeam 1 scroll of stoneskin 1 rare primal essence 1 uncommon arcane essence	16 hours	8	DC 16	rare	1,660 gp
Mosshide Troll Belt	1 belt forged from troll hide 1 scroll of enhance ability 1 scroll of cure wounds 3 rare primal essences 3 rare curative reagents	16 hours (2 days)	8	DC 17	rare	3,600 gp
Mourningsteel Demi-Gauntlets	1 pair of gauntlets 20 vials of blood from different creatures 1 scroll of chill touch 1 scroll of inflict wounds 1 scroll of vampiric touch 1 very rare arcane essence 2 rare arcane essences	24 hours (3 days)	12	DC 19	very rare	11,250 gp
Mourningsteel Ghost Candle	1 candle 1 scroll of dancing lights 1 scroll of blink 1 uncommon arcane essence 1 uncommon divine essence	8 hours	4	DC 16	uncommon	750 gp
Mourningsteel Half Plate	1 set of half plate armor 1 scroll of shield 1 scroll of divine word 1 scroll of legend lore 1 scroll of protection from evil and good 1 legendary divine essence 1 very rare arcane essence	40 hours (5 days)	20	DC 20	legendary	54,000 gp
Mourningsteel War Banner	1 warbanner 1 scroll of animated objects 1 rare divine essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 18	rare	3,000 gp
Murk Blowgun	1 blowgun 2 uncommon poisonous reagents 2 uncommon primal essences	8 hours	4	DC 15	uncommon	475 gp
Night Owl's Half-Moon Spectacles	1 set of spectacles 1 scroll of comprehend languages 1 scroll of unseen servant 1 uncommon arcane essence 2 common arcane essences	12 hours (1.5 days)	6	DC 14	uncommon	460 gp
Nightmare Flask	1 glass flask 1 scroll of dream 1 scroll of sleep 1 common arcane essence 1 uncommon curative reagent	12 hours (1.5 days)	6	DC 16	rare	1,680 gp
Nightstalker's Armor of the Northeastern Wind	1 set of plate armor 1 scroll of sleet storm 1 scroll of gaseous form 1 rare primal essence 1 rare reactive reagent	16 hours (2 days)	8	DC 17	rare	3,600 gp
Nightstalker's Mask	1 demon-faced mask 1 scroll of invisibility 1 rare primal essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 16	rare	1,300 gp
No-Stones	1 geode 1 scroll of clairvoyance 1 uncommon primal essence	8 hours	4	DC 15	uncommon	500 gp

Oaken Candle	1 wooden branch 1 common primal essence	4 hours	2	DC 12	common	50 gp
Oathkeeper's Resolve	1 mithril shield worth at least 100 gold pieces 1 esoteric part 1 scroll of light 1 scroll of shield of faith 1 very rare divine essence	20 hours (2.5 days)	10	DC 18	very rare	8,850 gp
Octavius's Saber	1 finely crafted rapier worth at least 200 gold pieces 1 scroll of magic weapon 1 scroll of enhance ability 1 legendary arcane essence 1 rare divine essence 1 rare arcane essence	32 hours (4 days)	16	DC 20	legendary	46,800 gp
Ogramau's Graveyard	1 humanoid skull 1 glask flask 1 scroll of animate dead 1 very rare arcane essence 1 rare arcane essence 1 rare divine essence	24 hours (3 days)	12	DC 18	very rare	10,500 gp
Ol' Stumpy (Replica)	1 uncommon branch 1 uncommon poisonous reagent 1 uncommon primal essence	8 hours	4	DC 14	uncommon	270 gp
Orb of Remembrance	1 glass orb or flask 1 scroll of minor illusion 1 common arcane essence	4 hours	2	DC 12	common	75 gp
Orelia's Tome of Beast Familiars	(a) 1 blank tome and 1 scroll of find familiar or (b) 1 spellbook with only find familiar recorded in it. 1 scroll of conjure animals 1 rare primal essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 17	rare	1,700 gp
Overseer's Spade	1 golden shovel worth at least 20 gold pieces 1 uncommon primal essence 1 uncommon reactive reagent	8 hours	4	DC 14	uncommon	260 gp
Owlbear Leather Armor	1 leather armor 1 scroll of heroism 1 uncommon primal essence 1 common primal essence	8 hours	4	DC 14	uncommon	330 gp
Pack of Revisibility Bombs (6)	6 fist sized clay or glass containers 1 scroll of faerie fire 1 rare arcane essence 1 rare reactive reagent	8 hours	4	DC 17	rare	1,270 gp
Pegasus Quill	1 quill 2 uncommon divine essence 2 uncommon magical ink	8 hours	4	DC 16	uncommon	500 gp
Pennypuncher Slingshot	1 slingshot 10 platinum pieces 10 gold pieces 10 electrum pieces 10 silver pieces 10 copper pieces 1 rare divine essence 1 rare arcane essence	16 hours (2 days)	8	DC 18	rare	2,340 gp
Peregrine Spear	1 spear 1 scroll of magic weapon 1 scroll of animate objects 1 rare arcane essence	16 hours (2 days)	8	DC 17	rare	2,600 gp

Performer's Puppet	1 puppet 1 scroll of minor illusion 1 common arcane essence	4 hours	2	DC 12	common	75 gp
Phantom Walkers	1 one pair of boots 1 scroll of pass without trace 1 uncommon arcane essence 1 common primal essence	8 hours	4	DC 16	uncommon	440 gp
Phasing Bow	(a) 2 phase spider legs or (b) 1 very rare branch 1 scroll of blink 1 very rare primal essence 1 rare arcane essence	24 hours (3 days)	12	DC 18	very rare	10,600 gp
Phoenix Breastplate	1 golden breastplate worth at least 1,000 gold pieces 1 scroll of protection from energy 1 scroll of cure wounds 1 scroll of flame strike 1 very rare divine essence 1 rare primal essence	24 hours (3 days)	12	DC 18	very rare	12,240 gp
Phoenix Rocket Sword	1 fine greatsword worth at least 250 gold pieces 1 scroll of magic weapon 1 scroll of burning hands 1 very rare primal essence 1 rare arcane essence	24 hours (3 days)	12	DC 18	very rare	9,900 gp
Pick and Pocket	1 dagger 1 scroll of magic weapon 1 scroll of secret chest 1 rare arcane essence	16 hours	8	DC 16	rare	1,450 gp
Pisces Shield	1 shield 1 scroll of imbue luck ^{K(2nd level)} 1 uncommon primal essence 1 uncommon divine essence	8 hours	4	DC 15	uncommon	500 gp
Poison Armor of Amphibios	1 set of light armor 1 scroll of protection from poison 2 rare poisonous reagents 2 rare primal essences	16 hours (2 days)	8	DC 17	rare	2,500 gp
Pollinator Carapace	1 set of leather, studded leather, or hide armor 1 scroll of giant insect 1 common primal essence	8 hours	4	DC 16	uncommon	500 gp
Pollinator Pants	1 set pants 1 pair of boots 1 scroll of speak with plants 1 uncommon poisonous reagent	8 hours	4	DC 15	uncommon	500 gp
Pollinator Visor	1 mask 1 scroll of enhance ability 1 scroll of animal messenger 1 uncommon primal essence	8 hours	4	DC 14	uncommon	370 gp
Poltergeist Candle Holder	1 candle holder 1 scroll of floating disk 1 common arcane essence	4 hours	2	DC 12	common	125 gp
Power Collar	1 spiked collar 1 scroll of animal friendship 1 scroll of enlarge/reduce 1 rare primal essence	12 hours (1.5 days)	6	DC 16	rare	1,130 gp
Prying Mace	1 mace 1 scroll of magic weapon 1 scroll of zone of truth 1 uncommon divine essence	8 hours	4	DC 16	uncommon	500 gp

Quick Change Ring	1 ornate magical ring worth at least 100 gold pieces 1 scroll of secret chest 1 scroll of prestidigitation 1 rare arcane essence	16 hours (2 days)	8	DC 17	rare	1,650 gp
Quiver of Elemental Chaos	1 ornate quiver worth at least 20 gold pieces 1 legendary primal essence 4 very rare primal essence 4 rare primal essence	40 hours (5 days)	20	DC 20	legendary	65,800 gp
Radiant War Pick	1 ornate war pick worth at least 100 gold pieces 1 holy vestments worth at least 10 gold pieces 1 scroll of moonbeam 1 scroll of sunbeam 1 very rare divine essence 1 rare divine essence	24 hours (3 days)	12	DC 17	very rare	11,000 gp
Realmswarden Greataxe	1 stone rod 1 diamond worth at least 25,000 gold pieces 1 scroll of magic weapon 1 scroll of symbol 1 legendary divine essence 1 very rare primal essence 1 very rare arcane essence	40 hours (5 days)	20	DC 21	legendary	99,000 gp
Red Queen's Burden (Replica)	1 brass glaive worth at least 50 gold pieces 1 scroll of magic weapon 1 scroll of command 1 legendary primal essence 1 very rare divine essence 1 very rare arcane essence	40 hours (5 days)	20	DC 20	legendary	47,500 gp
Redeemer's Regards	1 longbow 1 scroll of branding smite 1 rare divine essence 1 uncommon divine essence	16 hours (2 days)	8	DC 17	rare	1,500 gp
Redsmith Crucible Set	1 small stone crucible 1 common primal essence	4 hours	2	DC 12	common	50 gp
Redsmith Hammer	1 blacksmithing hammer 1 common primal essence	4 hours	2	DC 12	common	50 gp
Reliquary of Holy Memories (Uncommon)	1 uncommon branch 2 uncommon divine essence	8 hours	4	DC 14	uncommon	430 gp
Reliquary of Holy Memories (Rare)	1 rare branch 2 rare divine essence	16 hours (2 days)	8	DC 16	rare	1,870 gp
Reliquary of Holy Memories (Very Rare)	1 very rare branch 1 very rare divine essence 2 rare divine essences 1 uncommon divine essence	24 hours (3 days)	12	DC 18	very rare	11,300 gp
Reliquary of Holy Memories (Legendary)	1 legendary branch 1 legendary divine essence 1 very rare divine essence 3 rare divine essence	32 hours (4 days)	16	DC 20	legendary	68,500 gp
Riff's Dimensional Ripper	1 dagger 1 scroll of misty step 1 uncommon arcane essence 1 common arcane essence	8 hours	4	DC 14	uncommon	350 gp
Rift Sheath	1 quarter staff 2 shortwords 1 scroll of magic weapon 1 rare arcane essence 2 uncommon arcane essences	16 hours (2 days)	8	DC 17	rare	1,650 gp

Ring of Changing Shapes	1 large drop of mercury 1 rare arcane essence 2 uncommon arcane essences 2 common arcane essences	16 hours (2 days)	8	DC 17	rare	1,610 gp
Ring of Healer's Heroism	1 ornate ring worth at least 50 gold pieces 1 scroll of heroism 1 uncommon divine essence 1 common divine essence	8 hours	4	DC 14	uncommon	370 gp
Ring of Lunar Might	1 ornate silver ring worth at least 100 gold pieces 1 scroll of moonbeam 1 scroll of reverse gravity 1 very arcane essence 1 rare primal essence	20 hours (2.5 days)	10	DC 18	very rare	22,700 gp
Ring of Misdirection	1 ornate ring worth at least 50 gold pieces 1 scroll of mislead 1 rare arcane essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 17	rare	2,700 gp
Ring of Rituals	1 ring 1 candle 50 gold pieces worth of incense 1 uncommon arcane essence	8 hours	4	DC 14	uncommon	250 gp
Ring of Solar's Sight	1 golden ring worth at least 50 gold pieces 1 scroll of hunter's mark 1 scroll of guiding bolt 1 rare divine essence 1 rare primal essence	16 hours (2 days)	8	DC 17	rare	2,150 gp
Ring of Stolen Alacrity	1 ring 1 scroll of longstrider 1 scroll of enhance ability 1 uncommon arcane essence 1 common primal essence	8 hours	4	DC 14	uncommon	410 gp
Ring of the Arcane Berserker	1 dark silver ring worth at least 50 gold pieces 1 scroll of chill touch 1 rare arcane essence 1 uncommon primal essence	16 hours (2 days)	8	DC 16	rare	1,270 gp
Ring of the Assassin Lord	1 fine ring worth at least 100 gold pieces 1 scroll of enhance ability 1 scroll of haste 1 legendary arcane essence 1 very rare arcane essence 1 very rare primal essence	40 hours (5 days)	20	DC 21	legendary	55,000 gp
Ring of the Mute Mage	1 ring worth at least 50 gold pieces 1 scroll of silence 1 uncommon arcane essence	8 hours	4	DC 14	uncommon	350 gp
Ring of the Split Mind	1 ring worth at least 10 gold pieces 1 scroll of enhance ability 1 scroll of divide self ^{PK(5th level)} 2 very rare arcane essences	16 hours (2 days)	8	DC 18	very rare	17,500 gp
Ring of Volleys	1 ring worthy at least 10 gold pieces 10 arrows 1 scroll of magic weapon 1 uncommon arcane essence 1 uncommon primal essence	8 hours	4	DC 15	uncommon	500 gp
Rings of the True Companions (2 rings)	2 rings worth at least 50 gold pieces each 1 scroll of cure wounds 2 rare divine essence 2 common arcane essences	16 hours (2 days)	8	DC 16	rare	2,070 gp

Riptide Crossbow	1 heavy crossbow 1 scroll of control water 1 rare primal essence 1 uncommon primal essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 16	rare	1,680 gp
Roaring Whip	1 whip 1 scroll of thunderwave 1 uncommon primal essence 1 common arcane essence	8 hours	4	DC 14	uncommon	320 gp
Rod of Endless Light	2 parts 1 scroll of light 1 common arcane essence	4 hours	2	DC 12	common	80 gp
Rod of Refstopobia	1 rare branch 1 scroll of control water 1 rare primal essence	12 hours (1.5 days)	6	DC 16	rare	1,300 gp
Rod of Reverberation	1 rare branch 1 scroll of shield 1 scroll of thunderwave 1 rare primal essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 16	rare	1,400 gp
Rod of Storms	1 rare branch 1 scroll of lightning bolt 1 scroll of call lightning 3 rare primal essences 1 uncommon primal essences 2 uncommon reactive reagents	16 hours (2 days)	8	DC 16	rare	3,450 gp
Rod of the Magicycle	1 rare branch 2 hides 4 tanned leather 2 wagon wheels 1 scroll of haste 1 scroll enlarge/reduce (a) 1 scroll of find steed or (b) 1 scroll of phantom steed 1 rare arcane essence 1 rare primal essence	24 hours (3 days)	12	DC 17	rare	2,730 gp
Rod of Thought Projection	1 uncommon branch 1 scroll of detect thoughts 1 scroll of find familiar (a) 1 uncommon psionic essence or (b) 1 uncommon arcane essence 1 common arcane essence	8 hours	4	DC 15	uncommon	375 gp
Rod of Water Absorption	1 rare branch 1 scroll of create or destroy water 1 rare primal essence 1 uncommon primal essence	12 hours (1.5 days)	6	DC 15	rare	1,150 gp
Rope Caster	1 hand crossbow 1 scroll of awaken rope ^{K(1st level)} 1 common arcane essence	6 hours	3	DC 12	common	200 gp
Rose Quartz Koi	1 crystalline sculpture of a koi 1 common primal essence	4 hours	2	DC 12	common	50 gp
Royal Blade of Amphibios	1 ornate rapier worth at least 150 gold pieces 1 scroll of water breathing 1 scroll of alter self 1 scroll of tongues 1 scroll of magic weapon 1 very rare primal essence 1 rare primal essence	24 hours (3 days)	12	DC 17	very rare	10,000 gp

Royal Incinerator	1 legendary branch 1 scroll of protection from energy 1 scroll of fire shield 1 scroll of fireball 1 scroll of scorching ray 1 legendary primal essence 2 very rare arcane essence 3 rare primal essences	40 hours (5 days)	20	DC 20	legendary	52,800 gp
Rust Arrows (5 arrows)	5 arrows (a) 2 antennae of a rust monster or (b) 1 uncommon poisonous reagent and 1 uncommon reactive reagent 1 common poisonous reagent 1 common reactive reagent	8 hours	4	DC 14	uncommon	160 gp
Sagittarian Vestments	1 set of armor (light, medium, or heavy) 1 scroll of spare the dying 1 scroll of spiritual weapon 1 uncommon divine essence 1 common divine essence	8 hours	4	DC 14	uncommon	375 gp
Salamander Flame Gauntlets (Replica)	1 set of metal gauntlets worth at least 20 gold pieces 1 scroll of flame blade 1 rare primal essence 1 uncommon primal essence	16 hours (2 days)	8	DC 16	rare	1,300 gp
Sash of Sorcerous Synergy	1 robe worth at least 50 gold pieces 1 rare arcane essence 1 uncommon arcane essence 1 uncommon primal essence	16 hours (2 days)	8	DC 16	rare	1,400 gp
Satchel of Beast Chow	1 large satchel (a) 1 scroll of create food and drink or (b) 6 pieces of uncommon or rarer meat 1 scroll of charm animal 1 common primal essence	6 hours	3	DC 13	uncommon	400 gp
Scarlet Scourge (Replica)	1 whip 1 vertebrae of medium sized creature 1 scroll of magic weapon 1 scroll of vampiric touch 1 rare arcane essence	16 hours (2 days)	8	DC 15	rare	1,250 gp
Scepter of Faith (Replica)	1 very rare branch 1 scroll of shield of faith 1 scroll of guardian of faith 4 rare divine essences 1 uncommon divine essence	20 hours (2.5 days)	10	DC 17	very rare	5,000 gp
Scorned Heart Breastplate	1 brass breastplate 1 red gem worth at least 20 gold pieces 1 scroll of hellish rebuke (a) 1 scroll of shield of faith or (b) 1 scroll of shield 1 rare arcane essence 1 rare reactive reagent	12 hours (1.5 days)	6	DC 16	rare	1,650 gp
Scroll of Mapping	1 uncommon parchment (a) 1 scroll of clairvoyance or (b) 1 scroll of scrying 1 uncommon arcane essence	4 hours	2	DC 15	uncommon	500 gp
Scroll of Mapping (very rare)	1 very rare parchment 1 scroll of mapping (uncommon) 1 scroll of locate creature 1 rare arcane essence	8 hours	4	DC 17	very rare	3,800 gp

Scroll of Nightmares	1 rare parchment 1 rare magical ink 1 scroll of fear 1 scroll of terrifying visions ^K (1st level) 1 uncommon arcane essence	4 hours	2	DC 16	rare	1,000 gp
Scroll of the Jester	1 scroll of disguise self 1 scroll of mirror image 1 uncommon arcane essence 2 common arcane essences	4 hours	2	DC 16	rare	500 gp
Second Fiddle (Replica)	1 fiddle (a) 3 common essences created by different bards or (b) 1 uncommon arcane essence and 1 scroll of enthrall 1 common divine essence	8 hours	4	DC 15	uncommon	390 gp
Seeker's Compass	1 compass worth at least 50 gold pieces 1 scroll of locate object 1 common arcane essence 1 common divine essence	8 hours	4	DC 15	uncommon	320 gp
Seer's Starlight Cloak	1 cloak worth at least 20 gold pieces 1 scroll of guidance 1 scroll of augury 1 uncommon divine essence 1 common arcane essence	8 hours	4	DC 14	uncommon	390 gp
Seraphim's Stiletto	1 golden dagger worth at least 50 gold pieces (a) 1 sliver of a unicorn horn or (b) 1 rare divine essence 2 uncommon divine essences	12 hours (1.5 days)	6	DC 16	rare	1,350 gp
Shadow Tag	1 silver coin 1 scroll of dimension door 1 scroll of locate creature 1 uncommon arcane essence	8 hours	4	DC 16	rare	950 gp
Shadow Weaver's Guise	1 cloak 1 uncommon arcane essence 1 uncommon divine essence 1 uncommon poisonous reagent 1 bone from an undead creature	8 hours	4	DC 14	uncommon	400 gp
Shadowscale Shroud	1 set of dark steel scale mail 1 scroll of protection from energy 1 scroll of mage armor 1 scroll of shield of faith 1 scroll of invisibility 1 legendary arcane essence 1 rare arcane essence 1 rare divine essence	40 hours (5 days)	20	DC 19	legendary	47,000 gp
Shield of the Justicars (Replica)	1 shield 1 scroll of shield 1 rare divine essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 16	rare	1,270 gp
Shimmering Spectacles	1 set of spectacles 1 scroll of light 1 common arcane essence	4 hours	2	DC 12	common	70 gp
Shooting Star	1 longbow 1 scroll of moonbeam 1 scroll of magic missile 1 scroll of magic weapon 1 very rare arcane essence 1 rare divine essence	20 hours (2.5 days)	10	DC 17	very rare	9,300 gp

Siege Staff	1 stone staff 1 scroll of grease 1 rare arcane essence 1 uncommon primal essence 1 common arcane essence	12 hours (1.5 days)	6	DC 16	rare	1,320 gp
Silver Coin of Duvra	1 silver coin 1 common arcane essence	4 hours	2	DC 12	common	50 gp
Silver Eagle Studded Cuirass	1 ornate set of studded leather armor worth at least 100 gold pices 1 scroll of gust of wind 1 uncommon primal essence 1 uncommon arcane essence	8 hours	4	DC 15	uncommon	500 gp
Sir Varion's Helm (Replica)	1 metal helmet 1 scroll of heroism 1 common divine essence	8 hours	4	DC 14	uncommon	170 gp
Sir Varion's Lance (Replica)	1 lance 1 scroll of magic weapon 1 uncommon divine essence 1 common arcane essence	8 hours	4	DC 14	uncommon	360 gp
Sir Varion's Mantle (Replica)	1 cape 1 scroll of find steed 1 uncommon primal essence 1 common divine essence	8 hours	4	DC 15	uncommon	380 gp
Sir Varion's Shield (Replica)	1 shield 1 scroll of freedom of movement 1 scroll of shield 1 common arcane essence	8 hours	4	DC 15	uncommon	300 gp
Sky Anchor	1 barbed spear 1 scroll of magic weapon 40 feet of chain 1 rare primal essence 2 uncommon arcane essences	16 hours (2 days)	8	DC 16	rare	1,480 gp
Skyglider Shield	1 shield 1 hide or leather from a wyvern 1 scroll of feather fall 1 scroll of levitate 1 rare primal essence 1 uncommon primal essence	16 hours (2 days)	8	DC 16	rare	1,370 gp
Skylit Greaves	1 set of mithral greaves 1 scroll of protection from energy 1 scroll of jump 1 scroll of longstrider 1 scroll of gust of wind 1 scroll of fly 1 legendary primal essence 1 very rare primal essence 1 rare arcane essence	40 hours (5 days)	20	DC 20	legendary	50,000 gp
Slaying Longbow	1 longbow worth at least 500 gold pieces 1 scroll of power word kill 1 scroll of sunburst 1 scroll of sunbeam 1 legendary divine essence 1 very rare divine essence	40 hours (5 days)	20	DC 20	legendary	74,000 gp
Sleepytime Sheep Stuffy	1 toy sheep 1 scroll of sleep	4 hours	2	DC 10	common	70 gp
Snake Charmer's Flute	1 flute 1 scale or fang from a snake 1 scroll of animal friendship 1 uncommon primal essence	8 hours	2	DC 14	uncommon	350 gp

Snow Rider's Sleigh	1 sleigh or sled worth at least 20 gold pieces 1 scroll of floating disk 1 common arcane essence	6 hours	3	DC 13	common	160 gp
Soul Pendant	1 mithral pendant holding a diamond worth at least 200 gold pieces 1 scroll of speak with dead 1 rare arcane essence 1 rare divine essence	16 hours	8	DC 16	rare	2,300 gp
Soul-Searing Scythe	1 brass scythe worth at least 50 gold pieces 1 scroll of magic weapon 1 legendary primal essence 1 very rare arcane essence 1 very rare divine essence <i>*Must be forged while on the Elemental Plane of Fire</i>	40 hours (5 days)	20	DC 21	legendary	55,000 gp
Sovereignseed Satchel	1 leather satchel 1 scroll of secret chest 1 scroll of plant growth 1 rare curative reagent 1 rare reactive reagent 1 rare poisonous reagent	16 hours (2 days)	8	DC 16	rare	1,520 gp
Spellfire Bow	1 longbow worth at least 100 gold pieces 1 scroll of magic weapon 1 scroll of magic missile 1 legendary arcane essence 1 very rare arcane essence 2 rare arcane essence	40 hours (5 days)	20	DC 20	legendary	50,000 gp
Spellsword	1 shortsword hilt 1 scroll of force blade ^K (4th level) 1 scroll of magic weapon 1 rare arcane essence 2 uncommon arcane essences	16 hours (2 days)	8	DC 16	rare	1,730 gp
Spellwriter's Brace	1 glove or writer's brace 1 scroll of illusory script 1 rare magical ink 1 rare arcane essence 2 uncommon arcane essences	16 hours (2 days)	8	DC 16	rare	1,680 gp
Spirit Cleaver	1 dagger worth at least 100 gold pieces 1 scroll of magic weapon 1 scroll of etherealness 1 legendary divine essence 1 very rare arcane essence 1 rare divine essence	40 hours (5 days)	20	DC 20	legendary	53,800 gp
Spirit Sheath	1 scimitar 1 sheath (for the scimitar) 1 scroll of magic weapon 1 scroll of spiritual weapon 1 uncommon arcane essence 1 uncommon divine essence	16 hours (2 days)	8	DC 16	rare	800 gp
Spiritwalker Breastplate	1 breastplate 1 scroll of etherealness 1 rare divine essence 1 rare curative reagent 1 uncommon arcane essence	16 hours (2 days)	8	DC 15	rare	14,270 gp

Staff of Cubic Cultivation	1 quarterstaff 1 cube shaped crystal worth at least 10 gold pieces 1 scroll of summon ooze ^{K (1st level)} 1 uncommon primal essence 1 uncommon poisonous reagent 1 uncommon reactive reagent	8 hours	4	DC 14	uncommon	370 gp
Staff of the Dream Shepherd	1 staff 1 scroll of sleep 1 scroll of silent image 1 uncommon arcane essence	8 hours	4	DC 15	uncommon	400 gp
Staff of the Vineyard	1 quarterstaff 1 scroll of goodberry 1 scroll of entangle 1 uncommon primal essence	8 hours	4	DC 14	uncommon	340 gp
Stalagmight Geode (Replica)	1 stalagmight 1 crystal worth at least 10 gold pieces 1 scroll of magic weapon 1 scroll of enlarge 2 uncommon primal essences	12 hours (1.5 days)	6	DC 15	rare	530 gp
Stalwart Staff	1 walking stick 1 scroll of longstrider 1 common primal essence	6 hours	3	DC 13	common	130 gp
Starmetal Nova Armor	1 cold iron (meteoric iron) chain shirt 1 cold iron (meteoric iron) half plate 1 scroll of shield 1 scroll of shield of faith 1 scroll of protection from energy 1 scroll of shockwave ^{K (5th level)} 1 legendary arcane essence 1 very rare psionic essence	32 hours (4 days)	16	DC 19	legendary	40,000 gp
Starmetal Shard Spear	1 cold iron (meteoric iron) spear 1 scroll of magic weapon 1 rare primal essence 1 uncommon arcane essence	12 hours (1.5 days)	6	DC 15	rare	1,100 gp
Starmetal Sliver	1 cold iron (meteoric iron) dagger 1 scroll of animate objects 1 very rare arcane essence 1 rare primal essence 1 rare arcane essence	24 hours (3 days)	12	DC 17	very rare	11,200 gp
Status Signets	2 rings worth at least 5 gold pieces each 1 scroll of message 1 common arcane essence	4 hours	2	DC 12	common	90 gp
Stonemason's Companion	1 set of mason's tools 1 scroll of find familiar 1 common primal essence 1 common arcane essence	8 hours	4	DC 14	uncommon	220 gp
Storm Seer Lamp	1 crystal worth at least 10 gold pieces 2 parts 1 scroll of light 1 common primal essence	6 hours	3	DC 12	common	95 gp
Storm's Eye Shield	1 shield 1 scroll of thunderwave 1 scroll of augury 1 rare primal essence 1 uncommon divine essence	16 hours (2 days)	8	DC 15	rare	1,220 gp

Stormbrewer Bracers	1 pair of electrum bracers worth at least 50 gold pieces 1 scroll of shocking grasp 1 rare primal essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 15	rare	1,120 gp
Storyteller's Stein	1 stein 1 scroll of prestigitation 1 common arcane essence	6 hours	3	DC 12	common	80 gp
Stuffy Familiar	1 stuffed animal 1 scroll of find familiar 1 uncommon primal essence 1 common arcane essence	8 hours	4	DC 14	uncommon	320 gp
Stylist's Circlet	1 leather circlet 1 scroll of minor illusion 1 common arcane essence	4 hours	2	DC 12	common	75 gp
Tea Weird	1 common primal essence 1 common curative reagent 1 common reactive reagent 1 common poisonous reagent 1 supplies	4 hours	2	DC 12	common	100 gp
Tempest Griffon Bracers	1 set of bracers 10 fletchings (feathers) 1 scroll of misty step 1 scroll of lightning bolt 1 rare primal essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 16	rare	2,120 gp
Thalamus Thread	1 length of string 1 rare psionic essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 17	rare	1,350 gp
Thomas's Dimensional Trousers	1 fine pair of pants worth at least 10 gold pieces 1 scroll of prestidigitation 2 uncommon arcane essence 2 common arcane essence	8 hours	4	DC 15	uncommon	500 gp
Tide Turner	1 brass time piece worth at least 5 gold pieces 1 common primal essence *crafting time must be taken while the moon is visible	6 hours	3	DC 10	common	50 gp
Titan Cricket Greaves	(a) 2 medium carapace or (b) 1 cricket and 1 scroll of giant insect 1 scroll of jump 1 scroll of longstrider 1 uncommon primal essence	8 hours	4	DC 14	uncommon	350 gp
Titan's Tooth Claymore	1 tooth of a monstrosity CR 30 or higher worth at least 50 gold pieces 1 very rare primal essence 1 very rare arcane essence	24 hours (3 days)	12	DC 17	very rare	16,000 gp
Tome of Advanced Fighting Styles	10 pages of detailed fighting instructions written by different creatures with the Extra Attack or Multiattack features 1 scroll of enhance ability 1 uncommon magical weapon (any) 1 very rare parchment 1 very rare primal essence 1 rare arcane essence	32 hours (4 days)	16	DC 17	very rare	22,000 gp
Tome of Lost Knowledge	1 ornate blank tome worth at least 10 gold pieces 1 scroll of enhance ability 2 legendary parchment 1 legendary magical ink 1 legendary arcane essence	40 hours (5 days)	20	DC 21	legendary	56,000 gp

Torrdok's Magnificent Forgery	1 ornate mirror (5 feet tall by 3 feet wide) worth at least 20 gold pieces 1 scroll of secret chest 1 scroll of rope trick 1 scroll of silent image 1 rare arcane essence	16 hours (2 days)	8	DC 15	rare	1,400 gp
Traitor's Gauntlet (Replica)	1 gauntlet taken from a corpse 1 rare arcane essence 1 rare primal essence 1 rare reactive reagent 1 rare poisonous reagent	16 hours (2 days)	8	DC 15	rare	2,050 gp
Tramplng Crossbow	1 heavy crossbow 2 uncommon primal essence 1 common arcane essence	8 hours	4	DC 15	uncommon	490 gp
Turtle Brooch	1 ornate turtle brooch worth at least 5 gold pieces 1 common primal essence	6 hours	3	DC 11	common	50 gp
Tyrannosaurus Rax	1 bone from a huge or larger creature 1 uncommon branch 2 rare primal essence 2 uncommon primal essence	16 hours (2 days)	8	DC 16	rare	2,150 gp
Underworld Asphodel Regalia (Replica)	1 set of fine clothing worth at least 50 gold pieces 1 scroll of animate dead 1 scroll of false life 1 scroll of aid 1 scroll of command 1 legendary arcane essence 2 very rare arcane essence	40 hours (5 days)	20	DC 21	legendary	55,000 gp
Urnblade	1 urn 1 cremated remnants of a creature 1 scroll of magic weapon 1 rare arcane essence 1 uncommon divine essence	16 hours (2 days)	8	DC 17	rare	1,450 gp
Vain Virtuoso's Violin	1 ornate violin worth at least 100 gold pieces 1 uncommon magical ink 1 uncommon arcane essence 1 common divine essence	8 hours	4	DC 15	uncommon	500 gp
Verax Weapon	1 weapon 1 gallon of blood from a specific creature type of your choice, which determines the type of the weapon crafting 1 scroll of magic weapon 1 rare arcane essence 1 uncommon primal essence	12 hours (1.5 days)	6	DC 16	rare	1,120 gp
Violet King's Promise (Replica)	1 ornate rapier worth at least 500 gold pieces 1 scroll of command 1 scroll of cure wounds 1 scroll of hellish rebuke 1 crown of a dead king worth at least 200 gold pieces 1 legendary arcane essence 1 very rare divine essence	40 hours (5 days)	20	DC 19	legendary	46,700 gp
Viper Khopesh	1 fang from large sized snake 1 uncommon arcane essence 2 rare poisonous reagent 2 uncommon poisonous reagents	16 hours (2 days)	8	DC 15	rare	815 gp

Voyage Collar	1 leather collar 1 scroll of enlarge/reduce 1 scroll of mage armor 1 rare primal essence	12 hours (1.5 days)	6	DC 15	rare	1,010 gp
Vyra's Broken Path (Replica)	1 cloak 1 hide 1 +3 longbow 1 scroll of locate creature 1 rare primal essence	16 hours (2 days)	8	DC 17	very rare	30,000 gp
War's Wager	1 greataxe 1 scroll of magic weapon 1 scroll of imbue luck ^{K(2nd level)} 1 very rare arcane essence	20 hours (2.5 days)	10	DC 17	very rare	8,450 gp
Wardancer's Spear	2 spears or 1 double bladed spear 1 scroll of longstrider 1 rare arcane essence 1 uncommon primal essence	12 hours (1.5 days)	6	DC 16	rare	1,200 gp
Warding Staff	1 very rare branch 1 small crystal orb worth at least 10 gold pieces 1 scroll of warding bond 1 scroll of misty step 1 very rare arcane essence 1 rare divine essence	24 hours (3 days)	12	DC 18	very rare	10,000 gp
Warhammer of Eruptions	1 warhammer worth at least 100 gold pieces 1 scroll of magic weapon 1 scroll of burning hands 1 rare primal essence 1 uncommon primal essence 1 rare reactive reagent	16 hours (2 days)	8	DC 16	rare	1,700 gp
Warp Anchor	1 rare branch 1 scroll of dimension door 1 scroll of banish 4 rare arcane essence 1 rare divine essence	16 hours	8	DC 17	rare	5,000 gp
Waterskin of Voices (10 servings)	1 full waterskin 1 scroll of minor illusion 1 common arcane essence	8 hours	4	DC 14	uncommon	115 gp
Wavecutter	1 axe worth at least 200 gold pieces 1 scroll of magic weapon 1 scroll of water cannon ^{K(3rd Level)} 1 rare primal essence 1 uncommon primal essence	16 hours (2 days)	8	DC 16	rare	1,800 gp
Wayfinder Sphere	1 metal sphere weighing 5 pounds 1 scroll of arcane eye 1 scroll of floating disk 1 scroll of silent image 1 uncommon arcane essence	16 hours (2 days)	8	DC 16	rare	1,100 gp
Weapon of Verdict	1 weapon worth at least 50 gold pieces 1 scroll of branding smite 1 scroll of cure wounds 1 uncommon divine essence 1 common divine essence	8 hours	4	DC 15	uncommon	500 gp
Weaving Wasp Needles	2 darts 1 scroll of mending 1 scroll of awaken rope ^{K(1st level)} 1 spool of thread 2 uncommon arcane essence	8 hours	4	DC 15	uncommon	480 gp

Webgrip Bow	1 bow 1 corpse of a giant spider 1 scroll of web 1 scroll of summon swarm ^{K(2nd level)} 1 rare primal essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 17	rare	1600 gp
Whirling Weapons	1 weapon worth at least 80 gold 1 rare primal essence 1 uncommon primal essence 1 uncommon arcane essence	12 hours (1.5 days)	6	DC 16	rare	1,380 gp
Whirlpool Dart	1 dart worth at least 5 gold pieces 1 scroll of gust of wind 1 uncommon primal essence	6 hours	3	DC 14	uncommon	300 gp
Whispergust Mote	1 common primal essence from a wind elemental	4 hours	2	DC 10	common	50 gp
Widemouth Bucket	1 brass bucket in the shape of fish's mouth 1 common primal essence	4 hours	2	DC 11	common	50 gp
Widow's Tea	1 particularly evil looking teapot 2 tea cups 1 uncommon or rarer essence of any type from a hag 1 uncommon arcane essence 2 rare poisonous reagents	16 hours (2 days)	8	DC 16	rare	1025 gp
Wildfire Ammunition	1 arrow or bolt 1 uncommon primal essence 1 uncommon arcane essence 1 uncommon reactive reagent	8 hours	4	DC 15	rare	430 gp
Wildskin Armor	1 hide armor 1 piece of rubber or other stretchy material 2 uncommon primal essence	8 hours	4	DC 14	uncommon	375 gp
Williwig's Time Stopper	1 bottle stopper worth at least 1 gold piece 1 common arcane essence	4 hours	2	DC 12	common	50 gp
Wind and Whirl	2 scimitars worth at least 100 gold pieces each 1 scroll of magic weapon 1 scroll of returning weapon ^{K(1st level)} 1 scroll of tornado ^{K(5th level)} 2 very rare primal essences 2 rare primal essences	24 hours (3 days)	12	DC 19	very rare	20,000 gp
Wind Riders	1 pair of boots 1 scroll of gaseous form 1 scroll of gust of wind 1 rare primal essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 16	rare	1,565 gp
Wind-Up Merchant	1 clockwork toy 1 scroll of secret chest 4 magic items (any) worth a total of at least 100 gold pieces 1 rare arcane essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 17	rare	1,735 gp
Wisp Cloak	1 wisp cloak	???	???	???	uncommon	300 gp
Wraps of the Restless	10 feet of bandages or tattered clothes 1 very rare arcane essence 1 rare arcane or divine essence that comes from an undead creature	24 hours (2 days)	12	DC 18	very rare	9,400 gp
Wyrmling Wristlet (5 beads)	5 beads worth at least 1 gp each 5 uncommon primal essences 1 scroll of summon dragon ^{K(5th level)} +1 uncommon essence and bead worth 1 gp per additional bead, up to 9 maximum beads	8 hours	4	DC 15	rare	2,200 gp

Wyrmside Bow	5 dragon scales 1 rare primal essences harvested from a dragonic creature. 1 scroll of prismatic weapon ^{K (3rd level)} 2 uncommon primal essences 1 uncommon arcane essence	12 hours (1.5 days)	6	DC 16	rare	1,800 gp
Xibalban Blade	1 longsword worth at least 100 gp, or made of obsidian 1 scroll of conjure elemental 1 scroll of vampiric touch 1 pint of fresh blood 1 scroll of magic weapon 1 very rare arcane essence 1 rare arcane essence	16 hours (2 days)	8	DC 18	very rare	10,666 gp
Xorn-Sole Boots	1 set of boots crafted from the hide of a xorn 2 rare primal essence 1 uncommon primal essence 2 uncommon arcane essence	8 hours (1 day)	4	DC 16	rare	2,700 gp
Yellow Harbinger's Path	1 yellow light or medium armor worth at least 100 gold pieces 1 scroll of pass without trace 1 scroll of hunter's mark 1 very rare primal essence 1 rare divine essence 2 uncommon primal essences	16 hours (2 days)	8	DC 18	very rare	9,800 gp

LEATHERWORKING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Dragon Horn Pauldron	1 horn from an adult or older dragon 1 very rare primal essence 1 uncommon arcane essence 2 tanned leather 1 buckles	16 hours (2 days)	8	DC 18	very rare	8,550 gp
Dragon Turtle Barding	20 pounds of dragon turtle shell 1 very rare primal essence 2 tanned leather 1 armor padding 4 buckles	24 hours (3 days)	8	DC 17	very rare	8,240 gp
Scorpio Armor	1 medium or larger carapace from a scorpion 1 tanned leather 1 boiled leather 1 uncommon primal essence 1 uncommon poisonous reagent	12 hours (1.5 days)	6	DC 15	uncommon	325 gp
Scorpion Lasher	1 stinger harvested from a large or larger scorpion 1 tanned leather 1 uncommon primal essence 1 uncommon poisonous reagent	8 hours	4	DC 15	uncommon	280 gp
Fused Chimeric Hide	3 hides from a chimera (can be the same chimera of multiple) 1 tough leather 1 rare primal essence 1 uncommon primal essence	20 hours (2.5 days)	10	DC 17	rare	2,100 gp
Myceliaweave Armor	1 set of leather armor, studded leather armor, or hide armor 2 rare poisonous reagents harvested from mushrooms 1 uncommon primal essence	16 hours (2 days)	8	DC 16	rare	880 gp

Tarrasque Plate	1 large carpace worth of material from a tarrasque's carapace 2 tough leather 1 armor padding 1 legendary primal essence 2 very rare arcane essence	40 hours (5 days)	20	20	legendary	50,000 gp
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TINKERING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Ballista Prosthesis	1 hand crossbow ^(75 gp) 5 metal scraps 1 scroll of scroll of magic weapon 1 mechanical arm ^(Tinkering: 175 gp)	8 hours	4	DC 15	uncommon	430 gp
Clockwork Earwig	2 fancy parts 2 parts 1 scroll of comprehend languages 1 common arcane essence	8 hours	4	DC 15	uncommon	220 gp
Clockwork Mend-A-Pillar	1 esoteric part 2 fancy parts 2 parts 1 uncommon arcane essence 1 scroll of mending	8 hours	4	DC 15	uncommon	380 gp
Shipwright's Watch	2 metal scraps 2 fancy parts 5 esoteric parts	12 hours (1.5 days)	6	DC 18	common	1,000 gp*
Silver Star Cane	1 rapier 1 fine sheath 1 common arcane essence 2 common parts	8 hours	4	DC 12	common	90 gp
Steam Harpoon	1 spear 20 feet of rope 1 scroll of magic weapon 1 rare primal essence 1 esoteric parts 2 fancy parts	24 hours (3 days)	12	DC 17	rare	1,600 gp
Orner's Venomous Crossbow	1 handcross bow 4 fancy parts 1 scroll of magic weapon 1 uncommon poisonous reagents 1 uncommon arcane essence	8 hours	4	DC 16	uncommon	560 gp
Periscope Rod	1 silver ingot 2 fancy parts 2 parts	4 hours	2	DC 12	common	35 gp
Prism Glasses	2 esoteric parts 2 metal scraps	4 hours	2	DC 12	common	220 gp
Prototype Thunderberd	1 rare branch 1 wooden stock 2 esoteric parts 4 fancy parts 8 parts 1 rare primal essence	24 hours (3 days)	12	DC 18	rare	2,130

- Note: This is just the price of a spyglass in 5e, as despite its other property, it's also a functional spyglass.

WAND WHITTLING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Wand of Necrosis	1 very rare branch 1 scroll of blight 1 scroll of finger of death 1 scroll of inflict wounds 1 scroll of ray of enfeeblement 1 very rare arcane essence 1 rare arcane essence	28 hours (3.5 days)	14	DC 18	very rare	24,200 gp
Wand of Puppetry	1 very rare branch 1 scroll of cruel puppetry ^{K(3rd Level)} 1 very rare primal essence 1 rare arcane essence	24 hours (3 days)	12	DC 17	very rare	10,200 gp
Wand of Stars	1 rare branch 1 scroll of color spray 1 scroll of daylight 1 scroll of hypnotic pattern 1 scroll of light 1 scroll of magic missile 1 scroll of prestigitation 1 rare arcane essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 16	rare	2,000 gp
Wand of the Alicorn	1 legendary branch 1 scroll of dispel evil and good 1 scroll of find steed 1 scroll of guiding bolt 1 scroll of sacred flame 1 scroll of fly 1 scroll of cure wounds 1 scroll of lesser restoration 1 very rare divine essence 2 rare divine essences	48 hours (6 days)	24	DC 20	legendary	50,000
Wand of the Frostrose	1 rare branch 1 scroll of ice storm 1 scroll of sleet storm 1 rare primal essence 1 rare reactive reagent	12 hours (1.5 days)	6	DC 16	rare	2,400 gp
Wand of Dowsing	1 uncommon branch 1 scroll of locate object 1 uncommon arcane essence	8 hours	4	DC 15	uncommon	350 gp
Wand of Gilding	1 rare branch 1 scroll of friends 1 scroll of disguise self 1 scroll of charm person 1 scroll of enthrall 1 rare arcane essence 1 uncommon arcane essence	16 hours (2 days)	8	DC 17	rare	1,700 gp
Wand of Merriment	1 very rare branch 1 scroll of goodberry 1 scroll of hideous laughter 1 scroll of irresistible dance 2 rare arcane essences 1 rare divine essence 1 rare primal essence	24 hours (3 days)	12	DC 17	very rare	6,370 gp

WOOD WORKING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Champion's Greatbow	1 <i>very rare branch</i> 1 <i>rare branch</i>	16 hours	8	DC 18	rare	580 gp
Splinterguard	1 <i>rare branch</i> 6 <i>uncommon branches</i> 1 <i>armor padding</i> 1 <i>rare primal essence</i> 1 <i>rare reactive reagent</i>	24 hours (3 days)	12	DC 17	rare	1,860 gp

CANNOT BE CRAFTED TABLE

Name	Reason	Rarity	Value
Doom Bloom	Naturally occurring.	rare	250-500 gp
Fortune's Flower	Naturally occurring.	common	1-50 gp
Glaive of the Revenant King	Specific in nature.	legendary	50,000+ gp
Luckleaf	Naturally occurring.	uncommon	50-500 gp
Arista, Wand of the Spire	Artifact	artifact	50,000+ gp
Silverwind, the Cleansing Breeze	Artifact	artifact	50,000+ gp
Hatred, the Wrathful Edge	Artifact	artifact	50,000+ gp
Morath, Scepter of the Soul Vortex	Artifact	artifact	50,000+ gp
Nimbus, First Staff of the Thunderbirds	Artifact	artifact	50,000+ gp

Appendix A: Scrollscribing

Scrollscribing is the process of creating magical scrolls. Critical both as useful ways to cast spells and as the core of the magic formula used in enchanting, every adventuring group's magic blokes are well served by the ability to make scrolls.

QUICK REFERENCE

While each step will go into more depth, the quick reference allows you to at a glance follow the steps to make a scroll in its most basic form:

- Select a **spell you know** that you would like to craft from spells you are able to cast, or through Alternate Methods (see "Magic Formula").
- Acquire the items listed in the **materials column** for a scroll of that level and type.
- Use your **Calligraphy Tools** to write the scroll using the number of hours listed in the Crafting Time column, or during a long rest using the crafting camp action if the crafting time is 2 hours or less.
- For **every 2 hours**, make a **crafting roll** of 1d20 + your Intelligence modifier + your proficiency with Calligraphy Tools (if you have proficiency in the Arcana skill)
- On success, you mark 2 hours of completed time. Once the completed time is equal to the crafting time, the magic item is complete. On failure, the crafting time is lost and no progress has been made during the 2 hours. If you fail 3 times in a row, the crafting is a failure and all materials are lost.

RELATED TOOL & ABILITY SCORE

Scrollscribing works using Calligraphy Tools. Attempting to craft a scroll without these is impossible.

The related ability score is Intelligence. While spellcasters of any stripe can make scrolls of the spells they know, the process is one of systematic application of magical theory to lay down the spell in a function that can later be used.

Additionally, like its kin Wand Whittling and Enchanting, proficiency in Arcana is required; without proficiency in arcana, you can't add your Tool proficiency to the crafting roll.

SCRIPTURES

A GM can choose to allow a cleric to use Wisdom in place of Intelligence and require proficiency in Religion instead of Arcana. Scrolls produced this way are called Scriptures and can only be used by others of the same faith.

MATERIALS: INK & PARCHMENT

The materials for Scrollscribing are Ink and Parchment. Ink and Parchment used in scrolls is typically purchased, and below are the price tables. Some types of rare parchment may be processed from rare alchemical ingredients by an alchemist or from the hides of magical creatures by a leatherworker. If they are found as part of treasure, they are calculated as any other precious non-currency treasure would be.

The ink used to create scrolls must be a special formulation that allows it to contain the magical essence behind the glyphs, script, runes, and words that make up a magical scroll. This ink is created by alchemists, but can be purchased at the below rates:

Component	Price
Common Magical Ink	15 gp
Common Parchment	1 sp
Uncommon Magical Ink	40 gp
Uncommon Parchment	40 gp
Rare Magical Ink	200 gp
Rare Parchment	200 gp
Very Rare Magical Ink	2,000 gp
Very Rare Parchment	2,000 gp
Legendary Magical Ink	5,000 gp
Legendary Parchment	5,000 gp

CRAFTING ROLL

When you would like to create a scroll, it will depend on your Intelligence and skill with Calligrapher's tools:

Scrollcrafting Modifier = your Calligrapher's Tools proficiency bonus + your Intelligence modifier.

SUCCESS AND FAILURE

After making a crafting roll, if you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item).

Checks for Scrollscribing do not need to be immediately consecutive. If you fail three times in a row, all progress and materials are lost and can no longer be salvaged. Failure means that no progress is made during that time.

Once an item is started, even if no progress is made, the components reserved for that item can only be recovered via salvage.

CRAFTING WITHOUT ESSENCE

A crafter that is capable of casting magic can replace the essence when crafting a spell scroll with the ability to cast that spell, but when doing so they must cast that spell for each crafting check they make on that item. This is an exhausting process, draining their magic far more deeply than normal casting, and confers a level of exhaustion for each crafting check made this way.

A DIFFICULT PROCESS

This is intentionally a difficult process, as stockpiling spell scrolls is something that should be challenging, otherwise magic can end up trivializing many encounters, and this method of crafting removes a large potential cost barrier.

MAGICAL FORMULA

To craft a spell scroll, you must know the Magic Formula of the spell you want to make a Spell Scroll of. The easiest way to do this is to be able to cast the spell. You always know the Magic Formula of a spell you know how to cast. Otherwise, you need to have deep knowledge of the spell to be able to make a scroll of it. The following are some ways you can gain that knowledge:

- Have it in your spellbook as a Wizard.
- Have it in your ritual book as a ritual caster.
- Have a spell scroll of it (DC +2)
- Have someone that knows the spell help you for the entire crafting time, dictating the spell to you (DC +2)
- Study its magical formula and record it. To learn a spell in this way requires proficiency in arcana and 1 day (8 hours per day) of study per level of the spell, as well as access to a teacher or book that records

the spell. Once learned, you can record it in a Magical Formula book and can subsequently make scrolls of it.

MATERIAL COMPONENTS

If a spell requires a consumed material component to cast, it is required as an ingredient to make the scroll.

SCROLL ESSENCE TYPE

The type of Essence is determined by the spell list the spell comes from; if it is on multiple spell lists, it is determined by how you have access to the spell. If you have access to the spell via multiple lists or the written form of the spell, you can pick which Essence to use for spells that have multiple option.

Essence Type	Spell List
Arcane	Bard, Sorcerer, Warlock, Wizard
Divine	Cleric, Paladin
Primal	Druid, Ranger
Psionic	Monk

SCROLL CRAFTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Cantrip	1 common magical ink 1 common parchment	2 hours	1	DC 12	Common	20 gp
1st-Level Spell	1 common essence 1 common magical ink 1 common parchment	2 hours	1	DC 12	Uncommon	65 gp
2nd-Level Spell	1 common essence 2 common magical ink 1 common parchment	2 hours	1	DC 14	Uncommon	90 gp
3rd-Level Spell	1 uncommon essence 1 uncommon magical ink 1 uncommon parchment	4 hours	2	DC 14	Rare	250 gp
4th-Level Spell	1 uncommon essence 2 uncommon magical ink 1 uncommon parchment	4 hours	2	DC 14	Rare	300 gp
5th-Level Spell	1 rare essence 1 rare magical ink 1 rare parchment	4 hours	2	DC 15	Rare	1200 gp
6th-Level Spell	1 rare essence 2 rare magical ink 1 rare parchment	4 hours	2	DC 16	Rare	1500 gp
7th-Level Spell	1 very rare essence 1 very rare magical ink 1 very rare parchment	8 hours	4	DC 17	Very Rare	12,000 gp
8th-Level Spell	1 very rare essence 2 very rare magical ink 1 very rare parchment	8 hours	4	DC 18	Very Rare	14,000 gp
9th-Level Spell	1 legendary essence 1 legendary magical ink 1 legendary parchment	24 hours (3 days)	12	DC 20	Legendary	40,000 gp

Notes

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Handwriting practice lines on a lined paper background. The page contains 20 horizontal lines for writing practice.

Keep on adventuring.

