

Simpler Systems Options: Sorcerous Item Creation with Resources for Artifice & Alchemy

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Magic Items:

Enchantment Duration:

- Single Use: May either be: 1 use or 1 day, until dawn or dusk.
- Charm Spell Dice Magic Focus or Spell Casting Charm.
- Moon Magic Items: 1 moon or a month.
- Season Magic: 1 season or 3 months.
- Solar Magic Items: 1 year.
- Celestial Magic Items: Permanent items.

Each magic item requires it's own unique creation ritual.

When the magic expires, the item may be recharged.

This takes:

- Charms, Once, or Per Use: d6 hours
- Minor Powers: d4 days
- Medium Powers: d2 weeks
- Major Powers: d3 months

This costs:

- Charms, Once, or Per Use: 4d10+4 SP
- Moon Magic Items: 5d12+10 SP
- Season Magic: 4d20+20 SP
- Solar Magic Items: 2d100+40 SP

These costs do not include the mage's labor charge. The daily rate for a mages imbuelement or enchantment services depends on the power, knowledge, and experience needed. It averages 10 SP per Mage Level.

Level Requirements:

Potency by type: Minimum Mage Level
Single Use and Charms: 3rd Level Mage
Minor Power Items: 5th Level Mage
Medium Power Items: 7th Level Mage
Major Power Items: 9th Level Mage

Potency by Type:

Charms: +3 to skill roll and Limited, minor effects. Advantage to save from a specific spell.

Minor Magic Items: Advantage to a skill roll or small effects. Magic Weapons: +1-2. Magic Armor: +1. Save with advantage from a specific spell. +3 to save from a Form of magic.

Moderate Magic Items: Advantage to a save type or medium effects. Magic Weapons: +3-4. Magic Armor: +2. Complete protection from a specific spell. Save with advantage from a Form of magic.

Major Magic Items: Immunity to a save or damage type and potent effects. Magic Weapons: +5. Magic Armor: +3. Immunity from a Form of magic.

Permanent Items are rare and difficult to obtain. Temporary items are more accessible. They are often used by enemies. After their expiration time they revert to being finely crafted items.

This also drains the economy of the possibility of magic item inflation that should exist after a history of 2-5 millennia of eternally working magic items going from hand to hand.

I also use a System where every character can only use a few items or spell buffs. At max level you can have as a bonus +d12 from perks, +10 from attributes, and +5 from Items or Magic. Magic items may have other benefits that can be used to increased effectiveness, like extra 1d6 fire damage, concealment etc.

Resource Required by Item Power:

	Charms	Minor Power	Medium Power	Major Power
Major Resource Items	D2	d3	d4+1	d6+2
Medium Resource Items	d3	d4+1	d6+1	d10+2
Minor Resource Items	d4+1	d6+2	d8+3	d12+4
Item Creation Cost	x2 normal	x2 normal	x3 normal	x5 normal

Preparing Ritual Items for Enchantment:

All resource items have an inherent resistance to being imbued with magical energies. This resistance must be brought to zero before being used in the enchantment process. Use the sum of major, moderate, and minor resources needed in the enchantment process as rolled on the Sorcerous Item Creation Table above. A mage must imbue all of the components that are used in a project by himself.

Interval for Imbuement Resistance Reduction:

- Charms and Once or Per Use: 1 day
- Moon Magic Items: 3 days
- Season Magic: 1 week
- Solar Magic Items: 2 weeks
- Celestial Magic Items: 1 month

This is draining and consuming work. The caster dedicates the entirety of the time to the process. Then the caster makes an alchemist or artifice check against the imbuing resistance.

DC = 10+Highest Item Cost Multiplier.

- On a special success: Subtract your alchemist level + artifice level from the imbuing resistance.
- On a success: Subtract the alchemist level or artifice level used from the imbuing resistance.
- On a failure: You have wasted your time.
- On a special failure: You have wasted your time. Add 1d6 to the ritual items imbuing resistance.

Resource Items:

Major Resource Items:

Roll 1d12 and consult the table below.

- 1-6 Jewels. Roll on Gems Cost and Size Charts +3.
- 7-10 Monster Parts.
- 11-12 Intangibles.

Monster Parts: If not obvious roll d10.

1. Skin
2. Bones
3. Teeth
4. Blood
5. Organs
6. Shells
7. Scales
8. Feathers
9. Claws
10. Venom

Intangibles:

1. Tears of a river.
2. Laughter of a stone.
3. Chaos infused metal.
4. Dragon tainted gold.
5. Sacred stones.
6. The first rain of spring.

Medium Resource Items:

Roll 1d6 and consult the table below.

- 1 – 4 Jewels. Roll on Gems Cost and Size Charts.
- 5 – 6 Monster Parts. See above.

Minor Resource Items:

Roll 1d10 and consult below.

01-02 Alchemist Metals and metalloids
03-04 Minerals, stones, and pigments

05-06 Oils and spirits
07-08 Salts
09-10 Waters

Enchanting a Sorcerous Item:

Preparation:

1. Learn the rituals to create the item.
2. Reduce the imbue resistance of all resource items to zero.
3. Reduce the imbue resistance of the item to be enchanted to zero.
4. Gather the item and the necessary ritual items.

Item Creation:

1. Spend the enchantment casting time performing the enchantment rituals.
Enchantment casting time:
 - Charms: 2d20 hours
 - Minor Magic: 1d12+2 days
 - Moderate Magic: 1d6+3 weeks
 - Major Magic: 2d8+2 months
2. Roll 2d10 + Intelligence bonus + Artifice for rings, amulets, staves, rods, armor, and weapons or Alchemy for potions, powders, and poisons :
 - DC 14: Once or Per Use Items and Charms
 - DC 16: Minor Magic Items
 - DC 20: Moderate Magic Items
 - DC 24: Major Magic Items
3. Results:
 1. Success: Item is enchanted per item creation ritual.
 2. Special success: Item is enchanted per item creation ritual. It also has a hidden beneficial aspect.
 3. Failure: The ritual fails to enchant the item. You may continue the ritual for one unit of enchantment time to qualify for another roll.

After every three failed rolls, go to special failure.

4. Special failure: On a standard special failure or every third regular failure, roll on the Spell Special Failure Table in Dark & Dangerous

Magic. May continue as in failure above.

Resources:

Creating Resources: Artifice

1. Alchemy or Resource Type: Roll d6 on the Resource Type Table to determine the type of resource

2. Alchemy/Artifice Resource Generator: Roll 3d20 on the Alchemy or Artifice Resource Generator Table to generate a name (choose any words) and an object

3. Resource Element: Roll 1d20 on the Resource Element Table to generate an element type.

Using Resources:

Resources are a form of reward for players who spend time hunting, exploring and scavenging. The referee is responsible for determining the actual mechanical bonus based on the number of components used and their potency.

Monsters parts may also be harvested and used as resources. If the harvested part links to an ability. (Griffin Wings = Flight, Scorpion Tail = Poison) then treat the monsters ability as the effect (See Tomes of Monsters and Creatures for further guidance).

Resource Tables:

Resource Type Table:

d6	Type	Elements	09	Clay	Building, Crafting
01-02	Alchemy	Roll Once	10	Mud	Building, Crafting
03-04	Artifice	Roll Once			
05	Alchemy	Roll Twice	11.	Salt	Preservative, Food
06	Artifice	Roll Twice			

Common Resources Table:

d20	Name	Use	13	Coal	Fuel, Art
01	Fruit	Food	14	Sand	Building
02	Berries	Food	15	Mushrooms	Food, Medicinal
03	Small Game	Food			
04	Large Game	Food	16	Iron Ores	Crafting
05	Plants & Roots	Food, Medicinal	17	Animal Remains	Crafting
06	Water	Food	18	Vines/Fibrous plant	Crafting
07	Wood	Fuel, Building, Crafting	19	Precious Metal (Rare)	Crafting
08	Stone	Building, Crafting	20	Herd Animals	Food, Transport

Artifice Resource Generator Table:

d20	Name 1	Name 2	Object
01	burning, red	ice, frost	mineral, ore
02	scorched, deep	ember, fire	gravel, sand
03	bright, shining	element, rust	dust, granules
04	volatile, toxic	clear, precious	spice, soil
05	hot, phosphorus	iron, steel	coal, ashes
06	dense, heavy	sun, star	granite, stone
07	jagged, flat	eye, bone	acid, oil
08	volcanic, hot	chaos, moon	crystal, gem
09	black, white	night, shadow	fragment, dust
10	dark, cold	demon, devil	wood, bark
11	translucent, dry	black, white	quartz, clay
12	quick, mercury	scale, hide	paste, wax
13.	magnesium, light	blood, death	rock, stone
14	brim, radiant	sand, earth	ash, root
15	smooth, rough	yellow, bronze	paint, scrapings
16	blue, azure	metal, ingot	gas, vapor
17	green, sparkling	gold, silver	smoke, fumes
18	gray, unstable	ink, lichen	spore, particle
19	flaming, ash	herculean, ether	extract, incense
20	elder, ancient	salt, sulfur	vein, alloy

Resource Element Table:

		10	Earth
d20	Element	11.	Energy
01	Air	12	Fire
02	Anti Magic	13	Form
03	Power	14	Life
04	Bane	15	Light
05	Chaos	16	Magic
06	Chemical	17	Resistance
07	Dark	18	Senses
08	Death	19	Vision
09	Durable	20	Water

Artifice Resource Definitions:

- Artifice resources contain an element of which an essence can be extracted and used to create a magic item.
- The known elements are; Air, Anti Magic, Bane, Chaos, Chemical, Dark,

Death, Durable, Earth, Energy, Fire, Form, Life, Light, Magic, Power, Resistance, Senses, Vision and Water.

- They may be naturally occurring elements found in the wilderness or be harvested from monsters.

Artificing Resources Table 1:

d20	Name	Elements
01	Celestial Steel Ore, silver mineral	Bane, Air
02	Chitin Plate, monsters exoskeleton	Durable
03	Cold Iron, forged low temperatures	Bane, Anti Magic
04	Deep Rock, black heavy rock	Power (Slow)
05	Demon Steel, formed from lava	Resistance, Fire
06	Eldritch Steel Ore, meteor remains	Magic, Resistance
07	Elemental Stone, golden crystal	Magic, Power
08	Feywood, wood from earth trees	Energy, Form
09	Heartstone, pulsing red crystals	Magic, Life
10	Hercanium Ore, silvery blue metal	Durable, Power
11	Ironwood, tough wood	Power
12	Moonstone, smooth meteor rock	Energy, Light
13	Null Stone, pale smooth rock	Anti Magic
14	Obsidian Fragments, glass rock	Power (Flawed)
15	Orichalcum Ore, green hued metal	Magic, Water
16	Ragmar Ore, fiery red rock	Fire (Hazardous)
17	Skeletal Bones, bones of a creature	Power, Durable
18	Solar Steel, golden streaked rock	Form, Power
19	Stygian Scraps, black metal scraps	Air
20	Wychleaf, tough flexible plant	Form, Dark

Artificing Resources Table 2:

d20	Name	Description	Rarity/Location	Elements
01	Celestial Steel Ore	Grey rock containing a silvery mineral	Legendary, Mountains	Bane, Air
02	Chitin Plate	Exoskeleton of a monster, lightweight and hard	Uncommon, Monsters	Durable
03	Cold Iron	Iron ore forged at cool temperatures	Uncommon, Deep	Bane, Anti Magic
04	Deep Rock	Black mineral of a heavy dark igneous rock.	Uncommon, Deep	Power (Slow)
05	Demon Steel	Grey red streaked mineral, formed from molten lava	Rare, Lava Deposits	Resistance, Fire
06	Eldritch Steel Ore	Glittering gray mineral, the remnants of a meteor	Rare, Deep Mines	Magic, Resistance
07	Elemental Stone	Magical golden crystal of a fallen star (d20 power)	Legendary, Ancients	Magic, Power
08	Feywood	From the Ancient Earth trees; durable and flexible	Rare, Earth Trees	Energy, Form
09	Heartstone	Small pulsing red crystals, faint traces of magic	Rare, Unknown	Magic, Life
10	Hercanium Ore	Silvery blue metal, incredibly sharp and durable	Uncommon, Mines	Durable, Power
11	Ironwood	Branches of wood with flint, durable and tough	Uncommon, Forests	Power
12	Moonstone	Pale smooth meteor rock, constantly emits light (5 feet)	Rare, Underground	Energy, Light
13	Null Stone	Pale smooth gray rock; the antitheses to magic	Rare, Underground	Anti Magic
14	Obsidian Fragments	Black volcanic glass rock. Shatters on a 2-5 roll	Uncommon, Volcanoes	Power (Flawed)
15	Orichalcum Ore	A green metal ore with a faint trace of magic	Rare, Oceans	Magic, Water
16	Ragmar Ore	Rock containing a fiery red substance, explosive	Uncommon, Deep	Fire (Hazardous)
17	Skeletal Bones	From an immortal creature, heavy in weight	Uncommon, Monster	Power, Durable

18	Solar Steel	Rock with golden streaks, lightweight and strong	Uncommon, Monster	Form, Power
19	Stygian Scraps	Scraps of metal found in the Shadowlands	Rare, Shadowlands	Air
20	Wychleaf	Tough, flexible plant material, light and durable	Uncommon, Wilderness	Form, Dark

Artificing Resource Effects Ideas Table:

d20	Property	Effect	Example Use
01	Air	Minor Power	Enhance Weapon: Increase attack or damage die by one
		Medium Power	Attack option: Weapon can create a lightning bolt (d6, medium range)
		Major Power	Powerful attack option: Weapon creates a thunderstorm (d12, medium area of effect)
02	Anti Magic	Minor Power	Magic Resistance: Advantage on Saves vs. magic
		Medium Power	Magic Dampening: Magic use at disadvantage (medium range)
		Major Power	Anti-Magic: Prevents magic use or causes wild magic surge (long range)
03	Power	Minor Power	Enhance Weapon: Increase attack or damage die by one
		Medium Power	Weapon Effect: Advantage to attack or damage
		Major Power	Power Weapon: Cause all to save or kneel in awe (medium range)
04	Bane	Minor Power	Bane: Bonus to hit vs. something (IE. undead)
		Medium Power	Terror: x2 damage vs. something (IE. undead)
		Major Power	Scourge: Destroys vs. something (IE. undead)
05	Chaos	Minor Power	Wild: Creates a wild magic effect (see Wild Magic Table)
		Medium Power	Mutate: Grow extra arm, gain an extra attack
		Major Power	Drain: Weapon damage added to attackers health temporarily
06	Chemical	Minor Power	Magnetic Power: Increase attack or damage die by one
		Medium Power	Acid: Causes d6 quality damage to items worn
		Major Power	Explosive: Explosion causes d12 damage, short range
07	Dark	Minor Power	Mist: Creates a mist around user giving advantage on stealth checks
		Medium Power	Darkness: Creates a dark could (medium area) which light cannot penetrate
		Major Power	Invisibility: User is treated as invisible spell

08	Death	<p>Minor Power Disease: Target must make Constitution save or be diseased</p> <p>Medium Power Paralysis: Target must make a Constitution save or be paralyzed</p> <p>Major Power Poison: Target must make a Constitution save or be poisoned</p>
09	Durable	<p>Minor Power Defense: Increase armor defense value of armor/shield (by +3 maximum AD 18)</p> <p>Medium Power Absorbs: Can absorb one hit per round</p> <p>Major Power Resist: Grants a bonus damage resistance to a type of damage</p>
10	Earth	<p>Minor Power Push: Weapon attack also pushes an opponent back 1d6+1 feet</p> <p>Medium Power Tremor: Weapon attack causes a tremor (20x20 feet, d6, medium range, Dexterity check to stand)</p> <p>Major Power Wood Skin: Weapon grants wood skin (+4 armor defense)</p>
11	Energy	<p>Minor Power Enhance Weapon: Increase attack or damage die by one</p> <p>Medium Power Weapon Effect: Advantage to attack or damage</p> <p>Major Power Power Weapon: Medium range burst (d12, medium area of effect)</p>
12	Fire	<p>Minor Power Enhance Weapon: Fire sparks increase weapon damage by one</p> <p>Medium Power Weapon Effect: Advantage to attack or damage</p> <p>Major Power Weapon Power: Weapon shoots fire bolt (d12, medium range, area of affect)</p>
13	Form	<p>Minor Power Speed: Gain an extra attack in combat.</p> <p>Medium Power Form: Gain advantage to attacks due to increase in strength for encounter</p> <p>Major Power Shape Change: Take the form of another monster and use their attributes</p>
14	Life	<p>Minor Power Heal: Heal d6 hp's</p> <p>Medium Power Cure: Cure Poison or disease</p> <p>Major Power Enhance: Heal serious wounds and mutations</p>
15	Light	<p>Minor Power Light: Create 30 foot of light for encounter</p> <p>Medium Power Beacon: Weapon illuminates giving all allies within short range advantage next action</p> <p>Major Power Holy Strike: Gain advantage on attack and damage vs. undead/demons/chaos</p>

- 16 Magic Minor Power Magic: Treat as a magic attack. Create minor magic effects.
Medium Power Weapon Effect: Advantage to attack or damage. Moderate magic effect.
Major Power Pulse: Shatters opponents weapon on a critical hit. Major magic effect.
- 17 Resistance Minor Power Reduce: Grants a resistance to one type of damage
Medium Power Absorbs: Grants a resistance to three additional types of damage
Major Power Resist: Can absorb one type of damage
- 18 Senses Minor Power Enhance: Advantage when using senses check
Medium Power Enable: Grants blind fighting ability and see in dark
Major Power Spirit Form: Choose a sense that operates at character level miles
- 19 Vision Minor Power Sense: Sense people with spell casting talents (medium range)
Medium Power Illusion: Create illusions that are real except to touch (medium range and effect)
Major Power Illusion: Create illusions that are real except to touch (long range and effect)
- 20 Water Minor Power Breath of Water: Breathe under water normally
Medium Power Walk on Water: Can walk over water
Major Power Control Water: Bend a body of water to your will wait

Enchanted Material Costs for Number of Resources and Enchantment Potency:

of Resources and Cost by Potency Type -->

Resource:	Charm (Average)	Minor (Average)	Medium (Average)	Major (Average)
Major:	1-2 30-60 SP (45)	1-3 40-120 SP (80)	2-5 120-300 SP (160)	3-8 240-640 SP (440)
Medium:	1-3 20-60 SP (40)	2-5 60-150 SP (105)	2-7 100-350 SP (225)	3-12 180-720 SP (450)
Minor:	2-5 20-50 SP (35)	3-8 60-160 SP (110)	4-11 120-330 SP (225)	5-16 200-640 SP (420)

Minimum Mage Level per Potency Type:

Charm/Single Use: 3rd Level

Minor: 5th Level

Medium: 7th Level

Major: 9th Level

Imbuement Intervals:

Charms and Single Use: 1 day

Moon Magic Items: 3 days

Season Magic: 1 week

Solar Magic Items: 2 weeks

Celestial Magic Items: 1 month

A mage must imbue all of the components used in a project. Prices below are predicated on average number and cost of items needed and minimum caster level to imbue them.

Enchantment Costs = Mage Costs x Number of Days: 10 SP per day per Mage Level.

Imbuement Costs per Imbuement Cycle:

10 SP per day per Mage Level.

Enchantment casting time:

Charms: 2d20 hours. Average = 1 day.

Minor Magic: 1d12+2 days. Average = 9 days.

Moderate Magic: 1d6+3 weeks.

Average = 5 weeks.

Major Magic: 2d8+2 months.

Average = 10 months.

Average Mage Alchemist/Artificing Perk Level from a range of 1-5. Use 2 Charms, Single Use, and Minor. Use 3 for Moderate. Use 4 for Major.

Cost Guidelines by Potency Type:

Single Use Items:

Materials: 1 Major 1 Medium 2 Minor = 155 SP

Imbuement: Single Use = 60 SP

Enchantment: Single Use = 30 SP

Total = 245 SP

+ Cost of Item

Charms:

Materials: 1 Major 1 Medium 2 Minor = 155 SP

Imbuement: Single Use = 60 SP Moon = 90 SP

Season = 420 SP Solar = 840 SP

Celestial = 1,680 SP

Enchantment: 30 SP

+ Cost of Item

Minor Magic Items:

Materials: 2 Major 4 Medium 6 Minor = 1,240 SP

Imbuement: Single Use = 300 SP

Moon = 1,800 SP Season = 2,100 SP

Solar = 4,200 SP Celestial = 8,400 SP

Enchantment: Minor = 450 SP

+ Cost of Item

Moderate Magic Items:

Materials: 4 Major 5 Medium 8 Minor = 3,565 SP

Imbuement: Single Use = 420 SP Moon = 1,260

SP Season = 2,940 SP Solar = 5,880 SP

Celestial = 11,760 SP

Enchantment: Moderate = 2,450 SP

+ Cost of Item

Major Magic Items:

Materials: 6 Major 8 Medium 11 Minor =

10,860 SP

Imbuement: Single Use = 720 SP

Moon = 2,160 SP Season = 5,040 SP

Solar = 10,080 SP Celestial = 20,160 SP

Enchantment: Major = 25,200 SP

+ Cost of Item

Magic effects are priced according to their potency, scarcity, and difficulty. See Artificing Resource Effects Ideas Table page 12-14 for properties and effects of artificing resources before planning the item.

These reflect production costs. Retail prices are often ten to fifty times more.

Alchemy:

- Alchemy is the ability to create potions, lotions, powders, or other alchemical concoctions using alchemical resources.
- The alchemist's labor charge for concoction services is 10-200 SP per day, depending on the power, knowledge, and experience needed.
- Use the recipes in the following section or consult with your referee.
- These are single use consumable items
- An alchemy kit and an empty vial are required to create a potion.
- Using a laboratory allows the check to be made at advantage.
- Unless otherwise indicated, the magical effect of a potion lasts for 1 hour + 1d6 x 10 minutes, and (if applicable) will be as if cast by a 3rd-5th level spell caster. The drinker of the potion will have no advance warning of exactly when it will run out.
- If someone drinks a potion while an existing potion is in effect, they will become sick and unable to take any actions for 30 minutes (no save), and neither potion will have its effect.
- Potions that allow the drinker to control others require the drinker to be able to see all controlled creatures and concentrate for the duration.
- Controlled creatures cannot be made to kill themselves. Targeted creatures may

make an Intelligence save in order to avoid being controlled, but the drinker can simply try the control again the following round.

Alchemy Resource Definitions:

- Alchemy resources contain an element of which an essence can be extracted and used to create a potion.
- The known elements are; Air, Anti Magic, Bane, Chaos, Chemical, Dark, Death, Durable, Earth, Energy, Fire, Form, Life, Light, Magic, Power, Resistance, Senses, Vision and Water.
- They may be naturally occurring elements found in the wilderness or be harvested from monsters.
- Number of Resources used:
 - 1 = Minor
 - 2 = Medium
 - 3 = Major

Alchemy Resources Table 1:

d20	Name/Description	Element
01	Snow leaf, white leaf	Air
02	Nightshade Leaf, dark leaf	Death
03	Hazel Berries, nourishing tree berries	Energy
04	Serpent Root, thick root, red flowers	Chaos
05	Ragmar Dust, from Ragmar ore	Fire
06	Shadowbark, blackened tree bark	Dark
07	White Flower, rare white flower	Life
08	Mage Root, thick root, purple plant	Anti Magic
09	Silver Thornbush, prickly thorns	Magic
10	Holy Water, blessed water	Vision
11	Angel spores, effervescent dandelion	Form
12	Gloom Cap, splotchy mushrooms	Senses
13	Earth Seeds, buried nutty seeds	Earth
14	Redpine Sap, sap of great pines	Power
15	Red Moss, reddish lichen	Chemical
16	Highland Dew, pure fresh water	Light
17	Golden Sunstem, stem of gold flower	Durable
18	Sun Blossom, golden blossom flower	Resistance
19	Feverweeds, tall weeds, noxious	Bane
20	Aquatic Moss, sponge-like moss	Water

Alchemy Resources Table 2:

d20	Name/Description	Element
01	Ethereal Spores, white spotty fungus	Air
02	Devil Weed, tall reddish grass	Death
03	Summer Willow, leaves of willow tree	Energy
04	Cobalt Tree Dew, blue dew	Chemical
05	Bloodroot, red root of a fungal plant	Power
06	Sea Vine, underwater thick vines	Water
07	Valerian Stalk, long stalk of flower	Durable
08	Eldritch Root, white root of fern plant	Anti Magic
09	Barrow Beans, small red beans	Earth
10.	Ice Lilly, white lilies found in water	Form
11	Cloudflake Petals, light gray flower	Vision

12	Moonshadow Fruit, white tree fruit	Magic
13	Golden Longgrass, sun struck grass	Light
14	Spring Thistle, small green herbs	Senses
15	Fire Seeds, red seeds under rocks	Fire
16	Ashen Vein, charcoal tree vein	Chaos
17	Dark Moss, dark mesh-like moss	Dark
18	Witch Weed, gossamer like weeds	Bane
19	Frozen Creeper, vine, cold to touch	Resistance
20	Everspring Water, pure water source	Life

Alchemy Resource Generator Table:

d20	Name 1	Name 2	Object
01	burning, red	ice, ghost	oak, tree
02	scorched, light	ember, fire	wood, bark
03	bright, shining	dwarf, giant	fungus, algae
04	deadly, toxic	serpent, wolf	sap, slime
05	rotten, withered	snow, frost	bane, shade
06	wild, creeping	sun, star	spore, mold
07	gloomy, shade	ice, ghost	moss, lichen
08	veiled, hidden	spider, witch	cap, pod
09	wispy, glowing	night, shadow	leaf, stalk
10.	dark, light	day, ethereal	orchid, flower
11.	black, white	summer, spring	blossom, rose
12	golden, silver	winter, autumn	grass, shoot
13	violet, purple	blood, death	creeper, vine
14	scarlet, crimson	sand, earth	willow, pine
15	yellow, bronze	smoke, tear	fern, needle
16	blue, azure	moon, dream	thorn, weed
17	green, fresh	spire, willow	nut, leaf
18	gray, ash	tear, hollow	berry, seed
19	flaming, deep	lotus, silk	clover, spice
20	elder, weeping	drake, fen	root, bush

Alchemy Resource Effects Ideas Table:

d20	Property	Effect Name	Example Potion
01	Air	Minor Power Speed: Gain a free action each combat turn for an encounter Medium Power Freeze: Constitution save or victim/object frozen for d6 hours, keeps vitals stable Major Power Flight: Can levitate, fly or water walk for for encounter/exploration turn	
02	Anti Magic	Minor Power Magic Resistance: Advantage on Saves vs. magic Medium Power Magic Dampening: Magic use at disadvantage (medium range) Major Power Anti Magic: Prevents magic use or causes wild magic surge (medium range)	
03	Power	Minor Power Enhance Weapon: Apply to weapon to increase attack or damage die by one Medium Power Weapon Effect: Apply to weapon to gain advantage to attack or damage Major Power Power Weapon: Apply to weapon to gain advantage to attack and damage die by one	
04	Bane	Minor Power Bane: Forces morale check on monster Medium Power Monster Scent: Attracts monster to location if within far range Major Power Repulse: Repulses creatures (Intelligence save vs Intelligence save to approach). Can hide among undead	
05	Chaos	Minor Power Grease: Makes small area slippery. Dexterity check to avoid falling/lose grip Medium Power Petrification: Turns stone to flesh or flesh to stone permanently Major Power Polymorph: Turn into medium sized or smaller creature for the encounter	
06	Chemical	Minor Power Solvent: Dissolves adhesive and weakens hard materials Medium Power Acid: Burns through materials (equipment wear) and does d6 damage each round Major Power Adhesive: Powerful glue. DC 20 to break	
07	Dark	Minor Power Fear: Cause fear to the next threat they face this encounter Medium Power Bind: Control an undead/demonic creature Major Power Decay: Causes a loss of life energy, lose d12 Constitution. Regain 1 point per month	

08	Death	<p>Minor Power Paralysis: Constitution save 15 or paralyzed for encounter</p> <p>Medium Power Disease: Constitution save 15 or impaired and cannot recover hit points until cured</p> <p>Major Power Poison: Constitution save 15 or impaired, lose d4 hp overnight for d6+2 days</p>
09	Durable	<p>Minor Power Courage: Advantage first action and to all will & morale checks for encounter</p> <p>Medium Power Steel Skin: Gain +3 AD for the encounter</p> <p>Major Power Invincibility: Gain damage resistance to 3 types of damage for encounter</p>
10	Earth	<p>Minor Power Vines: Pour on ground to create vines. Save vs. Strength/Dexterity to free (Vines 5 hp)</p> <p>Medium Power Commune: Communicate with a plant</p> <p>Major Power Travel: Travel the roots on the earth to appear in a place far (240 feet away)</p>
11	Energy	<p>Minor Power Climbing: Advantage on climb checks for encounter/exploration turn</p> <p>Medium Power Strength: Advantage to strength and melee attacks for encounter</p> <p>Major Power Fury: Gain temporary d12 health and advantage to strength and Constitution as well as on melee attacks and damage for encounter</p>
12	Fire	<p>Minor Power Smoke: Creates a billowing cloud of smoke</p> <p>Medium Power Fire Breath: Ranged fire breath attack at short range in an 15' arc causing d12 dam</p> <p>Major Power Fire Protection: Impervious to fire for the encounter</p>
13	Form	<p>Minor Power Shrink: Target shrinks to tiny size. Advantage on agility based actions</p> <p>Medium Power Growth: Target grows to giant size. Advantage on strength based actions</p> <p>Major Power Ghost Form: Move through objects for encounter or until they interact with person</p>
14	Life	<p>Minor Power Healing: Recover d6 health loss through injury</p> <p>Medium Power Cure: Cure Disease</p> <p>Major Power Stasis: Puts body into stasis for d6 months</p>

- 15 Light Minor Power Glows: When poured on an object, it glows for 1 hour giving off 15 feet of light
Medium Power Light: When poured on an object, it casts 30 feet of light for 1 hour
Major Power Blinding: When thrown, blinds all within 30 feet. Save vs Intelligence or blind until save.
- 16 Magic Minor Power Luck: Gain free re roll in session potion was drunk
Medium Power Clairvoyance: Sense events in a general direction far (240ft) distance away
Major Power Control: Intelligence DC 20 save or be attracted to next person they see or save as above or impose control on a victim.
- 17 Resistance Minor Power Resistance: Advantage on saves for encounter
Medium Power Absorbs: Resistance to 3 types of damage
Major Power Resist: Immunity to 3 types of damage
- 18 Senses Minor Power Dark Vision: Gives 60 feet of dark vision for encounter/exploration turn
Medium Power Sleeping: Target makes an Intelligence save or sleeps for 1d6 hours
Major Power Invisibility: Target is invisible for encounter or until they interact with person
- 19 Vision Minor Power Drunkenness: Constitution save or disadvantaged on Intelligence, Wisdom, and Dexterity rolls for rest of day, recovers over night
Medium Power Comprehend: Will understand another language for the encounter
Major Power Prophecy: Gains visions of the future. Referee will provide clues on a subject
- 20 Water Minor Power Purify: Cleanses small water source for an hour
Medium Power Water Breathing: Can breathe underwater for exploration or encounter turn
Major Power Control Water: Bend a body of water to your will

Potion Recipe Table 1:

d20	Name	Elements	Effect
01	Acid	Chemical x2	Burns through materials (equipment wear) and health (d6) each turn
02	Adhesive	Chemical x3	Powerful glue, sticks objects together. Strength check to break
03	Monster Bane	Bane x1 + Monster	Forces morale check on monster
04	Monster Scent	Banex2+Monster	Attracts monster to location if within far range
05	Courage	Durable x1	Advantage first action and to all will & morale checks for encounter
06	Cure Disease	Life x2	Cures disease
07	Cure Poison	Life x3	Cures poison
08	Dark Vision	Senses x1	Gives 60 feet of dark vision for encounter/exploration turn
09	Disease	Death x2	Constitution save or rattled and cannot recover hp until cured
10	Drunkenness	Vision x1	Constitution save or impaired for rest of day, recovers over night
11	Grease	Chaos x1	Makes small area slippery. Dexterity checks to avoid falling/lose grip
12	Healing	Life x1	Recover d6 hp loss through injury
13	Poison	Death x3	Constitution save or rattled, lose d4 hp overnight each day
14	Sleeping	Senses x2	Target makes an Intelligence save or sleeps for d6 hours
15	Smoke	Fire x1	Creates a billowing cloud of smoke
16	Solvent	Chemical x1	Dissolves adhesive and weakens hard materials
17	Speed	Air x1	Gain a free action each combat turn for an encounter
18	Strength	Energy x2	Advantage to strength and combat checks for encounter
19	Vitality	Energy x3	Recovery 1d3 exhaustion levels
20	Water Breathing	Water x2	Can breathe underwater for exploration or encounter turn

Potion Recipe Table 2:

d20	Name	Elements	Effect
01	Clairvoyance	Magic x2	Sense events in a general direction far (240 feet) distance away
02	Climbing	Energy x1	Advantage on climb checks for encounter/exploration turn
03	Control	Magic x3	Intelligence save or be attracted to next person they see
04	Comprehend	Vision x2	Will understand another language for the encounter
05	Fire Breath	Fire x2	Ranged fire breath attack at short range in an arc causing d12 dam
06	Flight	Air x3	Can levitate, fly or water walk for for encounter/exploration turn
07	Freezing	Air x2	Constitution save or victim/object frozen for d6 hours, keeps vitals stable
08	Fury	Energy x3	Gain temporary d10 hp's and advantage on melee combat for encounter
09	Ghost Form	Form x3	Move through objects for encounter or until they interact w/person
10	Growth	Form x2	Target grows to giant size. Advantage on strength based actions
11	Invincibility	Durable x2	Game temporary damage resistance for encounter
12	Invisibility	Senses x3	Target is invisible for encounter or until they interact with person
13	Paralysis	Death x1	Constitution save or paralyzed for encounter
14	Petrification	Chaos x2	Turns stone to flesh or flesh to stone permanently
15	Polymorph	Chaos x3	Turn into medium sized or smaller creature for the encounter
16	Prophecy	Vision x3	Gains visions of the future. Referee will provide clues on a subject
17	Repulse	Bane x3 + Part	Repulses creatures (Intelligence save to approach). Can hide amongst undead
18	Resistance	(Varies IE. Fire) x3	Resistance to effect (IE. fire) for encounter
19	Sharpness	Power x2	Apply to weapon, advantage on damage for encounter
20	Shrink	Form x1	Target shrinks to tiny size. Advantage on agility based actions

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Change Log:

May 25, 2023: Change log and Index added.

November 25, 2023: Changed enchantment duration names for clarity and recharge time and costs.

December 3, 2023: Modified creation casting process.

January 26, 2024: Resource Item Costs moved to Coins of the Realm.

February 12, 2024: Add enchantment cost guidelines.