MIINSTREL'S COMPLETE CRAFTING

A VIABLE CRAFTING SYSTEM IS ONE OF SEVERAL holy grails in 5e. Many solutions have been put forward, but I've yet to find one that makes me say, *"Yep. This is it. This is what crafting should feel like."*

Well, me, you're in luck! That system can be found here. *Formatted with* [The Homebrewery](#).

DISCLAIMER

This system is primarily based on the work of The Angry GM in his Crafting a Crafting System series (which was never finished). Over the last several years I've synthesized my own tweaks and ideas from several other sources. I naturally didn't keep track of any of that since it was just for me at the time, but I've listed some that I know were inspiration below. If you think your work should be referenced, please shoot me a dm.

All of the supplements below are excellent in their own way, and each has its own vibe. If you haven't read through them, you absolutely should. This system works well for *me*, but each DM is unique.

CREDITS / INSPIRATION / OTHER SYSTEMS

[The Angry GM](#)
[Sane Magic Item Pricing](#)
[Discerning Merchant's Price Guide](#)
[Kibbles' Crafting Guide](#)
[Level Up: Advanced 5e](#)
[Percy's Streamlined Crafting](#)
[The Alchemy Almanac](#)

CRAFTING CALCULATOR

To expedite adjudication, I made a spreadsheet calculator which can be found at the link below.

I suggest reading this document before digging into the sheet so you understand the principles behind the system, but you do you, Boo.
If you notice any errors, please do let me know.

[Miinstrel's Complete Crafting Calculator](#)

Item prices listed are an average of Sane Magic Item Price and Discerning Merchant's Price Guide and then manually modified to my liking beyond that. Here are averages for each item rarity as a reference:

Rarity	Avg GP		Rarity	Avg GP
Common	70		Very Rare	18,000
Uncommon	2,000		Legendary	93,000
Rare	6,000		Artifact	n/a

My passion for D&D isn't paywalled, so all my tools are available for free; however, if you want to drop me a thank you, you can do so at [Level Quest's patreon page](#).

INTRODUCTION

At its heart, this crafting system is similar to most others. Acquire ingredients, and turn them into useful things. It's a common fantasy and one that can add a great deal of emotional investment for players in addition to any mechanical benefits.

Crafting tends to fall into one of two categories. Either a system is focused on a specific area (herbalism, smithing, etc.) in which case the rules are thematic and deep but don't translate to other disciplines. Or they're a broad system that does everything smoothly but loses the flavor that makes the more targeted systems feel good.

Naturally, this system attempts to do both well. Between the two, this is a 'broad' crafting system though as they are generally more useful at the table and easier to engage with.

GOALS / FEATURES

- Easy to grok
- Modular / easy to just 'tack on' as a sub-system
- Has hard rules but remains flexible and intuitive
- Allows for creativity and expression
- More/less balanced against core rules
- There's a chance of failure involved
- No one falls too far behind if only some players engage with it
- Not restricted to spellcasters
- Intended as a Downtime activity
- Can be fully offloaded to NPCs... for a price ;)

OVERALL PROCESS

1. Players collect Materials by harvesting slain/found monsters, foraging from the environment, buying from merchants, or finding them as loot
2. Players present a proposed formula for their desired item
3. The DM approves or adjusts the formula within the bounds of this system
4. The DM provides the time required and any additional costs incurred
5. Players track progress (time) toward completion
6. Players make some checks then either go back to #5 or enjoy their new item!

ASSUMPTIONS

- At least one PC has the relevant proficiency and maxxed stat with point buy for all checks
- No check boosting spells, abilities, advantage, expertise, etc. are included in any calculations
- The party harvests all monsters it encounters
- All encounters are with a single creature of equal CR
- Party size is the standard four PCs

Materials

This entire system is focused around a simple, modular, intuitive set of components called Materials. Each Material has three descriptors - levers that can be pulled in various combinations to represent nearly anything in the world. These descriptors are Rarity, Type, and Trait.

The problem I have with a lot of crafting systems is they get overly granular in the amount of detail they put into exactly what 'drops' which leads to massive, bloated lists and tables for every possible situation.
(i.e. For harvesting the young red dragon you get 2 eyes, 4 teeth, 11 scales, 6 claws, and a gall bladder. Each component can only be used in 1-2 specific items... it's so prescriptive!)

Naming Convention
Materials should be described as follows for consistency and clarity:
Item name (Rarity, Trait, Type)
i.e. Volcanic iron (Rare Fiery Metal)

Weight Tracking
If you track weight, each unit of Material weighs 1 pound for simplicity.

Rarity & Value

Materials follow the standard item rarity progression with one additional category added to the upper end for truly epic creatures: Mythic.

The highest rarity Material a creature can drop is based on its CR. Additional Materials of lower rarities may also drop depending on the players' checks.

A Material's value is based on its rarity. Materials can be sold for half their listed value.

CR	Max Rarity	GP Value
1 - 4	Common	25
5 - 8	Uncommon	250
9 - 12	Rare	1,000
13 - 16	Very Rare	2,500
17 - 20	Legendary	10,000
21+	Mythic	25,000

Traits

A Material's Trait represents the magical essence it is most attuned to. When used in crafting, this Trait will generally align with the final item's magical properties.

Each of the Traits on the next page is followed by several keywords to help you and your players assign them appropriately in item formulae.
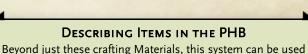
Types

A Material's Type describes its physical composition. Types are further broken out into Natural or Refined. These sub-categories serve no real mechanical purpose beyond helping form a clear mental picture of the component.

Natural	Refined	
Bone	Earthenware	Leather
Flesh	Foodstuff	Metal
Fluid	Gem	Spice
Hide	Glass	Textile
Mineral	Grain	Wax
Plant	Dye / Distillation**	
Wood		

Natural materials can be converted into Refined materials with 1 day of work per Material.
- Use your instincts on this. Mineral can become Metal, but Flesh can't (... or can it?)
- If the party wants to outsource this to an NPC, they charge a fee of 10% of the Material's value
- Materials maintain their Rarity and Trait through this conversion

All Material Types can be turned into dyes or distillations to preserve the Trait. Dyes and Distillations can be added to any item.

Describing Items in the PHB

Beyond just these crafting Materials, this system can be used to describe most items listed in the PHB and other books.
A barrel of ale is *common fluid/grain*.
A spool of rope is *common textile*.

Thinking of items in this way allows them to be easily broken down or used as components in formulae for crafting.

All items have a rarity of Common unless otherwise specified.

Taken a step further, even magic items can be described with this method and potentially used as components in new creations. This opens the door to easily executing classic "awakening my family's heirloom sword" stories.

If you allow magic items to count as components, I recommend allowing them to contribute half (rounded up) of the Type + Trait quantities needed to make an item of their rarity.

ACIDIC
Acid damage / resistance
Conjuring acid
Corrosion
Rusting

CHAOTIC
Randomness
Unpredictability
Wild magic
CAN SUBSTITUTE FOR ANY OTHER TRAIT

COLD
Cold damage / resistance
Conjuring ice

DIMENSIONAL
Conjuration magic
Pocket dimensions
Portals
Summoning
Teleportation

FIENDISH
Evil effects
Fiends
Lower planes

FIERY
Conjuring fire
Elemental fire
Fire damage / resistance

FORCEFUL
Abjuration spells
Force damage / resistance
Force fields
Pushing / shoving
Strength ability

INERT
Antimagic
Elemental earth
Giants
Immovability
Magic deflection
Magic resistance
Resilience

LIGHTNING
Electric effects
Lightning damage / resistance

MERCURIAL
Dexterity ability
Elemental water
Fluidity
Shapeshifting
Transmutation magic

NECROTIC
Animating bodies
Necromancy magic
Necrotic damage / resistance
Manipulating souls
Undead

PHANTASMAL
Awareness
Fey / feywild
Illusion magic
Music
Perception / senses
Wisdom ability

POISONOUS
Conjuring poison
Neutralizing poison
Poison damage / resistance
Poisoned condition

PSYCHIC
Charisma ability
Enchantment magic
Mind shielding
Mind reading
Psychic damage / resistance

RADIANT
Celestials
Gods / blessings
Good effects
Light
Radiant damage / resistance
Upper planes

THEURGIC
Animated objects
Constructs
Divination
Intelligence ability
Knowledge
Magical storage
Rules of magic
Spell slots
REQUIRED FOR ITEM CHARGES / RECHARGING

THUNDERING
Loud noises
Thunder damage / resistance

VITAL
Constitution ability
Diseases / treatment
Healing
Longevity
Purification
Regeneration

VOID
Aberrant creatures
Darkness
Destruction
Madness
Nonexistence

ZEPHYROUS
Breathing
Elemental air
Flight / floating
Wind

Creating the Crafting Plan

It's the PLAYER'S responsibility to draft the initial crafting plan and present it to the DM for approval.

This system works best when players have access to at least these two 'Materials' pages to better inform the plan they present. To aid this goal, here are the basic components of any magic item based on its rarity:

Item Rarity	Materials Types	Traits	Check DCs	Time Requirements Crafting	Enchanting
Common	2	1	14	1 weeks	1 week
Uncommon	3	2	16	2 weeks	2 weeks
Rare	3	3	18	6 weeks	6 weeks
Very Rare	4	3	20	12 weeks	12 weeks
Legendary	6	4	22	24 weeks	24 weeks
Artifact			DM's discretion		

Consumables require 1/2 the listed Materials (min. 1 of each) and 1/4 the normal time per step (min. 1 day each)

Much like how creatures will drop Material Types/Traits thematically based on the creature's own qualities and abilities, Materials should be selected to match the physical and magical properties of the items they're making. An *Uncommon Thundering Plant* is not an appropriate Material for a Flametongue longsword.

However, there *is* room for creativity in this system, so proposing to use an angel feather *(Uncommon Radiant Bone)* to provide one of that sword's Traits and represent the light it sheds as being more of a holy glow than a flickering flame is certainly reasonable.

When in doubt: Rule of Cool.

Feeling Spicy?
Variant: Whenever a Material with the Chaos Trait is used in crafting, there's a 1-5% chance the item comes out cursed!

Harvesting

How many times has a player told you they wanted a trophy from their latest kill? Probably a lot. This system not only sets consistent DCs for such actions, but gives the player an opportunity to deck their character out in those trophies by turning them into equipment they'll use for their entire career.

Harvesting Process

1. The player slays or finds a dead creature and decides to Harvest it
2. The DM enters the creature's size, type, and CR into the calculator and/or consults the charts
3. The player rolls relevant checks
4. The DM determines appropriate Materials found based on the results

Time Required

The amount of time required to Harvest one creature is based on its size.

Size	Time	Size	Time
Tiny	10 min	Large	2 hours
Small	30 min	Huge	4 hours
Medium	1 hour	Gargantuan	8+ hours

Skills Used

Harvesting checks have a DC equal to 15 + 1/2CR. Each Harvest attempt involves two checks.

The first is the Identify Check which represents the player's knowledge of (1) what parts are worth Harvesting and (2) whether those parts are in good enough condition to still be useful. This check uses Intelligence or Wisdom + Proficiency if the PC is trained in the relevant skill based on the creature's type.

Creature Type	Skill Used	Creature Type	Skill Used
Aberration	Arcana	Fiend	Religion
Beast	Nature	Giant	Medicine
Celestial	Religion	Humanoid	Medicine
Construct	Arcana	Monstrosity	Nature
Dragon	Nature	Ooze	Nature
Elemental	Arcana	Plant	Nature
Fey	Arcana	Undead	Religion

The second is the Harvest Check which covers the physical extraction of Materials and whether any are damaged in the process. This check uses Strength or Dexterity + Proficiency if trained in Survival.

Failing Checks

- Fail a check by 5+ = 2 failures
- Fail a check by 10+ = 3 failures
- Fail the Harvest check by 10+ = mild complication (damage, condition, negative effect, etc.)

Failing one or both of the these checks results in reduced rewards as follows:

- **1st Failure** = Lose half total Materials
- **2nd Failure** = Rewards shift left one rarity column
- **3rd Failure** = Lose all rewards

Identify/Harvest Check Results Chart

PASS BOTH CHECKS

CR	C	U	R	V	L	M
1	1					
2	1					
3	2					
4	2					
5	1	1				
6	2	1				
7	3	1				
8	4	1				
9		1	1			
10		2	1			
11	1	2	1			
12	2	2	1			
13			1	1		
14			2	1		
15		1	2	1		
16		2	2	1		
17				1	1	
18				2	1	
19			1	2	1	
20			2	2	1	
21				1		1
22				2		1
23			1	2		1
24			2	2		1
25				1		2
26				2		2
27			1	2		2
28			2	2		2
29			2	2		3
30			3	2		3

ONE FAILURE

CR	C	U	R	V	L	M
1						
2						
3	1					
4	1					
5	1					
6	1					
7	2					
8	2					
9		1				
10		1				
11		1				
12	1	1				
13			1			
14			1			
15			1			
16		1	1			
17				1		
18				1		
19				1		
20			1	1		
21					1	
22					1	
23					1	
24				1	1	
25						1
26					1	1
27					1	1
28				1	1	1
29				1	1	1
30				1	1	1

TWO FAILURES

CR	C	U	R	V	L	M
1						
2						
3						
4						
5						
6						
7						
8						
9	1					
10	1					
11	1					
12	1					
13		1				
14		1				
15		1				
16	1	1				
17			1			
18			1			
19			1			
20		1	1			
21				1		
22				1		
23				1		
24			1	1		
25						1
26					1	1
27					1	1
28				1	1	1
29				1	1	1
30				1	1	1

FORAGING

This is the environmental counterpart to Harvesting. While I call it Foraging, this process also easily represents mining, trawling ocean depths, and other 'scavenging from nature' actions.

Since Foraging is inherently risk-free (you don't have to first slay a monster) and repeatable (if there's time), it's balanced in a couple ways:

- Legendary and Mythic Materials cannot be Foraged
- If any check fails, no Materials are found

Foraging Process

1. The player states the rarity of Material they're searching for
2. The DM enters this into the calculator and considers the impact of weather and the area's level of hostility
3. The player rolls relevant checks
4. The DM determines appropriate Materials found based on the results

If the DM is feeling kind, they might also ask what Type/Trait the player is hoping to find or what they're trying to create to guide the decision about their reward.

The 'default' Foraging reward is a *(Rarity) Vital Plant* which is a primary component of healing potions.

Time Required

Foraging can be done either as a travel action (instead of navigating, keeping watch, etc.) or during Downtime.

The amount of time required to Forage is based on the Material rarity sought.

Rarity	Time	Rarity	Time
Common	1 day	Rare	4 days
Uncommon	2 days	Very Rare	1 week

Skills Used

Foraging checks have a DC equal to 10 + 3 per step of rarity. Like Harvesting, Foraging requires two checks.

Identify: Intelligence or Wisdom + Nature (or possibly something else if it represents mining or some other activity)
Forage: Strength or Dexterity + Survival

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VARIANT: ENVIRONMENTAL DIFFICULTY

There are two additional parameters that each increase the DC by 2:

- **Bad Weather:** This includes anything that obscures the senses, especially vision (fog, heavy rain, snow, ash clouds, etc.)
- **Area Hostility:** This applies in actively dangerous areas like a warzone, while being pursued by a monster, having to actively cross a lava flow, etc. This is not intended to apply to simply being in 'the dangers of the wild'

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Passing Checks

Unlike Harvesting, if either check fails then no Materials are found.

However, if the Forage check passes the DC by more than 5 or 10, additional lower rarity Materials are found as shown in the chart below.

FORAGING CHECK RESULTS CHART

PASS Search Target	C	U	R	V	PASS BY 5+ Search Target	C	U	R	V	PASS BY 10+ Search Target	C	U	R	V
Common	1				Common	2				Common	3			
Uncommon		1			Uncommon	1	1			Uncommon	2	1		
Rare			1		Rare		1	1		Rare	1	1	1	
Very Rare				1	Very Rare			1	1	Very Rare		1	1	1

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A Note On Getting Rich Quick... You Won't

If a PC is Foraging while traveling, you're probably already rolling for random encounters, but implementing that when they do this as a Downtime activity isn't particularly smooth. That may make this seem like a risk-free activity that they'll make tons of money from relative to others, but it really isn't as long as the system isn't abused (which holds true for practically every system ever).

Even assuming they beat the Common DC by 10 for max rewards, each attempt is on average only ~6% of their expected Wealth By Level (see appendix) at levels 1-2. At 3-4 it's 3% and negligible beyond that. Uncommon is similar, and Rare/Very Rare are negligible at all levels.

The real value of Foraging is for mid-level PCs to pick up some final ingredients for a crafting project or as an easy way to acquire some 'free' healing potions for their next big fight.

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CRAFTING

We made it to the fun part! Woohoo! Players love getting new toys. They also love when those toys reflect their journey which is exactly what this system offers.

CRAFTING PROCESS

First, the player presents their plan for the item they wish to create which includes:

- Item name
- Material Types/Traits (3-4 unique ones max)
- Proposed Tools required
- If they possess the Tool proficiency
- If ALL of the work is being offloaded to an NPC
- If this is a Rush Job

1. DM fills in the provided details on the calculator and approves or adjusts the plan
2. The player confirms what Materials they own are being used for the project
3. The DM provides the crafting time and any gold cost which must be paid in advance
4. The player tracks progress toward Crafting time
5. When completed, the PC makes the Craft check
6. If the check fails, the DM adjudicates any effects. Return to step 5
7. Upon a successful craft check, the player tracks progress toward Enchanting time
8. When completed, the PC makes the Enchant check
9. If the check fails, the DM adjudicates any effects. Return to step 8
10. If successful, the player enjoys their new item!

CRAFTING REQUIREMENTS

This info was briefly presented in Part 2: Materials, but replicated here for easy reading and with additional detail.

Item Rarity	Materials Types	Materials Traits	Check DCs	Time Requirements Crafting	Time Requirements Enchanting
Common	2	1	14	1 weeks	1 week
Uncommon	3	2	16	2 weeks	2 weeks
Rare	3	3	18	6 weeks	6 weeks
Very Rare	4	3	20	12 weeks	12 weeks
Legendary	6	4	22	24 weeks	24 weeks
Artifact			DM's discretion		

- Consumables only take 1/4 the time, and 1/2 the Materials (min. 1 of each)
- Items should generally require no more than 3 - 4 unique Materials. Exceptions may exist for very powerful or versatile items
- Items cannot use Materials of 2+ rarity steps lower *(i.e. no Common Materials in Rare items)*
- At least one Material used must be the item's rarity or higher
- If any Materials *above* the item's rarity are used, add +1 to each check per rarity step/quantity *(i.e. using 2x Rare Materials in a Common item adds +4 to both Craft and Enchant checks)*

TOOL PROFICIENCIES

Each magic item falls into the realm of one or more categories as listed in the below table. The correlated Tool Proficiency is required by anyone contributing toward crafting time.

ITEM COSTING

When "List Price" (LP) is mentioned, it references the cost to simply buy an item (if available). The calculator uses custom pricing and is NOT aligned with standard D&D item costing. The prices started as an average of Sane Magic Item Pricing and Discerning Merchant's Price Guide as a reference and were modified from there to my personal liking.

- Material Types can be purchased for 25% of LP if unowned. This amount should be prorated based on how many Material units are still needed
- Material Traits can be purchased for 50% of LP if unowned. This should also be prorated
- The process may be 'Rushed' which decreases the time of each step by 50%, but increases the cost by 20% of LP
- If a crafting PC does not have the necessary Tool Proficiency, they can hire an NPC for 10% of LP
- A second NPC can be hired for 20% of LP
- If ALL of the work is being offloaded to an NPC, they charge an additional 25% of LP

ITEM CATEGORIES, TOOLS, AND CHECK STATS

Category	Example Items	Tools Needed	Craft Check Stat
Alchemical	Potions, Powders, Poultices	Alchemist's Supplies	CON
Apparel	Cloth and Leather	Leatherworker's or Weaver's	DEX
Cookery	Edibles that aren't potions	Cook's Utensils	CON
Hobbycraft	Tattoos, Stuff not covered elsewhere	Painter's, Tinker's, etc.	DEX
Pottery	Clayware, Statuettes	Potter's Tools	DEX
Smithing	Metal Armor and Weapons	Smith's	STR
Spellcraft	Scrolls, Runes	Calligraphy	DEX
Stone or Gemcraft	Jewelry, Crystals, Trinkets, Statuettes	Mason's or Jeweler's	STR
Woodcraft	Staves, Wands, Whistles	Woodworker's or Carpenter's	DEX

Making the Checks

Who Can Contribute
- A max of two people can contribute time simultaneously toward any given item
- One more can contribute advantage (help action) if they have the relevant proficiency
- Contributing other spells/abilities to boost checks does not require proficiency
- Anyone contributing must be present for the entire step (Craft vs. Enchant)
- Any spells/abilities must be expended whenever progress is made / each day

Stats Used
- Craft Check = Stat + Proficiency Bonus per table on the previous page
- Enchant Check = INT/WIS/CHA + Proficiency Bonus (no tool/skill training required)

Failing Checks
- If the Craft check fails, the Enchant check DC increases by 2
- If the Craft check fails by 5+, all Type materials must be contributed again (or equivalent gold paid)

- If the Enchant check fails, all Type materials must be contributed again (or equivalent gold paid)
- If the Enchant check fails by 5+, all Trait materials must be contributed again (or equivalent gold paid)

- If either check fails, that check gains advantage during the next attempt for this item

Misc Notes

- There is no spellcasting requirement in this system. As the basic magic Traits are already present in Materials, the Enchanting check is more about teasing out exactly how that magic manifests then casting spells to complete the object. This allows for not only crazy inventor wizards but also legendary blacksmiths and even world-renowned bakers to bring their expertise to the process.
- A crafted item maintains its Rarity and Traits even if the Enchanting step is not finished. So it is possible to make (or find) a *Rare Fiery Longsword* that is not actually a Flametongue (but can more quickly and affordably be turned into one).
- The Craft and Enchant steps do not have to be completed at the same time. Once the Crafting is finished it can be 'set aside' and finished another day as time allows.

Craft Chance of Success

These values are fudged slightly for easy reading, but give a good ballpark of how difficult an item of a given rarity is to make at each tier of play.

Tier	C	U	R	V	L
Tier 1	40%	25%	15%	10%	5%
Tier 2	55%	40%	30%	20%	10%
Tier 3	70%	55%	40%	30%	20%
Tier 4	80%	65%	50%	35%	25%

OMG THOSE ODDS ARE SOOOOO LOW WTF!!!

- Okay, first, calm down...
- Remember, these odds assume NO spells, advantage, etc. - resources the party will surely use
- PCs are getting tailor made items which often come with a power spike. This shouldn't be a freebie.
- They're receiving bonus GP through Harvesting to offset part of any losses
- There's something to be said for hard-earned, delayed gratification
- I like the idea that artifice is TOUGH. That most magic items are old / found *because* they're so expensive and difficult to create

All that said, if you want to improve these success rates, here are some options:

- Reduce the DCs on the Tables tab of the calculator. Each point improves odds by ~5-10%
- You can allow PCs to 'Take 10' on checks, meaning the die result is considered a 10. This should at least let them make lower level items with no risk of loss
- ... But if that's what you're concerned about, just remove the check completely and admit that your players can't handle failure

Example in Play

The Party

Alice - Artificer   Cathy - Cleric
Bob - Barbarian   Frank - Fighter

The Setup

The party arrives in town to discover livestock and sometimes people are being plucked out of the sky by a winged monster. The party volunteers to investigate and learn the beast generally comes from the hills beyond the nearby forest.

The Journey

The edge of the forest is about a day away. While Bob looks for tracks and Alice and Cathy keep watch, Frank decides he's looking for ingredients since he used his last potion last session. He announces he's searching for Common Materials.

The DM notes the weather is fine, and they're not in a dangerous area currently, so announces the DC is 15. Frank rolls... a 21! The DM tells him to add 2 *Common Vital Plant* to his sheet. Frank is happy.

The DM notes no random encounters during the journey, and the party opts to camp at the edge of the woods and continue the next day. The DM notes no random encounters during the night either. What luck.

In the morning the party sets out and is harried by some aggressive plants in the forest. They take some licks, but when Alice tries to harvest some poisonous Materials from them, she is interrupted by more approaching. Deciding it's not worth the effort, they abandoned the harvest and continue toward the hills. Poor Alice.

The Cave

At the hill the party sees kobolds coming and going. They decide to short rest in the cover of the trees before proceeding. They dispatch the kobolds with ease as they enter the cave, but when the cowardly creatures' idol, a chimera, returns, it squashes the final kobold for failing to protect the lair. A savage battle ensues!

When the chimera is down, Bob announces he wants the horns for a cool maul. Frank helps since he's studied monsters like this.
Meanwhile Alice wants to skin the kobolds, but Cathy convinces her that would be wrong. Poor Alice.

The DM enters the chimera's size, type, and CR into the calculator and instructs Bob to make a Nature check to Identify - with advantage because Frank is helping. Bob gets... a 13. The DM advises that the horns are badly cracked, practically unusable, but there's still something there. Poor Bob.

Bob then makes the Harvest check and gets... a 19! Success! Since during the fight one of the attacks was described as missing because of the chimera's big poofy mane, the DM describes him collecting a large tuft of the lion's head mane that seems to be blowing in the wind despite the still air. Bob marks down *Chimera Mane (Common Zephyrous Hide)*.

"This will make a FANTASTIC Cloak of Billowing!" says Bob.

While Bob and Frank are harvesting, which takes two hours, Alice and Cathy take a short rest.

Back to Town

The party returns to town. Frank tries to find some more ingredients on the way but fails the check. Poor Frank.

After receiving a modest reward from the town for their service, the party drinks too much and goes to sleep. The next morning, they have nothing pressing to do and decide to help Bob make his cloak. Except Alice. She's still salty about not getting to skin kobolds.

Bob tells the DM it should require 2 Textile Types + 1 Zephyrous or Theurgic Trait, should require Weaver's Tools, and that he'll make it with whatever help the party will provide and there's no rush. The DM agrees.

Unfortunately no one in the party is proficient with Weaver's Tools. Alice could be, but she's pouting. And they only have the one Chimera Mane Material which the DM agrees is close enough to a Textile to count as one of the Types, but they'll need to buy one more Type. The party goes to the local tailor for some cloth.

After filling some details in on the calculator, The DM tells them the project will cost 22g 5s, take 2 weeks, and have a DC of 14.
- Materials cost 12g 5s *(List Price = 100g. 25% for Types = 25g. They have 1 of 2 Types, so half 25g = 12g 5s)*
- NPC proficiency is 10% of LP = 10g

Cathy offers the Enhance Ability spell to give Bob advantage on the roll. The DM fast forwards 1 week and Bob makes the check, getting... a 13. Poor Bob.

The DM fast forwards another week. Bob rolls with advantage and gets a 22! Success!

The DM fast forwards one more week. The Enchant DC is +2 because they failed the Craft check. Cathy contributes Enhance Ability again for advantage. Bob rolls... an 18! Success! The Cloak of Billowing is complete.

Wrapping Up

Bob describes it as the chimera mane being a big poofy collar around his neck making him actually look like a lion with his rugged features. The cloak billows. Everyone is pleased. Even Alice.

The DM does some quick math noting the process took 3 weeks and some players have Downtime they can use to do other things as follows:

- Alice = 3 weeks (she did nothing)
- Bob = 0 weeks (he lead the crafting)
- Cathy = 1 week (the second craft check when Bob already had advantage from failing)
- Frank = 3 weeks (he did nothing)

The DM goes around the table and resolves everyone's other Downtime activities before calling the adventure complete. What a session!

Appendix

Wealth By Level

I reference how much loot the average PC earns through their adventures a couple times so figured it would be useful to add that info here for easy reference.
   This table assumes:

- All 'individual' and 'hoard' rewards are rolled per DMG/XGtE (averages used here)
- All encounters are with a single creature of equal CR
- The party contains 4 PCs
- Magic item values use my custom list in the spreadsheet, not DMG standard
- Values are presented in GP and are listed per PC
- Values are rounded for easier reading

Level	Coinage	Tier Total	Items	Tier Total	Combined
1	100		1,100		
2	100		1,200		
3	200		1,400		
4	300	700	1,600	5,300	6,000
5	3,000		8,000		
6	3,000		10,000		
7	4,000		15,000		
8	4,000		20,000		
9	4,000		25,000		
10	4,000	22,000	30,000	108,000	130,000
11	20,000		60,000		
12	20,000		80,000		
13	20,000		100,000		
14	20,000		120,000		
15	20,000		140,000		
16	20,000	120,000	160,000	660,000	780,000
17	180,000		400,000		
18	180,000		600,000		
19	190,000		800,000		
20	200,000	750,000	950,000	2,750,000	3,500,000
TOTAL		892,700		3,523,300	4,416,000

Harvest Chance of Success

	Pass	# of Fails		Get	Compli-
Tier	Both	1	2	Nothing	cation
Tier 1	25%	10%	0%	65%	5%
Tier 2	25%	20%	10%	45%	5%
Tier 3	25%	20%	30%	25%	5%
Tier 4	15%	15%	25%	45%	15%

As with Crafting, these odds seem a little low until you realize there are no 'boosts' included and that they still get something even if they 'fail' most of the time.

Advantage shifts these success rates toward passing by 5-10% assuming no other bonuses.

If players come up with clever uses for spells or other *expendable* abilities, give them an extra +1-3 on the check. If they're willing to burn resources they should be rewarded for that since they might suffer in a future encounter as a result.

Forage Chance of Success

Common

Tier	Fail	Pass	5+	10+
Tier 1	55%	25%	20%	0%
Tier 2	35%	25%	25%	15%
Tier 3	20%	25%	25%	30%
Tier 4	10%	25%	25%	40%

Uncommon

Tier	Fail	Pass	5+	10+
Tier 1	75%	25%	0%	0%
Tier 2	60%	25%	15%	0%
Tier 3	45%	25%	25%	5%
Tier 4	35%	25%	25%	15%

Rare

Tier	Fail	Pass	5+	10+
Tier 1	85%	15%	0%	0%
Tier 2	75%	25%	0%	0%
Tier 3	65%	25%	10%	0%
Tier 4	55%	25%	20%	0%

Very Rare

Tier	Fail	Pass	5+	10+
Tier 1	95%	5%	0%	0%
Tier 2	90%	10%	0%	0%
Tier 3	80%	20%	0%	0%
Tier 4	75%	25%	0%	0%

To Do List

- Add support for multi-creature harvesting

Version History

10/27/2023 - v1