

Crafting Magic Items and Potions in Irith

Magic items must have a formula/recipe that contain instructions and ingredients to create.

Potions

To create a potion, a PC must be proficient in the herbalism kit. Unless a PC has spell slots, or has someone with spell slots helping them create a potion, they can only create healing potions. For any potion to be created, a DC is used with your intelligence modifier (arcana) to determine success.

a: A DC roll of 10 or higher is a success.

b: A roll of 2-9 is a failure, and you would lose a quarter of the components (meaning you'd have to reinvest a quarter of the gold cost) and then begin again from scratch.

c: A natural roll of 1 is a complete failure and all gold invested is lost and you must begin again.

Potion Recipes

For gameplay, the DM will not reveal recipes to players until they find or purchase one. **NOTE:** Ingredients are available to purchase when you purchase your potion supplies. Most of the stuff is plants/mushrooms and such that are fairly common. If you see something that isn't common, like ghost ectoplasm or the fingernail of a giant of some kind, or something not easily procured, you'll still be able to buy them with the rest of your supplies, but you can also harvest them and sell them.

Potion Creation Spell Slot Requirements

Potion Rarity	Slots Required*
Common	1
Uncommon	3
Rare	5
Very Rare	7
Legendary	9

*No slot required for healing potions

Potion of Healing Creation and Cost

Type	Time	Cost
Healing	4 hours	25gp
Greater Healing	20 hours	200gp
Superior Healing	40 hours	400gp
Supreme Healing	120 hours	800gp

Magic Item Crafting Time and Cost

Item Rarity*	Workhours*	Cost*
Common	28	50gp
Uncommon	56	200gp
Rare	140	2,000gp
Very Rare	700	20,000gp
Legendary	1400	100,000gp

* = Halved for a consumable item like a potion or scroll

Creating Items While Traveling

Only potions and scrolls can be created while traveling. Other magic items must be created at a brick and mortar location due to equipment and supplies that are required and the delicate nature of creating those types of magic items.

FAQ

Q: If I don't have spell slots, can I do my part to create a potion and then take it to someone with spell slots later to complete the potion?

A: No. The mixing of the potion and the infusion of spell slot magic must be done at the same time. Two players can do this (e.g. someone with herbalism proficiency and another person with the required spell slots).

Q: If a potion requires, (for example) 20 hours to create, can I work on it for a couple hours one day and then 8 hours the next, and so forth?

A: The creation time is based upon a workday (4 hours = workday). The potion must be worked on in 4-hour increments. If one of the time increments is interrupted for some reason, the potion is lost and the creation must be started over from scratch.

Q: If I hire someone to create a potion, will the price be reduced if I provide some or all of the ingredients?

A: Possibly. If it's a common chemical compound that is used in any potion, then no. If there's a special ingredient, such as blood from a frost giant, then yes. This will be a role playing opportunity at the time, and prices may vary due to location, temperament of the person you're hiring, availability, etc.

Q: How many potions can be made at a time?

A: The time listed on the table is for one potion at a time. You can create more than one potion at a time so long as you are following the hours and increment requirements.

Q: When a potion fails due to an interruption (i.e. encounter during a long rest) do we get some components back?

A: You would lose a quarter of the components (meaning you'd have to reinvest a quarter of the gold cost) and then begin again from scratch.