

GUIDE TO CRAFTING IN LIBERTERRA

CRAFTING AN ITEM

A character who has the time, the money, and the needed tools can use downtime to craft armor, weapons, clothing, or other kinds of nonmagical gear.

Resources and Resolution. In addition to the appropriate tools for the item to be crafted, a character needs raw materials worth half of the item's selling cost. To determine how many workweeks it takes to create an item, divide its gold piece cost by 50. A character can complete multiple items in a workweek if the items' combined cost is 50 gp or lower. Items that cost more than 50 gp can be completed over longer periods of time, as long as the work in progress is stored in a safe location.

Multiple characters can combine their efforts. Divide the time needed to create an item by the number of characters working on it. Use your judgment when determining how many characters can collaborate on an item. A particularly tiny item, like a ring, might allow only one or two workers, whereas a large, complex item might allow four or more workers.

A character needs to be proficient with the tools needed to craft an item and have access to the appropriate equipment. Everyone who collaborates needs to have the appropriate tool proficiency. You need to make any judgment calls regarding whether a character has the correct equipment. The following table provides some examples.

Proficiency	Items
Herbalism Kit	Antitoxin, potion of healing
Leatherworker's tools	Leather armor, boots
Smith's tools	Armor, weapons
Weaver's tools	Cloaks, robes

If all the above requirements are met, the result of the process is an item of the desired sort. A character can sell an item crafted in this way at its listed price.

BREWING POTIONS OF HEALING

Potions of healing fall into a special category for item crafting, separate from other magic items. A character who has proficiency with the herbalism kit can create these potions. The times and costs for doing so are summarized on the Potion of Healing Creation table.

POTION OF HEALING CREATION

Type	Time	Cost
Healing	1 day	25 gp
Greater Healing	1 workweek	100 gp
Superior Healing	3 workweeks	1,000 gp
Supreme Healing	4 workweeks	10,000 gp

SCRIBING A SPELL SCROLL

With time and patience, a spellcaster can transfer a spell to a scroll, creating a spell scroll.

Resources. Scribing a spell scroll takes an amount of time and money related to the level of the spell the character wants to scribe, as shown in the Spell Scroll Costs table. In addition, the character must have proficiency in the Arcana skill and must provide any material components required for the casting of the spell. Moreover, the character must have the spell prepared, or it must be among the character's known spells, in order to scribe a scroll of that spell.

If the scribed spell is a cantrip, the version on the scroll works as if the caster were 1st level.

SPELL SCROLL COSTS

Spell Level	Time	Cost
Cantrip	1 day	15 gp
1st	1 day	25 gp
2nd	3 days	250 gp
3rd	1 workweek	500 gp
4th	2 workweeks	2,500 gp
5th	4 workweeks	5,000 gp
6th	8 workweeks	15,000 gp
7th	16 workweeks	25,000 gp
8th	32 workweeks	50,000 gp
9th	48 workweeks	250,000 gp