

TRADESKILLS IN EQD20

TRADE SKILLS AND YOU

Trade skills in EverQuest are crafts that produce tangible products. Any service skill that earns money is more properly a profession. Trades allow characters to produce mundane and eventually magical items of value and practical use to their adventuring as well as profits from their sales.

There are 12 trade skills in EverQuest: Alchemy, Baking, Blacksmithing, Brewing, Fletching, Jewelcrafting, Poisonmaking, Pottery, Tailoring, Tattooing*, and Tinkering. Magic Research is somewhat like a trade skill and functions much the same way but is a slightly different skill. Other than Alchemy and Tinkering, any class and any character can learn any or all trade skills. However, A character could buy a Skill Feat and learn one of these two trades despite not being a Gnome or a Shaman.

*Tattooing is a new trade skill detailed in the Al'Kabor's Arcana book.

Being the cone-headed buffoon that he is, Al'Kabor doesn't properly list all the Tattooing patterns, and he lists a bizarre trade skill called "Calligraphy" which does not exist.

All trade skills require time and special equipment to attempt. It is not enough to have the raw materials, they have to be worked in and on something. Smithing requires an anvil and forge, for example. Some special items will be discovered in the game to make these trades easier and more portable such as Geerlok mechanisms or brew barrels. The section on each trade will make the requirements and equipment needed more clear.

Each trade skill listed below will have the significant and individual information for that specific trade, as well as the basic recipes that anyone beginning in that trade will generally know. There are far more recipes available than are listed here, however.

Nearly everything that exists in the EverQuest universe can be made with the appropriate Trade Skill, materials, and magical ability where appropriate.

MAKING SOMETHING WITH A TRADE SKILL

Any time a character attempts a Trade Skill, they must select a specific recipe and gather the proper materials required to attempt it.

Then they make a check based on their Int or Wis bonus, whichever they choose. To this they add their ranks in that Trade Skill, as usual. In addition, they may add a bonus to the roll based on a complimentary stat. For most skills this is Dexterity, but for Alchemy it is Con and for Blacksmithing, it is Str. If the character has 16 or higher in the complimentary stat, they can add +1 to their skill roll.

Conversely, if the character has under 8 in that complimentary stat, then they suffer a -1 penalty to their Trade Skill attempts.

You can never take 10 or take 20 with any Trader Skill attempt.

The character then must take time at the appropriate skill station or with the proper equipment (a fletching kit or brewer's barrel, for example). Each trade lists the time it takes to produce an item with that skill.

Success: If the character succeeds with their skill roll, they produce the item in question. That item may then be used normally or sold for a price based on the demand and supply of that item in the market.

Critical Success: If the roll to attempt the trade skill is a natural "20" then the character has not only made an item, but has learned a rank in that skill, provided they are not at their Level+3 limit of ranks in the skill.

Failure: If the skill roll fails, then the item is not produced properly and at least some of the materials involved are destroyed in the process. The exact results of a failure depend on the trade skill in question and are listed in the appropriate section.

Critical Failure: If the roll to attempt the trade skill is a natural "1" then the attempt has failed, no matter what the DC or bonuses involved may be. In addition, they may have damaged or destroyed their equipment.

CREATING NEW RECIPES

Players are free to attempt to create new items not listed in the recipes or in the GM's list. Sometimes they might be an existing recipe (perhaps one the player remembers or looked up online from the MMOG), and sometimes they will be just something new the character invents.

Most efforts of this sort will be mundane unless the materials are very complex, expensive, or exotic.

Example: Nymbyl wants to try cooking giant moth meat. He gathers spices and moth parts from Kithicor Forest, marinates it in vinegar and oil with the spices, and fries it up. The GM rules that this will be a meal but does not grant any stats; a DC 12 recipe.

Stat food that results from this kind of effort will usually be equivalent to something of the same difficulty to collect and concept.

Example: Nymbyl is tired of gnolls and figures he can cook them too. He gathers some groll meat, wraps it in heavily salted bread dough, and bakes it in a bread oven. The GM rules that this is essentially a low-end cannibalistic food and assigns it +1 Str and +1 Con like Dwarf Chops; a DC 22 recipe.

Players may attempt to combine and create new meals from existing food as well, producing a hybrid product. This usually will produce a synergistic food with characteristics of each, and perhaps a third unique one from the combination.

Example: Moonglum has a lot of bone chips around and decides to try to make some bone armor. He combines 100 bone chips, a suit of leather armor, a vial of thickened mana, and ten silk swatches to hold it all together. The GM decides this will result in +1 AC studded armor that is slightly lighter than normal, with lower arcane failure chance, and +1 saves vs spell effects from undead. He assigns it a DC of 30.

Finally, any character with a trade skill can attempt to duplicate an existing crafted item. To do so they must discern the required materials to produce an item with a skill check based on the difficulty of creating the item in question.

Example: Oate wants to make a Fleeting Quiver. He takes a quiver and examines it closely, to discern the parts involved. A Fleeting Quiver takes a DC 30 to make, so he must roll his skill and beat that to figure out the parts on his own.

Once the character has determined the parts, they may attempt to duplicate the original product by following the usual steps and succeeding at their roll. However, because this is experimental and the exact recipe uncertain, any losses due to failure are doubled.

If a character succeeds at making an item in this manner, they now know the recipe as if they purchased or learned it from a trainer.

Players should be encouraged to create their own recipes, particularly with materials they have taken the initiative to attempt to gather when the GM has not considered it, such as Moth meat.

EXPERIMENTING

Attempting any trade skill requires materials and the specific recipe or schematic to produce the item in question. Without the recipe, you can attempt to make an item, but will find it significantly more challenging, expensive, and material-intensive.

A player can list the ingredients and technique then suggest benefits and DC. The GM should examine the recipe and benefits, compare it to equivalent complexity recipes using similar parts in terms of rarity and power level of the creature involved, then adjust the recipe and its difficulty based on what already exists.

Example: Nymbyl helped kill vox and cuts off the tip of her tail. He takes it home and cooks up Dragon steaks, using Vox's tail, peppered with spices from the plane of fear, all roasted over fire from coals taken from the Tower of Solusek Ro. Nymbyl's player figures this has to be pretty potent stuff, and assigns it CR (10), FR (10), Saves vs Cold and Fire +4, and immunity to fear for 8 hours, and calls it a Miraculous Meal. The GM examines this and agrees with the bonuses, but also gives it a negative effect from the Fear spices of reducing any healing done to the character by 5% for the 8 hours, and assigns it a DC of 40.

Success in making an item by experiment counts double toward training your skill higher than the skill cap for each level, see below.

GETTING BETTER AT A TRADE

While ordinary tradesmen gain skill through time and effort, adventurers don't have that kind of time and typically will learn in small bursts while training other skills (as they level) or from special effects such as quest rewards and magical events.

Trades work a bit differently than other skills. Like all skills in EQD20, characters can only purchase their experience level+3 in maximum ranks in a Trade Skill. However, they *can* advance to ranks higher than that with effort and experimentation.

To advance beyond the normal maximum ranks, the character must accumulate a number of successes equal to their current ranks in the trade skill. These combines must be challenging; of at least DC equal to 14+ the character's current ranks in the trade skill. No more than a week of time can pass between each success or they lose one effective success toward this goal for each day skipped past six days.

Example: Kyia has maxed her Tailoring skill for level 6 at 9 ranks. She wants to advance further, so she must succeed in making 9 items of at least (14+9) DC 23 to do so. She may add her Wis bonus (and Dex bonus, as she has 17 Dex) to her skill roll, plus any other bonuses she might gain. Once she has created 9 items, she may add 1 point to her Tailoring ranks. Now to get another point, she'll have to make 10 items of DC 24 to advance again, and so on.

Learning skill ranks in this manner does not require a trainer, just a lot of money, time, and materials. Obviously a character with no ranks in a trade skill cannot use this technique to learn.

ADVANCED RECIPES

The recipes listed in each trade section are, as noted earlier, low-end beginning materials that characters have to push through to learn the really good stuff. There is rarely anything at low level worth keeping or making much money at. However, each item will sell for slightly more than the sum of its collected parts due to the time and skill involved in production, and there is actually greater demand for simple mundane items than fantastical magic items. Greta the housewife doesn't have much use for a 3-cam compound bow of griffon bones, but she can always use pie pans, and the world is full of Gretas.

Learning more difficult recipes is a matter of luck, influence, persistence, and effort. Characters can learn better recipes through experimentation (see above), which only requires time and materials. The most common way to learn is from a trainer, however.

Picking up intermediate level recipes is usually a matter of some money and finding the right person. Most of these medium level trades will be available in any major city off a trainer or tradesman.

The cost of these recipes will be based on the actual EQ recipe cost, modified by the character's faction and fame, skill at barter, and the personality of the merchant involved. Often bartering with raw trade materials will tend to bring the price down, and some trainers will require that in addition to the cost of the recipe.

Learning more advanced recipes will usually be a matter of special quests, treasure, unusual rewards for quests, difficult-to-find trainers, and considerable expense. For example, learning to make Wu's Fighting Apparel might require a character to bring the trainer his body weight in spider's silk. Or learning to make Velium jewelry might require the character to earn faction with the Coldain Dwarves.

Some recipes will be so advanced and phenomenal that they are known only to a very few extraordinary trade experts who will part with their secrets only at an incredibly dear price, for some immense service, or by trick and thievery.

Most valuable trades recipes are closely-guarded secrets because merchants will fear competition, but they tend to be more willing to pass on secrets to adventurers who are not likely to settle down in their area or even be seen again.

In short, few recipes are a matter of going to a vendor and picking from a list of them like a library.

CROSSOVER

Most trades require the efforts of another Trade Skill. For example, tailors make medicine bags for alchemists, potters make molds for blacksmiths, brewers make Kiola Bark Tannin for tailors, and so on. Thus, it is not uncommon for a tradesman to learn more than one trade at least to a limited level in order to provide their own raw materials.

In a party of multiple characters, each character can provide their trade's items to the others (perhaps for considerations or a fee), thus saving the expense, trouble, and time of learning alternate trade skills.

A few recipes are actually shared between trades, such as Brewing, Poisoning, and Alchemy. Either skill can be used to produce the item in question and the products are identical.

ALCHEMY

TIME: Enhancement Potions 1/2 hour/ per DC modifier
Utility Potions 4 hours

COMPLIMENTARY STAT: Constitution 16+

REQUIRED STATION: Medicine Bag, pottery flasks

FAILURE RESULT: 50% of herbs destroyed

CRITICAL FAILURE RESULT: Medicine bag destroyed

BONUS TYPE: Metabolic

Alchemists use herbs and various elements combined with the power of spirits to enchant and empower materials into potions of various potency and use.

Unlike most trade skills, Alchemists can usually rely on trainers and guild halls to stock the raw materials used to produce most potions. Some require such fresh materials (blood, for example) or unique and rare items that they must be collected by the character, however.

Potions are all single-use items, and will have a duration as noted in the specific potion or type of potion (see below).

Years ago, Shaman discovered a technique of combining five flasks of a specific potion using a Bearskin Potion Bag (made by tailors) into a single flask that has five doses.

Most alchemical creations require a pottery-designed potion bottle or flask. The bulk use Primitive Potion Vials, but some require more exotic and difficult to produce vials, which can be quite rare or expensive to obtain.

There are three different kinds of potions a character can make with Alchemy: Elixirs, Enhancement, and Utility. Alchemists are also able to develop trade skill reagents and items such as tannins which other trades use in their production. Each has specific rules as detailed below.

ELIXIRS

These potions are simple to create and usually lower power. Unlike Enhancement and Utility potions, they will not have lasting effect on a character, and some are not meant to be imbibed at all. Most elixirs have several levels of effect, each more potent than the last.

Elixirs come in three varieties: Distillations, Draughts, and Tonics. Distillates are focused and purified essences of a specific element or item such as venom or magic, providing a single, usually enduring effect when drunk. Draughts are finally a general category of potions covering a broad range of simple and minor effects. Tonics are brews of various herbs and items which together provide focus effects for magic and combat.

Note that the Elixirs listed here with more than one power level of effect have higher powered versions, but these are rare, difficult to find, and involve highly exotic herbs and components.

Distillations

Clarity

Description: A Distillation of Clarity provides the creature with enhanced mana regeneration while in effect. This mana regeneration bonus does not stack with any other similar effect.

Powers: I = +1 mana per 10 minutes

II = +1 mana every 5 minutes

III = +1 mana every 3 minutes

Duration: 10 minutes/rank in Alchemy

Market Price: 35s, 45g, 30p

Components: I = Simple Potion Vial, Fragment of Sickle Leaf (2), Mullein Leaf, Boneset Leaf (2)

II = Simple Potion Vial, Betherium Bark, Piece of Sickle Leaf (2), Sprig of Mullein, Sprig of Night Shade

III = Runed Potion Vial, Blade Leaf, Bundle of Sickle Leaves(2), Bundle of Night Shade, Hypericum, Powder of Ro

DC: I = 20; II = 25; III = 30

Comprehension

Description: Distilled Comprehension causes a heady rush of energy and exhilaration when drunk, offsetting its odd, moldy flavor. Any mana added to the maximum mana pool with Distilled Comprehension adds that much mana as well. The effects of this elixir do not stack with any other increased mana enhancement effect.

Powers: I = +3 mana to mana pool maximum.

II = +10 to mana pool

III = +20 to mana pool

Duration: 10 minutes/rank in Alchemy

Market Price: 25s, 32g, 25p

Components: I = Simple Potion Vial, Fragment of Sickle Leaf (2), Sticklewort, Yerbhimba Leaf (2)

II = Simple Potion Vial, Betherium Bark, Piece of Sickle Leaf (2), Sprig of Yerbhimba (2)

III = : Runed Potion Vial, Blade Leaf, Bundle of Sickle Leaves (2), Bundle of Yerbhimba(2), Powder of Ro

DC: I = 18; II = 23; III = 28

Regeneration

Description: Distilled life is how this is often named, a green thick liquid with the flavor of a jungle's musty smell. The effects of Distilled Regeneration do not stack with any other enhanced health recovery effect.

Powers: I = Regenerate 1 hp/10 minutes

II = Regenerate 1 hp/minute

III = Regenerate as *Fast Healing* (1)

Duration: 10 minutes/rank in Alchemy

Market Price: 25s, 32g, 25p

Components: I = Primitive Potion Vial, Night Shade Leaf, Sticklewort, Mullein Leaf, Boneset Leaf (2)

II = Arnworth, Simple Potion Vial, Sprig of Boneset (2), Sprig of Mullein, Sprig of Night Shade

III = Runed Potion Vial, Bundle of Boneset (2), Bundle of Mullein, Bundle of Night Shade, Hypericum, Powder of Ro

DC: I = 18; II = 23; III = 28

Sustenance

Description: This distillation has a bland, paste-like flavor and has the appearance of applesauce. It is not very satisfying but will stave off hunger for a full day.

Powers: Eliminates the need for food for 24 hours.

Market Price: 1g, 8s, 5c

Components: I = Primitive Potion Vial, meat from some animal, Mint, Allspice, Licorice Root

DC: I = 15

Swiftess

Description: Fiery hot and bright orange, the distillation of swiftess grants greater speed in combat. However, when its effects wear off, the character is afflicted with *fatigue* and the Distillation of Swiftess does not stack with any other kind of haste effect.

Powers: Each level of Swiftess grants haste equal to its rank (so I grants *Haste* (1))

Market Price: 1g, 8s, 5c

Components: I = Simple Potion Vial, Briar Thistle, Mullein, Hydrangea, Cooking Spices

II = Runed Potion Vial, Arnworth, Nightshade, Valerian Root, Cooking Spices.

DC: I = 20; II = 25

Draughts

Antidote

Description: The Draught of Antidote is awful and dusty tasting, but provides a sovereign antidote to any sort of potion of the given power level or less. Any negative effects the poison may have had such as damage or stat loss previous to the Antidote are not eliminated, however. The curing effect will eliminate all poisons of the given power level in the creature that takes this distillation.

Powers: I = Any poison effect of saving throw of DC 15 or less
II = Any poison effect of saving throw of DC 20 or less

Market Price: 15s, 12g

Components: I = Primitive Potion Vial, Mullein Leaf, Sage Leaf, Spiderling Venom Sac

II = Simple Potion Vial, Sprig of Mullein (3), Sprig of Sage Leaves, rattlesnake venom sac/large spider venom sac

DC: I = 16; II = 21

Calm Belly

Description: The Calm Belly Draught will soothe even the sickest person with its bland flavor and coating, thick texture. This also acts as an excellent antacid.

Powers: Ends any *nausea* condition and protects from the effect for 1 minute/rank of the Alchemist.

Market Price: 1g, 5s

Components: Simple Potion Vial, Bonaset, Maidenhair Fern, Fennel, Aloe

DC: 13

Focus

Description: This golden draught has no flavor but a chemical burning effect hits the back of the throat and belly for as long as it lasts. While in effect, the characters gain immunity to any lull or mesmerization effects with a save of less than the Alchemists ranks +10. For effects more powerful than this, the Draught of Focus grants +1 to saving throws against these spells for every 4 ranks in Alchemy.

Powers: Immunity to *mezermise* and *lull* effects for 10 minutes/rank in Alchemy

Market Price: 2p, 5g, 7s, 8c

Components: Runed Poison Vial, Yerhimbba, Yebamante, Clover, Confrey

DC: 23

Immunity

Description: This draught cures the victim of all diseases of a certain power level or lower. It tastes of dust and old rags and has a strange texture.

Powers: I = Any disease effect of saving throw of DC 15 or less
II = Any disease effect of saving through of DC 20 or less

Market Price: 15s, 12g

Components: I = Primitive Potion Vial, Mullein Leaf (3), Bone chips, Sticklewort

II = Simple Potion Vial, Arnworth, Mullein (3), ghou or zombie kidney

DC: I = 16; II = 21

Marr's Blood

Description: Marr's Blood is bright pink in color and smells slightly citrus. The potion's healing effects take place over a brief period of time, with 1 die of effect per round. Although Marr's Blood is a very sought after and popular elixir, this draught can only be drank safely once an hour. If a creature attempts to drink another such potion of any level less than an hour after the previous one, they must make a Fort save against the DC of the potion's creation level or suffer cramps causing -1 to AC, skill checks, and to hit rolls and a d3 loss of Con for 20 minutes.

Powers: I = heal 2d6 hps over 2 rounds

II = heal 3d12 hps over 3 rounds

III = heal 4d20 hps over 4 rounds

Market Price: I = 25g; II = 12p; III = 75 p

Components: Simple Potion Vial, 1 hp of Alchemist's blood, Mint, Fenugreek, Arnworth

II = Runed Potion Vial, 5 hp worth of Alchemist's blood, Dream Dust, Yerhimbba (2), Bytherian Bark

III = Adorned Potion Vial, Sickle Leaf, Hypericum, Powder of Ro, 10 hp worth of Alchemist's blood

DC: I = 18; II = 23; III = 28

Motility

Description: Any character that is paralyzed can be freed by applying this potion. It is absorbed through the skin rather than drank like most Draughts, but it can be applied instantly by splashing the character with it.

Powers: Cures any *paralysis* or *hold* effect of lower DC than the Alchemist's ranks +10.

Market Price: 9g, 5s, 4c

Components: Simple Potion Vial, Garlic, Sage Leaf, Sticklewort, Star-leaf clover

DC: 18

Restoration

Description: Dull brown in color and the flavor of bad stew, this draught will heal characteristic points reduced by any means.

Powers: Heals d4 points of any one (random) stat below normal

Market Price: 4g, 7s

Components: Simple Poison Vial, Mercury, Valerian Root, Fennel, Agrimony

DC: 18

Ro's Blood

Description: This draught restores lost mana at the expense of momentary confusion. When Ro's Blood is drank, the character immediately regains the listed mana but suffers a following round of being *Dazed*. If the character drinks another Ro's Blood of any power level before an hour has passed since the last, they must make a Meditation check at the same DC as the draught took to create or suffer 2 rounds of confusion and 20 minutes of loss of Int equal to the amount the check was failed by.

Powers: I = restore 2d6 mana

II = restore 3d8 mana

III = restore 3d10 mana

Market Price: I = 30g; II = 15p; III = 90p

Components: Dhea, Elderberry, Mandrake Root(2), Vinuk

II = Runed Potion Vial, Aloe Tip, Briar Thistle Thorn, Yebamante

III = Adorned Potion Vial, Measure of Benzoin (2), Sprig of Agrimony, Sea Spirit

DC: I = 20; II = 25; III = 30

Skin Oil

Description: This thick green oil tastes horrible and has no beneficial effect when imbibed, but when rubbed onto a petrified victim will restore them to flesh and bone within a minute of application.

Powers: Cures any *petrify* condition

Market Price: 8g, 5s, 8c

Components: Simple Poison Vial, Benzoin, Celandine Herb, Nardoo, Mystic Ash

DC: 20

Stability

Description: Clear as water, this draught smells and tastes of mint and aniseed. It can be given to unconscious and dying characters orally, or drank to heal subdual damage.

Powers: Stabilizes any dying character, heals 2d8 subdual damage.

Market Price: 2g, 8s, 4c

Components:

DC: 15

Vigor

Description: The Draught of Vigor restores energy to the character when drank. It tastes very spicy and strong, with a burning like strong liquor that invigorates and fills the character with energy.

Powers: The potion immediately eliminates *fatigue*, or reduces *exhaustion* to *fatigue*. If the character is under any kind of effect based on weariness or fatigue which allows a saving roll, the character immediately gains a new saving throw at +1 for every 5 ranks the Alchemist has to end the effect.

Market Price: 7g, 8s, 5c

Components: Primitive Potion Vial, Cooking Spices, Clover Leaf, Larkspur, Sticklewort

DC: 12

Tonics

All Focus Effect Tonics affect all spell levels, unlike ordinary focus effects which have a designated type and maximum spell level. *Spell Efficiency* acts to reduce the mana cost of any spell cast by 25%. *Spell Haste* acts to speed casting time of any spell by the amount listed on the table 5-3 (pg 119, EQDM guide) as well as *Recast Haste* by the amount listed on table 5-4 (pg 119, EQDM guide).

Alacrity

Description: All spells cast under the influence of the Alacrity Tonic are quicker to cast and recover from.

Powers: *Spell Haste* focus effect

Duration: 10 minutes/rank in Alchemy

Market Price: 5p, 6g

Components: Primitive Potion Vial, Briar Thistle, Marsh Algae(2), Pickleberry Extract, Vinuk

DC: 28

Bertoxolous'

Description: Bertoxolous' Tonic enhances any damage over time spell by extending its duration.

Powers: *Extended Affliction* focus effect

Duration: 10 minutes/rank in Alchemy

Market Price: 5p

Components: Simple Potion Vial, Aloe Tip, Briar Thistle Thorn, Larkspur, Sprig of Birthwort(2)

DC: 25

Druzzil's

Description: This tonic improves the efficiency of any spellcaster by reducing the mana cost of every spell they cast.

Powers: *Spell Efficiency* focus effect

Duration: 10 minutes/rank in Alchemy

Market Price: 5p

Components: Simple Potion Vial, Dhea, Elderberry, Mandrake Root (2), Vinuk

DC: 25

Furious

Description: The Furious Tonic increases the potency of every spell that has a saving throw, making saves against it more difficult.

Powers: Increases save DC by 1/5 ranks in Alchemy

Duration: 10 minutes/rank in Alchemy

Market Price: 5p, 6g

Components:

DC: 28

Mithaniel's

Description: Mithaniel's Tonic causes all beneficial enhancement spells ("buffs") to last longer.

Powers: *Extended Enhancement* focus effect

Duration: 10 minutes/rank in Alchemy

Market Price: 4p, 4g

Components: Simple Potion Vial, Larkspur, Measure of Dhea, Section of Mandrake Root(2), Sprig of Elderberry

DC: 22

Preserving

Description: The Preserving Tonic will give the caster a chance to not use up a reagent when casting a spell. This tonic may not work for special or unique reagents, by GM's decision.

Duration: *Reagent Conservation* focus effect

Duration: 10 minutes/rank in Alchemy

Market Price: 4p

Components: Primitive Potion Vial, Aloe Tip, Briar Thistle Thorn, Larkspur, Sprig of Birthwort(2)

DC: 20

Reaching

Description: This tonic increases the range of any spell cast.

Powers: *Extended Range* focus effect

Duration: 10 minutes/rank in Alchemy

Market Price: 3p, 6g

Components:

DC: 18

Rodcet's

Description: Rodcet's Tonic causes all healing effects of any sort to be increased in potency.

Powers: *Improved Healing* focus effect

Duration: 10 minutes/rank in Alchemy

Market Price: 4p, 4g

Components: Simple Potion Vial, Briar Thistle Thorn, Larkspur, Measure of Pickleberry Extract, Sprig of Nettle Creeper(2)

DC: 22

Solusek's

Description: The fury of Solusek Ro fills the one who takes this Tonic, increasing their direct damage spells in power.

Powers: *Improved Damage* focus effect

Duration: 10 minutes/rank in Alchemy

Market Price: 5p

Components: Simple Potion Vial, Agrimony, Figwort, Lucerne(2), Vinuk

DC: 25

ENHANCEMENT POTIONS

Enhancement potions have a duration of 15 minutes +1 minute per rank of the alchemist that created the product.

The simplest of the potions, these are created by combining two herbs and are of very minor effect. Two of the same herb can be used or one from each of two different herbs granting power from each. Using two of a single herb does not double that herb's power, but the alchemist should only count the DC penalty once for any given herb.

Adding either Valerian Root or Blue Vervain Bulbs will enhance and empower the potion rather than increasing effect, and are treated as a third ingredient.

Blue Vervain added to the potion doubles its potency and duration.

Valerian Root triples the duration and potency, but at the cost of subtracting 1 point from the character's Str, Dex, or Con (determined at random). This penalty will never be from a stat that the Enhancement Potion grants and lasts as long as the potion takes effect.

Enhancement potions require a DC of 10+ a modifier based on the herb from the chart below.

EXAMPLE: Kurse the Ogre shaman with 4 ranks in Trade Skill (Alchemy) wishes to aid his brethren in crushing a nest of giant spiders found near Ogguk. He knows that great strength pleases the warriors, and that the spiders poison those bitten, so he procures Lucern and Nightshade from the shaman's guild herb-keepers. As the sun sets, Gronik prepares the herbs, immersing them by night while chanting commands to the appropriate spirits. The DC to make the poison is 17 (10 base + 3 for the Lucern and +4 for the Nightshade). The character drinking the potion receives a metabolic bonus of +2 Strength and Poison Resistance (2) for 35 minutes.

Some years later, the spiders return but Kurse now has 15 ranks of Trade Skill (Alchemy) with which to create more powerful potions. He returns to the same recipe, this time adding Valerian Root, increasing the DC to make the potion to 29. The character drinking his new potion receives a metabolic bonus of +6 to Strength and of Poison Resistance (6) for 3 hours, but suffers a penalty to Dex or Con, decided at random by the GM.

The listed CP cost is for each dose of the given herb. The SP sale value is the amount this potion can be purchased for, and each herb that is added to the potion adds to this cost.

Naturally, selling a potion to a vendor or some other buyer will not give as great a price.

ENHANCEMENT POTION TABLE				
Reagent	CP Cost	Effect	DC	SP Value
Lucern	22	Str +2	+3	20
Fenugreek	22	Dex +2	+3	20
Sage Leaf	22	Con +2	+3	20
Echinacea	45	Int +2	+4	25
Hyssop	45	Wis +2	+4	25
Maidenhair Fern	22	Cha +2	+3	20
Milkweed	22	AR (2)	+5	40
Benzoin	36	CR (2)	+5	35
Mullein	36	DR (2)	+4	35
Allspice	36	FR (2)	+5	35
Aloe	37	LR (2)	+5	35
Alkaret Root	22	MR (2)	+5	35
Nightshade	36	PR (2)	+4	35
Narcissus Root	30	SR (2)	+5	40
Mint	25	Magic Save +2	+8	40
Hypericum	35	Cold save +2	+6	40
Yerhimba	30	Fire save +2	+6	40
Sticklewort	22	Shock save +2	+6	40
Licorice Root	22	Fear save +2	+6	55
Mandrake Root	55	Will save +2	+7	50
Woundwart	45	Ref save +2	+6	50
Eucalyptus Leaf	28	Fort save +2	+5	50
Nardoo	45	Initiative +1	+6	55
Blue Vervain Bulb	45	Increase effect	+8	x2
Valerian Root	140	Increase effect	+12	x3

UTILITY POTIONS

These potions are very powerful and require both great skill and often difficult-to-acquire herbs. Utility potions last 10 minutes per skill rank of the Alchemist, unless otherwise noted. If the GM grants permission, an Alchemist can create a potion that lasts half as long for a +1 circumstance bonus on their Trade Skill check.

Anti-Weight

Description: This potion's faintly sky-colored vapors offer the imbiber limited freedom from the confines of gravity. Immediately, the character rises several inches off the ground and can run across swamps, seas, or chasms without fear of falling.

Powers: The character gains a sort of levitation. This potion does not provide true flight; the character floats slightly above the ground about a half inch and can fall from great heights safely by drifting to the ground at a speed of at least 20 ft a round (and a maximum of full running speed; 60 ft for medium-sized creatures), landing without suffering damage. The character is not actually weightless, but acts as though he were. Note that affected characters, often without traction or cover, may suffer the effects of harsh weather such as strong winds more severely than normal at the GMs discretion.

Market Price: 3p, 1g.

Components: Hydrangea, Sumbul, Wing of Bat or Bird

DC: Alchemy 20

Ant's Potion

Description: A single dose of this potion reduces the character's size substantially, allowing him certain combat benefits, release from binding ropes and manacles, and access to confined spaces. The power of shamanic spirits is evident, as this effect extends to all gear upon her person..

Powers: The imbiber of an ant's potion shrinks one size category and gains all bonuses and penalties provided by her new stature. For example, the potion would reduce a troll (Large) to the size of a human (Medium-size). The effects of these potions stack with other ant's potions and with other shrinking effects, but cannot reduce a character's size to less than Diminutive.

Market Price: 2p, 4g, 3s

Components: Sumbul, Celandine, Pinch of Ant Antennae.

DC: 21

Aquatic Haunting

Description: This bubbling, briny mixture is actually inhaled into the lungs rather than imbibed - a minor act of will for first-time users. Once thus absorbed, it enables the character to survive without the need to draw breath, whether it be in marine environments or while trapped in a room filled with smoke or noxious gases.

Powers: For the potion's duration, the character need not breathe. Use of this potion does not protect the character from environmental effects upon the skin, eyes, or other bodily surfaces. It shields only the lungs from harm.

Market Price: 1p, 8g

Components: Hydrangea, Jatamasi, Fish Scales (10)

DC: 18

Assailing

Description: This potion temporarily improves a character's speed and strength, transforming even a mediocre combatant into a whirlwind of destruction. This potion is shorter in duration than most, lasting only 2d6 rounds (rolled by the GM in secret).

Powers: Grants +2 metabolic bonus to Str and Dex, as well as Haste (3). The haste bonus from this potion cannot bring the character's haste over the normal cap of (8). If drunk again in less time than (1 hour minus the character's Con in minutes) the character gains only +1 Str and Dex, no haste, and suffers 3d6 subdual damage.

Market Price: 3p,3g

Components: Bugbane, Cyclops Eye, Figwort

DC: 28

*This refers to the herb, not a part from an actual cyclops.

Beastlord's Brew

Description: Shaman share a special relationship with their more martial Beastlord kin. The two derive many of their spells from the same spirits, and tend to be similarly close to nature and its animals. Shaman create these potions to further increase the bond between Beastlord and their warder, increasing the effectiveness of both.

Powers: Both the Beastlord and his Warder must drink half of this potion. The Beastlord may then choose any single feat possessed by the warder, and for the duration of this potion's effects, gain that feat as well. The warder gains attack and damage bonuses equal to its magic attack value. Both Beastlord and warder also receive a buff bonus of 1 hp per rank in Alchemy. This potion also works on a shaman's Spirit Wolf companion and a Druid's Spirit Bear, but in this case only the companion receives the benefits.

Market Price: 3g 5s

Components: Clubmoss, sage leaf, 5 hps worth of Alchemist's blood

DC: 25

Blood of The Wolf

Description: This preparation of herbs and wolfs blood imbues the character with enhanced swiftness and the endurance to run long distances for hours at a time. Shaman guildhalls normally provide the blood component for this potion from wolves bred or captured for the purpose.

Powers: This potion grants the character a 50% increase to her base speed and a +4 bonus on Constitution checks involving fatigue due to running.

Market Price: 1p 5g gp.

Components: Birthwort, Fenugreek, Wolf's Blood.

DC: 15

Etheria's Poison Antidote

Description: An assassin's knife, a scorpion's stinger, and the spells of a necromancer bring swift death to those unfortunate enough to suffer their attacks. Shamans also know the ways of poison, thought, both inflicting it upon others and curing it through spells or alchemy. Etheria's poison antidote brings swift relief by cleansing the body of toxins.

Powers: The antidote instantly purifies the body of any single poison or poison effect with a save DC 25 or less. For more potent toxins, the antidote allows the victim a second saving throw, adding the shaman's ranks in alchemy to his roll. Additional doses Of the antidote grant further attempts to cure the poisoned individual. For (10 minutes/rank in Alchemy) after taking this potion, characters gain +1 to all saving throws vs poison effects.

Market Price: 7g 5s

Components: Lady's mantle, hyssop, droplet of blood from a venomous creature of at least CR 1

DC: 23

Fleeting Langour

Description: Even the hardest adventurer sometimes becomes exhausted by their efforts, and this refreshing potion quickly revitalizes tired muscles and sore joints while providing lasting vigor.

Powers: Completely cancels *fatigued* and *exhausted* conditions, and grants a +3 bonus to Con checks that would result in *fatigue* with failure for the duration of the potion.

Market Price: 1g 3s 5c

Components: Burdock Root, Mint, Garlic

DC: 19

Hawk's Eye Tonic

Description: Hawk's eye tonic transforms even a clumsy archer into a dangerous assassin, empowering his reflexes with deadly accuracy. This gift is not limited to the archer; wielders of thrown weapons gain identical benefits.

Powers: While under the effects of hawk's eye tonic the character gains a +2 bonus to attack rolls with ranged weapons. In addition, the character receives the benefits of the Improved Critical feat for all ranged weapons (see Chapter 5: Feats in the *EverQuest: Player's Handbook*).

Market Price: 400 gp.

Components: Star-leaf clover, tri-fern leaf.

DC: 26

Kithor's Disease Treatment

Description: Disease comes in many forms. Epidemics sweep through the countryside, decimating whole populations in a matter of days. Filth-ridden vermin and monsters spread their afflictions with a touch, and certain spellcasters inflict unnatural rot and decay upon their victims. Given shamans' familiarity with disease-inflicting spells, it is no wonder that they've developed means by which to cure such illnesses, natural or otherwise.

Powers: This potion rapidly purges the character of a single disease or disease effect with a save DC of 25 or less. For more virulent afflictions, the antidote allows the victim a second saving throw, adding the shaman's ranks in alchemy to his roll. For (10 minutes/ranks in Alchemy) the character gains +1 save vs disease.

Market Price: 9g, 5s

Components: Lady's Mantle, Echinacea, Bone Chips.

DC: 23

Rageblood (Dulsehound)

Description: Though many utility potions require ingredients not found within the guildhall, few pose any particular danger to the questing alchemist. In the case of Rageblood, however, the blood of giants fuels the potion's effects - thus these potions are among a master alchemist's rarest creations. The resultant elixir encapsulates the power and fury of a giant warrior in liquid form, a russet concoction redolent of blood and wrath. The consumer of Rageblood enters a berserk state; face flushed and snarling, his combat prowess increases significantly.

Powers: Also called "dulsehound," this potion grants the character +2 Strength and fast healing (2), but also deals 2 points of temporary Intelligence damage to the imbiber. While under the influence of a rageblood potion, a character must succeed at a Will save (DC 5 + creator's ranks in alchemy) any time he wishes to withdraw from combat. The effects of rageblood potions are fleeting, lasting but 2 rounds per alchemy rank of the creator.

Market Price: 5g, 9s

Components: Balm Leaves and a Pint of Hill Giant Blood

DC: 23

Serpent's Conviction

Description: One cannot fight what one cannot see. Barbarians, night blind as they are, produce many of these potions for guards, scouts, and adventurers who travel by night.

Powers: Infravision for 12 hours.

Market Price: 3g, 5s

Components: Eucalyptus Leaf, Fennel, Mullein, Sulfur

DC: 18

Soul of the Incorporeal

Description: The unseen predator and the invisible assailant are a significant threat even to the most hardened warrior. This potion provides a small measure of freedom from such concerns, allowing someone to see what lies hidden from mundane senses.

Powers: The drinker can see invisible and gains a Spot check to notice invisible and incorporeal creatures which have not yet manifested within 100 feet. The character may also automatically notice magical attempts to spy on them with a successful Spot Check (DC of the scriber's caster level or item) The Character may also see writing made with *Gnomish Chalk* from tinkering and markings left by the spell *Gillit's Mark*.

Market Price: 5g, 9s

Components: Burnt out lightstone, Stinging Nettle, Mystic Ash.

DC: 25

Snake Spirit Oil

Description: Shamans learn from snake spirits the ways of disengaging bones from their moorings and flesh from its usual shape. Imbibing the oil grants a degree of physical malleability, allowing one to pass through confined spaces and to withstand great falls.

Powers: Snake spirit oil allows a character to pass through confined spaces as if she were two sizes smaller. Also, the character gains a +4 bonus on Balance, Disguise, and Escape Artist checks and takes half damage from all falls.

Market Price: 3g

Components: Birthwort, echinacea, 1 oz. snake's blood.

DC: 27

Stillblood

Description: This bitter russet fluid coagulates the blood to the point where no pulse is detectable and no bleeding is possible. This condition causes no harm and may even save a life.

Powers: Ingestion of this potion increases a character's chances of stabilization to 80% per round. In addition, the character cannot bleed and is immune to bleed effects. If a bleed-based effect causes damage, it is reduced to 1 hp. Characters under the effect of this potion gain the Monk ability Feign Death, requiring a Heal check against DC 30 to find life.

Market Price: 2g 5s

Components: Jatamasi, Mullein

DC: 18

Unlife Awareness

Description: No single force so endangers life in Norrath as the undead. While the powers of the shaman are not particularly attuned to combatting the undead, alchemy can provide a measure of protection from such creatures.

Powers: An unlife awareness potion affects a character as the invisibility to undead spell. When the potion takes effect, the GM rolls 2d8+Ranks in Alchemy secretly to determine the potion's duration in minutes. A character who has drunk an unlife awareness potion will sense the effect's impending failure 2 rounds prior to its expiration.

Market Price: 4g, 8s, 5c

Components: Fennel, Elderberry, Bone Chips

DC: 26

Vampiric Spirit

Description: Shamans acquire the power to transform a portion of their own life force into mana. By combining feverfew with the blood of a griffon (or griffawn or griffenne) and invoking the spirits, a shaman grants others this ability in the form of a potion.

Powers: A vampiric spirit potion drains 10 hit points from the drinker and converts them directly into 10 points of mana. A character without a mana pool suffers the damage from the potion but receives no mana.

Market Price: 2g, 8s.

Components: Feverfew, Blood of a griffon, griffawn, or griffenne.

DC: 26

Wolf's Tongue

Description: This potion greatly increases the senses, to the point of being able to track by scent.

Powers: The character gains +8 bonus to Listen, Search, and Spot checks as well as the *scent* ability (see *Monsters of Norrath*, pg 16). Due to his heightened sense of smell, he also gains a +4 Bonus on Wilderness Lore checks made to track a creature that has a discernable scent.

Market Price: 3g, 7s

Components: Star-Leaf Clover, Wolf's Blood

DC: 23

Wrackbane

Description: This potion acts opposite of *Vampiric Spirit* (above).

Powers: The Wrackbane potion drains 10 mana to heal 4d6 hit points in the character that drinks it. Characters must have at least 10 mana for this potion to take effect.

Market Price: 2g

Components: Woundwart, Mandrake Root, Sage Leaf

DC: 26

OTHER ALCHEMY

Alchemists are able to craft other kinds of materials besides potions using their talents and the power of the spirits they call upon. The process is more expensive and difficult than the proper trades or enchanting origins of these substances, but can be called on as a replacement.

TANNINS

Producing a Tannin Alchemically is somewhat similar to brewing, but more complicated and expensive. Instead of brewing the tannin, Alchemists reduce the material to its essential character and produce tannin from that. Making Tannin takes 8 hours. Failure destroys all the components, and a critical success does not teach the Alchemist a skill unlike other efforts in the Trade Skill.

Heady Kiola

Components: Simple Potion Vial, Kiola Bark (3), Mullein

DC: 14

Yew Leaf Tannin

Components: Simple Potion Vial, Yew Leaves (5), Eucalyptus Leaf

DC: 12

MANA PHIALS

Like an Enchanter, the Alchemist is able to reduce mana into a strange liquid-like substance for use in Trade Skills. The Enchanter uses their magic, Alchemists use the spirits and their arts. However, the Alchemist must still expend some of their personal mana to create these items.

Clarified Mana

Mana Cost: 40

Components: Simple Potion Vial, Bithwart, Fenugreek, Lady's Mantle

DC: 18

Crystallized Mana

Mana Cost: 60

Components: Runed Potion Vial, Aloe, Benzoin, Nightshade

DC: 23

Distilled Mana

Mana Cost: 80

Components: Runed Potion Vial, Blue Vervain Bulb, Echinacea, Fennel, Simbul

DC: 30

Purified Mana

Mana Cost: 100

Components: Adorned Potion Vial, Bistort, Damiana, Mercury, Stinging Nettle, Valerian Root, Yerbhimba

DC: 38

Thickened Mana

Mana Cost: 20

Components: Simple Potion Vial, Alkaret Root, Burdock Root

DC: 15

ALCHEMY PRODUCT SUMMARY TABLE

The table below is a useful summary for alchemists in training to see what is within their range of skill and thus more likely to produce success. There are of course many more potions in existence, particularly in undiscovered lands yet to be seen.

Any potion marked with a + has a variety of different versions, and can cost more (sometimes significantly more) than the listed minimum difficulty check level.

ALCHEMY PRODUCT SUMMARY			
Product	DC	Product	DC
Yew Leaf Tannin	12	Preserving Tonic	20
Vigor Draught	12	Ro's Blood	20+
Calm Belly	13	Skin Oil	20
Enhancement Potions	13+	Swiftess Distillation	20+
Heady Kiola	14	Ant's Potion	21
Blood of the Wolf	15	Mithaniel's Tonic	22
Stability Draught	15	Rodcet's Tonic	22
Sustenance Distillation	15	Crystallized Mana	23
Thickened Mana	15	Etheria's Poison Antidote	23
Antidote Draught	16+	Focus Draught	23
Immunity Draught	16+	Kithor's Disease Treat	23
Aquatic Haunting	18	Rageblood	23+
Clarified Mana	18	Wolf's Tongue	23
Comprehension Dist	18+	Beastlord's Brew	25
Fleeting Langour	18	Bertoxxolous' Tonic	25
Marr's Blood	18+	Druzzil's Tonic	25
Motility Draught	18	Furious Tonic	25
Reaching Tonic	18	Soul of the Incorporeal	25
Regeneration Dist	18+	Hawk's Eye Tonic	26
Restoration Draught	18	Unlife Awareness	26
Serpent's Conviction	18	Vampiric Spirit	26
Stillblood	18	Wrackbane	26
Fleeting Langour	19	Alacrity Tonic	28
Anti-Weight	20	Snake Spirit Oil	27
Clarity Distillation	20+	Assailing	28

ALCHEMY REAGENT LIST

Although some reagents for alchemy are unusual (Hill Hiant blood), rare or from far lands (Nardoo), most can be purchased. The purchase price here assumes no positive or negative faction and no haggling. Alchemical parts can also be gathered in the wild with a Wilderness Lore (Herbalism or Alchemy) skill or the Shaman's Trade Skill

Groups of herbs such as "bunch" or "bundle" can be purchased at three times the listed price.

ALCHEMY REAGENT LIST			
Reagent	Cost	Reagent	Cost
Acaana Leaf	4c	Horehound	1g 4c
Agrimony	5c	Hydrangea	7p 3g
Alkaret Root	8g 6s	Hyssop	4p 2g
Allspice	1g 4c	Jatamasi	4p 2g
Aloe	4s 5c	Kaktu	241p
Arnworth	1p 6g	Lady's Mantle	2p 9s
Balm Leaves	4p 2g	Larkspur	3g 7s
Belan	8s 3c	Licorice Root	8c
Benzoin	1g 4c	Lucerne	4s 5c
Berterine	2p 9g	Maliak Leaf	4p 2g
Betherium Bark	6g, 3s	Maidenhair Fern	5g 2s
Birthwart	4s 5c	Mandrake Root	5g 2s
Bistort	10p 5g	Mercury	6p 3g
Blade Leaf	5p 2g	Mint	8c
Blessed Bone Dust	1g 3s	Mugwort	7p 3g
Blue Vervain Bulb	3g 5s	Mullein	4s 5c
Bonaset	4s 5c	Mystic Ash	12p 6g
Briar Thistle	1g 4c	Nightshade	5g 2s
Bugbane	7g 8s	Oakmoss	83p 9g
Burdock Root	4s 5c	Peat Moss	5c
Celandine	5p 2g	Pickleberry Extract	1g 4c
Cincio	3c	Sage Leaf	5c
Clover	4c	Sandalwood	4s 5c
Clubmoss	5p 2g	Sea Spirit	4s 5c
Comfrey	1g 4c	Sickle Leaf	1g 4c
Cyclops Eye	1p 4g	Snake's Head Iris	2p 8g
Damiana	1g 4c	Star-Leaf Clover	5g 2s
Dhea	5g 2s	Stinging Nettle	4s 9c
Dinfin	157p	Storm Cloud	1g 4c
Dragonwort	2p 9s	Trifern Leaf	1g 4c
Duskglow Vine	5g 2s	Valerian Root	3p 1g
Echinacea	4p 2g	Violet Tri-tube	2g 6s
Elderberry	4s 5c	Vox's Dust	4s 1c
Eucalyptus Leaf	4p 2g	Wolf's Blood	5c
Eyebright	4s 5c	Wormwood	20p 9g
Fennel	3s	Woundwort	5g 2s
Fenugreek	4s 5c	Yarrow	26p 2g
Feverfew	1g 4c	Yebamante	52p 4g
Figwort	1s 4c	Yerhimba	5g 2s
Fire Spore	1g 4c	Primitive Potion Vial	2s
Heliotrope	41p 5g	Runed Potion Vial	5p, 2g
Hellebore	4s 5c	Simple Potion Vial	5g

BAKING

TIME: 15 minutes

COMPLIMENTARY STAT: Dex

REQUIRED STATION: open fire, stove, or none, see text

FAILURE RESULT: raw materials ruined

CRITICAL FAILURE RESULT: raw materials ruined

BONUS TYPE: Metabolic

All cultures bake and cook meals in one way or another, even if preparation is as simple as cutting a hunk of meat off the prey. The more sophisticated and learned a culture is, the finer its cuisine becomes, and in Norrath, that means the finest foods actually grant magical benefits.

Most food prepared in this manner merely staves off hunger and starvation; characters must keep food on themselves to prevent starvation, and failing to eat regular meals for a day results in a -1 penalty to all skill and combat rolls (except damage), with subdual damage and *fatigue* setting in after three or more days without food.

Similarly, skipping meals starts to add up as well. You can skip one meal a day for 3 days before suffering -1 to rolls and nine days before starting to suffer damage and fatigue. Skipping two meals a day means you can go 2 days before suffering the -1 penalty and six before damage.

Some food is of such quality and made from enchanted materials so that it actually grants metabolic bonuses when eaten.

All characters start with rations, each ration good enough for a half day's food. These will necessarily be used up rapidly by the character unless replaced so a baker in a group becomes a popular member as long as they can supply more sustenance for the party.

There are five kinds of food that can be created with Baking: Snacks, Meals, Feasts, Banquets, and Miraculous Meals.

A Snack is good enough for between meals, providing about 2 hours sustenance.

A Meal is good enough for a full meal, and providing satisfaction and nutrition for 5 hours.

A feast is good enough for a full day's food.

A Banquet is good enough for a day's food, but will feed up to 6 characters.

Miraculous Meals are good enough for two day's food and will feed up to 6 characters

These times presume a medium sized character, Small sized characters can last 150% as long on the food listed here, and large sized characters can last but 60% as long. Thus, a Miraculous meal would feed nine small characters and but four large ones.

Some food created are beverages, providing drink to the character and staving off thirst. Any non-alcoholic beverage that can be Brewed can also be created with Baking.

REGIONAL COOKING SUPPLIES

Commodity	Cost	Commodity	Cost
Butcherblock Mts		Rice Wraps	1s 4c
Beer	1s 5c	Rivervale	
Commonlands		Jumjum Berries	5s
Tea Leaves	1g 5s	Steamfont Mts	
Faydark Forest		Swampbottom Spores	3s
Cinnamon Sticks	1g 5s	Gnomish Spirits	6s
Honey	1g		

BASIC COOKING SUPPLIES

Commodity	Cost	Commodity	Cost
Baking Spices	5s	Local Game	3s
Bread, loaf	2c	Milk, gallon	2c
Butter, pound	1g	Noodles	1s
Cheese, round	5c	Ox	15g
Chicken	1s	Pans, 1 piece	1s
Eggs, dozen	3c	Pig	5g
Fresh Herbs, bunch	1s	Rice, pound	1s
Fresh Fish	5c	Salt, pound	1g
Flour, 1 lb	3c	Sheep	2g
Frosting, 1 ounce	8c	Vegetable Oil, 1 quart	2g
Fruit, basket	1c	Vinegar	1s
Jug of Sauce	2s	Vegetables, fresh 1 lb	4c
Goat	1g	White Wine	8s

Prices listed here are the base price without faction or trading adjustments. Regional prices are double if from another continent and 50% higher if distant from the origin (in Qeynos trying to buy Tea Leaves, for instance).

STANDARD FARE

Basic recipes provide food without any magical bonuses, but will fill and give nutrition. These recipes are useful for learning Bakers to train and practice with and are the standard kinds of food around Norrath.

Batwing Crunchies

Ingredients: Bat wing, Frosting

Type: Snack

Market Price: 1s 8c

DC: 12

Bixie Crunchies

Ingredients: Bixie parts, Frosting

Type: Snack

Market Price: 3s

DC: 12

Butcherblock Hardtack

Ingredients: Flour, Rice, Egg, Basilisk Meat, Short beer

Type: Feast

Market Price: 4s 1c

DC: 12

Critter Fritters

Ingredients: Spiderling legs, Kliknak legs, Fire beetle eye

Type: Meal

Market Price: 2s 4g

DC: 14

Dark Forest Stew

Ingredients: Water, Vegetables, Flour, Spiderling eye, Wolf meat, Bear meat

Type: Meal

Market Price: 4s 8c

DC: 11

Desert Rations**Ingredients:** Puma meat, snake meat, salt, flour, eggs, water**Type:** Meal**Market Price:** 3s 1c**DC:** 12**Egg Nog****Ingredients:** Eggs, Milk, Baking spices**Type:** Drink**Market Price:** 1g 6s 9c**DC:** 10**Erud Pate`****Ingredients:** Moss snake meat, Egg, Cooking spices**Type:** Meal**Market Price:** 8s 5c**DC:** 15**Faydark Roast****Ingredients:** Bat meat, Jug of sauce, skewers, honey**Type:****Market Price:** 4s 7c**DC:** 13**Fish Rolls****Ingredients:** Bat wing, Fish**Type:** Meal**Market Price:** 3s 4c**DC:** 10**Fruit Juice****Ingredients:** Fruit, Water**Type:** Drink**Market Price:** 2c**DC:** 10**Green Gill Juice****Ingredients:** Green gill bones, water**Type:** Drink**Market Price:** 1s 2c**DC:** 12**Iced Bear****Ingredients:** Polar bear cub meat, Snow, Cooking spices**Type:** Meal**Market Price:** 3s 7c**DC:** 10**Iron Rations (2)****Ingredients:** Loaf of bread, Baking spices, Salt, Jug of Sauce, Water**Type:** Feast**Market Price:** 1g 5s**DC:** 15**Jumjum Cake (8 slices)****Ingredients:** Cake pan, Flour, Eggs, Milk, Jumjum berries**Type:** Meal**Market Price:** 1g**DC:** 13**Malted Milk****Ingredients:** Milk, Malt (brewing ingredient)**Type:** Drink**Market Price:** 2s 3c**DC:** 10**Muffins (makes 5)****Ingredients:** Flour, Eggs, Milk, Frosting**Type:** Snack**Market Price:** 1c**DC:** 11**Pickled Bixie****Ingredients:** Bixie parts, Jug of sauces, Vinegar**Type:** Meal**Market Price:** 3s 5c**DC:** 13**Purified Water****Ingredients:** Celestial Essence, water**Type:** Reagent**Market Price:** 5g**DC:** 11**Rat Ear Pie****Ingredients:** Flour, 2 rat ears, Gnomish spirits**Type:** Meal**Market Price:** 2s 6c**DC:** 11**Rat Sandwich****Ingredients:** Loaf of bread, Rat meat**Type:** Meal**Market Price:** 3s 7c**DC:** 10**Stinger Wraps****Ingredients:** Wasp wing, bat meat, Pixie dust, Rice wraps**Type:** Meal**Market Price:** 3s 3c**DC:** 12**Travel Rations (2)****Ingredients:** Flour, Milk, Eggs, Any meat, Water**Type:** Meal**Market Price:** 5s 8g**DC:** 10**Wayfarer's Spiced Tea****Ingredients:** Cooking Spices, Tea Leaves, Water**Type:** Drink**Market Price:** 8c**DC:** 10**EXOTIC FOOD**

These, more difficult and exotic recipes provide not just nutrition but magical bonuses to those who eat them. The bonus given lasts as long as the food is good for (a snack's bonuses would last 2 hours, for example), except when otherwise noted.

Bixie Bread**Powers:** +1 Cha, wasps and bees are neutral to you**Ingredients:** Bixie parts, Cooking spices, pixie dust, Flour, Eggs, Water**Type:** Snack**Market Price:** 8g 8s**DC:** 16

Chocolate Marr Cherries (makes 3)**Powers:** +1 Cha**Ingredients:** Fruit, Winter Chocolate**Type:** Snack**Market Price:** 3g**DC:** 21**Deadly Medley****Powers:** +1 save vs poison, Poison Resistance (2)**Ingredients:** Spider eye, Snake meat, Wasp wing**Type:** Meal**Market Price:** 6g 3s**DC:** 18**Filletted Meat in Cream****Powers:** By meat type (Bear and Mammoth: +1 Str; Big cat +1 Dex; Wolf, Wild game +1 Con)**Ingredients:** Cream, Fennel, type of meat**Type:** Feast**Market Price:** 2g 2s**DC:** 22**Glazed Carp****Powers:** +2 Int**Ingredients:** Boar carp, Jug of sauces, Red wine, Vinegar**Type:** Feast**Market Price:** 1g 6s**DC:** 24**Mammoth Steaks****Powers:** +1 Str**Ingredients:** Cooking spices, Jug of Sauce, Mammoth meat**Type:** Banquet**Market Price:** 4g**DC:** 19**Miregobbet Cheese****Powers:** -1 Cha, Disease Resistance (4)**Ingredients:** Milk, Rennet, Swampbottom spores**Type:** Meal**Market Price:** 9s 3c**DC:** 20**Muskie Marinade****Powers:** Disease Resistance (2), Poison Resistance (2), Poison and Disease saves +1**Ingredients:** Rathe Muskie, Fish Wine, Snake Egg Oil, Cooking Spices, Vinegar**Type:** Feast**Market Price:** 4g 5s**DC:** 20**Poached Chub****Powers:** +2 Dex**Ingredients:** Butter, Jug of Sauce, Rujarkan chub, White wine**Type:** Feast**Market Price:** 2g 7s 8c**DC:** 23**Raptor Stew****Powers:** +1 Con, +5 on all checks vs *fatigue***Ingredients:** Cooking Spices, Flour, Vegetables, Raptor meat**Type:** Meal**Market Price:** 4g 1s**DC:** 25**Rat Kabobs****Powers:** +1 Dex**Ingredients:** Jug of Sauces, Rat Meat, Sewers, Cooking spices**Type:** Meal**Market Price:** 2g 5s**DC:** 17**Scorpion Sandwich****Powers:** +1 save vs poison**Ingredients:** Loaf of bread, Scorpion meat, Jug of Sauces**Type:** Meal**Market Price:** 5g 2s**DC:** 16

There are many more recipes to be discovered in the world and learned at trainers, but these are the most common and easier ones that can be readily picked up. Nearly anything in the game can be cooked and eaten by the adventurous and bold, but only some special, exotic, or specially-themed foods will grant stats.

BAKING DIFFICULTY CHART

Product	DC	Product	DC
Egg Nog	10	Faydark Roast	13
Fish Rolls	10	Jumjum Cake	13
Fruit Juice	10	Pixied Bixie	13
Iced Bear	10	Critter Fritters	14
Malted Milk	10	Erud Pate`	15
Rat Sandwich	10	Iron Rations	15
Travel Rations	10	Bixie Bread	16
Wayfarer's Spiced Tea	10	Scorpion Sandwich	16
Dark Forest Stew	11	Rat Kabob	17
Muffins	11	Dedly Medley	18
Purified Water	11	Mammoth Steaks	19
Rat Ear Pie	11	Miregobbet Cheese	20
Batwing Crunchies	12	Muskie Marinade	20
Bixie Crunchies	12	Chocolate Marr Cherries	21
Butcherlock Hardtack	12	Fillete Meat in Cream	22
Desert Rations	12	Poached CHub	23
Green Gill Juice	12	Glazed Carp	24
Stinger Wraps	12	Raptor Stew	25

Brewing

TIME: Varies, see text

COMPLIMENTARY STAT: Con

REQUIRED STATION: Brew barrel

FAILURE RESULT: Raw materials ruined

CRITICAL FAILURE RESULT: Cannot use brew barrel for 24 hours

BONUS TYPE: Metabolic

The art of Brewing has been handed down since the misty past of pre-history, one of the most ancient crafts in Norrath's long existence. Nearly every race claims to be the first to invent liquor, but it almost certainly was the Dwarves.

Most forms of alcohol have a predictable effect upon the drinker; increasing intoxication. However some brews are special preparations with an unusual, magical effect on the drinker. Other beverages a Brewer can prepare are non-alcoholic, and still others are not for consumption at all, such as dyes and tannins.

INTOXICATION

Drinking alcohol has the same effect on any consumer. Thinking becomes confused, memory unreliable, inhibitions are lessened, judgment becomes questionable, and coordination are dulled. However, at the same time, hardiness and vigor tends to be increased, and the pain threshold of a drunken person increases.

In game terms, this means the character gains +2 on all checks involving Con and Str (not to the Str or Con scores), but suffers -1 to Dex, Int, and Wis scores.

A character can consume a number of strong drinks equal to his Constitution modifier with no ill effects. Thereafter, he must make an Alcohol Tolerance check against the DC listed with the specific drink. If a character has no AT skill, they will immediately start to become increasingly inebriated as they drink beyond their Con limit. (note this replaces the pointless complicated Fort save/AT bonus system described in the EverQuest D20 rules). Each time the character drinks another alcoholic beverage after reaching their Con limit, they must make a save.

All the penalties associated with intoxication stack, but the benefits do not; a character continues to lose Dex, Int, and Wis each time they drink if they fail their AT check or have no such skill.

Whether positive or negative, the effects of each drink - including any magical benefits - lasts a number of minutes equal to (20-the Character's Con modifier).

The art of Brewing has been handed down since the misty past of pre-history, one of the most ancient crafts in Norrath's long existence. Nearly every race claims to be the first to invent liquor, but it almost certainly was the Dwarves.

Most forms of alcohol have a predictable effect upon the drinker; increasing intoxication. However some brews are special preparations with an unusual, magical effect on the drinker. Other beverages a Brewer can prepare are non-alcoholic, and still others are not for consumption at all, such as dyes and tannins.

Several non-alcoholic recipes listed here are also possible to be created through Baking, and some can be created through Alchemy.

BREWING SUPPLIES

Commodity	Cost	Commodity	Cost
Aviak Egg	1g 6s	Hops	1s 5c
Barley	1s 5c	Jumjum Berries	2c
Brewing Spices	7c	Kiola Bark	1g 2s
Brimstone	1p 7g	Malt	1s 6c
Bottle	5c	Milk	1c
Cinnamon	1s 4c	Palm Leaves	4s
Cocoa Beans	8s	Rice	7s 3c
Coffee Beans	6s	Salt	1g 5s
Corn	2c	Snake Egg	1c
Cream	3s	Soda Water	1g 2s
Drake Egg	7s 8c	Sugar	4s
Egg	1c	Tea Leaves	1g 6s
Emerald Orange	1g 6s	Underfoot Mushrooms	2s 1c
Faydark Needles	1c	Vegetables	2c
Fruit (Common)	2c	Wine Yeast	1s 8c
Grapes	2s	Wormwood	1p 2g
Graytoe Fungus	3s	Yeast	1s 6c
Honey	4s 1c		

Note that many other ingredients such as Mint are available from bakers or alchemy suppliers. Some, such as Morning Dew, must be collected by the Brewer.

ESSENTIAL ALCOHOL

Thousands of different kinds of alcohol have been developed by residents of Norrath over the centuries, but they all tend to fall within several specific categories. Representative types are given below, but they are far from exhaustive.

Making essential alcohols takes 1 hour in a Gnomish Brew Barrel found in most cities, or hours to weeks with ordinary Brewing techniques.

Ale

Ingredients: Barley, Hops, Yeast, Water

Alcohol Tolerance: 13

Market Price: 3s 1c

DC: 11

Beer

Ingredients: Hops, Malt, Yeast, Water

Alcohol Tolerance: 12

Market Price: 1s 5c

DC: 10

Bog Juice

Ingredients: Moss, Yeast, Snake scales, Swamp water

Alcohol Tolerance: 15

Market Price: 2s 6c

DC: 13

Elven Spirits (Gin)

Ingredients: Faydark needles, Morning Dew, Wine yeast

Alcohol Tolerance: 20

Market Price: 6s 3c

DC: 12

Grain Alcohol

Ingredients: Wheat, Water

Alcohol Tolerance: 16

Market Price: 3s

DC: 10

Grogg

Ingredients: Rum, Water

Alcohol Tolerance: 17

Market Price: 1s 5c

DC: 12

Kalish

Ingredients: Fruit, Vegetables, Water

Alcohol Tolerance: 16

Market Price: 1s 5c

DC: 13

Mead

Ingredients: Honey, Water, Wine yeast

Alcohol Tolerance: 14

Market Price: 5s 2c

DC: 12

Mountain Dew

Ingredients: Corn, Sugar, Yeast, Water

Alcohol Tolerance: 22

Market Price:

DC: 10

Rum

Ingredients: Sugar, Yeast, Water

Alcohol Tolerance: 21

Market Price: 8s 5c

DC: 11

Vodka (cider)

Ingredients: Vegetables, Sugar, Water

Alcohol Tolerance: 20

Market Price: 5s 7c

DC: 10

Whisky (bourbon)

Ingredients: Barley, Water

Alcohol Tolerance: 20

Market Price: 7s 8c

DC: 10

Wine

Ingredients: Grapes, Wine Yeast, Water

Alcohol Tolerance: 15

Market Price: 6s 2c

DC: 12

SPECIALTY BREWING

These products take a bit longer to produce and have more exotic and complicated ingredients, but the end result is worth the trouble. Each beverage grants some special, magical bonus when drunk, as detailed below. Specialty Brewing takes 2 hours to complete, or as noted below. Some of the listed recipes take an existing beverage, brewing them over and distilling the results into a new beverage.

Absinthe

Description: Although wine producers hate Absinthe as a dangerous competitor, the strong taste and often potent headaches after imbibing tend to limit its popularity.

Powers: +1 to Spot checks and Will saves

Ingredients: Brandy, Brimstone, Wormwood

Alcohol Tolerance: 23

Market Price: 5p 7g 8s

DC: 24

Bleeding Brain

Description: No one is sure where this extremely powerful beverage was first brewed, but it has rapidly spread across the planet. The Bleeding Brain tastes terrible, but wastes no time getting you drunk.

Powers: +4 saves vs any mind-affecting spell, +1 Str checks and double penalties to Dex, Int and Wis from inebriation.

Ingredients: Brewing Spices, Fire Beetle Eye, Vodka

Alcohol Tolerance: 26

Market Price: 1g 4s

DC: 23

Boot Beer

Description: Originally a Trollish recipe, this rank smelling fermented concoction is very popular with Trolls and Ogres both. Created by haphazardly throwing handfuls of ingredients in an old, used Troll or Ogre boot and tying it tight as possible, this beer grants exhilaration and even overconfidence.

Powers: +2 metabolic bonus to Str and Con, but -2 Reflex saves and AC.

Ingredients: An old boot, Vegetables, Malt, Milk, Swamp water

Alcohol Tolerance: 18

Market Price: 8c

DC: 20

Cinnamon Spiced ElvenTea

Description: Elves have a reputation for graceful beauty, but they are fond of very strong liquor and sometimes outrageous behavior when safely away from prying eyes. The spices in this "tea" seem to make people tireless.

Powers: +1 Magic saves, immune to *fatigue* effects.

Ingredients: Cinnamon Powder, Elven Spirits

Alcohol Tolerance:

Market Price: 9s 8c

DC: 18

Elven Wine

Description: Considered the finest and most elegant of wines, Elven wines have long enjoyed a reputation for sophistication and class. Expensive and exclusive, these wines also grant a small degree of elven senses.

Powers: +1 to Listen, Search, and Spot checks, ignore Inebriation penalties to these skills.

Ingredients: Fruit, Morning dew, Wine Yeast

Alcohol Tolerance: 14

Market Price: 6g 8s

DC: 22

Faydwer Port

Description: Elven wines are considered the most sophisticated of their class, and the Faydwer port is an elegant combination of their best.

Powers: +1 Cha, +1 to Diplomacy checks

Ingredients: 2 Elven wine, 1 red wine, 1 white wine

Alcohol Tolerance: 10

Market Price: 9g 6s

DC: 25

Faydwer Shaker

Description: A mixed drink made up of various ethnic beverages from across the island continent, this is all but unknown in Faydwer, but is very popular in Freeport. The beverage seems to make the drinker more glib and persuasive.

Powers: +1 Bluff and Gather Information checks.

Ingredients: Dwarven Ale, Elven wine, Gnomish Spirits, Mead

Alcohol Tolerance: 13

Market Price: 2g 5s 2c

DC: 20

Fish Wine

Description: This simple, sour drink is popular among sailors due to its cheap nature and ready supply at any port. Simple to make, it is popular with apprentice Brewers as well.

Powers: -1 Cha checks for 24 hours, +1 to Swim checks

Ingredients: Fish, Grapes, Wine Yeast, Water

Alcohol Tolerance: 16

Market Price: 2s 6c

DC: 11

Freeport Brandy

Description: Freeport is less a wine town than a Beer and spirits town, but Brandy is strong enough to gain favor there. This potent brew warms the body from within.

Powers: Cold Resistance (1)

Ingredients: Brewing spices, Fruit, Red wine

Alcohol Tolerance: 15

Market Price: 9s 7g

DC: 18

Gnomish Spirits

Description: Used in many tinkering recipes, Gnomish Spirits are one of the few non-explosive liquids Gnomes have created. This material also acts as a very good cleaning agent when mixed with water.

Powers: Poison Resistance (1)

Ingredients: Giant wasp poison sac, Swatch of spider silk, Yeast, Water

Alcohol Tolerance: 18

Market Price: 6s 2c

DC: 20

Gypsy Wine

Description: This wine is brewed by the gypsies of the Ro desert and Commonlands. They claim it has been handed down from the ancient Combine empire, but the wise believe little a Gypsy claims.

Powers: Infravision

Ingredients: Grapes, Fire Beetle Eye, Sugar, Wine Yeast, Water

Alcohol Tolerance: 14

Market Price: 4s 2c

DC: 20

Halfling Stouters

Description: Halflings cannot resist trying Jumjum berries in nearly anything, and sometimes the combination works well. In this case, it produces a very potent liquor with unusual benefit.

Powers: +1 poison saves, Poison Resistance (2),

Ingredients: Jumjum Berries, Vodka

Alcohol Tolerance:

Market Price: 7s 5c

DC: 17

Ol' Tujim's Fierce Brew

Description: Blurred vision and confusion result from drinking this truly fiery and potent beverage, but it is considered a true test of masculinity to drink this regularly in many cultures.

Powers: +1 bonus to Con beyond normal inebriation, -1 penalty to Spot, Listen, and Search checks

Ingredients: Barley, Hops, Malt, Yeast, Water

Alcohol Tolerance: 20

Market Price: 5s 8c

DC: 16

Ogre Swill

Description: A common Ogguk beverage, and a great source of pride to Ogre brewers. Others claim it tastes like liquified chicken, but it has developed a following outside the Feerott.

Powers: +1 save vs Disease, Disease Resistance (2), and +2 charisma checks for anyone who has witnessed a non-Ogre drink it.

Ingredients: Froglok meat, Malt, Water, Yeast

Alcohol Tolerance: 16

Market Price: 2s 1c

DC: 14

Skull Ale

Description: Not a true ale, this blend is brewed in the skull of any huge creature (usually a cyclops or giant). It has a strange, dusty flavor, but is popular in the Ocean of Tears and Freeport area.

Powers: +1 to jump checks and +5 ft to run, but an additional -1 Dex penalty to inebriation.

Ingredients: Beer, Brewing spices, Huge sized skull, Sugar, Water

Alcohol Tolerance: 17

Market Price: 1s

DC: 24

Skunk Breath Ale

Description: Whether this started out as a practical joke or some fierce Dwarven ritual is unclear, but the ghastly stench and breath that results are unmistakable.

Powers: -3 to Cha skill checks (which lasts 8 hours), +1 additional Con due to inebriation and +3 to all saves involving smell.

Ingredients: Beer, Gnomish spirits, Malt, Skunk scent glands, Yeast

Alcohol Tolerance: 20

Market Price: 1c

DC: 25

Thubr's Darkened Ale

Description: Known to few outside Kaladim, this is a popular beverage with Dwarven thieves. Graytoe fungus grows poorly outside the mines under Kaladim.

Powers: +1 Poison saves, grants Wis check to detect poison (DC equal to the poison creation DC/2)

Ingredients: Barley, Graytoe fungus, Malt, Yeast, Water

Alcohol Tolerance: 14

Market Price: 9s 5c

DC: 19

NON ALCOHOLIC BREWING

Some of the materials a Brewer can produce have no alcoholic power to them, but are still popular and even useful. There are two kinds of non-alcoholic brewing products: Beverages and Tanning Agents.

Beverages

Egg Nog

Ingredients: Eggs, Milk, Baking spices

Type: Drink

Market Price: 1g 6s 9c

DC: 10

Fruit Juice

Ingredients: Fruit, Water

Type: Drink

Market Price: 2c

DC: 10

Green Gill Juice

Ingredients: Green gill bones, water

Type: Drink

Market Price: 1s 2c

DC: 12

Malted Milk

Ingredients: Milk, Malt (brewing ingredient)

Type: Drink

Market Price: 2s 3c

DC: 10

Purified Water

Ingredients: Celestial Essence, water

Type: Reagent

Market Price: 5g

DC: 11

Wayfarer's Spiced Tea

Ingredients: Cooking Spices, Tea Leaves, Water

Type: Drink

Market Price: 8c

DC: 10

Fizzy Odus Juice

Description: This fizzy beverage seems too frivolous and festive for the staid Erud culture, but its benefits cannot be denied and it has become quite popular among High Elves as well.

Powers: +1 Int and Dex, *Flowing Thought I* focus effect for half hour

Ingredients: Celestial essence, Green gill juice, Sea horse roe, Soda water

Market Price: 25g

DC: 27

Kaladim Constitutional

Description: This drink is so potent, with such a jolt, that some take it for alcoholic even though it is not. Yarrow can be purchased from any apothecary that carries Alchemical goods.

Powers: Fort save or *stunned* one round, staggered d3 rounds more; +1 Con bonus and +1 to all saves for 20 minutes

Ingredients: Celestial essence, Soda water, Underfoot mushrooms, Yarrow

Market Price: 1p 4g 3s

DC: 26

Palatable Mana

Description: Although the mana vials that an Enchanter or Alchemist can produce are not edible (they taste horrible, are poisonous, and cause violent nausea and vomiting), Brewers have managed to develop a somewhat palatable beverage from them. These beverages will cause intoxication in any character without mana, but have a different effect on spell casters.

Powers: Spellcasters must succeed at an Alcohol Tolerance check to benefit from this beverage. Failure results only in intoxication. A successful check results in restored mana based on the type of mana vial the Palatable Mana was based upon.

Viscous=2d6 mana; Cloudy=3d8 mana; Clear=4d10 mana; Distilled=5d12 mana; Purified=6d20 mana.

Alcohol Tolerance: 14/16/19/20/22

Ingredients: Liquid Mana, Grapes, Sugar, Yeast

Market Price:

DC: 25/28/33/38/40

Tempers and Tanning Agents

Acorn Oil

Use: Halfling cultural trades

Ingredients: Halfling Stout, Misty acorn

Market Price: 2g

DC: 13

Aviak Egg Oil

Use: Tailoring

Ingredients: Aviak Egg, water

Market Price: 5g

DC: 10

Celestial Temper

Use: Blacksmithing

Ingredients: Blue diamond powder, Purified water

Market Price: 3p, 3g

DC: 22

Cod Oil

Use: Tailoring

Ingredients: Cobalt cod, water

Market Price: 5g

DC: 11

Drake Egg Oil

Use: Tailoring

Ingredients: Drake egg, water

Market Price:

DC: 12

Earthen Temper

Use: Dwarven cultural trades

Ingredients: Dwarven Ale, Lava rock, Mercury

Market Price: 9g 2s

DC: 20

Frost Temper

Use: Barbarian cultural trades

Ingredients: Brandy, Essence of Winter, Ice goblin blood

Market Price: 3g 7s

DC: 24

Heady Kiola**Use:** Tailoring**Ingredients:** Kiola bark, water**Market Price:** 1g**DC:** 12**Magic Yew Leaf Tannin****Use:** Tailoring**Ingredients:** Waking Lands yew leaves, water**Market Price:** 7g 3s**DC:** 13**Metallic Temper****Use:** Tinkering**Ingredients:** Firewater, Gnomish spirits, Minotaur blood**Market Price:** 5s**DC:** 21**Moonlight Temper****Use:** High Elf cultural trades**Ingredients:** Essence of moonlight, Morning dew, Swirling mist**Market Price:** 5g, 5s**DC:** 28**Oak Bark Tannin****Use:** Wood Elf cultural trades**Ingredients:** Oak bark, Royal jelly**Market Price:** 1g 6s**DC:** 19**Royal Temper****Use:** Human cultural trades**Ingredients:** Essence of sunlight, griffene blood, rainwater**Market Price:** 1g 2s**DC:** 25**Sea Temper****Use:** Erudite cultural trades**Ingredients:** Fish wine, Saltwater seaweed, Sea foam**Market Price:** 7s**DC:** 22**Snake Egg Oil****Use:** varies**Ingredients:** Snake egg, water**Market Price:** 1g**DC:** 11**Yew Leaf Tannin****Use:** Tailoring**Ingredients:** Yew Leaves, water**Market Price:** 8s**DC:** 12

Regional Essences are special brewed substances which are used to center faithstones and spirit stones. Each takes Purified Water and some substance indigenous to the area, usually oil from a fish. Each sells for 1 gold and all are used in Pottery.

REGIONAL ESSENCES

Essence	Ingredient	DC
Butcherblock	Stonefish*	20
Clockwork	Clockwork Kroi*	21
Erud's	Barren Flounder*	19
Everfrost	Frost turnip**	30
Faydark	Morning dew	23
Jungle	Jungle spider venom	24
Marr	Sea salt	18
Thunder	Thunder Salmon	20
Vale	Jumjum stalk	23
Vital	Surefall sap	25

*Fished up in areas that pass through or adjoin the region

**Cultivated or wild plants from the region or nearby areas

BREWING DC CHART

Commodity	Cost	Commodity	Cost
Aviak Egg Oil	10	Marr Essence	18
Beer	10	Erud's Essence	19
Egg Nog	10	Oak Bark Tannin	19
Fruit Juice	10	Thubr's Darkened Ale	19
Malted Milk	10	Boot Beer	20
Mountain Dew	10	Butcherblock Essence	20
Vodka	10	Earthen Temper	20
Wayfarer's Spiced Tea	10	Faydwer Shaker	20
Whisky	10	Gnomish Spirits	20
Ale	11	Gypsy Wine	20
Cod Oil	11	Thunder Essence	20
Fish Wine	11	Clockwork Essence	21
Purified Water	11	Metallic Temper	21
Rum	11	Celestial Temper	22
Snake Egg Oil	11	Elven Wine	22
Drake Egg Oil	12	Sea Temper	22
Elven Spirits	12	Bleeding Brain	23
Green Gill Juice	12	Faydark Essence	23
Grogg	12	Vale Essence	23
Heady Kiola	12	Absinthe	24
Mead	12	Frost Temper	24
Wine	12	Jungle Essence	24
Yew Leaf Tannin	12	Skull Ale	24
Acorn Oil	13	Faydwer Port	25
Bog Juice	13	Palatable Mana	25+
Kalish	13	Royal Temper	25
Magic Yew Leaf Tannin	13	Skunk Breath Ale	25
Ogre Swill	14	Vital Essence	25
Ol' Tujim's Fierce Brew	16	Kaladim Constitutional	26
Halfling Stouters	17	Fizzy Odus Juice	27
Cinnamon Spiced Elf Tea	18	Moonlight Temper	28
Freeport Brandy	18	Everfrost Essence	30

BLACKSMITHING

TIME: 15 minutes

COMPLIMENTARY STAT: Str

REQUIRED STATION: Forge and anvil

FAILURE RESULT: half raw materials ruined

CRITICAL FAILURE RESULT: all raw materials ruined

BONUS TYPE: Arcane

FLETCHING

TIME: Arrows (hour), Bow Restring (6 rounds-Dex bonus), Bows (half a day)

COMPLIMENTARY STAT: Dex

REQUIRED STATION: Fletching Kit

SUCCESS RESULT: Arrows (5 returned with success)

FAILURE RESULT: Arrows (destroyed shaft and fletching), Bows (destroyed bowstave)

CRITICAL FAILURE RESULT: Fletching kit destroyed

BONUS TYPE: Arcane

Fletching technically covers two skills, both bow and arrow making despite properly only referring to arrow making. Characters with Trade Skill (Fletching) are able to make both with the proper materials and their fletching kit.

BOWS

Simple bow construction requires only a pruned shaft of wood and a length of string. Skilled fletchers add other tools to their kits to increase performance. The choice of string influences the smoothness of firing the arrow; knives and planes reshape the wood altering its flexibility, and cams or special construction increase the bow's draw power and thus damage.

The bows available for purchase in chapter 7 of the *EQ Player's Handbook* (pg 157) are hickory bows. Composite versions of the Hickory bow are shown as well.

Wood: The various woods used in a bowstave are often the biggest expense and some are very rare and difficult to obtain. Hickory, Elm, Ashwood, and Oak grow throughout Norrath and bowstaves of this type may be purchased in any city. Sedgewood is found in far reaches of Faydark such as the Hills of Shade. Treant Wood comes from the Treants of Norrath, and Darkwood is only found in the Burning Woods of Kunark.

Attack Bonus: A Fletcher may opt to use special processes on the bowstave that increase the attack bonus, creating Masterwork and even Superior Masterwork bows. The processes include the use of planes and knives as well as special oils and construction such as composites.

Delay: The use of certain strings and cams can reduce a bow's delay, increasing its speed in combat and assisting in Iterative Attacks.

Range Increment: The range increment of a bow reflects the maximum distance in feet an archer may shoot without suffering a penalty. Range increments are noted as a distance, such as 10ft.

Critical Damage: Certain construction of bows can give them the potential to deliver an even more potent critical hit. Each +1 to crit increases the multiplier (so a x2 crit bow with +2 would be x4 crit). Some components increase the critical threat range as well, extending beyond a roll of 20 to threaten a critical hit by 1 for each +1 crit threat.

Sneak Bonus: Depending on the construction, some bows are so quiet to fire from hiding that they add a bonus to the archer's Sneak skill to remain undetected.

DC: Each step of the bowmaking process complicates its construction, increasing the DC. Making an ordinary hickory bow is a straight DC 10. Making more complex, difficult bows can push the DC over 30.

Mighty: Mighty Bows are listed in Special Equipment section of the *EQ Player's Handbook* (pg 167), and increase the draw so that characters can add their Str bonus to damage.

Components: Bows can have one added component from any of three options: Shaping, Treatment, and Mechanics. Shaping is planing and carving the bow for optimal design, Treatment is the preparing of the bowstave with special baths and rubdowns, and Mechanics refers to structural changes and devices applied to the bow.

STRINGS

Type	Cost	Effect	Sneak	DC
Hemp	1c	--	--	--
Gut	5c	+5 ft	+1	+1
Linen	1s	+5 ft	+2	+2
Silk	1s 5c	+10 ft	+3	+5
Dryad Hair	3g	+15 ft, +1 crit threat	+4	+8
Unicorn Mane	n/a	+20 ft, -1 delay	+5	+10

BOWSTAVES

Type	Cost	Effect	DC
Hickory	1s 5c	Ordinary Short or Long Bow	10
Elm	1g	+1 damage	13
Ash	1g 5s	+1 damage, +5 ft range	15
Oak	2g	+1 damage, Mighty	17
Sedgewood	2g 5s	+2 damage, +5 ft range, Mighty	20
Treant	5g	+2 damage, +10 ft range, +1 crit threat	23
Darkwood	2p 5g	+4 damage, +10 ft range, Mighty	25

OTHER COMPONENTS

Shaping	Cost	Effect	DC
Knife	1s	+5 ft range	+2
Plane	3s	Mighty Bow, +5 ft range	+5
Treatment			
Cod Oil	5c	+5 ft	+2
Yew Leaf	1s	+5 ft, +1 Sneak	+4
Aviak Egg Oil	5s	+10 ft	+6
Heady Kiola	8s	-1 delay	+10
Drake Egg Oil	2g 5s	-1 delay, +1 crit threat	+15
Mechanics			
Composite Layering	1g 5s	+10 ft, +1 crit	+4
Standard Cam**	5s	+20 ft, +1 crit	+8
Innovative Cam**	1g 2s	+30 ft, +1 crit, -1 delay	+12
Mithril Cam**	3p 5g	+40 ft, +1 crit, +1 crit threat	+14
Mithril Double-Cam**	12p 8g	+40 ft, +1 crit, +1 crit threat, -1 delay	+16

*available from brewers and alchemists

** available from tinkers

More complex specialty bows can be learned at higher skill but are either jealously guarded secrets, special cultural construction, or long lost secrets that must be discovered through exploration and study.

However, there is one bow that can be created through lower end Fletching, the *Larktwitter*, detailed below.

Larktwitter Bow

Description: These small bows are used as longbows by the pixies of the Lesser Faydark. Their construction is understood by the Wood elves of the area, but they are rarely made because of the size.

Powers: This silk-strung shortbow has +1 bonus to attacks and damage as well as the *speed* ability, +3 Sneak checks to fire from cover Larktwitter Bow (+1 to hit, 1d6+2, delay 4, 75 ft range increment; AC 7, harness 6, 3 hp, Break DC 21)

Market Price: 8p, 3g, 2s

Weight: 0.7 lb

Slot: Ranged (piercing)

Components: Silk string, Ash bowstaff, Vial of *Clarified Mana*, Unicorn tail hair, plane, pixie dust

DC: 27

ARROWS

Arrows consist of four components: the point, the shaft, the fletching, and the knock. Each component influences the performance and lethality of the bow, adjusting various statistics. A successful combine of arrow components produces 5 arrows each batch. Failure destroys the shaft and fletching.

Ordinary arrows purchased at a store are wood shaft, feather fletched, with steel points and large nocks. They have no bonuses or subtractions to a bow's performance.

Damage Bonus: Arrow shafts are most commonly crafted of wood, but can be made tougher substances such as bone, ceramic, or steel. The material of the shaft can cause the arrow to deal greater damage

Magic Attack: Certain substances used as arrowheads may allow the arrow to penetrate damage reduction as if it were enhanced. Note that the arrows does not gain any actual attack or damage bonuses from this effect.

Hit Bonus: Some arrows are so potent and sharp that they will tend to pierce armor when others may not, gaining an attack bonus. This attack bonus does not affect damage reduction, as it is not magical.

Range Increment: Each range increment listed in feet (e.g. 30 ft)

Durability: The construction of arrows with certain materials makes them more durable and more likely to survive impact. Normally an arrow may be recovered 50% of the time on a normal impact (although some impacts will be more destructive to an arrow, such as a steel golem or a brick wall). Some substances actually reduce the arrow's durability as well. The modifier to durability is a direct addition or subtraction to the chance an arrow may be recovered.

DC: The DC to craft a set of five arrows equals the base fletching DC of the shaft, plus any modifiers for the components.

EXAMPLE: Erkenbrand sets out to make a set of arrows. He buys wood shafts, but adds ceramic points, griffon feather fletching, and medium nocks. The base arrow is DC 10, but the point adds +1, the fletching +2, and the nock +1. The resulting arrows are 14 DC to attempt, costing 5g, 9s, and 2c.

The resulting arrows are +2 damage, +2 to hit, +1 magic attack, and +5 ft range. Success produces 5 arrows, and failure destroys the shaft and fletching.

More exotic and powerful materials can be found, such as dragon bone, Velium, and so on, but they require significantly greater skill and are more difficult to obtain.

In particular worshippers of Karana and Tunare are able to create arrows blessed by these gods with extraordinary power.

ARROW CONSTRUCTION

Component	Cost	Effect	DC
Shaft			
Wood	5c	(ordinary arrow)	10
Bone	1s, 5c	+1 damage, +5 ft, -10% durability	12
Ceramic	3s	+1 damage, +5 ft	13
Steel	5s	+2 damage, +5 ft, +5% durability	16
Griffon Bone	1p 5s	+2 damage, +10 ft, +10% durability	19
Mithril	3p	+3 damage, +15 ft, +15% durability	20
Point			
Wood	1c	-1 damage, -5% durability	-2
Bone	5c	-5% durability	-1
Stone	3c	+1 damage, -5% durability	--
Steel	1s	(ordinary arrow)	--
Ceramic	5s	-5% durability, +1 damage, +1 to hit	+1
Silver	1g	Silver	+3
Griffon Beak	4g	+1 hit, +1 damage, +5 ft	+5
Mithril	1p 3g	+1 hit, +1 magic attack, +1 damage	+6
Fletching			
Leaf/Cloth	1c	-5 ft	-1
Feather	5c	(ordinary arrow)	--
Griffon Feather	1g 8s	+5 ft, +1 hit	+2
Treant Leaf	1p 5s	+1 hit, +1 magic attack, +1 damage	+5
Pegasus Feather	8p 3g	+2 hit, +2 magic attack, +5 ft	+8
Nock			
Large	1c	(ordinary arrow)	--
Medium	8c	+5 ft	+1
Small	1s 8c	+10 ft	+3

JEWELCRAFTING

TIME: 15 minutes

COMPLIMENTARY STAT: Dex

REQUIRED STATION: open fire, stove, or none, see text

FAILURE RESULT: raw materials ruined

CRITICAL FAILURE RESULT: raw materials ruined

BONUS TYPE: Metabolic

POISONMAKING

TIME: 15 minutes

COMPLIMENTARY STAT: Dex

REQUIRED STATION: open fire, stove, or none, see text

FAILURE RESULT: raw materials ruined

CRITICAL FAILURE RESULT: raw materials ruined

BONUS TYPE: Metabolic

POTTERY

TIME: 3 hours

COMPLIMENTARY STAT: Dex

REQUIRED STATION: potter's wheel and kiln

FAILURE RESULT: raw materials ruined

CRITICAL FAILURE RESULT: raw materials ruined, wheel damaged

BONUS TYPE: Arcane or Divine

Pottery is nearly as ancient as Baking, and a critical part of a nation's culture and life. Most products Pottery produces are of no use to the adventurer, but they are critical to the ordinary life of the regular people of Norrath. Other products are critical to other Trade Skills, from potion vials to molds for blacksmithing.

Some Pottery products are items of enchanted power or divine focus, and these are the ones of most interest to adventurers. These higher end materials are often quite potent, making a life of molding bowls and figurines finally pay off.

BASIC POTTERY

There are thousands of items that can be made from pottery, and this list gives a basic few categories with their difficulty class for the beginning potter to attempt. Most crossover items are in this category.

Product	Components	Sell	DC
Bowl or Vase	2 lbs clay	1s	6
Cake round	2 lbs clay	1s	7
Ceramic Arrowhead	1 lb clay, Small mold	5s	15
Ceramic Arrow Shaft	1 lb clay, small mold	3s	15
Ceramic lining	1 lb clay	1s	12
Cup	1 lb clay	2c	5
Jar, large	6 lbs clay	2s	6
Jar, medium	4 lbs clay	1s 3c	7
Jar, small	2 lbs clay	4c	8
Mold, armor	5 lb clay	1g 2s	11
Mold, large	4 lb clay	9s	11
Mold, medium	3 lb clay	6s	12
Mold, small	2 lb clay	3s	12
Muffin tin	2 lbs clay	1s	7
Poison Vial	1 lb clay	8s	15
Poison Vial, Lined	1 lb clay, Ceramic lining	2g	16
Poison Vial, Sealed	1 lb clay, Ceramic lining, Wax	4g	17
Pot	2 lbs clay	1s	9
Potion flask	1 lb clay, Ceramic lining	3g	15
Pot. Flask, Primitive	1 lb clay	1g 4s	12
Pot. Flask, Runed	1 lb clay, <i>Vial Viscous Mana</i>	2p 5g	18
Scroll case	2 lb clay, Ceramic lining	2g	15
Skewers (4)	1 lb clay	3c@	10
Stein	2 lb clay, Ceramic lining	5g	15
Urn	3 lbs clay	8s	7

ENCHANTED POTTERY

Enchanted Pottery is made up of clay Enchanters are able to grant magical power to with the 2nd level spell *Enchant Clay*. Enchanters also are required for liquid mana such as *Viscous Mana*, created with the spell *Thicken Mana*.

Using the Pottery-created hones require 2 rounds of concentration before they grant their powers to the weapon. This bonus is in addition to any enchantment the weapon may have, but an intelligent weapon may choose to reject the hone with a Will save against DC 15.

Carafe of Pure Waters

Description: This Koda'dal crystal decanter was developed to protect the less sturdy elves from disease and defilement as well as appeal to their sense of purity.

Powers: If a polluted or toxic liquid of any kind is poured into the *carafe*, it makes a "cancellation" check (d20+20) against the DC of the toxin or contaminant. Success means the poison or disease has been neutralized. Failure shatters the glass, destroying the *carafe*.

Market Price: 4p 5g 5s

Weight: 2 lbs

Slot: Misc

Components: 4 lbs of sand, Faydark Essence, *Vial of Pure Mana*, Purified Water.

DC: 27

Ceramic Hone

Description: Even the finest crafted edged weapon becomes dull over time, but the Ceramic Hone can bring that edge back and even create a better one. Each hone has 10 uses.

Powers: +1 damage to a slashing or piercing weapon for d6 fights

Market Price: 1g 8s

Weight: 0.1 lb

Slot: Misc

Components: .5 lb clay, Sand

DC: 15

Crude Stein

Description: The ogres of Feerott enjoy their ale, and have learned to imbue their drinking vessels with magical power. This technique has spread to the rest of Norrath over time and despite the name, these steins are difficult to craft. Their title comes from the simple design, not their properties, which allows a drinker to handle greater amounts of liquor and increases health and natural charm.

Powers: When held, the *Stein* also grants +2 Con and Cha. By speaking the proper command word (often scribed on the bottom) and drinking from the *Stein*, the character is healed 1d10 hps. This power may only be used once.

Market Price: 12p 2g 4s

Weight: 1 lb

Slot: Misc

Components: 2 lb Enchanted clay, Opal, Tae Ew bone dust, *Vial of Clear Mana*.

DC: 28

Drinker's Stein

Description: This Dwarven stein is decorated with drinking games and images of contests. Although considered cheating by Dwarves, it greatly reduces penalties of inebriation.

Powers: +3 to Alcohol Tolerance checks, and reduces the Alcohol Tolerance DC of any beverage it contains by 1. All penalties from alcohol consumption are halved.

Market Price: 1p 7g 5s

Weight: 3 lb

Slot: Misc

Components: 1 lb clay, 1 lb Enchanted clay, Coffee beans, Underfoot fungus.

DC: 22

Dwarven Great Stein

Description: Dwarves take their drinking seriously, and these two-pint steins are prized among their people and across Norrath. Decorated with motifs of power and war, they grant anyone who drinks liquor from them increased effect.

Powers: Adds +1 to any stat or saves or resist that a liquor ordinarily grants. Positive effects from any liquor linger a half hour after they normally would wear off.

Market Price: 6p 5g

Weight: 2 lbs

Slot: Misc

Components: Enchanted Clay, Bloodstone, Ale-based glaze

DC: 25

Enchanted Sling Bullets

Description: These sling bullets are given mystical power for extra impact. Each effort produces 10 bullets.

Powers: +1 ranged attack bonus, D4+1 damage, 60 ft range increment.

Market Price: 1g 3s

Weight: 1 lb

Slot: Ammunition

Components: 1 lb Enchanted Clay, Iron shavings

DC: 23

Gem Powder

Description: Expensive and even painful to imagine, some Trade Skill recipes call for powdered gems. Failure destroys the gems, unfortunately. Jewelers can create this as well.

Market Price: by gem and market demand, usually 50% more

Slot: Misc

Components: Gem, jar of acid.

DC: 17

Grenade

Description: This is typically used to spread contact poison, oil, acid, or even holy water. All that is required is the construction of a specially fragile pottery bomb that seals shut and the ingredients of at least 1 pint.

Powers: Effects depend on the contents, but the bomb has a break DC of at most 10 and a range increment of 10 ft. Use involves throwing the bomb at a location where the contents will spread upon impact, and making a strength check to break the ceramic bomb.

Market Price: 7g

Weight: 2 lb

Slot: Misc

Components: 1 lb clay, Ceramic Lining, contents

DC: 16

Hardened Sling Bullets

Description: Any ordinary rock will serve in a sling, and lead bullets can be used for greater impact, but a potter can make even more potent sling bullets. Each effort produces 10 bullets.

Powers: d4+1 sling damage.

Market Price: 2s 5c

Weight: 1 lb

Slot: Ammunition

Components: 1 lb clay, Iron shavings

DC: 14

Heavy Pie Crock

Description: This crock is made partly of Muddite clay, found in the canyons west of Rivervale off the bodies of animate Muddites.

Powers: +1 to Baking checks for pies, stews, and casseroles

Market Price: 5g

Weight: 5 lbs

Components: 1 lb Muddite clay, 3 lbs clay

DC: 16

Imbued Gem Powder

Description: Some rare and specific Trade Skill recipes call for imbued gem powder. The process requires an unusually skilled potter, and most tend to rely on jewelers for the task.

Market Price: by gem and market demand, usually 250% more

Slot: Misc

Components: Imbued gem, jar of acid.

DC: 25

Mystic Hone

Description: This is an even more powerful hone to bring an edge to a weapon and give it a slight enchantment. Each hone has 10 uses.

Powers: +1 attack and damage to piercing or slashing weapon and +1 to Critical Hit range for d4+2 fights

Market Price: 2p 7g 5s

Weight: 0.1 lb

Slot: Misc

Components: .5 lb Enchanted clay, Jasper dust, Sand, *Vial of Clear Mana*.

DC: 27

Runed Hone

Description: Like the Ceramic Hone, this sharpens weapons, but its enchanted nature gives it greater effect. Each hone has 10 uses.

Powers: +1 attack and damage to slashing or piercing weapon for d4+3 fights

Market Price: 5g 8s

Weight: 0.1 lb

Slot: Misc

Components: .5 lb Enchanted clay, Bloodstone dust, Sand

DC: 18

Spiked Sling Bullets

Description: Difficult to carry, but lethal in combat, these sling bullets are difficult to produce properly. Each effort produces 10 bullets.

Powers: d4+1 sling damage, 19-20 crit range

Market Price: 3s 3c

Weight: 1 lb

Slot: Ammunition

Components: 1 lb clay, Metal studs

DC: 17

Stein of Smiting

Description: Popular with Dwarves, this stein is actually a weapon as well as a drinking tool. And since it gains power by being drained of its contents, it gives the Dwarf an excellent excuse for one last draught.

Powers: This acts as a weapon, treated as a +1 weapon for purposes of penetrating Damage Reduction when it contains any beverage. When emptied, the stein becomes a +1 attack and damage weapon.

Stein of Smiting (d6 or d6+1, delay 5, AC 8, hardness 11, 11 hp, Break DC 24)

Market Price: 2p, 3g

Weight: 3 lb

Slot: 1h blunt

Components: 2 lb Clay, Imbued Ruby, Sheet of metal

DC: 28

Holy Dust

Through either Jewelcrafting (somewhat lower DC) or Pottery, a character can create dust that is blessed by a given deity to grant power. These dusts are primarily used in temple rituals and certain religious Trade Skill products, but can be directly applied to give benefit to a person or object. Only a follower of the given deity can benefit from a powder's blessing.

Blessed Dust of Karana

Description: Followers of Karana can use this holy powder to bless persons and objects. Plains pebbles are special stones that have been blessed and empowered by lightning in any wide open area, particularly the Karana plains.

Powers: Electricity Resistance (2), and the ability to turn undead as a cleric for an hour. Sprinkled over an object gives the object +4 hardness and break DC for a day.

Market Price: 1g 7s 5c

Weight: 0.1 lb

Slot: Misc

Components: *Celestial essence, Imbued plains pebble dust, Jar of acid.*

DC: 20

Blessed Dust of Marr

Description: This dust is used in religious objects of Mithaniel Marr, but can also be used personally.

Powers: Sprinkled over a worshipper of Mithaniel Marr, this grants +1 AC and saves vs outsiders and undead and grants the ability to turn undead as a cleric for an hour. Sprinkled over an object gives the object +4 hardness and break DC for a day.

Market Price: 1g 7s 5c

Weight: 0.1 lb

Slot: Misc

Components: *Celestial essence, Imbued peridot dust, Jar of acid.*

DC: 20

Blessed Dust of Nife

Description: Followers of Rodcet Nife can use this holy powder to bless persons and objects. In particular, it finds use as a source of holy power for divine objects in certain Trade Skills, but has some power of its own.

Powers: All healing on that person to cost 10% less mana and grants the ability to turn undead as a cleric for an hour. Sprinkled over an object gives the object +4 hardness and break DC for a day.

Market Price: 1g 7s 5c

Weight: 0.1 lb

Slot: Misc

Components: *Celestial essence, Imbued topaz dust, Jar of acid.*

DC: 20

Blessed Dust of Quellious

Description: This dust is sacred to Quellious and is used in some Trade Skills as well as directly applied over a person or object for its blessing.

Powers: Magic Resistance (2), and the ability to turn undead as a cleric for an hour. Sprinkled over an object gives the object +4 hardness and break DC for a day.

Market Price: 1g 7s 5c

Weight: 0.1 lb

Slot: Misc

Components: *Celestial essence, Imbued black pearl dust, Jar of acid.*

DC: 20

Blessed Dust of Tribunal

Description: The Tribunal's dire justice can be appealed to with this dust, although permafrost crystals can be difficult and dangerous to obtain (they are least rare in Permafrost Keep, especially nearer Vox' lair).

Powers: Cold Resistance (2), and the ability to turn undead as a cleric for an hour. Sprinkled over an object gives the object +4 hardness and break DC for a day.

Market Price: 1g 7s 5c

Weight: 0.1 lb

Slot: Misc

Components: *Celestial essence, Permafrost Crystal, Jar of acid.*

DC: 20

Blessed Dust of Tunare

Description: Followers of Karana can use this holy powder to bless persons and objects. In particular, it finds use as a source of holy power for divine objects in certain Trade Skills, but has some power of its own.

Powers: Poison and Disease Resistance (1), and the ability to turn undead as a cleric for an hour. Sprinkled over an object gives the object +4 hardness and break DC for a day.

Market Price: 1g 7s 5c

Weight: 0.1 lb

Slot: Misc

Components: *Celestial essence, Imbued plains pebble dust, Jar of acid.*

DC: 20

Figurines

Worn around the neck on a thong or off the belt as a trinket, figurines grant minor magical power while worn. All figurines are quite fragile and have AC 14, hardness 1, 1 hp, and Break DC 13.

Cat Figurine

Description: Shaped like a crouching cat, this figurine is worn to grant greater agility.

Powers: +1 to all Dex-based Skill Checks, +1 AC to avoid attacks of opportunity.

Market Price: 1p 5g

Weight: 0.3 lb

Slot: Misc

Components: 1 lb Enchanted clay, Cat's Eye agate, *Vial of Viscous Mana.*

DC: 25

Bear Figurine

Description: This small figure of a bear is fragile but potent, and worn on the body grants magical power.

Powers: +3 to Con rolls to avoid fatigue, +1 to Fortitude saves

Market Price: 1p 8g

Weight: 0.3 lb

Slot: Misc

Components: 1 lb Enchanted clay, Hematite, *Vial of Viscous Mana*.

DC: 26

Dragon Figurine

Description: Formed in the shape of a roaring dragon's head, this figurine protects from fire.

Powers: +1 saves vs fire, Fire Resistance (4)

Market Price: 1p 5g

Weight: 0.3 lb

Slot: Misc

Components: 1 lb Enchanted clay, Carnelian, *Vial of Viscous Mana*.

DC: 25

Eagle Figurine

Description: This figurine looks like a soaring eagle.

Powers: +1 to Spot checks at a distance, *Feather Fall* as the spell once per day by free action command.

Market Price: 1p 8g

Weight: 0.3 lb

Slot: Misc

Components: 1 lb Enchanted clay, griffon (-fene, -fawn) feather, *Vial of Viscous Mana*.

DC: 27

Eye Figurine

Description: Designed to look like an Evil Eye, this protects the mind of the wearer.

Powers: Will saves +1, Magic Resistance (2) vs mind-affecting spells.

Market Price: 1p 4g

Weight: 0.3 lb

Slot: Misc

Components: 1 lb Enchanted clay, Wolf's Eye Agate, *Vial of Viscous Mana*.

DC: 27

Fish Figurine

Description: This figurine is shaped like a leaping salmon and when worn grants aquatic power.

Powers: All penalties for fighting underwater are halved, +2 to Swim checks.

Market Price: 1p, 3g

Weight: 0.3 lb

Slot: Misc

Components: 1 lb Enchanted clay, Pearl, *Vial of Viscous Mana*.

DC: 25

Moon Figurine

Description: Shaped like a crescent moon, this figurine is popular with healers.

Powers: +1 to Channeling Skill checks, Heal spells are 10% more effective.

Market Price: 1p 9g

Weight: 0.3 lb

Slot: Misc

Components: 1 lb Enchanted clay, Pearl, *Vial of Distilled Mana*.

DC: 29

Pixie Figurine

Description: This figurine is shaped like a Faydark pixie and grants some of their agility

Powers: +1 AC vs huge or larger creatures, Reflex Saves +1

Market Price: 1p 4g

Weight: 0.3 lb

Slot: Misc

Components: 1 lb Enchanted clay, Pixie dust, *Vial of Viscous Mana*.

DC: 27

Scorpion Figurine

Description: Shaped like a scorpion ready to sting, this figurine protects from venom.

Powers: +1 saves vs poison, Poison Resistance (4)

Market Price: 1p 4g

Weight: 0.3 lb

Slot: Misc

Components: 1 lb Enchanted clay, Poison gland from any venomous creature, *Vial of Viscous Mana*.

DC: 25

Skull Figurine

Description: Grisly but useful to defend against disease, this figurine is shaped like a tiny skull.

Powers: +1 saves vs disease, Disease Resistance (4)

Market Price: 1p 4g

Weight: 0.3 lb

Slot: Misc

Components: 1 lb Enchanted clay, Mercury, *Vial of Viscous Mana*.

DC: 25

Star Figurine

Description: A five pointed star, this figurine is popular with spell casters.

Powers: +1 to Channeling Skill checks, Spells cost 1 less mana

Market Price: 1p 9g

Weight: 0.3 lb

Slot: Misc

Components: 1 lb Enchanted clay, Star Rose Quartz, *Vial of Distilled Mana*.

DC: 29

Wolf Figurine

Description: This figurine in the shape of a howling wolf protects from cold

Powers: +1 saves vs cold, Cold Resistance (4)

Market Price: 1p 4g

Weight: 0.3 lb

Slot: Misc

Components: 1 lb Enchanted clay, Wolf's Eye Agate, *Vial of Viscous Mana*.

DC: 25

Wands

Each Wand is an enchanted length of hardened ceramic laced with other metals and materials which are able to store magic for later use. A mana can hold a certain number of "levels" of magic, up to a maximum power. A 10 level wand could hold 10 level 1 spells, 5 level 2, or any combination up to its maximum spell level. Only one spell may be stored in a wand, up to the number of times its level can be retained.

Attempting to "recharge" a wand requires a Channeling skill check of 11+ the spells level, +the maximum level the wand can hold, +2 for each time it has been previously charged. If this roll is failed, the wand shatters and is destroyed. The attempt must only be made once per recharge attempt, and the caster must expend as much mana as the spells they are adding to the wand would cost to cast. If they run out of mana before the wand is fully charged, then they cannot add any more spells to the wand.

Wands are tougher than ordinary glass, but still not very durable, being AC 13, hardness 5, 3 hps and Break DC of 17. Casting the spell in a Wand requires no mana, and takes 1 action. Wands take 1 action to recover and be ready to cast again. A wand cannot be recharged until all of its charges are expended.

EXAMPLE: Grimstaff wants to charge a wand up with Fade spells. Fade is a level 2 spell that costs 2 mana. He has a Simple Ceramic Wand that has never been charged with spells yet. Grimstaff must roll a Channeling check of (11+2+3) 15 to charge the wand. This wand will hold 5 Fade spells, each costing 2 mana, so Grimstaff must expend 10 mana total to charge the wand. Once all the charges are used up, then Grimstaff can try again, this time at 17 on the Channeling check.

Simple Ceramic Wand

Description: This basic, smooth wand has no decoration but is marbled with purple and gold from its creation.

Powers: Can store up to 10 level of maximum 3rd level spells.

Market Price:

Weight: 0.4 lb

Slot: Wand

Components: 1 lb Enchanted clay, Greater Lightstone, Lapis Lazuli, *Vial of Viscous Mana*.

DC: 22

Runed Ceramic Wand

Description: A more powerful wand, this length is etched with runes down its length but a single, pale green color.

Powers: Can store up to 20 levels of maximum 6th level spells.

Market Price:

Weight: 0.4 lb

Slot: Wand

Components: 1 lb Enchanted clay, Jade, Gargoyle Granite, *Vial of Clear Mana*.

DC: 28

There are many more recipes that can be found around the world, most of which are significantly more difficult to produce (and more powerful as a result), from greater powered wands to urns and crucibles of power to idols and statues.

POTTERY DC SUMMARY

Product	DC	Product	DC
Cup	5	Pot. Flask, Runed	18
Bowl or Vase	6	Runed Hone	18
Jar, large	6	Blessed Dust of Karana	20
Cake round	7	Blessed Dust of Marr	20
Jar, medium	7	Blessed Dust of Nife	20
Muffin tin	7	Blessed Dust of Quell.	20
Urn	7	Blessed Dust of Tribunal	20
Jar, small	8	Blessed Dust of Tunare	20
Pot	9	Drinker's Stein	22
Skewers (4)	10	Simple Ceramic Wand	22
Mold, armor	11	Enchanted Sling Bullets	23
Mold, large	11	Cat Figurine	25
Ceramic lining	12	Dragon Figurine	25
Mold, medium	12	Dwarven Great Stein	25
Mold, small	12	Fish Figurine	25
Pot. Flask, Primitive	12	Imbued Gem Powder	25
Hardened Sling Bullets	14	Scorpion Figurine	25
Ceramic Arrowhead	15	Skull Figurine	25
Ceramic Arrow Shaft	15	Wolf Figurine	25
Ceramic Hone	15	Bear Figurine	26
Poison Vial	15	Carafe of Pure Waters	27
Potion Flask	15	Eagle Figurine	27
Scroll case	15	Eye Figurine	27
Stein	15	Mystic Hone	27
Grenade	16	Pixie Figurine	27
Poison Vial, Lined	16	Runed Ceramic Wand	28
Gem Powder	17	Stein of Smiting	28
Poison Vial, Sealed	17	Moon Figurine	29
Spiked Sling Bullets	17	Star Figurine	29

SKINNING

TIME: 1 minute/CR of the creature

COMPLIMENTARY STAT: Dex

REQUIRED STATION: skinning knife

FAILURE RESULT: lower quality hide

CRITICAL FAILURE RESULT: no hide, damage knife

BONUS TYPE: None

Although not a proper Trade Skill, this section helps make sense of how skinning and gathering hides works in EQD20.

In the MMOG, you got more or less what the random number generator gave you, and it was not generous. You could be the best tailor in the world, but when it came to collecting pelts, it was a matter of depopulating entire zones of animal life hoping for what you needed. Despite the desperate pleading of the Surefall Glades druids, people slaughtered bears by the truckfull hoping for that HQ Bear Hide.

This worked well in terms of taking up time for players and reducing the entry of items into the world by rarity, but in terms of logic, plausibility, and fun, it was pretty abysmal.

HOW TO SKIN

In EQD20, Skinning is a skill, allowing you to gather pelts and hides from various creatures based on your ability and their construction. You can skin just about anything that *has* a skin, although some won't give you a useful hide. Crabs, giant spiders, bears, gnolls, pretty much anything can be skinned.

Certain quest materials are more readily gathered with the skinning skill, such as gnoll scalps. Mostly, though, skinning is used for gathering pelts to sell and providing Tailors with raw materials.

Skinning a creature is a matter of time, a skinning knife, and a skill check. The DC is equal to 10 plus the creature's natural AC, plus any DR it has, plus any circumstance modifiers the GM might impose such as the configuration of the creature's body, where it is lying, and what the creature is made out of.

EXAMPLE: Oate wants to skin a Highland Lion to make a Fleeting Quiver. The Highland Lion has a natural AC bonus of +7, so the DC to skin the lion is 17.

What quality skin the character gathers from the creature depends on how well he rolls. The more quality in the hide, the harder the roll is, based on this chart:

Low Quality: +2
Medium Quality: +4
High Quality: +8
Flawless: +12
Perfect: +16

So when the character rolls, the success they make their roll by gives the quality of skin that results. If the character fails their roll, they get a ruined hide (unless they critically fail, see below).

EXAMPLE: Oate skins his highland lion, with his bonus of +8. He rolls a 12 on the D20 for a total of 20. This gives him a LQ Highland Lion Hide and Oate sighs, looking for another lion.

Critical fails (rolling a natural "1") means that the character has destroyed the pelt so much it is useless. In addition, they must make a Reflex save at the DC of the target animal's skinning level as shown above or they break their skinning knife to boot.

TAILORING

TIME: Basic Tailoring 1/2 hour; other Tailoring 1/2 day

COMPLEMENTARY STAT: Dex

REQUIRED STATION: Sewing kit

FAILURE RESULT: partial destruction (see below)

CRITICAL FAILURE RESULT: destroy sewing kit

BONUS TYPE: Arcane

Tailoring covers a wide variety of different construction, from cloth to leather to silk, and any other material primarily combined by sewing and stitching.

Most tailoring involves different kinds of cloths and leathers, producing armor, bags and other materials. Just about any sort of leather or pelt can be constructed into armor, with some pelts using special preparations that result in extraordinary armor.

Some kinds of tailored material require other Trade Skill products, such as blacksmithing and brewing. Curing leather particularly requires either a Brewer or an Alchemist to provide tannins.

Most Tailors never advance past basic products, providing the clothes and materials that any ordinary person could need, and even basic armor. Adventuring Tailors tend to run into more exotic materials and have more exotic needs and will find the need for recipes and patterns not ordinarily available in town.

BASIC TAILORING

Failing a basic tailoring attempt damages half of the raw materials, so if a bag requires 6 pelts and 2 threads, you damage 3 pelts and 1 thread. If there are multiple levels of quality, the higher quality is the part damaged.

Most pelts can be salvaged, which reduces them by one level in quality. For example, a High Quality Pelt becomes a Medium Quality. Threads are reduced to 1 component, so a silk thread would become one spiderling silk. A ruined pelt cannot be degraded by this process, it is simply destroyed. Bolts are reduced to 50% of their component materials (so a bolt of cotton becomes 25 plants' worth).

Production: Tailors are able to produce many useful components used in their trade that do not actually result in a finished product. For example, they make threads, change the quality of a pelt, and ready silk for Tailoring.

Basic Production Tailoring

Item	Cost	Components	DC
Canvas Yard	1s	20 hemp plants	7
Convert Hide Up	--	Skinning knife, 3 skins	12
Convert Hide Down	--	Skinning knife, 1 skin	10
Cord (Hemp) 3 ft	1s 5c	5 hemp plants	6
Cord (silk*) 3 ft	6s	3 silk threads*	9
Cotton Bolt	3g 2s	50 cotton plants	8
Leather Padding	4g	Hemp cord, LQ hide	8
Linen Bolt	1g 7s	50 flax plants	8
Linen Cord	1s	2 Linen Threads	5
Linen Thread	2c	2 flax plants	4
Silk Swatch*	4g	5 spiderling silks*	6
Silk Thread*	3g 9s	2 spiderling silks*	5
Wool Bolt	2g 5s	50 wool plants	8

*Of any appropriate silk type (spider, crystalline, etc)

Basic Products: These are the most basic and simple items a tailor can produce. Basic armor and equipment are produced in this section, as is any ordinary clothing. Many Tailors go their entire careers doing nothing else.

Basic Products			
Item	Cost	Components	DC
Adjust Item	--	2 appropriate threads, shears	6+
Artisan Clothing	1g	2 bolts of cotton, 2 linen thread	10
Backpack	2g	MQ Hide, 2 linen thread cord	9
Bedroll	2s	Hemp Cord, Canvas Bolt	8
Belt pouch	1g	LQ Hide, hemp cord	8
Cloth Armor	5g	2 cotton bolts, 1 canvas yard, 2 silk cords	10
Cold Weather Clothing	8g	Leather padding, 2 wool bolts, linen thread	12
Component Pouch	1g	MQ hide, silk cord	11
Courtier Clothing	30g	2 Cotton bolts, 3 Silk swatches, 2 Silk Thread	12
Desert Clothing	8g	2 Cotton bolt, 2 linen threads	12
Hide Armor		4 Ruined Hides, Hemp Cord	10
Leather Armor	10g	LQ Hide, Hemp cord	11
Noble Clothing	75g	6 Silk Swatches, 1 Cotton bolt, 3 silk threads	13
Peasant Clothes	1s	2 Canvas yards, 1 Hemp cord	7
Quiver	1g 5s	1 LQ Hide, Hemp Cord	10
Raw Silk Armor	5p	20 silk swatches, 1 silk thread	14
Riding Outfit	1g	1 Cotton bolt, 1 Linen bolt, 1 linen thread	11
Sack	1s	Ruined Hide, Hemp cord	7
Sap	1g	Ruined Hide, Hemp cord	8
Spirit Pouch	3s	LQ Hide, hemp thread	10
Studded Leath Armor	25	5 MQ Hides, 30 metal studs	12
Tent (Small)	8g	3 Canvas yards, 1 hemp rope, 5 hemp cords	9
Tent (Medium)	10g	5 Canvas yards, 2 hemp ropes, 8 hemp cords	10
Tent (Large)	18g	8 Canvas yards, 3 hemp ropes, 10 hemp cords	10
Traveler Clothes	1g	1 Linen bolt, 1 wool bolt, 2 linen threads	11
Waterskin	1g	MQ Hide, 1 linen thread	7
Winter Blanket	5s	Wool bolt, 1 hemp thread	6

Adjust item: This is proper Tailoring, adjusting and fitting an outfit. The DC is 5+1 per 5 DC of the original item's construction.

Desert and Cold Weather Clothing: Designed for comfort and survival in harsh temperatures. In their appropriate setting, they provide a +5 save against environmental effects (but not spells or spell-like abilities).

Tents: These come in three basic sizes: Small, which fits 1 (15 lbs), Medium which fits 2 (the size in the Player's Handbook), and Large, which fits 4 (30 lbs).

ADVANCED TAILORING

More difficult tailoring will produce more impressive items. Where a basic Tailor can make a suit of armor, an Advanced Tailor can produce a suit of armor that grants stats and even make magical items. These projects take longer and have a more painful cost: damaging a high quality lion skin is frustrating, but damaging a Tigerraptor Pelt that took 6 people to collect on a dangerous safari to the Wakening Lands is another thing altogether.

Damaged specialty pelts are just reduced to a High Quality Hide of a generic sort, which can be used in other projects, but is of no use in wearing specialty magic armor. It is not possible to sew together other hides to produce a specialty hide such as Haze Panther Skins, the inherent properties cannot be duplicated through a Tailor's craft.

Bandages

Description: Bandages provide basic first aid the tools to stop bleeding, bind up wounds, and splint breaks. A pack of bandages has 10 uses before it is consumed. There are several different kinds of bandages with their own properties. Bandages which add ranks to Heal do so only when applied, increasing the check chance as well as the effective amount of hit points restored by the Heal skill.

Weight: .5 lb

Slot: Misc

Linen Bandage

Powers: The basic bandage, no special powers

Market Price: 5s 2c

Components: 2 linen threads

DC: 5

Woolen Bandage

Powers: +2 to Heal ranks

Market Price: 8s

Components: 2 wool plants

DC: 7

Silk Bandage

Powers: +4 to Heal ranks

Market Price: 1g 2s

Components: 2 silk threads

DC: 10

Crystalline Silk Bandage

Powers: +6 to Heal ranks and +1 Cold Resist while worn

Market Price: 7g 5s

Components: 2 crystalline silk threads

DC: 14

Ice Burrower Silk Bandage

Powers: +6 to Heal ranks, Fast Heal (1) for 5 hours while worn.

Market Price: 2p 6g

Components: 2 ice burrower silk threads

DC: 20

Bat-Hide Wristband

Description: Most often found in the caves surrounding the Stonebrunt Mountains of Odus, it is suspected that it was originally made from Batling hide giving it the name.

Powers: +1 Int, Disease Resist (-1)

Market Price: 9g 2s 5c

Weight: 0.5 lb

Slot: Wrist

Components: MQ Hide, Bat Fur, Silk Thread, Vial of *Thickened Mana*.

DC: 22

Bearskin Potion Bag

Description: Tailors discovered that the construction of a spirit pouch of larger size and with the right materials was able to be used by shaman to concentrate their Alchemical creations. Although the bag is not enchanted, the spirits of the animal in question can be called on by a Shaman to work this magic.

Powers: Up to 10 separate doses of any single potion can be concentrated into 1 single potion with 10 doses in it.

Activation: Spell Trigger (shaman).

Market Price: 1g 5s

Slot: Misc

Weight: 1 lb.

Components: HQ Hide, Silk cord

DC: 17

Black Chitin Leggings

Description: Although these originally were made from the Death Beetles of Nagafen's Lair, it was discovered that any hard chitin would suffice, such as from Fire Beetles and giant spiders.

Powers: +2 Hp, +2 Mana

Market Price: 8g, 5s

Weight: 4.5 lb

Slot: Legs

Components: 2 Giant Insect Chitin, silk thread, 2 Ruined Hides

DC: 26

Clay-Covered Gloves

Description: These odd cloth gloves enhance pottery while worn, despite the interference that gloves usually cause clay work. The gloves are continually coated with a layer of wet clay, keeping the worked clay moist and smooth but making storage messy at best.

Powers: +1 to Trade Skill (pottery) checks

Market Price: 5g, 2s

Weight: .8 lb

Slot: Hands

Components: Brick of Enchanted Clay, Bolt of Linen, 1 linen thread

DC: 18

Cloak of Feathers

Description: This warm, comfortable cloak is covered with multicolored feathers and is very noticeable. The front of the cloak is slit so that the arms can be held outside the cloak, and pockets are worked into the front. Aviaks were the first to invent this cloak, but others have since stolen the pattern.

Powers: At will the character can invoke the spell effect *Feather Fall*.

Activation: User activated as a free action.

Market Price: 4p

Weight: 2 lb

Slot: Back

Components: 100 Feathers, LQ Hide, Summoned *Ring of Flight*

DC: 20

Cured Silk Armor

Description: Ordinary silk armor is light and protective, but adventurers always are seeking more protection, which this provides. The silk is cured in special materials, dried, and shaped into the specific armor pieces which are flexible and light but more durable.

Powers: +1 Raw Silk Armor

Cured Silk Armor (AC +3, Dex +9, Check +0, Arcane 0%, Harness 1, 3 hp, Break DC 22)

Market Price: 1p, 6g, 5s

Weight: 3 lbs

Slot: Body

Components: 20 silk swatches, 3 silk thread, 10 heady kiolas

DC: 17

Evil Eye Bag

Description: The Evil Eyes of Norrath are a frightening enemy with their magical powers, but the hide of one can be made into a special magical pack.

Powers: 25% weight reduction pack that holds 4 cubic feet, has a hardness of 6 and Break DC of 21.

Market Price: 25p 8g

Weight: 2 lb

Slot: Pack

Components: 1 Evil Eye Hide, 1 vial of *Thickened Mana*, 1 Silk thread
DC: 25

Firewalker Boots

Description: Developed in the Temple of Solusek Ro of Lavastorm, these boots have spread throughout Norrath. Although they do not protect completely from fire, they are very durable and resistant.

Powers: Fire Resistance (2); boots have Fire Resistance (10) and a save vs Fire effects of +6

Market Price: 3g

Weight: 1.5 lb

Slot: Feet

Components: MQ Hide, Ashes, Sulfur, Silk Cord

DC: 18

Fleeting Quiver

Description: Accomplished Tailors demand high prices for these quivers, and with good reason. Equipped with one of these, archers find that arrows seem to leap into their waiting fingertips. It takes a full week to create one of these and it requires fairly challenging and expensive materials to produce.

Powers: Every other round, the user gains 1 extra bow attack, 30% weight reduction

Market Price: 6p, 5g

Weight: 1 lb

Slot: Quiver

Components: Aviak Egg Oil, Griffon Feather, HQ Highland Lion Skin, Silk thread, Vial of *Distilled Mana*.

DC: 27

Goo Boots

Description: These odd boots are enchanted to greatly muffle sound of travel and provide greater purchase on surfaces while climbing.

Powers: +4 Sneak and +2 Climb checks

Market Price: 5g

Weight: 3 lbs

Slot: Feet

Components: 2 lbs goo (from slimes), 2 HQ Hides, Pixie Dust

DC: 22

Gatorscale Sleeves

Description: This tunic is made from the hide of the crocodiles of Norrath and its supple covering provides magical protection and increased mental acuity. The shirt is quite heavy for clothing, however.

Powers: +2 Int, +4 hp

Market Price: 5p, 4g 4s

Weight: 2.3 lb

Slot: Shirt

Components: Crocodile, Alligator, or Caiman Skin, Vial of *Clarified Mana*, 3 Silk Thread

DC: 26

Gossamer Robes

Description: Among the most common enchanted robes in Norrath, the process to create these is relatively simple for an enchanted item. Gossamer Robes are brilliant white in color and very beautiful, particularly on females.

Powers: +1 Raw Silk Armor, Magic Save +1, +1 Cha.

Damask Robes (AC +3, max Dex +9, check +0, arcane 0%, hardness 1, 3 hp, Break DC 22)

Market Price: 1p, 8g

Weight: 2.8 lb

Slot: Body

Components: 1 pearl, 15 Silk swatches, 2 Silk threads, vial of *Thickened Mana*.

DC: 25

Hand-Made Backpack

Description: These backpacks are of superior quality and volume to the ordinary backpack a Basic Tailor can make. They are more durable and so well crafted that they slightly reduce encumbrance while worn (the actual weight of items is not affected).

Powers: 10% reduced encumbrance from items within pack, holds 4 cubic feet of materials, with hardness 5 and Break DC 18.

Market Price: 8p, 5g

Weight: 1.5 lb

Slot: Pack

Components: HQ Hide, Silk Thread

DC: 18

Lion-Skin Leggings

Description: It is believed that the centaurs of Souther Karana were the first to develop these. When properly treated, the pelt of a plains lion can grant magical power to the wearer.

Powers: +1 Dex, +1 Int

Market Price: 3p, 1g 5s

Weight: 4 lb

Slot: Legs

Components: HQ Highland Lion Hide, Aviak Egg Oil, 2 Silk Thread

DC: 24

Mesh Armor

Description: A higher quality armor that the Frogloks of Innuthule Swamp create, and Tailors have learned to create elsewhere as well.

Powers: +2 cloth armor, weightless for purposes of swimming
Netted Armor (AC +2, Dex +8, Check +0, Arcane 0%, Harness 2, 3 hp, Break DC 18)

Market Price: 8g

Weight: 12 lb

Slot: Body

Components: Linen Bolt, 5 Silk Swatches, 2 Silk Thread, river mud

DC: 15

Netted Armor

Description: Originally a product of the Guktan Frogloks, the process of creating this armor has spread to other parts of Norrath and skilled Tailors are able to produce it as well but it still requires special moss from Innuthule swamp to produce.

Powers: +1 Cloth Armor, +2 to Hide checks, +1 AC vs grabs and swallow whole attacks, weightless for purposes of swimming

Netted Armor (AC +2, Dex +8, Check +0, Arcane 0%, Harness 2, 3 hp, Break DC 18)

Market Price: 9g, 5s

Weight: 9 lb

Slot: Body

Components: 15 Silk Swatches, Innuthule Moss, 2 Silk Threads

DC: 16

Shadow Silk Armor

Description: This armor is made from enchanted Shadow Silk, and has a dusky, rich shifting color of black and purple. The armor is light and has a very wealthy, attractive appearance as well as significant magical properties. Shadow Silk is produced by enchanting a vial of *Clarified Mana* by casting *Gather Shadows* on it. The black material is then used with the production of a silk swatch, creating a Shadow Silk Swatch (DC 14 to produce).

Powers: +2 Int, +3 Mana, Focus Effect: *Extended Affliction II*
Shadow Silk Armor (AC +3, Dex +9, Check +0, Arcane 0%, Hardness 2, 5 hp, Break DC 23)

Market Price: 6p, 1g, 5s

Weight: 3 lbs

Slot: Body

Components: 20 Shadow Silk Swatches, 3 Silk thread, 1 Silk Cord.

DC: 25

Silk Tent

Description: While canvas tents are cheap and durable, they are very bulky and heavy, and worse in any sort of sunlight become incredibly hot and unpleasant. The Silk Tent resists heat, only warming slightly on hot days and weighs significantly less.

Powers: +3 saving throws vs heat environmental effects

Market Price: 20p 7g, 8s

Weight: 9 lb

Slot: Misc

Components: 5 silk swatches, 2 silk thread, 1 silk rope

DC: 14

Tailored Whip

Description: This whip is designed with special leather and is more lethal than the ordinary whip.

Powers: Deals lethal rather than subdual damage

Tailored Whip (d4 damage, 15 ft reach, slashing, x2 crit, delay 4, hardness 4, 4 hp, Break DC 20)

Market Price: 3g, 6s

Weight: 2 lb

Slot: 1h Slashing

Components: 1 LQ or MQ Hide, Cod Oil

DC: 13

White Wolf-Hide Cape

Description: Fashioned from the great white woves of Everfrost, these cloaks protect against cold and grant the wearer power as well. They can only be made on a night of a full moon (which is often in Norrath, with 2 moons).

Powers: +1 Str, +1 Dex, Cold Resist (2)

Market Price: 5p, 4g, 4s

Weight: .3 lb

Slot: Back

Components: HQ Wolf Hide, 2 linen threads

DC: 20

Wu's Fighting Apparel

Description: Master Wu developed this method for magically enhancing silk armor even more than curing it. The process is expensive and requires exotic materials, but the results are of significant benefit to a monk.

Powers: +2 Raw Silk Armor, All attacks have the monk *Mystic Strike* feat; a monk wearing this is treated as 5 levels higher with their *Mystic Strike*. Grants a +1 deflection bonus to Armor Class

Market Price: 5p, 9g

Weight: 1 lb

Slot: Body

Components: 20 Silk swatches, 20 Heady kolas, 1 Greater lightstone, 5 vials *Purified Mana*

DC: 25

TAILORING PRODUCT SUMMARY

Product	DC	Product	DC
Linen Thread	4	Leather Armor	11
Linen Bandage	5	Riding Outfit	11
Silk Thread	5	Traveler Clothes	11
Adjust Item	6+	Cold Weather Clothing	12
Cord (Hemp) 3 ft	6	Convert Hide Up	12
Silk Swatch	6	Courtier Clothing	12
Winter Blanket	6	Desert Clothing	12
Canvas Yard	7	Noble Clothing	13
Peasant Clothes	7	Studded Leath Armor	12
Sack	7	Tailored Whip	13
Silk Swatch	7	Crystalline Silk Bandage	14
Waterskin	7	Raw Silk Armor	14
Woolen Bandage	7	Silk Tent	14
Bedroll	8	Mesh Armor	15
Belt pouch	8	Netted Armor	16
Cotton Bolt	8	Bearskin Potion Bag	17
Leather Padding	8	Cured Silk Armor	17
Linen Bolt	8	Clay-Covered Gloves	18
Sap	8	Firewalker Boots	18
Wool Bolt	8	Cloak of Feathers	20
Tent (Small)	9	Ice Burrower Silk Band	20
Cord (silk) 3 ft	9	White Wolf-Hide Cape	20
Tent (Small)	9	Bat-Hide Wristband	22
Artisan Clothing	10	Goo Boots	22
Cloth Armor	10	Lion-Skin Leggings	24
Convert Hide Down	10	Evil Eye Bag	25
Hide Armor	10	Gossamer Robes	25
Quiver	10	Shadow Silk Armor	25
Silk Bandage	10	Wu's Fighting Apparel	25
Spirit Pouch	10	Black Chitin Leggings	26
Tent (Medium)	10	Gatorscale Sleeves	26
Tent (Large)	10	Fleeting Quiver	27
Component Pouch	11		

Boots of the Sacred Dance

Description: These gypsy boots have tiny metal jingles and medallions hanging off the cuff, which ring and sparkle when the wearer, for example, dances around a bonfire.

Powers: +1 Str, +1 Con, +1 Wis, +1 Cha; -5 penalty to Sneak and -2 to Hide checks

Market Price: 9p, 5g, 5s

Weight: 2 lb

Slot: Feet

Components: HQ Hide, Metal Studs, Aviak Egg Oil

DC: 28

Cloak of the Ice Bear

Description: This cloak is a legend of the north, but over the years the technique of producing one has moved out of myth and into common knowledge among Tailors.

Powers: +3 HP, Cold Resistance (8), Cold Save +3

Market Price: 2p, 7g

Weight: 3.5 lb

Slot: Back

Components: HQ Polar Bear Hide, Ruined Hide, Linen thread

DC: 28

Damask Robes

Description: The creation of these robes originates in the Estate of Unrest, which explains its grisly manner. Silk treated with blood is wrapped around a corpse. When the body is risen as undead, the cloth is enchanted with magical power as well. Their tan-gray color and simple adornment are subtly attractive.

Powers: +1 Raw Silk Armor, *Extended Enhancement I*

Damask Robes (AC +3, max Dex +9, check +0, arcane 0%, hardness 1, 3 hp, Break DC 22)

Market Price: 3p, 8g

Weight: 2.8 lb

Slot: Body

Components: 18 Silk swatches, 10 hp worth of blood, 3 silk threads, Summoned *Linen Mantle*.

DC: 30

Wolf-Fur Slippers

Description: Made from the huge woves of the Frigid Plain, they are shod with pads of great wolves' feet and the uppers are white fur.

Powers: +5 Sneak checks, +1 AC, +3 Mana, *Spell Haste I*

Market Price: 6p, 1g, 5s

Weight: .5 lb

Slot: Feet

Components: HQ Wolf Hide, Silk thread, Summoned *Tiny Ring*, Vial of *Thickened Mana*

DC: 30

TATTOOING

TIME: Ink Mixing 10-15 minutes; Mundane 30-90 minutes; Minor 60-90 minutes; Major 90-120 minutes

COMPLIMENTARY STAT: Dex

REQUIRED STATION: Tattooing kit

FAILURE RESULT: image ruined, or ink ruined if mixing

CRITICAL FAILURE RESULT: image ruined, palette diseased

BONUS TYPE: Metabolic

Although Tattooing is not in the MMOG version of EverQuest, it clearly is part of the world as particularly Barbarians as a race are tattooed up as are other PC models and monsters. The Al'Kabor's Arcana book includes Tattooing as a new Trade Skill, and this is an even more liberal adaptation of the trades rules than usual.

The primary purpose of Tattooing is decoration and identification. Cultures and tribes use specific markings under the skin to show who they are associated with or what they are in the tribe. For more civilized cultures, the act of tattooing tends to be either for specific fraternities such as sailors or personal decoration.

In EverQuest these reasons hold true, but are enhanced by the fact that certain inks and designs gain magical power that are inherent in the tattoos or can be called upon.

Certain races are not useful for tattooing, such as Trolls who regenerate so rapidly they cannot retain any image. Others abhor any violation of their skin such as High Elves, but some like Barbarians have long loved the art and are thought to be one of its originators. Other races have some subcultures that embrace tattooing such as the Dark Reflection Gnomes or the warrior and sailor culture in Freeport and Qeynos.

Erudites appreciate the geometric patterns and symbolism of tattooing, but prefer to use it as a secret source of hidden power instead of a display for others to react to. Dwarves and Wood Elves have their tattooing patterns which are not widely accepted but have long been part of their cultures.

Creating a tattoo requires ink, time, and some pain on the part of the recipient of the image (referred to as the "palette" by the Tattooist). In game terms this means hit point loss, which must be paid by the palette and cannot be temporary hit points.

Some tattoos are temporary, either with Woad or Henna. Woad is typical among the Barbarians with its brilliant blue color. Woad washes off more readily, and will only last 10+2d12 hours. Henna is a dark brown hue that washes off slowly, lasting d3+1 days. A temporary tattoo is limited to design-only tattoos; any tattoo that is dependent on the kind of ink cannot be duplicated with Woad or Henna.

Triggering a tattoo is a free action, where applicable. Triggered tattoos are of limited time and uses a day.

PIGMENTS

Tattooists mix their own pigments, often creating their own secret recipes of specific hues for brilliance, durability, and beauty. Specific pigments carry specific power, and the more potent the pigment, the more powerful the magic that can result.

The basic pigmentation can come from a wide variety of sources. Red, for example can come from iron, coal tar, cinnabar bugs, various flowers, and so on. Each of these reds is slightly different in hue, but each one will provide the color required for the tattoo. What makes the power difference is the carrier for the pigmentation.

To make a pigment, the Tattoo artist must either purchase or personally gather the base ingredient, and mill it for its coloring properties. Preparing the pigment has a base DC; some colors are easier than others to prepare.

The more difficult and potent the resulting pigment, the more powerful the tattoo it can create. This, combined with the skill of the Tattooist and the design, plus the *progression* (more on that later) of the tattoo, can result in very powerful effects.

TATTOOING PIGMENTS

Pigment	Sources	Cost	DC
Black			4
Blue			5
Brown			6
Copper			8
Gold	Gold flakes		8
Gray			6
Green			5
Flesh			6
Orange			5
Pink			7
Red	Iron oxide, Cinnabar beetle, Coal tar		4
Silver	Silver flakes		8
Tan			6
Violet			6
White			7
Yellow			5
*Henna			x
*Woad			y

PIGMENT SOLUTIONS

Carrier	Source	Cost	DC
Celestial temper	Brewing		+7
Clear mana	Enchanter, Alchemist		+5
Cloudy mana	Enchanter, Alchemist		+4
Distilled mana	Enchanter, Alchemist		+6
Grain alcohol	Brewing		+1
Morning Dew	Forage		+3
Purified mana	Enchanter, Alchemist		+8
Purified water	Brewing		+2
Viscous mana	Enchanter, Alchemist		+3
Witch hazel	Shrub		--

The bulk of a neophyte Tattooist's work will be mixing pigments, as this task not only familiarizes them with the colors and how they interact, but these are the simplest tasks which provide chances to learn without doing any permanent work.

Mixing ink with liquid mana requires a base to thin the material, usually grain alcohol. It takes a whole bottle of liquid mana of whatever type to mix up one batch of ink.

Next, working with Woad and Henna provides the next step, as any temporary tattoo is -2 to the DC of any tattoo done instead of with permanent ink.

Then the artist graduates up to permanent ink, designed to be with a palette the rest of their life. And finally, the artist is ready to work with the most powerful inks, the arcane tattoos with significant power.

MUNDANE TATTOOS

Most tattoos done in the world of Norrath are as mundane as ordinary ones done in the real world. The hearts and names and boats and tribal patterns around the world are similar to any in any world. They carry no magical power and are merely for decoration and identification with a group. No mundane tattoo requires any special ink.

I: Simple mundane tattoos are DC 10. This is a design no larger than the artist's hand and has one to three colors.

II: Elaborate mundane tattoos are DC 13. This is a larger design that involves at least four colors.

III: Partial body tattoos like upper back or lower leg are DC 15

IV: Larger body tattoos like torso or legs are DC 18

V: Full body tattoos are DC 20 and take significant skill.

All of these tattoos require any inks desired by the pallet and the design used, mixed with Witch Hazel, Morning Dew, or Grain Alcohol

There is only one specific recipe in Mundane Tattoos

Erase Tattoo

Description: Sometimes a tattoo is no longer desired, or is an awkward location. Perhaps the name of a lover is deleted, or a poorly done (botched) tattoo is erased. The process hours and is somewhat painful to endure, dealing 1 hp and 1d4 subdual damage per rank on the mundane tattoo rank above (so a simple tattoo would do 1 hp damage, an elaborate 2 hp, etc) over the course of the process. Removing a tattoo takes 15 minutes per rank of the tattoo. When complete, unlike the real world, the process leaves the skin undamaged and clear for later work.

Powers: Eliminates a tattoo of any kind.

Market Price: 5s per rank (see description)

Components: Acid, Linen bandages (4), Purified Water, Sand

DC: DC of applying the tattoo, -5.

MINOR MYSTICAL TATTOOS

All of these tattoos involve four or more colors but no larger than the size of the palette's hand. Each one has one specific, continuous power. One palette can have only five such tattoos at any one time; the sixth and further tattoos will have no magical power.

Resistance Tattoos

Description: Each of these various tattoos are a simple design of a single image representing the power that they grant.

Powers: Resistance (2), Save +1 versus listed effect

Market Price: 5g 7s

Components: 2 hp, Purified Water-based ink

DC: 17

Bat

Description: Protects from Sonic

Coiled Serpent

Description: Protects from Poison

Evil Eye

Description: Protects from Mind-Affecting

Flames

Description: Protects from Fire

Pentangle

Description: Protects from Magic

Pouring Flask

Description: Protects from Acid

Screaming Skull

Description: Protects from Disease

Shield

Description: Protects from Physical damage magic effects (such as Mage slashing damage spells)

Snowflake

Description: Protects from Cold

Heart with name

Description:

Powers: Heal as if 50% higher level (so a level 4 character would heal 6 hps per day naturally)

Market Price:

Components: 1 hp, Purified Water-based ink

DC:

Star

Description:

Powers: Regenerate 1 mana per 5 minutes regardless of activity

Market Price:

Components:

DC: 1 hp, Purified Water-based ink

Snorting Ox

Description:

Powers: Fortitude Save +1

Market Price:

Components:

DC: 2 hp, Viscous Mana-based ink

Leaping Cat

Description:

Powers: Reflex Save +1

Market Price:

Components:

DC: 2 hp, Viscous Mana-based ink

Flying Owl

Description:

Powers: Will Save +1

Market Price:

Components:

DC: 2 hp, Viscous Mana-based ink

Bloody Dagger

Description:

Powers:

Market Price: Attacks treated as +1 magical (for purposes of avoiding Damage Reduction)

Components: 2 hp, Viscous Mana-based ink

DC:

Mermaid

Description:

Powers: Swim skill +2, half penalties for underwater activity

Market Price:

Components: 2 hp, Viscous Mana-based ink

DC:

Ivy Leaves

Description:

Powers: Need eat only half as often

Market Price:

Components: 1 hp, Morning dew-based ink

DC:

Name

Description:

Powers:

Market Price:

Components:

DC:

TINKERING

TIME: hours

COMPLIMENTARY STAT: Dex

REQUIRED STATION: Toolkit

FAILURE RESULT: half of materials damaged

CRITICAL FAILURE RESULT: raw materials ruined, explosion dealing 1d6 subdual damage per 5 points of tinkering DC in a 20ft radius.

BONUS TYPE: Arcane

Tinkering is the greatest achievement of the Gnomish race, according to Gnomes. The fact that it has occasionally gone horribly wrong and endangered them is a minor setback on the path to even greater achievement. Gnomes more than any other race apply their great intelligence to science and the study of the natural world and how to improve it, at least in Gnomish eyes.

Although most tinkered items can be purchased in Ak'Anon, some must be purchased or found elsewhere, such as Rat ears from giant rats or planing tools from a fletching vendor.

Most beginning tinkering is the production of minor tinkering parts such as gears and tubes, building up to spectacular projects like the Personalized Riding Clockwork, a massive brass steam-powered spider mount.

TINKERING SUPPLIES

Component	Cost	Component	Cost
Acid		Mana Battery II	
Aqualung		Mana Battery III	
Barrel		Mana Battery IV	
Bat wing		Mana Battery V	
Bottle		Metal fastening	
Brimstone		Metal rod	
Ceramic-lined still		Metal shaft	
Cog		Metal twine	
Cork		Planing tool	
Cured leather tubing		Reflective shard	
Firewater		Sewing parts	
Gear		Sharskin tubing	
Gem setter parts		Spricket	
Glass Lens		Sprocket	
Gnomish bolts		Static orb	
Grease		Toolbox	
Grease-Coated Mesh		Universal Adhesive	
Lime-coated mesh		Utensil parts	
Lodestone		Velium lens	
Mana Battery I			

Unless marked otherwise, tinkered items require tinkering to use.

GMs should allow tinkers to, with basic raw materials and logic, create an item they want on the fly, but increase the materials expended to represent trial and error. This should only apply to basic tailoring recipes, nothing significantly complicated, and should take an hour at least.

BASIC TINKERING

Making any raw materials takes 1 hour per piece. Making products takes 2 hours for any basic tinkered item, unless noted.

Parts

Cog

Market Price: 5c

Weight: 0.2 lb

Components: Small iron bar, Small mold

DC: 7 (Blacksmithing DC 5)

Cured Leather Tubing, 10 feet

Market Price: 1s 6c

Weight: 1 lb

Components: Grease, LQ Skin, Universal adhesive

DC: 7 (Tailoring DC 5)

Firedust

Market Price: 3s

Weight: 0.1 lb

Components: Acid, Gnomish Spirits, Brimstone

DC: 12 (Poisonmaking 12)

Gear

Market Price: 3c

Weight: 0.2 lb

Components: Small iron bar, Gear mold (pottery small mold)

DC: 7 (Blacksmithing DC 5)

Gnomish bolts (5)

Market Price: 2c @

Weight: 0.2 lb

Components: Small iron bar, Small mold

DC: 7 (Blacksmithing DC 5)

Magnetized Ball

Market Price: 5s, 4c

Weight: 0.1 lbs

Components: Lodestone, Small iron bar, Sand

DC: 12

Metal Twine, 10 yards

Market Price: 3s

Weight: 0.2 lb/yard

Components: Small metal bar

DC: 8 (Blacksmithing DC 6)

Sharkskin Tubing, 10 feet

Market Price: 1g 5s

Weight: 1.25 lb

Components: Grease, LQ Shark skin, Universal adhesive

DC: 10 (Tailoring 8)

Spricket

Market Price: 1s

Weight: 0.2 lb

Components: Small iron bar, Small mold

DC: 9 (Blacksmithing DC 7)

Sprocket

Market Price: 6c

Weight: 0.2 lb

Components: Small iron bar, Small mold

DC: 8 (Blacksmithing DC 6)

Static Orb

Market Price: 8s 4c

Weight: 0.75 lb

Components: Lodestone, Small iron bar, Steel wool

DC: 10

Basic Products

Animated Bait

Description: This tinkered fishing lure quivers enticingly when immersed and emits sounds that attract most fish. The bait has a 25% chance of being destroyed by the fish when caught. This device does not require Tinkering to use

Powers: +1 to Profession (fisher) checks.

Market Price: 15s

Weight: 0.15 lb

Slot: Misc

Components: Cork (1), Spricket (1)

DC: 12

Collapsible Fishing Pole

Description: Sturdy yet retractable to a foot length, this tinkered fishing pole travels and stores well. The design is more flexible and responsive to fish than ordinary poles. (Hardness 8, 3 hp, Break DC 18). This device does not require Tinkering to use

Powers: +1 Profession (fishing) checks, collapsible.

Market Price: 4g

Weight: 2 lb

Slot: Misc

Components: Metal Shaft (3), Gnomish bolt

DC: 12

Collapsible Toolkit

Description: These toolkits are alternate versions of the usual Trade Skill toolkits such as a sewing or fletching kit. Each is the same, delivering a kit that can be packed down to the size of a cigar box and stored away safely until later needed. Only a Sewing Kit, Fletching Kit, Toolkit, or Poisoner's Kit can be made collapsible. These devices do not require Tinkering to use

Powers: Makes toolkits fold up for storage

Market Price: 6g, 3s

Weight: by toolkit +.5 lb

Slot: Toolkit

Components: Toolkit; Folded sheet metal, Gnomish bolts, Metal rod, Spricket

DC: 17

Crackstem

Description: Although this is usually used for pranks, celebrations, and to frighten off vermin, some use the device to torture with as well. This device does not require Tinkering to use

Powers: Any living creature within 5 feet must make Fort save (DC 16) or be deafened d4 rounds. *Crackstems* also effectively cast *Panic Animal* to all animals and vermin within 20 feet. If set off against someones skin, a *Crackstem* deals d4 subdual damage as well.

Market Price: 2g, 1s

Weight: 0.25 lb

Slot: Misc

Components: Cork, Firedust, Silk thread.

DC: 16

Fireworks

Description: These pyrotechnics are appreciated by all but the staid High Elves. Their bright colors, spectacular lights, and loud bang are also sometimes useful to startle or frighten primitive or stupid creatures.

Powers: Launches 5d20 feet in the air and explodes in a shower of colored sparks with a loud bang.

Market Price: 1g 5s

Weight: 1 lb

Slot: Misc

Components: Bat wings, Firedust, flowers (for color), Metal tube

DC: 18

Flash Tube

Description: When the lanyard is pulled, this tube bursts with a bright flash that can blind or simply entertain. This device does not require Tinkering to use.

Powers: Effectively casts *Flash of Light* in a 15 foot quarter circle emanating from the *Flash Tube*.

Market Price: 2g 5s

Weight: 1 lb

Slot: **Components:** Firedust, Gnomish bolt, Metal tube, Silk cord, Spricket, Static orb

DC: 18

Flameless Lantern

Description: This tinkered lantern is slightly more bright than the ordinary lantern and requires less fuel, but still generates considerable heat. The firedust only needs to be replaced every 200 hours of use. This device does not require Tinkering to use

Powers: Light in 40 ft area, can be shuttered to reduce the radius or shut off.

Market Price: 6g

Weight: 2 lb

Slot: Off hand

Components: Class I Mana Battery Firewater, Lantern (1), Metal twine

DC: 14

Gnomish Compass

Description: Useful for wilderness travel, the needle in this compass will tend to point north, although mountainous and some odd regions can confuse it. This device does not require Tinkering to use

Powers: Always points to true north, except when it doesn't.

Market Price: 3g

Weight: 0.25 lb

Slot: Misc

Components: Cork (1), Metal skewer (1), Pie tin (1), Static orb (1)

DC: 12

Gauze Press

Description: This gadget rolls out fresh bandages from raw materials, providing 100 bandages from 1 linen bolt before requiring more linen. This device does not require tinkering to operate.

Powers: Creates a linen bandage, taking 1 action.

Market Price:

Weight: 3.5 lb+ linen bolt (5 lb)

Slot: Misc

Components: Folded sheet metal, Gears (2), Metal rod (2),

DC: 19

Innovative Bow Cam

Description: An advanced version of the Standard Bow Cam, these deliver even greater power without greater pull difficulty and smoother launch for a more accurate, long distance bowshot.

Powers: used in Fletching

Market Price: 1g 2s

Weight: 0.5 lb

Slot: Parts

Components: Gears, Grease, Gnomish Bolts, Metal twine

DC: 20

Mouse Trap

Description: This small device can attract and kill one small vermin, although it can be set to capture only. The Mouse trap takes d12 rounds to kill a creature, then has to be reset. Resetting the trap requires a tinkering check at DC 12. The trap has to be baited with some kind of food that the creature in question will eat.

Powers: Captures or kills one Diminutive or Fine creatures of less than 1/2 CR.

Market Price:

Weight: 1.3 lbs

Slot: Misc

Components: Gears (2), Metal plate, Metal rod, Metal twine

DC: 18

Meteorological Rocket

Description: Like the firework, this launches into the sky and explodes, but instead of spectacular lights, it tends to affect the weather, if it gets high enough before bursting,

Powers: Launches (5d20)x20 in the air and explodes, if it hits clouds it either starts or stops rain (depending on what is already taking place)

Market Price: 5p 3g

Weight: 1.5 lb

Slot: Misc

Components: Bat wings, Firedust, Metal shavings, Metal tube

DC: 20

Spyglass

Description: Coveted by sea captains, explorers, and generals, this device collapses to a 1 ft tube and magnifies distant objects. This device does not require tinkering to use.

Powers: Replicates *Creeping Vision* spell

Market Price: 1p, 8g

Weight: 1 lb

Slot: Misc

Components: Glass lens, Gnomish bolt, Metal rod (1), Metal shaft (3), Metal twine, Reflective Shard.

DC: 17

Standard Bow Cam

Description: Used for fletchers to make advanced bows, these increase the power of the bow without increasing pull.

Powers: used in Fletching

Market Price: 5s

Weight: 0.5 lb

Slot: Parts

Components: Gears, Grease, Gnomish Bolts, Metal twine

DC: 15

ADVANCED TINKERING

Making these items requires greater tinkering skill and usually more expensive materials than the basic tinkering devices. Each one takes at least 2 hours to produce, and unless otherwise noted requires the Tinkering skill to operate.

Aqualung

Description: This device covers the head fully and allows normal underwater (or similar airless environments) for an extended period of time. Every 100 hours of use, the mana battery must be replaced.

Powers: Effectively casts *Enduring Breath*.

Market Price: 2p

Weight: 8 lbs

Slot: Head

Components: Class 4 mana battery, Fine coral mesh, Fresh fish, Gnomish bolts, Metal rod, Metal twine, Steel helm

DC: 26

Cheese Slinger

Description: This contraption combines the art of Baking with the science of Tinkering (a truly magnificent achievement by Gnomish standards). The result is a strange projectile weapon that fires barely edible Miregobbet cheese at foes. This device takes 1 round to fire and 3 rounds to reload and cock, also requiring a Tinkering check of DC 12. Each shot uses 1 block of Miregobbet and 1 Firedust.

Powers: With a ranged touch attack (20 ft range increment), the slinger *entangles* the target. This entangling effect lasts 1 round on huge or larger creatures, 2 rounds on large, 3 rounds on medium, 4 rounds on small and 5 rounds on tiny or smaller.

Market Price: 2g 5s 5c

Weight: 7 lbs (10 bs loaded)

Slot: Ranged

Components: Ceramic-lined still, Cork, Firedust, Grease-coated mesh, Large jar, Metal rod, Miregobbet cheese.

DC: 22

Gnomish Chalk

Description: These finger-long white sticks appear to be ordinary chalk, but the writing they leave behind is invisible to all but Gnomish eyes. A *See Invisible* spell allows an observant character to see the writing (spot check DC 14).

Powers: Write invisibly, writing only lasts 1 day per rank in Tinkering.

Market Price: 1g per stick

Weight: 0.1 lb

Slot: Misc

Components: Acid pound of White limestone, *Vial of Viscous Mana*

DC: 19

Gnomish Brew Barrel

Description: This device revolutionized brewing by reducing the time required to produce beverages. These are set up in nearly every town and city on Norrath. The mana battery must be replaced after 100 uses.

Powers: Reduces brewing time to hours instead of days.

Market Price: 4p 6g

Weight: 120 lb

Slot: Misc

Components: Barrel, Class II mana battery, Gears (6), Metal twine, Metal Shaft (2), Pie tin.

DC: 18

Gnomish Fallstopper

Description: This device usually will prevent a character from falling damage, if properly packed. After it is used, a tinker is required to repack the device (Tinkering check at DC 15 and 10 minutes), although a character without tinkering may attempt an Int check (Dex Synergy) at DC 18 if he has seen the device in action and packed away at least once.

A Fallstopper might malfunction when deployed; there is a 10% chance it will not open properly, -1% per point the Tinker's packing check is made by. The initial use has only a 5% chance of failure.

Powers: Effectively casts *Feather Fall* when the cord is pulled.

Market Price: 2p 1g 3s 5c

Weight: 10 lb

Slot: back

Components: Backpack, Leather belts (2), Metal fastening, Silk cords (6), Silk swatches (4 per size increment starting at Tiny).

DC: 26

Mechanical Lockpicks

Description: This sophisticated set of probes, wands, and sliders assists any thief in their art. The function of the rat ear is not clear, but the lockpicks only spin aimlessly without it.

Powers: +1 to Pick Lock checks

Market Price: 1g 5s 5c

Weight: 0.5 lb

Slot: Misc

Components: Gears, Rat ear, Spricket, Thief's tools.

DC: 13

Perpetual Motion Device

Description: This strange object continually swings three magnetic balls back and forth slung from a little metal framework. It seems to cause increased concentration and intellect while held, and gnomish spellcasters love to carry one in their hand.

Powers: +1 Int, +1 Wis, +3 mana, +1 Meditation skill

Market Price: 6p 3g

Weight: 1 lb

Slot: Off hand

Components: Magnetized ball (5), Metal twine, Metal rod (3)

DC: 28

Prosthetic Arm

Description: Gnomes take pride in their stature, but realize that it can have its drawbacks. This series of levers and cogs act as a balanced extension to the gnome's arm, but collapses back for easy storage when not in use.

Powers: Increases reach by 5 feet with any light weapon or touch spell. The device imposes a -4 mechanical penalty on any Strength or Dex check involving the arms while in use, and negate the use of the *Weapon Finesse* feat.

Market Price: 1p 5g

Weight: 10 lbs

Slot: Shirt

Components: Cogs (4), Cured leather tubing (2), Gears (4), Metal shaft (2), Metal twine (4), Sprickets (2), Sprockets (2)

DC: 27

Snare Bomb

Description: Although this device is not yet perfected, it has been found to work all of the time, most of the time. When triggered, the metal ball counts to (d3) actions then bursts into a 10 foot radius mat of tangled wires. Each bomb is only one use and there is a 5% (1 on d20) chance it will only click loudly and not launch any wires on a given use. The Snare bomb has a range increment of 10 ft.

Powers: Effectively casts *Snare* spell on all creatures within the area.

Market Price: 3g, 7s

Weight: 4 lb

Slot: Ranged

Components: Folded sheet metal, Gnomish bolt, Metal twine (5), Spricket.

DC: 23

Stalking Probe

Description: This comes in a handsome wooden box holding a small brass sphere and a set of brass and leather goggles. The sphere unfolds tiny legs on command and skitters about at the mental command of the person wearing the goggles, showing them what it sees with its mechanical eye. This device will function 5 times before needing a replacement mana battery.

Powers: Effectively casts Eye of Zomm.

Market Price: 1p, 5g

Weight: 3 lbs

Slot: Head, Misc

Components: Class I mana battery, Folded brass sheet metal, Gear (2), Glass lens, Metal rod.

DC: 20

TINKERING DC SUMMARY

Product	DC	Product	DC
Cog	7	Spyglass	17
Cured Leather Tubing	7	Fireworks	18
Gnomish Bolts	7	Flash Tube	18
Gear	7	Gnomish Brew Barrel	18
Metal Twine	8	Mouse Trap	18
Sprocket	8	Gauze Press	19
Spricket	9	Gnomish Chalk	19
Static Orb	10	Sharkskin Tubing	19
Animated Bait	12	Innovative Bow Cam	20
Collapsible Fishing Pole	12	Meteorological Rocket	20
Firedust	12	Stalking Probe	20
Gnomish Compass	12	Cheese Slinger	22
Magnetized Ball	12	Snare Bomb	23
Mechanical Lockpicks	13	Aqualung	26
Flameless Lantern	14	Gnomish Fallstopper	26
Standard Bow Cam	15	Prosthetic Arm	27
Crackstem	16	Perpetual Motion Device	28
Collapsible Toolkit	17		