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## **Woodcarver's tools 5e**

Wow, I have two more tools after this one and then after that, I'm going to create my own tools that I think are missing from the 5e system. Things like a scrollworker, Fletcher's kit, stickmaker, gunsmith, magic kit, and more! It will be exciting to create some other things that others don't realize they want until they read it.. | But in the mean time, let's look at everything on page 85 of Xanathar's guide. Woodcarver's tools allow you to craft complex objects from wood such as sculptures or arrows. Nature. Your expertise gives you extra insight when you check out wooden objects, such as sculptures or arrows. Nature. Your knowledge of wooden objects gives you some extra insight when you check the trees. Repairs. As part of a small rest, you can craft up to five arrows. As part of a long rest, you can craft up to twenty. You must have enough wood on your hand to produce them. Where to start... Hmmm. I got nothing. I think what they have provided here is not exactly exciting. You can check wooden objects. Fantastic. You can check the trees. Great. You can repair a damaged wooden object, although it does not specify how you will do it, how damaged the object may be or may be the same. Sure, it's all DM discretion, and there are a lot of things in my own devices that specifically state DM discretion, but ... It's just. Meh. The final piece is that you can craft arrows over a short rest or a long rest course, which makes sense that the tool can do so, but I've only met one person (myself) who's ever kept track of his arrows. I just groan and get a lot of grudging when I ask my players to track theirs and I just end up handwaving it except for specific arrows. A lot of people don't like that gritty and tracking their resources, and there are some hills worth dying on. I'm not sure 5e is the system that's going to attract the type of people who love tracking their resources because it just doesn't support that gameplay with all its simplification. All right, I'll keep doing it for myself when I play as a character, and maybe then I'll find that part of the tool useful. Woodcarvingso, we've covered Xanathar and his opinions on the tool, let's jump on how I see the tool useful. Woodcarvingso, we've covered Xanathar and his opinions on the tool useful. First, we go to the components, add a small mallet to this tool set the tool useful. tool, it requires precise movements and steady hands, and dexterity for it Fits ... While it's not weird in 5e that if you're really capable with your hands, are you too acrobatic? For some reason, there is a man who who Experimentation in your life can still be a high dexterity because they are really good at sleight of hand.. I However, I think we do not want to suspend some mistrust as we keep track of a hundred qualities. After that, we jump on how we make an object. Like some previous tools, we're going to use a more abstract component when crafting wooden objects. There are just a few tools that require more abstract in the track of a hundred qualities. After that, we jump on how we make an object. Like some previous tools, we're going to use a more abstract component when crafting wooden objects. There are just a few tools that require more abstract in the track of a hundred qualities. When you create something, we have a detailed and scope of the project that we should think about. Each component consists of three categories that come under it. For the detailed and scope of the project that takes on a basic shape like a cylinder, square or triangle. It's little to no detail and quick to make, it can be a wooden token with no detail on it, arrow shaft or a plain walking staff. Lightly detailed is an object that has some detail on it and takes a more abstract form like a humanoid or an animal. There is a slightly smaller description, but the object is made up of several basic sizes to create a more complex one. It could be a statue of a horse, or a cutting board with some pattern on it. Heavily detailed is an object with complex patterns and details placed on it. It could have small characters on feathers on an owl totem, a wooden throne. Once you set the level of detail you are going with your project, you have to determine the scope of the project. We have three categories for this: minute projects are small and fit in the shape of your hand. These are usually under 2 lbs and can be wooden tokens, sculptures, wooden links, arrow shafts or other small objects. Substantial projects are large and usually require up to two hands. It could be a 2-foot-tall statue of an owl, a quarterstaff, a bench or something else that weighs below 30 lbs. Huge projects are the largest and can span in size from a table to a massive wooden throne. These projects typically require many people to work together to move about. These projects are going to be hard to carry around with you on your adventures, but if you have a house or a workshop in a city, it's a great place to store. Each level of detail and scope size affects how long it takes to produce an object. To determine how long it takes, you just take it from the detailed and then from the scope of your project. Vaguely detailed at least 5 Lightly detailed 1 hour and requires heavily detailed 8 hours. Minute projects require at least 5 minutes, enough enough 1 hour, and immense projects 8 hours. To determine how long a project takes, you select the level of detail and then choose the scope and combine your time requirements together. This is only the minimum amount of time, and the DM is free to determine what it takes until now, crafting a wooden throne with highly detailed animals, so far longer than 16 hours. To determine the DC of your object's output, it is found with each level of detail and scope in the same way that something is difficult to produce. It starts in a DC 8 and you add to it based on your options for your project. Dc to vaguely detailed +1, lightly detailed +3, and heavy wide +6. Minute projects to DC +1, substantial projects +3, and immense projects +3, and immense projects +6. This means that if you want to build a minute throne for a phantom king and broaden it heavily, DC will be 8+1+6=15. You'll check after every 8 hours or when you finish the project, whichever comes first. Depends on the DM about what you should check and can opt to make them more or less times depending on your circumstances. This is just a rough guideline and recommendation. The limitations of toolcaring all this wood you have are supposed to be done with just bare tools, but if you have access to a workshop, it should be easier for you to consistently produce larger and more detailed items. Dms can decide whether having more than minimal workshop or more equipment can get bonuses for your inquiry or profit. To keep the material just carving capacity ahead, you also get some different examples of wood, softwood, make out of your quarterstaff and you'll find what's provided in the player manual, but what about hardwood? Or scared wood? Or maybe something magical? In this case, you find weapons that are a bit more powerful, such as hardwood deals +1 points loss extra, or scared wood deals to die extra from losses on a significant hit. But perhaps normal wood, and even fossil wood, just isn't good enough for you. Instead, you want wood that has escaped dragon fire and become infused with the magical essence of dragons. Dragon burn wood is the essence of the fire inside it and instead of dealing with regular damage to the creature. Of course, dragon burnt wood can also come in different damage types for different breathable weapons of dragons and it is incredibly rare as wood rarely survives being burned by the intense cruelty of dragons. Finishing UpAnd that woodcarver's instrument, an artistic tool used to express his talents and abilities. Not only can you craft some different weapons, but you asses of kings Can produce works for or fit art for construction Animals and of choice. However, if you're hoping to build a fortress with this tool, I'm going to point you at my carpenter's tool. If you want a printer-friendly PDF of this tool, or any other device, consider supporting us at the \$1 level on our patron! All the tools I've created or created in the future will be uploaded to our Patriots in printer-friendly versions. We support any and all! Important Notice: Although this crafting system are still being modified, and those changes will be gradually introduced into this document. However, the system as a whole is fully functional and is ready to be used in any campaign. In addition, the rules and concepts that have been discussed are aimed at working closely with the equipment rules of the extended artisan found in The Guide of Exather. If nothing else I hope this document and its siblings can be used as a source of inspiration for guidance and whatever crafting system you decide to go with. RAW Cost: 1 GP RAW Weight: 5 lbs\* Items: Carving Knives, Chisels, Mallet, Saw, Goose Crafting Restrictions: Crafting Magic Items: Detailed list of wooden item artwork construction: Create carved wood artwork as sculpture. QA Artwork Bonus: No Structure Construction: No Daring Utility: Can create simple ah-ad hoc weapons just out of wood. \* These objects are specific to the dubious Arcana system. Other similar crafting systems can usability a different list of items. \*\*Laminar Armor Chain is a home-brewed version of mail. Now that we have finished digging into the destructive qualities of poison, I think it is time to focus on something a bit more creative. Instead of digging into more popular forms of crafting like alchemy or Smithing, I'm going to start on some of the alleged runs of crafting liter. One of those supposedly runts is Woodcarver's kit. I honestly don't know why so few players choose to specialize in woodworking. At a surface level it may seem like an inferior alternative to smithing, but I firmly believe that is the result of a positive bias towards smithing simply due to its popularity in fantasy settings. The practice in woodcarwing allows the player to prepare a large number of blacksmith quality items without the burden of needing a forge to make it. Also it allows you to easily create wooden artwork that can be sold, traded or gifted. There are shortcomings to be fair woodworking. Other than shields, there is no raw armor type Can be produced by wood without wood The DM intervened. With these thoughts in mind, this article aims to help clarify some of the confusion around when and how woodcarver kits can be used. The rules and concepts discussed are meant to be used in tandem with the revised crafting system. Overview: The dubious Arcana crafting system is a homebrebed set of rules that build on raw crafting system. systems. The goal of the system is to increase the rate that objects are prepared when introducing the element of variability (aka dice rolling). Follow this link to the full rules crafting process. Crafting materials - to craft with materials. Items should be valued at 50% market price for mundane items and 100% market price for magical items. Means of production - a forge for any special equipment or location requirements such as blacksmiths. Instructions for a written blueprint for worldly objects or magical objects. Labor - time and energy measured in 8 hour increments and proficiency dice rolls! Crafting capabilities lead definitions – you can work as lead artisans when create a non-raw version of this item. Optional - You can work under a lead artisan to create this toolkit to contribute to the creation of this item. Special - special case defined on a case by case basis. Crafting GP Progressive Formula [Progress in GP] = 5 + (Proficiency\_Dice\_Roll \*5) Important Disclaimer: Dubious Arkana Crafting Rules and Lists are not official content. The concepts and ideas provided by this writing are just suggestions. I think they are good suggestions, but ultimately the DM final of your table has to say when it comes to any and all crafting decisions. Getting wood – as usual crafting process and materials, I recommend sticking to the gold-based progress system vorks by providing the DM with a GP value for an item, then whenever players craft an item they use a GP contributed during crafting as an abstraction of crafting progress. Once 100% of the value of the item has been contributed, the item is complete. There should also be a real GP cost associated with making items should cost 100% of the GP value of the item. GP costs of items can sometimes create some confusion with woodworking. After all, a resourceful woodcarver can create an effective spear out of a long branch. Rather than restricting these items. For example a hastily crafted spear should be more delicate and likely to be broken if targeted in battle. An ad hoc javelin can only be 10 HP and 14 AC, where there can be 30 HP and 15 AC as a properly crafted wood spear. Carved out of wood-craftable items there are a lot of approaches you can take when determining what items each kit can make. In this case I'm going to do my best to provide you with an itemized list of crafting items, but at the end of the day it's up to you to decide what a player can and can't create. Crafting weapons unless you're playing a particularly brutal survival campaign, you'll probably be looking to create some high-end equipment, and so Marshall will be interested in making weapons. The problem is that a woodcarver won't be able to make many of these weapons on his own. However, woodcarvers should have access to metal components of these weapons such as pike heads, it is reasonable to assume that they will be able to lead or participate in the manufacture of multiple weapons. Examples of ways to obtain the said components are buying them from the market or producing an artisan component with the necessary equipment proficiency. Below is a list of weapon Cost Weight Crafting Capability Club 1 SP 2 Lead Dagger 2 GP 1 Assist Greatclub 2 SP 10 Lead HandX 5 GP 2 Assist Javelin 5 SP 2 Lead Light Hammer 2 GP 2 Assist Mace 5 GP 4 Assist Quarterstaff 2 SP 4 Lead Sickle 1 GP 2 Assist Spear 1 GP 3 Lead Crossbow, Lite 25 GP 5 Lead Shortbow 25 GP 2 Lead Shortbow 25 GP 3 Lead Shortbow 25 GP 2 Lead Shortbow 25 GP 3 Lead Shortb Assist Pike 5 GP 18 Assist Trident 5 GP 2 Assist War Pick 5 GP 2 Assist Warhammer 15 GP 3 Lead Crossbow, Heavy 50 GP 18 Lead C many crafted objects, PHB has some weapons that a woodcarver won't have the necessary expertise to build on its own. I would argue that any marshall weapon that led to the creation of the damage reduction deal would be beyond the expertise of a woodcarver. You can make the case of woodcarvers making shortbows and longbow, their character should have a background in flaching, although crossbow construction is best left for anyone with expertise with tinker's tools. On the other hand, when it comes to assisting another artisan in the crafting process, I am flexible will recommend. As pointed out upwards, is, Single raw weapon components that can be made using wood, and it's not a stretch to can assist with cutting the wooden car minor non-wood once the carving is done. Takeaway: Woodcarvers can lead the creation of any Bludgeoning or piercing Marshall melee weapon, and therefore more fun. As the only shield that uses wood in its raw description is the gradient pointed up, so for posterity I would state that making the shield out of wood is a legitimate option. However, I don't feel like LaMinar Armour is being given a fair shake. There are many examples of wooden laminar armor being used during history, so I think it's valid to include it as a homebreace option. Armor Crafting List Armor Cost Weight Crafting Capability Shield 10 GP 6 Lead Ring Mail 30 GP 40 Optional Historic Wooden Laminar Armor was phased out due to relatively poor protection provided against metal weapons, and it was a heavy weight imposed on the wearer. Fortunately for us there is already an armor in existence that has these exact properties! Yes, good old fashion ring mail seems to be the stat line we need. With a good low AC of 14-dex, weighing 40 lbs, and permanent damage on stealth checks, I think it is fair to say that it is perfectly acceptable to use leminar armour as a ring mail fare. While it may not be a daring's first choice for security, it can serve as an effective low-cost alternative to a low-level character or when stocking a militia at the border. Finally when it comes to magical wood, I firmly believe that the sky is the limit. Should DM make a fantasy wood that is as flexible as steel, I see no reason to match a wooden car with proper magical cutting edge it can't use to make any armor on the list. Takeaway: When using regular wood, the only armor you can craft is the shield and laminar armor (wooden ring mail). Magical wood at the dm's discretion is free from these rules. Daring gear lf a huge list of weapons and some home-brewed capacity for armor wasn't enough for you, you'll be glad to hear that Woodcarver's equipment can create an impressive number of items from the daring gear list: adventurous gear crafting inventory item cost crafting capability Abacus 2 GP 2 lb. Lead Arrow (20) 1 GP 1 lb Lead Blowgan Needle (50) 1 GP 1 lb Lead Arcen Focus, staff 5 GP 4 lb lead Arce Ib assist candle 1 CP-optional case, crossbow bolt 1 GP 1 lb lead case., map or scroll 1 gp 1 lb. Chest 5 GP 25 lb Assist Climber's Kit 25 GP 12 lb . Assist Druidic focus, Wooden staff 5 GP 4 lb lead Druidic focus, Wistletoe 1 GP's twig-lead Druidic focus, totem 1 GP-lead Druidic focus, wooden staff 5 GP 4 lb lead Druidic focus, Wistletoe 1 GP's twig-lead Druidic focus, totem 1 GP-lead Druidic focus, wooden staff 5 GP 4 lb lead Druidic focus, Wistletoe 1 GP's twig-lead Druidic focus, wooden staff 5 GP 4 lb lead Druidic focus, Wistletoe 1 GP's twig-lead Druidic focus, wooden staff 5 GP 4 lb lead Druidic focus, wooden staff 5 GP 4 lb lead Druidic focus, Wistletoe 1 GP's twig-lead Druidic focus, wooden staff 5 GP 4 lb lead Druidic focus, wooden staff 5 GP 4 lb lead Druidic focus, Wistletoe 1 GP's twig-lead Druidic focus, wooden staff 5 GP 4 lb lead Druidic focus, wooden staff Lead Signal CT 5 CP-Lead Signet Ring 5 GP-Optional Spyglass 1,000 GP 1lb Assist Tent, Two-Person 2 GP 20 lb Assist Tinderbox 5 SP 1 lb Lead While some items listed above can traditionally be out of metal, I think in many cases such as ball bearings you can argue that a wooden version will work equally well. However, in other cases like manacles, I would advise you to use your judgment when deciding how effective they are. For example if a wooden manacle has just a large board with a couple of holes in it, then they will probably hold their metal counterpart as well. But if the manacle is effectively held together by a pair of wooden bracelets wood, then breaking free for 15 may be appropriate to reduce the DC needed. Takeaway: Woodcarver's equipment has a very strong list of daring gear items last but certainly not less magical items. As I mentioned before you could argue that magical wood can allow the player to break the rules and create virtually more weapons and armor in the game. However, to make this article no longer than the average 5e campaign, I will only list items rare range crafting capability ammunition, +1 - arrow unusual weapon lead ammunition, +2 - arrow rare weapon lead ammunition, +3 - very rare weapon lead ammunition, +3 - blowgun Needle Very Rare Weapon Lead Ammunition, +1 - Crossbow Bolt Unusual Weapon Lead Ammunition, +2 - Crossbow Bolt Rare Weapon Lead Ammunition, +3 - Crossbow Bolt Very Rare Armor +3 - Ring Mail Very Rare Armor Optional Armor Optional Armor Optional Armor Shield Rare Armor Lead Arrow Arrow Murder Very Rare Weapon Lead Fearless Axe -Hanks Rare Weapon Assist Fearless Axe - Fatal Rare Weapon Assist Fearless Axe - Gretex Rare Weapon Assist Fearless Axe - Halbird Rare Weapon Assist Fearless Axe - Halbird Rare Weapon Assist Fearless Axe - Gretex Rare Weapon Assist Fearless Axe - Halbird Rare Weapon Assist Fearless Axe - Gretex Rare Weapon Assist Fearless Axe - Halbird Rare Weapon Assist Fearless Axe - Halbird Rare Weapon Assist Fearless Axe - 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Greatword Very Rare Weapon Sharpness Sword Aid - Scimitar Very Rare Weapon Fish Command Trident Weapons Aid Vicious Weapon - Club Rare Weap Lead Vicious Weapon - Crossbow, light rare weapon lead vicious weapon - Sling rare weapon assist vicious weapon - Sling rare weapon lead vicious weapon - Sling rare weapon assist vicious weapon - Sling rare weapon lead vicious weapon - Sling rare weapon assist vicious weapo Weapon Assist Vicious Weapon - Lance Rare Weapon - Rare Weapon - Rare Weapon - Pike Rare Weapons - Vicious Weapons - Vicious Weapons - Vicious Weapons - Pick War Rare War Rare War Rare War Rare War Hand Rare Weapon Lead Vicious Weapons - Crossbow, Heavy Rare Weapon Lead Vicious Weapon - Longbod Rare Weapon Lead Vicious Weapon - Crossbow, Heavy Rare Wand Fear Rare FireBall Stick Stick Stick Rare Stick Stick Rare Stick Stick Of Rare Stick Stick Of Rare Stick Lead Stick Lea Stick Lead Stick Web Unusual Stick Lead Stick Of Wonder Rare Stick Lead Weapon + 1 - Club Unusual Weapon Lead Weapon + 1 - Club Unusual Weapon Lead Weapon + 1 - Club Unusual Aid Weapon +1 - Mace Unusual Weapon Aid Weapon Aid Weapon Aid Weapon Aid Weapon Aid Weapon +1 - Spear Unusual Weapon +1 - Crossbow, Light Unusual Weapon Lead Weapon +1 - Dart Unusual Weapon Lead Weapon +1 - Shortbow Unusual Weapon Lead Weapon +1 - Glyv Unusual Weapon Assistance W Weapon Aid Weapon +1 Maul Weapon Assistance Weapon Assistance Weapon Assistance Weapon Assistance Weapon Assist Weapon Assistance Weapon A Weapons +1 - Crossbow, Hand Unusual Weapon Lead Weapon Lead Weapon +2 - Club Rare Weapon +2 - Club Rare Weapon Lead Weapon +2 - Club Rare Weapon +2 - Club Rare Weapon Lead Weapon +2 - Club Rare Weapon Lead Weapon +2 - Club Rare Weapon +2 - Club Rare Weapon +2 - Club Rare Weapon Lead Weapon +2 - Club Rare Weapon +2 - Club Weapon Lead Weapon +2 - Light Hammer Rare Weapon Assist Weapon +2 - Spear Rare Weapon Lead Weapon +2 - Spear Rare Weapon +2 -Weapon Lead Weapon +2 - Sling Rare Weapon Assist Weapon As Weapons +2 - Morningstar Rare Weapon Assist Rare Weapon Lead Weapon +2 - Longbo Rare Weapon Lead Weapon +3 - Club Very Rare Weapon Lead Weapon +3 - Club Very Rare Weapon Lead Weapon +3 - Club Very Rare Weapon Lead Weapon +3 - Light Hammer Very Rare Weapon Aid Weapon Aid Weapon Handaxe Very Rare Weapon Aid Weapon Handaxe Very Rare Weapon Handaxe Very Rare Weapon Lead Weapon Handaxe Very Rare Weapon Handaxe Very R +3 - Mace Very Rare Weapon Aid Weapon +3 - Ouarterstaff Very Rare Weapon Lead Weapon +3 - Sickle Very Rare Wea Weapon Lead Weapon +3 - Sling Very Rare Weapon Aid Weapons +3 - Greataxe Very Rare Weapon +3 - Greataxe Weapon Aid Weapons + 3 - Morningstar Very Rare Weapon Assistance Weapon Assistance Weapon Assistance Weapon Assistance Weapon Aid Weapons + 3 - Trident Very Rare Weapon Aid Weapons + 3 - Trident Very Rare Weapon Aid Weapons + 3 - Warhammer Very Rare Weapon Aid Weapons + 3 - Warhammer Very Rare Weapon Aid Weapons + 3 - Trident Very Rare Weapon Aid Weapons + 3 - Warhammer Very Rare Weapon Aid Very Rare Weapon Lead Weapon +3 - Crossbow, Hand Very Rare Weapon lead weapon can create a very valuable artwork that works a wood. Overview: Dubious Arcana Artwork Crafting System is a homebrebed set of rules that allow your players to create potentially valuable artwork that works a wood. Overview: Dubious Arcana Artwork Crafting System is to allow for crafting options beyond defined raw items. This is especially important for a painter's supply such as artistic toolkits where raw crafting options are limited. Follow this link to the full artwork crafting process Get the means of production - get any special equipment or install in a location that allows you to use the artisan's equipment or install in a location that allows you to use the artisan's equipment. This step does not apply to all kits. For example a Smith needs a forge to create art, but a painter can create artwork anywhere. Check the tool capacity of the roll artisan - a skill check that involves using the artisan's equipment to create a piece of artwork. Add crafting progress roll value to the estimated value of the artwork if you succeed. No progress roll value from the estimated value of the artwork. GP Progression Roll – Roll your proficiency dice to determine how much value is added or reduced to the estimated Value of the artwork. Artisan's Tool Ability Check Formula [Ability Check DC]\* = [Current Estimated Value of the artwork. Artisan's Tool Ability Check DC]\* create the artwork. For example the value of any gemstones installed using the jeweller's equipment is not used to calculate the ability to check DC. Crafting progress roll [estimated value of target item] = [Current estimated value of target item] = [Current estimated value of target item] +/- ([Proficiency dice roll] x 5) Important Disclaimer: Dubious Arcana artwork crafting rules and lists are not official content. This The concepts and ideas provided by are only suggestions. I think they have good suggestions but ultimately happens to have dm of your table Say when it comes to any and all decisions crafting the artwork. The process of crafting the artwork is similar to the standard procedure described in the link above, but we'll also quickly walk through the basics below: Optional: Use 10 GP value of artisan goods purchased on the market to gain profit on your woodcarver's tools ability check woodcarver's tools ability c of the artwork if you succeed. If you fail from less than 5, no progress is made. If you subtract an inquiry into your crafting progress by the estimated value of failed artwork by 5 or more. An example would require Woodcarver's tool proficiency to roll a DC 12 dexterity (Woodcarver's equipment) check working on a statue of a minotaore with the estimated value of a Level 5 character 125 GP. If they succeed they are able to add 5+ (1d6\*5) to the value estimate of the idol. The ad hoc weapon proficiency in Woodcarver's tools gives you another big advantage that can be a game change in the right position. Your party can find itself in a situation where they have more bodies in the group than the weapons in their hands. However, if there is sufficient supply of wood, an efficient woodcarver can create a batch of improvised weapons that can make those bodies an asset rather than liability. Figuring out how to handle weapons made completely out of the wood was actually quite simple. All of the marshall weapons traditionally have some sort of metal component in them, so by default they are unfit to be carved out of a log. Also, in order to damage effectively a wooden edge reduction deal for a weapon isn't really going to be a ploy, so all of those weapon that was a little suspicious at first. However, since a dagger shares the same damage as an improvised piercing weapon (1d4), I see no problem with a skilled wooden worker allowing the knife to properly give it finesse and balance the discarded properties. You may also be tempted to say the mace and light hammer requires a metal head, but before you commit to that decision I recommend that you conduct this twostep experiment. Go outdoors in real life and find a nice dense piece of wood. A friend is testing the wood performance on you in the role then feel free to exclude maces and light hammers as crafting options. Otherwise I allow you to make wooden cars the following list of wooden only ad hoc weapons: Dagger Greatclub Javelin Light Hammer Hammer Quarterstaff Javelin Takeaway: Using only wood you are convinced of the virtues of woodcarwing. Even if you don't use QA crafting systems, many of the concepts discussed in this document can be applied to any crafting system. While it's often not a player's first choice. Woodcarver's kit in the right hands is arguably one of the most useful crafting kits in the 5th edition. Latest G^G Article Articles