

Scrolls and Potions

Scrolls

Crafting Scrolls

Crafting a spell scroll is a light activity that can be accomplished fully or in part during a long rest. A first level spell takes one long rest to craft. A second level spell takes two long rests to craft, and so on. When you finish crafting a spell scroll, roll your proficiency dice. The scroll has charges equal to half of the result of your roll, minimum 1. A scroll disintegrates when it runs out of charges. If your proficiency bonus is doubled for this check for any reason, do not half your result.

Crafting spell scrolls requires proficiency in Calligrapher's tools, and each scroll crafted has a cost depending on level.

Prices derived from Sane Magical Prices. The gold price is an abstraction of purchasing reagents, so if you value economic verisimilitude, prices in small towns and villages should be lower. Prices in cities should be higher. Players purchasing the scrolls from NPCs, rather than crafting the scrolls themselves, can expect some markup.

Your DM might require additional potentially rare reagents to craft spell scrolls of 5th or higher level, as sealing such powerful, active magics to velum can be especially tricky and require additional resources. These reagents are usually expensive, difficult to find, dangerous to acquire, or some combination of the three. Examples may include a large diamond, the heart of a cockatrice, or a cyclops' eye.

You can create up-cast spell scrolls. To do so, you must have a spell slot of the appropriate level available to you as well as the gold available to create a scroll of the appropriate level. Creating spell scrolls does not consume a spell slot.

If you expend spell slots while crafting spell scrolls, you can create spell scrolls with +1, +2, or +3 bonuses (as if cast through a +1 spellcasting focus). The bonus to the scroll depends on the spell slot expended while crafting it, which is the level of the spell slot divided by 3.

Using a Spell Scroll

Spell scrolls have charges. Using a spell scroll consumes a charge. If the scroll runs out of charges, it is destroyed.

Spell scrolls use an action, bonus action, or reaction, according to the spell description of the spell they contain. For example, a scroll of Fireball would require an action to use, while a scroll of Feather Falling would require a reaction to use. Attempting to cast a spell from a spell scroll uses a charge, even if the spell is resisted or the spellcaster fails to cast the spell.

A spell scroll always uses the ability modifier of the person using the scroll.

Cantrip Scrolls

When you craft a cantrip scroll, roll 1d4-1. That is the number of cantrip scrolls that you can craft at the end of the long rest, assuming you have enough gold to craft each one.

Because cantrips are among the simplest of spells, their scrolls are often made more ornate, carefully, and thoroughly than those of other scrolls. When you create a cantrip spell scroll, you can choose from one among the following options:

Common Language Scroll

Anyone can cast this cantrip from this scroll, using their own spellcasting ability modifier. If your character does not have a spell-casting modifier from another source, then their spellcasting modifier is Intellect.

Break Seal to Cast

This scroll is designed to cast the moment the seal is broken. If the cantrip normally requires an action, it can also be cast as a bonus action. Cantrip scrolls with Break Seal to Cast can be cast as reactions without readying an action.

Powerful

This cantrip scroll gains an additional damage dice and a +1 bonus to its attack roll.

Proficiency Bonus	Proficiency Dice
2	1d4
3	1d6
4	1d8
5	1d10
6	1d12

Scroll Level	Scroll Cost
Cantrip	10g
1	50g
2	120g
3	200g
4	320g
5	640g
6	1280g
7	2560g
8	5120g
9	10240g

Potions

Brewing Potions

You need proficiency with Alchemy Tools to brew potions. Brewing potions is a light activity that can be accomplished over a long rest.

Unlike scrolls, potions only ever have one charge. Most potions can be brewed over the course of a single long rest.

You can turn any spell you know into a potion by expending an appropriate spell slot while brewing the potion.

Unlike scrolls, potions can be used by anyone. Spell scrolls use the casting bonus of the person reading the scroll, but potions use the spell-casting modifier of the brewer.

Learning New Recipes

You can examine any potion you find and take an hour to make an Alchemy Tools Check (Int) to try to divine its secrets. If you are successful, you can add the potion to the list of potions you know how to brew. Whether you succeed or fail, the potion is spoiled from your experiments with it. The table below has suggested DCs for an alchemist to learn a potion based on its rarity or spell level.

Using a Potion

Potions either target the imbiber, a person the potion is thrown at, or an area. Any non-AOE spell that targets multiple creatures simultaneously only targets the imbiber or the creature struck with the liquid.

For example, a potion made from Cure Wounds or Healing Word is used by drinking it, while a potion of Fireball or Lightning Bolt/lightning bolt can be cast by hurling it, or uncorking it and pointing the mouth of the potion toward the target. For another example, a potion of Fly or Bless would only target the imbiber, even though both spells can normally target multiple creatures.

Potions made from spells that have variables must have those variables decided upon at the time of brewing the potion. For instance, a potion of Hex would need to have the ability score that the spell affects chosen in advance, as would a potion of Enhance Ability.

Using any potion requires an action, even if the spell the potion was modeled after requires a bonus action or reaction instead. This makes some spells especially poor fits for potions, though clever players may find ways around this. For example, a potion of Counterspell that uses an action is not nearly as useful as a scroll of Counterspell, or casting it with a spell slot -- but readying an action to use a potion of Counterspell can still serve a valuable niche, and gives power to characters that might otherwise never have it.

Copy a Potion		
Potion Rarity	Spell Level	DC to Learn Potion
Common	Cantrip	5
Uncommon	1	10
-	2	12
Rare	3	15
-	4	18
Very Rare	5	20
-	6	22
-	7	25
-	8	28
Legendary	9	30

Spell to Potion		
Rarity	Spell Level	Potion Cost
Common	Cantrip	20
Uncommon	1	100
-	2	240
Rare	3	300
-	4	420
Very Rare	5	540
-	6	1580
-	7	3000
-	8	6000
Legendary	9	12,000