

# POTTER'S TOOLS

Your tools are used to create pots, vessels, and even statues of ceramic and clay. While most potters spend their time in the mundane, you have stumbled upon a secret art of pottery making, etching ancient runes and sigils into clay you can inject a spark of magic into your crafted vessels.

## POTTER'S TOOLS

Potter's Tools include include potter's needles, ribs, scrapers, a knife, and calipers.

Potter's Tools weigh 3 lbs and cost 10 gp.

## CRAFTING

When crafting vessels, pots, and even terracotta, statues made of clay, you must have the required ingredients, like clay, and have enough time to work on the vessel. When crafting a vessel, you must decide what you are going to work on and then spend at least 4 hours a day to make progress on creating the item. Most items can be worked on around a campfire, though it is far faster to use a workshop or have a dedicated space for larger equipment.

Once you have completed the number of days required, you must then roll a Potter's Tools (Dexterity) check against the DC of the vessel you are working on. On a success, you complete the design and it is ready to be fired. On a failed check, you realize there is a fault in the vessel and they must be salvaged. *See Salvaging for more information.*

## MUNDANE VESSELS

The most common application of Potter's Tools is producing clay and ceramic pots and other vessels. If you are producing a pot with no runes, sigils or other special markings, this can be done easily by a proficient potter and requires no check if you are proficient in Potter's Tools.

## POTTER'S RUNES

When you begin crafting your vessel, you must decide which vessel you are going to be producing and then you begin working. You know 3 Potter's Runes, and you can find more as you explore throughout the world for this lost technique.

Each Potter's Rune has a different effect and these runes are written into the clay before it is fired. These Potter's Runes are small sigils carved across and around the vessel, summoning arcane magic. Each set of runes do a different effect, like leeching poisons from water or creating wine.

These finished vessels are considered magical and are resistant to damage and the normal wear and tear of traveling, though they will still break if abused enough.

## FIRING

Once you have finished your vessel, it must then be fired. This is not something that can be accomplished in a normal fire pit, but rather must be fired at the local artisan guild for a day. Costs vary but most items can be fired for 1 to 5 silver pieces depending on the size and if you are up to date on guild fees.

## POTTER'S SAVE DC

The Save DC of your vessels is 8 + your Dexterity modifier + your Proficiency Bonus.

## SALVAGING

If your vessel is damaged or incorrect while preparing for it to be fired, you must spend a quarter of the days (rounded down) required to rework the clay and redraw any broken runes or sigils. Once the salvaging is completed, and the time has elapsed, you must succeed on a Potter's Tools (Dexterity) check against the DC of the vessel you are salvaging.

On a success, the vessel is salvaged and can be used like usual. On a failed roll, you must restart the process of salvaging them.

## POTTER'S WHEEL

If you have access to a potter's wheel, you can quickly produce pots and other circular vessels at one quarter the time it would normally take you. You can only use the potter's wheel on circular objects, per the DM's discretion.

## VARIOUS MATERIALS

Certain vessels might require different materials to be worked into the clay, this might be something as mundane as bone ash or require something magical like the bone ash of dragons or the elemental residue of a slain fire elemental. Typically these magical materials aren't for sale and rather you must find them yourself.

If a vessel requires a special component, you must have enough quantity to work it into your clay, at least a number of pounds of the material equal to the number of days you must work on it. The Material Cost listed with each item does not include the cost of special materials needed to be worked into the clay.

## EXAMPLE VESSELS

Design	Day(s)	Material Cost	DC	Special Material?
<b>Mundane Vessels</b>	-	-	-	-
Jug or Pitcher	1	1 cp	-	-
Cup, set of 4	1	1 cp	-	-
Pot with Lid	1	2 cp	-	-
Terracotta, small	4	3 cp	10	-
Katharízo Pot	4	5 gp	11	Plants
Fotiá Pitcher	6	10 gp	12	Fire Elemental
Theikós Tablet	7	15 gp	13	Celestial
Krasí Jug	4	6 gp	10	Fey
Zoi Terracotta	14	60 gp	15	Undead

## FULL DAYS WORK

Each vessel is assumed that you are working only 4 hours per day on the vessel. The number of days can be decreased if you are working longer hours per day, per the DM's discretion.

## SOUL OF THE CREATOR

Because these special vessels require ancient runes and arcane sigils, a potter can only have a number of vessels active with runes equal to their Intelligence or their Wisdom modifier, their choice.

# EXAMPLE VESSELS

## KATHARÍZO POT

This pot can hold up to 2 gallons of water and, over the course of 8 hours, purify that water, making it drinkable and safe to consume.

**Material Cost:** 5 gp

**Materials:** ashes of monstrous plants like blights

**Days to Craft:** 4 Days

**Potter's DC:** 11

## FOTIÁ PITCHER

This pitcher has arcane runes that speak of fire and devastation. It can hold a small draft of water and over the course of a long rest, it turns the water into a strange liquid that burns nostrils when smelled. When consumed as an object interaction, the drinker can expel a 15-foot cone of fire within in the next hour as a bonus action. Any creature caught in this cone of fire must make a Dexterity saving throw against your Potter's Save DC. On a failed save, they take 3d6 fire damage or half on a successful save.

**Material Cost:** 7 gp

**Materials:** remains of a dead fire elemental

**Days to Craft:** 6 Days

**Potter's DC:** 12

## THEĪKÓS TABLET

This table is covered in runes of the divine and tell a great story of heroism and angels. As an action, a creature can present this tablet and become consumed with radiant energy. For the next minute, all their melee weapon attacks now deal 1d4 radiant damage. This effect ends early if the creature is incapacitated or knocked unconscious. The tablet grants this boon once a day.

**Material Cost:** 15 gp

**Materials:** ash of a celestial

**Days to Craft:** 7 Days

**Potter's DC:** 13

## KRASÍ JUG

This jug is covered in runes that tell of unending festivals in the forests of Arborea. When a gallon of water is poured into this jug, over the course of an hour it turns into a deep and dark red wine like that found on the plane of Arborea during one of their many feasts.

**Material Cost:** 6 gp

**Materials:** powdered grapes grown by the elves

**Days to Craft:** 4 Days

**Potter's DC:** 10

## ZOI TERRACOTTA

This terracotta can take the shape of any small beast like that of a rabbit, baboon or a sheep. Once you finish firing this terracotta creature, it comes to life and follows your commands.

On each of your turns, you can use a bonus action to mentally command this creature if the creature is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

You can only have one terracotta active at a time, and if it is knocked to 0 hit points, it is destroyed and you must remake it. No matter what physical form you give them, they have the same stats as presented in the statblock below.

**Material Cost:** 60 gp

**Materials:** cremated ashes of an undead of CR 1 or higher

**Days to Craft:** 14 Days

**Potter's DC:** 15

## ZOI TERRACOTTA

*Small construct, -*

**Armor Class** 15 (natural armor)

**Hit Points** proficiency bonus times five

**Speed** 25 feet

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	10 (+1)	13 (+1)	1 (-5)	3 (-4)	1 (-5)
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**Damage Vulnerabilities** Bludgeoning, Thunder

**Damage Resistances** Piercing

**Damage Immunities** Poison, Psychic

**Condition Immunities** Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Blindsight 30 ft. (blind beyond this radius), Passive Perception 6

**Languages** --

**False Appearance.** While the terracotta remains motionless, it is indistinguishable from a normal clay statue of the form you've chosen.

**Constructed Nature.** It gains a bonus to its attack and damage rolls by 1 when your proficiency bonus increases by 1.

## Actions

**Slam.** *Melee Weapon Attack:* +4 to hit, Reach 5ft, one target. *Hit:* 5 (1d6 + 2) bludgeoning damage