

## Embers

Embers are believed to be used in the creation of magic items due to it showing up during their creation. It is believed to be gained in a number of ways.

- ☐ Killing Creatures
- ☐ Social Encounters
- ☐ Special Ingredients (i.e. like a dragon bone to make a dragon slayer)
- ☐ Mana: 1 for 50 Embers
- ☐ Coin: 1 gp for 10 Embers
- ☐ Gems: Value x 10 Embers

### Rarity Ember Cost

Rarity	Embers Cost
Common	100
Uncommon	200
Rare	2,000
Very Rare	20,000
Legendary	100,000

### Progress

To roll on the the chart below you need to do 4 hours of non-consecutive work with the proper tools and materials. Cost per work period is at the bottom of each chart.

Check	Progress
Nat 1	-1
2-9	0
10-15	1
16-20	2

Check	Progress
21-25	3
26-29	4
34-39	5
40-44	6
<i>Nat 20</i>	1d4+3

### Mystical Poultice

Rarity	Goal
Minor	3
Regular	4
Greater	8
Superior	16
Supreme	32

*\*20gp*

### Scrolls

Lvl	Goal	Lvl	Goal
Lvl 0	n/a	Lvl 5	12
Lvl 1	2	Lvl 6	16
Lvl 2	3	Lvl 7	20
Lvl 3	4	Lvl 8	26
Lvl 4	8	Lvl 9	32

*\*15 gp*

*\*Must be able to cast the spell level of the scroll, if you have scribing tool proficiency you roll with advantage*

### Potions & Vials

Rarity	Goal
Minor	1

Rarity	Goal
Regular	2
Greater	4
Superior	8
Supreme	16

*\*10 GP*

### Adventuring Gear

Quality	Ember Value	Goal
Mundane	-	2
Well Made	50	5
Remarkable	500 (+1)	10
Superb	5000 (+2)	15
Masterwork	25,000 (+3)	30

*\*+/-5 GP*

### Resins & Baths

Rarity	Goal
Minor	2
Regular	3
Greater	6
Superior	12
Supreme	24

*\*2gp*