

FM 05-05

ARTIFIGER'S ARTISAN GUILD FIELD MANUAL

**CRAFTING,
RECOVERY,
DAMAGE
ASSESSMENT
AND REPAIR**



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FIELD MANUAL

CRAFTING, RECOVERY, DAMAGE ASSEMENT & REPAIR

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Recovery and damage assessment is a mainstay for any travelling artificer. Though it is more preferred for all repairs to be made at a suitably supplied workshop, adventuring artificers have grown more common, thus necessitating this field manual. The maintenance and repair of an artificer’s tools and creations are solely the responsibility of the artificer, both of which are often paramount to an adventuring artificer’s survival. The purpose of recovery is to efficiently and swiftly salvage parts from downed equipment and constructs, while the purpose of damage assessment and repair is to facilitate the continued function of equipment and constructs. All artificers should travel with at least one toolkit to assist in these operations, and if possible, properly sourced from an official artisan’s guild.



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1. CRAFTING

Crafting is the process of taking a formula and building it into an object, vehicle or construct. This process often takes a lot of time and requires the mind of a highly-skilled artificer and a well-supplied workshop. This field manual does not intend to supply you with detailed information on crafting, rather, it focuses on basic field craft. For detailed information on crafting, particularly magical items, please consult the Dungeon Master’s Guide and Xanathar’s Guide to Everything.

In the field, the type of things which can be crafted is limited by the materials and formulas an artificer can source. Given the magical properties an artificer can enchant open certain objects, these materials are typically extremely expensive and are limited in terms of their power. This field manual does not assume the artificer has a workshop, good materials, and a wealth of time on their hands. Crafting in the field needs to be functional, not fancy. Materials need to be salvaged from other objects and nature first before an artificer can craft anything. The Crafting Materials table provides a base listing of sources for salvaging in nature and the materials which can be salvaged from them.

CRAFTING MATERIALS TABLE

Salvage Source	Materials	Tool Kit Proficiency
Trees & Forests	Bark, Sap, Wood, Plants	Carpenter’s or Woodworker’s Tools
Rocks & Hills	Dirt, Gravel, Stone, Plants	Mason’s Tools
Mountains & Caves	Metal, Plants, Stone	Mason’s Tools or Smith’s Tools
Animals & Clothing	Cloth, Leather, Feather	Leatherworker’s Tools
Coasts & Deserts	Glass, Plants, Sand	Glassblower’s Tools or Mason’s Tools
Hills & Swamps	Clay, Mud, Plants	Potter’s Tools

All crafting requires a formula, which requires the artificer to know ahead of time what formulas they intend to call upon in the field. Though any artificer proficient in their tools could spend any amount of required time to eventually learn everything they need to know about an object in order to develop its formula, this field guide is focusing on the limitation of time and resources in the field. The fastest way for an artificer to learn a formula for an object is by the artificer casting an identify spell. Not all objects,

however, require the use of magic. In the field, the magic an artificer has is often limited and thus, a precious resource. Thankfully, just about any common object found in the world can be recreated from memory, giving the artificer a trove of simple formulas to recall off-hand. The Simple Formulas table below lists both the type of simple object that could be created in the field, its crafting time and the materials required to craft it.

SIMPLE FORMULAS TABLE

Object Formula	Crafting Time	Materials Required
Sling/Bag/Pouch	1 min	Cloth or Leather
Spear	10 mins	Glass, Metal, or Wood
Arrows/Bolts	1 min per arrow/bolt	Feather, Metal, and Wood
Flask/Pots	1 hour	Clay or Glass
Natural Adhesive	1 min	Plants or Sand, and Sap
Twine/Rope	5 mins per foot	Leather or Plants
Shield, small	1 hour	Bark, Wood, or Metal, and Leather or Plants

Formulas not offered here have been excluded due to the crafting time exceeding the limits of a short rest. Creating common formulas such as wheels, armor, constructs, or any form of complex device would require the use of magic, resources beyond what the field commonly provides, and time a travelling artificer most likely doesn't have. Though the formulas provided by the Simple Formulas table provides many common items of use, it is a basic list and pure indicative of the most common crafted items in the field. Any item that could be crafted in under an hour should also be considered a Simple Formula and capable of being known and craftable by any competent artificer.

Once an artificer has their formula, materials, and their suitable tool kit proficiency, they can begin crafting. Since the formulas of these common items are so simple, the standard requirements of multiple crafting checks are not necessary while in the field. Through a combination of multiple tool proficiencies, tool kits, and enough materials, any object formula can be executed in the required crafting time with a simple DC 10 Tools check. On a failure, the object is still crafted, but a complication can occur, either affecting the object's use or the artificer who crafted it, as shown in the Crafting Complications table below.

CRAFTING COMPLICATIONS TABLE

Formula Crafted	Complication
Sling/Bag/Pouch	The sling/bag/pouch breaks in 1d4 uses and requires repair before it can be used again.
Spear	The spear breaks in 1d4 uses and cannot be repaired.
Arrows/Bolts	The arrow/bolt doesn't fly right, adding a -1 penalty to all attack rolls using the arrow/bolt as ammunition.
Flask/Pots	The flash/pot leaks whatever liquid it holds slowly over 8 hours.
Natural Adhesive	The artificer accidentally glues their hand to the object, requiring them to manually remove it by either cutting it off, some form of solvent, or washing away the glue from the object and their hand, requiring them to start over.
Twine/Rope	The twine/rope is weak, making it easily broken by any creature with a Strength score of 10 or higher, or under 120lbs of weight.
Shield, small	The handle of the shield is weak, causing it to break after 1d6 hits, and requiring repair before it can be used again.

Further complications can arise simply based on the materials that are being used. For example, if the formula requires wood or steel, the artificer could suffer a splinter, requiring its removal to end a hindering effect to their checks, or more simply, dealing 1 hit point of piercing damage.



2. RECOVERY

Recovery is the salvaging of broken vehicles, objects, and constructs, and returning the salvaged works to a safe place of work for repair. This involves the use of a tool kit for the purpose of removing parts or salvaging the entire target of recovery. Recovering in the field often doesn't permit the ability to salvage Large or larger objects, but with suitable towing equipment and enough assistance, an artificer could transport a Large or larger object back to a workshop for salvage.

For all objects of a Medium or smaller nature, an artificer with proficiency in a tool kit related to the target of recovery could salvage just about any material they were looking for. The Material Recovery Table breaks down the size and time it takes to salvage enough crafting materials to recreate an object's crafting formula.

MATERIAL RECOVERY TABLE

Size	Time
Tiny	1 min
Small	5 mins
Medium	10 mins

Any artificer has the ability to break down any crafting materials they seek from a target of recovery, but certain targets can often bring about their own complications. These are usually due to an artificer being unfamiliar with the target, under pressure to act quickly, or simply through common accidents.

When attempting to salvage any materials from a target of recovery, the artificer must roll a DC 10 Tools check using the tools suitable for the crafting materials attempting to be salvaged. If the artificer is unfamiliar with the target of recovery, the DC for this check is made with disadvantage. On a success, the artificer salvages 3 + 1d8 crafting materials appropriate to the recovery source. For example, if the target of recovery is a broken wagon, the artificer might acquire metal, wood, and possibly cloth or rope also. Since the target of recovery can widely vary, the exact amount of materials acquired should be dictated by the artificer when they choose their target of recovery, and approved by the DM. On a failure, the artificer salvages only 1d4 crafting materials and never enough that they could recreate an object formula.



3. REPAIR

Repair is the fixing and maintenance of broken vehicles, objects, and constructs. In the field, the most optimal version of repair is a patch job. Patch jobs are the quick application of temporary solutions to damage. Commonly it is in the form of rope ties, adhesives, boarding, and welding. Due to the hasty application of the patch job, all patch jobs grant the target of repair an additional 8 hours of use before breaking completely.

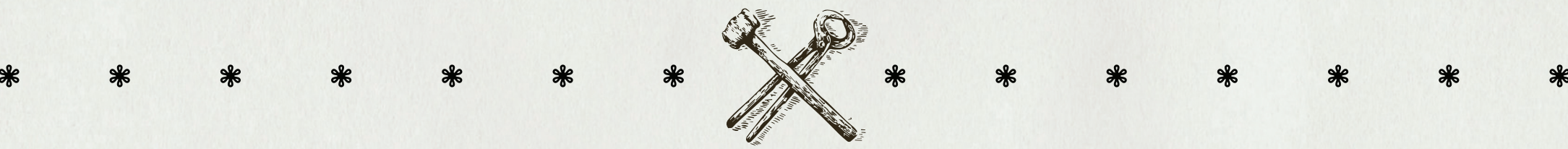
The most important rule to field repair is to only repair what is needed to get the target of recovery functional. Time wasted in the field increases the potential for complications, even death. An artificer should always quickly evaluate the damage of a target of recovery, and decide whether salvaging or repair is in their best interests.

In most cases, repair is a far more viable option to salvaging, but all targets of repair have a limited number of patch jobs that can be made before completely breaking. The Repair & Longevity Table lists the size of the damage, the DC and time it takes to repair it, and the number of patch jobs that can be applied before the target of repair breaks completely.

REPAIR & LONGEVITY TABLE

Damage Size	Repair DC	Repair Time	Patch Job Limit
Tiny	10	5 mins	1
Small	12	10 mins	2
Medium	15	15 mins	3

Once a target of repair has reached its patch job limit, the target is destroyed and cannot be salvaged for materials.



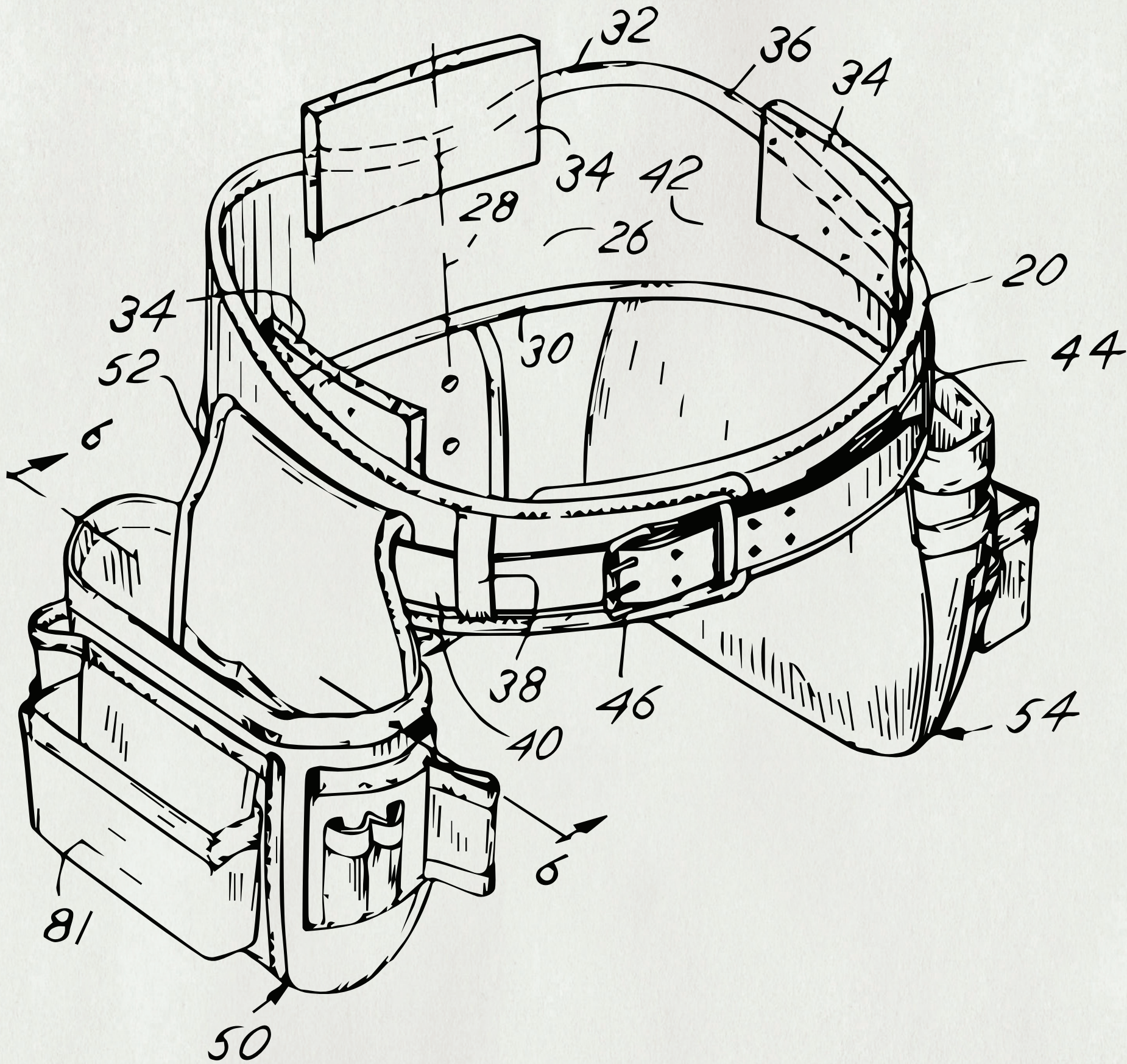
4. ENVIRONMENTAL HAZARDS

Splinters, oil, fire, slippery terrain, and all other measures of environmental threat can occur around the site of recovery. An artisan guild sourced tool kit features materials suitable for protecting against such hazards, such as sawdust for oil spills, a smothering blanket for small fires, crafting gloves, protective eye-goggles/mask, and a 5 x 5 foot tarp for catching loose items at a recovery or repair site. These materials are specially designed to ensure a safe area for an artificer, and should be used for all measures of quick crafting in the field. For any number of reasons, the unprofessional artificer might find the need to “cut corners” and skip the vital step of safety precautions. It is highly advised that all artificers refrain from doing so. Applying safety precautions adds 1 minute to any crafting, recovery, or repair time, but also prevents the chance of complications arising. When an artificer fails to take safety precautions, if they have not taken the proper safety precautions, or lack the safety materials included in any tool kit sourced from an official artisan’s guild, the DM will roll on the Field Complications Table below.

FIELD COMPLICATIONS TABLE

Tool Kit	Complication
Carpenter’s Tools or Woodworker’s Tools	The crafting, recovery, or repair process in the field creates a potential piercing, choking and possible fire hazard. If a creature stands within the field area in the next hour, they are at disadvantage on ability checks due to coughing and sneezing from saw dust. Should a Medium or smaller creature occupy this area without shoes, they suffer 1 piercing damage. If fire occurs within this field area, any creature caught in its area suffers 1d4 fire damage. Should the area be grassy, dry, full of oily rags, or anything similar, the fire spreads and begins burning down its surroundings.
Mason’s Tools	The crafting, recovery, or repair process in the field creates a potential piercing and possible fire hazard. If a creature stands within the field area, the area is considering difficult terrain. Should a Medium or smaller creature occupy this area without shoes, they suffer 1 piercing damage. If fire occurs within this field area, any creature caught in its area suffers 1d4 fire damage. Should the area be grassy, dry, full of oily rags, or anything similar, the fire spreads and begins burning down its surroundings.
Smith’s Tools, Glassblower’s Tools, or Potter’s Tools	The crafting, recovery, or repair process in the field creates a potential fire hazard. If fire occurs within this field area, any creature caught in its area suffers 1d4 fire damage. Should the area be grassy, dry, full of oily rags, or anything similar, the fire spreads and begins burning down its surroundings.

Leatherworker's Tools	The crafting, recovery, or repair process in the field creates a potential for disease. If a creature stands within this field area that has not been probably cleaned up, they must make a DC 10 Constitution saving throw. On a failure, the creature is diseased and suffers 1 level of exhaustion at the end of their next long rest.
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5. NEW ITEM: ARTIFICER’S TOOLBELT

This item of reinforced leather and pouches can be worn across the shoulder like a bandolier or around the waist like a belt. It features several holsters and pouches for holding crafting materials and up to 3 different tool kits. The belt’s design alleviates the weight of the tool kits, reducing the weight of any materials stored in the belt to only the heaviest tool kit stored. Any Tools check made using a tool kit stored in the toolbelt grants a +1 bonus to the roll due to the ease and convenience the toolbelt provides.

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