

Course Catalog

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Apotheca

Crafting a potion: Common 25 gp, Uncommon 125 gp, Rare 1250 gp, Very Rare 12,500 gp, Legendary 25,000 gp

It takes (crafting cost)/25 days to craft a potion, where each day is 8 hours.

It takes 5 days and 25 gp to craft acid, alchemist's fire, antitoxin, or poison, where each day is 8 hours.

Advanced Potions

Pre-requisite: Potions

You learn how to craft potions of Rare and Very Rare rarity.

Craftable potions:

- Elixir of Health
- Oil of Etherealness
- Oil of Sharpness
- Potion of Clairvoyance
- Potion of Cloud Giant Strength
- Potion of Diminution
- Potion of Fire Giant Strength
- Potion of Flying
- Potion of Frost Giant Strength
- Potion of Gaseous Form
- Potion of Heroism
- Potion of Invisibility
- Potion of Invulnerability
- Potion of Longevity
- Potion of Mind Reading
- Potion of Speed
- Potion of Stone Giant Strength
- Potion of Superior Healing
- Potion of Supreme Healing
- Potion of Vitality

Alchemy

You gain proficiency with Alchemist's Tools and learn how to craft Acid and Alchemist's Fire.

Herbalism and Healing

You gain proficiency with the Herbalism Kit and learn to craft Potions of Healing and Antitoxin.

Medicine I

You begin learning the Medicine skill. Add half of your proficiency bonus, rounded down, to any checks.

Medicine II

Pre-requisite: Medicine I

You become proficient in the Medicine skill.

Poisons

You gain proficiency with the Poisoner's Kit and learn how to craft Basic Poison.

Potions

Pre-requisite: Herbalism and Healing

You learn how to craft potions of Common and Uncommon rarity.

Craftable potions:

- Oil of Slipperiness
- Philtrum of Love
- Potion of Animal Friendship
- Potion of Climbing
- Potion of Fire Breath
- Potion of Greater Healing
- Potion of Growth
- Potion of Hill Giant Strength
- Potion of Poison
- Potion of Resistance
- Potion of Water Breathing

Arcana

Arcana I

You begin learning the Arcana skill. Add half of your proficiency bonus, rounded down, to any checks.

Arcana II

Pre-requisite: Arcana I

You become proficient in the Arcana skill.

Cantrips

Pre-requisite: The ability to cast spells

You learn a cantrip of your choice from the spell list of one of the following classes: Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard. This cantrip is added to your list of known cantrips. The ability used to cast the cantrip is based on the class list you chose (Intelligence: Wizard; Wisdom: Cleric, Druid; Charisma: Bard, Sorcerer, Warlock). This course can be taken a maximum of 4 times.

Ritual Casting

Pre-requisite: The ability to cast spells

You can cast any spells you know as a ritual if that spell has the ritual tag.

Spellcasting

When you would gain a level, gain a level in one of the following classes: Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard. This counts as multi-classing, following the rules of Chapter 6 of the Player's Handbook.

Spells

Pre-requisite: The ability to cast spells

You learn two spells of Level 1 or one spell of Level 2 from the spell list of one of the following classes: Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard. These spells are added to your list of known/prepared spells. The ability used to cast the spells is based on the class list you chose

(Intelligence: Wizard; Wisdom: Cleric, Druid; Charisma: Bard, Sorcerer, Warlock). You may only choose spells of levels you can cast.

OR

You gain one Level 1 spell slot. You can gain this feature a maximum of 2 times.

Artificing

Crafting a magic item costs: Common 50 gp, Uncommon 250 gp, Rare 2500 gp, Very Rare 25,000 gp, Legendary 50,000 gp

Crafting a spell scroll: Common 25 gp, Uncommon 125 gp, Rare 1250 gp, Very Rare 12,500 gp, Legendary 25,000 gp

It takes (crafting cost)/25 days to craft a magic item, where each day is 8 hours

Artificing I

Pre-requisites: The ability to cast spells

You learn how to craft non-potion magical items of Common and Uncommon rarity.

Artificing II

Pre-requisites: Artificing I, Veteran

You learn how to craft non-potion magical items of Rare rarity.

Artificing III

Pre-requisites: Artificing II, Elite

You learn how to craft non-potion magical items of Very Rare rarity.

Artificing IV

Pre-requisites: Artificing III, Master

You learn how to craft non-potion magical items of Legendary rarity.

Combat

Acrobatics I

You begin learning the Acrobatics skill. Add half of your proficiency bonus, rounded down, to any checks.

Acrobatics II

Pre-requisite: Acrobatics I

You become proficient in the Acrobatics skill.

Athletics I

You begin learning the Athletics skill. Add half of your proficiency bonus, rounded down, to any checks.

Athletics II

Pre-requisite: Athletics I

You become proficient in the Athletics skill.

Defense I

You gain proficiency in shields and light armor. If you are already proficient in light armor, add +1 to your AC. This course can be taken only once.

Defense II

Pre-requisite: Defense I *or* Proficiency in Light Armor

You gain proficiency in medium armor and shields. If you are already proficient in shields and medium armor, add +1 to your AC. This course can be taken only once.

Defense III

Pre-requisite: Defense II *or* Proficiency in Medium Armor

You gain proficiency in medium armor and heavy armor. If you are already proficient heavy armor, add +1 to your AC. This course can be taken only once.

Hand-to-Hand Combat

You gain proficiency in your unarmed strikes. Your weapon die for unarmed strikes becomes a d4. If your weapon die is already a d4, your weapon die becomes a d6. If you already have proficiency in unarmed strikes and a weapon die of d6, you gain expertise (double proficiency) in unarmed strikes. This course can be taken a maximum of two times.

Melee Weapons

You gain proficiency in three melee weapons of your choice. If you already have proficiency in all weapons, choose one weapon to gain expertise (double proficiency) in. This course can be taken a maximum of 4 times.

Ranged Weapons

You gain proficiency in two ranged weapons of your choice. If you already have proficiency in all weapons, choose one weapon to gain expertise (double proficiency) in. This course can be taken a maximum of 2 times.

Linguistics

Celestial I

You begin learning Celestial. You can speak and write at a level that can be mostly understood by native speakers. It takes you a minute to read a page written in the language.

Celestial II

Pre-requisite: Celestial I

You are fluent in Celestial. You can speak, read, and write in the language with ease.

Ciphers

You can create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use magic to decipher it.

Draconic I

You begin learning Draconic. You can speak and write at a level that can be mostly understood by native speakers. It takes you a minute to read a page written in the language.

Draconic II

Pre-requisite: Draconic I

You are fluent in Draconic. You can speak, read, and write in the language with ease.

Infernal I

You begin learning Infernal. You can speak and write at a level that can be mostly understood by native speakers. It takes you a minute to read a page written in the language.

Infernal II

Pre-requisite: Infernal I

You are fluent in Infernal. You can speak, read, and write in the language with ease.

Primordial I

You begin learning Primordial. You can speak and write at a level that can be mostly understood by native speakers. It takes you a minute to read a page written in the language.

Primordial II

Pre-requisite: Primordial I

You are fluent in Primordial. You can speak, read, and write in the language with ease.

Sylvan I

You begin learning Sylvan. You can speak and write at a level that can be mostly understood by native speakers. It takes you a minute to read a page written in the language.

Sylvan II

Pre-requisite: Sylvan I

You are fluent in Sylvan. You can speak, read, and write in the language with ease.

Lore

History I

You begin learning the History skill. Add half of your proficiency bonus, rounded down, to any checks.

History II

Pre-requisite: History I

You become proficient in the History skill.

Music

You gain proficiency in one musical instrument of your choice. If you already have proficiency in all instruments, choose one instrument to gain expertise (double proficiency) in. This course can be taken a maximum of 4 times.

Nature I

You begin learning the Nature skill. Add half of your proficiency bonus, rounded down, to any checks.

Nature II

Pre-requisite: Nature I

You become proficient in the Nature skill.

Performance I

You begin learning the Performance skill. Add half of your proficiency bonus, rounded down, to any checks.

Performance II

Pre-requisite: Performance I

You become proficient in the Performance skill.

Religion I

You begin learning the Religion skill. Add half of your proficiency bonus, rounded down, to any checks.

Religion II

Pre-requisite: Religion I

You become proficient in the Religion skill.

Subterfuge

Deception I

You begin learning the Deception skill. Add half of your proficiency bonus, rounded down, to any checks.

Deception II

Pre-requisite: Deception I

You become proficient in the Deception skill.

Disguise

You gain proficiency with the Disguise Kit.

Forgery

You gain proficiency with the Forgery Kit.

Persuasion I

You begin learning the Persuasion skill. Add half of your proficiency bonus, rounded down, to any checks.

Persuasion II

Pre-requisite: Persuasion I

You become proficient in the Persuasion skill.

Sleight of Hand I

You begin learning the Sleight of Hand skill. Add half of your proficiency bonus, rounded down, to any checks.

Sleight of Hand II

Pre-requisite: Sleight of Hand I

You become proficient in the Sleight of Hand skill.

Stealth I

You begin learning the Stealth skill. Add half of your proficiency bonus, rounded down, to any checks.

Stealth II

Pre-requisite: Stealth I

You become proficient in the Stealth skill.

Thievery

You gain proficiency with Thieves' Tools.