

Black Firebomb

Usage time: 1 action

Duration: instant

Effect: Make an attack roll and add your strength modifier to deal 1d8 fire damage within a 5ft radius. You can throw it 20ft normally, and up to 40ft at disadvantage.



Blessed Gem

Usage time: 3 days to complete infusion

Duration: N/A

Effect: A skilled blacksmith can infuse this gem into any non-magical weapon. The weapon's damage die is lowered by one tier, but it also deals 1d8+WIS additional radiant damage and is considered to be holy. Undead creatures defeated by a holy weapon burn to ash and cannot be reanimated.



Blood Gem

Usage time: 3 days to complete infusion

Duration: N/A

Effect: A skilled blacksmith can infuse this gem into any non-magical weapon. The weapon's damage die is lowered by one tier, but it also becomes lacerating. A lacerating weapon has a hemorrhaging DC of 13.



Chaos Gem

Usage time: 6 days to complete infusion

Duration: N/A

Effect: A skilled blacksmith can infuse this gem into any non-magical weapon. The weapon's damage die is lowered by one tier, but it also deals 1d12+CHA additional fire damage permanently.



Charcoal Pine Bundle

Usage time: 1 bonus action

Duration: 3 rounds (18 seconds)

Effect: Quickly apply enchanted pine charcoal to your weapon to engulf it in flames that make it deal 1d4 additional fire damage.



Charcoal Pine Resin

Usage time: 1 action

Duration: 10 rounds (60 seconds)

Effect: Thoroughly apply enchanted pine charcoal to your weapon to engulf it in flames that make it deal 1d8 additional fire damage.



Crystal Gem

Usage time: 6 days to complete infusion

Duration: N/A

Effect: A skilled blacksmith can infuse this gem into any non-magical weapon. The weapon's damage die is lowered by one tier, but it also deals 1d12+INT additional magic damage permanently.



Dark Gem

Usage time: 3 days to complete infusion

Duration: N/A

Effect: A skilled blacksmith can infuse this gem into any non-magical weapon. The weapon's damage die is lowered by one tier, but it also deals 1d8+CHA additional dark damage permanently.



Dark Pine Resin

Usage time: 1 action

Duration: 10 rounds (60 seconds)

Effect: Thoroughly apply cursed pine sap to your weapon to engulf it in a dark aura that makes it deal 1d8 additional dark damage.



Deep Gem

Usage time: 6 days to complete infusion

Duration: N/A

Effect: A skilled blacksmith can infuse this gem into any non-magical weapon. The weapon's damage die is lowered by one tier, but it also deals 1d12+CHA additional dark damage permanently.



Divine Blessing

Usage time: 1 action

Duration: instant

Effect: Drink a potion blessed by the Princess of Sunlight – Gwynevere – to fully restore your health and give you resistance to both radiant and dark damage for 1 hour.



Elizabeth Mushroom

Usage time: 1 action

Duration: 10 rounds (60 seconds)

Effect: Eat a mushroom enchanted with golden light. At the end of each of your turns you restore 1d8 hit points.



Fire Gem

Usage time: 3 days to complete infusion

Duration: N/A

Effect: A skilled blacksmith can infuse this gem into any non-magical weapon. The weapon's damage die is lowered by one tier, but it also deals 1d8+CHA additional fire damage permanently.



Firebomb

Usage time: 1 action

Duration: instant

Effect: Make an attack roll and add your dexterity modifier to deal 1d8 fire damage within a 5ft radius. You can throw it 20ft normally, and up to 40ft at disadvantage.



Fragrant Birch Branch

Usage time: 1 minute

Duration: instant

Effect: This rare white branch can cure petrification if the petrified victim slowly breathes in the smoke created from the branch as it is slowly burning.



Gold Pine Bundle

Usage time: 1 bonus action

Duration: 3 rounds (18 seconds)

Effect: Quickly apply enchanted pine needles to your weapon to coat it in arcing energy that makes it deal 1d4 additional lightning damage.



Gold Pine Resin

Usage time: 1 action

Duration: 10 rounds (60 seconds)

Effect: Thoroughly apply enchanted pine needles to your weapon to coat it in arcing energy that makes it deal 1d8 additional lightning damage.



Green Blossom

Usage time: 1 action

Duration: 10 rounds (60 seconds)

Effect: Eat a minty green herb that fills you with energy. For the duration, you can now dash, dodge, disengage, hide, or use an object as your bonus action instead of your action. Your movement speed also increases by 10ft.



Green Blossom (blooming)

Usage time: 1 action

Duration: 10 rounds (60 seconds)

Effect: Eat a minty green herb that fills you with energy. For the duration, you can now dash, dodge, disengage, hide, or use an object as your bonus action. Your movement speed increases by 20ft and you gain +2 to your AC. You also gain advantage on dexterity saving throws and ability checks.



Heavy Gem

Usage time: 6 days to complete infusion

Duration: N/A

Effect: A skilled blacksmith can infuse this gem into any non-magical weapon. The weapon's damage die is lowered by one tier, but you can double your strength bonus on damage rolls with that weapon.



Health Potion

Usage time: 1 action

Duration: instant

Effect: Health potions instantly restore hit points depending on its potency:

Minor Healing Potion = $2d4+2$

Greater Healing Potion = $4d4+4$

Superior Healing Potion = $8d4+8$

Supreme Healing Potion = $10d4+10$



Lightning Gem

Usage time: 6 days to complete infusion

Duration: N/A

Effect: A skilled blacksmith can infuse this gem into any non-magical weapon. The weapon's damage die is lowered by one tier, but it also deals $1d12+WIS$ additional lightning damage permanently



Lightning Urn

Usage time: 1 action

Duration: instant

Effect: Make an attack roll and add your wisdom modifier to deal $1d8$ lightning damage within a 5ft radius. You can throw it 20ft normally, and up to 40ft at disadvantage.



Lloyd's Charm

Usage time: 1 action

Duration: instant

Effect: Make an attack roll and add your dexterity modifier to negate any magical weapon buffs within a 5ft radius. You can throw it 20ft normally, and up to 40ft at disadvantage.



Lloyd's Talisman

Usage time: 1 action

Duration: 10 rounds (60 seconds)

Effect: Make an attack roll and add your dexterity modifier to halve healing effectiveness within a 5ft radius. You can throw it 20ft normally, and up to 40ft at disadvantage.

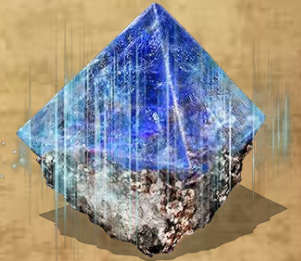


Magic Gem

Usage time: 3 days to complete infusion

Duration: until uninfused

Effect: A skilled blacksmith can infuse this gem into any non-magical weapon. The weapon's damage die is lowered by one tier, but it also deals 1d8+INT additional magic damage permanently.



Moss Fruit

Usage time: 1 action per fruit

Duration: instant

Effect: Usually found in clusters of 10, you can spend 1 action to eat a berry. Each berry restores 2 hit points.



Pale Pine Resin

Usage time: 1 action

Duration: 10 rounds (60 seconds)

Effect: Thoroughly apply enchanted pine sap to your weapon to coat it in blue energy that makes it deal 1d8 additional magic damage.

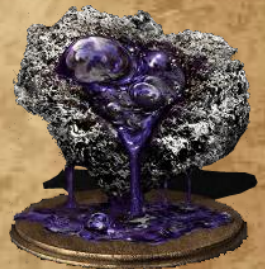


Poison Gem

Usage time: 3 days to complete infusion

Duration: N/A

Effect: A skilled blacksmith can infuse this gem into any non-magical weapon. The weapon's damage die is lowered by one tier, but it also deals 1d4 additional poison damage. Targets must succeed on a DC 13 constitution saving throw or become poisoned for 1 minute.



Poison Throwing Knife

Usage time: 1 action

Duration: instant

Effect: Make an attack roll and add your dexterity modifier to deal 1d4+DEX piercing damage. The target must succeed on a DC 10 constitution saving throw or become poisoned for 1 minute. You can throw it 30ft normally, and up to 50ft at disadvantage.



Purple Moss Clump

Usage time: 1 action

Duration: instant

Effect: This clump of purple moss has a sour taste, but it immediately cures poison when ingested.



Purple Moss Clump (blooming)

Usage time: 1 action

Duration: instant

Effect: This clump of purple moss has a sour taste, but the flower buds contain a sugary sweet nectar. Consume it to immediately cure toxic poison.



Raw Gem

Usage time: 6 days to complete infusion

Duration: N/A

Effect: A skilled blacksmith can infuse this gem into any non-magical weapon. The weapon's damage die is lowered by one tier and you cannot add your strength bonus, nor dexterity bonus to damage rolls. You also cannot add your proficiency bonus, strength bonus, nor dexterity bonus to your attack rolls. Instead, the weapon has a consistent +6 to attack and damage.



Red Moss Clump

Usage time: 1 action

Duration: instant

Effect: This clump of red moss has a spongy texture and it immediately staunches bleeding when applied to a wound.



Repair Powder

Usage time: 1 action

Duration: instant

Effect: This dust is enchanted with the golden light of Oolacile's sorceries, thus holding faint time-reversal properties. When lightly dusted over a small item such as a nicked sword or torn book, the item is magically repaired.

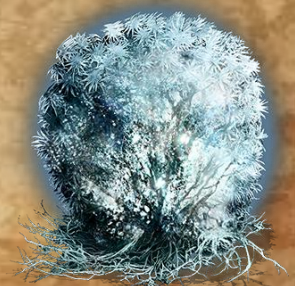


Rime-Blue Moss Clump

Usage time: 1 action

Duration: 10 rounds (60 seconds)

Effect: This clump of blue moss is perpetually coated in frost, but the interior vegetation is sultry and moist. When consumed, it immediately cures frostbite and provides cold resistance for the duration.



Rope Firebomb

Usage time: 1 reaction

Duration: instant

Effect: If you get attacked from behind while wearing this on your belt, you can spend your reaction to immediately deal 1d8 fire damage to the enemy behind you.



Sharp Gem

Usage time: 6 days to complete infusion

Duration: N/A

Effect: A skilled blacksmith can infuse this gem into any non-magical weapon. The weapon's damage die is lowered by one tier, but you can double your dexterity bonus on damage rolls with that weapon.



Shriving Stone

Usage time: 2 days to complete un-infusion

Duration: N/A

Effect: A skilled blacksmith can reverse the infusion of a weapon using this stone.



Throwing Knife

Usage time: 1 action

Duration: instant

Effect: Make an attack roll and add your dexterity modifier to deal 1d4+DEX piercing damage. The target must succeed on a DC 10 constitution saving throw or become inflicted with the bleed status. You can throw it 30ft normally, and up to 50ft at disadvantage



Titanite Scale

Usage time: 3 days to complete infusion

Duration: N/A

Effect: A skilled blacksmith can infuse this into any weapon to add +2 to attack and damage.



White Birch Branch

Usage time: 1 action

Duration: 10 minutes

Effect: This branch is faintly infused with the illusory light magic of ancient Oolacile. To use this item, you must succeed on a DC 13 intelligence check, and it is consumed in the process. Take the illusory form of an inanimate object of your choice for the duration. A creature must succeed on a DC 13 investigation check to see through the illusion.

