

Herbalist recipes: (Valitse kolme ja kirjoita ylös)

- **Antitoxin**
A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Ingredients: Everfrost Berry, Cat's Tongue

- **Potion of Healing**
You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated. It confers no benefit to undead or constructs.

Ingredients: Red Amanita Mushroom

- **Soothing Salve ***
A sticky, sour smelling salve that can be applied to wounds. When you expend hit dice to recover hit points while using this salve, you recover an additional 3 hit points for each hit die expended. This effect lasts for 1 hour after applying.

Ingredients: Sourgrass, Acid Dew

- **Muroosa Balm**
This paste made from the muroosa bush is known to help prevent sunburn, but it is also a fire retardant. After spending 1 minute applying a quarter pint of muroosa balm to your skin, you gain resistance against fire damage for 1 hour.

Ingredients: Flame Lilly, Muroosa twigs

- **Pepper Peppers ***
A beneficial snack, these pick-me-ups have a fiery heat and a very satisfying crunch. Eating a Pepper Pepper grants the consumer 3 temporary hit points.

Ingredients: Fire Peas

Note: each recipe makes 6 Pepper Peppers and can be made with the cooking kit as well.

- **Willowshade Oil**
A dark blue oil can be extracted from the fruit of the Willowshade plant. A creature can use its action to apply the oil to another creature that has been petrified for less than 1 minute, causing the petrified condition on that creature to end at the start of what would be that creature's next turn.

Ingredients: Willowshade Fruit

Poisoners recipes:

(Saat nämä kaksi ekaa ja valitset yhden alemmista)

- Basic Poison

You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the Poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Type: Injury

Ingredients: Nightshade

- Liquid Paranoia *

A creature who ingests this poison is inflicted with the frightened condition, with the source of fear being the next humanoid it sees within 5 minutes of ingestion. The creature must make a DC 15 Wisdom saving throw, on a failed save the fear lasts for 1 hour or half as long on a success.

Type: Ingested

Ingredients: Moonstalker

(Valitse näistä alla olevista yksi)

- Angel Powder *

A hyper fine, bright white powder with a faintly sweet aroma, this powder is to be blown into the face of the target before dispersing harmlessly into the air. The target has to make a DC 15 Charisma Saving throw. On a failed save, the target experiences an altered version of reality where it perceives everyone as trusted friends and becomes extremely suggestible to non-aggressive forms of persuasion and deception as well as to seduction for 1 hour. On a successful save, the target experiences no effects.

Type: Inhaled

Ingredients: Angel's Trumpet, Dream Lily

- Assassin's Blood

A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is Poisoned for 24 hours. On a successful save, the creature takes half damage and isn't Poisoned.

Type: Ingested

Ingredients: Basic Poison, Moonshade

- Bane Berry Extract *

Pink and smelling like strawberries, this is a poison that forces the drinker to make a DC 14 Constitution saving throw. On a failed save, the target becomes poisoned. While poisoned, the target has disadvantage against Strength, Constitution and Dexterity saving throws for 15 minutes. On successful save, the target experiences no effects.

Type: Ingested

Ingredients: Bane Berry

- Black Paste *

This poison was specifically designed to resemble leather or boot polish. If a piece of clothing is treated with this poison, it shines like new and forces creatures that wears it for a total of 12 hours (does not have to be consecutive) to make a DC 15 Constitution saving throw. Upon a failed save, the creature receives 1d8 poison damage. Unless the poisoned piece of clothing is removed, the creature will have to repeat making the saving throw every 12 hours for the next 3 months.

Type: Contact via clothing

Ingredients: Black Cap Mushroom, Black Sap

- Directed Delay *

This black liquid is highly viscous, having the consistency of concentrated molasses. When brought in contact with the blood via an injury or injection, the target has to make a DC 15 Wisdom saving throw. On a failed save, the target experiences the effect of the Slow spell and can remake the saving throw at the end of each turn. On a successful save, the target's movement speed is reduced by 5 feet for 3 turns.

Type: Injury

Ingredients: Idle Claws, Death Cap

- Lava Paste *

Though a mundane looking, yellowish paste, this concoction is anything but. Once applied on skin or clothing, the paste forces the target to make a DC 14 Constitution saving throw. On a failed save, the target takes 2d6 fire damage and becomes vulnerable against fire damage for 1 occasion for the next 12 hours, on a successful save the target takes half damage and does not become vulnerable.

Type: Contact

Ingredients: Flame Lily, Fire Peas

- Malice

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.

These poisons are powders or gasses that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Type: Inhaled

Ingredients: Morning Dew, Black Sap

- Pale Tincture

A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.

Type: Ingested

Ingredients: Black Sap, Death Cap

- Philter of Love

The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

Type: Ingested

Ingredients: Fairy Stool, Serpent's Venom

- Potion of Poison

This concoction looks, smells, and tastes like a Potion of Healing or other beneficial potion. However, it is actually poison masked by illusion magic. An identify spell reveals its true nature. If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

Type: Ingested

Ingredients: Potion of Healing, Bane Berry

- Truth Serum

A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a zone of truth spell.

Type: Ingested

Ingredients: Fairy Stool, Mindflayer Stinkhorn