

Sienna's Guide to Crafting Everything

Jurij Robba

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This work is dedicated (in alphabtical order) to Amlug-Revvia, Arkan, Bean the Great, Helga, Hermione, Tehanu and Twig. It has been done as comision by our lady Irulan who we all serve with love.

Sienna

FOREWORD

This guide is being build with specific kind of dungeon master and player in mind. It introduces a lot of new items and gives players many new options, many of which might even become side quests or elements of story on their own. It only makes sense in a long term game where player characters have some time off from time to time, but not months of free time, in which case refer to the official rules for using craft to earn money.

It is published in hopes that it will be useful but without any real guarantee that it is balanced or that it wont allow players to break certain asumptions about game. I am personaly ok with players winning through tactics and preparation. If that is not your thing then feel free to adapt anything in this guide to your needs.

From the design point of view please note that almost all recepies (except where specificaly written otherwise) use double profficiency. For example making a poison takes nature check with added proficiency for kit. This means that PC with proficiency in both nature and poisoner's kit applies their profficiency bonus twice making it relatively trivial to make poisons on higher levels. This is intentional. Person specialised in certain craft should not have any problems making products of that craft. If you feel like this breakes your game feel free to use basic stat instead of skill used in recepie (INT instead of NATURE (INT), for example).

Any constructive feedback to this work is more than welcome, feel free to open issue on <https://github.com/yoti-dm/sgece/issues/> or send me an email. Same goes for any ideas you would like to contribute. Please keep in mind that this guide is created for a specific game and wont include things specific to any other world or story.

Word on notation used throughout this work. Creature stats are abbreviated (STR, DEX, CON, INT, WIS and CHA), while saving throws get ◇ next to them (STR◇, DEX◇, CON◇, INT◇, WIS◇ and CHA◇).

Skills are always writen in capitals with main stat in paranthesis. For example deception is displayed as DECEPTION (CHA), stealth as STEALTH (DEX) and so on.

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ALCHEMIST'S SUPPLIES

AUTOMATONS

MECHANICAL BRAINS

Mechanical brains give thinking capabilities to alchemical beings. They don't however give free will or internal motivations so alchemical beings depend fully on their programming.

TINY MECHANICAL BRAIN

DC 14 ARCANA (INT)

Crafting time 6 hours

Materials 2 cogs, 1 spring, 2 drops of mercury

SMALL MECHANICAL BRAIN

DC 16 ARCANA (INT)

Crafting time 8 hours

Materials 3 cogs, 2 springs, 2 drops of mercury

MEDIUM MECHANICAL BRAIN

DC 18 ARCANA (INT)

Crafting time 10 hours

Materials 4 cogs, 3 springs, 4 drops of mercury

LARGE MECHANICAL BRAIN

DC 20 ARCANA (INT)

Crafting time 16 hours

Materials 6 cogs, 4 springs, 6 drops of mercury

HUGE MECHANICAL BRAIN

DC 22 ARCANA (INT)

Crafting time 32 hours

Materials 12 cogs, 6 springs, 8 drops of mercury

MECHANICAL HEARTS

Mechanical hearts give life to many alchemical beings. In the process of creation they however require alchemist to donate some of their own life energy. To donate one drop of blood you take 1d4 necrotic damage that can't be prevented in any way. This damage can not be healed as long as heart is running. If alchemist dies all hearts that were using their life energy stop.

TINY MECHANICAL HEART

DC 14 ARCANA (INT)

Crafting time 6 hours

Materials 2 cogs, 1 spring, drop of mercury, drop of blood

SMALL MECHANICAL HEART

DC 16 ARCANA (INT)

Crafting time 8 hours

Materials 3 cogs, 2 springs, drop of mercury, drop of blood

MEDIUM MECHANICAL HEART

DC 18 ARCANA (INT)

Crafting time 10 hours

Materials 4 cogs, 3 springs, 2 drops of mercury, 2 drops of blood

LARGE MECHANICAL HEART

DC 20 ARCANA (INT)

Crafting time 16 hours

Materials 6 cogs, 4 springs, 3 drops of mercury, 3 drops of blood

HUGE MECHANICAL HEART

DC 22 ARCANA (INT)

Crafting time 32 hours

Materials 12 cogs, 6 springs, 4 drops of mercury, 4 drops of blood

ALCEMICAL BEINGS

You can create alchemical beings to serve your every order. You can have one such being in your service on character levels 1 - 5, 2 on levels 6 - 10, 3 on levels 11 - 15 and 4 on higher levels. You must create at least one being of certain level before you can create a being of higher level. You can stop hearts of beings you don't want in your service anymore at will, becoming able to heal life energy donated to give them life. You can't have 2 beings of same level in your service at once. To restart stoped being, donate appropriate ammount of blood drops to restart heart.

ALARMUNCULUS

DC 12 ARCANA (INT)

Crafting time 8 hours

Materials Tiny mechanical brains, tiny mechanical heart, tiny glass sphere, 2 cogs, 1 spring

Level 1

Tiny alchemical being that is not able to move on its own. It can be programmed using 10 minutes and DC 12 intelligence check (without added proficiency for alchemist kit) to remember up to 10 creatures. If any creature other than those creatures enters alarmunculus view (perception 18, 60 ft range, 60 ft perfect dark vision) it sounds very loud alarm. It only sees things in cone in front of it.

INJECTORMUNCULUS

DC 13 ARCANA (INT)

Crafting time 16 hours

Materials Tiny mechanical brains, tiny mechanical heart, vial, 2 cogs, 2 springs

Level 2

Tiny alchemical being that can store a potion. It can be programmed using 10 minutes and DC intelligence check (without added proficiency for alchemist kit) to attach to person and administer potion to them given condition.

Example would be "feed potion of health when unconscious".

You must provide potion when programming Inejctormunculus and it only acts at the end of turn of a creature it is programmed for. It acts on its own at the end of owner's turn and does not require actions from creature it is attached to.

SCRIBMUNCULUS

DC 14 ARCANA (INT)

Crafting time 16 hours

Materials small mechanical brains, tiny mechanical heart, vial, 2 cogs, feather

Level 3

Tiny mechanical being capable of writing in any language its creator knows. Can write dictated word or copy manuscripts (1 page per minute). Can copy spells into spell book (cost and time required are the same as if wizard did it and wizard can't use spell book in mean time). Can copy entire spellbook for wizard to keep backup. Cost and time requirements remain the same.

MATERIALS TRANSMUTATIONS

POTIONS

BREWER'S SUPPLIES

RECEPIES

CALIGRAPHER'S SUPPLIES

RECEPIES

LETTER BOMBS

CARPENTER'S TOOLS

RECEPIES

ARMOR

SHIELDS

WEAPONS

CARTOGRAPHER'S TOOLS

COBBLER'S TOOLS

RECEPIES

ARMOR

WEAPONS

COOK'S UTENSILS

RECEPIES

DISGUISE KIT

RECEPIES

FORGERY KIT

GLASSBLOWER'S TOOLS

ITEMS

GLASS SPHERES

TINY GLASS SPHERE

You can spend 1 hour working on glass ingot creating SLEIGHT OF HANDS (DEX)+ tool proficiency - 5 tiny glass spheres. Spheres can be used in children games or as eyes for alchemical automations.

PALANTHIR

DC 18 ARCANA (INT)

Crafting time 8 hours

Materials 1 glass ingot, existing palanthir when connecting to existing network

You can spend 1 minute concentrating to establish connection to all other palanthirs in network. You can see and hear through palanthirs as long as you keep concentration, up to one hour. This communication is bidirectional. Spells that require only verbal component can be cast through palanthir. This communication counts as concentration spell.

HERBALISM KIT

Herbalism kit is used to gather different plants from environment and create simple herb based items. One does not have to be proficient in it to use it but then proficiency bonus doesn't apply to checks.

FORAGING INGREDIENTS

Player with herbalism kit can decide and try to forage plants from environment. DM declares DC for each environment (it is usually easier to find useful plants in a forest than in a desert). Knowing DC, player can decide to spend one hour searching for materials in and around current location.

$$\text{Gathering modifier} = \text{Wisdom (Survival)} + \text{Proficiency}$$

The foraging can be performed once a day in any given area. If another player decides to offer help foraging, survival check is made with advantage but amount of foraged ingredients is the same. If player successfully passes gathering check they roll on an ingredient table for given environment and add item to their inventory.

MATERIAL PLANE

ARCTIC

d8	Ingredient
1	Angel wing
2	Blueleaf sap
3	Cave moss
4	Goldencup
5	Green Air Bramble
6	Ice Lotus
7	Pomow
8	Snowflake Lichen

CAVES AND UNDERDARK

d8	Ingredient
1	Angel wing
2	Old barrelstalk meat
3	Bluecap
4	Bone fungus
5	Cave moss
6	Cave star
7	Fire lichen
8	Sussur

COASTS

d4	Ingredient
1	Nararoot
2	Old Man's Friend
3	Prickly Tea
4	Witchweed

DEEP FORESTS

d20	Ingredient
1	Angel wing
2	Covandish stem
3	Darkberry
4	Dragonseye Oak accorn
5	False morel
6	Green Air Bramble
7	Green amanita
8	Indigo Helmthorn berry
9	Red Helmthorn berry
10	Lish
11	Mordayn
12	Nightshade
13	Pixie table
14	Rare blue Mushroom
15	Reath
16	Red amanita
17	Red moss
18	Red podostroma
19	Sleepweed
20	Wolfsbane

DESERTS

d6	Ingredient
1	Waterplant fruit
2	Golden Desert Tree sap
3	Sand vine
4	Tereeka Root
5	Waterorb

GRASSLANDS

d12	Ingredient
1	Arkas grass tuft
2	Darkberry
3	Dragonseye Oak accorn
4	Glowvine
5	Halfling Thistle
6	Indigo Helmthorn berry
7	Red Helmthorn berry
8	Meadow Giant
9	Mule Pollen
10	Pixie table
11	Pomow
12	Sezarad

LIGHT FORESTS

d20	Ingredient
1	Angel wing
2	Covandish stem
3	Darkberry
4	Dragonseye Oak accorn
5	False morel
6	Green Air Bramble
7	Green amanita
8	Indigo Helmthorn berry
9	Red Helmthorn berry
10	Lish
11	Mordayn
12	Nightshade
13	Pixie table
14	Rare blue Mushroom
15	Reath
16	Red amanita
17	Red moss
18	Red podostroma
19	Sleepweed
20	Wolfsbane

MOUNTAINS

d6	Ingredient
1	Cassil leaf
2	Dwarven oak bark
3	Fesul
4	Halfling Thistle
5	Serren Wood

MUSHROOM FORESTS

d8	Ingredient
1	Angel wing
2	Old barrelstalk meat
3	Bone fungus
4	False morel
5	Green amanita
6	Red amanita
7	Red podostroma
8	Webcap

OPEN SEAS

d4	Ingredient
1	Poisonous algae

RIVERS AND LAKES

d4	Ingredient
1	Blade grass
2	Darkroot
3	Elven Willow sap
4	Lakeleaf

SWAMPS

d8	Ingredient
1	Acid moss
2	Blade grass
3	Boomsrroom
4	Hathil
5	Musk Muddle
6	Redflower
7	Swamp tree
8	Tekkil

TROPICAL

d12	Ingredient
1	Cotsbalm leaf
2	Fleshshiver
3	Galda
4	Goblin Rogue
5	Kieros
6	Kiss of Discord
7	Masthin
8	Prickly Tea
9	Spotty Dragonfire
10	Twilight Green
11	Visma

OTHER PLANES

ELEMENTAL PLANE OF AIR

1d4	Ingredient
1	Djin Blossom
2	Ripplewood
3	Sky lotus

ELEMENTAL PLANE OF EARTH

1d4	Ingredient
1	Atramen fruit
2	Choke Mold
3	Stoneshroom

ELEMENTAL PLANE OF FIRE

1d4	Ingredient
1	Ash willow leaves
2	Ember root
3	Flame clove
4	Salamander Orchid

ELEMENTAL PLANE OF WATER

1d4	Ingredient
1	Entangle Weed
2	Nahre Lotus

FEYWILD

d6	Ingredient
1	Fey cherry
2	Healing Apple Tree
3	Kieros
4	Orticusp
4	Poison apple tree

HIGHER PLANES

1d4	Ingredient
1	Addison's Blood

LOWER PLANES

1d4	Ingredient
1	Harrada
2	Razorvine

RECEPIES

On failed creation check ingredients other than containers are destroyed.

ACID (VIAL)

DC 14 NATURE (INT)

Crafting time 2 hours

Ingredients Acid moss, glass vial

As an action, you can splash the contents of this vial (vial preserved) onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 7 (2d6) acid damage.

ATRAMEN OIL

DC 14 NATURE (INT)

Crafting time 2 hours

Ingredients Atramen fruit

Oil that lowers target's CON by 1 until next long rest. Can be used as an injury or ingestion type poison.

BLUECAP POWDER

DC 10 SURVIVAL (WIS)

Crafting time 1 hour

Ingredients Bluecap spores

Powder that can be cooked into a meal for one person and grants 30 feet of darkvision until next short rest.

BLUELEAF DYE

DC 13 NATURE (INT)

Crafting time 2 hours

Ingredients Blueleaf sap

One flask worth of dye that can't be removed by non-magical means. If left on skin for more than 2 days it becomes permanent tattoo.

BURN SALVE

DC 16 MEDICINE (WIS)

Crafting time 3 hours

Ingredients Musk Muddle

An oil that can be applied to burns as an action to immediately heal all damage done by fire during last round.

CASSIL BITTER TEA

DC 10 MEDICINE (WIS)

Crafting time 0.5 hour

Ingredients Cassil leaves

A tea that suppresses male fertility for 2 (1d4) days upon drinking.

CAVE STAR LANTERN

DC 13 NATURE (INT)

Crafting time 1 hour

Ingredients Cave star

A piece of dry material that starts glowing as a lantern in contact with water. Lasts 4 hours before it is spent.

CHOKE MOLD POWDER

DC 14 NATURE (INT)

Crafting time 1 hour

Ingredients Choke mold, flask

Creates airtight flask that extinguishes all fires in radius of 5 feet when broken and knocks any creature of medium size or smaller in that area prone (DC 13 STR◇). Range of 20 feet.

CONCENTRATED WOLVE'S MILK

DC 13 SURVIVAL (WIS)

Crafting time 2 hours

Ingredients Wolve's milk juice

Upon ingestion, you gain +2 CON and -2 to initiative rolls for next hour. This effect does not stack.

COSTBALM SYRUP

DC 12 MEDICINE (WIS)

Crafting time 0.5 hour

Ingredients Costbalm leaf

A syrup that grants +2 to CON◇ against poisons when ingested. Lasts until next long rest. This effect does not stack.

COVANDISH KNOT

DC 12 ARCANA (INT)

Crafting time 0.5 hour

Ingredients Covandish stem

A special knot that can be undone as part of any necromatic spell to rise spell save DC / spell attack modifier by one. Must be used when declaring attack, before knowing whether spell hit or not. Only one such knot can be used per spell cast. Item is spent on use.

DEAD PIRATE'S ELIXIR

DC 16 MEDICINE (WIS)

Crafting time 3 hours

Ingredients Sand wine leaf

Allows creature to continue fighting even when on 0 HP. Creature still makes death saving throws as normal when on 0 HP. Damage received counts towards failed death saving throws but is not automatically critical. Elixir lasts for 1 minute. If elixir ends when creature is on 0 HP it drops unconscious as normal.

DEEPROOT SEEDLING

DC 12 NATURE (INT)

Crafting time 1 hour

Ingredients Deeproot seedling

A small seed with a leaf growing out of it. Damage from spells is reduced by 2 (1d4) while you have seedling on person. Damage you deal with spells is also reduced by 2 (1d4). After 48 hours tree grows enough to be planted and start eating magic in radius. If not planted, it dies. If carrying multiple seedlings apply each one seperately.

DEVIL'S SOAP

DC 11 SURVIVAL (WIS)

Crafting time 1 hour

Ingredients Stygian pumpkin

A stinking black paste that grants fire resistance but lowers CHA by 5 (to not less than 3) for 1 hour or until washed off.

DJIN BLOSSOM PARFUME

DC 18 NATURE (INT)

Crafting time 8 hours

Ingredients Djin blossom petal

A perfume that grants advantage on all CHA based ability checks for 24 hours.

DJIN BLOSSOM ROLL

DC 10 SURVIVAL (WIS)

Crafting time 0.5 hour

Ingredients Djin blossom petal

When held in mouth grants immunity against inhaled poisons for 1 minute.

DRAGON BREW

DC 13 MEDICINE (WIS)

Crafting time 2 hours

Ingredients Spotty dragonfire

Grants +2 to CON for 1 hour. This effect does not stack.

DRAGONSEYE OAK ACCORN SHELL

DC 12 ARCANA (INT)

Crafting time 0.5 hour

Ingredients Dragonseye oak accorn

Nietly carved Dragonseye oak accorn shell that can be crushed as part of any evocation spell to rise spell save DC / spell attack modifier by one. Must be used when declaring attack, before knowing whether spell hit or not. Only one such accorn can be used per spell cast. Item is spent on use.

DRIED GOLDENCUP

DC 8 SURVIVAL (WIS)

Crafting time 24 hours

Ingredients Goldencup

You can do other things while drying Goldencup, only checking every now and then to see if it is drying well. When eaten, dried goldencup causes euphoria, granting immunity against fear and disadvantage on INT based skill checks for 1 hour.

DRIED LURDEN FRUIT

DC 12 ARCANA (INT)

Crafting time 0.5 hour

Ingredients Bloodfruit

Creates dried chips that can be consumed as part of illusion spell to rise spell save DC / spell attack modifier by one. Must be used when declaring attack, before knowing whether spell hit or not. Only one such chips can be used per spell cast. Item is spent on use.

DRIED PANAEOLO LEAF

DC 8 SURVIVAL (WIS)

Crafting time 24 hours

Ingredients Paneolo leaf

You can do other things while drying panaeolo leaf, only checking every now and then to see if it is drying well. Dried panaeolo leaf can be chewed to add +1 to ARCANA (INT)for 1 minute.

DRIED WATERORB

DC 8 SURVIVAL (WIS)

Crafting time 24 hours

Ingredients Waterorb

You can do other things while drying Waterorb, only checking every now and then to see if it is drying well. If burned grants creatures in 5 ft radius +2 on RELIGION (INT).

DWARVEN OAK SYRUP

DC 10 NATURE (INT)

Crafting time 2 hours

Ingredients Dwarven oak bark

Poisonous syrup that has ●●●.

ELF HAZEL

DC 14 MEDICINE (WIS)

Crafting time 2 hours

Ingredients Elven willow sap

Removes any scarring it is applied to and heals 2 (1d4) damage.

EMBER ROOT OIL

DC 14 SURVIVAL (WIS)

Crafting time 2 hours

Ingredients Ember root fruit

An oil that can be poured on a creature or object as a bonus action to make it fire resistant for 1 minute.

EXPLODING DARKBERRY

DC 12 ARCANA (INT)

Crafting time 0.5 hour

Ingredients Darkberry

Magically infused darkberry that explodes when crushed, creating darkness in 10 ft large cube.

FESUL PARFUME

DC 16 NATURE (INT)

Crafting time 6 hours

Ingredients Fesul bark

A perfume that grants +2 on PERSUASION (CHA) and PERFORMANCE (CHA) checks for 2 hours.

FEVER CLOTH

DC 12 MEDICINE (WIS)

Crafting time 2 hours

Ingredients Fleshshiver

A fluid that can be poured onto cloth. If that cloth is put onto a sick creature for one hour all but the most stubborn illnesses are removed from the body. Item is used in process.

FEY CHERRY JUICE

DC 16 RELIGION (INT)

Crafting time 4 hours

Ingredients Fey cherry fruit

A juice that grants protection from evil and good for 10 minutes.

FEY CHERRY TEA

DC 13 ARCANA (INT)

Crafting time 2 hours

Ingredients Fey cherry flower

A tea that grants advantage on saving throws against charm, fear and posion for one hour.

FIRE LICHEN SAUCE

DC 10 SURVIVAL (WIS)

Crafting time 0-5 hours

Ingredients Fire lichen

Extremely hot sauce that requires DC 14 CON◇to eat. On failed save creature starts crying, feels hot and has trouble on the toilet next time it goes.

FIRE LICHEN LIQUOR

DC 12 NATURE (INT)

Crafting time 3 hours

Ingredients Fire lichen

A flask of extremely strong liquor that suffices to make large sized creature (or 2-3 medium sized ones) drunk.

FROST LOTION

DC 16 MEDICINE (WIS)

Crafting time 3 hours

Ingredients Tyrant's sword

An oil that can be applied to frostbite as an action to immediately heal all damage done by ice during last round.

GASH GLUE

DC 12 MEDICINE (WIS)

Crafting time 1 hour

Ingredients Old man's friend's leaves

A sticky oily substance that immediately stabilises the creature when poured on its forehead. Often found in medicine kits.

GLOWVINE TORCH

DC 10 SURVIVAL (WIS)

Crafting time 1 hour

Ingredients Glowvine flower

A preserved flower that can act as a torch for one hour in darkness if it was exposed to sunlight before. Can be used multiple times, breaks up one week after first use.

GOBLIN INK

DC 10 NATURE (INT)

Crafting time 2 hours

Ingredients Goblin rogue berry

Flourescent orange waterproof ink.

GOLDEN DESERT TREE INCENSE

DC 14 ARCANA (INT)

Crafting time 2 hours

Ingredients Golden desert tree sap

Incense that can be consumed as part of ritual spell. It reduces casting time by 1 minute, down to single action for spells that require casting time of minute or less. It can only be used once per spell.

GOLDEN DESERT TREE PERFUME

DC 20 NATURE (INT)

Crafting time 8 hours

Ingredients Golden desert tree sap

A perfume that causes any creature within 10 feet of you, that is able to smell you, to make DC 14 CHA◇ or be charmed by you. They can repeat saving throw if they receive any damage by you or your ally. Charm ends when they start their turn more than 10 feet away. Perfume lasts for an hour.

GREEN AIR BRAMBLE BRACELET

DC 16 SURVIVAL (WIS)

Crafting time 3 hours

Ingredients Green air bramble vine

Green bracelet that curls and pulses in presence of poisons and diseases in air. You gain advantage on saving throws against those. Bracelet has 10 uses, after that it is destroyed. You can not choose not to use it.

GULTHIAS TREE CONCENTRAT

DC 12 NATURE (INT)

Crafting time 4 hours

Ingredients Gulthias tree bark

Thick liquid that has ●●●●

HATHIL OOZE

DC 12 ARCANA (INT)

Crafting time 0.5 hour

Ingredients Hathil

Jelly ooze that can be consumed as part of transmutation spell to rise spell save DC / spell attack modifier by one. Must be used when declaring attack, before knowing whether spell hit or not. Only one such ooze can be used per spell cast. Item is spent on use.

HEALING POTION

DC MEDICINE (WIS)

Ingredients Addison's Blood, Healing apple

Size	HP	DC	Time	Ingridients
Minor	3 (1d4 + 1)	12	1 hour	1
Regular	7 (2d4 + 2)	14	2 hours	2
Greater	14 (4d4 + 4)	16	4 hours	3
Superior	28 (8d4 + 8)	18	8 hours	4
Supreme	45 (10d4 + 20)	20	16 hours	5

You regain hit points when you drink this potion. The number of hit points depends on the potion's potency. Whatever its potency, the potion's red liquid glimmers when agitated.

HELMTHORN PASTE

DC 10 SURVIVAL (WIS)

Crafting time 1 hour

Ingredients Indigo helmthorn berry

A paste that can feed medium sized creature for 2 days.

HELMTHORN TEA

DC 10 SURVIVAL (WIS)

Crafting time 1 hour

Ingredients Red helmthorn berry

A tea that removes any need for food for a week.

ICEWALKER OIL

DC 12 SURVIVAL (WIS)

Crafting time 2 hours

Ingredients Ice lotus petal

A blue liquid that grants the ice walking ability of white dragons for 10 minutes.

INFUSED HEALING APPLE

DC 12 MEDICINE (WIS)

Crafting time 0.5 hour

Ingredients Healing apple

Infuses Healing apple with magic. Eating infused healing apple heals for 2 (1d4).

JOURNEYMAN SERUM

DC 12 SURVIVAL (WIS)

Crafting time 2 hours

Ingredients Wolfweed

Allows creature to march at fast pace for 12 hours in a day without receiving point of exhaustion.

KIEROS INCENSE

DC 14 NATURE (INT)

Crafting time 3 hours

Ingredients Kieros fruit

An incense that grants +2 to all INTIMIDATION (CHA) checks for 1 hour. This effect does not stack.

LAKELEAF POWDER

DC 12 ARCANA (INT)

Crafting time 0.5 hour

Ingredients Lakeleaf leaf

A powder that can be consumed as part of abjuration spell to rise spell save DC / spell attack modifier by one. Must be used when declaring attack, before knowing whether spell hit or not. Only one such powder can be used per spell cast. Item is spent on use.

LOVER'S TEA

DC 10 MEDICINE (WIS)

Crafting time 0.5 hour

Ingredients Nararoot roots

A tea that suppresses female fertility for 2 (1d4) days upon drinking.

LUSTRI BLOSSOM OIL

DC 16 NATURE (INT)

Crafting time 4 hours

Ingredients Kiss of discord blossom

A poison that can be applied to weapons. Target must pass DC 16 CON on hit or be blinded for 1 minute.

MASTHIN SCENT

DC 14 SURVIVAL (WIS)

Crafting time 2 hours

Ingredients Masthin plant

Can be sprayed on body to grant wearer +2 to ANIMAL HANDLING (WIS) and INTIMIDATION (CHA) and -2 on PERSUASION (CHA) and PERFORMANCE (CHA) for 24 hours.

MEMORYBIND

DC 13 ARCANA (INT)

Crafting time 2 hours

Ingredients Pixie table

A thick lavender color liquid that grants additional level 1 prepared spell when consumed. Lasts until next long rest.

MINDFIRE

DC 16 NATURE (INT)

Crafting time 3 hours

Ingredients Wild fireflower

Acts as ingested poison. Creature under influence of a poison must succeed DC 12 WIS \diamond every time it tries to cast spell for one hour.

MIST OF PELOR

DC 14 RELIGION (INT)

Crafting time 2 hour

Ingredients Sunflower of Pelor

When sparkled on undead creatures deals 7 (2d6) radiant damage.

NAHRE LOTUS BOTTLE

DC 12 ARCANA (INT)

Crafting time 0.5 hour

Ingredients Nahre lotus flower, bottle

A bottle containing preserved Nahre lotus flower. The bottle fills itself with water every 8 hours.

NIGHT VENOM

DC 16 NATURE (INT)

Crafting time 2 hours

Ingredients Orticusp root

An ingested poison that causes creature to fall asleep for 12 hours. DC 16 CON◇prevents effect. If creature has at least one level of exhaustion it fails save automatically. If creature receives damage while asleep it wakes up normally.

POMOW SYRUP

DC 11 SURVIVAL (WIS)

Crafting time 1 hour

Ingredients Pomow fruit

A thick, sweet liquid that feeds medium sized creature for a day and prevents freezing due to environment for 1 hour.

PRESERVED LIFEWOOD THISTLE

DC 16 MEDICINE (WIS)

Crafting time 2 hours

Ingredients Lifewood thistle

A preserved thistle that you can break as a bonus action to activate. When broken and on your person it heals 1 health point per turn for one minute as long as you are not incapacitated. After one minute its magic fades.

REATH KNOT

DC 12 MEDICINE (WIS)

Crafting time 0.5 hour

Ingredients Reath stem

A knot that can be untied as part of conjuration spell to rise spell save DC / spell attack modifier by one. Must be used when declaring attack, before knowing whether spell hit or not. Only one such knot can be used per spell cast. Item is spent on use.

REDFLOWER POWDER

DC 14 SURVIVAL (WIS)

Crafting time 1 hour

Ingredients Redflower petals

A red dust that doubles movement speed for one minute when ingested, but causes 1 point of exhaustion afterwards.

RED POWDER

DC 15 NATURE (INT)

Crafting time 4 hours

Ingredients Boomshrom pieces

Bright red powder that explodes with radius of 5 feet when in contact with fire and deals 4 (1d8) fire damage (DC 18 DEX◇ reduces to half).

RIPPLEBARK SOUP

DC 11 SURVIVAL (WIS)

Crafting time 1 hour

Ingredients Ripplebark

Warm soup that grants advantage on ACROBATICS (DEX) for 1 hour after consumption. Counts as a meal.

RIPPLEWOOD TEA

DC 15 ARCANA (INT)

Crafting time 3 hour

Ingredients Ripplewood bark

Creates tea that when consumed as a bonus action grants ability to fly for 1 minute.

ROASTED LISH NUT

DC 10 SURVIVAL (WIS)

Crafting time 1 hour

Ingredients Lish nut

Eating roasted lish nut provides resistance to any damage from insects and vermin for one hour. Creatures of those types must make DC 13 WIS◇to come closer than 15 ft from you.

SALAMANDER'S TONGUE

DC 12 ARCANA (INT)

Crafting time 0.5 hour

Ingredients Salamander orchid petal

Creates small orange piece that looks like a snake tongue. Can be burned as part of evocation spell to rise spell save DC / spell attack modifier by one. Must be used when declaring attack, before knowing whether spell hit or not. Only one such tongue can be used per spell cast. Item is spent on use.

SENSES

DC 11 SURVIVAL (WIS)

Crafting time 0.5 hour

Ingredients Prickly tea leaf

A terribly tasting tea that takes DC 12 CON◇to swallow. On failed save creature spits tea on the ground destroying it. It grants advantage on PERCEPTION (WIS)and INVESTIGATION (INT)checks until next long rest.

SERREN WOOD INCENSE

DC 15 ARCANA (INT)

Crafting time 2 hours

Ingredients Serren wood bark

An incense that can be burned to grant one creature inhaling it 10 minutes of gaseous form.

SEZARD GAS

DC 16 SURVIVAL (WIS)

Crafting time 4 hours

Ingredients Sezarad flower, flask

A flask containing black liquid. When broken, releases dark black smoke in radius of 10 ft. Every creature in smoke gets -2 on all wisdom saving throws, is blinded as long as it is in radius and is considered invisible to creatures outside of it. Smoke lasts for 10 minutes.

SHINEWATER

DC 12 NATURE (INT)

Crafting time 1 hour

Ingredients Halfling thistle

If left to soak over night, one dose of shinewater removes all the rust and corrosion from medium sized weapon.

SKY LOTUS EXTRACT

DC 14 SURVIVAL (WIS)

Crafting time 3 hours

Ingredients Sky lotus extract

An oil that grants 10 minutes of water breathing upon ingestion.

SLEEP POWDER

DC 12 NATURE (INT)

Crafting time 1 hours

Ingredients Sleepweed pod

Acts as an inhaled poison with 5 ft radius. Target must make DC 12 CON◇or fall asleep for one minute or until it receives damage.

SMOKESTICK

DC 14 SURVIVAL (WIS)

Crafting time 3 hours

Ingredients Witchweed

Creates a stick of green material that can be burned and thrown in 20 ft range. It emits light blue smoke (no concielment) in 10 ft radius. Casters in that area are forced to make DC 18 concentration check or they lose any spell they are concentrating on. Smoke remains on field for 1 minute and continues to force concentration checks on any creature entering or staying in that area.

SNOW OIL

DC 13 SURVIVAL (WIS)

Crafting time 2 hours

Ingredients Snowflake lichen

An always cold oil. If poured onto body as an action grants 1 hour of fire resistance. If no fire damage is received during that hour you suffer 3 (1d6) cold damage.

STONE COOKIE

DC 11 SURVIVAL (WIS)

Crafting time 1 hour

Ingredients Stoneshroom

Doubles the amount of time you can hold breath for 24 hours.

TEA OF BERSERKER

DC 12 SURVIVAL (WIS)

Crafting time 1 hour

Ingredients Mule pollen

Grants +1 on STR, DEX and CON and -1 on INT, WIS and CHA for one hour. The effect can not be stacked.

TEARS OF FALSE DEATH

DC 15 MEDICINE (WIS)

Crafting time 4 hours

Ingredients Slumberweed leaf

A small amount of waterlike liquid that when drank causes creature to appear dead for 8 hours. DC 12 CON \diamond if unwilling. Creature under effect wakes up on any damage received. It requires DC 20 MEDICINE (WIS) check to see through false death.

TEKKIL PILL

DC 14 MEDICINE (WIS)

Crafting time 2 hours

Ingredients Tekkil plant

Pill that calms and numbs the pain. Grants advantage on CON◇. Grants advantage to any creature performing MEDICINE (WIS) on creature that ate the pill. Causes -2 to initiative throws.

TEREEKA MEAL

DC 11 SURVIVAL (WIS)

Crafting time 0.5 hour

Ingredients Tereeka root

If eaten during short rest grants 3 (1d6) HP and counts as a meal.

TITAN GUM

DC 12 NATURE (INT)

Crafting time 1 hour

Ingredients Darkroot sap

A strong and fast-setting glue that bonds in one round and requires a DC 20 STR check to remove. It can support 500 lb of weight.

TRANSLUCENT PAINT

DC 14 ARCANA (INT)

Crafting time 2 hours

Ingredients Entangle weed

A paint that renders painted objects invisible. Creatures painted with it are also invisible, but suffer 3 (1d6) poison damage at the beginning of their turn until paint is removed. Removing dry paint requires action. Contact with any liquid (like water and blood) removes the paint immediately. When undisturbed, paint can last for up to 2 (1d4) days. Amount of paint created is sufficient to paint any object under 2 cubic feet invisible.

TWILIGHT DREAMS

DC 12 ARCANA (INT)

Crafting time 0.5 hour

Ingredients Twilight green berry

Purple powder that can be consumed as part of enchantment spell to rise spell save DC / spell attack modifier by one. Must be used when declaring attack, before knowing whether spell hit or not. Only one such powder can be used per spell cast. Item is spent on use.

VAMPIRE BANE

DC 14

Crafting time 3 hours

Ingredients Flame clove bulb

An oil that can be applied to weapons. Deals 13 (3d8) poison damage to vampires upon contact and 4 (1d8) to non vampires (DC 16 CON◇ to reduce to half). Single use, fades in one hour after being applied if not used.

VISMA PASTE

DC 14 SURVIVAL (WIS)

Crafting time 3 hours

Ingredients Visma leaf

Grants one hour of protection from environmental heat.

VODARE MADNESS

DC 14 SURVIVAL (WIS)

Crafting time 4 hours

Ingredients Vodare

Creates powder that grants + 2 to INTIMIDATION (CHA) and immunity to fear when consumed. Creatures have advantage on attacks against you. Vodka madness lasts for 1 minute.

WATER OF FUTURE

DC 12 ARCANA (INT)

Crafting time 0.5 hour

Ingredients Scholar's dream flower

Creates pure looking water that can be drunk as part of divination spell to rise spell save DC / spell attack modifier by one. Must be used when declaring attack, before knowing whether spell hit or not. Only one such water can be drunk per spell cast. Item is spent on use.

WHITE ANGEL

DC 16 NATURE (INT)

Crafting time 4 hours

Ingredients Mordayn leaf

A very addictive drug that causes euphoria and hallucinations after inhaling. Creatures under effect of white angel have immunity to fear, advantage on CHA based skills and disadvantage on all INT based skills and saving throws. After 2 hours exhaustion phase sets in and creature suffers -5 on DEX and STR (to the minimum of 6) until next long rest. If creature cannot get another dose of white angel in 24 hours they must make DC 14 CON \diamond . On 3 successful saves addiction is broken. On failed save you gain level of exhaustion that cannot be healed until you get next dose of white angel or break addiction.

WHITE SANGUINE

DC 16 NATURE (INT)

Crafting time 4 hours

Ingredients Meadow giant's stem

An injury poison that prevents coagulation. Creature affected by the poison bleeds 1 HP per round for 5 minutes. DC 20 CON \diamond on injury prevents poison entry in the body. Any magical healing disintegrates poison and stops its effect.

WITTLEWORT BREW

DC 12 SURVIVAL (WIS)

Crafting time 1 hour

Ingredients Wittlewort

If consumed by a creature affected by enchantment spell, grants another save throw if spell allows one.

WOLFBANE SPRING

DC 14 MEDICINE (WIS)

Crafting time 1 hour

Ingredients Wolfsbane

If eaten by a creature less than an hour after it was affected by lycanthropy creatures shrugs off the affliction and suffers 3 (1d6) poison damage.

JEWELER'S TOOLS

ITEMS

MASON'S TOOLS

ITEMS

NAVIGATOR'S TOOLS

PAINTER'S SUPPLIES

ITEMS

TATTOOS

POISONER'S KIT

MECHANICS

Poisoner's kit is used to gather poisonous ingredients from environment and creation of poisons. One does not have to be proficient in it to use it but then proficiency bonus doesn't apply to checks.

Each poison requires flask, water and amount of poisonous substances that depends on the level of poison.

On failed crafting attempt ingredients other than flask are destroyed.

POISON TYPES

Poisons come in the four types.

Contact

Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

Ingested

A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You may decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

Inhaled

These poisons are powders or gases 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.

Injury

Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

GATHERING INGREDIENTS

FORAGING

Player with poisoner's kit can decide to try and forage poisonous substances from environment. DM declares DC for environment (it is easier to find poisonous substances in a swamp than in desert). Knowing DC, player can decide to spend one hour searching for poisonous ingredients in and around current location.

$$\text{Gathering modifier} = \text{SURVIVAL(WIS)} + \text{Proficiency}$$

The foraging can be performed once a day in any given area. If another player decides to offer help foraging, survival check is made with advantage but amount of ingredients gained is the same. If player successfully passes gathering check they roll on an ingredients table for given environment and add item to their inventory.

MATERIAL PLANE

Arctic

1	Angel wing	•
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Caves and Underdark

d4	Ingredient	Poison points
1	Angel wing	•
2	Old barrelstalk meat	•
3	Bone fungus	•
4	Fire lichen	•

Deserts

Coasts

d6	Ingredient	Poison points
1	Red shells	•
2	Poisonous algae Poisonous algae	•

Forest

d8	Ingredient	Poison points
1	Angel wing	•
2	False morel	•
3	Nightshade berries	•
4	Red moss	•
5	Red amanita	•
7	Mordayn leaf	•
8	Green amanita	••

Grasslands

d6	Ingredient	Poison points
1	Poison apple	•
2	Sleepweed pod	•

Mountains

d6	Ingredient	Poison points
1	Cassil leaf	•
2	Dwarven oak bark	•

Mushroom forest

d10	Ingredient	Poison points
1	Angel wing	•
2	Old barrelstalk meat	•
3	Bone fungus	•
4	False morel	•
5	Green amanita	••
6	Webcap	•
7	Red podostroma	•
8	Red amanita	•
9	Rare blue mushroom	•

Open seas

Rivers and lakes

d6	Ingredient	Poison points
1	Blade grass	•
2	Darkroot	•
3	Pond slime	•
4	River snail	•
5	Water snake venom	••

Swamp

d6	Ingredient	Poison points
1	Acid moss	•
2	Blade grass	•
3	Dead mud	•
4	Swamp tree bark	•
6	Wolfsbane berry	••

Tropical

OTHER PLANES

Elemental plane of air

Elemental plane of earth

d6	Ingredient	Poison points
2	Atramen fruit	•
1	Darkshine	•

Elemental plane of fire

d6	Ingredient	Poison points
2	Ember root	•

Elemental plane of water

Feywild

Higher planes

Lower plains

d6	Ingredient	Poison points
1	Razorvine	•
2	Harrada leaf	•

SCAVENGING FROM BODIES

When a poisonous or venomous creature is slain player with poison kit can extract some ingredients from it. DM decides amount of extracted ingredients based on players nature check (With proficiency if proficient in poisoner's kit). For extremely magical creatures make arcana check again. If demon or celestial, make religion check instead. Player needs to provide container to store ingredients harvested (flask for troll blood for example).

LIST OF INGREDIENTS

Creature	Ingredient	Poison points
Venomous snake	Snake venom	••
Troll	Troll blood (requires flask)	•
Basilisk	Basilisk blood (requires flask)	•••
Orc	Orc fang	•

POISONS

WEAK POISONS

DC 10 NATURE (INT)

Crafting time 1 hour

Poison points •

Assassin's Blood (Ingested)

A creature subjected to this poison must make a DC 10 CON◇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.

Truth Serum (Ingested)

A creature subjected to this poison must succeed on a DC 11 CON◇ or become poisoned for 1 hour. The poisoned creature can not knowingly speak a lie, as if under the effect of a zone of truth spell.

REGULAR POISONS

DC 12 NATURE (INT)

Crafting time 2 hours

Poison points ●●

Crawler Mucus (Contact)

A creature subjected to this poison must succeed on a DC 13 CON◇ or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Drow Poison (Injury)

This poison is typically made by the drow, and can only be made in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 CON◇ or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Malice (Inhaled)

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

Serpent Venom (Injury)

A creature subjected to this poison must succeed on a DC 11 CON◇, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

STRONG POISONS

DC 14 NATURE (INT)

Crafting time 3 hours

Poison points ●●●

Burnt Othur Fumes (Inhaled)

A creature subjected to this poison must succeed on a DC 13 CON◇or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

Essence of Ether (Inhaled)

A creature subjected to this poison must succeed on a DC 15 CON◇or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Oil of Taggit (Contact)

A creature subjected to this poison must succeed on a DC 13 CON◇or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.

Pale Tincture (Ingested)

A creature subjected to this poison must succeed on a DC 16 CON◇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 not be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.

SUPERIOR POISONS

DC 16 NATURE (INT)

Crafting time 4 hours

Poison points ●●●●

Torpor (Ingested)

A creature subjected to this poison must succeed on a DC 15 CON◇or become poisoned for 14 (4d6) hours. The poisoned creature is incapacitated.

ULTIMATE POISONS

DC 18 NATURE (INT)

Crafting time 5 hours

Poison points ●●●●●

Midnight Tears (Ingested)

A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 CON◇, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Wyvern Poison (Injury)

A creature subjected to this poison must make a DC 15 CON◇, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY POISONS

DC 20 NATURE (INT)

Crafting time 6 hours

Poison points ●●●●●●

Purple worm Poison (Injury)

A creature subjected to this poison must make a DC 19 CON◇, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

POTTER'S TOOLS

ITEMS

SMITH'S TOOLS

WEAPON AND ARMOR REPAIRS

ITEMS

AMMUNITION

ARROW POINTS

You can spend 1 hour and 1 iron ingot to make

Athletics + proficiency – 5

arrow heads.

BOLT POINTS

You can spend 1 hour and 1 iron ingot to make

Athletics + proficiency – 5

bolt heads.

MATERIALS

COGS

You can spend 1 hour making cogs out of iron ingot. You create amount of usable cogs equal to athletics - 10.

SPRINGS

You can spend 1 hour making springs out of iron ingot. You create amount of usable springs equal to athletics - 10.

SURVIVAL KIT

THIEVE'S TOOLS

TINKER'S TOOLS

FIXING THINGS

Using thinkerer's tools you can try and fix other tools. It takes 1 hour and a DC 13 sleight of hand check to fix light damage on any of the tools and 2 hours and DC 17 sleight of hand check to fix heavy damage.

ITEMS

AMMUNITION

ARROW OF INSPIRATION

DC 13 ARCANA (INT)

Crafting time 1 hour

Materials arrow

Specially enchanted arrow. When you hit opponent with more than 5 over its AC arrow whistles and grants every friendly creature in range of 15 ft around arrow 2 (1d4) inspiration die. Arrow is destroyed after use.

ARROW OF RETURNING

DC 13 ARCANA (INT)

Crafting time 2 hours

Materials arrow

Teleports archer to arrow location after it stops. Bolt is then destroyed.

BOLT OF INSPIRATION

DC 13 ARCANA (INT)

Crafting time 1 hour

Materials bolt

Specially enchanted bolt. When you hit opponent with more than 5 over its AC arrow whistles and grants every friendly creature in range of 15 ft around bolt 2 (1d4) inspiration die. Bolt is destroyed after use.

BOLT OF RETURNING

DC 13 ARCANA (INT)

Crafting time 2 hours

Materials bolt

Teleports archer to bolt location after it stops. Bolt is then destroyed.

EARRINGS OF WHISPERS

An Earring of Whispers is an enchanted item that delivers and receives message spells to and from the other connected earrings within range. To send a message, the wearer must activate the earring by touching it, although it will passively receive messages.

Upon creation earring either becomes a part of new network or is added to existing one if creator has access to another earring already in network. After that earrings can't switch between networks. Arcana check is needed for creation.

BRONZE EARRINGS OF WHISPERS

DC 12 ARCANA (INT)

Crafting time 1 hour

Materials 2 bronze peaces

Range 125 feet

SILVER EARRINGS OF WHISPER

DC 14 ARCANA (INT)

Crafting time 2 hours

Materials 2 silver peaces

Range 250 feet

GOLD EARRINGS OF WHISPERS

DC 16 ARCANA (INT)

Crafting time 4 hours

Materials 2 gold peaces

Range 500 feet

PLATINUM EARRINGS OF WHISPERS

DC 18 ARCANA (INT)

Crafting time 8 hours

Materials 2 platinum peaces

Range Anywhere on same plane of existance

HEADWEAR

HEADLAMP

DC 14 SLEIGHT OF HANDS (DEX)

Crafting time 2 hours

Materials Lantern, peace of leather or cloth

Creates a headlamp that functions exactly as hooded lantern except that it requires no hand to hold.

MAGICAL MUSIC BOX

To create musical box roll sleight of hand check and add proficiency bonus for thinkerer's tools.

Creates a musical box that can replicate a preprogrammed spell that requires only verbal component. Casting of the spell is part of creation of this object. Tinkerer either has to cast spell themselves using spell slot or have someone else do that, consuming theirs. Spell slot used in that manner recovers as normal. It takes an action to set music box in motion and select targets for the spell where needed.

Music box counts as caster of the spell it plays. Its spell save DC is 12 and has spell attack modifier of +4.

Music box always maintains concentration (keeps on playing) as long as it is not destroyed. It has 4 HP and AC of 12.

Any creature familiar with music boxes can stop it as bonus action. If creature is unfamiliar It must succeed DC 12 INT check to do so.

After music box ends playing roll d20. On 5 or less music box breaks. If music box received any damage throw with disadvantage.

TINY MUSIC BOX

DC 14 ARCANA (INT)

Crafting time 2 hours

Materials Tiny mechanical heart, parchment, wooden box

Spell Cantrip

TINY MUSIC BOX SPELLS

Tiny music box can be used to cast spells such as (but not limited to) lightning lure, sword burst (creature activating musical box must also succeed saving throw, but has advantage because it expects it) and vicious mockery.

MUSIC BOX

DC 16 ARCANA (INT)

Crafting time 4 hours

Materials Tiny mechanical heart, parchment, wooden box

Spell 1st level

ADVANCED MUSIC BOX

DC 18 ARCANA (INT)

Crafting time 8 hours

Materials Tiny mechanical heart, parchment, wooden box

Spell 2st level

GREATER MUSIC BOX

DC 20 ARCANA (INT)

Crafting time 16 hours

Materials Small mechanical heart, parchment, wooden box

Spell 3st level

ORCHESTRA BOX

DC 22 ARCANA (INT)

Crafting time 32 hours

Materials Small mechanical heart, parchment, wooden box

Spell 4st level

MATERIALS

COGS

You can spend 1 hour making cogs out of iron ingot. You create amount of usable cogs equal to sleight of hand check - 10.

SPRINGS

You can spend 1 hour making springs out of iron ingot. You create amount of usable springs equal to sleight of hand check - 10.

MISCELLANEOUS

BOOTS OF HEIGHT

DC 12

Crafting time 1 hour

Materials regular boots, piece of wood, piece of leather

Creates boots that make wearer seem up to one foot bit taller than they really are.

CAP OF WEATHER

DC 18 NATURE (INT)

Crafting time 20 hours

Materials 2 cogs, 1 spring, droplet of mercury, top hat

Creates extremely complicated looking top hat full of different mechanisms. DC 12 INT check can be made to find out parameters of current weather (temperature, humidity, wind speed and direction). If skill check is over 17 wearer can also know weather forecast for next day as long as weather is not magically controlled.

PARASCHUTE

DC 10

Crafting time 6 hours

Materials 4 pieces of cloth, 30 ft rope, backpack

Creates a parachute that opens automatically after 160 ft of free fall. It acts as a featherfall spell for wearer after that as long as it remains undamaged. It takes 20 minutes to fold it back into backpack after use.

RING OF MAJOR MUSTACHE

DC 12 ARCANA (INT)

Crafting time 10 minutes

Materials Regular ring

After a long rest a large and lushious mustache appears on the wearers lip. If the ring is removed, all facial hair immediately falls off.

WEAPON MODIFICATIONS

CROSSBOW MAGAZINE

DC 16

Crafting time 12 hours

Materials Small wooden box, 2 cogs

Creates magazine that holds up to 3 bolts and can be attached to hand crossbow. Such crossbow can then be shot with one hand. It takes an action to load one bolt into magazine. Crossbow with magazine can not be loaded as usual.

WEAPONS

MAGNETIC PULLER

DC 13 NATURE (INT)

Crafting time 10 hours

Materials Iron ingot

As an action you can try to pull weapon or tool in range of 30 feet to you. If weapon or tool is held by creature they must succed DC 12 STR◇or have weapon or tool pulled from their hand. If weapon is bound or stuck this ability automatically fails.

WEAVER'S TOOLS

WOODCARVER'S TOOLS

ITEMS

SHAFTS

ARROW SHAFTS

You can spend 1 hour in an area with appropriate trees to make

$\text{slight of hands} + \text{proficiency} - 5$

arrow shafts.

BOLT SHAFTS

You can spend 1 hour in an area with appropriate trees to make

$\text{slight of hands} + \text{proficiency} - 5$

bolt shafts.

MAGICAL CARVINGS

EAR IN A TREE

You can spend 10 minutes carving an ear of same size as yours into any wood. Make DC 14 ARCANA (INT) and add your proficiency if you are proficient with woodcarver's tools. If you succeed ear becomes magical and remains magical for a day or until you carve another ear. While magical you can concentrate for a minute and then your hearing switches to that of an ear. While hearing through the ear in a tree you do not hear with your own ears. You can switch back to your own ears as an action. You do not see or smell through the ear. You can have more than one sense in a tree active

EYE IN A TREE

You can spend 10 minutes carving an eye of same size as yours into any wood. Make DC 15 ARCANA (INT) and add your proficiency if you are proficient with woodcarver's tools. If you succeed eye becomes magical and remains magical for a day or until you carve another eye. While magical you can concentrate for a minute and then your vision switches to that of an eye. While seeing through the eye in a tree you do not see with your own eyes. You can switch back to your own eyes as an action. You do not hear or smell through the eye.

NOSE IN A TREE

You can spend 10 minutes carving a nose of same size as yours into any wood. Make DC 13 ARCANA (INT) and add your proficiency if you are proficient with woodcarver's tools. If you succeed nose becomes magical and remains magical for a day or until carve another nose. While magical you can concentrate for a minute and then your smell switches to that of an nose. While smelling through the nose in a tree you do not smell with your own nose. You can switch back to your own nose as an action. You do not hear or see through the nose.

MISCELLANEOUS

WOODEN DOLL

You can spend half an hour working on a small wooden doll that children love. DC 13 + proficiency with tools check to succeed. Materials for the doll can be passively gathered in any woodland area.

APPENDIX A: PLANTS

ACID MOSS

Dark green to black moss that grows in acid swamps.

Usages:

Herbalism: Acid (vial)

Poisons: •

ADDISON'S BLOOD

Bright red mushroom that grows in many places on material plane as well as higher planes.

Herbalism: Healing potion

ANGEL WING

White mushroom that grows from rocks and trees in many environments.

Usages:

Poisons: •

ARKAS GRASS TUFT

Long grass found in most grasslands.

Usages:

As is: Given to herbivore animal it grants +2 to animal handling checks against that animal for the day.

ASH WILLOW

Dark red tree native to the elemental plane of fire that can grow to 120 ft tall. It thrives in heat, often growing from pools of lava. They continuously rain ash around them. They create areas of calm, slow-burning forests within the volatile plane.

Usages:

ATRAMEN

A fruit that grows on shoals of the elemental plane of earth

Usages:

Herbalism: Atramen oil

Poisons: •

BAITED BREATH

A sweet smelling bundle of buds, commonly eaten by small forest animals.

BATED BREATH

Copy-cat carnivorous plant that causes asphyxiation in the small animals which eat it, which it then uses as fertilizer to grow.

Infant plants are easily told apart by whether or not they are growing out of a corpse.

BLADE GRASS

Tall grass that grows in rivers, ponds and swamps. Slightly poisonous.

Usages:

Poisons: •

BARRELSTALK

Large cask-shaped fungus that grows to 5 x 8 ft. Outside is hard as wood, inner flesh is edible, center contains 20 to 50 gallons of water. After 10 years of growth, it begins spore production and the flesh grows black and poisonous.

Usages:

As is: When young it is a good source of water

Poisons: •

BLOODROOT

This unassuming looking leafy vine grows from a single source. When pulled up, which can be difficult, a large red root can be seen. Dangerous by itself, but with some certain reagents it can be a powerful antitoxin.

BLUECAP

Common underdark crop. Fungus itself is inedible, but spores can be made into flour.

Usages:

Herbalism: Bluecap powder

BLUELEAF

Durable tree with gleaming blue leaves native to arctic and subarctic latitudes. Reaches 40 ft height, rarely develops thick trunks, bends rather than breaks under wind/snow and tends to grow in thick strands.

Usages:

As is: Wood burns with a blue flame

Carpentry: Prime material

Herbalism: Blueleaf dye

BOG MYRTLE

Round green leaves, and with flowering cones that look like berries on them. Used to flavor beer sometimes, but can be crushed, burned, and inhaled to cause psychotropic effects, and to be used as a painkiller. Afterwards, it is known to cause some hard migraine headaches. Used often by Berserkers, giving it the nickname Berserker Weed.

BONE FUNGUS

Bulbous ivory-coloured fungus that reseals a 10 ft cloud of spores that work as an inhaled poison (1d6 poison damage, DC 14 DEX saving throw reduces to half). Found in caves.

Usages:

Poisons: •

BOOMSRHOOM

Special environmental conditions in swamps and marshes can give rise to up to 300 ft radius patches of these magical mushrooms. When disturbed, boomshrooms explode dealing 1d4 fire damage in radius of 5 feet (DC 15 DEX saving throw to avoid). Tools in herbalism kit or DC 20 survival check allow you to pick one, and it renders it inert. Always regrow in the same spot in 10 days after triggering.

Usages:

Herbalism: Red powder

BRONZEWOOD

Hard wood native to lands of Irian and Lakland that is as durable as steel but even lighter. It can't be used for chain weapons and armor though as it can't be molded.

Usages:

Carpentry: Prime material

CASSIL

Mustard-like shrub that grows in mountains at high altitudes.

Usages:

Herbalism: Cassil bitter tea

Poisons: •

CAVE MOSS

A species of moss that is grazed by giant vermin and rothe. Grows in colder climates and underground.

CAVE STAR

Glowing yellow lichen found on chill cave roofs, that can't stand warm places.

Usages:

Herbalism: Cave star lantern

CHOKER MOLD

Bright yellow mold native to the elemental plane of earth commonly found in patches that devour air, creating localized vacuums (can cause air-tight space to collapse inwards). Creatures within 5 ft of a patch begin to suffocate.

Usages:

Herbalism: Choke mold powder

CINDERPETALS

These bright red and orange flowers can be found all around the world that grow all alone. If ground up finely and left in a vial or bottle they will coagulate the water into a thick goo and make the color into a vibrant swirl of red and orange. These are commonly used to make alchemist's fire.

COLDWOOD

A Fey-created variety of Hickory that reaches maturity in 2 decades and has properties identical to steel, except the fey/druid-aversion part.

Usages:

Carpentry: Prime material

COTSBALM

Fleshy-leafed plant with small yellow flowers that grows 1 ft tall. It is hardy and found in temperate and sub-tropical regions.

Usages:

Herbalism: Costbalm syrup

COVADISH

Plant that grows in deep forests and feeds off of a dead plant matter.

Usages:

Herbalism: Covandish knot

DARKBERRY

Bush that grows clumps of small purple berries. Found on graslands and in forests.

Usages:

Herbalism: Exploding darkberry

DARKROOT

Large black twisted root that grows to 10 ft and is found by waterfalls and similar damp areas. It tastes vile, if tasted or swallowed it induces vomiting.

Usages:

Herbalism: Titan gum

Poisons: ●

DARKSHINE

Crystallizing glossy-black fungus that grows sharp 6-ft long shards, native to elemental plane earth. Areas with Darkshine in it function as clatrops that deal 1d10 damage, and damaged creature can not be magically healed for 1 minute.

Usages:

Poisons: ●●

DARKWOOD AKA. ZALANTAR

Wood items made from this tree's magical wood are half-weight but a bit weaker than their iron counterparts.

Usages:

Carpentry: Prime material

DEEP IMASKARI WATERPLANT

These magical plants are found in deep deserts and grow 2-inch diameter balls of water every day that can be carried like oranges, until they are pierced and drunk from.

Usages:

As is: Water and water transport

DENSEWOOD

Hard heavy and sturdy tree native to Irian that can be used in armor and heavy weapons making.

Usages:

Carpentry: Prime material

DEVIL WEED

Tobacco-like weed that can be smoked in pipes or as a cigar.

DJIN BLOSSOM

Rare fern native to the Elemental Plane of Air.

Usages:

Herbalism: Djin blossom roll

DRAGON'S BREATH

A hard lichen found growing on stone found in mountain caverns that when crushed produces an oily ichor that is very volatile, often creating small but violent explosions on procuring. Its main purpose is for creating a substance akin to black powder by mixing it with sulfur. It also has many other interesting effects.

When it comes into contact with metal, it causes it to appear as if it were gold for a brief period of time. After the effect wears off a thin film of rust is left covering the metal. By combining the ichor with a solvent, the color changing property is lost, while the ability to rust metal is greatly amplified.

When combined with water, the ichor causes the liquid to faintly glow producing light equivalent to a torch. Examination of the liquid provides a stunning display, appearing as if slow flickering flames are suspended in the water which eventually evaporates. When evaporated, an inert powder is left behind which little is known about. The effects of using the liquid in ways other than a light-source are unknown, as gathering knowledge into the magical nature of the concoction has

proved fruitless. and no one has been foolish enough to attempt to imbibe the mysterious concoction

DRAGONSEYE OAK

Rare species of oak that grows in an open bright forests and fields.

Usages:

Herbalism: Dragonseye oak accorn shell

DWARVEN OAK

Stunted, gnarled tree found on the slopes of temperate mountains that looks like a sitting Dwarf from a distance.

Usages:

Herbalism: Dwarven oak syrup

Poisons: •

DUSKWOOD

Black-barked tree that grows 60 ft tall in tightly spaces groves, featuring small branches and smokey grey wood that's strong as iron but half the weight.

Usages:

Carpentry: Prime material

ELDRITCH WHORLWOOD

Tree with a twisted and gnarled grain pattern, which becomes straight if a wand or other charged magic item made of eldritch whorlwood expends all its charges.

ELVEN WILLOW

Small tree (up to 5 ft tall) with golden-sheen bark that produces golden buds in the spring. Grows on riverbanks in temperate areas.

Usages:

Herbalism: Elf Hazel

EMBER ROOT

A shrivelled-coconut looking plant native to the elemental plane of fire that grows on any solid stone in areas of at least extreme heat. The flesh is poisonous, but the core contains drinkable liquid that never grows hot.

Usages:

Herbalism: Ember root oil

Poisons: •

ENTANGLE WEED

Fully translucent seaweed native to the elemental plane of water that forms patches of about 600 ft diameter. Creatures can get entangled into it and die.

Usages:

Herbalism: Translucent paint

FALSE MOREL

False morels have wrinkled, irregular caps that are brainlike or saddle-shaped. They may be black, gray, white, brown, or reddish.

Usages:

Poisons: •

FESUL

A type of gnarled, twisted tree that favors cold and poor soil and areas with little purchase such as cliffsides. Its cinnamon-brown wood crumbles when touched.

Usages:

Herbalism: Fesul perfume

FEY CHERRY

Unbelievably massive cherry trees that can live forever. Area under its canopy is mystically protected, always temperate and windspeeds are dampened by 20 mph. It blossoms annually but only creates cherries every 10 years. Eating a cherry picked less than a day ago grants a protection from evil and good for 5 minutes.

Usages:

Herbalism: Fey cherry tea, Fey cherry juice

FIRE LICHEN

Orange white lichen that grows in warm underground areas. Can be made into a spicy paste or fiercely hot liquor.

Usages:

Herbalism: Fire lichen sauce, Fire lichen liquor

Poisons: •

FIRE MOSS

Found only underground, this dull red moss is extremely long burning and can be wrapped around a stick and used as a torch for approximately three hours.

FLAME CLOVE

Garlic with essence of the elemental plane of fire. Poisonous to most beings even more so to vampires.

Usages:

Herbalism: Vampire bane

FLESHSHIVER

Ten-coloured mushroom that grows in the soil between the roots of tropical fruit trees.

Usages:

Herbalism: Fever cloth

FROG SEAT

A giant toadstool that has a slightly slimy texture. Can be ground into a paste and used to ease aching joints. It is sometimes used to lubricate armour which dulls the shine of steel and softens the sounds of plate moving.

GALDA

A yellowish tree that produces a salty fruit.

GLOWVINE

A morning glory derivative that gives off light as a torch at night.

Usages:

Herbalism: Glowvine torch

GOBLIN ROGUE

Medium-sized bush with yellow-orange berries in autumn found in temperate regions.

Usages:

Herbalism: Goblin ink

GOLDEN DESERT TREE

A rare desert tree, whose sap is a vital ingredient in expensive perfumes and incense.

Usages:

Herbalism: Golden desert tree incense, Golden desert tree perfume

GOLDENCUP

Oily yellow moss found where water collects near the bottom of rocks in tundras.

Usages:

Herbalism: Dried goldencup

GREEN AIR BRAMBLE

Fast-growing creping vine that sprouts green berries. Can grow in most inhospitable climates and only needs to be in moist soil for 6 hours per week. Exposure to poison quickly kills the plant, wrinkling leaves and berries.

Usages:

Herbalism: Green air bramble bracelet

GREEN ALGAE

Common algae find in shallow waters.

GREEN AMANITA

Extremely poisonous green mushroom.

Usages:

Poisons: ●●

GRIPWEED

This weed is commonly found in graves and where the dead have fallen. While living it is a mass that swirls and wraps around itself. If it gets a hold of you it tries to pull you into its mass to digest you. If someone is lucky enough to reap this it can be made into a common poison that cuts off the victims airway

GULTHIAS TREE

A severely evil tree that came to be when a vampire was staked to the ground with a stake that was still green and took root.

Usages:

Herbalism: Gulthias tree concentrat

Poisons: ●●

HALFLING THISTLE

Small hardy thistle with a violet flower that grows in all temperature areas, especially highlands.

Usages:

Herbalism: Shinewater

HANGING WEB LEAF

A fine silver vine that hangs off ledges. It will often weave itself together and looks a lot like spider web but much stronger. Often used for medical stitching because of its gradual break down inside the body. It can also be used to create certain kinds of antiseptic for animal bites.

HARRADA

Blood red plant native to lower plains that can defend itself by lashing out dealing 1d6 slashing damage.

Usages:

Poisons: •

HATHIL

Plant native to the large swamps.

Usages:

Herbalism: Hathil ooze

HEALING APPLE TREE

A magically bred medium-sized apple tree that bears red fruits that when consumed heal 1 health point.

Usages:

Herbalism: Infused healing apple

HELMTHORN

Very hardy and adaptable ground shrub with dark waxy green leaves and black thorns as long as human hands, which can be used as needles or dart points.

Produces indigo coloured berries with a tart flavour that can be used for wine-making. Occasionally, a string of berries will be scarlet red instead of indigo. If Goodberry is cast on a Red Helmthorn Berry, the effect lasts for one extra day.

Usages:

Herbalism: Helmthorn paste, Helmthorn tea

ICE LOTUS

Solitary translucent blue-white flower found in cold environments.

Usages:

Herbalism: Icewalker oil

ROANWOOD

Trees that grow over 100 ft.

IRONVINE

A type of Underdark vine that is as hard as iron. Always found interwoven into a thick curtain that blocks passage.

JABBERWEED

Tenacious ugly root native to lower plains that looks like a pocked, multi-digit skeletal hand with lots of holes in it that cause a low hissing sound audible to 100 ft that imposes a penalty to other listen checks.

KIEROS

Herb native to deep jungles and feywild.

Usages:

Herbalism: Kieros incense

KISS OF DISCORD AKA. LUSIRI BLOSSOM

Herb with dull red leaves that resemble lips.

Usages:

Herbalism: Lustri blossom oil

LAKELEAF

Parsley like herb descended from plants growing on the shores of big rivers. If crushed and rubbed onto meat, that meat never dries out regardless of how overcooked.

Usages:

Herbalism: Lakeleaf powder

LICHBRIAR

Bougainvillea looking plant that clings to any surface and grows up to 50 ft in ideal conditions. It has poisonous thorns and can grow roots into living creatures, slowly draining their blood until they die.

LIMB PLANT

Limb seed oil: The distilled oil of the rare limb plant's seed. It can slowly regrow arms and legs. The oil is very painful and slow acting, regrowing mere inches of limb every week but is far cheaper than the magical alternatives (but still not cheap). The plant is a huge bush with dark red tear drop berries with white seeds. A mature bush could have over 100 seeds but 1 vial takes around 50 seeds and two days to distill, regrowing every few years if harvested properly.

LISH

Small tree that grows dozens of small nuts in the spring. A handful of the nuts sustains a medium creature for a day.

Usages:

Herbalism: Roasted lish nut

LIVEWOOD

Highly magical green-coloured tree native to Feywild whose wood remains alive when felled. Items made from it are affected by plant growth, sprouting small branches and leaves. Speak with plants allows one to communicate with item and blight damages them as if they were plant creatures. Livewood items can also be used for tree stride, animate plants can animate a Livewood object, and dryads can live in livewood objects. As a living object, a livewood items are immune to the disintegrate spell.

LIVING WOOD AKA. LIFEWOOD

This special living wood is only found in elven forests, where it was specially bred. It heals 1 HP per round if you are touching living tree.

Usages:

Herbalism: Preserved lifewood thistle

LUURDEN AKA. BLOODFRUIT

Pale gnarled tree that looks dead, except for a short period every 3 or 4 years where it produces bitter red fruits.

MAIDEN'S HAIR AKA. EARTHSILK

An odd mushroom cultivated by dwarves for the silken tendrils that hang from it and collect moisture. These tendrils are tough and time-consuming to harvest, but they can be made into yarn that can create a very tough silk that make tough

rope and shirts that grant protection from slashing or bludgeoning, although the shirt can be torn by a piercing damage critical hit, at which point it loses its properties until repaired.

MASTHIN

Plant native to jungles that produces natural chemicals when young that attract wild animals.

Usages:

Herbalism: Masthin scent

MEADOW GIANT

Tenacious large green-stemmed weed that can spring up overnight in temperate grasslands, plains and farmlands. It often threatens crops.

Usages:

Herbalism: White sanguine

MIMETIC PLANTS

A non-specific category of plants whose fibers have the ability to take on the hue of whatever is around it.

MORDAYN

Rare herb found in deep forest. Has recognizable smell when crushed between fingers. Used in drug making.

Usages:

Herbalism: White angel

Poisons: •

MULE POLLEN

A daisy-type yellow flower found in grasslands and fields.

Usages:

Herbalism: Tea of berserker

MUSK MUDDLE

Stinky, brown, dead-looking plant with wide leaves found in swamps and marshes.

Usages:

Herbalism: Burn salve

NAHRE LOTUS

Water lilly native to the elemental plane of water that draws water from its home plane at a rate of 50 gallons per day.

Usages:

Herbalism: Nahre lotus bottle

NARAROOT

Woody black tuber with a licorice flavor.

Usages:

Herbalism: Lover's tea

NIGHTSHADE

Small bush that grows purple berries.

Usages:

Poisons •

OBADDIS LEAF

Rare holly variety that can retain some magic if used as druidic focus.

OLD MAN'S FRIEND

Sticky leaf herb that grows to 2 inches in large (up to 10 by 10 ft) beds that acts like catnip for dogs.

Usages:

Herbalism: Gash glue

OREVINE

A vine-grape looking plant often used by miners as it draws metal from the surrounding soil. Leaves are made fully from the ore it grows in.

ORTICUSP

Extremely rare flower with a root that looks like a pale white fist, found in temperate forests with trees of at least 150 years of age. Fey within 20 yards can smell its earthy aroma and find it easily.

Usages:

Herbalism Night venom

ORUIGHEN

A rare, very poisonous cactus native to alkaline salts.

PANAEOLO

Magical herb whose leaves taste like leather. Plant usually grows close to highly magical places.

Usages:

Herbalism: Dried panaeolo leaf

PIXIE TABLE

Rare 1-ft tall and 1 ft diameter mushroom with a dark lavender cap that can be found in any woodland but is most common in forests housing Fey. If boiled with cloth, it dyes it lavender.

Usages:

Herbalism: Memorybind

POISON APPLE TREE

A magically bred medium-sized apple tree that bears red fruits that taste good but are highly poisonous.

Usages:

As is: When injected creature must succeed DC 16 CON saving throw or it falls asleep until waken as an action or it receives damage.

Poisons ●●

POISONOUS ALGAE

Purple algae poisonous to fish and humans alike.

Usages:

Poisons: ●

POMOW

A magically created dark-purple spheroid fruit-plant that grows to 1-2 feet across, serves as a hardy crop viable in a range of climates. Meat, root and seeds are edible and high in protein, core of the plant is filled with juice, the fibres are similar to cotton, and the rind can hold a razor edge. A new fruit starts growing as soon as the old one is plucked.

Usages:

Herbalism Pomow syrup

PRICKLY TEA

Thorny bush about 3 ft in height with grey-green leaves.

Usages:

Herbalism Senses

QUASAR POPPY

A poppy with a magic based reproductive cycle, creating a colourful explosion when it wants to spread it's seeds. The poppy head can be used to create potion versions of the spell "faire fire" or the seed casings can be ground to make brightly coloured dyes that periodically change colour when used on cloth.

RARE BLUE MUSHROOM

Poisonous blue mushroom that grows in forests.

Usages:

Poisons: •

RAZORVINE

Twinning climber native to the Lower planes that is almost impossible to get rid of as it grows at least 1 ft per day even if cut down to a stub. Dried Razorvine provides excellent fire kindle. Light contact deals 1d6 points of damage, while into it deals up to 3d6 points of damage.

Usages:

Poisons: •

REATH

Parasitic vine that grows on trees.

Usages:

Herbalism: Reath knot

RED AMANITA

Iconic red mushroom found in most forests.

Usages:

Poisons: •

REDFLOWER

Tiny red-bog flower that glows in the dark.

Usages:

Herbalism: Redflower powder

RED MOSS

Red moss growing in the darkest parts of old forest that feeds of decaying plant matter.

Usages:

Poisons: •

RED PODOSTROMA

Red finger shaped fungus.

Usages:

Poisons: •

RIPPLEBARK

Shelf-like fungus that looks like rooting flesh but is perfectly edible, although it tastes better if cooked properly.

RIPPLEWOOD

Dark-green vine up to 400 ft long with no roots or leaves native to the elemental planes of air. Forms massive twisted nests of at least 4 vines that choose their down to be in the centre between them to float about the elemental plane of air. Often used by giant eagles for nesting. A cluster can support 500 lb per 5 ft square.

Usages:

Herbalism: Ripplewood tea

ROSE OF DAWN

The petals of this rose are colored like a sunrise, and can be used to give food a spicy flavor, on the level of a ghost pepper.

RUBY APPLE TREE

A legendary tree allegedly created by a by a female elf most severely gifted in the cultivation of magically grown plants. Its an apple tree that grows rubies instead of apples.

SABLE FIR

A type of tree from a eponymous forest that allegedly makes excellent arrow-shafts and turns a deep lustrous black if lumbered mid-winter and rubbed with hot oils.

SALAMANDER ORCHID

Orchid that's constantly on fire native to the elemental plane of fire that subsists on its home-planes energy wherever it is.

Usages:

Herbalism: Salamander's tongue

SAND VINE

Relatively rare rope-like seaweed found along temperate or warmer coasts. Grows both above and below water, commonly rooted to a small rock. Can be dried and used as rope.

Usages:

Herbalism: Dead pirate's elixir

SCREAMING KNOT VINE

A large Knotted wine often used as rope or bow line. When stewed it creates an antiseptic brew that dulls the senses but suppresses the effects of certain painful diseases. It gets it's name from the sound released when boiled and the high pitched "twang" that comes from using it for bows.

SCHOLAR'S DREAM

White ivy that grows on sage graves.

Usages:

Herbalism: Water of future

SERREN WOOD

Tree that grows at high altitudes, vessel for nature spirits. Weapons made from it count as magical even when unenchanted.

Usages:

Herbalism: Serren wood incense

SEZARAD

Broad vivid flower with a short brittle root.

Usages:

Herbalism: Sezard gas

SHADOWTOP

Massive trees native to humid climates that grow 2 ft a year, top out at 90 ft and reach a 10 ft or more diameter. Its wood is fibrous and tough, making it difficult to carving or build with, but burns hot with very little smoke (torch lasts 2 hours) and its fibres make good ropes.

SILVERWOOD

A type of tree nurtured by elves to grow into unique forms, is free of disease and produces delicious sap that is made into famous elven mead.

SKY LOTUS

White stemless flower native to the elemental plane of air.

Usages:

Herbalism: Sky lotus extract

SLEEPWEED

This plant appears similar to milkweed, and its pods contain sleep-inducing spores.

Usages:

As is: Pods can be thrown as a ranged weapon (30/60 ft range), and a struck target must make a DC 12 CON save or fall asleep for 1 minute or until it receives damage.

Herbalism: Sleep powder

Poisons: •

SLUMBERWEED

Small rare flower with dark green leaves and purple petals.

Usages:

Herbalism: Tears of false death

SMUGGLER'S ROOT

This illegal herb has been outlawed (hence the name). It was giving people strange abilities for limited amounts of time. This substance was used shortly for military use until they realized how addictive this stuff was. It was causing fights to erupt from within the military. It is said that ingesting one of these roots can give you wizard like powers. The trick is they are VERY hard to find.

SNAP FLOWER

Orchids that act like semi- sentient Venus fly traps. These small beautiful flowers often eat small animals and can leave deep bite marks. Periodically they will shed petals lined with sharp teeth, when dried and ground up it creates a powerful anticoagulant that is used for heart medication... or on a blade to stop your opponents wounds from sealing.

SUNBERRY

Found deep in dark forests, sunberries are small, round yellow berries with a faint glow. They taste sweet as honey with a mild sour afterbite. They can be distilled into a golden whisky known as sunshine which sheds light with half the intensity of a torch indefinitely. It is very expensive and tends to be served in crystal goblets that can catch and refract the light into magnificent displays.

SNOWFLAKE LICHEN

Magical plant that looks like snow and grows on rocks in cold climates.

Usages:

Herbalism: Snow oil

SOARWOOD

Rare wood native to higlands that possesses magical buoyancy. Water-vessels made from Soarwood are usually expensive flagships that move a lot faster then other ships. Soarwood items are 1/4 the weight of normal wooden items. It is a necessary component for the construction of airships, and when worked into an airship magically, it becomes naturally lighter than air.

SPOTTY DRAGONFIRE

Wildflower with red, yellow and orange petals that grows to 1 ft high and stretches 6 inch in diameter and only blooms at night. It can be found in tropical regions and grows solitary, except near red dragon lairs, where it glows plentiful.

Usages:

Herbalism: Dragon brew

SPARK NEEDLE

A kind of weed that's causes minor prickling and rashes. When grilled the flesh can be eaten, causing minor hallucinations and a tingly "static electricity" kind of feeling across the skin.

STONESHROOM

Chalky rock-looking fungus native to the elemental plane of earth that is both edible and produces spores in the form of breathable air. Stoneshroom subsists on minerals in the rock.

Usages:

Herbalism: Stone cookie

STYGIAN PUMPKIN

A sulphur-scented dead-looking variety of pumpkin that can grow in any temperate region and is cultivate by goblins as food. It grows rapidly over large areas, rendering the soil poisonous to other plants.

Usages:

Herbalism: Devil's soap

SUNFLOWER OF PELOR

Large sunflower commonly found where undead were destroyed by Pelorian turn undead.

Usages:

Herbalism: Mist of Pelor

SUSSUR AKA. DEEPROOT

A rare, magical tree with long gnarled branches and banyan-like aerial roots found in the largest underdark caverns. Grows to 60 ft of height, has very few leaves, and absorbs magic, creating massive (i.e. several 100 ft) antimagic fields.

Usages:

Herbalism: Deeproot seedling

SUTH

Greybark tree with long, soft, olive-green leaves that likes to grow horizontal to the ground and then double back at an angle. Suths that grow together tend to intertwine, forming wall-like barriers. Wood is hard and durable, making it difficult to work, but sheets of this wood retain strength for decades, making it great for book-covers. It also makes good shield-wood, especially since soaking it in water before battle keeps it from catching fire.

SWAMP TREE

Dead looking tree that grows in swamps. Loved by hags and undead for its foul magics.

Usages:

Poisons: •

TAHTOALETHI (WISHFERN)

Mystal plant that grants a wish every 100 years on the night of the winter solstice.

TEKKIL

Succulent swamp plant with fat red leaves.

Usages:

Herbalism: Tekkil pill

TEREEKA ROOT

Slime white tuber native to the shaded sandy ground with a bitter taste.

Usages:

Herbalism: Tereeka meal

THISTLEDOWN

Plant used to make silken fabric made by elves, that can be worked into armor to make it easier to move in.

TORCHSTALK

Nonmagical mushroom that can serve as a torch. Burns for 24 hours without much smoke, shedding bright illumination in 10 ft radius.

TRUEROOT

A legendary sapling that is said to have been accidentally created during a series of experiments involving the repeated grafting of various magically enhanced roots onto treants, from which seeds were planted to create saplings that were then grafted with each other and so on. The trueroot sapling's roots are said to have pulled magical energy from an unknown place, and this magical energy could be channeled into other plants to accelerate their growth to be 10 times faster.

TWILIGHT GREEN

Distant belladonna relative, grows small purple poisonous berries.

Usages:

Herbalism: Twilight dreams

TYRANT'S SWORD

Coarse grass with broad sharp leaves with silver edges that grows to 2 ft in height. Sporadically found in tundras and temperate plains, it grows slow and doesn't compete well.

Usages:

Herbalism: Frost Lotion

VISMA

Tropical bush with dark broad leaves.

Usages:

Herbalism: Visma Paste

VODARE

Flower that grows on graves of Rallaster worshippers.

Usages:

Herbalism: Vodare madness

WEBCAP

Small brownish yellow mushroom.

Usages:

Poisons: •

WATERORB

Bulbous aquatic fungus that grows in boulder-like patches in detritus areas.

Usages:

Herbalism: Dried waterorb

WEIRWOOD

Rare oak-like tree with leaves that are a silver-sheen brown on top and velvet black on the underside, often protected by dryads and treants. Can grow huge and many-branched, will not burn from non-magical fire, and imparts a warm clear tone to musical instruments made from it. It can replace oak or holly in any spell. Weirwood within the illumination radius of a magical light source emits light as a candle for half a minute after leaving the area.

WILD FIRECLOVER

Brilliant orange-red summer-flower found in temperate plains and farmland. Crushed petals give of a lovely smell for 1 week.

Usages:

Herbalism: Mindfire

WILDWOOD AKA. SAELAS

A flexible wood that can be worked into armor and other items. Wildwood heals a point of damage over 24 hours if exposed to sunlight for at least 1 hour or heals 5 points if also left to soak in water for 8 hours.

WITCHWEED

A plants whose leaves and stalks are purple and green.

Usages:

Herbalism: Smokestick

WITTLEWORT

Herb with green gossamer-like fronds which, due to its rapid growth cycle, is found only in the spring in temperate tropical areas. Deters slugs and other pests.

Usages:

Herbalism: Wittlewort brew

WOLFSBANE AKA. BELLADONNA

Wolfsbane is small brush with black, highly toxic berries.

Usages:

Herbalism: Wolfsbane spring

Poisons: ●●

WOLVES' MILK

Flower that contains white milky liquid. Commonly found in fields and grasslands.

WOLFWEED

Similar in appearance to Wolfsbane.

Usages:

Herbalism: Wolfsbane spring

YARPICK AKA. DAGGERTHORN

A type of tree that grows small fruit whose seeds are nourishing both whole and as ground meal.

ZEPHYR BLOOM

A flower commonly found in the foothills of mountains. The light blue petals grow in the shape of a tornado. If the petals are used to make a tea, the imbiber feels like they are flying for about an hour.

ZURKHWOOD

Giant 30-40 ft high mushroom. Has large spores that can be eaten if prepared properly, and its hardy stalks serve as an underdark substitute for wood.

APPENDIX B: ANIMALS

APPENDIX C: ITEMS