

Recipe Crafting for Consumables

by SalmonSquire and Artisan_Mechanicum

Crafting Difficulty Table

Crafting Level	Title	Proficiency Req./ Crafting Slots	Known Recipes Difficulty Class	Experimentation Difficulty Class
1st	Novice	2	DC11	DC12
2nd	Intermediate	3	DC12	DC14
3rd	Advanced	4	DC13	DC16
4th	Master	5	DC14	DC18
5th	Grand Master	6	DC15	DC20

When a player gain proficiency with the Alchemist, Brewer, Calligrapher, Tinker tools, or the Herbalist or Poison kit, they begin to gain access and knowledge to a host of new recipes. While the initial selection may be small, they can grow and experiment as artisans. The player beings by choosing 3 recipes from the starter list of 5 and adding them to a recipe book. The player can add new recipes to their book by studying recipes that they find or by experimentation.

Consumables and their effects can be broken down as follows:

Craft	Effects
Alchemy	Potions that mimic magic and magical effects
Brewery	Teas and spirits that modify the bodies defenses and senses.
Calligraphy	Scrolls that modify magic, and identify and detect dangerous threats.
Tinkering	Mechanical and magical creations of utility.
Herbalism	Herbs that modify and mimic class and skill features.
Poisons	A catch all for venom, oils, and poisons that are typically use offensively

Once per day during a long rest, a player may wish to craft a known recipe or experiment to discover new recipes. A character's crafting level is tied to its required proficiency bonus so as a character gains experience and levels, their proficiency in crafting also increases. The number of crafting slots a character has is equal to that

character's proficiency bonus. In order to create a crafting, it requires a number of crafting slots equal to the crafting level. A 1st level crafting requires one slot, a 2nd level crafting requires two slots, and so on. These slots are locked until the crafting is consumed or destroyed. A character cannot craft above their crafting level.

For Example: A level 2 Gnome Fighter has proficiency with the Brewer's Supplies. He can craft two 1st level recipes and cannot craft anything above his crafting level. His two crafting slots are locked until he consumes or destroys his brews. A level 6 Dwarf Cleric has proficiency with the Brewer's Supplies. He can craft one 2nd level recipe and one 1st level recipe or three 1st level. His three crafting slots are locked until he consumes or destroys his brews.

Crafting Check Rules

To craft recipes, a character begins by stating whether they are crafting a known recipe or experimenting. (*Example: the DC of a known Novice difficulty recipe is 11*). A character may craft a recipe of their skill level or lower. Reference the *Crafting Difficulty Class* table to determine the appropriate DC for recipe. A character then uses the necessary tool or kit to make a *Crafting Skill* check by rolling a d20 and adding their proficiency bonus against the DC of the recipe. If a known recipe was successful, the character produces an amount indicated by the recipe and the required crafting slots are locked.

Spell, Class and race features such as lucky or inspiration do not affect a *Crafting Skill* check,

however if an ally with proficiency in the respective tool offers help, the character may roll the *Crafting Skill* check at advantage. A character that assists a *Crafting Skill* check must spend the entire duration helping.

Learning New Recipes

Much of learning recipes is experimentation and refining technique. Often times, recipes by two different people can look completely different but still result in the same effect. As your crafting levels increases, you unlock the potential to learn new recipes or enhance existing recipes. You can choose to experiment when crafting to see what combinations and mixtures of components yield.

Trainers and Rare Recipes

The DM may decide that certain cities or locations may have knowledge of some recipes you can learn. Additionally, some recipes may be found on scrolls or texts that you come across. The cost to learn these is equal to crafting cost.

Successful Experimentation

When a character succeeds on an experiment, the DM may choose a result or may roll a d100 on the Experimentation tables for the respective Crafting level for the corresponding craft. If the recipe is unknown, the character learns the new recipe and add it to their recipe book. Some recipes cannot be learned and they will indicated so. Many recipes will require a lower level recipe in order to properly learn the recipe for an experiment. Anybody can mix a few things together and get lucky with their results, but it takes a dedicated craftsman to document and develop their findings. With experience comes intuition and if a character crafts a lower level recipe, the character rolls twice as choose between the two results.

***Variant:* Critical Success and Devastating Failures**

On a result of 20, a character yields an additional experimental product. For example: If a character has a critical success on a roll for a known recipe they also roll on the Experimentation tables. If a character has a critical success on an experimentation, they roll on the Experimentation tables for the initial result and

then immediately rolls for the second result.

On a critical failure, the recipe has gone horrendously awry causing disastrous, if not explosive, results. The character receives 1 level of exhaustion and may not attempt to craft recipe again for 1d4 days.

Crafting in Poor Environments

Sometimes the environmental conditions are not appropriate for crafting. If a player is unable to craft in a suitable environment such as an inn or respective place of business, they are unable to properly and productively work. When the perform a *Crafting Skill* check, they must roll as disadvantage.

Overlapping Effects

Consumables also have very potent and distinct effects that often do not work well when mixed with products of the same craft. In these cases the new crafting overwrites the older one.

Downtime Experiments

Downtime is an excellent time for experimenting on new and unique recipes. If a character spends 1 hour every day for two days experimenting, they are able to roll on a d100 table 1 time. As long as any prerequisites are satisfied, the characters learns each recipe. Downtime experiments do not yield any usable products and materials and gold are not consumed.

Properties, Potency, Yield, and the Market

Recipes can produce all manner of strange and exotic affects and the quality of components can range from common to exceptionally rare. Some of the results produced by the recipes have limited shelf lives or multiple uses. Consult the recipe list for properties, crafting costs, yield, and other information. Products made by crafting are not capable of being sold on the market. Most shops are aware of the limitation of crafting locks and will not purchase a consumable crafted in this fashion.

Poisons

The art of creating poisons and offensive weapon coatings falls into the catch-all category of poisons. Whether it is lightning oil or affliction poison, they are handled in a similar manner with similar techniques. The different materials, components and recipes result in distinct and unique effects.

For most poisons, a single dose of poison lasts 1 minute of combat when coated on a weapon or on three ranged weapons, unless otherwise noted.

When you make a *Crafting skill* check for poison, you must subtract gold from your inventory representing the components necessary for crafting. A single skill check yields a single dose of poison.

Poison Type	Component Cost
Basic	25gp
Greater	50gp
Exceptional	100gp
Superior	250gp
Supreme	500gp

When you first learn to use the poisoner's kit, choose three of the five starting poisons, representing the crafting recipes you learned to develop as you practiced your skills to novice level. You will learn additional poisons as you develop your techniques and hone your recipes. For a complete list of Poisons Descriptions, reference Appendix E.

Poison Starting Recipes

Basic Acid Coat

Basic Affliction Poison

Basic Blast Oil

Basic Lightning Oil

Basic Poison Coat

Refining Poison

Mastering poison is a process of technique and refinement. Unlike spells, you cannot make a level 1 poison with a higher level slot. Instead, you must learn how to refine and hone a poison at

a higher level. You may attempt to learn a refined version of the poison by spending the necessary component cost and making a crafting check against and the Experiment Difficulty Class for the crafting level of the recipe. Through this you can learn to advance your craft but the experimentation does not yield usable results from this process.

Poison Experimentation Table: Novice

d100	Recipe Result
1-8	Basic Acid Coat
9-16	Basic Affliction Poison
17-24	Basic Blast Oil
25-32	Basic Flame Oil
33-40	Basic Frost Oil
41-48	Basic Lightning Oil
49-56	Basic Poison Coat
57-64	Basic Stone Oil
65-72	Basic Keen Oil
73-80	Basic Sleep Poison
82-87	Unusable Results
88-89	Basic Explosive Oil
90-91	Basic Mind Piercing Poison
92-93	Basic Sundering Gel
94-95	Basic Vampiric Gel
96-100	Roll d100 on Poison Experimentation Table: Intermediate

Poison Experimentation Table: Intermediate

d100	Recipe Result
1-8	Greater Acid Coat
9-16	Greater Affliction Poison
17-24	Greater Blast Oil
25-32	Greater Flame Oil
33-40	Greater Frost Oil
41-48	Greater Lightning Oil
49-56	Greater Poison Coat
57-64	Greater Stone Oil
65-72	Greater Immobilizing Poison
73-80	Greater Incapacitating Poison
82-87	Roll d100 on Poison Experimentation Table: Novice
88-89	Greater Oil of Devastation
90-91	Greater Quicksilver Oil
92-93	Greater Sundering Gel
94-95	Greater Vampiric Gel
96-100	Roll d100 on Poison Experimentation Table: Intermediate

Poison Experimentation Table: Advanced

d100	Recipe Result
1-8	Exceptional Acid Coat
9-16	Exceptional Affliction Poison
17-24	Exceptional Blast Oil
25-32	Exceptional Flame Oil
33-40	Exceptional Frost Oil
41-48	Exceptional Lightning Oil
49-56	Exceptional Poison Coat
57-64	Exceptional Stone Oil
65-72	Exceptional Crippling Poison
73-80	Exceptional Exhaustion Poison
82-87	Roll d100 on Poison Experimentation Table: Intermediate
88-89	Exceptional Blinding Poison
90-91	Exceptional Explosive Oil
92-93	Exceptional Oil of Devastation
94-95	Exceptional Sundering Gel
96-100	Roll d100 on Poison Experimentation Table: Master

Poison Experimentation Table: Master

d100	Recipe Result
1-8	Superior Acid Coat
9-16	Superior Affliction Poison
17-24	Superior Blast Oil
25-32	Superior Flame Oil
33-40	Superior Frost Oil
41-48	Superior Lightning Oil
49-56	Superior Poison Coat
57-64	Superior Stone Oil
65-72	Superior Immobilizing Poison
73-80	Superior Exhaustion Poison
82-87	Roll d100 on Poison Experimentation Table: Advanced
88-89	Superior Blinding Poison
90-91	Superior Mind Piercing Poison
92-93	Superior Oil of Devastation
94-95	Superior Quicksilver Oil
96-100	Roll d100 on Poison Experimentation Table: Grand Master

Poison Experimentation Table: Grand Master

d100	Recipe Result
1-8	Supreme Acid Coat
9-16	Supreme Affliction Poison
17-24	Supreme Blast Oil
25-32	Supreme Flame Oil
33-40	Supreme Frost Oil
41-48	Supreme Lightning Oil
49-56	Supreme Poison Coat
57-64	Supreme Stone Oil
65-72	Supreme Crippling Poison
73-80	Supreme Incapacitating Poison
82-87	Roll d100 on Poison Experimentation Table: Master
88-89	Supreme Blinding Poison
90-91	Supreme Explosive Oil
92-93	Supreme Mind Piercing Poison
94-95	Supreme Quicksilver Oil
96-97	Supreme Vampiric Gel
98-100	Supreme Void Gel

Appendix E: Poison Descriptions

The poisons are listed in alphabetical order.

Acid Coat

Casting Time: 1 action

Duration: 1 minute

Type: Injury or Contact

You coat your weapon with a thick bright yellow oil. The weapon hisses as the smell of ammonia steams off of it. The oil is safe to use on non-magic weapons.

Novice: Basic Acid Coat

When an attack is successful, the target must succeed a DC11 Constitution saving throw or suffer 2d4 acid damage.

Intermediate: Greater Acid Coat

Req: Basic Acid Coat recipe

When an attack is successful, the target must make a DC13 Constitution saving throw. It suffers 3d4 acid damage on a failed save, or half as much on a successful one.

Advanced: Exceptional Acid Coat

Req: Greater Acid Coat recipe

When an attack is successful, the target must make a DC15 Constitution saving throw. It suffers 4d4 acid damage on a failed save, or half as much on a successful one.

Master: Superior Acid Coat

Req: Exceptional Acid Coat recipe

When an attack is successful, the target must make a DC17 Constitution saving throw. It suffers 5d4 acid damage on a failed save, or half as much on a successful one.

Grand Master: Supreme Acid Coat

Req: Superior Acid Coat recipe

When an attack is successful, the target must make a DC19 Constitution saving throw. It suffers 6d4 acid damage on a failed save, or half as much on a successful one.

Affliction Poison

Casting Time: 1 action

Duration: 1 minute

Type: Injury or Ingested

You coat your weapon with a thick brackish mixture. The smell reeks of spoiled meat and putrescence.

Novice: Basic Affliction Poison

When an attack is successful, the target must succeed a DC11 Constitution saving throw or it is poisoned for 1 minute. The target may repeat the saving throw at the end of its turn.

Intermediate: Greater Affliction Poison

Req: Basic Affliction Poison recipe

When an attack is successful, the target must succeed a DC13 Constitution saving throw or it is poisoned for 1 minute. The target may repeat the saving throw at the end of its turn.

Advanced: Exceptional Affliction Poison

Req: Greater Affliction Poison recipe

When an attack is successful, the target must succeed a DC15 Constitution saving throw or it is poisoned for 1 minute. The target may repeat the saving throw at the end of its turn.

Master: Superior Affliction Poison

Req: Exceptional Affliction Poison recipe

When an attack is successful, the target must succeed a DC17 Constitution saving throw or it is poisoned for 1 minute. The target may repeat the saving throw at the end of its turn.

Grand Master: Supreme Affliction Poison

Req: Superior Affliction Poison recipe

When an attack is successful, the target must succeed a DC19 Constitution saving throw or it is poisoned for 1 minute. The target may repeat the saving throw at the end of its turn.

Blasting Oil

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a slippery dark purple oil. The weapon begins to rumble in your hand.

Novice: Basic Blasting Oil

When an attack is successful, the target takes an additional 1d4 thunder damage.

Intermediate: Greater Blasting Oil

Req: Basic Blasting Oil recipe

When an attack is successful, the target takes an additional 1d8 thunder damage.

Advanced: Exceptional Blasting Oil

Req: Greater Blasting Oil recipe

When an attack is successful, the target takes an additional 1d12 thunder damage.

Master: Superior Blasting Oil

Req: Exceptional Blasting Oil recipe

When an attack is successful, the target takes an additional 2d8 thunder damage.

Grand Master: Supreme Blasting Oil

Req: Superior Blasting Oil recipe

When an attack is successful, the target takes an additional 2d10 thunder damage.

Blinding Poison

Casting Time: 1 bonus action

Duration: 1 minute

Type: Injury

You coat your weapon with a purple goo that hisses and gurgles. The steam that pours off your weapon causes your eyes to water. You cannot learn this recipe.

Advanced: Exceptional Blinding Poison

When an attack is successful, the target must succeed a DC15 Constitution saving throw or it is poisoned for 1 minute. The target may repeat the saving throw at the end of its turn. A target that saves cannot be affected by this poison a second time.

Master: Superior Blinding Poison

When an attack is successful, the target must succeed a DC17 Constitution saving throw or it is poisoned for 1 minute. The target may repeat the saving throw at the end of its turn. A target that saves cannot be affected by this poison a second time.

Grand Master: Supreme Blinding Poison

When an attack is successful, the target must succeed a DC19 Constitution saving throw or it is poisoned for 1 minute. The target may repeat the saving throw at the end of its turn. A target that saves cannot be affected by this poison a second time.

Crippling Poison

Casting Time: 1 action

Duration: 1 minute

Type: Injury or Ingested

You coat your weapon with a slippery bright green mixture. The sweet nutty aroma is enticing.

Advanced: Exceptional Crippling Poison

When an attack is successful, the target must succeed a DC17 Constitution saving throw or its movement speed is reduced to 0 for 1

minute. The target may repeat the saving throw at the end of its turn. If the target succeeds on a saving throw, it can no longer be affected by crippling poison.

Grand Master: Supreme Crippling Poison

Req: Exceptional Crippling Poison recipe

When an attack is successful, the target must succeed a DC21 Constitution saving throw or its movement speed is reduced to 0 for 1 minute. The target may repeat the saving throw at the end of its turn. If the target succeeds on a saving throw, it can no longer be affected by crippling poison.

Exhaustion Poison

Casting Time: 1 action

Duration: 1 minute

Type: Ingested or Inhaled

The salty concoction can be applied to food and drink or it can be dispersed by misting. The scent is reminiscent of the sea.

Advanced: Exceptional Exhaustion Poison

When an attack is successful, the target must succeed a DC15 Constitution saving throw or it receives 1 additional level of exhaustion for 1 hour. The target may no longer be affected by exhaustion poison additional times.

Master: Superior Exhaustion Poison

Req: Exceptional Exhaustion Poison recipe

When an attack is successful, the target must succeed a DC15 Constitution saving throw or it receives 2 additional level of exhaustion for 1 hour. The target may no longer be affected by exhaustion poison additional times.

Explosive Oil

Casting Time: 1 bonus action

Duration: 1 minute

Type: Injury

You coat your weapon with a slippery red oil that rumbles with instability. You cannot learn this recipe.

Novice: Basic Explosive Oil

Your next successful attack will cause an extra 4d4 force damage to the target. You suffer 1d6 force damage from the feedback. After the attack, the oil will evaporate.

Advanced: Exceptional Explosive Oil

Your next successful attack will cause an extra 5d6 force damage to the target. You suffer 2d8 force damage from the feedback. After the attack, the oil will evaporate.

Grand Master: Supreme Explosive Oil

Your next successful attack will cause an extra 6d8 force damage to the target. You suffer 3d10 force damage from the feedback. After the attack, the oil will evaporate.

Flame Oil

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a clear oily coat that ignites into dim torch light.

Novice: Basic Flame Oil

When an attack is successful, the target takes an additional 1d4 fire damage.

Intermediate: Greater Flame Oil

Req: Basic Flame Oil recipe

When an attack is successful, the target takes an additional 1d4 fire damage. The oil has adhered the target and at the end of it's next turn will suffer 1d4 fire damage. This effect does not stack, but a new attack can overwrite an existing stack. The effect ends at the end of the target's turn. A creature can use one of its attack actions or its bonus actions to douse the flame.

Advanced: Exceptional Flame Oil

Req: Greater Flame Oil recipe

When an attack is successful, the target takes an additional 1d6 fire damage. The oil has adhered the target and at the end of it's next turn will suffer 1d6 fire damage. This effect does not stack, but a new attack can overwrite an existing stack. This effect lasts and additional turn and will end after 2 turns after being applied or until the flame is doused. A creature can use one of its attack actions or its bonus actions to douse the flame.

Master: Superior Flame Oil

Req: Exceptional Flame Oil recipe

When an attack is successful, the target takes an additional 1d8 fire damage. The oil has adhered the target and at the end of it's next

turn will suffer 1d8 fire damage. This effect does not stack, but a new attack can overwrite an existing stack. This effect lasts and additional turn and will end after 3 turns after being applied or until the flame is doused. A creature can use one of its attack actions or its bonus actions to douse the flame.

Grand Master: Supreme Flame Oil

Req: Superior Flame Oil recipe

When an attack is successful, the target takes an additional 1d10 fire damage. The oil has adhered the target and at the end of it's next turn will suffer 1d10 fire damage. This effect does not stack, but a new attack can overwrite an existing stack. This effect lasts and additional turn and will end after 4 turns after being applied or until the flame is doused. A creature can use one of its attack actions or its bonus actions to douse the flame.

Frost Oil

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a thin pale white oil. Crystals begin to form and crackle off the weapon.

Novice: Basic Frost Oil

When an attack is successful, the target receives an additional 1d4 frost damage.

Intermediate: Greater Frost Oil

Req: Basic Frost Oil recipe

When an attack is successful, the target receives an additional 1d6 frost damage. The target must succeed on a DC13 Constitution saving throw or its suffers disadvantage on its next attack.

Advanced: Exceptional Frost Oil

Req: Greater Frost Oil recipe

When an attack is successful, the target receives an additional 1d8 frost damage. The target must succeed on a DC15 Constitution saving throw or its suffers disadvantage on its next attack.

Master: Superior Frost Oil

Req: Exceptional Frost Oil recipe

When an attack is successful, the target receives an additional 1d10 frost damage. The

target must succeed on a DC17 Constitution saving throw or its suffers disadvantage on its next attack.

Grand Master: Supreme Frost Oil

Req: Superior Frost Oil recipe

When an attack is successful, the target receives an additional 1d10 frost damage. The target must succeed on a DC19 Constitution saving throw or its suffers disadvantage on its next attack.

Keen Oil

Casting Time: 1 bonus action

Duration: 1 minute

Type: Injury

You coat your weapon with a slippery yellow oil that emanates a dim radiant light. Your hand stings and pricks like pins and needles. When you learn Basic Keen Oil, you learn all subsequent recipes.

Novice: Basic Keen Oil

Your next attack will cause a critical strike on 19 and 20. After the attack, the oil will evaporate.

Intermediate: Greater Keen Oil

Your 2 next attacks will cause a critical strike on 19 and 20. After the attack, the oil will evaporate.

Advanced: Exceptional Keen Oil

Your 3 next attacks will cause a critical strike on 19 and 20. After the attack, the oil will evaporate.

Master: Superior Keen Oil

Your 4 next attacks will cause a critical strike on 19 and 20. After the attack, the oil will evaporate.

Grand Master: Supreme Keen Oil

Your 5 next attacks will cause a critical strike on 19 and 20. After the attack, the oil will evaporate.

Immobilizing Poison

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a thick tar-like mixture. Care should be taken that particles don't end up sticking to it.

Intermediate: Greater Immobilizing Poison

When an attack is successful, the target must succeed a DC12 Constitution saving throw or it is restrained for 1 minute. The target may repeat the saving throw at the end of it's turn. A target that saves cannot be affected by this poison a second time.

Master: Superior Immobilizing Poison

Req: Greater Immobilizing Poison recipe

When an attack is successful, the target must succeed a DC16 Constitution saving throw or it is restrained for 1 minute. The target may repeat the saving throw at the end of it's turn. A target that saves cannot be affected by this poison a second time.

Incapacitating Poison

Casting Time: 1 action

Duration: 1 minute

Type: Injury or Ingested

You coat your weapon with a cold black scentless liquid. Light seems to be absorbed by the coating.

Intermediate: Greater Incapacitating Poison

When an attack is successful, the target must succeed a DC15 Constitution saving throw or it is incapacitated until it is damaged. The target may repeat the saving throw at the end of it's turn. If the target does not save within than 1 minute, it may no longer attempt to save and the effect lasts one hour. A target that saves cannot be affected by this poison a second time.

If the poison is ingested and the target is not in combat, the target must succeed a DC17 Constitution saving throw and the effect lasts one hour without additional opportunities to save.

Grand Master: Supreme Incapacitating Poison

Req: Greater Incapacitating Poison recipe

When an attack is successful, the target must succeed a DC21 Constitution saving throw or it is incapacitated until it is damaged. The target may repeat the saving throw at the end of it's turn. If the target does not save within than 1 minute, it may no longer attempt to save and the effect lasts one hour. A target that saves

cannot be affected by this poison a second time.

If the poison is ingested and the target is not in combat, the target must succeed a DC23 Constitution saving throw and the effect lasts one hour without additional opportunities to save.

Lightning Oil

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a slippery oil with white and silver streaks coursing through it. The weapon begins to crackle in your hand.

Novice: Basic Lightning Oil

When an attack is successful, the target takes an additional 1d4 lightning damage.

Intermediate: Greater Lightning Oil

Req: Basic Lightning Oil recipe

When an attack is successful, the target takes an additional 1d4 lightning damage. Choose a new target within 5 feet. That target suffers 1d4 lightning damage.

Advanced: Exceptional Lightning Oil

Req: Greater Lightning Oil recipe

When an attack is successful, the target takes an additional 1d4 lightning damage. Choose a new target within 5 feet. That target suffers 1d4 lightning damage. Choose a target within 5 feet of the 2nd target (excluding the 2nd target). That target suffers 1d4 damage.

Master: Superior Lightning Oil

Req: Exceptional Lightning Oil recipe

When an attack is successful, the target takes an additional 1d4 lightning damage. Choose a new target within 5 feet. That target suffers 1d4 lightning damage. Choose a target within 5 feet of the 2nd target (excluding the 2nd target). That target suffers 1d4 damage. Choose a target within 5 feet of the 3rd target (excluding the 3rd target). That target suffers 1d4 damage.

Grand Master: Supreme Lightning Oil

Req: Superior Lightning Oil recipe

When an attack is successful, the target takes an additional 1d4 lightning damage. Choose a new target within 5 feet. That target suffers

1d4 lightning damage. Choose a target within 5 feet of the 2nd target (excluding the 2nd target). That target suffers 1d4 damage. Choose a target within 5 feet of the 3rd target (excluding the 3rd target). That target suffers 1d4 damage. Choose a target within 5 feet of the 4th target (excluding the 4th target). That target suffers 1d4 damage.

Mind Piercing Poison

Casting Time: 1 bonus action

Duration: 1 minute

Type: Injury

You coat your weapon with a thick slippery coating that is invisible to normal sight. You cannot learn this recipe.

Novice: Basic Mind Piercing Poison

Your next attack uses the target's Intelligence score as its AC. If the attack is successful it also causes an extra 1d6 psychic damage to the target. After the attack, the poison loses potency.

Master: Superior Mind Piercing Poison

Your next 3 attacks use the target's Intelligence score as its AC. If an attack is successful it also causes an extra 3d6 psychic damage to the target. After these attacks, the poison loses potency.

Grand Master: Supreme Mind Piercing Poison

Your next 5 attacks use the target's Intelligence score as its AC. If an attack is successful it also causes an extra 4d6 psychic damage to the target. After these attacks, the poison loses potency.

Oil of Devastation

Casting Time: 1 bonus action

Duration: 1 minute

Type: Injury

You coat your weapon with a swirling oily coating. The screams of the dead and dying whisper on the wind. You cannot learn this recipe.

Intermediate: Greater Oil of Devastation

When you roll for an attack, you critical strike on 11, 12, 13, 14, 15, 16, 17, 18, 19, and 20.

After the attack, the poison loses potency.

Advanced: Exceptional Oil of Devastation

Your next attack is a guaranteed critical strike.

After the attack, the poison loses potency.

Master: Superior Oil of Devastation

Your next 2 attacks are guaranteed critical strikes. After the attack, the poison loses potency.

Quicksilver Oil

Casting Time: 1 bonus action

Duration: 1 minute

Type: Injury

You coat your weapon with a thick swirling mist. Your weapon feels lighter than air. You cannot learn this recipe.

Intermediate: Greater Quicksilver Oil

You gain 1 additional attacks for your attack action. This effect lasts 2 turn. After the attack, the oil evaporates.

Master: Superior Quicksilver Oil

You gain 1 additional attack for your attack action. This effect lasts 4 turns. After the attacks, the oil evaporates.

Grand Master: Supreme Quicksilver Oil

You gain 2 additional attacks for your attack action. This effect lasts 3 turns. After the attack, the oil evaporates.

Poison Coat

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a dark green gel. The aroma smells earthy and deadly.

Novice: Basic Poison Coat

When an attack is successful, the target takes an additional 1d4 poison damage.

Intermediate: Greater Poison Coat

Req: Basic Poison Coat recipe

When an attack is successful, the target takes an additional 2d4 poison damage.

Advanced: Exceptional Poison Coat

Req: Greater Poison Coat recipe

When an attack is successful, the target takes an additional 3d4 poison damage.

Master: Superior Poison Coat

Req: Exceptional Poison Coat recipe

When an attack is successful, the target takes an additional 4d4 poison damage.

Grand Master: Supreme Poison Coat

Req: Superior Poison Coat recipe

When an attack is successful, the target takes an additional 5d4 poison damage.

Sleeping Poison

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a hazy gray grease. Your weapon feels heavy and sags. When you learn Basic Sleeping Poison, you learn all subsequent recipes.

Novice: Basic Sleeping Poison

When you attack is successful, roll 1d8. If the target has less health remaining than the die roll, the target becomes incapacitated for an hour or until it is damaged.

Intermediate: Greater Sleeping Poison

When you attack is successful, roll 2d8. If the target has less health remaining than the die roll, the target becomes incapacitated for an hour or until it is damaged.

Advanced: Exceptional Sleeping Poison

When you attack is successful, roll 3d8. If the target has less health remaining than the die roll, the target becomes incapacitated for an hour or until it is damaged.

Master: Superior Sleeping Poison

When you attack is successful, roll 4d8. If the target has less health remaining than the die roll, the target becomes incapacitated for an hour or until it is damaged.

Grand Master: Supreme Sleeping Poison

When you attack is successful, roll 5d8. If the target has less health remaining than the die roll, the target becomes incapacitated for an hour or until it is damaged.

Stone Oil

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a dark gray, thick liquid. Moving the weapon through the takes much more effort.

Novice: Basic Stone Oil

When an attack is successful, the target must succeed a DC10 Constitution saving throw or

it is suffer the affects of the slow spell for 1 round. A target that saves cannot be affected by this poison a second time.

Intermediate: Greater Stone Oil

Req: Basic Stone Oil recipe

When an attack is successful, the target must succeed a DC12 Constitution saving throw or it is suffer the affects of the slow spell for 2 rounds. The target may repeat the saving throw at the end of it's turn. A target that saves cannot be affected by this poison a second time.

Advanced: Exceptional Stone Oil

Req: Greater Stone Oil recipe

When an attack is successful, the target must succeed a DC14 Constitution saving throw or it is suffer the affects of the slow spell for 3 rounds. A target that saves cannot be affected by this poison a second time.

Master: Superior Stone Oil

Req: Exceptional Stone Oil recipe

When an attack is successful, the target must succeed a DC16 Constitution saving throw or it is suffer the affects of the slow spell for 4 rounds. The target may repeat the saving throw at the end of it's turn. A target that saves cannot be affected by this poison a second time.

Grand Master: Supreme Stone Oil

Req: Superior Stone Oil recipe

When an attack is successful, the target must succeed a DC18 Constitution saving throw or it is suffer the affects of the slow spell for 5 rounds. The target may repeat the saving throw at the end of it's turn. A target that saves cannot be affected by this poison a second time.

Sundering Gel

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a bright orange paste. The weapon nearly leaps out of your hands as it tries to seek purchase in a target. You cannot learn this recipe.

Novice: Basic Sundering Gel

When an attack is successful, the target must

succeed a DC13 Constitution saving throw or its AC is lowered by 1 for 1 round. The target may repeat the saving throw at the end of it's turn. After the initial roll saving throw, when a target rolls for a saving throw the DC lowers by 1 for 1 hour.

Intermediate: Greater Sundering Gel

When an attack is successful, the target must succeed a DC15 Constitution saving throw or its AC is lowered by 1 for 1 round. The target may repeat the saving throw at the end of it's turn. After the initial roll saving throw, when a target rolls for a saving throw the DC lowers by 1 for 1 hour.

Advanced: Exceptional Sundering Gel

When an attack is successful, the target must succeed a DC17 Constitution saving throw or its AC is lowered by 1 for 1 round. The target may repeat the saving throw at the end of it's turn. After the initial roll saving throw, when a target rolls for a saving throw the DC lowers by 1 for 1 hour.

Vampiric Gel

Casting Time: 1 bonus action

Duration: 1 minute

Type: Injury

You coat your weapon with a thick, bone-white gelatinous paste. You cannot learn this recipe.

Novice: Basic Vampiric Gel

Your next successful attack will cause an extra 3d6 necrotic damage to the target. You regain hit points equal to half of the damage done by the necrotic damage. After the attack, the oil will evaporate.

Intermediate: Greater Vampiric Gel

Your next successful attack will cause an extra 4d6 necrotic damage to the target. You regain hit points equal to half of the damage done by the necrotic damage. After the attack, the oil will evaporate.

Grand Master: Supreme Vampiric Gel

Your next successful attack will cause an extra 5d6 necrotic damage to the target. You regain hit points equal to half of the damage done by the necrotic damage. After the attack, the oil will evaporate.

Void Gel

Casting Time: 1 action

Duration: 1 minute

Type: Injury

When you coat your weapon with this black gel, the blade becomes invisible to the current plane of existence. A voice whispers in your here in an incomprehensible language. You cannot learn this recipe.

Grand Master: Supreme Void Gel

When an attack is successful, the target is banished to a harmless demi-plane for 1 minute. After the attack, the gel slips back into the void where it was spawned from.