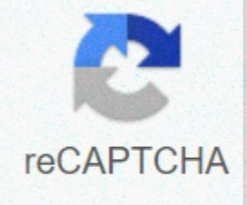




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Dnd 5e restorative ointment

Edit page contents Wonderful item, unusual This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faint of aloe. The jar and contents weigh 1/2 pound. As an action, a dose of ointment can be swallowed or applied to the skin. The creature that receives it recovers 2d8 + 2 Hit Points, ceases to be poisoned, and is cured of any disease. Element Type Fantastic item, unusual This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and contents weigh 1/2 pound. As an action, a dose of ointment can be swallowed or applied to the skin. The creature that receives it recovers 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease. This material is published under OGL Wonderful element, unusual This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and contents weigh 1/2 pound. As an action, a dose of ointment can be swallowed or applied to the skin. The creature that receives it recovers 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease. Back to main page → 5e System Reference Document → Magic Items Page 2 → 5e SRD:Restorative OintmentFilters Hide Transclusions | Hide links | Hide Redirects Following pages link to 5e SRD:Restorative Ointment: Show (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Show (previous 50 | next 50) (20 | 50 | 100 | 250 | 500) Amazing item, uncommon This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and contents weigh 1/2 pound. As an action, a dose of ointment can be swallowed or applied to the skin. The creature that receives it recovers 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease. Page 2 Magical Items are presented in alphabetical order. A magical element description gives the item its name, its category, its rarity, and its magical properties. Next: Sentient Magic Items -> Page 3 Magic Items are retrieved from hoards of conquered monsters or discovered in long - lost vaults. Such elements provide abilities a character can rarely have otherwise, or they complement the owner's abilities in wonderful ways. Page 4 Copyright © DnDCampaignPlanner.com 2019 Wizards of the Coast, Dungeons & Dragons, D&D and their logos are trademarks of Wizards of the Coast LLC in the United States and other countries. © 2019 Wizards. All rights reserved. DnDCampaignPlanner.com is not affiliated, approved, sponsored or specifically approved by Wizards of the Coast LLC. Certain aspects of the website use the 5E SRD OGL content, D&D 5E SRD document But an alchemist set makes sense here. First of all, the creation of magical elements is completely DM's purview. The rules for how it works are few and except for the time it takes and the costs required. If DM allows magic item creation, DMG has this to say ... A character must have a formula that describes the construction of the item to start. The character must also be a spellcaster with spell slots and must be able to throw some formulas that the item can produce. Furthermore, the character must meet a minimum level determined by the rarity of the element, as shown in the Creating Magic Items table. [...] You can decide that specific items also require special materials or locations to be created. For example, a character may need the alchemist's supplies to brew a particular potion, or the formula for a flame tongue may require the weapon to be forged with lava. Where 'You' is DM (Chapter 9) This is further expanded in the optional rules to create a magical element found in *Xanathar's Guide to Everything*: To complete a magical element, a character also needs what tool skills are appropriate, such as to create a non-magical object, or skills in the Arcana skill. XGTE Chapter 2 Thus... DM is encouraged to require a tool skill appropriate to create a similar non-magical element (you can replace Arcana). So, for Restorative (Keightom's) Ointment, you make an ointment. A DM can reasonably assume that in order to produce an everyday ointment, you must either use a Herbalism Kit or an alchemist kit. So, in your case, with DM approval, an Alchemist's Kit makes sense as a tool you might need to create this magic element. But it's entirely up to DM if you're even allowed to try in the first place and if you have to go collect some bizarre exotic ingredients to use as the base for it. This material is published under OGL Restorative Ointment: A jar of this unguent is 3 inches in diameter and 1 inch deep and contains five applications. Placed on a poisoned wound or swallowed, the ointment charges any poison (which neutralizes poison). Used on a sick area, it removes disease (such as distant disease). Rubbed on a wound, the ointment cures 1d8 +5 injury points (which cures light wounds). Weak magic; CL 5th; Craft Wonderful Element, cure light wounds, neutralize poison, remove disease; Price 4000 gp; Weight 1/2 lb. Back to main page → 3.5e Open Game Content → System Reference Document → Magic Items in: Templates, SRD, Equipment and 2 more Edit Share This material is published under OGL Restorative Ointment: A jar of this unguent is 3 inches in diameter and 1 inch deep and contains five programs. Placed on a poisoned wound or swallowed, the ointment charges any poison (which neutralizes poison). Used on a sick area, it removes disease (such as distant disease). Rubbed on a wound, the ointment cures 1d8 +5 injury points (which cures light wounds). Weak magic; CL 5th; Craft Wonderful Element, cure light wounds, neutralize poison, remove disease; 4,000 GPs; Weight 1/2 lb. Back to the main page → System Reference Document → Magic Items Open Game Content This is part of the revised (v.3.5) system reference document. It is covered by Open Game License v1.0a, instead of Creative Commons Attribution Sharealike License. To distinguish it, these items will have this message. If you see a page that contains SRD material and does not display this license statement, contact an administrator so that this license statement can be added. It is our intention to work within this license in good faith. Templates SRD Equipment Magic Item Wonderful elemental content is available under CC-BY-SA unless otherwise stated. Several dungeons and Dragons Wiki Edit Share Salve, wonderful element[1] Keoghtom's ointment was an unguent used to remove toxins and disease, and heal wounds. [1] Many adventurers of Faerûn carried such an ointment. [quote required] Description[edit] The ointment was a magical element named after Keoghtom. [Note 1] The unguent jar was small, about 3 inches (7.6 centimeters) in diameter and 1 inch (2.5 centimeters) deep. One to three jars were often found together. [4] It was a thick mixture that smelled faintly of aloe. [1] Forces[edit] When placed on a poisoned wound, or swallowed, it detoxify toxins and diseases. If rubbed on the body, it healed moderate wounds. [4] For those who could not be cured of restorative spells, either rest or a magical element such as this ointment had to be used. [5] Notable owners[edit] Additions[edit] Notes[edit] Appearances[edit] Trading Cards Dragonfire Video games References[edit] † 1.0 1.1 1.2 1.3 1.4 Mike Mearls, Jeremy Crawford, Christopher Perkins, James Wyatt (2014). *Dungeon Master's Guide* fifth edition. (Wizards of the Coast), p. 179. In 1999, 100,000 people were evicted in 2018. † Gary Gygax (1979). *Dungeon Masters Guide* first edition. (TSR, Inc.), p. 123. In 1999, there were 100,000 people who were discharged in 1990. † Monte Cook, Jonathan Tweet, Skip Williams (July 2003). *Dungeon Master's Guide* v.3.5. (Wizards of the Coast), p. 261. In 1999 there were 100,000 people in 1988. † 4.0 4.1 Gary Gygax (1979). *Dungeon Masters Guide* first edition. (TSR, Inc.), p. 149. In 1999, 100,000 people were wounded in 1990. † John Terra (February 1996). *Warriors and priests of the kingdoms*. Edited by Steven E. Schend. (TSR, Inc). In 1999, there were 100,000 people in 2008. † Ed Greenwood, Sean K. Reynolds, Skip Williams, Rob Heinsoo (June 2001). *Forgot realms campaign setting third edition*. (Wizards of the Coast), p. 126. In 1836 he became 1836–500 000 000. Community content is available under CC-BY-SA unless otherwise stated. Noted.

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