

## RECIPE LIST



Tincture of Larnuma Restores 3 ENDURANCE when used after combat.



Viper's Bite Poison
Deal +2 damage when you
deal damage in combat.
Gone after one combat.



Glow Bottle Emits a bright light comparable to a torch.



Concentrated Acid Can be used to melt locks and possibly other objects.



Antitoxin Cures many poisons and venoms.



Skin Crawler Poison
One round this combat,
ignore all damage dealt
to the Huntress. Gone
after one combat.



Fireseed (Special Item)
Use one (only one) at
the start of combat to
deal 4 damage. Gain 2
when you craft them.

- Potions and Poisons are Backpack Items unless stated otherwise.
- A single Poison can be applied at the start of combat
- Potions/Poisons can be made with Alchemy (You will be told when you can make a Potion/Poison).