

KAZIQUEK'S GUIDE TO ALCHEMY

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PREFACE

Dear reader,

Some sixty years ago, I was an apprentice alchemist in my village in Pangar, when I decided to leave home and enroll at the Great University of Malor to study alchemy. It was there, at the School of Sciences & Medicine, that I learned the art of alchemy, thanks to the amazing Master Zeexmo, who was like a father to me. But it was not until later, when I started adventuring around the world, that I learned the true secrets of the craft. I collected, analyzed and categorized countless new ingredients, I invented and tested many new potions of all kinds and I discovered a few new essence pairs. For some time, I was obsessed with the ultimate task - cheating death. It was the wise Professor Bronse, who showed me the true nature of immortality, which does not reside in the flesh, but in the text. My alchemist's notepad was not in any shape to be published, so I embarked on a lifelong project to write the first ever comprehensive guide to alchemy.

Let this book serve you well, and I hope this knowledge will be used for good.

Kaziquek Peacegiver
Master Alchemist

Published in Elmark, Temple of Telech
Year 351, Time of Blood

Written by Jan Kolmas and Andrew Crouch. Version 1.0

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To Noxart and Trixmtink, who gave my life a meaning.

PRINCIPLES AND METHODS

First, alchemy is entirely different from magic. While magic is based on controlling the world around us and the beings in it using one's mind, alchemy is about transforming matter, living and inorganic alike. It is the craft of mixing the correct ingredients to create concoctions, which can be used by anybody.

The basic principle lies in the concept of *essences*. Objects around us - plants, minerals, animals, etc. each contain a mix of essences. The essences define the nature of these objects. However, not all objects are suitable for use in alchemy. Everyday objects usually contain too many essences, which are too diluted and difficult to separate due to their number. Objects where certain essences stand out in concentration over others are called *ingredients*. Ingredients usually contain three main essences and a trace amount of others. By combining ingredients with the same essence, an alchemist can create a potion with an extraordinary effect while minimizing the side effects. The essences the alchemist desires for a particular effect are called *active essences*, while all others that may be present are called *parasitic essences*. The latter are the cause of unwanted side effects.

Essences always come in pairs of opposites, like earth/lightness, pain/numbness, focus/relaxation. Every essence has its complement, though it is not unlikely that one essence is much rarer than its opposite.

Any alchemist's creation is generally referred to as a potion or a concoction. Each potion consists of a *base* and *ingredients*, *essences* and optionally a *reference* or a *fuse*. A potion doesn't have to be liquid; its state depends on the base. The color of the potion comes from the ingredients used, and a skilled alchemist can tell the type of potion just from the color.

The *base* determines how the potion will be prepared and how it will be used. There are five bases commonly used in alchemy: water for brewing, fat for melting, clay for kneading, alcohol for distilling and water vapor for vaporizing. The individual methods are described in the next chapter.

Ingredients contain the essences that the alchemist is seeking to extract. For a single-use potion, 3 ounces of each ingredient are required. There are

also substances called *exotic ingredients*, which are discussed later.

The *essences* are what gives a potion its power. Most potions have one to three active essences. Depending on the ingredients used, the potion will also be riddled with parasitic essences responsible for side effects.

When a *reference* is required by the recipe, it is added to the potion at the last stage of preparation, so that it does not release any essences. When the potion is finished, add the reference to the potion while it's still hot. It is also possible to create an "anonymous" potion without a reference, and add it later while reheating the potion. References are most common in transmutation potions, of which the most famous (or infamous) is *New Identity*, which requires a body part (for example a hair or a nail) of the target person as reference.

A *fuse* is a substance, which is added to the potion after it has been finished and cooled, and serves as a trigger for potions that require external activation. Fuses are an important part of plastics, but they can be used for other types of potions as well. The most common fuse substances are: saliva for airfuse, ice for firefuse, dust for earthfuse and chalk for waterfuse. The activation can then come from air (sound, wind), fire (flame, light), earth (impact) or water (liquid, moisture), depending on the fusing substance. Since the fuse is to be added to a cold potion, it is possible to prepare a "latent" concoction and fuse it later at any time.

There are five main methods of preparing potions, each suited for one of the five bases. The methods are explained here, listed in order of increasing complexity.

Some tips:

1. It is common to all methods that increased time of preparation leads to potions of greater effect, though the marginal gain tapers off exponentially slower, which is reflected in the recommended time of preparation.
2. The alchemist can also control the duration of the potion (if the effect is not instant): potions prepared at lower heat last longer, but they require a longer time to prepare. There

is a direct proportionality between the two times, meaning that doubling the preparation will double the duration. This does not apply in reduction of both times, as increasing the heat beyond the recommended level can be dangerous.

3. In order to create potions with an delayed effect, salt is often added to the mix in proportion to the delay required. This can, however, make the potions very disgusting, if meant to be consumed, or itchy, if meant to be applied on the skin.
4. Multi-effect potions can be created by mixing already prepared, cooled potions. Such potions will have the combined effect of the main effects and side effects of the constituent potions. The essences will not interfere with each other as they have been bound to the base in the cooling process. (It is possible, though not practically used, to unbind the essences by re-heating the potion.)

BREWING

Brewing is the simplest way of preparing potions. The base is water, and the potions thus made are called *brews*. Brews' effects are applied by drinking them. The ingredients are shredded and tossed into a cauldron with water and brewed, until most of the water evaporates. The rest is then sifted through a filter and poured into a flask.

This is a good method for making potions on the go with minimal equipment, as all that is needed is a knife, a cauldron, a filter and a flask. The downside is that brews tend to be relatively weak compared to other potion types, as essences cannot be completely extracted from each ingredient, and the only way to suppress side effects is to find ingredients with opposite parasitic essences, so that they cancel each other.

MELTING

Melting is used to prepare *lotions*, also called *oils* or *creams*. Lotions can be based on any kind of fat (animal or vegetable), and are in general applied directly to the skin. To prepare a lotion, the alchemist first shreds the ingredients and adds them to a wide pan with boiling fat. After the required

melting time is over, the mixture is sifted in a way similar to brewing, and, while still hot, poured into a wooden or metal box.

Melting is also an easy way of making potions. A wide pan is needed instead of the cauldron to provide more surface area, along with a filter and a small metal or wooden box. Lotions are preferred over brews when localized effects are required, such as when healing a particular wound.

KNEADING

Kneading is a way to craft *plastics*. These are most commonly used as explosives, but they have other uses as well. Preparing plastics requires an oven. It doesn't have to be sophisticated, but it is important that the clay, which forms the base of plastics, is well-heated throughout its volume. The alchemist shreds the ingredients and kneads them into the clay. Then, after several iterations of kneading and baking the clay is left to cool.

It is extremely important that only heat is applied to the clay and that flames are kept away. If the plastic catches on fire, it could have grave consequences, especially when making explosives.

Plastics are always fused, so that they can be activated when needed. This could be done by exposure to fire, water, earth or air. Examples include flame (fire) or impact (earth) activated explosives, air or water activated traps and other devices.

VAPORIZING

In a way, vaporizing is an extension of brewing, which produces *gases*. It requires more sophisticated tools: a cauldron with a sealing lid, and a copper pressure vessel with valves on both sides. These are usually present in a well-equipped alchemy lab, and minimal versions of them also exist for vaporizing on the road. Vaporizing is set up in the same way as brewing, but the mixture is allowed to boil off completely and the vapor is collected in the pressure vessel in the following way: Both valves are open and vapor is allowed to escape until the mix is in a state of brew. Then, the outer valve is closed. When the entire content of the sealed cauldron evaporates, the inner valve is closed as well and the essences are therefore captured in the air vessel. Finally, the contents



of the vessel are transferred into a specialized air-tight flask through the outer valve.

Vaporizing provides better purity and stronger effect than brewing. The user can either directly inhale the contents, or the flask can be shattered on the ground to achieve a splash effect, affecting all creatures in the vicinity. Therefore, gases are often used to boost a group, or to force a potion on someone who is not able or willing to drink a brew.

DISTILLING

Distillation is the most advanced technique of alchemy. Its purpose is to extract the essences in their purest form and then turn them into *elixirs* with a specific effect. The effects of elixirs are strong, direct and without major side effects. Distilling requires expensive glassware, available in some alchemy labs. The methodology extends the process of vaporizing. After sealing the vaporized essences in the pressure vessel, the collected vapor is then slowly condensed using a water bath, and the essences are separated from water, since the essences condense first. Raw essences are volatile, so they are distilled into a vial of alcohol (any hard liquor will do) to keep them bound.

The volume of raw essence extracted from a mix of ingredients is very small, but the effect is so large that a small vial is usually used to contain elixirs. Besides, drinking large amounts of strong alcohol would lead to side effects on its own.

ESSENCES

The table below contains the currently known essences, each with its opposite essence as well as the ingredients known to me to contain each given essence. I found this table very useful when improvising potions, by finding a replacement ingredient for one that I was missing. The ingredients are categorized in more detail in the next chapter. When inventing your own potions, keep in mind that the essences can manifest themselves in multiple ways, for example air can manifest itself as wind, sound or even lightning. Students often ask me about the "elemental essences". Does water contain water essence? Does air contain the air essence? My answer is, go to the lab and try it yourself. You will find that substances like these indeed contain the elemental essences, but they also contain a plethora of other essences, and therefore cannot be used as ingredients. That is why water essence is not manifested in every brew just because of using water as a base.

Essence	Opposite	Ingredients containing the essence
Air	Silence	bird feather, dragonfly wings, mineral water, fly, gunpowder, lung, mineral water
Anger	Compassion	bee, heart, ivy, magnesium, sour powder, newt tail, vinegar
Antidote	Toxin	charcoal, gold powder, blue powder, sour powder, snake tail
Beauty	Repulsion	willow bark, daisy, mountain flowers, foxglove, chameleon skin
Bravery	Fear	bile, bone, lizard tail, gold powder
Chaos	Order	ash, dust, bird feathers, gall bladder, milk, mercury, oil, sour powder, snakeweed root, sulfur, stomach, chameleon skin
Cold	Fire	ash, ice, intestine, mint, magnesium, stalactite
Compassion	Anger	brain, kidney, sage, fish scale, tears
Death	Life	green powder, stalactite, swamp water
Disgust	Taste	eye, feces, intestine, phlegm, toadstool
Dryness	Water	algerita berries, charcoal, chalk, lamb's ear, oil, pepper, phosphorus, tea leaves
Earth	Lightness	copper, gunpowder, horn, ocotillo root, rosemary, maple seed, stalactite, angelica root, yellow root
Fear	Bravery	betony, millipede, rust, seaweed, turtle shell
Fire	Cold	ant, alcohol, charcoal, cinnamon, devil's mushroom, eye, mountain flowers, gunpowder, gall bladder, lung, chili powder, sap, sulfur, phosphorus, skin, dragonfly wings
Flexibility	Rigidity	copper, leech, slime, spider silk
Focus	Relaxation	chalk, ink, millipede, blue powder, sage, turtle shell, tea leaves
Growth	Sterility	blueberry, brain, ear, feces, intestine, lichen, phlegm, slime
Hallucination	Sense	hemp, cave mushrooms, poppy, fish scale
Halting	Healing	alcohol, ash, blackberry, ice, mint, vinegar
Happiness	Sadness	daisy, mountain flowers, hemp, cave mushrooms
Hatred	Love	bile, fly, saliva, snake tail
Healing	Halting	algerita berries, blood, betony, willow bark, cinnamon, gall bladder, leech, mercury, nettle, ocotillo root, frog poison, snake poison, sap, maple seeds, newt tail, yolk, yellow root, yucca root
Hunger	Laxative	snakeweed root, sugar, saliva, stomach, tongue, tooth, watercress
Laxative	Hunger	blueberry, lung, mineral water
Life	Death	blood, phosphorus, snail shell, yolk
Lightness	Earth	bee, dust, spider eye, bird feathers, fly, cave mushrooms, snail shell, butterfly wings, mineral water
Love	Hatred	daisy, heart, frog poison, stomach, tears

Lust	Satisfaction	oil, chili powder, gold powder, watercress
Numbness	Pain	willow bark, chamomile, ice, poppy, sweet-amber plant, newt tail, valerian
Order	Chaos	brain, garlic, honeycomb, ink, lamb's ear, moss, rust, seaweed, vinegar
Pain	Numbness	ant, bee, bone, ivy, lichen, nettle, pepper, tears
Relaxation	Focus	cinnamon, hemp, kidney, moss, milk, snake poison, tobacco, tin, valerian
Repulsion	Beauty	feces, garlic, millipede, sulfur
Rigidity	Flexibility	algerita berries, betony, bone, chalk, honeycomb, horn, fish scale, tooth, angelica root
Sadness	Happiness	bile, horn, lizard tail
Satisfaction	Lust	green powder, sugar, tea leaves, valerian, yucca root
Sense	Hallucination	ant, ear, eye, spider eye, sage, tongue
Silence	Air	magnesium, green powder, saliva, chameleon skin, tobacco
Slowness	Speed	honeycomb, leech, moss, poppy, rosemary, snail shell, turtle shell, tin, yellow root
Smoothness	Stickiness	blueberry, dust, ear, lamb's ear, skin, yolk
Speed	Slowness	snake tail, lizard tail, dragonfly wings
Sterility	Growth	garlic, heart, blue mold, rosemary, snakeweed root, skin, yucca root
Stickiness	Smoothness	blackberry, phlegm, spider silk, sap, slime
Strength	Weakness	blood, copper, milk, spider silk, sugar, tooth
Taste	Disgust	blackberry, chamomile, foxglove, pepper, chili powder, sweet-amber plant, tongue
Toxin	Antidote	alcohol, devil's mushroom, spider eye, foxglove, blue mold, mercury, frog poison, snake poison, tobacco, toadstool, tin, swamp water
Water	Dryness	ivy, ink, kidney, blue mold, mint, nettle, ocotillo root, blue powder, rust, maple seed, seaweed, watercress
Weakness	Strength	lichen, toadstool

INGREDIENTS

Basic ingredients such as various plants, minerals and animal or humanoid body parts serve to brew standard potions described in the List of Potions. These are called *basic ingredients* to distinguish them from *exotic ingredients*. These are substances which are not yet fully understood, but through experimentation it was found that they can greatly improve the effects of standard potions. See the description of a standard potion for the potential improved effects. Unless specified otherwise, these ingredients are added to the mix at the same time as basic ingredients.

BASIC INGREDIENTS BY CATEGORY

PLANTS

Angelica root	rigidity, water, earth
Betony	healing, fear, rigidity
Blue mold	toxin, water, sterility
Candlewood root	healing, water, earth
Cave shrooms	hallucination, happiness, lightness
Chamomile	taste, numbness, healing
Daisy	beauty, love, happiness
Devil's mushroom	fire, toxin, speed
Digitalis	toxin, taste, beauty
Hemp	happiness, hallucination, relaxation
Ivy	pain, anger, water
Lamb's ear leaf	smoothness, order, dryness
Lichen	weakness, growth, pain
Maple seeds	water, earth, healing
Mint	cold, halting, water
Moss	slowness, order, relaxation
Nettle	pain, healing, water
Pepper	dryness, taste, pain
Poppy seed	numbness, hallucination, slowness
Rosemary	sterility, earth, slowness
Seaweed	fear, order, water
Sage	senses, focus, compassion
Sap	stickiness, healing, fire
Snakeweed root	hunger, sterility, chaos
Sweet-amber plant	numbness, taste, healing
Tea leaves	focus, dryness, satisfaction
Toadstool	toxin, disgust, weakness
Tobacco leaves	silence, toxin, relaxation
Valerian	relaxation, numbness, satisfaction
Watercress	hunger, lust, water
Willow bark	beauty, numbness, healing
Yellow root	healing, slowness, earth
Yucca root	sterility, satisfaction, healing

INORGANIC

Ash	halting, cold, chaos
Blue powder	focus, antidote, water
Chalk	dryness, rigidity, focus
Charcoal	fire, dryness, antidote
Copper powder	strength, earth, flexibility
Dust	lightness, chaos, smoothness
Gold powder	antidote, lust, bravery
Green powder	silence, satisfaction, death
Ink	focus, water, order
Magnesium powder	anger, silence, cold
Mercury	chaos, toxin, healing
Mineral water	air, lightness, laxative
Phosphorus	dryness, fire, life
Rust	chaos, fear, pain
Sour powder	anger, chaos, antidote
Stalactite	earth, cold, death
Sulfur	fire, chaos, repulsion
Swamp water	toxin, laxative, death
Tin powder	relaxation, slowness, toxin

FOODSTUFFS

Blackberry	taste, halting, stickiness
Blueberry	growth, laxative, smoothness
Desert berries	healing, dryness, rigidity
Garlic	order, sterility, repulsion
Lingonberry	cold, numbness, halting
Milk	relaxation, strength, chaos
Oil	chaos, lust, dryness
Sugar	satisfaction, strength, hunger
Vinegar	halting, order, anger
Yolk	healing, life, smoothness

ANIMAL PARTS

Ant	fire, pain, senses
Bee	pain, anger, lightness
Bird feather	lightness, chaos, air
Butterfly wings	lightness, beauty, lust
Chameleon skin	chaos, beauty, silence
Dragonfly wings	speed, air, fire
Fish scale	compassion, hallucination, rigidity
Fly	lightness, air, hatred
Frog poison	toxin, love, healing
Honeycomb	order, slowness, rigidity
horn	rigidity, earth, sadness
Lizard tail	bravery, sadness, speed
Leech	flexibility, healing, slowness
Millipede	repulsion, fear, focus
Newt tail	healing, numbness, anger
Slime	growth, stickiness, flexibility

Snail shell	slowness, lightness, life
Snake tail	speed, antidote, hatred
Snake poison	toxin, healing, relaxation
Spider eyes	toxin, senses, lightness
Spider legs	antidote, repulsion, fear
Spider silk	strength, stickiness, flexibility
Turtle shell	slowness, focus, fear
Unicorn horn	life, antidote, love

HUMANOID BODY PARTS

Bile	bravery, sadness, hatred
Blood	healing, life, strength
Bone powder	bravery, rigidity, pain
Brain	order, compassion, growth
Ear	sense, smoothness, growth
Eye	sense, disgust, fire
Feces	disgust, growth, repulsion
Gall	chaos, fire, healing
Heart	love, anger, sterility
Intestine	disgust, growth, cold
Kidney	water, compassion, relaxation
Lung	air, fire, laxative
Phlegm	growth, stickiness, disgust
Saliva	silence, hunger, hatred
Skin	smoothness, sterility, fire
Stomach	hunger, love, chaos
Tears	love, compassion, pain
Tongue	taste, senses, hunger
Tooth	strength, rigidity, hunger

BASIC INGREDIENTS BY NAME

Angelica root	rigidity, water, earth
Ant	fire, pain, senses
Fish scale	compassion, hallucination, rigidity
Ash	halting, cold, chaos
Bee	pain, anger, lightness
Betony	healing, fear, rigidity
Bile	bravery, sadness, hatred
Bird feather	lightness, chaos, air
Blackberry	taste, halting, stickiness
Blood	healing, life, strength
Blue mold	toxin, water, sterility
Blue powder	focus, antidote, water
Blueberry	growth, laxative, smoothness
Bone powder	bravery, rigidity, pain
Brain	order, compassion, growth
Butterfly wings	lightness, beauty
Candlewood root	healing, water, earth
Cave shrooms	hallucination, happiness, lightness
Chalk	dryness, rigidity, focus

Chamomile	taste, numbness, healing
Chameleon skin	chaos, beauty, silence
Charcoal	fire, dryness, antidote
Copper powder	strength, earth, flexibility
Daisy	beauty, love, happiness
Desert berries	healing, dryness, rigidity
Devil's mushroom	fire, toxin, speed
Digitalis	toxin, taste, beauty
Dragonfly wings	speed, air, fire
Dust	lightness, chaos, smoothness
Ear	sense, smoothness, growth
Eye	sense, disgust, fire
Feces	disgust, growth, repulsion
Fly	lightness, air, hatred
Frog poison	toxin, love, healing
Gall	chaos, fire, healing
Gold powder	antidote, lust, bravery
Garlic	order, sterility, repulsion
Green powder	silence, satisfaction, death
Heart	love, anger, sterility
Hemp	happiness, hallucination, relaxation
Honeycomb	order, slowness, rigidity
Horn	rigidity, earth, sadness
Lingonberry	cold, numbness, halting
Ink	focus, water, order
Intestine	disgust, growth, cold
Ivy	pain, anger, water
Kidney	water, compassion, relaxation
Lamb's ear leaf	smoothness, order, dryness
Lichen	weakness, growth, pain
Lizard tail	bravery, sadness, speed
Leech	flexibility, healing, slowness
Lung	air, fire, laxative
Magnesium powder	anger, silence, cold
Maple seeds	water, earth, healing
Mercury	chaos, toxin, healing
Mineral water	air, lightness, laxative
Millipede	repulsion, fear, focus
Milk	relaxation, strength, chaos
Mint	cold, halting, water
Moss	slowness, order, relaxation
Nettle	pain, healing, water
Newt tail	healing, numbness, anger
Oil	chaos, lust, dryness
Pepper	dryness, taste, pain
Phlegm	growth, stickiness, disgust
Phosphorus	dryness, fire, life
Poppy seed	numbness, hallucination, slowness
Rosemary	sterility, earth, slowness
Rust	chaos, fear, pain
Seaweed	fear, order, water
Sage	senses, focus, compassion
Saliva	silence, hunger, hatred
Sap	stickiness, healing, fire




Skin	smoothness, sterility, fire
Slime	growth, stickiness, flexibility
Snail shell	slowness, lightness, life
Snake tail	speed, antidote, hatred
Snake poison	toxin, healing, relaxation
Snakeweed root	hunger, sterility, chaos
Sour powder	anger, chaos, antidote
Spider eyes	toxin, senses, lightness
Spider silk	strength, stickiness, flexibility
Stalactite	earth, cold, death
Stomach	hunger, love, chaos
Sugar	satisfaction, strength, hunger
Sulfur	fire, chaos, repulsion
Swamp water	toxin, laxative, death
Sweet-amber plant	numbness, taste, healing
Tea leaves	focus, dryness, satisfaction
Tears	love, compassion, pain
Tin	relaxation, slowness, toxin
Toadstool	toxin, disgust, weakness
Tobacco leaves	silence, toxin, relaxation
Tongue	taste, senses, hunger
Tooth	strength, rigidity, hunger
Turtle shell	slowness, focus, fear
Unicorn horn	life, antidote, love
Valerian	relaxation, numbness, satisfaction
Vinegar	halting, order, anger
Watercress	hunger, lust, water
Willow bark	beauty, numbness, healing
Yellow root	healing, slowness, earth
Yolk	healing, life, smoothness
Yucca root	sterility, satisfaction, healing

EXOTIC INGREDIENTS

Aboleth brain	Using as brain in Truth Serum creates Detective Serum
Ankheg acid	Adding to Alchemist's Bile creates Alchemist's Tears
Babau eye	Adding to Laughing Gas creates Weakening Gas
Banderhobb hide	Using instead of owl eye in Sensorium creates Hunter's Senses
Barbed devil hide	Adding to Thick Skin creates Spiky Skin
Barlgura fur	Adding to Acrobat's Ale creates Demonic Ale
Basilisk eye	Adding to Healing Lotion creates Basilisk Lotion
Bearded devil beard	Adding to Arrow Poison creates Infernal Poison
Beholder eye	Adding to Night Owl creates Beholder Vision
Black pudding goo	Using as slime in Jailbreak creates Total Jailbreak
Boggle oil	Using as slime in Gecko's Gift creates Boggle's Gift
Bone devil bone	Adding to Black Oil creates Monster Oil
Bulette shell	Using as bone powder in Thick Skin creates Thick Shell
Carrion crawler poison	Adding to Paralyzer creates Immobilizer
Catoblepas rectum	Using instead of toadstool in Mushroom Poison creates Grotesque Poison
Centaur hoof	Using as horn in Cast creates Iron Cast
Chain devil nose	Adding to Double Identity creates Fluid Identity
Chasme proboscis	Adding to Paralyzer creates Immobilizer

Chimera tail
 Cloaker skin
 Cockatrice beak
 Couatl scale
 Dao powder
 Darkmantle ink sack
 Deep scion vocal chords
 Deva skin
 Displacer beast hide
 Djinni breeze
 Doppelganger skin
 Dragon turtle shell
 Dragon scale
 Dretch rectum
 Drider venom
 Dryad skin
 Efreeti smoke
 Erinyes feather
 Faerie dragon stomach
 Flail snail shell
 Flumph eyestalk
 Fomorian eye
 Gelatinous cube goo
 Ghast tongue
 Ghoull tongue
 Gibbering moulder spittle
 Glabrezu thumb
 Gorgon rust
 Goristro snout
 Gray ooze goo
 Grell tentacle
 Griffon beak
 Harpy vocal chords
 Gorgon rust
 Hell hound fur
 Hezrou stomach
 Horned devil tail
 Hydra fang
 Ice devil carapace
 Incubus tail
 Ki-rin blood
 Kraken eye
 Lamia tail
 Manticore spike
 Marid water
 Marilith tail
 Medusa snake hair
 Mimic skin
 Mind flayer tentacle
 Morkoth eye
 Mummy wrappings
 Naga tongue
 Nalfeshnee feather
 Neothelid slime

Adding to **Black Oil** creates **Monster Oil**
 Using as skin in **Chameleon's Gift** creates **Cloaker's Gift**
 When added during preparation, makes any potion done instantly
 Adding to **Gas of Intelligence** creates **Day of Intelligence**
 Using as horn in **Cast** creates **Iron Cast**
 Adding to **Smokescreen** creates **Blackscreen**
 Using as reference in **Voice Swap** creates **Psychic Voice**
 Using as skin in **Beauty Cream** creates **Angelic Cream**
 Adding to **Invisibility Lotion** creates **Displacer Lotion**
 Adding to **Graceful Exit** creates **Masterful Exit**
 Using as reference in **New Identity** creates **Any Identity**
 Using as bone powder in **Thick Skin** creates **Thick Shell**
 Cancels the side effects of any potion
 Adding to **Stinky Ammo** creates **Nasty Ammo**
 Using as frog poison in **Arrow poison** creates **Stinger Poison**
 Using instead of tears in **Jailbreak** creates **Tree Strider**
 Adding to **Firebreath** creates **Hellbreath**
 Adding to **Beauty Cream** creates **Enchanting Cream**
 Adding to **Gas of Confusion** creates **Gas of Delirium**
 Using as bone powder in **Thick Skin** creates **Reflective Skin**
 Adding to **Sensorium** creates **Sixth Sensorium**
 Adding to **Black Oil** creates **Cursed Oil**
 Using as slime in **Jailbreak** creates **Total Jailbreak**
 Adding to **Paralyzer** creates **Prolonged Paralyzer**
 Adding to **Paralyzer** creates **Prolonged Paralyzer**
 Acts as a Flash potion on impact when thrown.
 Adding to **Black Oil** creates **Monster Oil**
 Adding to **Paralyzer** creates **Petrifier**
 Adding to **Gas of Intelligence** creates **Maze Runner**
 Using as slime in **Jailbreak** creates **Total Jailbreak**
 Adding to **Paralyzer** creates **Prolonged Paralyzer**
 When added during preparation, makes any potion done instantly
 Using as reference in **Swap voice** creates **Enchanting Voice**
 Using instead of honeycomb in **Paralyzer** creates **Petrifier**
 Adding to **Neva's Touch** creates **Neva's Embrace**
 Adding to **Stinky Ammo** creates **Nasty Ammo**
 Adding to **Arrow Poison** creates **Bleeding Poison**
 Using as tooth in **Thick Skin** creates **Hydra Skin**
 Adding to **Neva's Touch** or **Oktan's Touch** creates **Icy Hot Cream**
 Using as reference in **Elixir of Love** creates **Elixir of Lust**
 Can substitute one missing ingredient in any potion
 Adding to **Firebreath** creates **Lightning breath**
 Adding to **Sensorium** creates **Desensorium**
 Adding to **Black Oil** creates **Monster Oil**
 Adding to **Blessing of Nikovil** creates **Marid's Blessing**
 Adding to **Black Oil** creates **Monster Oil**
 Using as snake tail in **Time Warp** creates **Time Jump**
 Using as reference in **New Identity** creates **No Identity**
 Adding to **Sensorium** creates **Sixth Sensorium**
 Using instead of bone powder in **Thick Skin** creates **Reflective Skin**
 Adding to **Preservative Fluid** creates **Evergreen Preservation**
 Using as tongue in **Sensorium** creates **Supersensorium**
 Adding to **Flash** creates **Flash Scare**
 Adding to **Alchemist's Bile** creates **Alchemist's Tears**

Nightmare skin
Nothic eye
Ochre jelly goo
Otyugh tentacle
Owlbear beak
Pegasus feather
Peryton heart
Pit fiend hide
Planetar feather
Quickling dust
Rakhshasa hand
Remorhaz stomach
Rust monster antenna
Shambling mound root-stem

Solar blood
Sphinx feather
Spined devil tail spine
Succubus tail
Tarrasque carapace
Troglodyte skin
Troll hide
Umber hulk eye
Unicorn blood
Vampire fang
Vrock tongue
Wood woad bark
Wyvern stinger
Yeti fur
Yochlol goo

Adding to **Neva's Touch** creates **Neva's Embrace**
Adding to **Sensorium** creates **Sixth Sensorium**
Using as slime in **Jailbreak** creates **Total Jailbreak**
Using instead of toadstool in **Mushroom Poison** creates **Grotesque Poison**
Using as bone powder in **Berserker Potion** creates **Liquid Rage**
Using as feather in **Acrobat's Ale** creates **Angelic Ale**
When added during preparation, makes any potion done instantly
Adding to **Beauty Cream** creates **Fiendish Cream**
Using as feather in **Acrobat's ale** creates **Angelic Ale**
Using instead of dragonfly wings in **Time Warp** creates **Time Twist**
Using as reference in **New Identity** creates **Any Identity**
Adding to **Neva's Touch** or **Oktan's Touch** creates **Icy Hot Cream**
Adding to **Alchemist's Bile** creates **Alchemist's Tears**
Using instead of charcoal powder in **Oktan's Touch** or instead of lingonberry in **Neva's Touch** creates **Traas' Touch**
Using as blood in **Healing Lotion** creates **Hyper Lotion**
Adding to **Gas of Intelligence** creates **Day of Intelligence**
Adding to **Fireclay** creates **Blastclay**
Using as reference in **Elixir of Love** creates **Elixir of Lust**
Using as bone powder in **Thick Skin** creates **Reflective Skin**
Using as chameleon skin in **Chameleon's Gift** creates **Troglodyte's Gift**
Adding to **Potion of Regeneration** creates **Troll Regeneration**
Adding to **Gas of Confusion** creates **Gas of Delirium**
Unicorn blood is equivalent to the **Elixir of Life**
Adding to **Paralyzer** creates **Immobilizer**
Using as tongue in **Sensorium** creates **Supersensorium**
Adding to **Potion of Regeneration** creates **Root Regeneration**
Using as frog poison in **Arrow poison** creates **Stinger Poison**
When added during preparation, it doubles the duration of the potion
Adding to **Paralyzer** creates **Immobilizer**

LIST OF POTIONS

There are some commonly used as well as more rare potions, but there is no limit to creativity and innovation. For each potion, I list the color of the potion, the approximate time of preparation, relative difficulty in standard University rating ¹, as well as the required ingredients. When short on ingredients, it is possible to use a different ingredient than listed, given that it contains the same active essence. The difficulty increases by 1 for each improvised ingredient. If a special potion can be made from the standard potion using an exotic ingredient, the name and effect of such special potions are shown in **bold**.

BOOSTERS

ACROBAT'S ALE

Method: brewing
Difficulty: 11
Color: clear
Preparation: 30 min
Duration: 30 min
Essences: lightness, flexibility
Ingredients: mineral water, bird feather, spider silk

Useful for overcoming tall obstacles and softening falls, but also for dancing and acrobatics. The creature gains advantage on all Acrobatics and Performance checks, as well as any Athletics checks made to climb.

Side effects: memory lapses. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature forgets all events of the 30 minutes prior to the consumption of this brew for the duration of this potion.

Angelic Ale makes you grow wings and be able to fly for the duration of the potion. You gain a flying speed equal to your walking speed.

¹To determine if the potion was created successfully, roll an alchemy check, which consists of your intelligence bonus plus proficiency bonus in alchemist supplies. To succeed, the roll must be equal or higher than the potion difficulty. In case of failure, the time and ingredients are lost.

Demonic Ale triples your jump distance for the duration, in addition to its other effects.

BEAUTY CREAM

Method: melting
Difficulty: 14
Color: white
Preparation: 30 min
Duration: 8 hours
Essences: beauty, smoothness
Ingredients: butterfly wings, daisy, skin

Smooths skin, hides scars, freckles and other irregularities on applied areas. The creature gains advantage on all Charisma checks for the duration.

Side effects: Lightheaded feeling. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature gains disadvantage on all Intelligence checks for an hour.

Angelic Cream additionally provides the benefit of the *protection from evil and good* spell for the duration.

Enchanting Cream additionally doubles the user's proficiency bonus for all Charisma checks with which the user is already proficient. This benefit does not stack with other similar benefits, such as the Expertise class feature.

Fiendish Cream additionally allows the user to magically contort their face as an action, causing any creature hostile to the user within 20 feet to make a DC 15 Wisdom saving throw. On a failed save, the creature is frightened until the start of the user's next turn. If a creature's saving throw is successful, the creature is immune to this effect for the next 24 hours.

BERSERK POTION

Method: brewing
Difficulty: 11
Color: orange
Preparation: 15 min
Duration: 30 min
Essences: numbness, bravery
Ingredients: bile, newt tail, bone powder

The ultimate brew for a warrior. Removes the ability to feel pain, as well as any fears. Nevertheless, it does not remove the consequences of the user's actions. For the duration, the creature is immune to the fear effect. In addition, the creature cannot lose hit points or temporary hit points for the duration, but the damage is still tracked (by the DM). At the end of the duration, the creature takes damage equal to the accumulated damage, but all at once; the rules of falling below 0 hit points to the negative equivalent of the creature's maximum hit points still apply. Damage taken in this way cannot be reduced or negated in any way.

Side effects: possibility of severe injuries due to inability to feel pain.

Liquid Rage has the effect that at the end of the duration, the creature takes damage equal only to half of the accumulated damage.

BLESSING OF NIKOVIL

Method: brewing
Difficulty: 14
Color: white
Preparation: 120 min
Duration: 1 hour
Essences: dryness, air
Ingredients: lung, chalk, phosphorus

Named after the Avenian goddess of rain and ocean, Nikovil, this potion allows the user to breathe underwater. This potion grants the user underwater breathing ability, as if under the effect of the *water breathing* spell, for the duration of the potion.

Side effects: Joint ache. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, if the creature does not take a short or long rest within 4 hours, their speed is halved and they gain disadvantage on all ability checks, saving throws, and attack rolls until the next short or long rest.

Marid's Blessing bestows the user with the additional ability to move on submerged land in a same way as on dry land. It also doubles swimming speed when the user decides to swim.

BLESSING OF QUAROS

Method: brewing
Difficulty: 11
Color: red
Preparation: 15 min
Duration: 8 hours
Essences: strength, numbness
Ingredients: blood, sugar, sweet-amber plant

Named after the Avenian god of strength and war, Quaros, this potion increases the user's physical strength and masks their fatigue. For the duration, the affected creature doubles its carrying capacity, adds 1d4 damage to its melee attacks, gets advantage on all Strength checks, and ignores one of its levels of exhaustion (although this does not remove the level).

Side effects: lightheadedness, hunger. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature gains disadvantage on all Intelligence checks and saving throws for the duration. If no food is consumed within an hour of drinking this brew, the creature gains a level of exhaustion.

BLESSING OF SALERA

Method: brewing
Difficulty: 14
Color: blue
Preparation: 30 min
Duration: 8 hours
Essences: growth, life
Ingredients: blueberry, yolk, blood

Named after the Avenian goddess of home and family, Salera, this potion increases the chances of conception, even in a sterile woman. Any check made regarding conception is done with advantage.

Side effects: low immunity. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature gains disadvantage on all Constitution saving throws against disease for the next

hour.

ELIXIR OF LUCK

Method: distilling
Difficulty: 17
Color: gold
Preparation: 1 hour
Duration: 1 hour
Essences: chaos, smoothness
Ingredients: mercury, dust, skin

Grants exceptional luck. Often used as an excuse when contesting a loss in games. For the duration, the user gains the Lucky feat.

Side effects: mild poisoning. At the end of the duration, the creature who drinks this makes a DC 20 Constitution saving throw. On a success, no side effects occur. On a failure, the creature takes 2d4 poison damage.

GAS OF INTELLIGENCE

Method: vaporizing
Difficulty: 17
Color: blue
Preparation: 30 min
Duration: 30 min
Essences: focus
Ingredients: ink, blue powder, tea leaves

Mistakenly thought to directly increase the user's intelligence, it instead brings intense mental focus which can make it appear so. Banned from university exams. For the duration, the creature that inhales this gas gains advantage on all Intelligence checks.

Side effects: swelling of joints. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature takes 1d4 necrotic damage each time they take the Dash action for the duration.

Day of Intelligence extends the vapor's duration is to 8 hours, and the user also gains the benefit of a *mind blank* spell for the duration.

Maze Runner has the additional effect of allowing the user to perfectly recall any path it has traveled, automatically succeeding against effects such as the *maze* spell.

KICKER

Method: distilling
Difficulty: 17
Color: yellow
Preparation: 60 min
Duration: 2 hours
Essences: focus, pain
Ingredients: tea, sage, nettle

Pouring it into the mouth of an unconscious or heavily injured person can keep them going until the effect wears off. An unconscious creature with 0 hit points who drinks this comes back to consciousness with 1 hit point and 9 temporary hit points; any other creature who drinks this receives 10 temporary hit points. Any hit points and temporary hit points gained from this elixir are lost at the end of its duration.

Side effects: hunger. The creature who drinks this makes a DC 20 Constitution saving throw. On a success, no side effects occur. On a failure, the creature receives a temporary level of exhaustion, which is removed once the creature eats something.

NEVA'S TOUCH

Method: melting
Difficulty: 11
Color: gray
Preparation: 15 min
Duration: 4 hours
Essences: cold
Ingredients: lingonberry, mint, ash

Named after Avenian spirits of glaciers, this lotion grants resistance to heat. Can be applied on clothing. The creature gains resistance to fire damage and does not suffer the effects of extreme heat for the duration.

Side effects: numbness. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature gains disadvantage on all Dexterity checks and saving throws, as well as all attack rolls using Dexterity and Perception checks involving touch, for the next hour.

Icy Hot Cream combines the effects of Neva's Touch and Oktan's Touch.

Neva's Embrace grants immunity to fire damage.

Traas' Touch changes the damage type from fire to lightning.

NIGHT OWL POTION

Method: brewing
Difficulty: 14
Color: yellow
Preparation: 30 min
Duration: 1 hour
Essences: senses, fire
Ingredients: eye, sulfur, sage

This potion grants the user darkvision out to 120 feet.

Side effects: scattered thoughts. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature gains disadvantage on Intelligence checks for the next hour.

Beholder Vision allows you to see through solid matter in addition to seeing in the dark. This vision has a radius of 60 feet. To you, solid objects within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 5 feet of stone, 6 inches of common metal, or up to 10 feet of wood or dirt. Thicker substances block the vision, as does as thin sheet of lead.

OKTAN'S TOUCH

Method: melting
Difficulty: 11
Color: gray
Preparation: 15 min
Duration: 4 hours
Essences: fire
Ingredients: charcoal powder, ant, sulfur

Named after Avenian spirits of volcanoes, this lotion grants resistance to cold. Can be applied on clothing. The creature gains resistance to cold damage and does not suffer the effects of extreme cold for the duration.

Side effects: itching. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature must spend its bonus action each round scratching itself, unless the itching is relieved in some other way, for the next hour.

Icy Hot Cream combines the effects of Neva's Touch and Oktan's Touch.

Traas' Touch changes the damage type from cold to lightning.

SENSORIUM

Method: distilling
Difficulty: 14
Color: gray
Preparation: 120 min
Duration: 1 hour
Essences: senses
Ingredients: owl eye, goat tongue, dog ear

Sharpens all senses. The creature gains advantage on all Wisdom checks for the duration of the potion.

Side effects: nausea, possible vomiting. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature gains disadvantage on all Constitution checks and saving throws for the duration of the potion.

Sixth Sensorium additionally allows you to hear the thoughts of intelligent beings within 60 feet as if they were talking out loud for the duration of the elixir.

Supersensorium additionally allows the user to sense all living or undead creatures within one mile, provided that they are in the same airspace, that is, not behind an air-tight divider. For each creature, you know its creature type.

Desensorium reverses the main effect, causing the user to make a DC 20 Constitution saving throw. On a failure, the target has disadvantage on Wisdom saving throws and ability checks for the duration of the potion.

Hunter's Senses requires a reference. In addition to the normal effects of **Sensorium**, this allows the user to know the most direct route to that creature if it is within 1 mile of the user.

TIME WARP

Method: distilling
Difficulty: 17
Color: pink
Preparation: 120 min
Duration: 1 min
Essences: speed
Ingredients: dragonfly wings, lizard tail, snake tail

Renders the user so fast that it creates an appearance of bending time. The creature who drinks this makes two initiative rolls and acts during both initiative counts for the duration. Outside of combat, this potion has an equivalent effect.

Side effects: poisoning. At the end of the duration, the creature who drinks this makes a DC 20 Constitution saving throw. On a success, no side effects occur. On a failure, the creature takes 4d6 poison damage.

Time Jump, in addition to doubling the initiative of the user, grants the ability to move instantly to any place within 20 feet every few seconds. For the duration of the potion, you can cast *misty step* at will, except with a maximum distance of 20 feet instead of 30 feet.

Time Twist, in addition to doubling the initiative of the user, causes the effects of the *haste* spell to be applied to the user, including the negative after-effect.

POISONS & MEDICINES

ARROW POISON

Method: melting
Difficulty: 17
Color: yellow
Preparation: 120 min
Duration: instant
Essences: toxin, healing
Ingredients: snake poison, frog poison, sap

Quick and easy death. Can be neutralized by a serum if the serum is administered soon after ingestion of the poison. In this context, healing is an important essence, because it accelerates body functions - and therefore the spread of the poison. The poison gets its name because it is the favorite of archers, but it can be applied to any piercing or

slashing weapon. Affected creature makes a Constitution saving throw against a DC of 20. On a success, there is no effect beyond the side effects (a critical success avoids side effects). On a failure, the creature takes 5d12 poison damage and is poisoned for 8 hours.

Side effects: muscle relaxation. The creature cannot gain vulnerability to nonmagical bludgeoning, piercing, or slashing damage for 10 minutes.

Stinger Poison increases the toxicity of Arrow Poison. Double the poison damage dice and duration of the poisoned condition.

Infernal Poison has the additional effect of causing a target that fails its save to be unable to regain hit points while poisoned in this way.

Bleeding Poison has the additional effect of causing the target to lose an additional 3d6 poison damage at the start of each of its turns. This additional damage stops if the target receives any healing.

CAST

Method: kneading
Difficulty: 11
Color: white
Preparation: 30 min
Duration: 12 hours
Essences: rigidity, air
Ingredients: chalk, horn, maple seed

Frequently used by healers to fix broken bones, usually airfused. Sometimes used as makeshift manacles to restrain creatures. It can be broken with a DC 8 Strength check.

Side effects: moisture at the site of application.

Iron Cast increases the DC required to break it to 15.

DRUNKARD'S RESCUE

Method: brewing
Difficulty: 8
Color: orange
Preparation: 15 min
Duration: instant
Essences: numbness, focus
Ingredients: poppy seed, chamomile, tea leaves

This potion removes all effects caused by being drunk or having a hangover.

Side effects: very bitter aftertaste. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature receives no special benefits from any food or drink consumed for the next 30 minutes.

ELIXIR OF LIFE

Method: distilling
Difficulty: 20
Color: red
Preparation: 1 day
Duration: 1 hour
Essences: life
Ingredients: blood, yolk, phosphorus

When administered quickly, this elixir can bring a recently deceased person back to life. However, the cause of death has to be treated immediately after or concurrently with the elixir, otherwise the person quickly dies again. This elixir has the effects of the *revivify* spell, except that the hit point is lost at the end of the duration.

Side effects: extreme thirst. The creature who drinks this makes a DC 20 Constitution saving throw. On a success, no side effects occur. On a failure, receives a temporary level of exhaustion, which is removed once the creature drinks something.

FEVER QUENCHER

Method: brewing
Difficulty: 8
Color: clear
Preparation: 15 min
Duration: 4 hours
Essences: cold, halting
Ingredients: mint, lingonberry, vinegar

Alleviates fever. Does not cure the cause of a sickness. This potion removes the diseased condition if that condition was caused by a fever. If the root cause of the fever is not addressed after 4 hours, the diseased condition returns.

Side effects: Numbness in extremities. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen.

On a failure, the creature gains disadvantage on all Dexterity checks and saving throws, as well as all attack rolls using Dexterity, for the next hour.

HEALING LOTION

Method: melting
Difficulty: 11
Color: red
Preparation: 15 min
Duration: instant
Essences: healing, numbness
Ingredients: sap, blood, sweet-amber plant

The lotion is applied to the injured area, which rapidly speeds up healing. Re-application the next day is useful. It is important to stop possible bleeding first, as the blood would carry away the lotion. Especially efficient when user's own blood is used. This lotion has the effect of a greater healing potion. If user's own blood is used, heal an additional 1d4 hit points.

Side effects: light fever, rash. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature gains one temporary level of exhaustion for the next hour.

Basilisk Lotion additionally reverses any petrification effect on the user.

Hyper Lotion restores all hit points upon use.

HEALING POTION

Method: brewing
Difficulty: 11
Color: red
Preparation: 15 min
Duration: instant
Essences: healing, numbness
Ingredients: sap, blood, sweet-amber plant

Drink this potion to heal internal injuries. Especially effective when user's own blood is used. This has the same effect as the standard healing potion found in the *Dungeon Master's Guide*. If user's own blood is used, heal an additional 1d4 hit points.

Side effects: light fever, rash. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the

creature gains one temporary level of exhaustion for the next hour.

HEALING SYRUP

Method: brewing
Difficulty: 11
Color: yellow
Preparation: 30 min
Duration: instant
Essences: healing, sterility
Ingredients: yolk, rosemary, sap

This brew cures most common diseases at cost of a serious fever. This potion removes the diseased condition if it was caused by anything except for a fever. Not to be combined with the Fever quencher. If this potion is imbibed by a creature who has also imbibed Fever quencher within the past hour or who imbibes Fever quencher within the next hour, all effects by both potions are canceled out.

Side effects: fever. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature gains one temporary level of exhaustion for the next hour. The level of exhaustion becomes permanent (until the next long rest) if no food is consumed in that time.

MEMORY SHOCK

Method: brewing
Difficulty: 11
Color: red
Preparation: 30 min
Duration: 1 hour
Essences: chaos
Ingredients: rust, dust, oil

This brew will wipe the user's short term memory, including moments before and right after ingestion of the brew. The creature makes an Intelligence saving throw against a DC of 20. On a success, there is no effect beyond the side effects (a critical success avoids the side effects). On a failure, the creature forgets a period of time depending on the number rolled, for the entire duration of the potion.

Critical failure: complete and total amnesia 1-5: the creature forgets the past month 6-10: the creature forgets the past week 11-15: the creature for-

gets the past day 16-19: the creature forgets the past hour

Side effects: fear, lack of trust. In addition to the effects listed above, the creature gains disadvantage on all saving throws made to avoid being frightened, as well as all Insight checks.

MITHRIDATE

Method: distilling
Difficulty: 20
Color: yellow
Preparation: 1 day
Duration: instant
Essences: antidote
Ingredients: mix of 13 rare herbs

Universal antidote to any poison, works instantly. This recipe is the work of a genius, instead of using three ingredients as usual, it consists of a mix of herbs so carefully selected that all parasitic essences completely cancel out and only the antidote essence remains. The creature who drinks this gains any and all of the benefits of having the spells *lesser restoration* and *greater restoration* cast on them, except for the effect that ends a curse. It also instantly restores 30 hit points.

Side effects: none.

MUSHROOM POISON

Method: brewing
Difficulty: 11
Color: brown
Preparation: 60 min
Duration: 1 hour
Essences: toxin, disgust, weakness
Ingredients: toadstool, devil's mushroom, blue mold

Causes stomach pain, nausea, vomiting, but is rarely fatal. Typically brewed on very low flame to stretch the effect, often with salt to delay the onset. At the moment the brew is designed to take effect, the affected creature makes a Constitution saving throw against a DC of 20. On a success, there is no effect beyond the side effects (a critical success avoids the side effects). On a failure, the creature gains temporary levels of exhaustion depending on the number rolled, which last for the duration of the potion.

Critical failure: 5 levels of exhaustion 1-5: 4 levels of exhaustion 6-10: 3 levels of exhaustion 11-15: 2 levels of exhaustion 16-19: 1 level of exhaustion

Side effects: Jitters. Side effects: In addition to the effects listed above, the creature drops whatever it is holding at the moment the brew is designed to take effect.

Grotesque Poison additionally causes the target's hit point maximum to be reduced by 1d10 per level of exhaustion gained from this effect. Any reduction to the target's hit point maximum lasts for the duration of the potion. The target dies if this effect reduces its hit point maximum to 0.

POTION OF REGENERATION

Method: brewing
Difficulty: 8
Color: red
Preparation: 2 hours
Duration: 10 min
Essences: healing, numbness
Ingredients: sap, blood, sweet-amber plant

This is a slow version of the Healing Potion; notice that the ingredients are the same. By brewing it on low flame for a longer time, the effect of the potion lasts a short time instead of being instantaneous. Often used before fights or battles. The user regains 1 hit point at the start of each of its turns (10 hit points each minute).

Side effects: light fever, rash. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature gains one temporary level of exhaustion for the next hour.

Troll Regeneration increases the potency of the effect, such that the user regains 10 hit points at the start of each of its turns (100 hit points each minute). However, if the user takes acid or fire damage, they regain no hit points from this effect at the start of their next turn.

Root Regeneration increases the potency of the effect, such that the user regains 10 hit points at the start of each of its turns (100 hit points each minute). However, if the user takes fire damage, or if the user is not in contact with the ground, they regain no hit points from this effect at the start of their next turn.

REVERSE CURSE

Method: brewing
Difficulty: 14
Color: green
Preparation: 60 min
Duration: permanent
Essences: order
Ingredients: lamb's ear leaf, moss, garlic

This brew has a chance to cure lycanthropy and similar conditions. This potion has the effects similar to the *remove curse* spell, with the difference that it applies only for a single condition, chosen by the creator of the potion at the time of concoction.

Side effects: sweating. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature gains disadvantage on all Charisma checks for the next hour.

SECOND CHANCE

Method: distilling
Difficulty: 17
Color: green
Preparation: 1 day
Duration: instant
Essences: healing, growth, order
Ingredients: lichen, phlegm, slime

Regrows a lost body part. May need multiple doses, depending on severity of injury. The user's missing body parts, if any, are restored after 2 minutes. If the part was severed and you have the severed part, holding it to the stump while this elixir is consumed will cause it to instantly knit back together.

Side effects: extreme pain. The creature that drinks this makes a DC 20 Constitution saving throw. On a success, no side effects occur. On a failure, the creature takes 4d6 poison damage.

SERUM

Method: distilling
Difficulty: 17
Color: purple
Preparation: 120 min
Duration: instant
Essences: antidote, halting
Ingredients: blue powder, snake tail, gold powder

Cures or reduces the consequences of blood-based poisons. A poisoned creature that drinks this is no longer poisoned. In addition, if that creature took poison damage since the beginning of their last turn, that damage is healed.

Side effects: emotional instability, bursts of rage. The creature who drinks this makes a DC 20 Constitution saving throw. On a success, no side effects occur. On a failure, the creature has disadvantage on all Charisma checks for the next hour.

STOMACH PUMP

Method: brewing
Difficulty: 8
Color: black
Preparation: 30 min
Duration: instant
Essences: antidote, disgust
Ingredients: charcoal, feces, intestine

This antidote works against most poisons that are ingested. The sooner it is administered, the better. However, it has an amplifying effect on bloodstream-based poisons! Typically brewed at very high temperature for immediate effect. If the poison was ingested, this removes the poisoned condition. If the poison is bloodstream-based, this triggers the poison damage again, if there was any, and applies the poisoned condition if not already applied; if the poisoned condition was already applied, this adds a level of exhaustion.

Side effects: Violent vomiting, mild fever. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature gains disadvantage on all Constitution checks and saving throws for the next hour. In addition, if water is not consumed regularly for the next hour, the creature gains one level of exhaustion.

VISIT TO THE OTHERSIDE

Method: brewing
Difficulty: 17
Color: green
Preparation: 60 min
Duration: 1 hour
Essences: toxin, antidote
Ingredients: snake poison, snake tail, blue powder

This brew is a very dangerous one. By combining a quickly acting neurotoxin with a delayed antidote, the user can induce death, coming back to life at the end of the duration. This brew requires precise dosage and timing, which is specific to the user. The creature is under the effects of the *feign death* spell. In addition, the soul of the creature gains the ability to speak with the soul of any creature that died on the affected creature's current plane of existence, as long as the affected creature knew that creature when it was living.

Side effects: mental trauma. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature gains disadvantage on all Intelligence, Wisdom, and Charisma checks and saving throws until the next long rest.

TRAPS & EXPLOSIVES

ALCHEMIST'S BILE

Method: distilling
Difficulty: 17
Color: white
Preparation: 60 min
Duration: instant
Essences: anger, chaos
Ingredients: sour powder, magnesium powder, oil

This elixir is a highly corrosive acid, which quickly dissolves any metal or organic material. Any metal object or creature that this acid touches must make a DC 20 Constitution saving throw, taking 10d4 acid damage on a failed save or half that damage on a successful save.

Side effects: releases noxious fumes while being carried. Every hour that a creature smells these fumes, that creature must make a DC 10 Constitution saving throw. On a success, no effects occur.

On a failure, that creature takes 1d4 acid damage as the fumes burn their airways.

Alchemist's Tears increases the potency of the effect. Double the acid damage of Alchemist's Bile.

ELIXIR OF LOVE

Method: distilling
Difficulty: 17
Color: red
Preparation: 60 min
Duration: 4 hours
Essences: love, lust
Ingredients: tears, heart, daisy

Causes the user to fall in love with the reference. The creature that drinks this elixir must make a DC 20 Constitution saving throw. On a success, no effect happens, including side effects. On a failure, the creature regards the reference as the love of their life and is considered charmed by the reference for the duration.

Side effects: memory lapses. At the end of the duration, or when the charmed effects ends, the creature makes a DC 20 Constitution saving throw. On a success, no side effects occur. On a failure, the creature forgets everything that occurred while it was charmed.

Elixir of Lust causes the creature which does not make the DC 20 Constitution saving throw to seek bodily satisfaction with any person in sight.

EXPLOSIVE AMMO

Method: kneading
Difficulty: 14
Color: yellow
Preparation: 15 min
Duration: instant
Essences: fire, speed
Ingredients: dragonfly wings, devil's mushroom, chili powder

Slingshot ammunition that explodes upon impact. Usually earthfused. One dose makes five balls. Upon activation, each creature in a 5-foot-radius sphere around the bomb must make a DC 15 Dexterity saving throw, taking 3d10 thunder damage on a failed save, or half as much on a successful one. Each object and structure in the area automatically fails its save and takes double damage.

The damage can be scaled up or down depending on the quality of the concoction.

Side effects: the ammunition emits an unpleasant smell as it's being carried around.

FIRECLAY

Method: kneading
Difficulty: 11
Color: black
Preparation: 30 min
Duration: instant
Essences: fire
Ingredients: sulfur, charcoal, phosphorus

The infamous fireclay is the most commonly used explosive. As a bag of this substance can blow up an entire building, kneading this plastic is very dangerous and has cost many alchemists their lives, or at the very least their limbs. Usually earthfused for detonation upon impact, or waterfused for a timed bomb. A bomb can be thrown up to 60 feet. Upon activation, each creature in a 20-foot-radius sphere around the bomb must make a DC 15 Dexterity saving throw, taking 6d10 thunder damage on a failed save, or half as much on a successful one. Each object and structure in the area automatically fails its save and takes double damage. The damage can be scaled up or down depending on the quality of the concoction.

Side effects: the bomb emits an unpleasant smell as it's being carried around.

Blastclay adds 2d10 fire damage on top of the existing damage of the plastic.

FLASH

Method: kneading
Difficulty: 11
Color: white
Preparation: 30 min
Duration: 10 seconds
Essences: hallucination, fire
Ingredients: poppy, hemp, phosphorus

This explosive can be used to momentarily blind a group of people. This explosive has the effects of the *color spray* spell cast at 9th level, except it can be thrown up to 60 feet and affects a 10-foot radius. It also has a duration of 2 rounds instead of 1.

Side effects: the plastic may cause minor illusions to appear as it's being carried around.

Flash Scare has the additional effect of causing any affected creature to also be frightened for the duration. While frightened in this way, the creature treats the last-seen location of the thrower as the source of its fear.

GAS OF CONFUSION

Method: vaporizing
Difficulty: 14
Color: white
Preparation: 30 min
Duration: 1 min
Essences: hallucination, relaxation
Ingredients: hemp, cave shrooms, tobacco

Sometimes used by thieves to sneak into or escape from guarded locations. The smoke this gas creates causes the affected people to be extremely disoriented and experience hallucinations. This gas has the effects of the *confusion* spell, except with a DC 20 Constitution saving throw instead of Wisdom.

Side effects: mild suffocation. Each creature in the gas reduces the amount of time that they can hold their breath by 30 seconds; this reduction only applies while the creature is within the gas.

Gas of Delirium changes the effect such that once a target fails its initial saving throw, instead of automatically making saving throws at the end of each of their turns, the target rolls a d6. On a 5 or a 6, the target can make the saving throw; otherwise, they cannot make a saving throw against this effect this turn.

GAS OF OBEDIENCE

Method: vaporizing
Difficulty: 17
Color: violet
Preparation: 30 min
Duration: 1 min
Essences: love, fear
Ingredients: tears, betony, daisy

Whoever inhales this is very prone to suggestion. This gas affects a 10-foot radius from wherever it is released. Any creature in the area that breathes must make a DC 20 Constitution saving throw

or be under the effects of the *suggestion* spell for the duration, except that each command given to them during that duration overwrites the previous command.

Side effects: chance to fall in love with a random person in sight. At the end of the first turn of an affected creature, they must make a DC 5 Wisdom saving throw or suffer the effects of Elixir of Love for the duration of the gas, targeted at a random person in sight.

GRACEFUL EXIT

Method: vaporizing
Difficulty: 14
Color: green
Preparation: 30 min
Duration: 1 min
Essences: slowness
Ingredients: snail shell, moss, yellow root

Causes people's motions and senses to slow down. Popular escape method of thieves, who keep a bottle of Graceful exit on the back of their belt, and as they open it and run, they leave a trail of gas incapacitated pursuers in their wake. This gas has the effects of the *slow* spell, except in a 10-foot-radius sphere, and a Constitution saving throw instead of Wisdom, against a DC of 20.

Side effects: increased heart rate. At the end of the first turn of an affected creature, they must make a DC 2 Wisdom saving throw or suffer a heart attack, if already in combat.

Masterful Exit increases the duration to 1 hour.

LAUGHING GAS

Method: vaporizing
Difficulty: 11
Color: transparent
Preparation: 15 min
Duration: 1 min
Essences: happiness, compassion
Ingredients: cave shrooms, sage, tears

Induces contagious uncontrollable laughter. This gas has the effects of the *Tasha's hideous laughter* spell, except no concentration is required, it affects a 10-foot-radius sphere, and the saving throw is Constitution instead of Wisdom, against a DC of 20.

Side effects: hallucinations of hearing music. Unless affected creatures critically succeed on their saving throw against this gas, they hear faint music in the distance regardless of where their ears are pointed. A deaf or deafened creature also suffers this effect.

Weakening Gas changes the effect to that of a *Ray of Enfeeblement* spell, except no concentration is required, it affects a 10-foot radius sphere, and the DC is 20.

PARALYZER

Method: brewing
Difficulty: 14
Color: purple
Preparation: 30 min
Duration: 5 min
Essences: rigidity, slowness, fear
Ingredients: honeycomb, betony, tooth

Makes a person unable to move, or move only very slowly. The creature makes a Strength saving throw against a DC of 20. On a success, there is no effect beyond the side effects (a critical success avoids the side effects). On a failure, the creature suffers an effect depending on the number rolled for the duration of the potion.

Critical failure: the creature instantly drops to 0 hit points. A creature cannot die from going to 0 hit points in this manner, but rather goes unconscious and remains stable.

1-5: the creature is paralyzed
6-10: the creature is stunned
11-15: the creature is restrained
16-19: the creature suffers from the effects of the slow spell

Side effects: high heart rate. In addition to the effects listed above, the creature gains advantage on initiative rolls for the duration.

Immobilizer is a stronger version of Paralyzer with the following effect:

Critical failure: the creature instantly drops to 0 hit points
1-10: the creature is paralyzed
11-19: the creature is stunned

Petrifier has a different effect. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect

ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

Prolonged Paralyzer increases the duration of the effect on a failed save to 1 hour.

SMOKESCREEN

Method: kneading
Difficulty: 14
Color: green
Preparation: 30 min
Duration: 1 min
Essences: silence
Ingredients: saliva, green powder, tobacco leaves

When exposed to air, this plastic starts producing thick clouds of smoke, severely reducing the visibility in the affected area. Usually airfused. This has the effects of a *fog cloud* spell that travels with the plastic.

Side effects: difficulty breathing. Each creature in the clouds of smoke produced by this plastic reduces the amount of time that they can hold their breath by 1 minute; this reduction only applies while the creature is within the clouds of smoke.

Blackscreen changes the effect from that of the *fog cloud* spell to that of the *darkness* spell.

STINKY AMMO

Method: kneading
Difficulty: 11
Color: brown
Preparation: 15 min
Duration: instant
Essences: disgust, speed
Ingredients: feces, toadstool, snake tail

Slingshot ammunition that releases incapacitating pungent odor upon impact. Usually earthfused. One dose makes five balls. The ammunition has the same effects as the stinking cloud spell upon impact, except only with a 5-foot radius and without obscuring the area, with a DC depending on the quality of the concoction. These effects are applied regardless of whether the ammunition impacted a target.

Side effects: releases mildly toxic fumes even when stored. Every hour that this ammunition is

carried by a creature, that creature must make a Constitution saving throw against a DC of 1+the number of balls+the number of hours that the ammunition has been carried by that creature. On a success, there is no effect. On a failure, the creature takes 1 poison damage.

Nasty Ammo increases the radius of the effect to 10 feet and has an additional effect of poisoning a creature on a failed save for the duration.

SUPERGLUE

Method: kneading
Difficulty: 17
Color: yellow
Preparation: 30 min
Duration: 24 hours
Essences: stickiness, strength
Ingredients: spider silk, phlegm, sap

Glues things together. Usually airfused. Two or more objects or creatures stuck together with Superglue can be pulled apart with a successful DC 22 Strength check (if the objects being pulled don't break first!).

Side effects: the concoction emits a disgusting smell before and after activation.

TRUTH SERUM

Method: distilling
Difficulty: 17
Color: yellow
Preparation: 60min
Duration: 1 hour
Essences: order, compassion
Ingredients: sage, brain, tears

This elixir causes its user to respond to every question truthfully to the best of their knowledge for a short time. The creature that drinks this elixir makes a DC 20 Constitution saving throw. On a success, no effects happen, including side effects. On a failure, that creature is under the effects of the *zone of truth* spell, with the added effect that the creature must speak if asked a question, blurt-ing out the truth uncontrollably.

Side effects: improved senses. While suffering the effects of this elixir, the creature gains advantage on all Wisdom (Perception) checks for the duration.

Detective Serum changes the effect of the potion. Instead of being under the effects of the *zone of truth* spell, the user instead gains the ability to know whether any creature is consciously lying to them for the duration.

TRANSMUTATIONS

BLACK OIL

Method: brewing
Difficulty: 17
Color: black
Preparation: 1 day
Duration: 1 hour
Essences: chaos, growth
Ingredients: oil, gall, slime

Any person or animal ingesting the **Black Oil** will suffer mutations that last the duration of the potion. This one is completely up to the DM, with the caveat that it has to be awesome.

Side effects: Mutations are unpredictable.

Cursed Oil ensures that the Black Oil mutations are negative or undesirable.

Monster Oil is a stronger version of Black Oil with increased severity of the mutations.

CHAMELEON'S GIFT

Method: melting
Difficulty: 14
Color: rainbow
Preparation: 60 min
Duration: 15 min
Essences: chaos
Ingredients: chameleon skin, oil, gall

This lotion gives the user's skin the ability to change colors and automatically blend in with the environment. Can also be applied on clothing or other objects. The creature or object gains the effects of the *invisibility* spell for the duration.

Side effects: difficulty breathing. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature is considered to be holding its breath for the next 4 minutes, unless this effect is relieved in some other way.

Cloaker's Gift causes the user to undergo the effects of the *mirror image* spell if the *invisibility* effect is lost, for the remainder of the duration of the lotion (or until all three illusory duplicates are lost).

Troglodyte's Gift increases the duration to 1 hour.

DOUBLE IDENTITY

Method: distilling
Difficulty: 17
Color: green
Preparation: 2 days
Duration: 4 hours
Essences: order
Ingredients: brain, honeycomb, seaweed

By combining two **New identity** potions brewed with different references, one of them being delayed using salt, the user of this advanced elixir transforms into the first person of reference, then transforms into the second person of reference, and then reverts back to his or her original appearance. The creature creating this elixir chooses when the first appearance changes into the second appearance at the time of creation.

Side effects: incapability of fast movements. The creature who drinks this makes a DC 20 Constitution saving throw. On a success, no side effects occur. On a failure, the creature cannot take reactions for the duration.

Fluid Identity allows the user to switch between the two chosen references as an action at will for the duration of the effect.

FIREBREATH

Method: vaporizing
Difficulty: 14
Color: orange
Preparation: 30 min
Duration: 30 secs
Essences: fire, rigidity
Ingredients: sulfur, charcoal, bone powder

Once inhaled, the user of this gas will spit fire for 4 breaths. The rigidity essence is used to reduce harm to the user. For each breath, each creature in a 15-foot cone must make a DC 20 Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, and half as much on a successful one.

Side effects: burnt tongue and lips until your next long rest.

Hellbreath is a stronger version of Firebreath. Double the number of breaths given and the fire damage dice, as well as the range of the cone.

Lightning Breath changes the area of the breath weapon to a 5-by-30-foot line and changes the damage type to lightning.

GECKO'S GIFT

Method: melting
Difficulty: 17
Color: yellow
Preparation: 30 min
Duration: 1 hour
Essences: stickiness
Ingredients: slime, sap, blackberry

Makes applied skin extremely sticky, which can be used for climbing smooth walls. The creature gains the effects of the *spider climb* spell, except that if the lotion is applied to the hands then the creature's hands are not free.

Side effects: growth of dark spots on the skin. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature gains disadvantage on Persuasion checks for the duration.

Boggle's Gift additionally allows the user to switch between slippery skin or sticky skin (on the applied area) as a bonus action. Slippery skin grants advantage to Acrobatics checks made to avoid or escape grapples, and could also be used for other situational benefits that one could imagine slippery skin is useful for. Sticky skin grants all the benefits of **Gecko's Gift** as well as granting advantage on initiating a grapple check, and gives disadvantage to those attempting to disarm the user.

INVISIBILITY LOTION

Method: melting
Difficulty: 17
Color: clear
Preparation: 120 min
Duration: 30 min
Essences: cold
Ingredients: ash, stalactite, mint

This lotion renders a person transparent in applied areas. In this context, the cold essence acts rather in a sense of darkness than cold. Cannot be applied on clothing or armor, only skin. The creature gains the effects of the *greater invisibility* spell for the duration.

Side effects: clouded vision. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature has disadvantage on all Perception checks that involve sight.

Displacer Lotion applies a displacement effect if the invisibility wears off before the duration of the lotion's effect is complete. This effect projects a magical illusion that makes the user appear to be standing near their actual location, causing attack rolls against them to have disadvantage. If the user is hit by an attack, this effect is disrupted until the end of its next turn. This effect is also disrupted while the user is incapacitated or has a speed of 0.

JAILBREAK

Method: distilling
Difficulty: 17
Color: gray
Preparation: 60 min
Duration: 30 min
Essences: flexibility, smoothness
Ingredients: leech, slime, spider silk

Extreme flexibility gives the impression of being able to pass through matter. Smoothness is used to cancel the effect of stickiness and to be able to slip through tight spaces. The creature that drinks this elixir gains the ability to move through a space as narrow as 1 inch wide without squeezing, although anything they are wearing or carrying does not gain this property.

Side effects: hair growth. The creature who drinks this makes a DC 20 Constitution saving throw. On a success, no side effects occur. On a failure, hair begins to grow everywhere on the creature's body at double the usual rate. This effect ends after 7 days, although the hair remains unless cut or otherwise removed.

Total Jailbreak extends the effect of the potion to everything the user is carrying, such as clothes, bags, and weapons.

Tree Strider changes the effects to that of the *tree*

stride spell, but with a duration of 30 minutes and with no concentration required.

NEW IDENTITY

Method: distilling
Difficulty: 17
Color: green
Preparation: 1 day
Duration: 2 hours
Essences: order
Ingredients: brain, honeycomb, seaweed

Temporarily changes the user's appearance. This potion requires a reference. One can only change into other people, not animals or other creatures. The user retains its body mass. This elixir has the effect of the *alter self* spell, but the creature who drinks it can only change its appearance into the reference's appearance, and cannot change their appearance beyond that.

Side effects: incapability of fast movements. The creature who drinks this makes a DC 20 Constitution saving throw. On a success, no side effects occur. On a failure, the creature cannot take reactions for the duration.

Any Identity allows the user to change appearance at will for the duration of the potion, but only copying people directly in sight. Changing your appearance takes an action.

No Identity grants the user the ability to polymorph into an object and back at will for the duration of the potion. Changing your appearance takes an action.

PRESERVATIVE FLUID

Method: brewing
Difficulty: 8
Color: purple
Preparation: 1 day
Duration: 1 year
Essences: halting
Ingredients: vinegar, blackberry, lingonberry

This potion is not for drinking! Alchemists use it to preserve organic matter and prevent it from decomposing. Organic matter completely submerged in the potion is under the effect of the *gentle repose* spell, except the duration is as listed above.

Side effects: the organic matter changes color. If this fluid was used on a deceased creature and that creature is then resurrected, this may affect their Charisma checks.

Evergreen Preservation increases the duration to a century.

THICK SKIN

Method: melting
Difficulty: 14
Color: white
Preparation: 30 min
Duration: 1 hour
Essences: rigidity
Ingredients: bone powder, tooth, angelica root

The user's skin temporarily becomes hard as stone in applied areas. It has the same effect on clothing, both leather and woven. The creature gains the effects of the *stoneskin* spell for the duration.

Side effects: hotheadedness. The creature makes a Constitution saving throw against a DC of 20. On a success, no side effects happen. On a failure, the creature is hostile to all strangers and perceives them as hostile in return.

Hydra Skin additionally grants the effects of the Potion of Regeneration.

Thick Shell extends the benefits of the *stoneskin* spell to magical bludgeoning, piercing, and slashing damage.

Spiky Skin has the additional effect of causing 1d10 piercing damage at the start of each of the user's turns to any creature grappling it.

Reflective Skin has the following additional effect: any time the user is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 6, the user is unaffected, and the effect is reflected back at the caster as though it originated from the user, turning the caster into the target.

TRUE IDENTITY

Method: distilling
Difficulty: 11
Color: light green
Preparation: 2 hours
Duration: immediate
Essences: order
Ingredients: brain, honeycomb, seaweed

True identity is a variant of New Identity, which is distilled faster and without reference. A creature that drinks this elixir resumes its original form, undoing effects of potions, shapeshifting, illusions or other magic. This elixir undoes the effect of New Identity. In case of Double Identity however, if the target is still in its first form, it assumes the form of the second reference of the potion. Another dose of True Identity is required to undo the second transformation as well.

Side effects: incapability of fast movements. The creature who drinks this makes a DC 20 Constitution saving throw. On a success, no side effects occur. On a failure, the creature cannot take reactions for the duration.

VOICE SWAP

Method: vaporizing
Difficulty: 17
Color: pink
Preparation: 30 min
Duration: 1 hour
Essences: order, air
Ingredients: brain, honeycomb, lung

Assumes voice of someone else for a short time. Requires a reference - any reference. The creature who inhales this gas has advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass themselves off as the reference. A successful Wisdom (Insight) check contested by their Charisma (Deception) check allows a listener to determine that their voice is not their own.

Side effects: mild diarrhea. The creature who inhales this gas makes a DC 20 Constitution saving throw. On a success, no side effects occur. On a failure, that creature must relieve themselves within the next hour (even if that means doing so while fully clothed).

Enchanting Voice additionally allows the user to cast the *charm person* spell at will for the duration,



with a save DC of 15.

Psychic Voice additionally allows the user to emit a terrible scream audible within 300 feet as an action. Creatures within 30 feet of the user must succeed on a DC 15 Wisdom saving throw or be stunned until the end of the user's next turn. On a success, that creature is immune to the user's Psychic Voice for 24 hours. Once the user emits this scream, they cannot do so again for 10 minutes.



FEATURES

Here are other skills that any good alchemist should know.

ANALYZE INGREDIENT

Difficulty: 12

Crush an ingredient in a mortar, then investigate it - for each known essence there is a test to check its presence. If it is indeed an alchemical ingredient, you should be able to identify which major essences it contains.

ANALYZE POTION

Difficulty: 14

Look at the color of a potion, smell it, run an analysis. That should tell you what the main essence or essences of the potion are.

IDENTIFY POTION

Difficulty: 16

When analyzing a potion, compare its color, consistency and smell to any potion in this book or other potions that you know, to tell exactly what potion it is.

IDENTIFY RESIDUE

Difficulty: 17

Identify a potion that was used, based on the smell of the empty container and appearance of any residue.

IDENTIFY EFFECT

Difficulty: 18

Skilled alchemists can recognize a potion a creature has used based on its main and side effects for the entire duration of the potion