

MAGIC POTIONS & INGREDIENTS



5e core supplement



A guide to magic potion crafting for the dabbling
and skilled brewing enthusiast

CREDITS

Produced by: Jos van Egmond - @Joozey, RPG Papercrafts

Graphic Design: Raafling - mail, raaflingdraws tumblr

Proofreaders:

Jaktonik - @JakeRunsDnD, jakerunsdnd.com

Atomiste - mail

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The Blimpberry Squad (Cruelleaf - Elf Rogue, Exquisitor - Human Sorcerer, Temperance - Tiefling Monk) Sharya - Half-orc Paladin, Brenjen - Elf Fighter, and the many other characters and their players who have knowingly and unknowingly been testing the potion brewing mechanic. Thanks!

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INTRODUCTION

Welcome to the potion brewery handbook! In here, you'll find the basics and more advanced techniques for brewing your very own potions. Whether your purpose is to increase your senses, or save your friends from certain death, this book contains all the knowledge you need to begin in your brewing adventures.

YOUR FIRST STEPS IN BREWING

Potion brewing isn't exactly as complicated as mastering martial and arcane arts. At least not for starters. Once you have learned the basics, you'll find that your first steps into brewing your own potions will be quite enjoyable and rewarding. However, like a cook, a brewer too must have a certain feel for their craft to succeed. Any creature proficient in skills of **nature**, **survival**, **arcana** and **religion** is capable of mustering up a few delightful potions. Dabblers can have their hand at brewing as well, but their lack of experience comes with a risk. If you are not proficient in the skill required for the potion you're trying to brew, we recommend you do not attempt to make it.

ISN'T POTION BREWING FOR WITCHES?

Hell no! Our philosophy is: everyone who finds a passion in potion brewing should be allowed to brew! And since you have made it this far into the guide, dear reader pondering over this question, we challenge you to give it a try! Start easy and you may find yourself a wonderfully addictive but healthy hobby.

ARE POTIONS REALLY HEALTHY?

Well, to be fair, whether or not a potion is healthy depends on the brewer. A skilled brewer with good intentions certainly knows how to lift the spirit with healing energy or enhanced senses. But beware of charlatans and brewers with malintentions. Poison and foul potions do find their way into the market. Hence we included recipes for making potions with less favourable intentions, so you can identify them if needed.

That said, there are a few potions that have some side-effects. Read the descriptions carefully!

A NOTE TO THE DM

This guide contains quite an extensive amount of information about checks, ingredients and alternative options. Be careful not to overwhelm your players with every option. Instead, emerge them slowly in the mechanics of potion brewing. Give them a limited amount of choice. Start with common plants and potions, and use more rare potions as loot to give your players a taste of what is possible. Let them gradually discover new recipes in books and through conversation. Recipes on themselves can be an exciting reward!

SELLING POTIONS AND INGREDIENTS

The market is in constant flux and proper prices are difficult to predict. Prices may vary from location to location, change over time, and are affected by stock availability. You should consult the local market expert to get a proper price. However, at the time of publishing, rough price estimates in Faerûn are listed in the following tables.

POTION VALUES

Rarity	Price
◇ Common	10-100 gp
◇ Uncommon	100-500 gp
◇ Rare	500-1000 gp
◇ Very rare	1000-5000 gp

INGREDIENT VALUES

Rarity	Price
◇ Common	1-25 gp
◇ Uncommon	25-100 gp
◇ Rare	100-250 gp
◇ Very rare	250-500 gp

TOOL VALUES

Tool	Price
Tinderbox	5 sp
Potion vial	1 gp
Pot, Iron	2 gp
Herbalism kit	5 gp
Brewer's supplies	20 gp



BREWING BASICS

EQUIPMENT AND INGREDIENTS

Brewing a potion requires some basic brewing equipment: clippers, mortar and pestle, pouches and vials, as well as water, a pot, and a fire. Most **herbalism and brewer's kits** contain these tools, spare for the pot, and are perfect to start with.

If you have all equipment, then all that remains are the ingredients and the recipe. This guide contains a list of potion recipes for you to brew. Additionally you'll find a description of every flower, berry and herb for the listed recipes in chapter **Ingredients**.

Some ingredients will be easier to find than others. Some are so rare, you're better off buying them from a famous flowermarket or botanic shop. Ask your DM for directions!

SKILLS AND PROFICIENCIES

Basic potions can be brewed with natural ingredients. More elaborate potions may require arcane chants, a touch of the divine or the blessing of nature's spirits. Hence, some potions should only be made by a brewer proficient in a certain skill. The skills required in this guide are one of **nature, survival, arcana** or **religion**.

Each listed potion contains a DC number which indicates how difficult the potion is to brew under normal circumstances. Next to the DC number, one or more checkmarks indicate which skills can be used for the brew. The brewer chooses one and rolls to see if they meet the DC. Proficiency in the skill is needed to brew the potion safely. A brewer who is not proficient in the chosen skill can still try to brew the potion. However, they must make the check with **disadvantage**. Failing to meet the DC results in a **foul potion**.

Any potion will take **1 hour** to make at a minimum if the brewer is proficient in the skill check. If the brewer is not proficient, this minimum is raised to **1d4 + 1 hours**.

FOUL POTIONS

If the brewer makes a mistake, by choosing the wrong ingredients or failing to follow the recipe properly, the potion will turn foul. Foul potions appear as if they are brewed correctly, but when consumed, the potion gives the consumer a random effect from the **negative effects table** instead. Foul potions are created when a proficient brewer throws a **natural 1**, or if a dabbling brewer fails their disadvantaged DC check.

A potion can be tested on foulness by succeeding a nature check of **DC 12**.

EFFECT DURATION

Many potions have an effect with a specified duration. All potions in this guide are meticulously balanced to **one hour** precisely. But sometimes, the effect duration is too long for its purpose. The duration can be reduced to **ten minutes** simply by adding two twigs of fresh mint. An old brewers trick! A few more tricks are noted in the customizable duration table. We strongly discourage you from experimenting with other effect durations. Any effects resulting from cowboy-brewing are at your DM's discretion.

DURABILITY

Potions stay good for a long time, but will eventually spoil and become **foul**. Potions have a minimum durability of one month. After this period, it remains good for 1d4 weeks. Durability can be prolonged by 1 month when the potion is stored in temperatures below 5 degrees celcius.

ADVANTAGE AND LOWERING THE DC

The DC stated in the **brewable potions table** is the default DC. However, it is possible to add advantage and lower the DC for better chances of success. **Advantage** is gained by using an alchemy lab or the **herbalism or brewer's kit**. The brewer must have proficiency in a kit to use it. The DC can be lowered by **2 levels** if the brewer adds 3 hours to the brewing time, to ensure they make no mistakes.

NEGATIVE EFFECTS TABLE

d100	Effect
01-10	You smell like fruit for 24 hours
11-20	Your body's pigment shifts in colour. Permanent but can be cured
21-30	You radiate a bright yellow light for 24 hours
31-40	You suffer 1d8+4 poison damage
41-50	You suffer 1d6+2 fire damage every hour for 4 hours
51-60	You lose your sense of balance: disadvantage on dexterity checks and saving throws. When going in combat, make a DC 12 dexterity saving throw or fall prone .
61-70	You have a severe fever for 24 hours: disadvantage on charisma, constitution and intelligence skill checks and saving throws.
71-80	Your body gets caught in ethereal fabric, and randomly blinks in and out of the ethereal plane until cured
81-85	You can't breathe air, only water, for 4 hours
86-90	You suffer from paranoia for 24 hours with severe hallucinations. Shadow creatures become tangible and can hit you with psychic damage.
91-95	You have an extraplanar experience for 1 hour, conjured by the DM. You fall unconscious as your soul enters another plane. Your soul is immune to slashing, piercing and bludgeoning damage. Your body is not.
96-00	You become delusional and remember how to summon a demon. You also think this is a good idea. Lasts until the demon is summoned or until you are cured. See the demon summoning table for instructions.

* Some effects can be cured. Curing can be done via spells such as Remove Curse and Lesser Restoration, or potions such as Chauntea's Blessing. For the purpose of curing, the effect can be treated as a **disease**.

BREWABLE POTIONS TABLE

#	Potion	Effect*	Rarity	Page	DC	Nature	Survival	Arcana	Religion
01	Blimberry Juice	1d4 + 2 healing	◇	7	8	v	v	v	v
02	Moonbrine	2d4 + 4 healing	◇	7	12	v	v	v	v
03	Fey Dew	4d4 + 8 healing	◇	7	16			v	
04	Witch Spoil	1d6 + 2 poison	◇	8	4	v	v		v
05	Assassins Tear	2d6 + 4 poison	◇	8	12	v			
06	Witherbroth	4d6 + 8 poison	◇	8	16	v			
07	Boar Blood	Strength +1 for 1 hour	◇	9	14	v	v	v	v
09	Mountain Brew	Strength +2 for 1 hour	◇	9	18	v	v	v	v
11	Thunderjuice	Strength +3 for 1 hour	◇	9	22				v
08	Deer Blood	Dexterity +1 for 1 hour	◇	10	14	v	v	v	v
10	Quickling Milk	Dexterity +2 for 1 hour	◇	10	18	v	v	v	v
12	Liquid Lightning	Dexterity +3 for 1 hour	◇	10	22				v
13	Brain Milk	Wis save advantage for 1 hour	◇	10	18	v	v		
14	Owl Sip	Darkvision for 1 hour	◇	11	8	v	v	v	v
15	Spirit Swig	Ethereal vision for 1 hour	◇	11	16			v	v
16	Waterlung	Water breathing for 1 hour	◇	11	18	v	v	v	
17	Faelixir	Faery Fire for 1 hour	◇	12	12	v		v	
18	Shadowblend	Invisibility for 1 hour	◇	12	18			v	
19	Drifters Juice	Featherweight for 1 hour	◇	12	22			v	v
20	Phoenix Blood	Fire resistance for 1 hour	◇	12	18			v	v
21	Dwarven Spirits	Poison resistance for 1 hour	◇	13	18	v	v		
22	Ornate Glue	Glue for small objects	◇	13	8	v	v		
23	Demon Balm	Flammable balm	◇	13	12		v		v
24	Masking Broth	Masking scent 1 hour	◇	14	8	v	v		
25	Stench Broth	Repelling scent for 1 hour	◇	14	12	v	v		
26	Bait Broth	Attraction scent for 1 hour	◇	14	12	v	v		
27	Silvershot	Short Rest Effect	◇	15	12	v	v		v
28	Astral Nightcap	Immediate long rest	◇	15	18	v		v	
29	Chauntea's Blessing	Remove Curse	◇	15	18	v	v		v
30	Chauntea's Grace	Revivify	◇	15	22				v

* Most potions have additional and/or side effects after using them. Make sure to study the descriptions per potion thoroughly!
"We found out about side effects after six bottles of Blimberry Juice. Please, read the manual." ~ Anonymous

CUSTOMIZABLE DURATION TABLE

Additional ingredient	Duration
A spoon of mayonnaise	1 minute
Two twigs of fresh mint	10 minutes
No other ingredients	1 hour
A spoon of Boggle oil	2 hours

DEMON SUMMONING TABLE

Demon summoning delusion **incapacitates** the affected for 1 round, in which they utter an **Abyssal incantation**. The next round, a demon appears from a cravice formed in the wall, floor or ceiling, which closes afterwards. The demon is a mad creature from the Abyss with two conditions.

d4 Creature

- 1 Dretch (CR 1/4)
- 2 Quasit (CR 1)
- 3 Vrock (CR 6)
- 4 Hezrou (CR 8)

d4 Condition

- 1 Hungry and feral
- 2 Greedy and fearless
- 3 Agony and berserking
- 4 Suicidal and vengeful

FLAVOURS

POTIONS OF HEALING

This typically red or purple brew is commonly known as a potion of healing. This class of potions fills the consumer with a life force. Wounds heal, strength and energy restores. Lost limbs however, will not grow back, and psychic trauma may also endure.



Blimberry juice

Brew proficiencies *Nature, Survival, Arcana, Religion, DC 8*

Ingredients *Two Sunpetal Daisies, a branch of Blimberries*

Effect *Instant 1d4 + 2 health*

Recipe The process of brewing blimberry juice is quite simple. An excellent brew for starters! Boil up water, stamp and add the sunpetals. After the flowers are dissolved, squish the blimberries into the brew. Cook for another five minutes. Let it cool off before consuming!

Overconsumption can have a laxating effect.



MOONBRINE

Brew proficiencies *Nature, Survival, Arcana, Religion, DC 12*

Ingredients *One Arcanacis flower, one Moongrape*

Effect *Instant 2d4 + 4 health*

Recipe Moonbrine is an excellent brew for those who want to try their hand at some more advanced brewing. Stamp and boil the flower. The moongrapes must be dissected, and only the soft tissue must be added to the brew. Make sure the moongrape is ripe, but not overripe. Don't drink it while it's hot!

Store in a dark place away from moonlight. Unless you want it to explode.



Fey Dew

Brew proficiencies *Arcana, DC 16*

Ingredients *One Astral Tulip, a branch of Elysium Berries, verbal component*

Effect *Instant 4d4 + 8 health*

Recipe Fey Dew is a brew only for true specialists in the Arcane arts. Squeeze the two Elysium Berries above boiling water. Drop the Astral Tulip petals in whilst mumbling the verbal component repeatedly. Let it cool down, don't burn your mouth!

What it tastes like? Pretty much like a fairy tickling your tongue.

POISON BREWS

Potions that cause internal damage fall under the class of poisons. Although easy to brew, great caution in handling the potion is advised. In order for a poison to work, a foe must consume it. You may have to convince them to eat your poisoned food, or secretly mix it up with a drink. Death is never guaranteed, but it will leave a mark.



WITCH SPOIL

Brew proficiencies *Nature, Survival, Religion, DC 4*

Ingredients *A handful of Marsheye, a handful of Hades Hair*

Effect *After 10 minutes of consumption, consumer must succeed on a DC 10 Constitution saving throw or take 1d6 + 2 poison damage and become poisoned.*

Recipe Brush the Hades Hair into neat strands. Rub the marsheye on the strands. Coil the strands and place them in boiling water. Let it cool, wrench the strands and catch the liquid into a container. There is your poison.

Consumer detects poison with a nature check or passive nature skill of 10.



ASSASSIN'S TEAR

Brew proficiencies *Nature, DC 12*

Ingredients *One Arcanacis flower, one root of Underthyme*

Effect *Instant, consumer must succeed on a DC 14 Constitution saving throw or take 2d6 + 4 poison damage and become poisoned.*

Recipe Mince the Underthyme and grind the Arcanis flower. Add in a cup of water and let it boil for half an hour. The reaction should cause the water to turn blue and highly poisonous. Do not inhale the fumes. Pour the remaining liquid in a small vial.

Consumer detects poison with a nature check or a passive nature skill of 14.



WITHERBROTH

Brew proficiencies *Nature, DC 16*

Ingredients *A handful of Graywaste Weed, one Shadow Thistle bulb*

Effect *Instant, consumer must succeed on a DC 20 Constitution saving throw or take 4d6 + 8 poison damage and become poisoned.*

Recipe Dissect the black bulb of the Shadow Thistle. You should end up with a small black squishy ball. Mince the Graywaste Weed. Put everything with a cup of water in a pot, heat it up and close the lid. If the screams of the lingering souls released from the Graywaste Weed have faded, the poison is ready.

Consumer detects poison with a nature check or a passive nature skill of 18.

ABILITY ENHANCEMENTS

Potions that enhance abilities are not to be taken lightly. It's not just a matter of enhancing the body, which is easy. It's also a matter of adopting the right state of mind. Hence, every ability altering potion requires a Brainberry.

We strongly advise you not to drink multiple ability enhancing potions simultaneously. Should you decide to ignore our advice, make a Wisdom saving throw of DC 5 + 5 for every additional ability enhancing potion in effect past the first. On a failed save, all effects from these potions are negated and you suffer a random **long-term madness** effect. Make this throw every hour where more than one ability enhancer is in effect. **Warning: effects stack, but so does the exhaustion level penalty.**

BOARBLOOD

Brew proficiencies Nature, Survival, Arcana, Religion, DC 14

Ingredients Two Hellsbloom flowers, one Brainberry, a cup of boar blood

Effect Instant, Strength +1 (1 hour), afterwards the consumer must succeed on a DC 10 Constitution saving throw or take 1 level of exhaustion

Recipe Boil the boar blood with one Hellsbloom flower. Squish the Brainberry in and keep stirring. Crush the other Hellsbloom flower and sprinkle evenly over the brew. Add another cup of water. Steer and let it cool.

Somewhere in the process of this brew, a boar got hurt. It better be for very good reasons.



MOUNTAIN BREW

Brew proficiencies Nature, Survival, Arcana, Religion, DC 18

Ingredients One stoneberry, one Brainberry

Effect Instant, Strength +2 (1 hour), afterwards the consumer must succeed on a DC 12 Constitution saving throw or take 2 levels of exhaustion.

Recipe Crack the stoneberry and grind the contents. Mix the dust together with two cups of water. Heat up the brew and use a verbal prayer or component to imbue the Brainberry. Put it in the water. Let it boil for half an hour, then let it cool.

Despite the name, you can't actually lift mountains. But you sure can move boulders.



THUNDERJUICE

Brew proficiencies Religion, DC 22

Ingredients One Astral Tulip, one Brainberry

Effect Instant, Strength +3 (1 hour), afterwards the consumer must succeed on a DC 14 Constitution saving throw or take 3 levels of exhaustion

Recipe Imbue the Brainberry with a divine channel and boil it in two cups of water. Concentrate on your deity as you gracefully drop the Astral Tulip petals into the brew. Let it boil for half an hour. Let it cool and pour into a container of your choice.

Would you drink a holy brew blessed by some unknown deity? Know what you consume, stay safe.





DEERBLOOD

Brew proficiencies Nature, Survival, Arcana, Religion, DC 14

Ingredients One Shadow Thistle, one Brainberry, a cup of deer blood

Effect Instant, Dexterity +1 (1 hour), afterwards the consumer must succeed on a DC 10 Constitution saving throw or take 1 level of exhaustion

Recipe Mix the Brainberry with the deer blood and cook it. Mince the Shadow Thistle bulb and add it to the brew. Boil for half an hour, then filter out the bulbpieces and put the potion in a vial. Drink slowly.

Somewhere in the process of this brew, an innocent deer got hurt. I hope you can sleep tonight.



QUICKLING MILK

Brew proficiencies Nature, Survival, Arcana, Religion, DC 18

Ingredients One Brainberry, a handful of Sapphire Sali, a cup of goatmilk

Effect Instant, Dexterity +2 (1 hour), afterwards the consumer must succeed on a DC 10 Constitution saving throw or take 2 levels of exhaustion

Recipe Squish the Brainberry and add the Sapphire Sali leaves to a cup of boiling milk. Use an arcane or divine channel to substract the luminosity from the leaves. Filter the leaves and pour in a vial. Drink slowly.

No Quicklings have been milked. It's called like this because Quicklings commonly drink it.



LIQUID LIGHTNING

Brew proficiencies Religion, DC 22

Ingredients One Brainberry, one branch of Ysgard Hymn

Effect Instant, Dexterity +3 (1 hour), afterwards the consumer must succeed on a DC 10 Constitution saving throw or take 3 levels of exhaustion

Recipe Imbue the leaves of the Ysgard Hymn with a divine radiance through prayer. Add the leaves, two cups of water and the Brainberry into a pot and boil for half an hour. Let it cool and drink slowly.

Despite the name, you can't outrun lightning. Sorry.



BRAIN MILK

Brew proficiencies Nature, Survival, DC 18

Ingredients One Brainberry, a branch of Elysium Berries, a cup of Whale milk

Effect Instant, advantage on Wisdom skill checks and saving throws (1 hour), afterwards the consumer must succeed on a DC 12 Wisdom saving throw or suffer from a short-term madness effect.

Recipe Cut the Elysium Berry and cook with the Whale milk. Imbue the Brainberry with an Arcane or Divine channel. Chant a prayer or verbal component while squishing the Brainberry contents into the boiling brew. Cook for half an hour, let it cool and pour into a bottle.

The body can handle enhancements. The mind is not always so resilient.

SENSORY STIMULATORS

This class of potions enables one's senses in ways that may not come natural to the consumer. Often used in pleasure and entertainment houses to enrich the experience. But beware, abuse and side-effects can leave severe damage to the consumer and their environment.

OWL SIP

Brew proficiencies *Nature, Survival, Arcana, Religion, DC 8*

Ingredients *One root of Underthyme, One Hellsbloom*

Effect *Instant, darkvision for 1 hour*

Recipe Mince the Underthyme and stamp the Hellsbloom flower. Boil in water for half an hour. Sift out the Underthyme residue and let it cool.

Avoid looking into direct lightsources. It may blind you for a minute.



SPIRIT SWIG

Brew proficiencies *Arcana, Religion, DC 16*

Ingredients *A branch of Elysium Berries, one Thorned Grape*

Effect *Instant, ethereal vision for 1 hour*

Recipe Cut the Elysium Berry and cook with the peeled Thorned Grape. Imbue the brew with an Arcane or Divine channel. Boil for half an hour, let it cool and pour into a bottle.

Beware: what has been seen can not be unseen.



BODY MODIFIERS

Potions of this kind augment or enhance the physical body with certain properties, ranging from resistance, weight reduction, to glowing or even invisibility. Be careful when combining any potions with these. They are known to enhance or reduce effects, or simply leave you with horrible stomach pains.

WATERLUNG

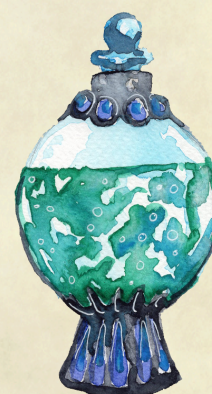
Brew proficiencies *Nature, Survival, Arcana, DC 18*

Ingredients *A Thorned Grape, a stalk of Waterwisp*

Effect *Instant, consumer breathes water instead of air (1 hour)*

Recipe Strip the Waterwisp stalks and cook in a cup of water. Imbue the Thorned Grape with an Arcane or Divine channel before peeling. Chant a prayer or verbal component while squishing the grape contents into the boiling brew. Cook for half an hour, let it cool and pour into a bottle.

Do not combine with potions containing Frostleaf. You will snap freeze your lungs. Avoid drinking the Astral Nightcup whilst underwater.





FAELIXIR

Brew proficiencies Nature, Arcana, DC 12

Ingredients A branch of Bytopian Ivy, a branch of Sapphire Sali

Effect Instant, consumer receives the effect of a faery fire spell. (1 hour)

Recipe Mince and boil the Sapphire Sali leaves in two cups of water. Imbue the Bytopian Ivy flowers by the nature spirits, an arcane channel or your divine radiance. Boil for half an hour and let it cool.

While under the effect of this potion, the healing properties of Fey Dew are twice as effective.



SHADOWBLEND

Brew proficiencies Arcana, DC 18

Ingredients One Shadow Thistle bulb, a branch of Frostleaf

Effect Instant, consumer and their wearables become invisible. (1 hour)

Recipe Boil the Shadow Thistle in two cups of water. If the bulb is dissolved, add a twig of frostleaf. Use an arcane channel to constrain the violent water, now both freezing and boiling. Wait for it to calm down.

The effect will immediately end when used with potions that use Sunpetal Daisy or Sapphire Sali.



DRIFTERS JUICE

Brew proficiencies Arcana, Religion, DC 22

Ingredients A branch of Bytopian Ivy, one Stoneberry, six butterfly wings

Effect Instant, consumer's body weight reduces to 1/10th of their original weight. Movement +10 feet and +5 to stealth, athletics and acrobatics checks. (1 hour)

Recipe Crack open the Stoneberry, grind the contents, and mix with the Bytopian Ivy flowers. Add a cup of water and boil it. Use an arcane or divine channel to imbue the butterfly wings and add to the brew. Boil for half an hour, then let it cool.

Do not drink more than one of these at a time or your muscles will stop functioning.



PHOENIX BLOOD

Brew proficiencies Arcana, Religion, DC 18

Ingredients One Hellsbloom, a branch of Frostleaf

Effect Instant, fire resistance. (1 hour)

Recipe Hellsbloom has the powerful property to be fire resistant. This can be mitigated by boiling and adding a twig of Frostleaf. The trick is to balance the clashing fire and frost using an arcane or divine channel for half an hour. Afterwards, remove the frostleaf and let it cool down.

Humanoids may experience their skin turning red, horns growing from their head and/or growing a tail when perpetually overconsumed.

DWARVEN SPIRITS

Brew proficiencies Nature, Survival, DC 18

Ingredients One Stoneberry, a branch of Frostleaf, a cup of beer

Effect Instant, poison resistance. (1 hour), immediately the consumer must succeed on a DC 6 Constitution saving throw or become drunk and **stunned**.

Recipe A potion of the finest craftdwarfship. Crack and grind the Stoneberry to a fine dust. Mix with a horn of beer and steer well. Touch with a Frostleaf to freeze the mix. Slowly cook it to liquid but keep it cold.

Of course dwarves don't need this themselves. They made it to sell it to you.



APPLIANCES

Potions classified as appliance are not used for consumption, but as tools. Applications may range from rituals that require a continuous fire, to simply glueing gems to a piece of armor, to using scents for hunting or stealth operations.

ORNATE GLUE

Brew proficiencies Nature, Survival, DC 8

Ingredients A branch of Marsheye, one Firefruit

Effect Takes in effect 1 round or 6 seconds after applying, glues 100 tiny, 10 small or 1 medium object of any material together, which can be removed with a DC 14 Strength check.

Recipe Mix the Marsheye flowers with a cup of water. Boil and let cool for half an hour. Cut the Firefruit in half and add to the brew. Mash it until a thick purple substance forms. Scoop into a suitable container and store it sealed.

Don't glue your fingers together.



DEMON BALM

Brew proficiencies Survival, Religion, DC 12

Ingredients One Firefruit, a root of Underthyme

Effect Instant, a liquid balm that can be applied to a surface and ignited with a source of fire. One brew is enough to burn for ten hours, or can be smudged over ten feet burning one hour.

Recipe Strip the Underthyme root and extract the white pulp. Squish the firefruit over it and add a cup of water. Boil it for half an hour until a thick salve remains. Store in a container.

Great as light source, marking your path, or writing "You're Next" in flames on your rival's house.





MASKING BROTH

Brew proficiencies *Nature, Survival, DC 12*

Ingredients *Shadow Thistle, Thorned Grape*

Effect *Instant, masks a scent or odour originating from a 5 foot area, or medium or smaller creature. No other creatures can smell you. (1 hour)*

Recipe You know how to mask strong scents using a Shadow Thistle bulb and a Thorned Grape. Cut the bulb and boil for half an hour. Drop the grape in the broth, keep stirring until it's dissolved.

We can still hear you farting, you know.



STENCH BROTH

Brew proficiencies *Nature, Survival, DC 12*

Ingredients *One Thorned Grape, a handful of Hades Hair, choice of beast/monstrosity with an Intelligence of 5 or lower*

Effect *Instant, gives off a terrible scent in a 60 feet area that repels a specific beast or monstrosity, chosen at the time of brewing. The affected creatures must make a DC 12 Constitution saving throw or be frightened. (1 hour)*

Recipe Using your extensive knowledge and experience of nature's native beasts and beastly monstrosities, you know how to brew the perfect broth to play the senses of a chosen creature. Use this knowledge to mix some random ingredients around you into a boiling broth of Hades Hair for half an hour. Peel and squish the Thorned Grape over the cooling broth whilst steering.

Please use far away from civilisation. Also please don't scare wild animals towards civilisation.



BAIT BROTH

Brew proficiencies *Nature, Survival, DC 12*

Ingredients *One Arcanacis flower, one Thorned Grape, choice of beast/monstrosity with an Intelligence of 5 or lower*

Effect *Instant, gives off an irresistible scent in a 60 feet area that attracts a specific beast or monstrosity, chosen at the time of brewing. The affected creatures must make a DC 12 Charisma saving throw or be charmed, and you gain Animal Handling +4 against this creature. (1 hour)*

Recipe Using your extensive knowledge and experience of nature's native beasts and beastly monstrosities, you know how to brew the perfect broth to play the senses of a chosen creature. Use this knowledge to mix some random ingredients around you into a boiling broth with the Arcanacis flower for half an hour. Peel and squish the Thorned Grape over the cooling broth whilst steering.

Be careful how you use this. We discovered that elephants are very into cuddling and we can not recommend the experience.

SPECIAL BOOSTERS AND HEALING

Some potions have such unique or varying enhancing and healing abilities, they do not have a specific classification. Their unique properties may be of crucial importance for the right person on the right time. Remember that the average price may well not apply here. A person's life may be worth many times more.



SILVERSHOT

Brew proficiencies Nature, Survival, DC 12

Ingredients One Moongrape, a branch of Sapphire Sali

Effect Instant, consumer receives the effect of a short rest and can spend a hit dice, but suffers 1 level of exhaustion every hour until a long rest.

Recipe Mince the Sapphire Sali and boil in two cups of water. Cut the moonlight filled Moongrape in half and squish one half into the brew. Add the other half once the Sapphire Sali leaves are dissolved.

Drink two to get a long rest effect! Also get 1 permanent madness and 1 exhaustion level per minute.



ASTRAL NIGHTCAP

Brew proficiencies Nature, Arcana, DC 18

Ingredients One Astral Tulip, a branch of Sapphire Sali

Effect Instant, consumer immediately falls asleep for 8 hours, and can not be awakened.

Recipe Arrange the Astral Tulip petals and Sapphire Sali leaves in a circle. Call upon the primordial forces, arcane or nature, to imbue the petals. Add them in a bottle with a cup of water and shake well.

Be sure to have someone trustworthy to watch over you.



CHAUNTEA'S BLESSING

Brew proficiencies Nature, Survival, Religion, DC 18

Ingredients A branch of Elysium Berries, a stalk of Waterwisp

Effect 4 hours after consumption, consumer receives the effects of a Remove Curse spell.

Recipe Strip the Waterwisp stalk, Boil with the Elysium Berry in a cup of water for half an hour. Stir regularly, let it cool and pour into a suitable container.

The recipe is impossibly simple. Spellcasters just can't accept it works.



CHAUNTEA'S GRACE

Brew proficiencies Religion, DC 22

Ingredients A branch of Elysium Berries, a branch of Ysgard Hymn

Effect Instant, consumer receives the effects of a Revivify spell: pour into a creature that hasn't been dead for longer than a minute. If the creature is willing, it awakens with 1 hitpoint.

Recipe Imbue the Elysium Berry with the divine radiance of your deity. Whilst praying, make sure to apologise thoroughly for altering the destiny of a soul. Boil the Ysgard Hymn leaves and add the berry. Let it boil for another half an hour. Don't stop praying. Finally, let it cool down.

Be sure the creature has been dead less than a minute, or an evil spirit may enter first.

INGREDIENTS

This chapter contains lists of ingredients usable for brewing the potions described in this guide.

FLOWERS

ARCANACIS

This flower originally grew in Arcadia. Extraplanar travellers brought the flower to the material plane, where it became a popular plant to cultivate among mortal dwellers.

- *Location:* plains and forests
- *Fruition:* Summer
- *Ingredient:* Purple spherical flower



Arcanacis

Astral Tulip



ASTRAL TULIP

A rare flower that can only be found near astral pools. Collectors may pay quite a few goldpieces to obtain one. It flowers for several years, but can only be seeded near an astral pool.

- *Location:* Astral pool
- *Fruition:* All year
- *Ingredient:* Chromatic petals



Bytopian Ivy

BYTOPIAN IVY

This flower grows naturally in Bytopia. Some specimens have been brought to the material plane, but it is more difficult to cultivate there. It grows on the floor rather than on walls.

- *Location:* Bytopia
- *Fruition:* All year
- *Ingredient:* Small pink flowers

SHADOW THISTLE

Hidden in nooks and crannies where the sun doesn't reach, Shadow Thistle writhes from the ground. It is said that where Shadow Thistle grows, a shadowfell portal lingers nearby.

- *Location:* places in eternal shadow
- *Fruition:* at night
- *Ingredient:* black flowerbulb



Shadow Thistle

Marsheye

MARSHEYE

Commonly found in marshes, Marsheye covers pools of stagnant water. Those familiar with the flower know not to walk near them to avoid treacherous swamp pools.

- *Location:* Marshland
- *Fruition:* Summer and autumn
- *Ingredient:* Small gray petals

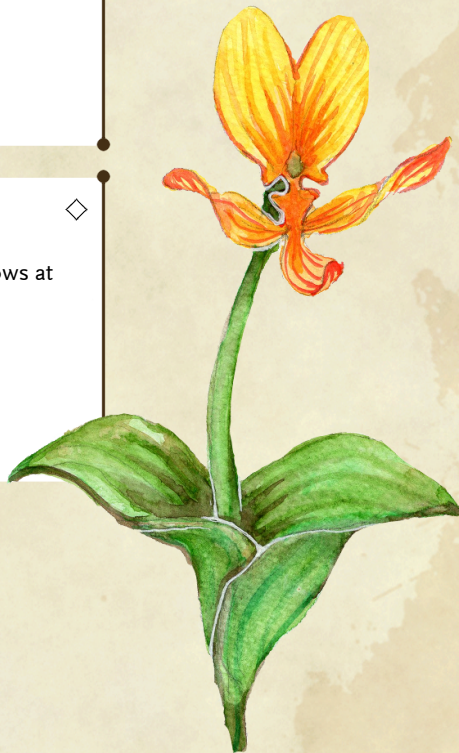


HELLSBLOOM

Hellsbloom grows naturally in some of the planes of hell, as well as near active volcanoes. It reeks of sulphur and leaves mild acid burns when touched.

- *Location: Hell and volcanoes*
- *Fruition: All year*
- *Ingredient: Yellow heart-shaped flowers*

Hellsbloom



Sunpetal Daisy

SUNPETAL DAISY

This daisy soaks the sunlight during the day, and glows at dusk and early night. It's small yellow petals emit a wondrous warm glow of yellow light.

- *Location: open fields in the sun*
- *Fruition: Spring*
- *Ingredient: Sun soaked yellow petals*

BERRIES

BLIMBERRY

A purple berry known for its medicinal effect. Rumours tell they originate from a far-away land called Titan.

- *Location: Temperate and tropical areas*
- *Fruition: Spring, summer, autumn*
- *Ingredient: Ten berries on a branch*

Brainberry



Blimberry

BRAINBERRY

An elusive pearl white berry that evokes strong hallucinations, and can make a creature lose its mind.

- *Location: Spruce forests, mountain area*
- *Fruition: Autumn, winter*
- *Ingredient: Four berries on a branch*

FIREFRUIT

These berries are not edible, but make for great fire starters. When thrown on rock, the berry will combust into a short flame. Often found near volcanoes and hot springs.

- *Location: Near natural sources of heat*
- *Fruition: Autumn*
- *Ingredient: One fruit on a plant*

Firefruit



ELYSIUM BERRY

A light blue berry growing in Elysium. It is seldomly found in the material plane, and then only near portals to Elysium. Its taste is radiant and illuminating.

- *Location: Near portals to Elysium*
- *Fruition: All year*
- *Ingredient: A dozen small berries on a branch*



Elysium Berry

MOONGRAPE

Moongrape is a magical berry that grows by soaking in moonlight. It bends the light to its core seed.

- *Location: Forest glades*
- *Fruition: Early spring*
- *Ingredient: Ten Moongrapes on a branch*



Stoneberry

STONEBERRY

Stoneberries must be cracked open. Their contents are edible but aren't very tasteful and quite hard.

- *Location: Mountain areas*
- *Fruition: Spring, summer, autumn*
- *Ingredient: One nut on a plant*



Thorned Grape

THORNED GRAPE

This grape has needlesharp thorns protruding from its tough peel. They are quite juicy and sweet once peeled.

- *Location: Woodland and jungle*
- *Fruition: Spring, summer*
- *Ingredient: Six Thorned Grapes on a branch*



Moongrape

HERBS

FROSTLEAF

A plant that only grows in extreme cold areas. The leaves freeze water upon contact. It must be heated to iron melting temperatures before it can be processed.

- *Location: Arctic, tundra, high mountain*
- *Fruition: All year*
- *Ingredient: Four leaves on a twig*



Frostleaf

SAPPHIRE SALI

This herb has leaves of silver blue color. It glows dimly at night and often attracts swarms of fireflies. A rare plant that grows near hot and dry places.

- *Location: Desert, savanna*
- *Fruition: Early spring, Autumn, Winter*
- *Ingredient: A dozen leaves on a twig*



Sapphire Sali

GRAYWASTE WEED

This vile weed grows in the Gray Waste, and places infected by the Gray Waste. It is highly poisonous and feeds on wandering souls by sucking away any lingering free will.

- *Location: areas touched by the Gray Waste*
- *Fruition: All year*
- *Ingredient: A handful of leaves*

HADES HAIR

Found in Hades and other lower planes, as well as marshes and swamps. Hades Hair is a plant covered in black strands of thick hair. It is known for its versatile magical properties.

- *Location: Marshes, swamps*
- *Fruition: All year*
- *Ingredient: A handful of black strands*

UNDERTHYME

A wicked twisted root that is found deep underground. Underthyme is salty to the taste and is known to enhance the senses. This can be good and bad.

- *Location: Underdark*
- *Fruition: All year*
- *Ingredient: One root*

WATERWISP

This herb springs from a seed under fresh water and grows a long stalk to the surface, where it sprouts a dozen pink lilypads.

- *Location: Fresh water*
- *Fruition: Spring, Summer*
- *Ingredient: One central stalk*

YSGARD HYMN

Found in Ysgard and around holy places dedicated to Ysgard. This flower is famous for its musical properties. When the wind breezes past, hollow, low, echoing tones can be heard from these plants. Only the leaves can be used for brewing.

- *Location: Holy places dedicated to Ysgard's deities*
- *Fruition: All year*
- *Ingredient: Four leaves on a branch*



Graywaste Weed



Hades Hair

Underthyme



Waterwisp



Ysgard Hymn

POTIONS LISTED BY INGREDIENT

Every potion in this book requires two botanical ingredients. Some potions also require a specific liquid other than water. In this table all the ingredients are listed with the potions that can be crafted with it, so you can determine quickly which potions you're able to make with the ingredients at hand.

<i>Ingredient</i>	<i>Potion</i>
◇ Arcanacis	
- Moongrape	Moonbrine
- Underthyme	Asassins Tear
- Thorned Grape	Bait Broth
✦ Astral Tulip	
- Elysium Berry	Fey Dew
- Brainberry	Thunderjuice
- Sapphire Sali	Astral Nightcap
◇ Bytopian Ivy	
- Sapphire Sali	Faelixir
- Stoneberry, butterfly wings	Drifters Juice
◇ Hellsbloom	
- Brainberry, boar blood	Boarblood
- Underthyme	Owl Sip
- Frostleaf	Phoenix Blood
◇ Marsheye	
- Hades Hair	Witch Spoil
- Firefruit	Ornate Glue
◇ Shadow Thistle	
- Brainberry, deer blood	Deerblood
- Graywaste Weed	Witherbroth
- Frostleaf	Shadowblend
- Thorned Grape	Masking Broth
◇ Sunpetal Daisy	
- Blimberry	Blimberry Juice
◇ Blimberry	
- Sunpetal Daisy	Blimberry Juice
◇ Brainberry	
- Hellsbloom, boar blood	Boarblood
- Shadow Thistle, deer blood	Deerblood
- Ysgard Hymn	Liquid Lightning
- Stoneberry	Mountain Brew
- Sapphire Sali, goat milk	Quickling Milk
- Astral Tulip	Thunderjuice
- Elysium Berry, whale milk	Brain Milk
✦ Elysium Berry	
- Astral Tulip	Fey Dew
- Brainberry, whale milk	Brain Milk
- Thorned Grape	Spirit Swig

<i>Ingredient</i>	<i>Potion</i>
✦ Elysium Berry	
- Ysgard Hymn	Chauntea's Grace
- Waterwisp	Chauntea's Blessing
◇ Firefruit	
- Marsheye	Ornate Glue
- Underthyme	Demon Balm
◇ Moongrape	
- Arcanacis	Moonbrine
- Sapphire Sali	Silvershot
◇ Stoneberry	
- Brainberry	Mountain Brew
- Bytopian Ivy, butterfly wings	Drifters Juice
- Frostleaf, Beer	Dwarven Spirits
◇ Thorned Grape	
- Elysium Berry	Spirit Swig
- Waterwisp	Waterlung
- Thorned Grape	Masking Broth
- Hades Hair	Stench Broth
- Arcanacis	Bait Broth
✦ Frostleaf	
- Shadowblend	Shadowblend
- Hellsbloom	Phoenix Blood
- Stoneberry, Beer	Dwarven Spirits
◇ Graywaste Weed	
- Shadow Thistle	Witherbroth
◇ Hades Hair	
- Marsheye	Witch Spoil
- Thorned Grape	Stench Broth
◇ Sapphire Sali	
- Bytopian Ivy	Faelixir
- Brainberry, goat milk	Quickling Milk
- Moongrape	Silvershot
- Astral Tulip	Astral Nightcap
◇ Underthyme	
- Arcanacis	Asassins Tear
- Hellsbloom	Owl Sip
- Firefruit	Demon Balm
◇ Waterwisp	
- Thorned Grape	Waterlung
- Elysium Berry	Chauntea's Blessing
✦ Ysgard Hymn	
- Brainberry	Liquid Lightning
- Elysium Berry	Chauntea's Grace