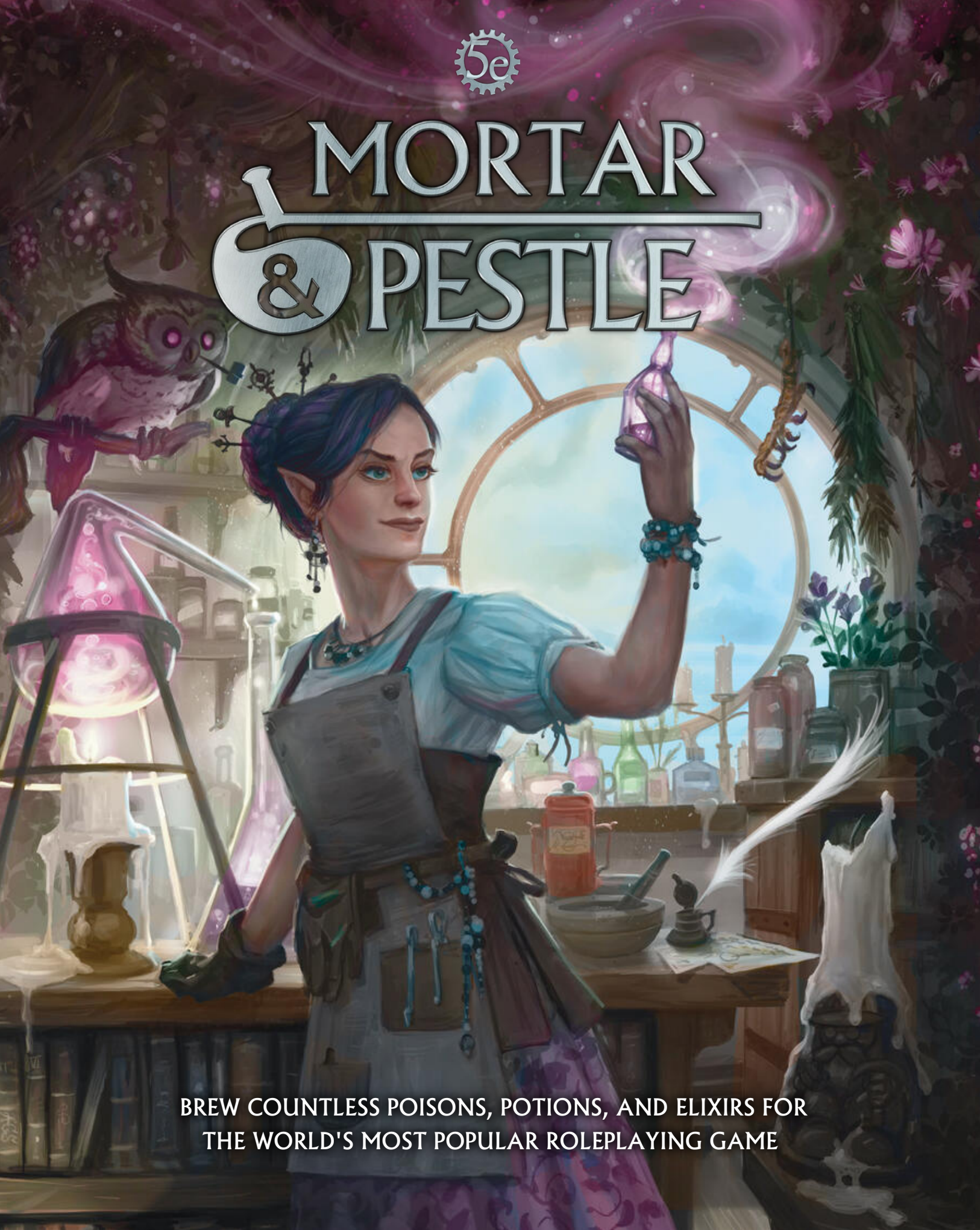


5e

MORTAR & PESTLE



BREW COUNTLESS POISONS, POTIONS, AND ELIXIRS FOR
THE WORLD'S MOST POPULAR ROLEPLAYING GAME

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An illustration of an elf with long brown hair and pointed ears, wearing a blue tunic and brown boots. The elf is kneeling in a lush forest, holding a large green leaf. The forest is filled with vibrant pink and orange flowers, green foliage, and several blue butterflies. The scene is lit with soft, dappled sunlight filtering through the trees.

ALCHEMICAL APTITUDE



The Material Plane is suffused with magical power. It runs through the rocks and earth, through the trees and flowers, animals and monsters. Understanding this power is the realm of the alchemist.

Students of alchemy can be found in every village, town, and city you pass through on your adventures. Local herbalists who treat the sick in their community, ambitious mages who crave knowledge, and unscrupulous investigators of poisonous toxins — all dabble in alchemical concoctions of one sort or another. The applications of alchemical research are nearly endless, and canny adventurers can use the right acrid poultice or hissing flask to turn the tide in a moment of need!

Alchemy is an ancient study. Although it is as much art as science, the past discoveries of reckless innovators and wise elders provide a wealth of advice and warnings. Careful research of dust-laden tomes and daring experimentation can lead an intrepid individual to unlock great magical potential, but pursuing new discoveries is never without risk. There are countless secrets for diligent alchemists to uncover, and many dream of unlocking the next world-changing breakthrough. The secrets of alchemy are yours to unlock!

USING MORTAR & PESTLE

The rest of this chapter introduces a few simple new rules for your alchemical crafting:

- ☞ Extended Tests resolve long or complex tasks, like refining ingredients and Brewing Potions.
- ☞ Hiring alchemists to help you, for a fee.
- ☞ Campcraft rules to Brew a Potion or experiment with ingredients during an adventure.
- ☞ Downtime Activities happen between adventures, and let you experiment, batch-Brew Potions, forage for components and more!
- ☞ Feats to specialise your skills as a master brewer.

Chapter 2: Toxins and Tinctures (page 18) lets you Brew new Potions, Poisons, and Explosives. **Chapter 3: Alchemical Reagents** (page 64) catalogues a collection of Components you can find on your adventures that can be used in Potion Brewing. **Chapter 4: Cultivated Gardens** (page 94) gives you the tools to build fantastical gardens. Finally, **Chapter 5: Experts and Vendors** (page 105) gives Gamemasters a cast of non-player characters to ally with or oppose the players on their alchemical expeditions.

OPENING THE VAULT

Mortar & Pestle is part of our critically-acclaimed series focused on developing gameplay and supporting people to have their best 5e games. Visit cubicle7games.com to find out more.

- 🌀 **Hammer & Anvil.** Craft the equipment your character deserves, customise weapons, armour and adventuring gear, design and build marvellous inventions, enchant magic items, and uncover legendary artefacts.
- 🌀 **Uncharted Journeys.** Bring your campaign world to life with exciting and wonder-filled travel rules for creating memorable and compelling journeys. Make travel a fun and rewarding part of your 5e game!
- 🌀 **A Life Well Lived.** Explore your character's place in the campaign world, bringing their friends, family, contacts and experiences to life. Includes rules for base building and activities between adventures.
- 🌀 **Broken Weave.** A campaign setting of finding hope and rebuilding the world in the aftermath of a magical apocalypse.

TAKING THE INITIATIVE!

Players probably won't need much encouragement to get started tracking down Components and Brewing Potions. If you're the GM, tell your players the basics of what this book covers and let them have at it. But definitely point them at this bit: the GM has the final say over what is possible, especially when it comes to experimental recipes!

There's an enormous amount of adventure fodder for GMs here. As the players start experimenting and brewing, they will build a network of alchemists, gardeners, and merchants, with their own allies, enemies, and complications.

The Druid will stop at nothing to rescue their salamander scale supplier! Or perhaps the person they rescued from the goblins turned out to be an expert alchemist who had just finished refining their new recipe for Dragon Slayer Poison.

When you decide on the treasure and rewards the players will earn with their victories, consider giving them items that feed into the alchemy rules. Adventurers are always on the lookout for hydra blood and ironbark sap. Add magical Components into the pile of loot, and don't be afraid to call attention to them as useful alchemical Components.

Some threats can only be dealt with using a specific Potion, Poison, or Explosive. These more specific recipes are often long lost, but so is the location of each of its ingredients. Finding the lost alchemical recipe is difficult, but only the start of this epic adventure. Tracking down the necessary Components is itself a dangerous quest. Great care must be taken in hiding the discovered recipe from the eyes of evildoers. Who knows what changes could be unleashed on the world if this alchemical process becomes commonplace?

EXTENDED TESTS

Tracking down an elusive monster or concocting a batch of healing Potions can take weeks, months, or even years. We use Extended Tests to resolve these involved and time-consuming activities. Instead of making a single die roll which tells you if you succeed or fail, you make a series of rolls and each result contributes towards the success of the task in hand.

The task is completed when you achieve the number of successes the task requires, called its **Goal**. Here's how it works:

1. **Work out what you are trying to do:** The *Campcraft and Downtime Activities in **Mortar & Pestle*** tell you how to set the details you need to attempt the Extended Tests.

- ☞ The time and number of Tests required.
- ☞ The Test's DC and the Skill or Tools required.
- ☞ The Goal — this is the number you must equal or succeed to complete the task; the GM determines the Goal for the Extended Test. You must meet or exceed this value to succeed on the Extended Test. You gain and lose progress towards your Goal based on how well you roll on each Test (see below).

2. **Begin the Test:** Each time you roll, the difference between the DC and your result is your progress towards your Goal. If you roll higher than the DC, you add it to your Progress as you forge ahead. If you roll under the DC, you subtract it from your Progress as you make mistakes that set you back.

For example, if you roll 13 on a DC 10 Test, you would add 3 to your Progress; if you roll 8 on a DC 10 Test, you subtract 2 from your Progress. Your Progress can go below 0, but maybe the universe is trying to tell you to hire an expert.

3. **Determine Success:** If your Progress equals or exceeds the Goal at the end of the Extended Test, you succeed. If you do not meet the Goal, you fail the Extended Test. Depending on the type of Extended Test, you may be able to try again, retaining any Progress you have already made.

Example: *Charlie is playing as Leon, a 5th Level Elf who has found the tracks of an Ankheg in the woods. He knows that the Antennae of this monster are useful Potion ingredients, so he begins to track down the monster. Jack, the GM, consults the **Extended Test Difficulty** table to work out the details of the Test.*

To set the DC for the Extended Test, Jack considers how complex the task is. He reckons that following the wide track of broken branches and footprints in the mud is a straightforward task for Leon to complete at 5th Level and decides on a DC of 8.

To determine the Goal for the Test, Jack considers how much work Leon is trying to accomplish. Jack knows that Leon is a few miles away from the Ankheg's nest, which Jack thinks is a moderate amount of work for Leon to complete, so he sets the Goal at 12.

*Jack tells Charlie that the Extended Test will require three **Wisdom (Survival)** Tests, and Jack estimates it will take Leon around 2 hours to complete. Leon rolls his three Tests.*

- ☞ *On his first Test, he rolls a 15 against the DC of 8, giving him 7 towards the Goal.*
- ☞ *His next Test result is 6, subtracting 2 from his progress, leaving him with a progress of 5.*
- ☞ *His final Test result is 18, giving him a final progress of 15, exceeding the Goal of 12.*

Leon successfully tracks the Ankheg all the way back to its lair. As Leon exceeded the Goal by 5 or more, Jack determines that Leon was so effective at this task that he does not alert the Ankheg to his presence.

HELPING HANDS

If another Character helps you with an Extended Test, they must be Proficient in the Skill or Tool used in the Test. A Character helping you spends this Downtime Activity granting you Advantage on the first Test you make as part of the Extended Test. This counts towards the number of Downtime Activities they can take in this period of Downtime.

ESTIMATING DIFFICULTY

As a GM, you'll want to come up with your own Extended Tests to give your players for scenarios not covered in this book. Most Extended Tests will have either a high DC, or a high Goal. The DC, representing how complicated a task is, and how much labour is needed to complete the Test is represented by the Goal. A Hard DC with an Easy Goal can make a Medium difficulty Extended Test, and would describe a task that was complicated to achieve, but didn't require much physical effort.

Here are some example ranges for the DC and Goal for Extended Tests. Compare what level the players are to the Extended Test Difficulty table, and decide how hard you want the Extended Test to be.

EXTENDED TEST DIFFICULTY

PLAYER LEVEL	EASY		MEDIUM		HARD	
	DC	GOAL	DC	GOAL	DC	GOAL
1–5	7–10	5–9	11–14	9–13	14–17	13–17
6–10	8–11	6–10	12–15	10–14	15–18	14–18
11–15	9–12	8–12	13–16	12–16	16–19	16–20
16–20	10–13	10–14	14–17	14–18	17–20	18–22

HIRELINGS

Many hands make light work. Hirelings can help you complete Extended Tests by carrying out the heavy labour, holding still pieces you're working on, running your errands so you can focus, and so on. Hirelings are categorised into three tiers: Unskilled, Artisan, and Master. The table shows how much they cost to hire for a week and how they help.

- ☞ All Hirelings reduce the Goal by the amount shown in the table.
- ☞ Artisan and Master level Hirelings give you Advantage on your first Test if their Skill or Tool Proficiency is appropriate.

You can hire as many Hirelings for a Test as you like, but no Hirelings can't reduce the Goal below 5 (they start getting in the way). They can help in your Downtime Activities, reducing as described below. Each Downtime Activity the Hirelings that can help in the **Assistance** section.

HIRELING RATES

TIER	COST / WEEK	GOAL MODIFIER	SKILL PROFICIENCY
Unskilled	15 sp	–2	None
Artisan	15 gp	–4	One Skill or Tool Proficiency of your choice
Master	15 pp	–6	Two Skill or Tool Proficiencies of your choice

COMMISSIONS

You may not always have the time or skill for the project you have in mind. Coin and connections can secure the services of a good alchemist or researcher, leaving you free for any adventurous shenanigans you desire.

If you don't already know someone you can commission, your GM will tell you who locals would recommend. The Hiring Cost covers a single Downtime Activity (page 9) so needs to be paid again if they don't complete the task in one go. You need to additionally pay the cost of materials for the Activity, as if you had undertaken the Activity yourself.

COMMISSIONING SKILL TIERS

TIER	SKILL BONUS	HIRING COST
Unskilled	+2	50 gp
Artisan Crafter	+6	150 gp
Master Crafter	+9	500 gp

Your GM will make the Extended Test in secret, using the Skill Bonus from the table. At the end of the week, the person you commissioned will either have your newly brewed batch of Potions, or will explain why they are not ready for collection yet and that they will need to be paid for an extra week. Let's hope they didn't rush it!

CAMPCRAFT

Below is a list of Campcraft Activities characters can undertake as part of a Long Rest. You can only undertake one Campcraft Activity per Long Rest.

BREW A POTION

Requirement: Proficiency with Alchemist's Supplies or Poisoner's Kit

Assistance: Artisan or Master Hirelings

You process ingredients and combine reagents to create a new Potion, Poison, or Explosive. Using the rules in **Chapter 2**, you can Brew a Potion that you have discovered the recipe for, following the steps outlined in **Use a Recipe** on page 19.

Make an Extended Test over the course of one Long Rest. During that Long Rest, you will set up your alchemical tools to bubble and boil through for a few hours. The rules in **Chapter 2** will tell you the Tool Proficiency used, the DC, and the Goal for the Test.

On a successful Extended Test, you successfully Brew the Potion, consuming all portions of the Components used. The rules in **Chapter 2** give a more detailed explanation of the different outcomes of this Test.

LESS THAN YOU BARGAINED FOR

You can create a moment of drama if the player returns to collect their commissioned Potion, and a sheepish Alchemist informs them that the brew is flawed. Perhaps with a successful Alchemist's Supplies Test they can find the flaws, but there's no guarantee. The player must decide if they need the Potion urgently enough to accept it, or if they will insist it be perfected. Could this mean they delay their next quest, buying the villains more time to bring their scheme to fruition? Subtle imperfections in the brew might not be noticed until they take the first swig...

ALCHEMY IN A LIFE WELL LIVED

A *Life Well Lived* presents the *Alchemy* and *Forage* Campcraft Activities as a simplified way of making Potions and finding ingredients. If you are using the more detailed systems presented in *Mortar & Pestle*, they are replaced by the *Brew a Potion* Campcraft Activity and the *Brew a Batch of Potions*, *Experimental Alchemy*, *Forage*, *Hunt a Monster*, *Mine*, *Research Components*, and *Research Recipes* Downtime Activities (starting on page 9).

REFINE A COMPONENT

Requirement: Proficiency with Alchemist's Supplies

Assistance: Artisan or Master Hirelings

You spend some time preparing an ingredient to improve its potency for future use in a brew.

Make a **Dexterity** or **Intelligence (Alchemist's Supplies)** Test. The DC for the Test is determined by the Rarity of the Component you are refining as described in the **Component Refining** table.

COMPONENT REFINING

RARITY	DC
Common	14
Uncommon	16
Rare	18
Very Rare	20
Legendary	22

If you succeed on the Test, then you refine the selected Component (Refined Components (see page 21), are much more effective in Potion brewing). If you fail the Test by 5 or less, you don't refine the Component, but it is not destroyed in the process. If you fail by more than 5, then the Component has been destroyed and cannot be recovered.

DOWNTIME ACTIVITIES

Even the hardest adventurers aren't permanently on the road neck-deep in plot resolution. Downtime Activities give players options for useful things their Characters can do between adventures. Crafting sounds like a wholesome hobby that should keep them out of trouble!

You may undertake up to three Downtime Activities during a period of Downtime. Downtime Activities take a week to complete. You cannot undertake the same Downtime Activity more than once during a period of Downtime unless stated otherwise.

Players can coordinate their Characters' Downtime Activities. They might be able to collaborate on a particular brew. For example, if your character undertakes the *Hunt a Dangerous Monster* Activity (see page 12), perhaps another player could use the Components you carve from the monsters to *Brew a Batch of Potions* (see page 10).

Discussing Downtime Activities as a group is a great way of fleshing out the Characters' place in the campaign world, the people they spend time with and the places they visit.

MORE ACTIVITIES

The rules for Campcraft and Downtime Activities were first covered in *A Life Well Lived* (available at cubicle7games.com). If you're looking to bring your Characters to life outside the dungeon, *A Life Well Lived* contains almost 100 additional Activities to choose from, along with rules on building bases, creating patrons, and guides on creating intricate backstories for your Characters. *A Life Well Lived* contains our core Campcraft and Downtime rules, with almost 100 additional Activities to choose from!

DOWNTIME ACTIVITY INDEX

ACTIVITY	DESCRIPTION	PAGE NUMBER
Brew a Batch of Potions	Brew multiple copies of a single Potion, Poison, or Explosive.	10
Build a Garden	Clear some land and build a Garden on top of it.	10
Develop your Garden	Expand your Garden or add new Features to it.	11
Experimental Alchemy	Attempt to create a brand new kind of Potion.	11
Forage	Comb through the wilderness in search of Components.	11
Hunt a Dangerous Monster	Track down and kill a monster in the wilderness.	12
Hunt Beasts	Hunt and trap wild animals for Fauna Components	12
Master a Recipe	Study the mechanics of a single recipe to perfect how to Brew it.	13
Mine	Dig through the earth in search of minerals.	14
Refine a Batch of Components	Process multiple Components to make them easier to use in Brewing.	14
Research Components	Discover likely locations for and means of finding Components.	15
Research Recipes	Add known recipes to your list of Brewable Potions.	15
Tend to the Garden	Spend time relaxing or working in your Garden.	15

BREW A BATCH OF POTIONS

Requirements: Proficiency with Alchemist's Supplies or Poisoner's Kit; access to a well stocked Laboratory
Assistance: Artisan or Master Hirelings

Once you've mastered a recipe, you can Brew batches of Potions. Not only is it quicker than creating individual Potions, but the quality is more predictable.

Select one Potion recipe you already know. You spend the Downtime Activity Brewing as many copies of that recipe as you wish, to a maximum combined value of 500 gp. Use the same Brewing process outlined on page 19 and apply the results of the Brewing Test to each Potion produced. You must have a portion of each Component needed for each copy of the recipe you Brew. For example, if you wanted to Brew five copies of the *Tonic of the Berserker* (page 43), then you would need five portions of Anguished Soil, five portions of Hungering Flint, and five portions of Spite Acorns.

On a successful Test, you obtain all of the desired copies of the recipe. On a failed Test, you can preserve half of your Progress on the Test and use it as the starting point for another attempt at the Brew at a later date.



BUILD A GARDEN

Requirements: Access to a suitable space
Assistance: Any Hirelings

This Downtime Activity creates a Garden for you to develop, and to place its first three Features. Over the course of one week, make a **DC 12** Extended Test.

- ☞ First, make an **Intelligence (Nature)** Test to find a potential site and prepare it for cultivation. If you already have access to a suitable site, make this Test at Advantage.
- ☞ Second, make a **Wisdom (Nature or Survival)** Test to clear the site and rehome any critters.
- ☞ Third, make a **Strength (Carpenter's Tools, Mason's Tools, or Woodcarver's Tools)** Test to erect boundaries — such as walls, fences, and traps — to keep it safe.

The cost and Goal for this Test depend on the Size of the Garden you are looking to construct, as shown in the **Garden Size** table. The Size of the Garden determines the number of Features you can have in that Garden — for more details, see page 95.

GARDEN SIZE		
SIZE	GOAL	COST
Patch	5	60 gp
Yard	12	300 gp
Field	25	1,500 gp
Grounds	50	7,500 gp

On a successful Test, you create a Garden of the desired Size and you can add 3 Features of your choice (page 96) at half the listed cost, though you or at least one Hireling helping you must meet any of the Feature's Requirements. If you fail the Test, you retain all of your Progress and you can continue with that Progress when you next attempt this Activity.

DEVELOP YOUR GARDEN

Requirements: Access to your own Garden

Assistance: Any Hirelings

When you need a little bit more leg room a larger yard can be just the ticket! Instead of founding a new Garden, you can expand a Garden you have previously established. You can choose to either *Extend the Boundary* or *Add New Features*.

EXTEND THE BOUNDARY

If you have access to enough space around your current Garden, you can increase its Size by one category. For example you can increase a *Patch*-sized Garden to a *Yard*, or a *Field* to a *Grounds*-sized Garden. When you do so, complete the same Extended Test as when you first founded the Garden, but reduce the Goal and cost listed in the **Garden Size** table by half.

ADD NEW FEATURES

You choose up to 3 new Features you will add into your Garden (page 96). You must have enough slots available in that Garden to fit the new Features, and you have to spend enough gold pieces to cover the cost listed in each new Feature. You or at least one Hireling helping you must meet any Requirements for your chosen Features.

Make a **DC 12, Goal 15 Strength** or **Dexterity** Extended Test using one of the following Skill or Tool Proficiencies: Nature, Survival, Carpenter's Tools, Mason's Tools, or Woodcarver's Tools.

EXPERIMENTAL ALCHEMY

Requirements: Proficiency with Alchemist's Supplies or Poisoner's Kit; access to a well stocked Laboratory

Assistance: Artisan or Master Hirelings

You dedicate your time to unlocking the alchemical mysteries hidden behind the wall of understood recipes. During this Downtime Activity you can Brew a Potion, Poison, or Explosive using the Experimental Concoction rules on page 23.

During this process, any Hirelings or Characters that help you are also affected by any Alchemical Mishaps that occur while Brewing.

On a successful Test, you successfully create the Potion, Poison, or Explosive that you designed. On a failed Test, the unstable combination of Components has come apart and ruined all progress towards this new recipe.

FORAGE

Requirements: Proficiency with Herbalism Kit

Assistance: Any Hireling

You spend your Downtime searching through the nearby wilderness, hoping to find plants that can be used in your alchemical experiments. This Downtime Activity allows you to find Flora Components that are growing in the local region. Roll 1d20 on the **Discovered Flora** table to determine the highest Rarity of Flora you find in the wilderness.

DISCOVERED FLORA	
1D20	HIGHEST RARITY
1-5	Common
6-10	Uncommon
11-15	Rare
16-18	Very Rare
19+	Legendary

Over the course of one week, you must make an **Intelligence (Nature)** or **Wisdom (Survival)** Extended Test with a Goal of 5. Use the Harvesting DC for that Component's Rarity given in the Harvesting rules on page 65.

If you succeed on the Extended Test, you gain one portion of that Flora Component. For every 5 your final Progress Exceeds the Goal by, you gain an additional portion. If you fail on the Extended Test, you have destroyed the delicate plants you sought through improper storage or a careless use of a trowel.

HUNT A DANGEROUS MONSTER

Assistance: Any Hirelings

When you need dragon's teeth, salamander's eye, or griffon's feathers for your Alchemical Brew, hunting down that monster is a surefire way to find the Components you need. Now the only hard part will be actually slaying the creature... good luck! Using the rule outlined on page 130 you can research about and track down a dangerous monster that lurks nearby.

HUNT BEASTS

Assistance: Any Hirelings

There are times when you will want to get a hold of some Components from monsters that are not meaningfully threatening to you. Slaying these creatures is not a significant challenge to you, the only question is about how successfully you can track them down and ambush them.

Choose a non-Humanoid creature that you want to hunt down. If you choose to track down a specific, named creature, you make the Extended Test at Disadvantage. That creature cannot have a CR higher than one quarter of your Character Level. If you want to track down a creature who's CR is higher than this, you must undertake the *Hunt a Dangerous Monster* Downtime Activity instead.

While stalking the wilderness and following game trails, you will make an Extended Test with a Goal of 10. Over the course of one week you will make three Tests. The DC for these Tests is equal to 10 + the CR of the target creature (rounded down).

The first Test is an **Intelligence (Nature)** or **Wisdom (Survival)** Test to discover the territory that this kind of creature prowls in. The second Test is a **Dexterity (Stealth)** Test to close the distance between you and your target without notice. The final Test is either a **Strength (Athletics)** to chase and wear down the target or a **Dexterity (Tinker's Tools)** to rig a trap to ensnare the target.



If you roll a natural 20 on any Tests as part of this Activity, you can add an additional **Strength (Athletics)** or **Dexterity (Tinker's Tools)** Test that contributes to your Progress. If you roll a natural 1 on any of those Tests, you impose Disadvantage on all further Tests made during this Downtime Activity.

- ☉ If you succeed on the Extended Test, you find and slay one creature you were hunting. You can harvest any Component that might be useful from that creature, and gain either 2 portions of rations or 5 gp worth of useful resources like hides, scales, and bones. For every 5 you exceed the Goal by, you gain an additional copy of the Component, and an additional 2 portions of rations or an additional 5 gp of resources.
- ☹ If you failed on the Extended Test, you have been unable to hunt down your target, having lost your way in the wilderness, or spooked the creature from its nest.

MASTER A RECIPE

Requirements: Proficiency with Alchemist's Supplies or Poisoner's Kit; access to a well stocked Laboratory
Assistance: None

If you practise something often enough, you'll learn how to make it more efficiently. This Downtime Activity allows you to master a recipe. It's an expensive undertaking — making the Potion innumerable times until you've cracked it means you'll have to buy a lot of ingredients.

Choose a single recipe you know and make an **Intelligence (Alchemist's Supplies or Poisoner's Kit)** Extended Test with a Goal of 12. The DC and cost is determined by the Rarity of the Potion, Poison, or Explosive on the **Recipe Mastery** table.

RECIPE MASTERY

RARITY	DC	COST
Common	14	250 gp
Uncommon	16	500 gp
Rare	18	1,250 gp
Very Rare	20	12,500 gp
Legendary	22	125,000 gp

If you succeed on the Extended Test, you have mastered this recipe. Whenever you attempt to *Brew a Potion* or *Brew a Batch of Potions* using this recipe, you treat any roll of 9 or lower as a 10. For every 5 you exceed the Goal by, you were successful in your trial attempts and have gained one copy of that completed Potion, Poison, or Explosive without any Additional Effects.

If you fail the Test, you can retain half your Progress and may put it towards the next time you attempt this Activity for that specific recipe. If you fail by 5 or more, you have Disadvantage on the first Test you make when you next attempt to make that recipe as you begin to doubt your own abilities.



MINE

Assistance: Any Hirelings

Mineral Components are usually found in the ground. You spend this Downtime Activity breaking up surface rock and delving through mine shafts in search of useful materials. Roll 1d20 on the **Discovered Minerals** table to determine the highest Rarity of Mineral you find during your *Mine* Activity.

DISCOVERED MINERALS	
1D20	HIGHEST RARITY
1–6	Common
7–11	Uncommon
12–16	Rare
17–19	Very Rare
20+	Legendary

Choose a Mineral of your discovered Rarity or lower that you wish to mine out from the ground. Make a **Strength** Extended Test with a Goal of 5. Use the Harvesting DC for that Component's Rarity and use the appropriate Tool Proficiency given in the Harvesting rules on page 64.



If you succeed on the Extended Test, you gain one portion of that Mineral Component. For every 5 your final Progress exceeds the Goal by, you gain an additional portion. If you fail on the Extended Test, you shatter the few precious fragments you could find and must hang your pickaxe up in shame.

When you complete this Downtime Activity, if you still have another Downtime Activity available to choose, you can decide to take this same Activity again. You reroll on the **Discovered Minerals** table and add a cumulative +1 Bonus to your roll.

REFINE A BATCH OF COMPONENTS

Requirements: Proficiency with Alchemist's Supplies
Assistance: Artisan or Master Hirelings

When it comes to Brewing Potions, the quality of the Components used can make a big difference to how easily you can make the Potion. Powdered Dragon Scales, the oils from an ironbark seed, and twice-distilled Nightmare Wisp are fast-acting and easy to use ingredients in any alchemical process.

This Downtime Activity lets you refine your Components, making the Brewing process easy and efficient. Choose up to 12 portions of any Components you already have — this can be made up of any combination of different kinds of Components.

Make a **Dexterity** or **Intelligence (Alchemist's Supplies)** Extended Test. The DC for the Test is set by the highest Rarity of any of the Components you are refining as described in the **Component Refining** table. The Goal for the Test is equal to twice the number of Components you're refining.

COMPONENT REFINING	
RARITY	DC
Common	14
Uncommon	16
Rare	18
Very Rare	20
Legendary	22

If you succeed on the Extended Test, you refine all of your selected Components. When you undertake the *Brew a Potion* Campcraft Activity, or the *Brew a Batch of Potions* Downtime Activity, and all of your Components are refined, you will gain Advantage on the Extended Test. If you fail on the Extended Test by 5 or less, you refine half of the desired Components. If you fail by more than 5, you don't refine any of the Components.

RESEARCH COMPONENTS

Requirements: Proficiency in Arcana, History, or Nature; access to a well-stocked Library
Assistance: Artisan or Master Hirelings

Sometimes Components are easy to find at a local herbalist's shop, other times they require a more exacting search in inhospitable climes. This Downtime Activity allows you to focus your attention on finding a Component by researching its common uses, its forms, and where it's most likely to be found.

Make an **Intelligence (Arcana, History, or Nature)** Extended Test with a Goal of 12. The DC for this Test is determined by the Rarity of the Component you're searching for:

- ☞ **Common:** DC 12
- ☞ **Uncommon:** DC 14
- ☞ **Rare:** DC 16
- ☞ **Very Rare:** DC 18
- ☞ **Legendary:** DC 20

On a successful Test, you have Advantage on any Tests you make to Harvest or find that Component, including as part of another Downtime Activity. With every 4 you exceed the Goal by, you learn the same information about an additional Component of the same Rarity.

If you fail the Extended Test, you can retain half your Progress and may put it towards the next time you attempt this Activity.

RESEARCH RECIPES

Requirements: Proficiency with Alchemist's Supplies or Poisoner's Kit; access to a Laboratory or well stocked Library
Assistance: None

Expanding your collection of brewable recipes is an essential part of growing as an alchemist. This Downtime Activity allows you to learn additional recipes for Potions, Poisons, and Explosives. Over the course of one week, make a **DC 14, Goal 10 Intelligence (Alchemist's Supplies or Poisoner's Kit)** Extended Test.

On a successful Test, you learn a new Recipe for a Potion, Poison, or Explosive. Choose one recipe from the list on page 62, or from the **Core Recipe** list on page 60. You have learned this recipe and can use it in the future. For every 5 you exceed the Goal by, you can learn an additional recipe.

TEND TO THE GARDEN

Requirements: Access to an established Garden
Assistance: Varies, see below

What could be more relaxing and fulfilling than taking some time to slow down between adventures? You spend this Downtime Activity making use of the Garden you've established. When you begin this Activity, choose one of the Features in your Garden to gain the benefits from as described in **Chapter 4**.





FEATS

Just as you can hone your skills in combat, spellcraft, and all manner of other skills, you can specialise in the alchemical arts. As you become better versed in the risks of combining Dragon's blood with electrum filings, you can make more potent brews, with fewer risks of complete disaster.

BREWING EXPERT

Few have come close to your alchemical mastery. Your ability to predict the instabilities caused by combining reagents is unparalleled, and your level-headed responses to alchemical mishaps have prevented many disasters. You gain the following benefits:

- ☞ Increase your Dexterity or Intelligence Attribute Score by 1.
- ☞ You double your Proficiency Bonus for any Tests made when undertaking the *Brew a Potion Campcraft Activity* or *Brew a Batch of Potions Downtime Activity*.
- ☞ When adding an Additional Effect to any Potion, Poison, or Explosive that you have made, you roll twice on the **Additional Effects** table and choose either result.

EXPERIMENTER

You are eager to discover new recipes, constantly iterating on old formulae, uncovering new interactions between Components, and codifying new recipes for future alchemists.

- ☞ Your Intelligence score increases by 1.
- ☞ When you are undertaking the *Experimental Alchemy Downtime Activity*, you may reroll any result on the **Alchemical Mishaps** table and choose either result.
- ☞ You have Advantage on all Tests made to Brew using any recipe that you created with the *Experimental Alchemy Downtime Activity*.
- ☞ You reduce the cost of Brewing during *Experimental Alchemy* by half.

EXPLOSIVES EXPERT

You're an expert at the quick release and delicate handling of Explosives. You gain the following benefits:

- ☞ While Brewing an Explosive, you can reroll the first natural 1 you during the Brewing process.
- ☞ Use a Bonus Action to throw one Explosive.
- ☞ Any creature that is *Surprised* when they are affected by your Explosives makes their Saving Throws at Disadvantage.

HIGH TOLERANCE

Long hours over bubbling flasks or harvesting toxic plants have given you some degree of protection. Your Constitution score increases by 1. You gain Resistance to Poison Damage and have Advantage on Saving Throws against the *Poisoned* Condition.

You can willingly dose yourself with a Poison. If you successfully resist the effects of that Poison five times over the course of 5 months, then you become forever Immune to the effects of that Poison.

HUNTER

Few animals can escape you and your pack on the hunt. Your Dexterity or Wisdom score increases by 1. You gain Proficiency in Survival.

If you are already Proficient in Survival, you double your Proficiency Bonus for Tests that use Survival.

When you undertake the *Hunt a Monster* Downtime Activity, you and your allies have Advantage on Attack Tests made against any monster you have successfully tracked down during the first round of combat.

MINER

Long hours underground have increased your stamina and built up your muscles for hard labour. Your Strength or Constitution score increases by 1. You count as one Size larger when determining your carrying capacity and the weight you can push, drag, or lift.

When you undertake the *Mine* Downtime Activity, you can double your Proficiency Bonus for all of the Tests. Whenever you are successful with the Extended Test, you find an additional 50 gp worth of precious stones along with your Component.





CHAPTER 2

TOXINS AND TINCTURES



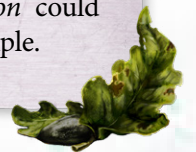
Potions, Poisons, and Explosives are consumable Magic Items with a wide variety of strange and powerful effects. In a low magic setting these items will be rare resources to be saved and used in moments of crisis where the extra edge could mean life or death. In a high magic setting they may be used and earned so frequently that they act as a new set of ammunition for a completely different play style.

When practising alchemy, you can choose to follow a known set of instructions when undertaking the *Brew a Potion* Campcraft Activity and the *Brew a Batch of Potions* Downtime Activity, or you can attempt to discover an entirely new set of effects when undertaking the *Experimental Alchemy* Downtime Activity. Pick one of the two options for how you intend to create your Potions:

- 🕒 **Use a Recipe** on page 19.
- 🕒 **Create an Experimental Concoction** on page 23.

ADAPTING POTIONS TO YOUR WORLD

While the Potions and Components in this book are themed for a typical 5e setting, GMs are free to change names and descriptions to fit their homebrew settings however they like. In a low-magic setting, for example, a *Potion of Healing* (and all the magical connotations the name implies) may simply become a herb poultice made from common plants that promote recovery, and brewed not by a wizard but by a simple folk healer. Likewise, if your world is leaps and bounds in advance of the technology we have today, Components and Potions may have scientific names — the dangerous *Assassin's Blood Poison* could become a Haemoneurotoxin for example.



USE A RECIPE

You use your alchemical prowess to follow the recipe for a Potion, Poison, or Explosive, such as a *Potion of Healing*, *Poison of Nightmares*, or a *Disorientation Grenade*. While less risky than experimental alchemy, there is still plenty of volatility when Brewing from a recipe.

1. READY YOUR TOOLS

The same process is used whether you are Brewing a Potion, Poison, or Explosive. The only differences are the Tools used and some effects during **Step 5. Finishing Touches**.

- ☞ To Brew a **Potion** or **Explosive**, you must be Proficient with Alchemist's Supplies and have access to Alchemist's Supplies or a Laboratory.
- ☞ To Brew a **Poison**, you must be Proficient with a Poisoner's Kit and have access to either a Poisoner's Kit or a Laboratory.

Example: Lorez is a Druid who is travelling with their party. Needing to get to their destination without rest, they stop briefly at a village and barter with a local herbalist to use their Laboratory to work on a Potion.

LEARNING RECIPES

When you gain Proficiency with either Alchemist's Supplies or a Poisoner's Kit, you learn a number of recipes that you can Brew. Choose three *Common* recipes, two *Uncommon* recipes, and one *Rare* recipe that you know from the list beginning on page 60.

If you gain Proficiency with the other set of Tools (i.e. if you are Proficient with Alchemist's Supplies and gain Proficiency with a Poisoner's Kit), you learn one additional *Common*, *Uncommon*, and *Rare* recipe. If you gain Expertise with a set of Tools, you learn one *Very Rare* and one *Legendary* recipe.

You can also learn or purchase new recipes from alchemists you meet on your adventures. These recipes are typically sold for twice the cost of the individual Potion.



2. CHOOSE YOUR RECIPE

Choose a recipe from your list of known recipes. Each recipe contains the information needed to complete the Brewing process, along with the effects of the Potion, Poison, or Explosive. Each recipe includes the following information:

1. **Rarity:** How rare the Potion is in the world. The rarities are *Common*, *Uncommon*, *Rare*, *Very Rare*, and *Legendary*.
2. **Type:** Whether the brew is a Potion, Poison, or Explosive. If it's a Poison, it will also include how the Poison takes effect in parentheses, i.e. *Poison (Contact/Ingested/Inhaled/Injury)*.
3. **Duration:** This is how long the effects of the Potion, Poison, or Explosive last from when they are activated. Typically, the effects of a Potion can be ended early with the use of the *Dispel Magic* spell, while a Poison may be negated with the use of a *Lesser Restoration* spell.

Components: These are the core Components needed to Brew the Potion. The details of each Component can be found in **Chapter 3**.

4. **Description:** This describes the effects the Potion, Poison, or Explosive has.

Example: *Lorez decides to Brew up a Potion of Invigoration to shake off the effects of Exhaustion so their party can keep travelling. They note the Components they need and go looking for them.*



POTION OF INVIGORATION

- (1) *Uncommon* (2) Potion
 (3) **Duration:** 8 hours
 (4) **Components:** Dragon Scales, Obstinate Alloy, Stag Apple

(5) The *Potion of Invigoration* is a must-have for travellers on the road. This black Potion, when sniffed at room-temperature, has hints of hickory. Before consuming, the *Potion of Invigoration* must be heated to near boiling point for 1 minute. Once consumed, the target removes one Level of *Exhaustion*. At the end of the duration, the Level of *Exhaustion* returns. A creature may only benefit from one use of the *Potion of Invigoration* at a time.

FOR FUN AND PROFIT!

Potions, Poisons, and Explosives are always in high demand in a dangerous world filled with reckless adventurers! If you decide to supply these adventurers with the products of your alchemy, you can sell your creations at a profit. Here is a list of prices that you can sell any Potion, Poison, or Explosive for in a typical 5e setting. Your GM can inform you if the setting of your campaign would have an impact on the base sale price of your Potions.

- ☞ Common: 50 gp
- ☞ Uncommon: 100 gp
- ☞ Rare: 250 gp
- ☞ Very Rare: 2,500 gp
- ☞ Legendary: 25,000 gp



3. GATHER COMPONENTS

With your Tools at the ready and the recipe selected, you can begin to gather the Components you need. Each recipe lists three Components that are required to complete the recipe. You may have found these Components already while on your adventures — looted from a mad alchemist's laboratory, nicked from the cauldron of a Green Hag, or discovered in the undergrowth of a mystical forest.

If you don't have one or more of the required Components, there are a few ways to find the missing ingredients. You can undertake one of the following Downtime Activities outlined in **Chapter 1: Forage, Hunt a Monster, Mine, or Tend to the Garden**. Alternatively, if you're in or near a settlement, you could purchase the Components from local merchants.

To buy a Component, you must first determine if it is available for purchase. Roll on the **Component Availability** table based on the size of the settlement you are in. If you roll greater than the given number, you find the Component and pay the cost listed based on the **Component Cost** table based on its Rarity. Do this for each Component you don't already have.

If you are missing any one of the Components listed in the Recipe, you can substitute it with an alternative Component, imposing Disadvantage on the Extended Test in **Step 4**. If you are missing more than one Component from the Recipe, you cannot follow the steps listed there, and to create a brew with the same effects as that recipe, you must create an Experimental Concoction instead (see page 23).

If you're only using Refined Components, you make the Extended Test in **Step 4** at Advantage.

Example: Lorez needs Dragon Scales, a Stag Apple, and some Obstinate Alloy to Brew the Potion. He already had some Dragon Scales and Stag Apples from looting his last dungeon, but was missing the Obstinate Alloy. He rolls a 12 on the **Availability** table, exceeding the amount he needed (6) to find an Uncommon Component in a village. He pays the 15 gp to purchase it from a pedlar that was passing through.

COMPONENT COST	
RARITY	COST
Common	5 gp
Uncommon	15 gp
Rare	40 gp
Very Rare	400 gp



COMPONENT AVAILABILITY				
TRADER	COMMON	UNCOMMON	RARE	VERY RARE
Wandering Merchant	3	10	13	16
Village	2	6	12	15
Town	1	5	11	14
City	1	4	10	13

4. FOLLOW THE RECIPE

To Brew your Potion, you must make an Extended Test. Creating a Potion or Explosive requires three **Dexterity** or **Intelligence (Alchemist's Supplies)** Tests; creating a Poison requires three **Dexterity** or **Intelligence (Poisoner's Kit)** Tests. The **Alchemical Recipes** table lists the DC and Goal to Brew the Potion, Poison, or Explosive based on their Rarity, and lists the typical cost to buy the finished brew.

ALCHEMICAL RECIPES		
RARITY	DC	GOAL
Common	12	9
Uncommon	14	10
Rare	15	14
Very Rare	17	17
Legendary	18	20

Using a recipe to Brew a Potion, Poison, or Explosive takes some of the risk out of the process, but there is still room for unexpected surprises. Depending on how long you are spending working on this brew, it gives you time for more fine controlled adjustments to mitigate disaster.

If you're Brewing this Potion, Poison, or Explosive as part of the *Brew a Potion* Campcraft Activity, then any time you roll a natural 20 during the Extended Test, you can make an extra Test that contributes to your Progress. If you roll a natural 1 instead, it ends the Brewing process immediately, and you fail to create the Potion, Poison, or Explosive.

Alternatively, if you're using these rules as part of the *Brew a Batch of Potions* Downtime Activity, the longer time frame gives you some room to make adjustments. Any time you roll a natural 20 during the Extended Test, you can choose to add an additional positive effect (page 27), or add an extra Test that contributes to your Progress. If you roll a natural 1 during the Extended Test, you can decide to reroll that Test. Doing so adds a negative effect (page 27).

The result of your Extended Test determines the final effects of the brew.

- ☞ If you reach or exceed the Goal, you successfully create the Potion, Poison, or Explosive.
- ☞ If you exceed the Goal by 5 or more, you create the Potion, Poison, or Explosive and it gains a positive Effect (page 27).
- ☞ If you fail the Extended Test but your Progress is 5 or less below the Goal, you create the Potion or Poison but it gains a negative Effect.
- ☞ If you fail the Extended Test and your Progress is more than 5 below the Goal, you fail to create the Potion, Poison, or Explosive and the Components you used are destroyed.

Example: Lorez makes their DC 13, Goal 10 Intelligence (Alchemist's Supplies) Extended Tests, succeeding by more than 5, gaining an Unintended Benefit. Rolling on the column, the Potion of Invigoration gains the Hearty Benefit.

SIDE EFFECTS MAY INCLUDE...

Alchemy is an unpredictable art. Magical interference can cause any number of unpredictable mishaps. At the GM's discretion, instead of determining what additional Effects are added to a Potion, Poison, or Explosive when it is Brewed, you can instead make a note of which of your brews need extra Effects, and then randomly determine the Effects when it is first used.



CREATE AN EXPERIMENTAL CONCOCTION

TWEAKING THE RECIPE

There are minor changes you can make to the processes, measurements, and ratios of a recipe that can have small changes to the effects of the Potion. You can use the modifications listed here or use them as reference with your GM to determine a suitable modifier to the DC of your Extended Test.

- ☞ Use an alternative Component to substitute for a missing one. (+2)

Example: Brew a Potion of Eclipse with a Giant Scorpion stinger instead of a Wyvern Stinger.

- ☞ Add or remove one die from the Damage or healing effect. (+3)

Example: Increase the Damage of a Poison of Plague from 1d8 to 2d8.

- ☞ Double the duration of the effects. (+3)

Example: Double the duration of a Flask of Pacification from 10 minutes to 20 minutes.

- ☞ Double the size of the affected area for an Explosive. (+3)

Example: Double the area of effect of a Sap Grenade from 5 feet to 10 feet.

- ☞ Increase the Saving Throw required to resist a Poison (+2 for each point the Saving Throw is increased by)

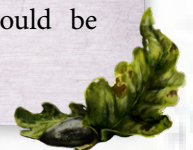
Example: Increase the DC of the Saving Throw to resist the effects of a Poison of Truth from DC 16 to DC 18.

Alchemy is not merely following instructions from dusty old tomes — it's an evolving and ever-changing discipline. Experimentation is how every unique Potion, Poison, and Explosive was invented and you can put your mark on the recipes you Brew by creating Experimental Concoctions. By combining old recipes, distilling powerful spells, and even improvising entirely new elixirs, you too can be on the bleeding edge of alchemical studies. You can use these rules as part of the *Experimental Alchemy* Downtime Activity outlined in **Chapter 1**.

FOR GMS

The Experimental Concoction rules are intended to give players the opportunity to experiment with their Brewing techniques, creating their own unique Potions, Poisons, and Explosives. Working with your players as a GM to come up with these is a dialogue of give and take, navigating your way to effects that will give them the opportunities to meet challenges creatively and expand on the magic of your world.

Sometimes though you might have to say no to some cool ideas — a player wanting to create a *Potion of Nuclear Fusion* is a fun idea, but it might break the tone of your game, or logical bounds of your world. In these situations, you can work with your players to come up with a compromise that fits the setting and has some fun, related effects. In the event that you have a player determined to try the impossible, when they fail their Test, give them some useful information they've learned that could be applied to future experiments.



1. THEORY

The Theory phase of creating a Concoction (an experimental Potion, Poison, or Explosive) is a collaboration between the player and the GM. You will describe to your GM what you want this Potion, Poison, or Explosive to do, how impactful it will be, and the Components you think you will use to make it. Your GM will work with you to determine the Extended Test needed to Brew that Concoction.

There are a few methods you can use to determine the effects of your Concoction, each of which can be used to estimate how difficult it will be to Brew.

ALTERING RECIPES

You have an existing Potion, Poison, or Explosive in mind that you want to create, but with some changes to its effects. Maybe you want to change the type of Damage that a creature takes from a Poison, or maybe you want to turn that *Alchemist's Fire* into a healing flame. When you want to make a big change to an existing recipe, you and your GM can use the following examples as guidelines to work out how to modify the DC and Goal for the Extended Test, based on the **Alchemical Recipes** table on page 22. You will use the existing Rarity for this recipe, but modify the Brewing DC based on the changes you make.

- ☞ **Damage Type (+2):** You can change the Damage Type dealt by your Concoction.
- ☞ **Extra Effect (+1 each):** You want to give it something extra, adding an Additional Effect of your choice to the Concoction's effects.
- ☞ **Duration (+3):** You increase the duration of the Concoction, altering the effects of an instantaneous effect to last for up to 1 minute, or doubling the duration of any Concoction that already lasts for 1 minute or longer.

- ☞ **Saving Throw (+4):** You change the Attribute Bonus that any creature affected by the Concoction uses in their Saving Throw. (i.e. instead of a Dexterity Saving Throw, the target must make an Intelligence Saving Throw.)
- ☞ **Area of Effect (+3):** You change the size and shape of the affected area. You can increase the size to double its original size, or reduce it to be half its original size. You could change the area of effect from a sphere to a cube, line, or cylinder.
- ☞ **Components (+3):** You can substitute one or more Components you are missing with a suitable replacement. It is not always predictable how it will interact with the other Components.

DUPLICATING SPELLS

You can use your spell list as a source of inspiration for your Concoctions, creating a Potion, Poison, or Explosive that mirrors the effects of that spell. Work with your GM to decide on 3 Components that would be suitable to channel the magic of your spell. These Components must match the Rarity listed in the **Distilled Spells** table, corresponding with the Level of the spell you're looking to replicate. If the spell includes a material component that has a gold piece value, you can include that material component as one of the Brewing Components in the Concoction.

The Level of the spell you're attempting to replicate determines the Saving Throw DC for that Concoction, as well as the highest Attack Bonus that you can gain from that Concoction.

Example: Lorez wants to distil the 5th Level spell Raise Dead into a Potion, in case they ever need to resurrect an unfortunate ally. The DC is 16 and the Goal is 10. They also require the spell's Components (a diamond worth 500 gp) which is consumed in the process.

DISTILLED SPELLS

SPELL LEVEL	RARITY	SAVE DC	ATTACK BONUS
Cantrip-1	Common	13	+5
2-3	Uncommon	14	+6
4-5	Rare	16	+8
6-8	Very Rare	18	+10
9	Legendary	19	+11

IMPROVISING EFFECTS

Some alchemical frontiers have yet to be explored! You might not be able to find an alchemical recipe with the exact effects you need, or you might have a selection of spare Components that you've collected on your travels that you have no use for. In this case, you might want to Improvise a Recipe, either combining likely ingredients to get the effect you want or simply mixing random Components to see what happens.

To Improvise a Recipe, select three Components and decide whether you're attempting to create a Potion, Poison, or Explosive. For Potions, work with your GM to decide on the effect. For Poisons and Explosives, select the Damage Type, Conditions, and other malignancies which you want the Concoction to inflict on its targets.

Compare the Damage, healing, Saving Throw DC, and other effects of this Concoctions with other recipes in this chapter to determine the appropriate Rarity for this new Concoction. This Rarity will set the DC and Goal for the Extended Test later.

2. SUPPLIES

Your experimentation will require a lot of extra supplies as you test different combinations of Components and try different processes of mixing and distilling. Depending on the Rarity of the Concoction you determined in **Phase 1**, you will have to spend an amount of gold pieces on extra research materials as described in the **Research Materials** table. If you choose to reduce the amount you spend on these extra materials, you can reduce the cost by half. Doing so imposes Disadvantage on the Extended Test, as you can no longer attempt to replicate results or verify theories.

RESEARCH MATERIALS	
RARITY	COST
Common	150 gp
Uncommon	300 gp
Rare	750 gp
Very Rare	7,500 gp
Legendary	75,000 gp

3. EXPERIMENTATION

You have obtained your research materials and planned out the alchemical reactions you want to replicate. Now is the time to put the theory to the test. You will make an **Intelligence** or **Wisdom** (**Alchemist's Supplies** or **Poisoner's Kit**) Extended Test to determine how successful your experiments are. The DC and Goal for this Test are determined by the Rarity of the Concoction that you set in **Phase 1**.

EXPERIMENTAL BREWING		
RARITY	BREWING DC	BREWING GOAL
Common	12	9
Uncommon	14	10
Rare	15	14
Very Rare	17	17
Legendary	18	20

While making the Extended Test, if you roll a natural 20 on any of the Tests, your expert handling of the ingredients and thorough planning have helped the experiment continue with ease! You can make an additional Test that contributes to your final Progress. If you roll a natural 1 on any of the Tests, you have misjudged the interaction between two reagents, missed a flaw in the method, or knocked over the wrong beaker. Roll on the **Alchemical Mishaps** table.



The outcome of the Extended Test determines how successful the experiment was and the quality of the Brewed Concoction.

- ☞ If you succeed on the Extended Test, you discover a new, viable recipe for your new Potion, Poison, or Explosive. You add this new Potion to your list of known recipes. You manage to salvage enough of the brew to have one copy of the Concoction with a negative effect added.
- ☞ If you succeed by more than 5, you salvage two copies of the Concoction with no negative effects added.
- ☞ If you fail on the Extended Test, the experiment has failed, the Concoction is destroyed, and the Components used are rendered unusable.
- ☞ If you fail by more than 5, then you must also roll on the **Alchemical Mishaps** table.

HANDLE WITH CARE

Adventurers have an above-average tendency to fall out of the tallest window in a tower, get scorched by Dragon flame, or get shoved into a wall by irate Ogres. In particularly unlucky situations, delicate glass vials or clay flasks may shatter, mixing their contents in a catastrophic concoction. At GM's discretion, if you are carrying many different Potions, Poisons, or Explosives on your person when your character's equipment is damaged, roll 1d20. On a natural 1, 1d4 randomly determined Potions, Poisons, or Explosives you were carrying on your person have shattered their containers and mixed together. Roll on the Alchemical Mishaps table as the affected brews are destroyed.



ALCHEMICAL MISHAPS

1d20	EFFECT
1	Explosion: The Concoction erupts in a tempestuous fireball! All creatures within 10 feet are knocked <i>Prone</i> and take 4d6 Fire Damage.
2–3	Mundane Brew: As the Concoction cools and you finish Brewing, you look into the bottle — the Concoction has turned to water with no magical effects whatsoever.
4–5	Damaged Tools: Maybe the heat was too high or the Components too caustic, but your Alchemist's Supplies or Poisoner's Kit is ruined and will have to be replaced.
6–7	Noxious Waste: What in all the Hells is that smell? It's got into your clothes too! You have Disadvantage on all Charisma Tests for 24 hours.
8–9	Soporific Musk: You lean over the Concoction to get a better look and accidentally catch a whiff of soporific run off. You fall <i>Unconscious</i> for 1d6 hours.
10–11	Flashbang: A little too much of one volatile ingredient means your Concoction erupts with a bright flash and a deafening bang. You are <i>Blinded</i> and <i>Deafened</i> for 1d6 minutes.
11–12	Exhaustion: You stayed up all night preparing the ingredients and carefully monitoring the temperature of your burner, but your drive outpaced your energy. You gain a Level of <i>Exhaustion</i> .
13–14	Absorbed: You should have been wearing gloves while working with that toxic component. Your skin itches and burns and your mere touch causes 1d4 Acid Damage to creatures for 24 hours.
15–16	Gibbering: You shouldn't have inhaled those mushroom fumes. You become <i>Frightened</i> for 1d6 minutes as you hallucinate.
17–18	Empty Pockets: Maybe if you just add a little bit extra of the ingredients you can save it? The Brewing Test fails and all Components are destroyed unless you spend gold equal to the Components' Rarities (see the Availability table on page 65). If you do so, no other negative effects occur.
19–20	Accidental Poison: The Potion looks right, smells right — maybe you didn't mess up that badly after all! When you take a sip however you realise you've messed up very badly indeed — you become <i>Poisoned</i> for 1d6 hours and the Potion is ruined.

ADDITIONAL EFFECTS

While alchemy is still a magical art, not a science, your personal style, aura, affinity for magic, and skill can affect the outcome.

This section includes a list of additional Effects an alchemical brew can gain during the Brewing process. Some of these effects are beneficial, such as *Hearty* (see page 30) which grants Temporary Hit Points, while some are detrimental, such as *Sicken* (see page 31) which makes the target violently ill. These additional Effects can be added to your brew depending on how well or poorly the Brewing process goes and on whether you are Brewing a Potion, Poison, or Explosive.

- ☞ If you Brew a Potion and exceed the Goal by 5 or more, roll on the Unintended Benefits column of the **Additional Effects** table. The Potion gains that additional positive Effect.
- ☞ If you fail the Extended Test to Brew a Potion but are within 5 of the Goal, you Brew the Potion but must roll on the Harmful Side Effects column of the **Additional Effects** table. Add the Harmful Side Effect to the Poison.
- ☞ If you Brew a Poison or Explosive and exceed the Goal by 5 or more, roll on the Harmful Side Effects column of the **Additional Effects** table. The Poison inflicts that negative Effect.
- ☞ If you fail the Extended Test to Brew a Poison or Explosive but are within 5 of the Goal, you succeed, but must roll on the Unintended Benefits column of the **Additional Effects** table. The Poison or Explosive grants that unexpected positive Effect.

Example: While Brewing a batch of Poison of Truth to get the location of a secret dungeon out of a corrupt sheriff, Lorez fails their Extended Test but is within 5 of the Goal, meaning they Brew the Poison but must roll on the Unintended Benefits column. They roll a 15, giving the Poison of Truth the Martial Boost Benefit — they may get the truth but now the sheriff is that much more deadly...

ADDITIONAL EFFECTS		
1d20	UNINTENDED BENEFITS	HARMFUL SIDE EFFECTS
1	Arcane Shielding	Blinding
2	Awakening	Burning
3	Balanced	Confusing
4	Beautifying	Creaky
5	Bolstering	Deafening
6	Calming	Diluted
7	Elemental	Dizzying
8	Eye Opening	Enraging
9	Focusing	Freezing
10	Fortifying	Hallucinatory
11	Hearty	Necrotising
12	Heightened Awareness	Oily
13	Hyper	Sicken
14	Invigorating	Slumbering
15	Martial Boost	Suffocating
16	Potent	Toxic
17	Regenerative	Unintelligible
18	Stone Faced	Unstable
19	Strengthening	Uplifting
20	Youthful	Weighed Down

LIST OF EFFECTS

Below is the list of additional Effects that can be applied to your Potion, Poison, or Explosive. Unless stated otherwise, additional Effects last for the Duration of the Potion, Poison, or Explosive you are creating. If the Effect calls for a Saving Throw, the DC is based on the Rarity of the brew you are creating:

- ☞ **Common:** DC 10
- ☞ **Uncommon:** DC 12
- ☞ **Rare:** DC 15
- ☞ **Very Rare:** DC 17
- ☞ **Legendary:** DC 20

A Potion must be consumed to take effect, an Explosive's effects are usually inhaled or absorbed through the skin, and a Poison's effects occur after the correct delivery method is used (*Contact/Ingested/Inhaled/Injury*).

ARCANE SHIELDING

The magical aura around you is strengthened, making you less susceptible to magical attacks. You have Advantage on Saving Throws to resist magical effects for the duration.

AWAKENING

The mixture flows through your system, jolting you to alertness. If a sleeping or *Unconscious* creature is affected by this, they immediately wake up. You can't be put to sleep or rendered *Unconscious* by magic for the duration. You immediately gain the effects of a Long Rest and do not need to sleep for 24 hours.

BALANCED

Your sense of balance and reflexes are heightened, making it easier to move through tenuous spaces and harder to keep you down. You gain +2 Dexterity and have Advantage on Dexterity Tests for the duration. Additionally, if you are knocked *Prone*, you can use your Reaction to immediately stand back up.

BEAUTIFYING

Your natural charm and magnetism are increased, causing other creatures to respond favourably to you. You gain +2 Charisma and have Advantage on Charisma Tests for the duration.

BLINDING

The world around you darkens and you can no longer see. You are *Blinded* for the duration. This Condition can be removed with the *Lesser Restoration* spell.

BOLSTERING

Your fortitude and willpower are bolstered, allowing you to stay on your feet when others would fall. You have Advantage on Constitution and Wisdom Saving Throws for the duration. Additionally, the first time you are reduced to 0 Hit Points while affected by this brew, you do not fall *Unconscious*.

CALMING

You are overcome with calmness and serenity. If you are *Frightened*, the Condition immediately ends. In addition, you have Advantage on all Saving Throws against being *Frightened* for the duration.

CONFUSING

You become confused and bewildered, unable to tell friend from foe or hold complex thoughts in your head. Make an **Intelligence** Saving Throw. On a failure, enemies have Advantage on their Attack Tests against you as you don't recognise them as a threat, and you have Disadvantage on Attack Tests as you're not certain who you should be attacking. Additionally, you must make an **Intelligence** Saving Throw to understand anything but the most basic instructions or to read, as the words swim in your mind and become incomprehensible. These effects last for the duration.

CREAKY

Your body involuntarily creaks with each movement. Make a **Constitution** Saving Throw. On a failure, your body groans and screeches every time you move, like a creaky floorboard or a rusty gate. You have Disadvantage on Dexterity (Stealth) Tests. Additionally, some people may find the creaking and whining unsettling, in which case you make Charisma (Persuasion) Tests at Disadvantage. These effects last for the duration.

DEAFENING

The world becomes silent. You are *Deafened* for the duration. This Condition can be removed with the *Lesser Restoration* spell.

DILUTED

The brew is strangely ineffectual. If this recipe deals Damage, the Damage is halved; if it imposes a Saving Throw, the DC decreases by 2; and if it has a duration, the duration is halved. For other effects, the GM will decide how the effectiveness of the brew decreased.

DIZZYING

The world swims around you and you lose your sense of equilibrium. Make a **Constitution** Saving Throw. On a failure, you are *Stunned* until the end of your next turn. Regardless of whether you succeed or fail, you have Disadvantage on all Dexterity Tests and Saving Throws for the duration.

ELEMENTAL

You are able to shrug off the effects of certain types of attacks. Choose from Acid, Cold, Fire, Lightning, or Poison; you gain Resistance to that Damage Type for the duration.

ENRAGING

You are overcome with rage. Make a **Wisdom** Saving Throw. On a failure, at the start of your turn, you must use all of your movement and Actions to attack the nearest creature, regardless of if they are friend or foe. This effect lasts for 1 minute, regardless of the recipe's duration. You can make another Wisdom Saving Throw at the end of each of your turns, ending the effect on a success.

EYE OPENING

Your eyesight is supernaturally enhanced, allowing you to see things you normally could not. If you are *Blinded*, you immediately recover from that Condition and can't be *Blinded* for the duration. Additionally, you gain *Darkvision* out to a range of 60 feet. If you already have *Darkvision*, the range extends 30 feet. Your normal range of vision is doubled, allowing you to see much further than usual. These effects last for the duration.

FLAMING

You begin to burn from the inside out. Make a **Wisdom** Saving Throw. On a failure, you become feverishly hot and your skin smoulders. At the start of your turn, any creature or object you are touching, but not carrying takes 1d4 Fire Damage.



FOCUSING

Your intellect and mental fortitude are enhanced. You gain +2 Intelligence and have Advantage on Concentration Tests.

This effect also makes it easier to understand others, even when you don't speak their language. If you spend 10 minutes observing and listening to a creature speak a language you do not understand, you grasp enough of the language to have a basic comprehension and may communicate with them. Any understandings gained in this manner are lost when the effect ends.

FORTIFYING

Your body is fortified against illness. You gain +2 Constitution and have Advantage on Saving Throws to resist Poison and disease for the duration.

FREEZING

You begin to freeze and shiver all over. Make a **Wisdom** Saving Throw. On a failure, your body becomes attuned to the place where the Elemental Planes of Air and Water meet for the duration. Your body shivers as if you are cold, and your breath is frosty no matter what the weather. If you hold or put pressure on a creature or object, such as holding someone's hand or pushing against a door, you deal 1 Cold Damage. The target suffers an additional 1 Cold Damage at the start of each turn you are touching them. Sitting on or leaning against objects and furniture also triggers this effect.

HALLUCINATORY

You are overcome with fear and your mind begins to play tricks on you. Make a **Wisdom** Saving Throw. On a failure, you are *Frightened* for the duration. The GM randomly determines the source of your fear, choosing from one creature within 30 feet. If there are no creatures within 30 feet, you instead flee in a random direction and keep running until the effect ends. You can make another Wisdom Saving Throw at the end of each turn to end this effect.

HEARTY

You feel bolstered and more resilient. You immediately gain 10 Temporary Hit Points. Additionally, you have Advantage on Constitution and Death Saving Throws for the duration. Any remaining Temporary Hit Points are lost when the effects end.

HEIGHTENED AWARENESS

You become keenly aware of the world around you. You have Advantage on Wisdom (Perception) Tests and cannot be *Surprised* for the duration. Additionally, you can take two Reactions each round.

HYPER

You are able to move faster than you thought possible. You gain an additional 15 feet of Movement Speed, and can take one extra Bonus Action each round for the duration. When the effect ends, you gain a Level of *Exhaustion*.

INVIGORATING

Your lungs fill with fresh air, your muscles feel renewed and invigorated, and your reflexes become heightened. You immediately lose a Level of *Exhaustion*. Additionally, you have Advantage on Dexterity Saving Throws, gain +5 to your Initiative, and +10 feet to your Movement Speed. These effects last for the duration.

MARTIAL BOOST

Your attacks become more deadly. For the duration, you deal +1 Damage on Melee and Ranged Attacks.

NECROTISING

Your body begins to rot and decay. Make a **Constitution** Saving Throw. On a failure, you suffer 3d8 Necrotic Damage, or half as much Damage on a success. Your Hit Point maximum is reduced by the same amount. Additionally, your Hit Point maximum is reduced by 1 every hour for 24 hours. You can make a **Constitution** Saving Throw every hour to stop this decay. The Hit Point reduction lasts for 24 hours regardless of the duration.

OILY

Your skin becomes coated in a slippery, rubbery invisible substance that makes it difficult to keep hold of anything. Any time you pick something, draw an item or Weapon, or make a Melee Attack with a Weapon, you must make a **Dexterity** Saving Throw. On a failure, the object slips from your grasp and lands 10 feet away in a random direction. Additionally, you have Disadvantage on Strength (Climbing) Tests. However, you have Advantage on Tests to escape a grapple or slip any bonds. These effects last for the duration.

POTENT

The brew is particularly potent. If the recipe deals Damage, the Damage is doubled; if it imposes a Saving Throw, the DC increases by 2; and if it has a duration, the duration is doubled. For other effects, the GM will decide how the potency of the Potion, Poison, or Explosive is increased.

REGENERATIVE

Your natural healing is accelerated, allowing you to recover from injuries. At the start of each round for the duration, you regain a number of Hit Points equal to your Constitution Bonus (minimum 1).

SICKENING

You are overcome with a wave of overwhelming nausea. Make a **Constitution** Saving Throw. On a failure, you begin vomiting uncontrollably. You are *Incapacitated* and *Poisoned* for the duration. At the end of each of your turns, you may make another Constitution Saving Throw. On a success, you stop vomiting and are no longer *Incapacitated*, but are still *Poisoned* for the duration.

SLUMBERING

You fall into a deep sleep and are unable to wake up. Make a **Constitution** Saving Throw. On a failure, you fall *Unconscious* for 1 hour. You can't be woken by normal means, but awaken if you suffer any Damage.

STONE FACED

You become resistant to attempts to affect your mind. If you are *Charmed*, you immediately recover from that Condition and can't be *Charmed* for the duration. Additionally, for the duration, you have Advantage on Saving Throws to be *Charmed* or have your mind or thoughts affected in any way.

STRENGTHENING

Your bones and muscles are reinforced, giving you increased strength. You gain +1 Strength and have Advantage on all Strength Tests and Saving Throws for the duration. You count as one Size larger when lifting, carrying, *Grappling*, and *Shoving*.

SUFFOCATING

The air is pulled from your lungs and you are completely incapable of catching your breath. Make an **Intelligence** Saving Throw. On a failure, your body becomes attuned to the Elemental Plane of Air for the duration. The oxygen is ripped from your body and you begin to suffocate. You can survive for a number of rounds equal to your Constitution Bonus (minimum of 1 round), after which you are reduced to 0 Hit Points and are dying. You can make another Intelligence Saving Throw at the end of each of your turns to end this effect.

TOXIC

The brewed liquid is highly toxic and erodes flesh. Make a **Constitution** Saving Throw. On a failure, you suffer 3d6 Poison Damage and are *Poisoned* for the duration. On a successful Save, you take half Damage and aren't *Poisoned*.

UNINTELLIGIBLE

You are completely incapable of communicating. Make an **Intelligence** Saving Throw. On a failure, it is impossible for anyone to understand you. You lose the ability to speak and any words you attempt to say are incomprehensible, no one can understand the gestures or directions you give, and anything you write comes out as gibberish. You are unable to perform Verbal Components for any spells you cast. Even spells such as *Detect Thoughts* have no effect on you. These effects last for the duration, or can be removed with the *Lesser Restoration* spell.



UNSTABLE

The mixture is strangely unstable, and its effects could wear off at any time. This Potion, Poison, or Explosive becomes inert after 1d4 days (the GM rolls in secret). After this time, the brew loses its effects.

If the Potion, Poison, or Explosive is used before it becomes inert, it works as normal. However, if the recipe has a duration, the GM rolls 1d20 and the end of each round. On a 1, the effects immediately end.

UPLIFTING

This incredibly fizzy and bubbly Potion, Poison, or Explosive repels gravity. Make a **Constitution** Saving Throw. On a failure, you are violently hoisted 15 feet into the air. If this would cause you to make contact with a solid surface, such as a ceiling, you take 1 point of Bludgeoning Damage for every foot you could not rise. While floating in the air, you cannot move, you have Disadvantage on Attacks, and Attacks against you are made with Advantage. You remain 15 feet in the air for the duration.

You may crawl across the ceiling or move along walls if there is something to hold onto, or be dragged along like a balloon.

WEIGHED DOWN

It feels as if the world is pulling you down, almost rooting you to the spot. Make a **Constitution** Saving Throw. On a failure, your Movement Speed is halved and you are treated as being 500 lbs heavier. You can't be *Shoved* and you have Advantage on any Test or Saving Throw against being knocked *Prone*. If you are knocked *Prone*, it costs all of your Movement Speed to stand back up. These effects last for the duration.

YOUTHFUL

The years fall away and you look like your younger self once more. You appear as you were when you were a young adult, about 20 years old in Human terms. If you are younger than this, the Potion, Poison, or Explosive has no effect. This effect lasts for the duration.

Note that this only makes you appear more youthful, it does not physically change you. Any cosmetic modifications or changes to your body that you've received since the age of 20 are still present (e.g. if you lost a hand in battle when you were 35, that hand is not restored).

ALCHEMICAL RECIPES

This section includes a collection of recipes for new and unusual Potions, Poisons, and Explosives. The **Core Recipes** and **Mortar & Pestle Potions, Poisons, and Explosives** tables starting on page 60 list all of the recipes you can choose from when beginning your Alchemical Studies.

COMMON RECIPES

Common recipes are used to create the most widely known Potions, Poisons, and Explosives. These recipes are almost mundane in the sense that they can be found in most apothecaries, country wizard homes, and even in general stores. They are amongst the cheapest to purchase, and very affordable for both adventures and regular civilians alike. For budding alchemists, they are the first recipes learned, as not only are ingredients easy to gather and readily available, but it is also easy to find a teacher.

CAST IRON STOMACH SYRUP

Common Potion

Duration: 10 minutes

Components: Minstrel Marram, Unseelie Juice, Yonggu Sap

This Potion resembles a thick, dark goo that smells of sweet maple syrup with a hint of wintergreen. When you drink this Potion, your stomach is magically enhanced to convert any organic matter into useful food, even if it is something that you couldn't normally eat (raw meat, shoe leather, tree branches).

If you consume at least 1 lb of any organic material within the duration, then your daily requirement for food is satisfied. This is a popular Potion among people travelling through unknown jungles, where toxic plants and animals limit food choices. This Potion has no effect on other Potions, or Poisons, or any magical foods.

You have heard the saying that an army marches on its stomach? Well, this Potion ensures that the stomach may always find fuel. This Potion is why the Yellowwood Forest is now split into two halves after the Blue Eagle Army marched through it.

— Krydon za Ttessyn

JOINT-POPPER POISON

Common Poison (Injury)

Duration: Instantaneous

Components: Bullseye Blackthorn, Otyugh Chutney, Spite Acorns

An oily, foul-smelling liquid that froths with green bubbles, *Joint-popper Poison* is used when a target needs to be quickly incapacitated but still be able to speak. A target affected by this Poison must make a **DC 12 Strength** Saving Throw.

On a failed Save, the Poison causes the joints in the target's legs, arms, wings, and or tails to loudly pop out of place. The affected creature falls *Prone* and drops any items they are holding, suffering 1d8 Necrotic Damage. On a successful Save, the target takes half the Damage and suffers no other ill effects. The target's joints loudly pop back into place at the start of their next turn. Joint-popper Poison is ineffective against creatures that lack a skeletal structure.

PIGMENT POISON

Common Poison (Ingested)

Duration: 8 hours

Components: Black Jackal Tooth, Kellac, Marbled Coal

This mild Poison has a light brown colour and a faint orange luminescence flecked through it. When active, it instantly turns the target's skin into a bright colour not normally associated with their Lineage (selected by the GM). In the past it has been used for entertainment purposes, such as providing instant body art for a social occasion, or harmless pranks.

POISON OF SCRAMBLED VISAGE

Common Poison (Injury)

Duration: 1 day

Components: Anguished Soil, Capricious Seawrack, Otyugh Chutney

The *Poison of Scrambled Visage* is a thick grey ooze, and is applied by coating the tip of a Piercing Weapon. The target must make a **DC 12 Constitution** Saving Throw. On a failure, the target's facial features soften and deform, slowly drifting across the face until they reset in a new, horrific configuration, leaving them unrecognisable to even the closest of family and friends. The target's voice changes to be unrecognisable as their own.

POTION OF DEXTROUS PICKING

Common Potion

Duration: 10 minutes

Components: Kellac, Spinythorn Bark, Yonggu Sap

A thick, glutinous Potion with a dark metallic colour and a heady scent of iron, the *Potion of Dextrous Picking* sits in the stomach like a warm, heavy weight.

1 minute after drinking this Potion, your fingers lengthen and soften, turning your fingertips into a pliable, putty-like substance. Your transformed digits count as Thieves' Tools. Your fingertips return to their original shape when the Potion's effects end.



POTION OF DOG HAIR

Common Potion

Duration: 1 hour

Components: Otyugh Chutney, Vikken Fur, Winter Tookat Pelt

This cloudy Potion smells like old socks that have been saturated in sweat. Consuming this Potion causes you to instantly sprout 1d4 inches of coarse, shaggy hair all over your body. This is an extension of your natural hair, but it grows over every patch of skin. If you already have hair on a part of your skin, then it makes your hair coarse and extends the length by the growth amount. If trimmed or shaved, it regrows normally. If a patch of skin doesn't normally grow such hair, then the new hair does not grow back. This Potion is useful for quick disguises, instant grooming, or costuming changes on stage.

POTION OF PARTICULAR PLACE

Common Potion

Duration: 10 minutes

Components: Bullseye Blackthorn, Crying Schist, Sun-kissed Turquoise

A Potion composed of discrete layers of green and brown material resembling a vertical slice of strata, the *Potion of Particular Place* increases your understanding of a certain area. You must consume this Potion with a pinch of local material: soil or rock, or indigenous plant or animal matter.

When you consume this potion, you receive a mental image of the terrain within one mile of the sample taken, learning the location of settlements, geographical features, and other large points of interest. For the duration, you gain Advantage on all Intelligence Tests to recall information about the terrain discovered.

SAP GRENADE

Common Explosive

Duration: 1 minute

Components: Kellac, Spinythorn Bark, Yonggu Sap

While not a difficult substance to create, a *Sap Grenade* must be handled with exquisite care. With the perfect balance of sticky and stinky, one wrong move will have an alchemist stuck to their own tools and smelling to high heaven!

When thrown, any creatures within 5 feet of the Explosive must make a **DC 13 Dexterity** Saving Throw. On a failure, the sap attaches the creature to the ground and everything that it is touching or holding for one minute. The creature's Movement Speed is reduced to 0 feet and it cannot drop any items that it is holding. At the beginning of each round, the creature can use an Action to make a **DC 13 Strength (Athletics)** Test to pull free.

The sap is easily diluted by water or other liquids and is not flammable. The smell will unfortunately last until the creature is thoroughly washed.

SNOW QUEEN'S BEVERAGE

Common Potion

Duration: 1 hour

Components: Crypt Snake Skin, Vikkin Fur, Winter Tookat Pelt

This sweet-smelling liquid is often stored in a wine skin or bottle. It has a pleasant taste like a fruity sweet wine, but the aftereffect lingers. After drinking this cocktail, your breath becomes frosty, as if you were standing outside in freezing weather.

The first time you take Fire Damage while the Potion is active, you reduce the Damage taken by half. Once you have taken Fire Damage this way, the Potion's effect ends.

TONIC OF HOLLERING

Common Potion

Duration: 1 hour

Components: Capricious Seawrack, Great Auk Feathers, Minstrel Marram

A pale amber liquid in which soundwaves propagate in vivid purple arcs, this Potion decants with an extraordinarily loud gurgle and splash, no matter the care taken. When imbibed, the *Tonic of Hollering* augments your voice to unnatural levels.

If you shout, you are audible to all creatures within 600 feet, while a whisper remains audible to anyone within 60 feet. Any creature standing within 10 feet of you while you speak must make a **DC 10 Constitution** Saving Throw suffering 1d10 Thunder Damage on a failed save.

I remember when the Demonguard of the Red Spire splintered the Army of Light. Were it not for the Tonic of Hollering, General Yasmine would not have been able to rally their forces back into a line before the Demons could rush past them and devastate the City of Riverweave!

— Ubra of the Painted Mesa

TONIC OF REFLECTIVE SIGHT

Common Potion

Duration: 8 hours

Components: Itoris Leaf, Moonsteel, Yonggu Sap

This oddly named silver and grey sparkling liquid, when drunk, grants you the ability to dampen direct sunlight. While this Potion is active, your eyes become mirror-like and you ignore any penalties from *Sunlight Sensitivity* and any intense sources of light.

While the *Tonic of Reflective Sight* is typically used to make treks through the desert more bearable, it has also become a popular Potion amongst people that have trouble seeing in direct sunlight. The visible effect on the consumer's eyes have faded in and out of fashion amongst young nobles.

VICIOUS TONGUE TOXIN

Common Poison (Ingested)

Duration: 1 minute

Components: Crypt Snake Skin, Marbled Coal, Minstrel Marram

This Poison appears to have no taste at all. When a Humanoid ingests this Poison, they must make a **DC 10 Wisdom** Saving Throw. On a successful Save, this Poison has no effect. On a failed Save, for the next minute, the target cannot complete a full sentence without including an insult aimed at the person they are speaking with.

WILDFLOWER BOMB

Common Explosive

Duration: Until dispelled

Components: Bullseye Blackthorn, Punchline Nettles, Toxious Compost

A must-have in every renegade druid's back pocket, a *Wildflower Bomb* is the perfect weapon against a noble's well-manicured lawn. Packed with seeds and just a touch of wild magic, when thrown, the *Bomb* instantly transforms a 5 foot radius area into a miniature jungle of vines and flowers.

The area can function as half cover for a *Medium* creature or total cover for a *Small* creature. The area counts as *Difficult Terrain*.

Without soil to root in, the plants will die over the course of 24 hours. However, these species were chosen for their hardiness and difficulty to kill, and with soil to root in will spread quickly and be very difficult to stop. If the *Wildflower Bomb* is left to its own devices for more than an hour, uprooting the plants requires a **DC 10 Strength (Athletics)** Test.

UNCOMMON RECIPES

As the term implies, *Uncommon* recipes are a bit more difficult to concoct than *Common* ones, but they aren't so rare that most people haven't heard of them. Components are slightly trickier to find and are often tucked away in the wilderness, but the dangers in gathering them aren't usually more than those for an average hunt or a trek through a civilised wood. Knowing an *Uncommon* recipe or two is the mark of a journeyman brewer.

BLOOD-STAINED GLASS GRENADE

Uncommon Explosive

Duration: Until dispelled

Components: Animated Coal, Dragon Scales, Hungering Flint

This grenade looks like a fist-sized spiky mess of glass. Upon impact, it tears upwards and outwards with swiftly growing, vibrantly coloured, and razor-sharp glass, almost seeming to stretch towards nearby creatures. It's beautiful, if you can ignore all the blood dripping from the jagged edges.

On a successful Ranged Attack, the target takes 1d10 Piercing Damage. Hit or miss, the *Grenade* then explodes, and the target and each creature within 5 feet must make a **DC 13 Dexterity** Saving Throw or take another 2d8 Piercing Damage.

The glass does not disappear or dissipate, but stays in the area as a dangerous hazard. The 5 foot radius area becomes *Difficult Terrain*, and any creature attempting to move through it must make a **DC 13 Strength (Acrobatics or Athletics)** Test to pass safely, or take 1d4 Piercing Damage.

Have you ever seen the blue divide that separates the Duchies of Cardor and Jianshe? Their armies clashed there about 250 years ago and Jianshe's vizier employed Blood-stained Glass Grenades to ensure victory. Unfortunately, the Cardorians would not relent, and the speargrass explosions covered the entire border before the battle ended.

— Tarjeen Dracille

BREW OF VOICE STEALING

Uncommon Poison (Ingested)

Duration: 24 hours

Components: Floater, Idiotic Opal, Minstrel Marram

This potent Poison is the bane of many a caster. Similar to the infamous *Potion of Poison*, the *Brew of Voice Stealing* looks, smells, and tastes like a *Potion of Healing*. When ingested, the target must make a **DC 13 Strength** Saving Throw or be unable to speak for the duration. While affected, they may still communicate by other means and may still cast any spell that doesn't require a verbal component. Canny battlefield commanders have been known to find ways of getting *Brews of Voice Stealing* into the beverages of enemy spellcasters.

DEBILITATING BREW

Uncommon Poison (Ingested)

Duration: 8 hours

Components: Midsummer Milkweed, Nightmare Wisp, Toxious Compost

This deceptive Poison looks, smells, and tastes like a *Potion of Invigoration* and may be found in all the same forms. Unfortunately, the *Debilitating Brew* does the exact opposite. A creature that drinks this Poison must make a **DC 13 Constitution** Saving Throw. On a failure, they gain a Level of *Exhaustion* for the duration, though never more than two Levels of *Exhaustion* from this effect.

DECOCTION OF VACUITY

Uncommon Potion

Duration: 1 day

Components: Idiotic Opal, Obstinate Alloy, Toxious Compost

A colourless, weightless liquid with a silken texture and elusive taste, the *Decoction of Vacuity* is used by diplomats, couriers, and other transporters of clandestine secrets. The *Decoction* temporarily dissolves specific artefacts of knowledge — times, dates, locations, codes — letting them sink so deeply into the unconscious they become irretrievable through any means as long as the Potion lasts.

While slowly imbibing the Potion, you focus upon the particular fact you wish to forget, concentrating for a full minute until it takes effect.

As long as you have Potions to hand, this dissolution of memory can be maintained indefinitely. When the effect ends, you are forcefully reacquainted with the knowledge you have suppressed.

DISORIENTATION GRENADE

Uncommon Explosive

Duration: 1 round

Components: Floater, Idiotic Opal, Spite Acorn

This grenade is filled with an incredibly buoyant pressurised gas, and if not held or securely stored will gently float away. For accurate targeting, it needs a short fuse and to be bowled low at enemies. Upon detonation, the gas is released, and any creature within 10 feet of the *Grenade* at the start of their turn must make a **DC 14 Constitution** Saving Throw. On a failure, they take 4d6 Poison Damage, are *Blinded* until their next turn, and must make a single Attack against the nearest creature. On a success, they halve the Poison Damage and suffer no other ill effects.

The gas will rise and dissipate at the end of one round unless trapped in an airtight space. This Explosive has no effect on Undead, Constructs, and any other creatures who do not need to breathe.

FIXATION SYRUP

Uncommon Poison (Contact)

Duration: 1 minute

Components: Foxkit Jade, Hungering Flint, Nightmare Wisp

A syrupy mixture possessing a deep, rich colour that differs depending on who is looking upon it, *Fixation Syrup* is a contact Poison which causes its victim to repeat a single Action for the duration. When a creature makes contact with this Poison, they must make a **DC 16 Constitution** Saving Throw. On a success, the Poison has no effect. On a failure, the target will follow the next simple command they hear for the duration, i.e. attack, run, climb, jump, etc. The target will ignore any command that would clearly endanger themselves or their allies.

LIQUID TRANSFORMATION

Uncommon Potion

Duration: 1 hour

Components: Blink Scruff, Foxkit Jade, Udalis Shell

This teal liquid smells faintly of witch-hazel. When you imbibe it, you gain the ability to transform yourself into a member of a different Lineage.

You must make a **DC 14 Wisdom** Saving Throw. If you succeed, then you choose the Lineage that you wish to become. If you fail, then your GM randomly determines your new Lineage. If you succeed on the Saving Throw by 5 or more, then you may customise your appearance (e.g. basic build, facial hair, hair colour, skin tone).

Your new appearance does retain some essence of who you were, to the extent that any creature that was familiar with you before is reminded of you in this new form.

It is a known fact amongst my kind that it is better to present to the surface species as one of them. While I am not ashamed of who I am, I must admit that there are times when it is easier to blend in. The Liquid Transformation potion accomplishes this with little fuss.

— Elian the Younger

OPTIMAL ARMING ELIXIR

Uncommon Potion

Duration: 1 minute

Components: Horribilicus Root, Hungering Flint, Obstinate Alloy

This Potion looks like a swirling mass of liquid wood and iron. When you imbibe this Potion, you transform your primary arm into a crude One-handed Melee Weapon for the duration. You may choose the shape of the Weapon and you become Proficient with the Weapon. When you drink the Potion, you decide its Damage Type (Bludgeoning, Piercing, or Slashing). The Weapon is considered magical. This Potion is very popular for those who must travel in polite settings where carrying a weapon is frowned upon.

POISON OF AMBIENT ENMITY

Uncommon Poison (Contact)

Duration: 1d4 days

Components: Copper Sand, Nightmare Wisp, Obstinate Alloy

By its nature a perilous substance to both brew and handle, often leaking from even the most tightly stoppered vials, the *Poison of Ambient Enmity* is a clear blue liquid in which discrete red dots rise and fall. Absorbed through the skin, this Poison induces in its target all the small nuisances of acute bad luck: burned meals, torn clothing, outbreaks of itches, and every form of discomfort.

The target subtracts 1d4 from all Tests it makes for the duration. Also known as *Way-changer Draught*, the *Poison of Ambient Enmity* is used to annoy and harass, aimed at convincing the target they are the object of divine retribution or a vengeful fate for choices they have made. *Ambient Enmity* is never fatal, though its victims may wish it was.

POISON OF EMPATHY

Uncommon Poison (Inhaled)

Duration: Until dispelled

Components: Copper Sand, Spite Acorns, Udalis Shell

A light red liquid with a pleasing aroma that never cools below body temperature, the *Poison of Empathy* is a fast-acting Poison that rapidly evaporates when exposed to air, to be breathed in by the target. Also known as *Change-of-heart* and *Judge's Folly*, the Poison changes the disposition of the target towards a single object or person, transforming hate, disgust, and condemnation into care, concern, and a genuine interest in their wellbeing.

When a creature inhales this Poison, they must make a **DC 16 Constitution** Saving Throw. On a success, the Poison has no effect. On a failure, the target gains an intense empathy for the next Humanoid they make eye contact with. The effect is instantaneous, and unless alleviated with magic, permanent. The subject of the target's empathy has Advantage on Charisma Tests when speaking to the target for the duration.



POISON OF INNER FIRE

Uncommon Poison (Injury)

Duration: 1 minute

Components: Candlelight Azalea, Keen-edged Quokka Claw, Spite Acorns

A broiling brew of liquid brightness, the *Poison of Inner Fire* is applied to Slashing Weapons, giving them a distinctive orange glow and adding 1d4 Fire Damage to their original Damage. When a creature is injured with a Weapon coated in this substance, they must make a **DC 15 Constitution** Saving Throw. On a success, they receive only the Damage of the Weapon, but on a failure, their blood is set alight by the Poison. Magical fire pours from their eyes and mouth, leaving them unable to see or communicate. At the end of each of the target's turns, they take 2d8 Fire Damage until the duration expires.

POISON OF MANGLED VERBIAGE

Uncommon Poison (Contact)

Duration: 24 hours

Components: Animated Coal, Floater, Udalis Shell

A multi-coloured brew of random particles, the *Poison of Mangled Verbiage* comes in various forms, all aimed at impeding the target's communication.

One hour after a creature makes contact with this Poison, they must make a **DC 16 Intelligence** Saving Throw. On a success, the Poison has no effect. On a failure, the target becomes incapable of saying or writing a particular word, unknowingly replacing it with one of the brewer's choosing. For example, substituting a different name when determining a will's beneficiary or when stipulating the recipient of goods or services, or when the outcome of a trial needs to be subtly altered.

POISON OF TRUTH

Uncommon Poison (Ingested)

Duration: 1 hour after the target sleeps

Components: Coin Beetle Shell, Idiotic Opal, Punchline Nettles

A fizzing, vivid pink liquid, the *Poison of Truth* is used to extract information from a target. At any stage after this Potion is brewed, you can whisper a single question into the bubbling mixture that your target will be compelled to answer. Once you speak the question, the fizzing stops, and you can administer the Poison to the food or drink. When the target consumes the Poison, they must make a **DC 16 Wisdom** Saving Throw. On a failure, the target blurts out the answer to the question, as honestly and as correctly as they can. On a success, nothing happens.



POISON OF VISIBLE STINK

Uncommon Poison (Ingested)

Duration: 8 hours

Components: Crypt Snake Skin, Toxicous Compost, Yonggu Sap

A liquid of swirling browns and purples, the *Poison of Visible Stink*, when added to food, aids in tracking individuals. The Poison works immediately upon ingestion, steadily exuding in an invisible, odourless gas from the target's pores as they go about their business. After one hour has passed, the trail left by the target curdles into a thick brown cloud. This foul pall, which lasts a further hour, can be tracked by sight or scent. A strong wind disperses the trail.

The target will continue to exude a trail for eight hours. If they linger in one place for more than twenty minutes after their trail has curdled, they must succeed on a **DC 15 Constitution** Saving Throw or become *Poisoned* for the duration.

POISON OF VULNERABILITY

Uncommon Poison (Ingested)

Duration: 8 hours

Components: Capricious Seawrack, Dragon Scales, Floater

This Poison looks, smells, and tastes like a *Potion of Resistance*. When the target ingests this Poison, nothing happens at first. The first time the target takes Damage from an Attack that is not Bludgeoning, Piercing, or Slashing within 8 hours of consuming the Poison, they take double the Damage. Such Poisons are often 'left to find' by owners of treasure rooms to spite would-be thieves.



POTION OF ARROGANT ARMOUR

Uncommon Potion

Duration: 1 hour

Components: Hungering Flint, Punchline Nettles, Smilodon Coat

A glossy, pearlescent liquid with a cloying sweetness, the *Potion of Arrogant Armour* invests you with a sense of ironclad importance, a conviction that the universe would not dare harm you. So strong is this belief in your transcendent significance that it contorts reality around you. For the Potion's duration, you gain +2 AC and your Charisma score increases by 5 to a maximum of 20. However, this warped sense of invulnerability makes you reckless, imposing Disadvantage on Dexterity (Stealth) Tests and encouraging the most insufferable attitudes in conversation.

POTION OF BLAST RESISTANCE

Uncommon Potion

Duration: 1 hour

Components: Animated Coal, Dragon Scales, Floater

A dark red Potion in which small purple lumps merrily bob, the *Potion of Blast Resistance* provides a degree of protection for when all else fails. After you consume this Potion, your body becomes a little bit lighter on its feet. Before the duration of the Potion ends, the first time you fail a Dexterity saving throw to dodge an effect that would deal Damage to you, your body instantly becomes lighter and you float upwards to a height of 30 feet off the ground. If this effect moves you to a space outside the area that would be affected, you take no Damage and suffer no adverse effects. At the start of your next turn, you gently float down until you touch the ground once more.

POTION OF INVIGORATION

Uncommon Potion

Duration: 8 hours

Components: Dragon Scales, Obstinate Alloy, Stag Apple

The *Potion of Invigoration* is a must-have for travellers on the road. This black Potion, when sniffed at room temperature, has hints of hickory. Before consuming, the *Potion of Invigoration* must be heated to near boiling point for 1 minute. Once consumed, you remove one Level of *Exhaustion*. At the end of the duration, the Level of *Exhaustion* returns. You may only benefit from one use of the *Potion of Invigoration* at a time.

POTION OF LYING EYES

Uncommon Potion

Duration: 1 hour

Components: Idiomatic Opal, Obstinate Alloy, Udalis Shell

A liquid of swirling pastel shades, the *Potion of the Lying Eyes* allows the detection of lies by filling the air with colours visible only to you. While the Potion is in effect, you have Advantage on Wisdom (Insight) Tests, while others have Disadvantage on Persuasion and Intimidation Tests made against you. Those who lie in your presence are surrounded by colour, determined by the type of lie they have made: red for willingly false statements, yellow for lies of omission (not telling the whole truth), green for defaming a person, and purple for lying with intent to amuse. Individual lies may cause multiple colours to manifest.

POTION OF THE HOMUNCULUS

Uncommon Potion

Duration: 15 minutes

Components: Animated Coal, Punchline Nettles, Sand Copper

A sweet, fragrant liquid with a distinctive pea green hue, the *Potion of The Homunculous* allows you to spawn a miniature replica of yourself from your hand. This Homunculus is an exact physical copy of you, save for their diminutive size of two inches and their pea green colouring. A *Tiny* creature with 3 HP, the Homunculus retains your Intelligence, Wisdom, and Charisma scores, while their Dexterity score increases by 2, and their Strength and Constitution scores are reduced to 3. The Homunculus possesses all your memories, personality, and Proficiencies and moves at half your Movement Speed. The Homunculus can be commanded as an Action. Once the Potion's effects end, the Homunculus disappears with a sharp pop.



ROBORANT OF RUBBER LIMBS

Uncommon Potion

Duration: 1 minute

Components: Blink Scruff, Horribilissus Root, Seastone

A dull, tan-coloured liquid with a distinctive veined skin, the *Roborant of Rubber Limbs* grants you arms and legs of extraordinary length and nimbleness, extending to three times their length. Extended arms grant an extra 10 feet to your reach, additionally allowing you to attack around corners, though with Disadvantage. Extended legs double your Movement Speed and augment your jumping ability: long jumps cover 10 feet plus your Strength score, while high jumps cover 6 feet plus your Strength Bonus. Neither requires a run-up before jumping. You ignore *Difficult Terrain*, but the loud springing sound made during movement is audible to all creatures within 60 feet. Drinking the *Roborant* does not alter a creature's Size.

SAPPING VENOM

Uncommon Poison (Injury)

Duration: 1 minute

Components: Spite Acorns, Toxious Compost, Wyvern Stinger

Sapping Venom is a viscous liquid of emerald green and is usually housed in a small jar, like an inkwell. The Poison is commonly applied by dipping a Weapon into the inkwell, earning it the nickname 'Writer's Blot'. The target must make a **DC 13 Constitution** Saving Throw or feel the sensation of 'pins and needles' in their legs, causing them to fall *Prone*. Until the duration expires, the target may only move up to half their Movement Speed. The target may make an additional Saving Throw at the end of each of their turns. A successful Save ends the effect.

SHOTS OF FRIENDSHIP

Uncommon Potion

Duration: 1 minute

Components: Candlelight Azalea, Mastodon Heart, Stag Apple

The *Shots of Friendship* is clearly identified by its signature gold colour. This Potion requires two creatures to share its contents. If both creatures imbibe half of the contents each at the same time while within 10 feet of each other, then both creatures gain 10 Temporary Hit Points.

Additionally, the first time one of the users is reduced to 0 Hit Points before the duration expires, they immediately regain Hit Points equal to half of the other user's current Hit Points, and the other user loses half their Hit Points.

SWALLOWING RINSE

Uncommon Potion

Duration: 8 hours

Components: Blink Scruff, Midsummer Milkweed, Otyugh Chutney

This vibrant green Potion has a strong minty smell and taste. When you drink this Potion, your mouth becomes an extra-dimensional space. For the duration, you may store up to four items within your mouth that are no more than four feet in length, can be held in one hand, and can fit through the opening in your mouth.

As an Action, you may put a free hand to your lips and "pull out" an item stored within your mouth of your choosing. An item that has been pulled out may not be replaced.

Sapping Venom is an essential tool in my burglary kit. A few coated throwing stars is all it takes for me to slow down any who would stop me long enough for me to slip through a window or scale a wall. The look on their faces as their legs collapse under them is priceless!

— Basyl Mournwood

THORNING BREW

Uncommon Potion

Duration: 1 hour

Components: Bullseye Blackthorn, Dragon Scales, Duergar Doom Clinkers

Thorning Brew, also known as *Brawler's Whimsy*, grants you a dense covering of scarlet thorns. It appears as a suspension of rust-red nodules in a clear, sticky oil and bears the musk of forest undergrowth.

One minute after drinking the brew, inch-long curved thorns push up through your skin and hair, granting you +1 AC. Additionally, any creature *Grappled* by you takes 1d4 Piercing Damage at the start of their turn, and any Damage from your Unarmed Attacks is doubled. Armour is unaffected by the eruption of thorns, but non-magical clothing is torn to shreds.

At the end of the duration, the thorns blanch white and fall off, leaving behind itching circular welts that take a few days to heal.

TONIC OF THE BERSERKER

Uncommon Potion

Duration: 1 minute

Components: Anguished Soil, Hungering Flint, Spite Acorns

This dark red elixir is flecked with black globules that resemble coagulated blood and it smells strongly of tin and brimstone. When you drink this foul-smelling liquid, you gain Resistance to all non-magical Damage. While extremely useful in combat, the *Tonic of the Berserker* has a chequered reputation. Wealthy mercenaries make frequent use of this Potion, often leading to escalations of existing conflicts. Nobles that can afford vast quantities are quicker to instigate battles with their neighbours, arming their house guards with the Potion.

WINTERGREEN KISS

Uncommon Potion

Duration: 1 Minute

Components: Animated Coal, Smilodon Coat, Vikken Fur

This green-tinted Potion is chilly to the touch. When you drink this Potion, the inside of your mouth and throat tingle with a minty frost. You must hold your breath for the Potion's duration while the chill grips you. Before the duration ends, you can spend an Action to breathe out a 20 foot cone of frost, ending the Potions effects on yourself. Any creature within the area must make a **DC 13 Constitution** Saving Throw, taking 3d8 Cold Damage on a failed save or half as much on a successful save. If you take Damage or fall prone while this Potion is still active, you must make a **DC 13 Constitution** Saving Throw. On a failed save, you accidentally exhale, releasing a harmless puff of frost.

RARE RECIPES

Rare recipes are generally known only to a few. To the average person, such mixtures are strange and mysterious and probably not something to be trifled with. Those who do find such a rare recipe typically seek out an expert to reassure them. Ingredients for such brews are often difficult to find and involve great risk to collect. Knowing how to Brew *Rare* Potions, Poisons, and Explosives marks one as an experienced alchemist.

BLASTING FOAM

Rare Explosive

Duration: Instantaneous

Components: Hellstone, Lohsohn's Furbush Leaf, Oil of Horn

The contents of this Potion are always split into two distinct layers. As an Action, you can throw this Explosive at a creature or object within 20 feet of you, combining the layers into a pink foam that ignites in a bright sparkling flame.

All creatures within 15 feet of the target must make a **DC 15 Dexterity** Saving Throw. On a failure, they take 5d12 Fire Damage, or half as much Damage on a success.

BLINDING VENOM

Rare Poison (Injury)

Duration: 1 minute

Components: Blood Vein Leaf, Vengeance Parakeet Feathers, Xarberri Horn

This watery, dark green liquid stinks of rotting vegetation. The target must make a **DC 15 Constitution** Saving Throw. On a failure, the target takes 6d8 Poison Damage and is *Blinded* for the duration. The target can repeat the Saving Throw at the end of each of their turns, ending the effect on a successful save.

BOMB OF ANIMAL FORM

Rare Explosive

Duration: 1 round

Components: Ankheg Antenna, Wild Unicorn Hair, Xorn Marriage Clusters

This Explosive shape-changer can be attached to a piece of ammunition and fired or thrown at a target. On a hit, it detonates into a puff of sparkling smoke, and the target must make a **DC 10 Wisdom** Saving Throw (the target can choose to fail this Saving Throw if they wish). On a failure, the target rolls 1d6 and consults the table below. They are transformed into that creature until the start of its next turn. The creature has 1 Hit Point and will revert to its original form if it takes Damage. Any Damage beyond that single Hit Point will carry over to its original form. While in animal form, the target has the mental stats of the form they are in.

ANIMAL FORM	
1D6	CREATURE
1	Duckling
2	Frog
3	Kitten
4	Puppy
5	Snail
6	Tortoise

BOTTLED LIGHTNING

Rare Potion

Duration: 1 minute

Components: Deadbrine, Frostfire, Rainbow Onyx

This cloudy fluid is intermittently flecked with electrical sparks. When you drink this Potion, your body becomes charged with electrical energy that you may direct against your foes.

For the duration, whenever you hit a creature with a Melee Attack, you deal an additional 2d8 Lightning Damage. If you end your turn without hitting any creature with a Melee Attack, you deal 1d8 Lightning Damage to all creatures within 5 feet of you.

If you are wearing metal armour when the Potion expires, you immediately take 3d8 Lightning Damage as the charge courses out of your body, gets caught in the armour, and electrocutes you.

CENTAUR'S ELIXIR

Rare Potion

Duration: 8 hours

Components: Foxkit Jade, Vitallium, Xarberri Horn

This caramel-coloured liquid has a sappy consistency. When you consume it, you and all the equipment you are carrying and wearing is transformed into a **Centaur** (at the GM's discretion, all of this equipment appears in a saddle bag on your new back). You replace your physical characteristics with those of the Centaur and gain its Actions and Traits for the duration of the Potion. The only way to end the Potion's effects early is with a *Greater Restoration* spell.

CORDIAL OF SUNLIGHT

Rare Potion

Duration: 1 minute

Components: Hawkeater Teeth, Hellstone, Sun Snowflake

A boiling orange liquid exuding intense light and heat, the *Cordial of Sunlight* is typically stored in flasks made of stone or porcelain wrapped in leather to protect brewers' hands from burns.

When you drink the near scalding-hot *Cordial of Sunlight*, your body begins to glow. For the duration of the Potion, you shine with *Bright Light* in a 150 feet radius. This light counts as sunlight.

While shining with light, you can spend an Action to focus the all-encompassing light into a single beam of glowing energy. You choose one creature you can see within 300 feet of you; that creature must make a **DC 15 Dexterity** Saving Throw. On a failure, the target takes 8d8 Radiant Damage and is *Stunned* until the start of their next turn. On a success, the target takes no Damage and is not *Stunned*. Once you have used this ability, the Potion's effects end.

CROSSHAIR ELIXIR

Rare Potion

Duration: 1 minute

Components: Horribilicus Root, Numisramis, Vengeance Parakeet Feathers

Crosshair Elixir is an extremely runny yellow sap that tastes somewhat like beetroot. When you drink this Potion, your sight and reaction speed are heightened. You gain a +5 Bonus to your Initiative for the duration. If you are already in combat, this can move your place in the Initiative order, potentially making you act before other creatures in the encounter. For the duration of the Potion, when you make a Ranged Attack, you ignore any benefits your target receives from half cover or three-quarters cover.

DEADBRINE'S DROWNER

Rare Explosive

Duration: 1 minute

Components: Deadbrine, Infused Raindrops, Oil of Ancients

When thrown, the Deadbrine's Drowner bursts into a flood of ice-cold seawater. The rush of water can fill a cube up to 30 feet on a side. The water evaporates into a briny mist at the end of the duration, or after 1 round if it isn't enclosed by solid surfaces (like a hole or a room). Any creature that starts its turn in the water must make a **DC 15 Constitution** Saving Throw. On a failed save, they take 3d8 Cold Damage.

DECOCTION OF ORBITAL DEFENSE

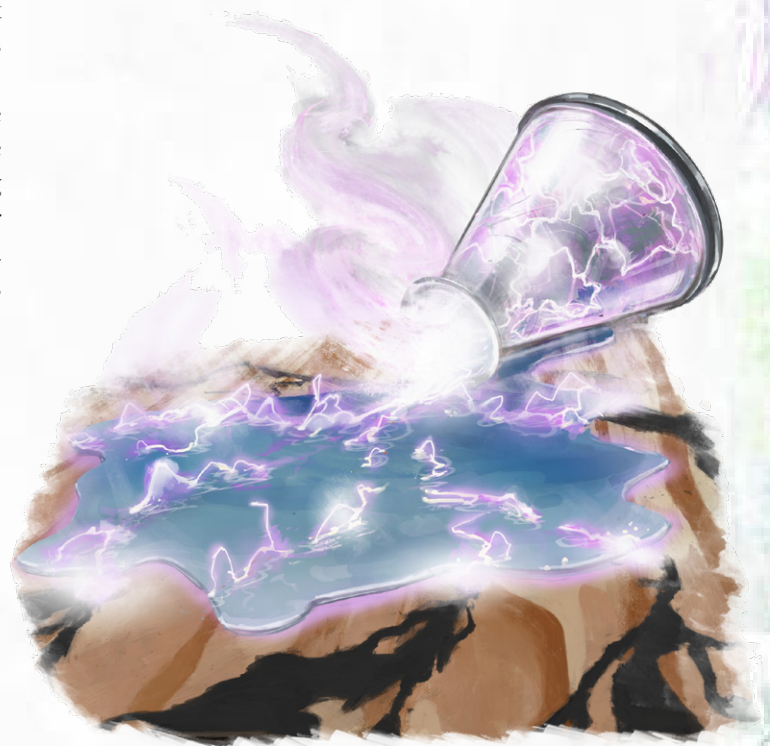
Rare Potion

Duration: Until dispelled

Components: Hawkeater Teeth, Rainbow Onyx, Star Amber

A clear liquid in which red and pink globules drift, the *Decoction of Orbital Defence* infuses you with a miniature solar system of planets, all charged with magical energy. Upon drinking the Decoction, 8 miniature planets made of magical energy begin to orbit around you.

You can spend a Free Action to mentally command one of the planets to fly towards and impact with a creature you can see within 120 feet of you. That creature must succeed on a **DC 15 Strength** Saving Throw or take 2d6 Force Damage; they take half as much Damage on a success.



DRAUGHT OF THE DEEP

Rare Poison (Contact)

Duration: Instantaneous

Components: Blue Snake Ivy, Deadbrine, Numisramis

This greenish-blue Poison has the briny smell of the salty sea. When a Humanoid first makes contact with it, the target must make a **DC 15 Constitution** Saving Throw. On a failure, the target becomes infected with the *Dead Rift Chills*.

DEAD RIFT CHILLS

A disease that most commonly strikes those who sail near the frigid shores of the Cold-snap Wastes, *Dead Rift Chills* slowly saps away at a person's mental and physical resolve. 24 hours after first being infected, sufferers experience a rapid onset of fever that lasts for a full day before the lingering symptoms manifest.

While infected with the *Dead Rift Chills*, you suffer the following effects:

- ☞ You become Vulnerable to Cold Damage.
- ☞ You cannot gain Inspiration.
- ☞ You have Disadvantage on Strength, Dexterity, and Wisdom Saving Throws.

A creature can be cured of *Dead Rift Chills* by spending a week resting in extreme temperatures, such as that found in a sauna, in the vicinity of a volcano, or within arms reach of a bonfire.

DROPLET OF MIND ERASURE

Rare Poison (Ingested)

Duration: Special

Components: Etherian, Hawkeater Teeth, Vengeance Parakeet Feathers

This colourless fluid is kept in a tiny flask and may be added to any mug, goblet, or similar container of a fermented beverage (the *Droplet of Mind Erasure* requires a fermented liquid, so it will not work in water, juice, or similar non-alcoholic beverage).

When a creature drinks this Poison, they must make a **DC 15 Wisdom** Saving Throw or they forget the events of the previous 5 minutes and the next 5 minutes. This is a popular Poison amongst burglars and spies, as while the target knows their memories have been altered once the 5 minutes are up, they have no memory of what happened.

FLASK OF PACIFICATION

Rare Explosive

Duration: 10 minutes

Components: Blue Snake Ivy, Full Moon Shadow, Stag Apple

This flask contains a greenish fluid that tastes like apple cider. When thrown, this Explosive evaporates into a thick green fog in a 10 foot radius sphere, centred on the space it was thrown. All creatures within the fog are targeted by a *Calm Emotions* spell, with a DC of 15. The effects of the spell last for the duration of this Explosive, or until the fog is dispersed with a strong gust of wind. The fog naturally disperses at the end of the duration.

FLASK OF SUMMON MURDER

Rare Explosive

Duration: 1 round

Components: Deadbrine, Full Moon Shadow, Vengeance Parakeet Feathers

The contents of this flask look like charcoal and carry the pungent smell of guano and burnt feathers. If it is shaken, the powder flutters with what sounds like a chorus of small, irritated caws.

When thrown, the flask explodes into vibrant green fire, and from the blazing ash a swarm of murderous black shadow-ravens emerge to hound nearby enemies. At the end of the round, they are blown away into the air and dissipate into cawing dust. When thrown, all creatures within 5 feet of this Explosive must succeed on a **DC 14 Dexterity** Saving Throw or take 4d6 Fire Damage and 4d4 + 4 Piercing Damage, or half Damage on a success. Any inflammable objects which are not being worn or carried within the area of the explosion are ignited.

LIPSTICK OF CHARISMA

Rare Potion

Duration: 1 hour

Components: Blood Vein Leaf, Mountain Heart, Xarberri Horn

The *Lipstick of Charisma* has gained a rather scandalous reputation since its creation, especially among the aristocracy. Prudent individuals, upon noticing the shimmer of enhancing magic across the lips, will extricate themselves from a conversation immediately. Those who are less perceptive may find themselves entering into deals and other arrangements far more willingly than they normally would have...

The *Lipstick of Charisma* comes in a wonderful array of bright, matte, and nude colours, and several of the fancier versions may have minor effects like shifting between different colours, glowing in the dark, or glittering like starlight. It takes an Action to apply and contains one magical application per creation. While wearing the *Lipstick*, you gain a +2 Bonus to Charisma and Advantage on Charisma (Deception and Persuasion) Tests for 1 hour.

Not all hidden weapons are daggers. I've found this lipstick to be quite useful in making friends or otherwise convincing reluctant guards that their time might be better spent elsewhere than guarding a door. If they take too many liberties — well, that hidden dagger is still useful!

— Basyl Mournblade

PHILTER OF SHAME

Rare Poison (Ingested)

Duration: 1 minute

Components: Full Moon Shadow, Mountain Heart, Watching Tiger's Eye

It is remarkably difficult to concoct a magical effect that can induce truth-telling; many wizards, priests, and alchemists have spent considerable time and effort attempting to do so. The *Philter of Shame* is a new step in this direction, but it responds to guilt and embarrassment rather than lies.

The Potion has an inviting cherry-red colour, but the smell seems to conjure memories of embarrassing or upsetting events — asking someone out on a date, getting too drunk at a party, botching an assassination.

When someone drinks this Poison, they must make a **DC 15 Wisdom** Saving Throw. On a failure, any true or false admission that causes them shame or guilt makes their cheeks flush a magical cherry-red. On a success, the Poison has no effect. The effect of this Poison lasts for one minute.

POISON OF CONSTANT CUTTING

Rare Poison (Injury)

Duration: 1 minute

Components: Immoveable Melon, Wild Unicorn Hair, Wyvern Stinger

A thick, oily liquid in which glinting silver shards spin, the *Poison of Constant Cutting* is a fast-acting Poison delivered via treated Weapons, often used to keep a well-guarded space clear. Once the *Poison of Constant Cutting* enters the bloodstream, the target must make a **DC 15 Constitution** Saving Throw. On a failure, the target suffers 3d10 Slashing Damage at the start of each of their turns for 1 minute. The target can repeat the Saving Throw at the end of each turn to end the effect.



POISON OF CONTORTION

Rare Poison (Injury)

Duration: 1 hour

Components: Numisramis, Oil of Ancients, Xorn Marriage Clusters

A dark green syrup with distinctive veins and creases, the *Poison of Contortion* is used when targets need to be both incapacitated and secretly transported.

Once injured with the Poison, the target must make a **DC 15 Constitution** Saving Throw. On a failure, their body begins to contort and fold in upon itself, knocking the target *Prone* for the duration. After 10 minutes, the target can repeat the Saving Throw, and on a failure becomes *Incapacitated* for the duration. After 15 minutes, they can make the same Saving Throw again, becoming *Paralysed* for the duration on a failure. If the target succeeds on any of the Saving Throws, the effects of the Poison ends.

POISON OF NIGHTMARES

Rare Poison (Inhaled)

Duration: 2d4 days

Components: Ankheg Antenna, Hellstone, Nightmare Wisp

A cloudy purple liquid in which fleeting shapes form and disperse, the *Poison of Nightmares* causes its targets to experience hallucinations drawn from baffling childhood dreams. When exposed to air, the Poison evaporates into a smoky cloud.

Vivid hallucinations manifest around the target as scents, sounds, and intangible, multi-coloured visions. For the duration, when the target attempts to take a Long Rest, they must make a **DC 18 Wisdom** Saving Throw. On a failure, they don't benefit from the Long Rest, as the hallucinations haunt them through their sleep. On a success, they manage to find some sleep through the harassment and gain the benefits of a Long Rest as usual.

POISON OF PLAGUE

Rare Poison (Ingested)

Duration: 1 week

Components: Blue Snake Ivy, Toxicus Compost, Wyvern Stinger

Emitting bone white smoke, the *Poison of Plague* is a thick, purple liquid that bubbles and swirls. The *Poison of Plague* converts its target into a vector of disease. Any creature that makes physical contact with the original target must make a **DC 15 Constitution** Saving Throw or become infected. One hour after a creature becomes infected, they begin to leak bright coloured pus from their eyes and start vomiting. They gain the *Poisoned* Condition, and take 1d8 Poison Damage every 24 hours, and their maximum Hit Points are reduced by the same amount.

The infected can be cured with any magic that would cure a disease, but additionally can be cured with a **DC 13 Intelligence (Medicine) Extended** Test with a Goal of 10 over the course of one day.

POISON OF PROJECTION

Rare Poison (Ingested)

Duration: 1 minute

Components: Etherian, Full Moon Shadow, Xorn Marriage Clusters

This Poison looks, smells, and tastes like a *Potion of Mind Reading*, but it has the opposite effect. When a creature ingests this Poison, they must make a **DC 15 Wisdom** Saving Throw. On a failure, the target begins to speak exactly what is on their mind. In short, if they think it, they say it. Anyone trying to make a Wisdom (Insight) Test against you automatically succeeds.

POISON OF WITHERING

Rare Poison (Ingested)

Duration: 3 hours

Components: Blue Snake Ivy, Toxicus Compost, Wyvern Stinger

This rarer and more dangerous version of a *Potion of Poison*, like its predecessor, looks, smells, and tastes like a *Potion of Healing* (or, in this case, a *Potion of Superior Healing*). It is, however, anything but. When a creature imbibes this Poison, their body begins to wither, as if they are very sick. They must make a **DC 15 Constitution** Saving Throw. On a failure, they immediately gain 1 Level of *Exhaustion* and reduce their Strength, Dexterity, or Constitution by 1 for the duration. The target must then repeat the Saving Throw every hour. If the target succeeds the Saving Throw, they end the effect immediately. Each time they fail the Saving Throw, they gain an additional Level of *Exhaustion*, to a maximum of level of 5.

POTION OF ECLIPSE

Rare Potion

Duration: 10 minutes

Components: Blood Vein Leaf, Full Moon Shadow, Wyvern Stinger

A thick oil, dark during the day, bright during the night, the *Potion of Eclipse* is consumed by adventurers in dire situations. Imbibing this sickeningly sweet oil causes your personality to be replaced by the savage and dangerous Eclipse Form.

For the duration of the Potion, your body is enveloped in oily shadow, increasing your Size by one category. The Eclipse Form grants 40 Temporary Hit Points, +3 AC, and Resistance to all Damage. Your Movement Speed is doubled, you gain 60 feet of *Darkvision*, your Strength and Dexterity scores increase by 3 to a maximum of 20, and you gain one extra Action per turn.

When you first drink the Potion, you must make a **DC 15 Wisdom** Saving Throw. On a failure, you are unable to retain control of your form, and for the duration of the Potion, you perceive all creatures around you to be hostile.

POTION OF EXPANDED SENSES

Rare Potion

Duration: 1 hour

Components: Silver Taro, Watching Tiger's Eye, Xorn Marriage Clusters

This Potion expands your senses beyond normal capacity. For the duration you can spend an Action to focus your senses. Roll 1d20 + your Wisdom Bonus gaining the listed effect:

- ☉ 10 or lower: You can hear all noises within 100 feet.
- ☉ 11–20: The above effect, but extended to 300 feet. Double your Proficiency Bonus on all Wisdom (Perception) Tests and detect very faint scents, up to a week old.
- ☉ 20+: The above effects, but extended to 600 feet. You detect vibrations in the air and ground, and know the location of all moving creatures and objects within range.

The effects end after 1 hour, after which you must make a DC 15 Constitution Saving Throw. On a success, nothing happens. On a failure, you gain a Level of Exhaustion.



POTION OF FORGETFULNESS

Rare Potion

Duration: 1 minute

Components: Etherian, Full Moon's Shadow, Nightmare Wisp

This Potion has a pale cloudy colour and a consistency reminiscent of beaten egg whites, and smells like vanilla with faint notes of aniseed.

When you imbibe the *Potion of Forgetfulness*, you must make a **DC 15 Constitution** Saving Throw. You may elect to fail and willingly undergo the Potion's effects. On a failed Saving Throw, you instantly fall *Unconscious* for one minute. Upon awakening, you will have forgotten the ten minutes before drinking the Potion, including your memories of drinking it and falling asleep. The *Potion of Forgetfulness's* magic will encourage your mind to create a rational explanation for your sleep, though you may still notice out-of-place items or people and make a logical connection to magical manipulation.

The lost memories can be restored by a trigger word designated by the Potion's brewer, or by restorative spells such as *Greater Restoration* or *Wish*.

POTION OF THE PERFECT DAY

Rare Potion

Duration: 24 hours

Components: Etherian, Star Amber, Sun Snowflake

A rich, sweet-smelling liquid of coloured layers that blend in a perfectly pleasing manner, the *Potion of the Perfect Day* causes you to experience a set series of beneficial events throughout a 24-hour period. During this period, you may replace any three Test or Saving Throw results with a 15. This may be done after the roll, but before the results are determined.

TONIC OF DESERT'S REVENGE

Rare Poison (Ingested)

Duration: 24 hours

Components: Copper Sand, Hellstone, Lohsohn's Firebush Leaf

Cactus needles are a constant source of irritation for those travelling through arid and semi-arid deserts, and the *Tonic of Desert's Revenge* has bottled that irritation in liquid form. As with the juice of some cacti, this burnt sienna Poison smells sickly sweet. When imbibed, the target must succeed on a **DC 15 Constitution** Saving Throw or small cactus-like needles sprout in various parts of their body, making it uncomfortable to move. The target moves at half Speed and has Disadvantage on Strength and Dexterity Tests and Saving Throws. The target can repeat the Saving Throw every hour to end the effect.

VENOM OF TOPPLING UPWARDS

Rare Poison (Injury)

Duration: 1 minute

Components: Vengeance Parakeet Feathers, Vitallium, Xorn Marriage Clusters

A sky-blue liquid topped with bounteous white froth, the *Venom of Toppling Upwards* is a fast-acting Poison used to both incapacitate a target and dispose of their body. Once it enters the target's bloodstream, it magically inverts their relationship to gravity, causing targets to topple with ever greater speed directly upwards for the duration. Once the duration expires, the target slowly drifts downwards towards the ground.

When a creature is injured by a Weapon coated in the venom, they must make a **DC 20 Dexterity** Saving Throw. On a success, the target grabs a sturdy item (a tree, a building, or a companion), temporarily preventing their upward fall.

Stepping between the planes of existence can be disorienting at times, especially when the natural laws I am used to no longer apply. The Venom of Toppling Upwards helps level the playing field, and although it is considered a poison, I've found it quite useful in achieving a more helpful orientation on bizarre planes.

— Tarjeen Dracfille

VERY RARE RECIPES

Very Rare recipes are used to create powerful remedies; a major city is lucky to have one brewer who can craft them and recipes for Poisons of this magnitude are jealously guarded by assassin guilds. Such Potions, Poisons, and Explosives command high prices, generally out of the reach of most adventurers.

Ingredients are incredibly difficult to gather, requiring long quests and confrontations with powerful monsters. Knowing how to Brew *Very Rare* concoctions marks one as a master alchemist.

ALL-ILLS PORRIDGE

Very Rare Potion

Duration: 1 day

Components: Jilleleh, Silver Taro, Xianthar Nut

The *All-ills Porridge* forms a healthy start to the day for the most well-prepared of adventurers! It consists of a portion of magical porridge sprinkled with the finest restorative nuts and fruits that money can buy. Unlike most Potions, the *Porridge* takes one minute to consume.

Oh yes, a very fine start to the day indeed, if it didn't cost a king's ransom to make the bloody stuff. Do you have any idea where Xianthar Nuts grow, or how hard it is to lay your hands on Silver Taro since the last fields where it reliably grew were scoured clean by the Xex twenty years ago? Stick to oats, and spend your day avoiding anything that looks even vaguely venomous — that's my advice.

— Mal Junes

The *All-ills Porridge* restores, cleanses, and strengthens you with a number of beneficial effects. It cures all Poison and diseases, and for 24 hours gives you Immunity to Poison Damage and the *Frightened* and *Poisoned* Conditions. Your Maximum Hit Points and current Hit Points increase by 2d12, and the first time you would drop to 0 Hit Points as a result of taking Damage, you drop to 1 Hit Point instead.

BLOOD OF THE GREAT WYVERN

Very Rare Poison (Injury)

Duration: instantaneous

Components: Scorched Sand, Troll Mushroom, Wyvern Stinger

It is said that this Poison is infused with the essence of a mythical 'great wyvern,' but it is actually a potent mixture of several ingredients in addition to wyvern venom. You may apply this Poison to up to 20 pieces of non-magical Ammunition by pouring it into a quiver or similar container that keeps the tip of the Ammunition coated with it. You gain a +2 Bonus to Attack Tests and Damage when using Ammunition coated with the *Blood of the Great Wyvern*. In addition, the victim must make a **DC 17 Constitution** Saving Throw or take 7d8 Poison Damage, or half Damage on a success.

DEATHLY CLOUD

Very Rare Poison (Inhaled)

Duration: Instantaneous

Components: Bloodflower Cactus, Calyx Tail, Ectoplasm Essence

In liquid form, this Poison resembles clear water. When exposed to air, it instantly spreads out into a cloud with a 20-foot radius.

Any creature within the cloud must make a **DC 17 Constitution** Saving Throw or take 10d6 Necrotic Damage, or half Damage on a success. This Necrotic Damage reduces a creature's Maximum Hit Points by the same amount as the Damage taken until the creature completes a Long Rest.

DEMONIC CONCOCTION

Very Rare Potion

Duration: 1 minute

Components: Gelmetal, Hellstone, Troll Mushroom

This Potion has a foul reputation for being used by occult orders serving the Lower Planes. The tar-black, caustic ooze somehow always catches your breath as you drink it. Your body rapidly transforms into a Demonic form, growing spikes and horns, toughening your skin, and changing its colour to wild and unnatural colours.

You gain the following benefits for the duration:

- ☞ Your Strength, Constitution, and Charisma scores become 21 if they are not already higher.
- ☞ You gain Immunity to Fire and Necrotic Damage.
- ☞ Your Size increases by one category.



DROP OF DELAYED DETONATION

Very Rare Poison (Ingested)

Duration: Special

Components: Hallowrust, Jilleleh, Scorched Sand

A liquid suspension of brown and orange shards, the *Drop of Delayed Detonation* causes its victim to explode a set time after poisoning. The *Drop* is typically dispensed while the subject sleeps. The time between poisoning and detonation is determined during the Brewing process and can be anything between 12 hours to one week. When this set time is reached, the victim explodes with magical fire, suffering 8d8 Fire Damage, while all creatures in a 60 foot radius suffer 6d8 Fire Damage. The longer the *Drop* is in the target's system, the more its effects manifest: increasing internal temperature, dry, cracking skin, and a soft, subdermal glow.

DYE OF MARKING

Very Rare Potion

Duration: Until dispelled

Components: Longing Lily, Invisible Iron, Ravenous Alabaster

A new and innovative step in the eternal war between those who hoard wealth and those who would snatch it for themselves, the Dye of Marking is a wayward thief's nightmare. Invisible to the eye, this Potion explodes into bright colour and spreads once it makes contact with the skin of a warm creature. It also pierces Illusion and Transmutation magic, and remains visible through spells and magical effects of 5th Level or lower.

ELIXIR OF STORMS

Very Rare Potion

Duration: 1 minute

Components: Efreeti Wish Dust, Meteor Shower Metal Fragments, Xianthar Nut

This Potion sparks and crackles, trembling with energy syphoned from the heart of a thunderstorm. It can be keenly felt as it spreads down the throat and through the body, growing in intensity as it is drunk. For the duration of the Potion, you gain a Fly Speed of 60 feet.

As an Action, you can summon up a tempest of howling winds and crashing thunder. All creatures within 15 feet of you must make a **DC 17 Constitution** Saving Throw. On a failure, they take 4d6 Thunder Damage, are pushed 10 feet away, and are knocked *Prone*. On a success, they take half as much Damage and are not pushed away or knocked *Prone*.

FORMULA OF FLATTENED FORM

Very Rare Potion

Duration: 1 hour

Components: Deadbrine, Gelmetal, Shield Guardian Unguent

A dark blue liquid that lurks at the bottom of containers, the *Formula of Flattened Form*. Once you drink this Potion, your body becomes warped. Your height and width remain unchanged, but you become flattened down to half an inch thick. The equipment you are wearing and carrying transforms with you.

For the duration of the Potion, you gain the following benefits:

- ☞ You gain Advantage on Dexterity Tests and Dexterity Saving Throws.
- ☞ You gain a +5 Bonus to Dexterity (Stealth) Tests.
- ☞ You can slip through gaps one inch wide, weave through pipes of any angle, and fold into spaces of one cubic foot.

FUNGAL BREW

Very Rare Poison (Injury)

Duration: 1 minute

Components: Heart of T'maris, Troll Mushroom, Xianthar Nut

This Poison is a sickly green with swirling ribbons of black ooze. When a target is injured by a Weapon coated in this Poison, they must succeed on a **DC 18 Constitution** Saving Throw or take 4d8 Necrotic Damage, halved on a success. The target must make this Save at the start of each of their turns for 1 minute or suffer the effects again.

If the creature is killed while under the effects of this Poison, their natural decaying process accelerates, and mushrooms begin to grow on their body. One minute after death, the creature will rise as a **Myconid**, which is neutral to all parties unless attacked. A creature who dies in this way can only be targeted with resurrection magic if *Greater Restoration* is used to purify the corpse before the mycelial transition is complete. Once the creature has become a Myconid, their body is classed as destroyed.

This Poison has no effect on Constructs or other creatures made of inorganic matter, but can affect Undead.

HOLY WEAPON OIL

Very Rare Potion

Duration: 1 hour

Components: Gelmetal, Meteor Shower Metal Fragment, Vitallium

This oil causes any metal it touches to faintly vibrate and hum with a pure tone. The *Oil* can coat one Weapon or up to 5 pieces of Ammunition. Applying the *Oil* takes 1 minute. For the duration, the coated item deals an additional 2d8 Radiant Damage. The extra Damage increases to 3d8 when attacking Fey, Fiends, or Undead.

ICHOR OF STOLEN SPEECH

Very Rare Poison (Injury)

Duration: 1 minute

Components: Are-You-Me Filigree, Gelmetal, Longing Lily

The liquid of this Poison is a thick, black, gelatinous consistency, and it gleams iridescent purple under direct light. When applied to a Weapon, it stains and clings to anything that it touches. A blade coated in the ichor is stained purple for a few days afterwards.

When a creature is injured with a Weapon coated in this Poison, they must make a **DC 16 Constitution** Saving Throw or take 2d6 Poison Damage and be *Poisoned* for one minute. While *Poisoned*, they are also *Silenced*, as the Poison paralyses the vocal cords. They can repeat the Saving Throw at the end of each of their turns.

MAGE MELTER ACID

Very Rare Poison (Ingested)

Duration: 1 week

Components: Hallorust, Ravenous Alabaster, Troll Finger

A black, lustreless tar, *Mage Melter Acid* is a slow-acting Poison that Damages a creature's magical potency. Despite its name, *Mage Melter Acid* affects any spellcaster. The 'acid' is magical, burning away the spellcaster's spell slots. When first imbibed, the victim must make a **DC 16 Constitution** Saving Throw or immediately lose their highest two remaining spell slots. After each Long Rest, the spellcaster makes another **Constitution** Saving Throw and on a failure immediately loses their top two spell slots. While the Poison is in the spellcaster's system, no lost spell slots may be regained.

A successful Save ends this Poison's effect and all lost spell slots are returned.

PARTYBANE

Very Rare Poison (Inhaled)

Duration: Special

Components: Ectoplasm Essence, Ravenous Alabaster, Troll Finger

This sinister Poison is created by infusing the ingredients inside a barrel of alcohol. It is a powerful weapon for armies, revolutionaries, or even rival businesses who want to invade a location with minimal fuss. The trick is to manoeuvre the barrel to where it is likely to be used without being thoroughly checked, such as a tavern or evening ball.

When the barrel is tapped, the alcohol emanates the odourless Poison which, over the course of 10 minutes, fills a room of up to 100 square feet.

Anyone inside the area must make a **DC 18 Constitution** Saving Throw. On a failure, the creature immediately falls *Unconscious* for 1 hour. On a success, the creature is *Stunned* for 1 minute. If an *Unconscious* creature takes any Damage, then they immediately awaken.

POTION OF ABSOLUTE MUNDANITY

Very Rare Potion

Duration: 10 minutes

Components: Efreeti Wish Dust, Gelmetal, Troll Mushroom

A plain beige liquid with a perfectly unremarkable taste, the *Potion of Absolute Mundanity* is easily overlooked on a shelf with other Potions. When you drink this Potion, you become completely unremarkable in every detail. For the duration of the Potion, any creature that sees you will not remember any details about you other than your presence. After you have left, they will not remember the details of any conversation they had with you and will find your presence broadly unremarkable.

POISON OF BINDING

Very Rare Poison (Ingested)

Duration: 1 week

Components: Are-You-Me Filigree, Efreeti Wish Dust, Wyvern Stinger

This shiny metallic liquid feels immensely heavy inside of its vessel. When a creature first consumes this Poison, they must make a **DC 17 Charisma** Saving Throw. On a failure, their mind becomes extremely paranoid about what dangers lie far away.

For the duration, the target cannot willingly move further than 10 miles away from the location where they first consumed the Poison, nor can they willingly travel to another plane of existence. If the target is moved outside of that distance, or to another plane, they become *Frightened* of all creatures around them and do everything they can to return to that safe location. The target can repeat the Saving Throw at the end of a Long Rest, ending the effect on a successful Save.

POISON OF BLIGHTING

Very Rare Poison (Ingested)

Duration: 24 hours

Components: Bloodflower Cactus, Ravenous Alabaster, Troll Mushroom

This deceptive Poison looks, smells, and tastes like a *Potion of Greater Healing*. When a Humanoid first drinks this Poison, they regain 4d4+4 Hit Points. It does, however, react badly with the bloodstream. The target must make a **DC 17 Constitution** Saving Throw. On a failure, whenever they next take Bludgeoning, Piercing, or Slashing Damage during the effects, they take an additional 1d8 points of Necrotic Damage. This reduces their Maximum Hit Points by the same amount until they complete their next Long Rest.

POISON OF COMPANIONSHIP

Very Rare Poison (Ingested)

Duration: Until dispelled

Components: Efreeti Wish Dust, Wild Unicorn Horn, Xianthar Nut

A rose-tinted liquid that reminds you of your fondest memories whenever you sniff it. When a Humanoid first consumes this Poison, they must make a **DC 17 Wisdom** Saving Throw. On a failure, their memories begin to fog, and they are briefly confused. The Poison acts when the target next speaks with another Humanoid, at which point the target immediately fabricates an extremely fond (and false) memory with that other Humanoid. The exact nature of this memory is unpredictable, but it can affect the target's opinion of the other Humanoid. It can make a person who feels superior towards another feel a close companionship, or make a bitter rival want to mend burned bridges.

POTION OF IMMUNITY

Very Rare Potion

Duration: 1 hour

Components: Heart of T'maris, Longing Lily, Shield Guardian Unguent

The leaders of great armies and even greater coffers pay handsome rates for a *Potion of Immunity*.

Particularly if they know that their enemy's army relies on one type of Damage, effectively taking that key advantage away from them. When you drink this Potion, you are granted Immunity to one Damage Type of your choice.

POTION OF MYTHIC HEROISM

Very Rare Potion

Duration: 10 minutes

Components: Calyxp Tail, Rainbow Onyx, Xarberri Horn

This deep purple Potion bubbles and steams as if boiling, but it is surprisingly cool to the taste and touch. When you drink it, your eyes glow a deep purple. While under the effect of this Potion, you are immune to being *Frightened*. You immediately gain 20 Temporary Hit Points and, while the Potion is in effect, you regain 2d4 Hit Points at the start of your turn. Additionally, while this Potion is active, you make all Attack Tests and Saving Throws with Advantage. *Potions of Mythic Heroism* are highly prized amongst defenders of the realm and battlefield commanders, as well as prizefighter promoters who want to give their favourite gladiators an extra (and usually illegal) edge.

TINCTURE OF FRIGID VISION

Very Rare Potion

Duration: 1 hour

Components: Frostfire, Longing Lily, Ravenous Alabaster

Drinking the Tincture of Frigid Vision allows you to cast the Scrying spell (Spell Save DC 18) at will for the duration without spending spell slots or requiring material components.

When cast, the image of your target appears on the now crystalline icy surface of your eyes. While the Tincture of Frigid Vision is in effect, you are protected by a 60 foot radius aura of cold. Any hostile creature that ends their turn within its bounds must make a DC 15 Constitution Saving Throw or suffer 2d8 Cold Damage.

TONIC TECTONIC

Very Rare Potion

Duration: 1 minute

Components: Meteor Shower Metal Fragment, Scorched Sand, Shield Guardian Unguent

One minute after consuming this Potion, energy builds up within you until your outline blurs and you become a vibrating cloud of seismic energy.

You gain a +5 bonus to your AC and a +4 Bonus to your Strength Score, up to a maximum of 20. The ground around you within 60 feet becomes Difficult Terrain. Any creature within 60 feet that is flying by non-magical means is knocked to the ground.

Creatures that end their movement within the radius must make a DC 16 Strength Saving Throw or take 2d10 Bludgeoning Damage and be knocked Prone.

TONIC OF TRANSPORTATION

Very Rare Potion

Duration: 8 hours

Components: Calyx Tail, Gelmetal, Invisible Iron

This Potion transforms a Medium or larger creature and any equipment they are wearing or carrying into a gargantuan worm (using the statistics of a Remorhaz without the Heated Body trait). The worm may swallow up to six medium sized creatures and any equipment they are carrying. Creatures inside the worm can breathe and the temperature inside is comfortable.

At the end of the Potion's duration, any creatures or equipment inside the worm are magically ejected, and the worm transforms back.

VIAL OF LUNAR TEARS

Very Rare Potion

Duration: 1 hour

Components: Dryad's Tears, Full Moon Shadow, Longing Lily

This Potion is made, in part, from the essence of lycanthropy. When you drink this Potion, you become more animalistic, grow a few inches taller, your muscles become bulkier, and hair sprouts all over your body. While this Potion is in effect, you are Immune to Bludgeoning, Piercing, and Slashing Damage except from silvered or magical weapons.

Your fingers become claws, enabling you to do 1d8 + your Strength Bonus in Slashing Damage when making an Unarmed Attack. Your increased power and agility also grant you a +2 Bonus to Attack and Damage rolls on your Melee Attacks. In addition, you have Advantage on Strength (Athletics) and Dexterity (Stealth) Tests, as well as on Wisdom (Perception) Tests that rely on sight, hearing, or smell.

WINE OF LIBATION

Very Rare Potion

Duration: 1 minute

Components: Bloodflower Cactus, Blue Snake Ivy, Ectoplasm Essence

The ingredients of the *Wine of Libation*, when mixed and blessed properly, remain separated, and the wine, blood, and milk swirl together in a strange marbling effect.

When poured out onto the ground, the *Wine of Libation* attracts any nearby Spirits, Ghosts, and other incorporeal Undead forms, and places them under the effect of a *Calm Emotions* spell. If the *Wine of Libation* is poured onto a specific grave, it can summon the spirit of the person buried there, if they are willing to respond to the effect. While the Spirits drink from the *Wine*, they are calmed and more amicable than usual, and may be willing to answer questions. Once the *Wine* has either been drunk or has soaked into the ground at the end of the one minute duration, the Spirits will return to their usual emotional state.

Humanoids and forest animals aren't the only creatures in this wood that need peace. There are many lost souls in the dark wood that are too angry and lost to bargain with. This wine enables you to ask questions and be sure of an accurate answer. Perhaps you can give them final peace as well.

— Plumfeather Shandre

LEGENDARY RECIPES

Legendary recipes are used to create Potions, Poisons, and Explosives worthy of myth and legend. Only a few alchemists in the world have the skill and knowledge to create these brews. Such Potions, Poisons, and Explosives can rarely be found for sale, and must be sought out or offered as a reward for completing a monumental task. The ingredients are likewise almost impossible to find, and require months or even years to track down. Knowing how to Brew *Legendary* Potions, Poisons, and Explosives marks one as an alchemist with once in a lifetime talent.

DEATH OF ALDEBARAN

Legendary Potion

Duration: 1 day

Components: Meteor Shower Metal Fragment, Neverbend, Resonant Amber

This Potion has a consistency and colour of pure yellow honey, but tastes foul. Upon completing the brew, numerous eyes open within the liquid and turn to stare at nearby creatures.

When you consume this Potion you must make a DC 19 Charisma Saving Throw. On a failure, reduce your Charisma Score by 1d4 and take 4d10 Psychic Damage.

Four black tentacles erupt from your torso. As an Action, you can make one Unarmed Attack with each tentacle. Each limb has a reach of 15 feet, benefits from a +10 Bonus to Attack Tests, and deals 6d8 Necrotic Damage. The Damage counts as magical for the purpose of overcoming Resistances.

The limbs cannot be damaged or removed until the Potions effects end, when they will dissipate into foul-smelling smoke, leaving blackened scars behind.

DRAUGHT OF MEMORY-CLOAKING

Legendary Potion

Duration: Until dispelled

Components: Chronium, Demon Blood, Stellar Rose

The existence of this Potion is whispered in the halls of assassins' and thieves' guilds. It is favoured by the most powerful of those who move unseen and unnoticed through the world in pursuit of their shadowy work.

The *Draught of Memory-cloaking* allows you to wipe your own existence from the mind of a creature that you are familiar with. The creature's memories adapt to forget you entirely, as if you never existed at all; your face, name, and every other detail vanishes. You can designate a time or specific trigger that will allow the memories to return, but otherwise the effect can only be undone using a *Greater Restoration* or *Wish* spell. The Brewing of the *Draught* requires a vial of blood from both the person forgetting and the person to be forgotten.

ELIXIR OF ETHEREAL JAUNT

Legendary Potion

Duration: 1 minute

Components: Deva's Breath, Thunderflower, Resonant Amber

This Potion is a thin pale blue liquid emitting wispy ribbons of white smoke. It tastes vaguely salty. This Potion turns you slightly translucent and gives you the ability to step to or from the Ethereal Plane using a Free Action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of grey, and your vision is limited to 60 feet. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have an ability which allows them to do so. You can move through non-magical objects and structures while in the Ethereal Plane, but cannot emerge into the Material Plane into the same space as a physical object or creature.

If you do not return to the Material Plane before the end of the Potion's duration, you will remain in the Ethereal Plane, unable to return without magic.

MAGE'S BANE

Legendary Explosive

Duration: 1 minute

Components: Adult Black Dragon Gas, Hunter's Sigil, Pyroclastic Rose

When seen with Detect Magic, it appears as Evocation and Transmutation magic. You can place this Explosive on the ground and release a 5 foot radius cloud of gas as an Action. Each round, cloud increases its radius by 5 feet. The gas is dispersed with strong wind. If a spell of 1st Level or higher is cast in the gas, it explodes. All creatures in the gas must make a DC 18 Dexterity Saving Throw, taking 12d8 Fire Damage plus 1d10 Force Damage per level of spell cast on a failed save. Half as much on a success. Once the gas has detonated, the Explosive's effects end.

When engaged in battle, it is useful to have something that gives you an edge. Mage's Bane enables you to benefit from your casters while denying your enemy assistance from theirs. Just be careful that your casters know to stay out of range or you may reap what you sow!

— Krydon za Ttessyn

PHILTER OF DUAL MIND

Legendary Potion

Duration: 1 hour

Components: Adult Red Dragon Spittle, Chronium, Neverbend

The *Philter of Dual Mind* has a beautiful sparkling golden colour, with a refreshing taste that brings back memories of long summers. When drunk, it sharpens the mind and broadens the perception of a spellcaster, allowing them to be the conduit for far more magical energy than normally possible. While under the effect of the *Philter of Dual Mind*, a spellcaster can maintain *Concentration* on two spells at once, for up to one hour. While *Concentrating* on two spells in this fashion, Constitution Saving Throws made to hold *Concentration* must beat a DC 15 or half of the Damage taken, whichever is higher. If *Concentration* is broken either through failing a Concentration Test or from casting a third *Concentration* spell, both spells end instantly, and the ability to hold two spells at once is lost.

PHILTER OF OAKEN ARMOUR

Legendary Potion

Duration: Until dispelled

Components: Hunter's Sigil, Neverbend, World-weight Oak

This Philter is a rich, coffee-coloured brown with swirling threads of gold. When you drink this Potion, vines sprout all throughout your body, make a DC 17 Constitution Saving Throw. If you fail the Saving Throw, you take 3d10 Piercing Damage and the effect ends.

On a success, the vines flow through your skin, changing in appearance to resemble tree bark. While wearing Light Armour or no Armour, you gain a +2 Bonus to your AC and Advantage on Stealth Tests in areas with heavy vegetation. You can cleanse the vines from your body with Greater Restoration or Wish, ending the effects.

Yes, I can make you a Philter of Oaken Armour but be warned that the effects, especially to your appearance, are permanent. Why haven't I used it on myself? This philter would forever mark me as a proponent of war, and that I cannot condone!

— Plumfeather Shandre

POTION OF APOTHEOSIS

Legendary Potion

Duration: 1 minute

Components: Deva's Breath, Phoenix Feather Fern, Stellar Rose

A colourless, gleaming liquid, the Potion of Apotheosis grants you, for a fleeting moment, intense divine power. When you first consume this Potion, you become Stunned until the start of your next turn as your soul becomes wracked with the power of the gods. For the duration of the Potion you gain the following benefits:

- ☞ Immune to all Damage Types and Conditions.
- ☞ All your Attribute scores are set to 22.
- ☞ Your Speed is doubled.
- ☞ Any time you damage a creature, you deal an additional 6d10 Radiant Damage.
- ☞ You can take an additional Action once per turn.

When the effects of this Potion end, you die. Your soul has been destroyed by its effects, and you cannot be revived by any means, even with a Wish.

THE HIGHEST LIGHT

Legendary Explosive

Duration: Instantaneous

Components: Deva's Breath, Phoenix Feather Fern, Thunderflower

This Explosive glows with a soft radiant light, and is pleasantly warm to the touch. It is one of the most holy weapons available for crusades against the forces of evil and darkness. It is incredibly rare, however, as the Deva's Breath used in its creation must be given for the express purpose of creating it, and only to an individual of noble intent.

When thrown, *The Highest Light* explodes in blinding radiance, briefly resembling the gleaming feathers of Angels. Any creatures within a 20 foot radius sphere of the explosion must make a **DC 19 Dexterity** Saving Throw. On a failure, they are Blinded until the end of their next turn and take 10d8 Radiant Damage, halved on a success. Any creature killed by this grenade is instantly turned to fine white ash and destroyed.

THEOPHAGIC ACID

Legendary Poison (Contact)

Duration: 10 minutes

Components: Adult Black Dragon Gas, Adult Red Dragon Spittle, Neverbend

This acid is one of the most corrosive magical substances known. It is a thick, black, concentrated, sludge-like liquid capable of eating through almost any material. The only substance that can safely hold it is a thick casket of Neverbend. Theophagic Acid deals 10d10 Acid Damage to any surface that it is in contact with at the start of every round, or at the beginning of a creature's turn that is in contact with it. It will naturally melt downwards through any material that it is touching. In one minute, it can eat through any amount of wood, 1 foot of stone, or 1 inch of lead.

Once the acid makes contact with air, it begins to give off a foul noxious smoke and slowly hardens. After 10 minutes, it dries and becomes inert.

RECIPE INDEX

Whenever you learn a new recipe, choose your recipe from any of the following lists: **Core Recipes**, **Mortar & Pestle Potions**, **Mortar & Pestle Poisons**, or **Mortar & Pestle Explosives**.

CORE RECIPES

NAME	RARITY	TYPE	COMPONENTS
Alchemist's Fire	Common	Explosive	Anguished Soil, Kellac, Marbled Coal
Antitoxin	Common	Potion	Bottled Florinda Scent, Vikken Fur, Yonggu Sap
Assassin's Blood (Ingested)	Uncommon	Poison	Hungering Flint, Punchline Nettles, Toxious Compost
Basic Poison (Injury)	Common	Poison	Black Jackal Tooth, Capricious Seawrack, Spinythorn Bark
Burnt Othur Fumes (Inhaled)	Uncommon	Poison	Candlelight Azalea, Horribilicus Root, Punchline Nettles
Crawler Mucus (Contact)	Uncommon	Poison	Copper Sand, Toxious Compost, Udalis Shell
Drow Poison (Injury)	Uncommon	Poison	Coin Beetle Shell, Hungering Flint, Spite Acorns
Dust of Disappearance	Uncommon	Explosive	Copper Sand, Petite Nimbus, Udalis Shell
Dust of Dryness	Uncommon	Explosive	Copper Sand, Infused Raindrops, Seastone
Dust of Sneezing and Choking	Uncommon	Explosive	Dragon Scales, Hungering Flint, Keen-edged Quokka Claws
Dynamite (Stick)	Uncommon	Explosive	Animated Coal, Seastone, Toxious Compost
Essence of Ether (Inhaled)	Rare	Poison	Etherian, Immovable Melon, Oil of Ancients
Malice (Inhaled)	Rare	Poison	Blue Snake Ivy, Full Moon Shadow, Wyvern Stinger
Marvellous Pigments	Very Rare	Potion	Dryad's Tears, Gelmetal, Invisible Iron
Midnight Tears (Ingested)	Very Rare	Poison	Hallowrust, Longing Lily, Troll Mushroom
Oil of Etherealness	Rare	Potion	Etherian, Hawkeater Teeth, Numisramis
Oil of Sharpness	Very Rare	Potion	Hallowrust, Meteor Shower Metal Fragment, Wild Unicorn Horn
Oil of Slipperiness	Uncommon	Potion	Floater, Horribilicus Root, Obstinate Alloy
Oil of Taggit (Contact)	Rare	Poison	Immovable Melon, Oil of Ancients, Wyvern Stinger
Pale Tincture	Very Rare	Poison	Calyxp Tail, Gelmetal, Troll Mushroom
Philtre of Love	Uncommon	Potion	Foxkit Jade, Mastodon Heart, Stag Apple
Potion of Animal Friendship	Uncommon	Potion	Animated Coal, Mastodon Heart, Midsummer Milkweed
Potion of Clairvoyance	Rare	Potion	Full Moon Shadow, Watching Tiger's Eye, Xorn Marriage Cluster
Potion of Climbing	Common	Potion	Doloros Moth Wing, Itoris Leaf, Unseelie Juice
Potion of Diminution	Rare	Potion	Ankheg Antenna, Oil of Ancients, Wild Unicorn Hair
Potion of Flying	Very Rare	Potion	Efreeti Wish Dust, Jilleleh, Meteor Shower Metal Fragments

CORE RECIPES

NAME	RARITY	TYPE	COMPONENTS
Potion of Gaseous Form	Rare	Potion	Etherian, Oil of Ancients, Vengeance Parakeet Feathers
Potion of Giant Strength (Hill)	Uncommon	Potion	Idiotic Opal, Mastodon Heart, Stag Apple
Potion of Giant Strength (Fire)	Rare	Potion	Blood Vein Leaf, Hellstone, Mountain Heart
Potion of Giant Strength (Frost/Stone)	Rare	Potion	Frostfire, Hungering Flint, Mountain Heart
Potion of Giant Strength (Cloud)	Very Rare	Potion	Dryad's Tears Ectoplasm Essence, Invisible Iron
Potion of Giant Strength (Storm)	Legendary	Potion	Neverbend, Thunderflower, World-weight Oak
Potion of Growth	Uncommon	Potion	Animated Coal, Hungering Flint, Midsummer Milkweed
Potion of Healing	Common	Potion	Itoris Leaf, Unseelie Juice, Yonggu Sap
Potion of Healing (Greater)	Uncommon	Potion	Animated Coal, Mastodon Heart, Stag Apple
Potion of Healing (Superior)	Rare	Potion	Silver Taro, Sun Snowflake, Vitallium
Potion of Healing (Supreme)	Very Rare	Potion	Gelmetal, Heart of T'maris, Troll Finger
Potion of Heroism	Rare	Potion	Immovable Melon, Lohson's Firebush Leaf, Star Amber
Potion of Invisibility	Very Rare	Potion	Ectoplasm Essence, Invisible Iron, Xianthar Nut
Potion of Mind Reading	Rare	Potion	Ankheg Antenna, Full Moon Shadow, Silver Taro
Potion of Poison	Uncommon	Poison	Horribilicus Root, Idiotic Opal, Toxicus Compost
Potion of Resistance	Uncommon	Potion	Blink Scruff, Dragon Scales, Midsummer Milkweed
Potion of Speed	Very Rare	Potion	Bloodflower Cactus, Gelmetal, Shield Guardian Unguent
Potion of Water Breathing	Uncommon	Potion	Infused Raindrops, Seastone, Udalis Shells
Purple Worm Poison (Injury)	Very Rare	Poison	Ravenous Alabaster, Scorched Sand, Troll Mushroom
Restorative Ointment	Uncommon	Potion	Foxkit Jade, Horribilicus Root, Mastodon Heart
Serpent Venom (Injury)	Uncommon	Poison	Bloodroot Tea, Blue Snake Ivy, Keen-edged Quokka Claws
Sovereign Glue	Legendary	Potion	Adult Red Dragon Spittle, Neverbend, Pyroclastic Rose
Torpor (Ingested)	Rare	Poison	Full Moon Shadow, Immovable Melon, Oil of Ancients
Truth Serum (Ingested)	Rare	Poison	Silver Taro, Watching Tiger's Eye, Xorn Marriage Cluster
Universal Solvent	Legendary	Potion	Adult Black Dragon Gas, Deva's Breath, Resonant Amber
Wyvern Poison (Injury)	Rare	Poison	Bloodflower Cactus, Oil of Ancients, Wyvern Stinger

MORTAR & PESTLE POTION RECIPES

NAME	RARITY	PAGE	NAME	RARITY	PAGE
All-ills Porridge	Very Rare	51	Potion of Eclipse	Rare	49
Bottled Lightning	Rare	44	Potion of Expanded Senses	Rare	49
Cast Iron Stomach Syrup	Common	32	Potion of Forgetfulness	Rare	50
Centaur's Elixir	Rare	44	Potion of Blast Resistance	Uncommon	40
Cordial of Sunlight	Rare	44	Potion of Immunity	Very Rare	55
Crosshair Elixir	Rare	45	Potion of Invigoration	Uncommon	41
Death of Aldebaran	Legendary	57	Potion of Lying Eyes	Uncommon	41
Decoction of Orbital Defense	Rare	45	Potion of Mythic Heroism	Very Rare	55
Decoction of Vacuity	Uncommon	36	Potion of Particular Place	Common	34
Demonic Concoction	Very Rare	52	Potion of the Homunculus	Uncommon	41
Draught of Memory-cloaking	Legendary	58	Potion of the Perfect Day	Rare	50
Dye of Marking	Very Rare	52	Roborant of Rubber Limbs	Uncommon	42
Elixir of Ethereal Jaunt	Legendary	58	Sap Grenade	Common	34
Elixir of Storms	Very Rare	53	Shots of Friendship	Uncommon	42
Formula of Flattened Form	Very Rare	53	Snow Queen's Beverage	Common	34
Fungal Brew	Very Rare	53	Swallowing Rinse	Uncommon	42
Holy Weapon Oil	Very Rare	53	Thorning Brew	Uncommon	43
Lipstick of Charisma	Rare	47	Tincture of Frigid Vision	Very Rare	56
Liquid Transformation	Uncommon	37	Tonic of Hollering	Common	35
Optimal Arming Elixir	Uncommon	37	Tonic of Reflective Sight	Common	35
Philter of Dual Mind	Legendary	58	Tonic of the Berserker	Uncommon	43
Philter of Oaken Armour	Legendary	59	Tonic Tectonic	Very Rare	56
Potion of Absolute Mundanity	Very Rare	55	Tonic of Transportation	Very Rare	56
Potion of Apotheosis	Legendary	59	Vial of Lunar Tears	Very Rare	56
Potion of Arrogant Armour	Uncommon	40	Wine of Libation	Very Rare	57
Potion of Dextrous Picking	Common	33	Wintergreen Kiss	Uncommon	43
Potion of Dog Hair	Common	34			

FLINTOC'S ALCHEMICAL PRIMER

Of all the Alchemists to ever claim that title, Persephus Flintoc was undoubtedly one of them. Though not the wisest, best trained, most accomplished, or even least malodorous of alchemical practitioners, Flintoc's name would go down in history the day he published *Flintoc's Alchemical Primer*.

Considered (by Flintoc) to be a work of some genius, the Primer did away with the tradition of long, drawn-out, overly detailed recipes, which the alchemist himself found so tiring. At the time, it was considered acceptable for an alchemist to presage

their instructions with various tales of how they came to learn the particular method of perpetration, how it was made for them as a young alchemist, and various other frivolous anecdotes. Flintoc dispensed with this tradition and reduced each ingredient to a single reference number — Chromium, for example, was rendered as 'C23', and Adult Red Dragon Spit as 'D-AR-25'. This practice was undoubtedly novel but likely well ahead of its time, and it would never see widespread adoption. Due to a printing error, the explanations for each abbreviation were jumbled entirely at random.

MORTAR & PESTLE POISON RECIPES

NAME	RARITY	PAGE
Blinding Venom	Rare	44
Blood of the Great Wyvern	Very Rare	51
Brew of Voice Stealing	Uncommon	36
Deathly Cloud	Very Rare	51
Debilitating Brew	Uncommon	36
Draught of the Deep	Rare	46
Drop of Delayed Detonation	Very Rare	52
Droplet of Mind Erasure	Rare	46
Fixation Syrup	Uncommon	67
Ichor of Stolen Speech	Very Rare	54
Joint-popper Poison	Common	33
Mage Melter Acid	Very Rare	54
Partybane	Very Rare	54
Philtre of Shame	Rare	47
Pigment Poison	Common	33
Poison of Ambient Enmity	Uncommon	38
Poison of Binding	Very Rare	54
Poison of Blighting	Very Rare	55
Poison of Companionship	Very Rare	55
Poison of Constant Cutting	Rare	47
Poison of Contortion	Rare	48
Poison of Empathy	Uncommon	36
Poison of Inner Fire	Uncommon	39
Poison of Mangled Verbiage	Uncommon	39
Poison of Nightmares	Rare	48
Poison of Plague	Rare	48

MORTAR & PESTLE POISON RECIPES

NAME	RARITY	PAGE
Poison of Projection	Rare	48
Poison of Scrambled Visage	Common	33
Poison of Truth	Uncommon	39
Poison of Visible Stink	Uncommon	40
Poison of Vulnerability	Uncommon	40
Poison of Withering	Rare	49
Sapping Venom	Uncommon	42
Theophagic Acid	Legendary	59
Tonic of Desert's Revenge	Rare	50
Venom of Toppling Upwards	Rare	50
Vicious Tongue Toxin	Common	35

MORTAR & PESTLE EXPLOSIVE RECIPES

NAME	RARITY	PAGE
Blasting Foam	Rare	43
Blood-stained Glass Grenade	Uncommon	36
Bomb of Animal Form	Rare	44
Deadbrine's Drowner	Rare	45
Disorientation Grenade	Uncommon	37
Flask of Pacification	Rare	46
Flask of Summon Murder	Rare	46
Mage's Bane	Legendary	58
The Highest Light	Legendary	59
Wildflower Bomb	Common	35

The result was a collection of recipes that produced, if one were very lucky, a minor explosion. If one were unlucky, the garbled instructions could produce alchemical effects that, while spectacular, were often fatal. Later investigations determined that Flintoc had, entirely by accident, discovered at least three novel alchemical concoctions of some note. This would not save him from being run out of town and subsequently out of history.

Of course, some claim that Flintoc's *Primer* and the issues with the appendix were anything but accidental and that the vanished genius actually encoded the recipes for several secretive and powerful concoctions within its pages. It is further claimed that Flintoc himself was the first to advance this theory, expounding on it at some length from the topmost branches of an oak tree, where he had retreated from a mob of unhappy customers.



CHAPTER 3

ALCHEMICAL REAGENTS

To brew a magic Potion, or to create a newly enchanted Magic Item, you need a Core Component. These are ingredients imbued with magical power, and can impart that power into the Magic Items they are combined into. You'll typically find Components in the world bundled up into **portions**. These portions can vary in size, shape, and weight, but a portion of any Component is just as useful in any brew as any other portion.

Flora are the plants and fungi that can be found throughout the world. From humble home crops to exotic plants from faraway places, these are things that grow in the ground — beautiful flowers, bulbous mushrooms, hardy grasses, and creeping lichens. Some may even be imbued with magic, like ever-burning bushes, and white flowers that weep blood.

- ☞ To harvest Flora Components, make an **Intelligence (Herbalism Kit)** Test. If the flora is particularly noxious or toxic, you may use a **Poisoner's Kit** (at GM's discretion).

Fauna are the living creatures of the world both magical and mundane. From a humble deer to a mighty Dragon, most of these Components must be gathered by hunting a creature down and carefully processing the carcass for the vital ingredients.

- ☞ To harvest most Fauna Components, make a **Dexterity (Leatherworker's Tools)** Test. Alternatively, you can use a Slashing Weapon to carve off the Component. Make a Weapon Attack against the same DC.

Minerals are just as strange in variety as plants and animals — the rocks, gems, and metals of the world are usually pulled from the earth, or extracted from deep underground. Whether you use a glittery chalcedony stone or simple lump of meteoric iron, these can be carefully prepared into powders and chemicals useful for a variety of Brewing.

- ☞ To harvest Mineral Components, make a **Strength (Mason's Tools)** Test. If you're working with metals or jewels, use **Jeweller's Tools** or **Smith's Tools** (at GM's discretion).

Esoteric Components are the more *unusual* substances, usually found wherever magic interacts with the natural world. When the ambient energies of lingering monsters, unfinished rituals, and planar rifts begin to stagnate, they alter the physical substances of the Material Plane, creating Esoteric Components.

- ☞ To harvest Esoteric Components, make a **Wisdom (Alchemist's Supplies)** Test. If you're trying to harvest a particularly strange Component, you can attempt to use more appropriate Tools (at GM's discretion).

The DC you will use for any of these Tests is determined by the Rarity of the Components, as described in the **Component Harvesting** table.

COMPONENT HARVESTING	
RARITY	DC
Common	8
Uncommon	11
Rare	14
Very Rare	17
Legendary	20

CAN I FIND IT?

If you want to try and find a specific Component for sale, you can roll 1d20 and consult the **Component Availability** table to determine if that Component is available for purchase. If you rolled above the number listed for that Component Rarity at that vendor, then it can be found! The more densely populated and well travelled your current location is, the more likely you are to find the Component you need.

These are the typical prices for a Component of any given rarity. When you are travelling from place to place and trying to purchase Components from different herbalists and merchants, there can be some variation in price. Each price can be as cheap as half the cost listed below, or as expensive as twice the listed amount, depending on how scarce that specific Component is, or the merchant's temperament.

COMPONENT COST	
RARITY	DC
Common	5 gp
Uncommon	15 gp
Rare	40 gp
Very Rare	400 gp

LEGENDARY COMPONENTS

There's something different about Legendary Components, they stand above other Components in their fame and presence in myth. Most people in the world will only hear about ingredients like the *World-weight Oak* in tales told by melodramatic bards. Famed warriors, ambitious nobles, and mighty mages will frequently accumulate various objects of power, including Legendary Components.

When on the hunt for a Legendary Component, make a **DC 19 Intelligence (History)** Test. On a success, you have uncovered a potential lead on the current whereabouts of that Legendary Component. Your GM can provide you with a rumour that you have heard for where you can find the ingredient you seek.

COMPONENT AVAILABILITY

TRADER	COMMON	UNCOMMON	RARE	VERY RARE
Wandering Merchant	3	10	13	16
Village	2	6	12	15
Town	1	5	11	14
City	1	4	10	13

LEGENDARY COMPONENT LEADS

1D6	THE COMPONENT YOU SEEK...
1	is attached to the king's personal armour, seemingly only as decoration.
2	has only ever been seen in paintings of that ruined city that burned down a century ago.
3	and all other sources of it were stolen away or destroyed by a mad mage who has been gathering them for some unknown scheme.
4	is believed to be found in the bottom of a rift in a deep dwarven mine that has been sealed off for "safety concerns".
5	is rumoured to be used as part of an initiation ritual into the inner circles of an obscure religious order.
6	can only be given as part of a dark bargain with an extraplanar demi-god.

I CAN'T FIND WHAT I'M LOOKING FOR!

If you can't find a Component after rolling on the **Component Availability** table it can be disheartening, your plans to Brew a helpful Potion dashed — but as a GM, you can still provide options for the players to perhaps get what they need. Many merchants may not have the particular Component in stock, but may well know who to talk to to find it, or perhaps where it can be harvested, forming a mini adventure for the players and still allowing them to create their Potion. Alternatively, you can use the rules for Experimental Concoctions (page 23) to work with the players to create a similar Potion but perhaps with a few odd effects due to using other Components!

COMPONENTS DESCRIPTIONS

Each Component includes the following information:

1. **Name:** The name of the Component
2. **Rarity:** How common this Component is in the wider world
3. **Type:** What category of Component this falls under (Flora, Fauna, Mineral, Esoteric)
4. **Source:** The place or creature you can obtain this Component from, and any conditions that must be met to do so
5. **Description:** A description of the Component along with any important information

(1) JILLELEH

(2) *Very Rare* (3) *Flora*

(4) **Source:** In any glade at the end of a rainbow

(5) The Jilleleh tree is a miniature tree no bigger than a pug. It takes 3,000 years to mature and flower. Its flowers bloom at night when the moon is full. The flowers of the Jilleleh tree are shaped like stars. They come in a variety of colours, but the vast majority of the flowers are pale yellow, light orange, or pastel pink. The flowers are soft and fragile, and require a lot of skill and care to process. It is said that these flowers are the blessings of nature spirits that aid in the manipulation of arcane and spiritual magic.

DISCOVERED ON A JOURNEY

While travelling through the wilderness on an *Uncharted Journey*, you can search for Components while taking a Short or Long Rest. Make a **Wisdom (Survival)** Test. Compare your results to the **Foraging on the Road** table; you discover a Component of that Rarity or lower that can be found in this region. Your GM will determine what Component, using the **Components** list on page 89. You can then Harvest the Component using the rules on page 65.

FORAGING ON THE ROAD

RARITY	SEARCH RESULT
Common	5
Uncommon	10
Rare	15
Very Rare	20
Legendary	25



FLORA

Plants are an integral part of an ecosystem, and as forms of life that have grown from the magical world, have inherited some of that power. These Components can be prepared like any culinary ingredient, or refined down into their purest essence.

COMMON FLORA

Found growing in almost every thicket and overgrown park, you'll reliably be able to find these plants in any settlement of any size.

BULLSEYE BLACKTHORN

Common Flora

Source: Higher latitudes in cool, temperate regions

A densely tangled shrub that grows in concentric circles close to the ground, the Bullseye Blackthorn is renowned not only for its inch-long thorns and the distinctive circle-within-circle pattern that covers its small, sharp leaves, but for the quirk of gravity that surrounds the plant, unerringly drawing things to the centre of the shrub. This makes it easy to harvest, as every axe strike hits true, however if one should tumble into a brake of Bullseye Blackthorns, extraction proves a very difficult (and painful) ordeal indeed. The fruit of the Blackthorn are tiny black berries of stomach-churning bitterness; imbibing them makes one the target for any nearby missiles.

CAPRICIOUS SEAWRACK

Common Flora

Source: Found washed up on rocky shores in all climates

Often encountered in massive, foul-smelling bands across the high tide mark of rocky shores, the Capricious Seawrack is a dark purple and green seaweed studded with pale yellow bladders. Materials made from the Capricious Seawrack are always extraordinarily resilient, but much depends on the care of the crafter, the temperature and depth of the sea it is drawn from, and the changeable whims of the Seawrack itself. Throughout the refinement and crafting process, Capricious Seawrack requires constant attention and reassurance lest, in a fit of pique, it fails its user at the most inopportune moment.

ITORIS LEAF

Common Flora

Source: Collected from the Itoris tree, which grows in most tropical rainforests

The Itoris tree is a tall, evergreen tree endemic to the rainforest biome. Its dark green leaves are large and oval, with pink and purple veins on the underside. The Leaves grow close to the crown of the tree and form a part of the rainforest canopy. Though Leaves are plentiful, one must climb to the top if one desires fresh Leaves. The Leaves fall to the ground from time to time, and are easier to harvest this way. The Leaves taste bitter, but once consumed clear the mind and improve focus.

MINSTREL MARRAM

Common Flora

Source: Found upon the crests of dunes, both on beaches and on the margins of sandy deserts

A form of long, blue-green seagrass that commonly grows in dense, spiky patches upon sand dunes, Minstrel Marram is known for the distinctive sound produced when air moves across it. Even the slightest breeze causes the Marram to produce an ethereal, glassy tone, likened to that of a harp or a piccolo. Each long blade of Minstrel Marram is hollow, its outer skin perforated with a unique pattern of holes, allowing each singular plant to produce a multitude of complementary tones. Minstrel Marram is often cultivated to grow in elaborate formations that can, on windy days, mimic the sound of an entire orchestra.

SPINYTHORN BARK

Common Flora

Source: Carved from the trunk of the Spinythorn tree which grows in sparse desertland

The Spinythorn tree is a formidable desert tree. Like a cactus, sharp needle-like thorns protrude from its bark. Every year, the Bark on the tree dies. The dying Bark peels off in long strips that curl at the end. This layer of Bark is tough and fibrous, and hard to refine. However, the Bark is a useful Component for crafting Weapon parts and accessories. In its natural state, the Bark is durable, but it can be treated with alchemical processes to make it more flexible and durable.

YONGGU SAP

Common Flora

Source: Scraped from low-lying branches of Yonggu trees growing in the marshland

Every morning, at the rising of the sun, amber-coloured sap oozes out of the branches of the Yonggu trees that grow in coastal and inland marshland. The Sap is viscous and fragrant, with a colour and a consistency like maple syrup, but with a subtle, caramel-like taste. Packed with vitamins and minerals, the Sap is a health food with medicinal properties. The Sap is a widely-used condiment for many dishes and Potions.

UNCOMMON FLORA

An unusual sight to see growing inside of towns and villages, these plants are valuable and useful enough to warrant a stout lock on a sealed greenhouse.

CANDLELIGHT AZALEA

Uncommon Flora

Source: Mountainous temperate regions

Candlelight Azaleas are so-named due to their flowers, which are white in the centre and have yellow petals that are bright orange at their tips. Candlelight Azaleas were originally cultivated for their beauty as a decorative shrub and it is considered a sign of status to display them in a garden. Alchemists and wizards, however, have since learned that Candlelight Azaleas have more in common with flames than their appearance. There is a subtle connection to the Elemental Plane of Fire which can be unlocked for powerful magic.

HORRIBILISUS ROOT

Uncommon Flora

Source: Dug out from the smelliest parts of swampland and bogs

The Horribilisuus Root has the most unpleasant smell. It is pungent and it smells of rotten fish and sour milk. The Root looks like black ginger with green stripes. Due to its foul stench, only those who can hold their breath for over a minute or who wear masks that protect their airways are able to pull it out of damp and squelchy bog soil.

This rotund root can grow as long as 3 feet in length. The flesh of the Root is solid but starchy. When ground, it can be mixed with water to form a gluey paste that can be used as an adhesive or treated with vinegar to make an unguent.

MIDSUMMER MILKWEED

Uncommon Flora

Source: Fens, marshes, ponds, and swamps, only in densely wooded areas

This perennial prefers thick, wet soil and grows to about 4 feet high. They bloom in midsummer, when they produce small violet bulbs that glow with a faint luminescence in the shadows. They are cultivated for their silky, milk-white strands that drop seeds on the ground. When properly dried, these strands harden and may be woven into a variety of baskets and clothing. They are a primary source of textiles for creatures that live in dense forests or swamps. As a seed contains more than it appears, so too do magic items crafted with this plant.

PUNCHLINE NETTLES

Uncommon Flora

Source: Cold, rainy, and misty climes

Also known as the Delayed Zinger, the Punchline Nettle is a small, unassuming plant found in wet forests and the margins of meadows. Its distinctive zigzagging leaves and strong alkaline scent distinguishes it from its more common brethren. Whereas a sting from the usual strain of nettle will immediately manifest in a painful red welt, the Punchline Nettle can wait months, if not years, before triggering its sting, timing it with uncanny foresight for the most inopportune moment. Oftentimes, those who have harvested this plant do not realise they have been stung until its sudden, painful eruption when reciting marriage vows, pleading a criminal case, or when negotiating the release of hostages.

SPITE ACORNS

Uncommon Flora

Source: Found upon the misery oak, which grows out of spite in places it shouldn't: obstructing crossroads, on playing fields, and purposefully blocking lovely views

Small, dense, and glossy red, Spite Acorns are the nut of the fast-growing misery oak, a stooped, dead-looking tree found wherever is most inconvenient to others. Hot and trembling to the touch, Spite Acorns make an audible fizzing sound, indicating the unstable mix of volatile chemicals within. Whenever the misery oak is threatened or an attempt is made to relocate it, the tree drops its acorns, which explode in a cloud of foul, scarlet smoke. Harvesting this temperamental nut requires the use of protective clothing and considerable care — one unwise move can lead to the whole batch detonating.

STAG APPLE

Uncommon Flora

Source: Plucked from the Stag Apple tree in haunted forests shrouded in mist

The fruit of the Stag Apple tree is a round fruit the size of a peach. Its ghost-white sepals branch out like the antlers of a stag, lending it its name. Its skin is a warm copper colour, and inside, the flesh is a bright sunflower yellow, crisp and sweet. The fruit can be eaten raw, squeezed for juice, or cooked. The juice of the Stag Apple fruit is a versatile solvent and base for many Potions. However, it must be triple distilled via a complicated alchemical process for it to be effective.



RARE FLORA

Treasures in their own right, these are exotic plants that are prized by specialist collectors and herbalists. Can usually only be found in large or wealthy cities.

BLOOD VEIN LEAF

Rare Flora

Source: Dry, sandy soil, any treeless plains in temperate regions

Despite its fearsome-sounding name, Blood Vein Leaf has nothing to do with blood. The shrub gets its name from the purplish fibres of its bark that resemble veins beneath the skin. It is a rarer version of the more common red root and, like its cousin, is used for medicinal purposes. It is believed that drinking a tea made from the Leaf makes one stronger and more durable, and some warriors eat it just before going to battle. Blood Vein Leaf is notoriously difficult to cultivate, so those who find it are very protective of its growth.

BLUE SNAKE IVY

Rare Flora

Source: Temperate woodlands on burial sites

Blue Snake Ivy grows with a blue tinged stem and leaves that grow in clusters resembling iridescent scales. Blue Snake Ivy only grows atop buried corpses, and its flowers are highly prized by necromancers and death god priests. It is said that the Blue Snake Ivy captures the embers of dead spirits and thus makes corpse animation easier and more robust. While this is largely legend, many communities put the plant to the torch — deeming it too dangerous to uproot — just to be safe.



IMMOVABLE MELON

Rare Flora

Source: At the bottom of depressions, in low-lying fields, in deep ditches and holes

The Immovable Melon is a small, dense gourd of obstinate solidity. Roughly cuboid, its outer skin is covered in a distinctive pattern of tessellated shapes, the colour and size of which depend upon the climate and soil. Wherever the Melon grows, its weight creates a distinctive furrow in the ground, eventually causing surrounding land to sink. For years the Melon grows slowly but inexorably, before expanding in a sudden inflationary burst that forcibly pushes everything — trees, houses, small hills — out of its way. With concerted effort, the rind of the Melon can be pierced and samples of its flesh taken. However, such work must be done on site, as nothing short of a tectonic shift can move an Immovable Melon.

LOHSOHN'S FIREBUSH LEAF

Rare Flora

Source: Mountains

Lohsohn was an avid botanist and geologist. One day, he discovered a plant that lived along the craters of dormant and living volcanoes. This aloe vera-like plant is immune to fire and warm to the touch. It has no flowers. Instead, this plant consists of several large blades of dark red leaves shaped like inverted spears. The Leaves are tough and mostly inedible except for the fleshy bulbous parts at the base of the Leaf, which can be turned into jelly for consumption or distilled into an oil to coat weapons and equipment. Consuming this leaf can potentially make one resistant to fire damage.

NUMISRAMIS

Rare Flora

Source: Found in the darkest parts at the bottom of the ocean or deep seas

Numisramis is a kind of seaweed that grows at the bottom of the sea. It is a long, wavy, slippery strip of purple with shaggy frills along its side. Numisramis essence is notoriously difficult to distil. However, this translucent juice is much prized by warriors, blacksmiths, and armourers. Numisramis essence enhances the damage weapons can inflict and increases the protection shields and armour can provide.

SILVER TARO

Rare Flora

Source: Grows in holy soil, in the gardens of churches of Good-aligned gods or places sacred to them

The Silver Taro is a wonder to behold. Its skin is the shade of tarnished silver that glows in the dark with a subtle lustre. The Silver Taro is a delicacy in the villages. The flesh is both starchy and crunchy, and has a sweet but savoury taste. Many recommend cutting the Silver Taro into small pieces and then frying it in grapeseed oil to make a delicious and irresistible snack. Too much of it can be bad for the waistline! When ground into a powder, it is a base that can be used to make Potions and ointments. When mixed with holy water, Silver Taro powder is a powerful ingredient that channels the good graces of the gods.

VERY RARE FLORA

These plants are only cultivated by well-connected herbalists who can recruit others to help in their tracking down new seedlings.

BLOODFLOWER CACTUS

Very Rare Flora

Source: Desert regions, usually the centre of an oasis

The Bloodflower Cactus is a very rare plant that is said to be one of the 'seeds of creation', the first plants that appeared on the barren earth to transform it. When certain celestial objects are in the proper conjunction, the Bloodflower Cactus opens its small, silvery flowers and a prismatic red liquid flows into the sand around it. Almost overnight, this liquid transforms a half-mile radius into a vibrant ecosystem, only for it to wilt away over time until the next conjunction. It is theorised that this is because there should be several Bloodflower Cacti, not just one, to replenish an area.



DRYAD'S TEARS

Very Rare Flora

Source: In locations of abundant plant life

According to legend, a Dryad once pined for a prince who betrayed her love and left her for another woman. A Nature Spirit took pity on the Dryad and soothed her with displays of magic. The Spirit turned the Dryad's tears into tulip-shaped light blue flowers that glow with a soft light at the break of dawn before they evaporate into the air. Thus, the Dryad's tears came into being. These plants have brief lives, living only for one month, with the waning and waxing of the moon. The flowers only have magical potency if they are picked fresh and right after they bloom. Thus, timing must be impeccable for a harvest to be successful. Processing these flowers is also complicated as the petals are very fragile. The nectar of the flowers can be used in dyes, paint, and as an ingredient for Magic Items.

JILLELEH

Very Rare Flora

Source: In any glade at the end of a rainbow

The Jilleleh tree is a miniature tree no bigger than a pug. It takes 3,000 years to mature and flower. Its star-shaped flowers bloom at night when the moon is full. They come in a variety of colours, but the vast majority of the flowers are pale yellow, light orange, or pastel pink. The flowers are soft and fragile, and require a lot of skill and care to process. It is said that these flowers are the blessings of Nature Spirits that aid in the manipulation of arcane and spiritual magic.

LONGING LILY

Very Rare Flora

Source: Found upon fresh graves

Appearing overnight on the graves of the recently deceased, the Longing Lily, or Please Lily, is a slender flower with a shining black stem and leaves and a distinctive bowed crown of translucent blue petals. Under moonlight, the head of the Lily gently dilates, and a whispering voice can be heard coming from its dense clutch of white stamens. These are the endlessly repeating final thoughts and wishes of those buried beneath, dwelling upon their regrets.

TROLL MUSHROOM

Very Rare Flora

Source: Beneath the earth, sprung from the corpse of a Troll

Troll Mushrooms are subterranean fungi that grow from the corpse of a Troll. Druids and country wizards believe that the regenerative blood from a dead Troll (usually from natural circumstances) seeps into the ground and somehow mutates the flora into red-orange mushrooms. While not poisonous, Troll Mushrooms often carry diseases that the Troll had contracted in life. Nevertheless, its rarity and the dangers in cultivating it have made Troll Mushrooms a very trendy ingredient for titled nobles with coin to spend on adventurers to look for it.

XIANTHAR NUT

Very Rare Flora

Source: The heart of dense jungles

There are only a handful of Xianthar trees in the world. It is said that a severe weather event once drove the entire species to near extinction save for a number of trees in the depths of dark jungles. The Xianthar tree is as tall and wide as a redwood tree and lives for up to 4,000 years. The Xianthar tree only bears fruit once every 200 years.

The Nuts have many medicinal applications. It is rumoured they were once used to bring the deceased back to life.

LEGENDARY FLORA

Often thought to be driven to extinction or destruction by powers of old. Herbalists can spend their whole lives failing to find these plants.

PHOENIX FEATHER FERN

Legendary Flora

Source: Phoenix nests inside mountain caves

The Phoenix Feather Fern is a golden-orange fern that grows inside the mountain caves where phoenixes nest. Phoenixes are fearsome, territorial monsters and many an adventurer has died trying to gather Phoenix Feather Ferns. The Ferns grow from rocky topsoil touched by the discarded down of baby phoenixes. They are triangular, dark green, and dotted with splashes of red and gold. The spores can be crushed into a powder that is prized by many warriors. Consuming Potions made of Phoenix Feather Fern spores is said to make one stronger and braver.



PYROCLASTIC ROSE

Legendary Flora

Source: On the slopes of active volcanoes and in pools of molten magma

Sprouting fully formed in the midst of lava flows, the Pyroclastic Rose, a massive, convoluted flower of scintillating red and orange leaves on a thorny stem as black and glossy as anthracite, long outlasts the devastating eruption that triggers its emergence. Even after the volcano has returned to dormancy, the Rose retains the heat and energy of the eruption within its folds, storing them for centuries until a petal is shed, thereupon releasing an unpredictable spurt of superheated material. Harvesting from the Pyroclastic Rose is a fraught procedure, with more than one alchemist shop burning to the ground as a result of the clumsy application of tools.

STELLAR ROSE

Legendary Flora

Source: Dry, rocky areas of hot deserts

This green shrub blooms brilliant pink, seven-petaled flowers. It is considered a symbol of luck for travellers through the desert, as its deep roots draw sustenance from underground water sources. Some claim that drinking from water that sustains a Stellar Rose grants visions, primarily of how to find oases, desert edges, or safe places in the desert to rest for the night. Stellar Roses instinctively close their petals whenever a sandstorm is imminent. Thus, its petals are often eaten by those looking for illumination.

THUNDERFLOWER

Legendary Flora

Source: High elevations, usually mountain ranges

Thunderflowers are so-named because they are found where giant, powerful 'thunderbirds' nest. It is believed that when the waste these creatures produce mixes with the mountain soil, it produces a small shrub with brilliant red flowers that have the power of the thunderbird inside it. The roots of these shrubs are highly prized as potent sources of tempestuous magic and they are thick enough to be carved into wands. Unfortunately, such roots are highly fragile when removed and, if not dried properly within a day, explode the next dawn.

WORLD-WEIGHT OAK

Very Rare Flora

Source: Buried in ancient layers of sediment, on sea floors, adrift in the Astral Plane

In ancient legend, entire worlds are suspended in the heavens upon the boughs of trees of extraordinary scale and magical potency. Despite their mythic origins, these celestial trees were not immune to wanton destruction and disease, while some failed because of the intolerable weight placed upon them. Throughout the cold darkness of the heavens, the shattered remnants of these World Trees drift.

One such specimen is the World-weight Oak. Slowly fragmenting over the course of millennia, tiny scraps of the Oak are caught by the gravity of other worlds, falling as meteors with a distinctive black flame. The hard, material requires great effort and talent to use. More often than not, the Oak remains under guard as an impossibly rare relic, its potential untapped.

FAUNA

These Components are obtained from the bodies of monsters. Usually harvested after the creature has been hunted and killed, these Components are often sold at a high price to lazy or unarmed alchemists.

COMMON FAUNA

These animals are often seen bounding through the wilderness near civilization, though they are too few or too choosy for domestication.

BLACK JACKAL TOOTH

Common Fauna

Source: Warm grasslands and forests

The Black Jackal is actually a different species from both the jackal and the wolf, with whom it is related. The Black Jackal is also not usually trainable, requiring a magical connection to do so. It is often associated with lunar deities and the Black Jackal is a nocturnal hunter, as its black coat enables it to blend into the shadows. They are also vicious fighters, tearing at prey with sharp Teeth and intuitively knowing where to maim prey so it can't escape.

CRYPT SNAKE SKIN

Common Fauna

Source: Graveyards and other burial grounds

As the name suggests, the Crypt Snake lives where the dead are buried. The scales of the Snake are a rich, chocolate brown with tinted blood red edges. The Snake sheds its skin once a year. The sloughed off Skin is typically found next to graves. The Skin is firm though slightly rubbery.

DOLOROS MOTH WING

Common Fauna

Source: Common beast found in most places

The Doloros Moth is a migratory animal, flying from one corner of the world to another for warmer climes. It is a hardier and longer-lived moth compared to most moth species. Its wings are a deep dark midnight blue, speckled with flecks of silver and gold. The Wings, once processed, can be used as pigments for clothing and other items.

GREAT AUK FEATHERS

Common Fauna

Source: Temperate and subarctic islands and shorelines

Great Auks are flightless birds similar in appearance to penguins but found in temperate regions. A typical Great Auk is about three feet tall and weighs about 10–12 lbs. Like penguins, Great Auks have black backs and white bellies. They also have black beaks and feet. Great Auks do not fly but are powerful swimmers. They are a popular animal to hunt as food, as their feathers can be sold as natural ingredients for stuffing into coats or even the edges of boats to ensure that one remains afloat.

VIKKEN FUR

Common Fauna

Source: Arctic lands

The Vikken is a small, rat-sized amphibious shrew that feeds on small fish. Flocks of Vikken are typically seen huddling together to keep each other warm. Their pale yellow fur is thick and coarse. It can be made into outerwear or boiled with herbs to make a light broth.

WINTER TOOKAT PELT

Common Fauna

Source: Highlands

The Tookat is a large spotted rodent that has two coats: a summer coat and a winter coat. In summer, the Tookat has a shorter coat and its white spots are more heavily contrasted against the black fur. In winter, its coat is thicker, and the white spots are less visible. The fur is thick and soft, perfect for a winter coat.

UNCOMMON FAUNA

These are remarkable animals to find, and people often spin yarns about “really finding one”.

COIN BEETLE SHELL

Uncommon Fauna

Source: Harvested from Coin Beetles, found in pockets or hoards of treasure

Found nestling in the warmth of pockets where they feast upon fabric lint and dust, the Coin Beetle has evolved to mimic the size, shape and lustre of a gold coin. While the young of the Coin Beetle make mistakes in their forgery, their golden cases often stamped with smudged text, warped portraits of monarchs, and impossible, incoherent dates, by the time they reach adulthood, the mimicry is complete: their weight, texture and temperature are exactly that of a pocket-warmed coin. They even make a spritely metallic ‘clink-clink’ sound when they are handled. As with testing the veracity of real coins, the only way to distinguish the Beetle from real currency is to bite it.

DRAGON SCALES

Uncommon Fauna

Source: Cut from the body of any Young Dragon

The apex predators of the Material Plane did not obtain their status by being vulnerable. Dragon Scales are legendarily hardy, able to resist all manner of weapons and magic, even while the Dragons are young. These palm sized wedges, resemble the texture of rock, are simple to process, often only need to be filed down or shaped. Dragon Scales gain magical properties from the Dragon that they have been harvested from, and some recipes will call for specifically coloured Scales.

KEEN-EDGED QUOKKA CLAWS

Uncommon Fauna

Source: Hot, arid forests

The Keen-edged Quokka is a small, bright pink, rotund marsupial. As it slowly bumbles through the undergrowth, it shreds and cuts its surroundings with its razor claws, turning the densest wood into flimsy fibres and the toughest stone into pebbles.

MASTODON HEART

Uncommon Fauna

Source: Cold and warm temperate flatlands

This huge beast is a relative of both the elephant and the mammoth, and is sometimes mistaken for one or the other. Mastodons aren't particularly hairy creatures and they prefer warmer climes than mammoths, but their short brown fur and long, curved tusks make them appear so from a distance. Unlike either of their cousins, a Mastodon's head juts forward like a canine. While ivory tusks and meat are valued, it is the Heart that interests crafters, as it represents an almost unstoppable force of nature.

SMILODON COAT

Uncommon Fauna

Source: Varied, may be found anywhere in the world except for deserts

These large felines may be found all over the world, but fortunately no longer in large numbers. At almost four feet tall at the shoulders, the Smilodon makes for a fearsome predator even without its foot-long sabre teeth. As it is, one might suspect that these teeth would be the most prized part of the animal for magical crafting, but in fact it is the Smilodon's coat that is the most valuable, as it gives the wearer a portion of the Smilodon's power.

UDALIS SHELL

Uncommon Fauna

Source: Oases and deserts

The Udalis is a desert snail with a narrow spiral shell. Though plentiful in deserts, the Udalis burrows deep into the sand. The shell is beautiful and opalescent, perfect for jewellery. It is a favoured arcane focus for fashion-forward and fashion-conscious spellcasters.

RARE FAUNA

These Components are Rare for a combination of how few of these creatures are around in the world, and how difficult it is to slay them.

ANKHEG ANTENNA

Rare Fauna

Source: Fields and woodlands, anywhere where there's ample prey

Ankhegs are tricky creatures, as they resemble giant ants but don't behave like them. They do not create anthills, but rather burrow under the surface in order to surprise and kill prey before they even know what hit them. Thus, an Ankheg feeding ground may be spotted by the criss-crossing of barren paths through farm and pasture. Ankhegs that have fed on a lot of meat also give off the hint of a corpse-like smell over those areas. Their Antennae are valued for their alchemical properties, and their decadent taste.

HAWKEATER TEETH

Rare Fauna

Source: Mountains

The Hawkeater is the apex predator of the skies. It hunts birds of prey, swooping down upon them from craggy mountain tops where it nests. The Hawkeater has the head of a wolf, the claws of an eagle and the body of a tiger. It hunts during the day, and sleeps all night. Warriors from the mountain tribes report note that it is difficult to beat this monster in battle. Not only is it intelligent, but it is also strong and tough, a formidable combination of traits. The Teeth are used in tribal necklaces and totems, and can be ground to make medicines and Potions.



VENGEANCE PARAKEET FEATHERS

Rare Fauna

Source: Harvested from the Vengeance Parakeet, found in tropical climates

A small, multi-coloured bird with a magnificent memory and a pronounced appetite for retribution, the Vengeance Parakeet gathers in great, swarming, chattering flocks that regularly descend with devastating effect upon crops. Farmers who are afflicted by the boorish Parakeets generally resign themselves to having their livelihood ruined, for if they retaliate and even one Parakeet is hurt, the whole force of the flock is turned upon the offender, with all Parakeets now devoted to making their lives a misery. Vengeance Parakeets can live for upwards of sixty years and never forget a face. Those unfortunate to make an enemy of the Vengeance Parakeet live out the rest of their lives in fear of the bird's distinctive cry of Oi! Oi! Oi! and the flurry of multi-coloured violence that inevitably follows.

WILD UNICORN HAIR

Rare Fauna

Source: Magical forests protected by Fey and Nature Spirits

The Unicorn is a mythical beast typically aligned with the forces of Good, and the symbol of purity and beauty. Many think that the horn of the Unicorn is the only worthwhile part of it. However, all parts of the Unicorn are magical. Compared to the horn, the hair of the Unicorn is easier to obtain since any creature that has hair sheds hair. Unicorn Hair is fine and soft as silk. It can be spun into a yarn to make clothing that is magical and comfortable in any weather.

WYVERN STINGER

Rare Fauna

Source: Any hilly or mountainous region

Wyverns are large flying reptiles that are often mistaken for Dragons, save for the fact that they lack arms and have a scorpion-like stinger on the end of their tail.

Wyverns also lack the intelligence of their Draconic cousins, being little more than feral animals with a high-pitched, chirping scream. Despite their aggressiveness, Wyverns may be tamed and ridden as mounts, providing that the trainer doesn't get impaled by an uninterested Wyvern's tail. The Stinger carries a potent poison, and it is this that crafters want to imbue their Magic Items.

XARBERRI HORN

Rare Fauna

Source: The savannah

The Xarberri is a huge and ferocious dinosaur-like beast with five horns. Four Horns grow out of the beast's head frills and one single Horn protrudes from the centre of the forehead. Herds of Xarberri roam the savannah, congregating around watering holes.

The Horns are perfect for war horns and can be ground down for alchemical uses. However, the Horns do not detach easily and must be broken off or sawn off. This, combined with the beast's temper, makes it difficult to procure Xarberri Horns.

VERY RARE FAUNA

Only found in the obscure corners of the world, where people dare not tread for the danger that lurks beyond the torchlight.

CALYXP TAIL

Very Rare Fauna

Source: Tropical jungles

The Calyxp appears to be a strange hybrid of plant and animal that lives in tropical jungles. In reality, it is a white bear-like creature with a hard layer of tortoiseshell-like fungus growing on its skin. Both are equal participants in a symbiotic relationship. The fungus feeds on the sweat of the bear-like creature, and the bear-like creature enjoys an additional layer of protection from the fungus' thick, shell-like form. The fungus extends all the way to the Tail. The Tail is a plump, fleshy appendage which some villages in the tropics consider a delicacy.

TROLL FINGER

Very Rare Fauna

Source: Wherever Trolls are found, typically in caverns or other dark places

One of the most difficult magical ingredients to gather is the Troll Finger, and with good reason. Unless the Troll Finger is repeatedly subjected to fire or cast in ice, cement, or other hard material, the Finger quickly regenerates into another Troll (notwithstanding that one often still must contend with the 'donor' Troll). Clever adventurers have come up with ingenious ways to preserve the Finger, but there are more horror stories than successful ones. Still, Troll Fingers have a high value in the marketplace, as their regenerative abilities make for potent healing magic.

WILD UNICORN HORN

Very Rare Fauna

Source: Magical forests protected by Fey and Nature Spirits

The Unicorn, guardian of Fey woods and the defender of their inhabitants is known to many as a creature of magical power. Mythical and mighty is this wondrous creature, a force of Good and nature. As common knowledge would have it, the Horn is the core of the Unicorn's power. When a Unicorn loses its horn, it loses most of its power, becoming little more than an awakened horse with minor magical tricks.

LEGENDARY FAUNA

Both the creatures, and Components are of near-mythic rarity. They are used by epic heroes as solutions to a problem, or gifted from the gods.

ADULT BLACK DRAGON GAS

Legendary Fauna

Source: Warm temperate to tropical locales, usually fens, marshes, and swamps

Often considered the runt of the Chromatic Dragons (The White Dragon contends for the title), Black Dragons are usually the first true Dragons adventurers face without running for their lives.

In addition to being weaker than most of their brethren, Black Dragons often inhabit marshes and swamps where old sinking ruins are likely to be found and reptilian Humanoids are looking for a powerful being to worship. That said, Black Dragon Gas is difficult to capture because it must be done in the line of a breath weapon attack, hardly the safest of means.

ADULT RED DRAGON SPITTLE

Legendary Fauna

Source: High mountains and volcanoes

Often considered the apex Dragon amongst the Chromatic species, save the Dragon Goddess herself, Red Dragons are masters of their domain. While they don't necessarily inhabit badlands or barren mountains, their desire for dominance and acquisition of treasure drives them to lay waste to the landscape around them.

One can usually hear the hissing of a Red Dragon along with the smell of sulphur before one is bathed in their fire. Unfortunately, the only way to collect the coveted Red Dragon Spittle is to scrape up the residue from the blast site (which resembles modern petrol) while it is still fresh. As this is usually done in the heat of combat, a procurer must often choose between scraping riches and defending oneself.

DEMON BLOOD

Legendary Fauna

Source: Otherworldly, usually conjured

The darkest ceremonies of necromancers and warlocks may involve sentient blood and sacrifice, but Demon and Devil hunters and clerics know that sometimes Demon Blood can power rites, especially those that create Magic Items imbued with Demonic energy. Not all Demons are suitable, however. Such Blood must come from a Demon of 8 hit dice or higher. Fair warning to those who summon Demons just to take their blood: they receive a mark of their own from Demonkind, and Demonic vengeance is slow, painful, and disproportionate.

MINERALS

These Components are dug from the deepest mines, quarries, and pits. Refined into metals, sands, gravels or filings, these minerals slowly built up a powerful charge like a nail left in contact with a magnet.

COMMON MINERALS

Often plucked out from the leftover rubble from mining operations, these rocks and stones can be readily found in rich veins near the surface.

CRYING SCHIST

Common Mineral

Source: At the site of ancient rivers and beaches

Found in blunt outcrops that rise from the surrounding land, Crying Schist is a glittering, flaking metamorphic rock typically pale grey or silver in colour. It gets its name from the distinct ‘weeping’ of flakes as it is excavated it produces many teardrop shaped fragments of rock.

HELIOCOTE

Common Mineral

Source: Near waterfalls and waterways in tropical jungles

The Heliocote is a common pebble found in tropical jungles along the riverbanks or at the base of the plunge pool of a waterfall. It is a bright robin’s egg blue with pale yellow swirls, cool and smooth to the touch. The Heliocote can be used in jewellery, as an arcane focus, or as a decorative Component in Equipment, Armour, and Weapons.

KELLAC

Common Mineral

Source: Fertile fields in most geographies

In the loamy soil of fertile fields, sometimes, amongst the layer of topsoil, one may find shards of Kellac. Kellac are short and narrow shards of a dull green clay mineral with a coarse and pitted surface. It is a softer stone than most, but when processed, Kellac is a good lubricant and thickening agent.

MARBLED COAL

Common Mineral

Source: Anywhere in the ground

While coal is an ancient and common mineral used to light fires, Marbled Coal is a particular variety that is very easy to light due to small red elemental flakes that are peppered through it. While some believe that Marbled Coal was a gift from a fire or hearth god, many explorers and alchemists have noted that Marbled Coal deposits tend to be found near ancient ruins, suggesting that a forgotten civilisation may have created it specifically to make their lives easier. Mining Marbled Coal is, however, a dangerous business, and more than one spelunker has immolated himself by carrying a torch through the wrong tunnel.

MOONSTEEL

Common Mineral

Source: Anywhere in the world, sometimes in surprising locations

Once, long ago, this world had an additional moon. All the creation stories reference it and the most ancient astrological charts and models include it, even though the ‘phantom moon’ was only a legend even then. What is undeniable is that this moon, for whatever reason — a “war in the heavens”, a magical experiment gone wrong, or a natural occurrence, exploded and peppered the world with Moonsteel ore. When worked, Moonsteel has the same weight as steel but is luminous and stronger. This has made it a popular choice for magical arms and Armour.

SUN-KISSED TURQUOISE

Common Mineral

Source: Deep canyons and mesas in arid regions

Sun-kissed Turquoise is a gemstone that is surprisingly common in arid regions, where layers of rock have been carved out by ancient rivers. The exposed turquoise, is imbued with a polished sheen that makes them very reflective. It is said that the Sun-kissed Turquoise captured some of the magic of primordial rivers and are responsible for mirages seen by those passing through the canyons and alongside the mesas. Indeed, there’ve been instances where the Sun-kissed Turquoise has even recorded events that took place in front of it.

UNCOMMON MINERALS

Typically found at the core of other veins of material, these are highly valuable minerals that dedicated crafts people and alchemists will keep on hand for special projects.

COPPER SAND

Uncommon Mineral

Source: Isolated desert regions, often around ruins

There are many legends of powerful magical civilisations that fell into ruin and were covered by sand. In some cases, the sudden ecological shift was magical, and some of the sand used still retains magical properties even millennia later. This extremely fine sand has a copperish tinge, and when gathered in large enough quantities can be imbued with magical effects. There is, however, a great risk, as Copper Sand also tends to reawaken ancient magical effects around it, making would-be procurers having to contend with ancient golems and magical traps.

FOXKIT JADE

Uncommon Mineral

Source: Inside caves along the foothills of mountain ranges in temperate regions

This particular kind of jade roughly resembles the face of a fox, but in such a stylised manner that it seems like a crude reduction of a child-like fox cub face. This mineral comes in the same array of colours as a fox. Some are a reddish-brown shade, some are white, and some have a blue-grey colour. However, getting the most out of this mineral takes some effort as there are many facets of it that require skill to polish and bring out its colour. Foxkit Jade is prized as a decorative item on wands, jewellery, and weapons, and is seen to be a mark of prestige.

HUNGERING FLINT

Uncommon Mineral

Source: In areas of limestone, beneath chalky cliffs, and beside streams

Found in dense nodules within layers of softer stone, Hungering Flint is a variety of sharp, easily-worked quartz of a deep, lustrous brown. What separates Hungering Flint from its more benign cousins is its reaction when dipped in blood. Upon being exposed to even the smallest droplet, Hungering Flint goes absolutely berserk with bloodlust, vibrating maniacally and jumping towards the throat of the nearest living creature. Utilising Hungering Flint is a fraught process; its hunger cannot be assuaged, and it must be contained and restrained as if it were a wild animal. Hungering Flint can be found at ancient battlefields, heard gnashing and growling deep beneath the ground, its appetite still unsated.

IDIOTIC OPAL

Uncommon Mineral

Source: Found within exposed veins of sandstone and basalt, particularly near shorelines

When first excavated, Idiotic Opal is an unassuming white or pale-yellow mineral with a pitted, rough texture. Its one notable feature is its diminishment of cognitive functions in those who handle it, which lends this stage of unprocessed Opal the common name Dullard's Rock. Overexposure to unworked Idiotic Opal can lead to memory loss, disordered thinking, and, in very rare cases, complete cognitive shut down. However, the more that this material is cut, polished, and processed, the more its natural iridescent nature is revealed, and the less it clouds thought, until the most processed Idiotic Opal actively boosts the mental capacity of its bearer. This rare stage of Idiotic Opal, the result of a lifetime of dedicated crafting, is known as Savant Stone.



OBSTINATE ALLOY

Uncommon Mineral

Source: Gathered into perfect spheres on the highest local point

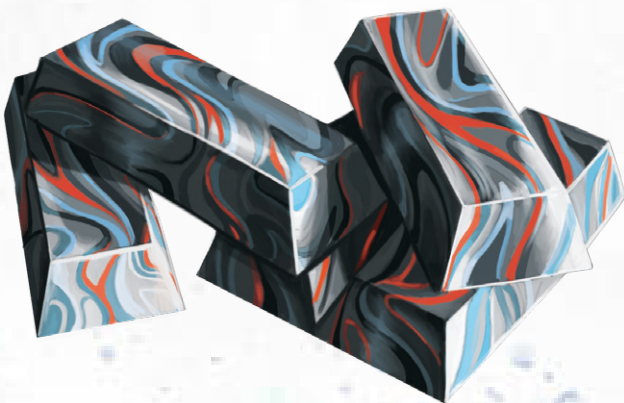
It is not known exactly how or from what Obstinate Alloy is made, for this extraordinarily glossy, black metal refuses to mix with other substances and does not condone to be involved in any alchemical process to identify its makeup. It exists uniquely and fiercely independently. It dislikes touching the ground, so it forms into perfect spheres that steadily work their way up slopes to isolated peaks where they do not have to interact with anyone or anything. Obstinate Alloy can be used for crafting, though it refuses to change its colour or density. As long as one can put up with the chill, greasy feel of the stuff and its offensive smell, Obstinate Alloy can be made into armour of surprising resilience.

SEASTONE

Uncommon Mineral

Source: High mountain range plateaus

This strange gem is orange, but has a swirling pattern of colours inside it. It is found only at high altitudes, typically on mountain range plateaus, and for a brief period was the current fashion for exotic gems amongst the nobility. It was soon discovered, however, that Seastone wasn't particularly rare if one climbed mountains, and its value sank. Seastone is so-named due to the fact that fossils and ruins discovered where it is found are from a previously underwater civilisation (which makes its ruins difficult to explore due to the lack of stairs), and Seastone was apparently the main building material.



RARE MINERALS

Found in the world as the cornerstone decoration in an elaborate piece of art, or as the prized trophy of a prestigious mining company.

DEADBRINE

Rare Mineral

Source: Coastal cliffside where ocean waves meet the rocks

Years of water lashing upon the cliffs facing the sea gave rise to the formation of a new layer of rock: Deadbrine. Deadbrine is aged sandstone with a blueish-green tinge and the smell of the sea — indeed, it is infused with the spiritual essence of the sea. Whoever holds a piece of Deadbrine is said to have a stronger connection to water magic and the gods that hold power over water.

ETHERIAN

Rare Mineral

Source: The Ethereal Plane

Etherian is a smoky metal that comes from the Ethereal Plane. It's also known as 'ghost metal', as it is used by Ethereal creatures to build and create objects in their home plane. While Etherian is usually brought back to the Material Plane by travelling wizards, there is enough of it on the Material Plane that it is likely being brought here by some other means as well. Etherian is potent when used in weapons as it can affect Ethereal creatures as if they were solid. Such Weapons can, however, also be touched and wielded by Ethereal hands.

HELLSTONE

Rare Mineral

Source: Volcano ranges

This translucent gem with a burning flame inside it is actually misnamed; it's not from the Nine Hells or any of the Outer Planes but rather the Elemental Plane of Fire. It is typically found in volcanic regions, where the boundary between the Material Plane and the Elemental Plane is weak.

It is also naturally forged by Fire Elementals that transform coal into Hellstone rather than burn it outright. While not fragile, Hellstone cannot be resized without losing its power. Hellstone may be used as a continual light source, but it is often incorporated into Magic Items as a fire absorbing agent.

MOUNTAIN HEART

Rare Mineral

Source: Mined from the heart of a large mountain

Mountain Hearts are a gemstone that embodies the concept of the exact mountain it originates from. They tend to be small, delicate, pearlescent crystals, and are capable of holding massive stores of primal power, though are slow to recharge of their own accord.

RAINBOW ONYX

Rare Mineral

Source: In the highlands where many kinds of Dragons roost

Lands where Dragons lair are said to be enchanted. The Dragon's influence and magic seep into the ground and air around it, and the environment is permanently affected by an element of this creature's power and personality. This can make its way into the very minerals of the earth. Thus, the rainbow onyx is formed when multiple Dragons co-exist. It is unknown why the highlands are especially harmonious places for Dragons of different types to lair together, but this has caused the local onyx deposits to take on a pleasing rainbow shade that is only revealed when one puts the onyx under direct sunlight.

VITALLIUM

Rare Mineral

Source: Deep beneath the desert

The bones of ancient animals, long dead and swallowed by the earth with the passing of time, now become a part of the earth itself. These become mineral deposits called Vitallium, matte cream-coloured blotch-like layers. They have a slight but perceptible humming. It seems that Vitallium deposits still carry that slight spark of life, as if a very small speck of the memory of ancient times and lives refuses to leave the earth for thereafter.

The shamans of the desert claim that the possession of anything made with Vitallium brings one closer to the gods, and that one may even have a conversation with the gods themselves.

WATCHING TIGER'S EYE

Rare Mineral

Source: Within once inhabited caves

Watching Tiger's Eye is a precious gemstone possessed of a rich brown and amber lustre with a distinctive cat's eye striation. It is found within deep strata of quartz, particularly at the base of water-cut caves. Those who once inhabited these caves valued the Watching Tiger's Eye for its ability to record and replay events that it was witness to. Tiger's Eye is easy to shape and polish and is often found in the form of small orbs placed with care in the largest caves. When a campfire is lit behind these spheres of Watching Tiger's Eye, its recordings are projected on the specially smoothed wall opposite. For the first time in thousands of years, ancient figures bedecked in furs and antlers cavort and twirl and display their kills.

VERY RARE MINERALS

Only ever found at the peaks of the tallest mountains, or at the bottom of the deepest chasms. Retrieving these minerals is a treacherous endeavour.

ARE-YOU-ME FILIGREE

Very Rare Mineral

Source: In the deepest, darkest, most inaccessible caves

Collecting in the deepest caves, this fine silver wire hangs in gossamer strands, forming a rippling iridescent mirror across cavernous spaces. Many adventurers have mistaken their flickering silver reflections as enemies or interlopers, so animated are these glittering doppelgangers. The wire is tough but flexible and possesses a lustrousness that makes it ideal for filigree work, but can also be dissolved to create a shining quicksilver, ideal for harnessing the power of the self in Potions affecting the mind.

HEART OF T'MARIS

Very Rare Mineral

Source: Beneath swampland

It is hard to imagine that the base of a swamp can be mined for rare earth. Indeed, beneath all the layers of swampland, if one digs deep enough, one can chip away at a layer of mineral known as the Heart of T'maris. The Heart of T'maris is named after the person who found it and brought it to their lover. This mineral exists in two states: when dipped in water, it becomes a crystal, and when dried, it becomes clay-like. In both forms, the heart of T'maris has different uses. In crystalline form, it can be used to make weapons. In clay-like form, it has more defensive properties.

INVISIBLE IRON

Very Rare Mineral

Source: A small archipelago of volcanic islands

While not actually invisible, Invisible Iron would be a game changer in castle- and keep-building if it could ever be found in sufficient quantities. This substance acts exactly like iron, except that it is as transparent as glass. Needless to say, every palace and carriage window would be made of it if the market could sustain it, but as it is, Invisible Iron is only available in small quantities that fetch high prices. Many alchemists have gone to the island chain that produces Invisible Iron, but thus far no one has been able to replicate the process.

METEOR SHOWER METAL FRAGMENT

Very Rare Mineral

Source: Fallen meteors

Meteor showers are said to be the sparks that come from the hammers of the astral blacksmiths of legend as they pound away at their anvils, up in the constellations far above. So the story goes. These meteor showers contain metal fragments that sear eyes that look upon them and burn the skins of those that dare touch them. Some declare these as radioactive dangers. Some think they're merely infused with the magic of the gods, daring any to behold them.

RAVENOUS ALABASTER

Very Rare Mineral

Source: Beneath ancient flood plains

Deposited in velvety, fibrous layers with astounding rapidity, Ravenous Alabaster is a rigid, flaking mineral of peerless, absolute white. It casts no shadow, nor does it allow any shadow to adhere to it. Those who look upon the Alabaster in its natural state often find themselves slipping into a fugue, only to rouse minutes or hours later with large gaps in their memory. If one prises apart the layers of the white mineral, they will find, recorded in loops of delicate cursive writing, the thoughts and memories stolen by the Ravenous Alabaster. Each layer of Alabaster can hold the collected knowledge of a small town, though it never deigns to collect the same information twice.

SCORCHED SAND

Very Rare Mineral

Source: The desert

Scorched Sand is a coarse ebony sand that sucks the life from everything it touches. It is believed to have been manufactured rather than a natural occurrence. Whoever created the Sand is lost to history, but it consumed the trees and all life around them, leaving a barren desert in its wake. The life-draining power seeps even beyond the sand, creating a slowly growing regular desert around the scorched path.



LEGENDARY MINERALS

World-changing Magic Items and life-altering Potions are made with these minerals, and it has been many ages since they were last seen.

CHRONIUM

Legendary Mineral

Source: A single crashed mechanical transport

Chronium is so-named because it is believed to be a metal from a different time — whether that be past or future is unknown. What is known is that Chronium is just as strong as steel, yet much lighter. Indeed, the ‘mechanical bird’ that was primarily made up of Chronium had surprisingly lightweight fixtures and tools inside, even if scavengers weren’t sure what to make of them. One thing is for certain, though, and that is that Chronium is unstable. It has a tendency to flicker in and out of existence, as if it were still partially stuck in its original time.

RESONANT AMBER

Legendary Flora

Source: Excavated from ancient petrified forests and from scenes of apocalyptic destruction, chance of appearing randomly from other dimensions

Also known as Wandering or Traveller’s Amber, this glowing orange material is the hardened sap produced by ancient conifers at the moment of their annihilation in catastrophes of enormous magnitude: earthquakes, meteor strikes, tsunamis, volcanic eruptions. Apocalyptic sounds of destruction are preserved within Resonant Amber, their endless reverberations causing the substance to vibrate and glow. Sometimes this propagation of sound waves causes a chunk of Amber to vibrate so hard that it temporarily tunes into another plane of existence. When the process is complete, the Resonant Amber, with a sprightly pop, abandons its home dimension for another, its destination and length of stay unknown. Oftentimes the Amber returns with extra-dimensional material embedded within.

ESOTERIC

Some Components are harder to categorise, and often need obscure processes to harvest. There are few common threads between different Esoteric Components, but they are all valuable, and typically need to be obtained through some involved quest.

COMMON ESOTERIC

Most regularly found as oddities in a shopkeepers miscellaneous shelf, these unusual Components are easily purchased in most towns.

ANGUISHED SOIL

Common Esoteric

Source: Old battlefields where hundreds of soldiers died

Some say that battlefields are blessed with the tears of the fallen and alchemists know this to be true. Places where hundreds of soldiers lost their lives in the heat of battle become drenched with their blood, sweat, and tears. With that their anguish seeps into the soil and, once enough of the dying have done so, that soil gets transformed. Left alone, Anguished Soil projects spirits of the fallen and taints animals that graze upon it, transforming them into dire creatures. Alchemists can isolate the anguish from the soil that they’ve harvested, imbuing weapons and other Magic Items with unquenched fury.

BOTTLED FLORINDA SCENT

Common Esoteric

Source: Deep forest

The Florinda is a type of lily that grows in forests guarded by magical, mystical creatures. While the lily itself does not have magical properties, it is its scent that carries a certain magical energy. It is a soothing but refreshing scent, a little like ozone with a hint of vanilla and citrus.

DUERGAR DOOM CLINKERS

Common Esoteric

Source: Found in the underground forges of the Duergar

Also known as Misery Clinkers, these small, coarse pebbles of compacted ash, gravel, or slag are leftovers from the Duergar's many industrial processes. The Duergar, equally famed for the fine artefacts they create and their parsimonious approach to the resources used in their creation, assiduously utilise every possible piece of material at their disposal. The fact that anything at all remains at the end of this exacting process must make these scraps extraordinarily useless indeed. Duergar Doom Clinkers absorb this perception of utter worthlessness, becoming charged with feelings of inadequacy and exhibiting an intense bitterness. Denied a role, they crave to make something of themselves.

OTYUGH CHUTNEY

Common Esoteric

Source: Scraped from the filthy floor of an Otyugh warren

A lumpy paste composed of the sweat, dead skin, and other miscellaneous droppings cast off by an Otyugh and their brood. Redolent with magical energies absorbed from their vast and indiscriminating diet and brought into volatile collision, Otyugh Chutney is a hectic mixture of random traits and characteristics. No two scrapings of Chutney are ever exactly alike, but all samples are aggressively multi-coloured, glowing in the dark or visible to exotic spectrums, and all tremble and fizz and give off noxious fumes. It is rancid and corrosive and almost unbearably sweet.

PETITE NIMBUS

Common Esoteric

Source: Above a lake or a large pool in an enchanted forest

Small clouds sometimes form right above the surface of a sufficiently large body of water in an enchanted forest. A Petite Nimbus is pink and fluffy, and a thousand times lighter than cotton candy. Petite Nimbus must be kept in air-tight jars else it will evaporate and become gaseous wisps. Items look prettier when dipped in a jar of Petite Nimbus.

UNSEELIE JUICE

Common Esoteric

Source: On the tips of leaves and flowers at dawn in places where Faeries gather

To the untrained eye, Unseelie Juice can be easily mistaken as morning dew. However, this dewy condensation on plants in the morning is enchanted. This is the breath of Faeries passing by, caught in the moisture of the dawn. There is a little bit of magic in this liquid. It might make one feel better or it might make one feel more confident, more at ease, and rekindle a sense of childlike wonder at the world.

UNCOMMON ESOTERIC

Not readily accessible in the wider world, these Components typically require some ingenuity to obtain, and some labour to locate.

ANIMATED COAL

Uncommon Esoteric

Source: Deep pits and the sites of ancient forests

Created in the age-long tectonic shift that compressed continent-spanning forests of Awakened Trees into fossil fuel, Animated Coal is a form of hyper-dense carbon found in veins deep under the earth and as tiny waddling lumps. These little chunks, parading about on slender legs, seem impossibly cheery despite the traumatic processes that created them. The ancient trees that constitute Animated Coal were compacted not merely in their physical form but in their life experiences too: all the good parts were combined while the negatives were all burned away, leaving behind a lump of pure innocent positivity. Animated Trees and Shrubs are fiercely protective of their jolly little ancestors and defend them at all costs.

BLINK SCRUFF

Uncommon Esoteric

Source: Suspended in hardened patches of air

Blink Scruff, also known as Hop Fuzz and Nowhere Hair, is the remnant of fur left behind by Blink Dogs when they teleport both within and between realms. This fur can be any length and any colour from a deep indigo to a delicate pastel pink. It catches in pockets of air that have become hardened in the process of dimensional travel.

It remains suspended with no obvious support long after the Blink Dog has disappeared. Care must be taken when retrieving Blink Scruff, however, for one clumsy move and the Scruff will complete its long-delayed dimensional journey, taking a couple of fingertips along with it.

FLOATER

Uncommon Esoteric

Source: Freshwater lakes in the tundra

In freshwater lakes inhabited by aquatic and amphibian creatures, sometimes the air bubbles they create rise to the top and become frozen. These air bubbles solidify and float gently into the air. No one knows how or why this happens. It could be something in the water, but this is random enough that folks who travel in these places know that there is an unseen magical force. These bubbles can trap objects inside and they float ever upward, like helium balloons.

INFUSED RAINDROPS

Uncommon Esoteric

Source: Magical rain, sleet, or snow

Whenever a magical effect causes precipitation, there is an opportunity to collect the magical raindrops it generates. These raindrops have a subtle connection to the Elemental Plane of Water and, in sufficient quantity, can grant any Magic Item bathed in them with water-based abilities. Due to the tempestuous nature of storms, magical raindrops may only be collected when the spell is cast in the midst of a conflict. They must also be collected and preserved within a minute of being created, which means that, in the heat of battle, someone has to have a bottle or a bucket ready. If not, then the magic simply fades away as the elemental connection degrades.

NIGHTMARE WISP

Uncommon Esoteric

Source: Sleeping Humanoid having a nightmare

Everyone dreams and, occasionally, everyone has nightmares. The School of Divination teaches that when one sleeps, they are connected to a dream realm that touches the other planes and thus become a conduit to those planes.

Nightmares are when something from the other side attempts to slip through. Demon hunters and exorcists often observe those troubled with nightmares, using ritual means to capture the wisps of nightmare that they generate. These wisps can be woven into powerful defences against otherworldly entities, acting as a bandage against the openings into the Material Plane through which such creatures are crawling.

TOXIOUS COMPOST

Uncommon Esoteric

Source: On tree branches in tropical rainforests

Toxious Compost is the waste product of saprophytic bacteria that live on tree branches in tropical rainforests. It looks like dirt but it has a purple-green shade. Care must be taken to ensure that the toxins from this compost does not enter the airways since it is poisonous and can cause harm.

RARE ESOTERIC

Only alchemists who are specialised in research are likely to have these Components to hand. Adventurers can typically charge a high premium for retrieving these obscure materials.

FROSTFIRE

Rare Esoteric

Source: Cold, mountainous regions, especially in the arctic and subarctic

Frostfire is an interesting and nature-bending phenomenon, a fire that burns cold, or rather, it doesn't burn at all. Lighting Frostfire causes the fuel to release snowflakes that carry cold air with them, bathing everyone and everything around the 'fire' in chilly frost. It is more of a parlour trick than anything else, as few people welcome even more cold. Such a trick is dangerous to procure, as the fuel for Frostfire is White Dragon droppings. Collecting such droppings is actually a lucrative business, for the cold magic contained in the droppings is very useful to magical artisans when creating frost-based Potions Magic.

FULL MOON SHADOW

Rare Esoteric

Source: A person standing in the light of a full moon for 1 minute

Priests of lunar deities know that the moon lights a person differently than the sun does — the shadow cast by the sun reflects one's outer being, while a lunar 'shadow' lays bare the inner self. If one can read another's shadow, then they would uncover that person's power, inner thoughts, hidden desires, and deepest fears. It is a potent reading. During a full moon, however, such a shadow can be captured if one has the proper ritual. While sometimes tailored to the individual captured, this shadow's energy may also be used to craft Potions that manipulate other people.

OIL OF ANCIENTS

Rare Esoteric

Source: Deep underground, among layers of rock above archaeological finds

Oil of Ancients is a viscous greenish-blue liquid extracted from the depths of bedrock where ancient civilisations are buried. Over the years, the tectonic plates have shifted, resulting in the liquefaction of these remnants of society into a kind oily substance that oozes with surplus magical energies.

SUN SNOWFLAKE

Rare Esoteric

Source: Frozen wastes and the snowy peaks of mountain ranges

All snowflakes are different and the same can be said for the Sun Snowflake. Like snowflakes, Sun Snowflakes come in different shapes, sizes, and patterns, the only difference is that they are made from the rays of the sun as they pass through falling snow. Like snowflakes, they are delicate little crystals, made of pure golden light and driven by the snow.

STAR AMBER

Rare Esoteric

Source: Deep woods in any region

It is said that when the world was young and being sculpted both by deities and Fey, flickers of unformed magic remained in the air. While most of these flickers faded over time, some were caught in amber. These preserved sparks of creation hum and cause the amber around them to slightly vibrate, indicating to the holder that there is magic inside. Clerics understand that these are sparks of the divine and have learned to cultivate and incorporate them into defensive magic items as well as offensive ones. Users must be careful, however. Should the Amber chip, the magic within may escape.

XORN MARRIAGE CLUSTERS

Rare Esoteric

Source: In the subterranean tunnels and galleries inhabited by Xorn

Conglomerations of matter, both organic and inorganic, regurgitated from the churning innards of the rock-devouring Xorn, Marriage Clusters are crafted works of year-long devotion, shaped by dull hands into unique, intricate sculptures resembling some combination of geode, coral, and bird's nest. Doused in geologic pheromones, they are strategically placed in the path of prospective mates to advertise the suitability of their maker. Each Cluster reflects the personality (and diet) of the Xorn who created it, and they share with it a psychic rapport: should it be stolen for its magic-infused minerals, its Xorn creator will devote themselves to retrieving it.



VERY RARE ESOTERIC

It is exceedingly unlikely that you will stumble across these Components by accident in the world. Your actions, those of other alchemists, or fate itself will intervene to bring the materials to you.

ECTOPLASM ESSENCE

Very Rare Esoteric

Source: Collected from a stone surface that a Ghost has phased through

When a Spirit phases through a solid object, some of their physical substance is left behind in the form of a gelatine-like ectoplasm. The Ectoplasm's ability to phase through alchemical equipment at unpredictable intervals does complicate its refinement. All attempts to refine this Component are made at Disadvantage.

EFREETI WISH DUST

Very Rare Esoteric

Source: Left behind after an Efreeti uses their magic

A fine red or amber powder that audibly crackles with the magic of the Elemental Plane of Fire, Wish Dust manifests whenever an Efreeti uses their magic, particularly when summoning elementals or using enchanted weapons. Appearing as a light dusting of warm sand on floors and surfaces, it is a miserable, persistent material to deal with. It quickly disperses, getting into every nook and cranny, spoils food and drink, and can be tasted in gritty saliva for weeks after its first appearance. Those who use it gladly put up with its inconvenience however, for an impossibly small piece of the Efreeti's power is contained in every grain of Wish Dust, a power that grows exponentially as more grains are painstakingly retrieved from carpets, furnishings, and the fur of pets.

GELMETAL

Very Rare Esoteric

Source: A lone mountain in the polar circle

Gelmetal is an interesting substance in that it doesn't appear to be liquid or solid, but something in between. At first glance, it appears to be a pool of mauve or plum goo. Once it is manipulated, however, it acts as a putty — able to be pulled apart, squeezed together, and reshaped into almost any form. The only drawback is that this has to be done very slowly, as gelmetal is extremely resilient and immutable by any normal or aggressive force. This makes it a perfect choice for magical ropes and whips, although it is not very useful for rigid Armours or Weapons.

HALLOWRUST

Very Rare Esoteric

Source: God-blessed mountainous areas

When metallic objects are exposed to the air in mountainous areas blessed by the gods, the sparkly golden patina that forms on the surface of these objects can be scraped off and processed into fine alchemical compounds for the manufacture of dangerous weapons and Arcane Artefacts.

SHIELD GUARDIAN UNGUENT

Very Rare Esoteric

Source: Collected from the enchanted joints of Shield Guardians

Syphoned from the joints of Shield Guardians where it is produced in miniscule but constant quantities, Shield Guardian Unguent is a rich, glittering yellow oil that imparts motive force to constructions and inanimate objects. Almost completely frictionless, the Unguent easily (and continuously) slips from the bottles and containers it is kept in, oozing across surfaces and carelessly imparting motive energy upon any object it comes in contact with. Those who utilise Shield Guardian Unguent must contend with its flighty, wilful nature and the constant swarm of animated objects — cups, flowerpots, kitchen utensils — that follow in its wake.

LEGENDARY ESOTERIC

These Components are unheard of to even dedicated scholars, and are only recorded in obscure texts. Following the trails of these Components will lead you into the forgotten annals of bygone eras.

DEVA'S BREATH

Legendary Esoteric

Source: From the mouths of Angels

Deva's Breath, the divine exhalation of an Angel, is a magical Component of rare potency. It is gathered on specially chilled mirrors of sanctified silver, the fleeting condensation scraped from the surface with knives made of pearl and sealed in wax-stopped bottles of marble or alabaster. Of course, Angels are not known for such bodily processes as breathing, and alchemists and potion makers have given much thought to methods of eliciting the sweetly perfumed but incredibly rare sigh of an Angel.

Many stress the potency of the 'negative' sigh, elicited by tiresome jokes, and lengthy, meandering stories, while others swear by the power of the 'positive' sigh, inspired by scenes of bucolic loveliness and the first, faltering steps of kittens.

HUNTER'S SIGIL

Legendary Esoteric

Source: Rays of light from the Hunter's Sigil constellation

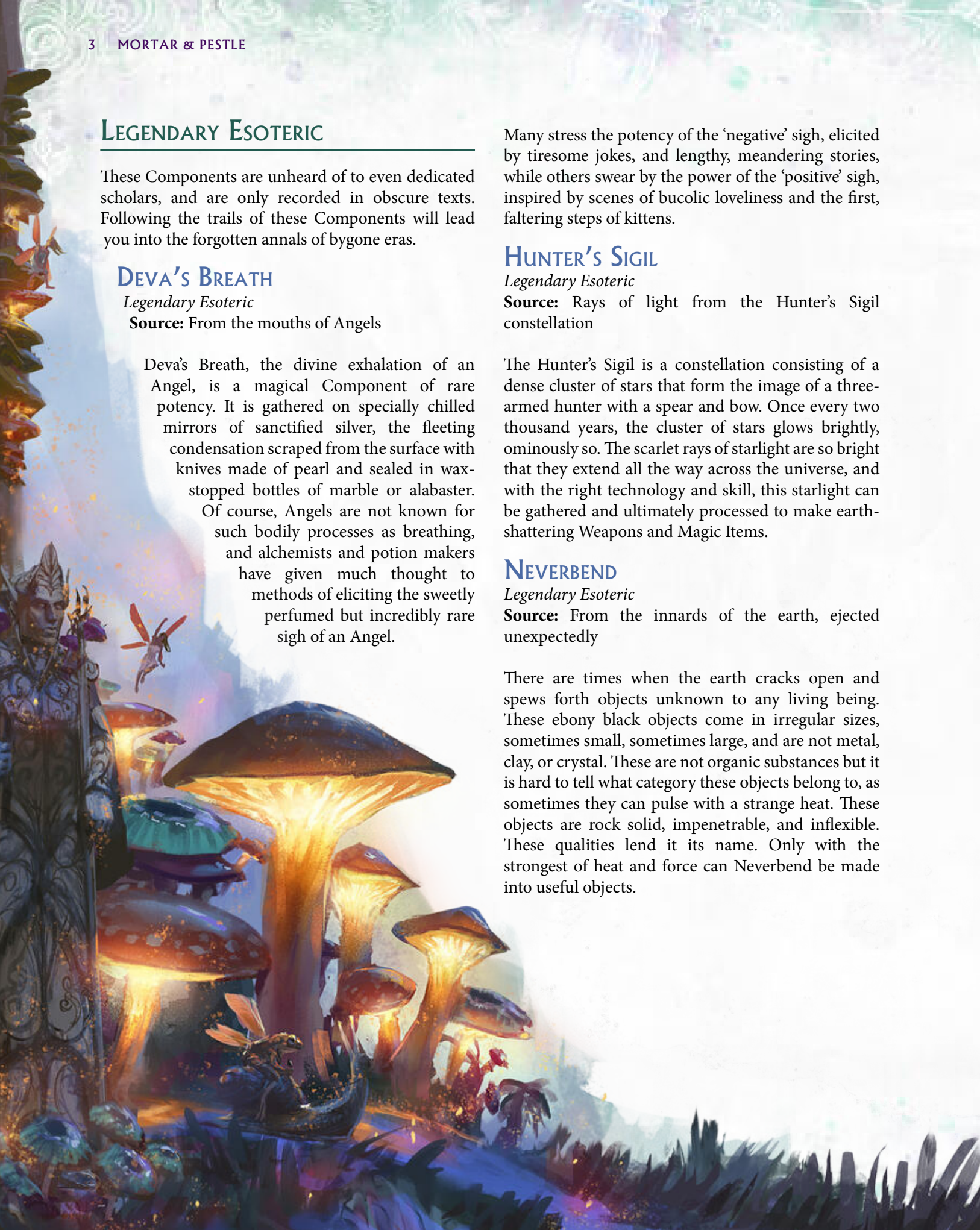
The Hunter's Sigil is a constellation consisting of a dense cluster of stars that form the image of a three-armed hunter with a spear and bow. Once every two thousand years, the cluster of stars glows brightly, ominously so. The scarlet rays of starlight are so bright that they extend all the way across the universe, and with the right technology and skill, this starlight can be gathered and ultimately processed to make earth-shattering Weapons and Magic Items.

NEVERBEND

Legendary Esoteric

Source: From the innards of the earth, ejected unexpectedly

There are times when the earth cracks open and spews forth objects unknown to any living being. These ebony black objects come in irregular sizes, sometimes small, sometimes large, and are not metal, clay, or crystal. These are not organic substances but it is hard to tell what category these objects belong to, as sometimes they can pulse with a strange heat. These objects are rock solid, impenetrable, and inflexible. These qualities lend it its name. Only with the strongest of heat and force can Neverbend be made into useful objects.



COMPONENTS LISTS

When searching through the reagents on the shelf of the alchemical emporium, it can be useful to have a quick reference for its practical applications and regions it can be found in. You can also use these applications as inspiration for the experimental uses of these Components.

COMMON COMPONENTS LIST

NAME	TYPE	REGION	COMMON APPLICATIONS	PAGE
Anguished Soil	Esoteric	Haunted Lands / War Torn Lands	Used in funeral rites, adds necrotic energies and a sense of doom to a concoction.	83
Black Jackal Tooth	Fauna	Grasslands / Forest	Can be burned to briefly smother light and add a darkening effect to many concoctions.	73
Bottled Florinda Scent	Esoteric	Forest	A sought after perfume that can be used in vaporous potion and inhaled poisons.	83
Bullseye Blackthorn	Flora	Grasslands	Used to cheat at throwing and shooting games and affect projectiles when applied in an oil.	67
Capricious Seawrack	Flora	Coast	Woven into sturdy fishing nets, or used in concoctions to strengthen bonds.	67
Crying Schist	Mineral	Coast	Useful in splitting matter or magic.	78
Crypt Snake Skin	Fauna	Haunted Lands	A favoured decoration material among some Goblin clans, adds an essence of passing time and ageing to a concoction.	74
Doloros Moth Wing	Fauna	Anywhere	Used as pigments for clothing and other items, used in potions for a sense of gloom, and aiding in transformations.	74
Duergar Doom Clinkers	Esoteric	Underground	Found in sandbags padding out more useful materials. Is able to infuse a concoction with a lingering dread.	84
Great Auk Feathers	Fauna	Coasts	Used in arrow fletchings and decorative robe trimmings, sharpens senses and instincts when used in a potion.	74
Heliocote	Mineral	Jungles	Used to stabilise many risky concoctions.	78
Itoris Leaf	Flora	Jungles	Useful at getting other Components into the bloodstream.	68
Kellac	Mineral	Farmlands	Can enhance muscles, and grease surfaces.	78
Marbled Coal	Mineral	Underground	A longer lasting fuel for fire pits.	78
Minstrel Marram	Flora	Coast / Desert	Occasionally used instead of windchimes over doors in coastal villages, and soothes the stomach.	68
Moonsteel	Mineral	Anywhere	Used in Potions to bring light and truth.	78
Otyugh Chutney	Esoteric	Underground	Can cause serious sewer blockages. Useful in contagious Poisons.	84
Petite Nimbus	Esoteric	Forest	Mostly used for decoration, and lightening a cake mixture.	84
Spinythorn Bark	Flora	Desert	Used as a rudimentary trap or hazard around camp sites.	68
Sun-kissed Turquoise	Mineral	Desert / Mountains	Used in decorations for its prismatic effects on light, and illusory properties in potions.	78
Unseelie Juice	Esoteric	Forest / Lands of the Fey	Can be drunk as a sickeningly sweet beverage, and introduces deceptive magic into a concoction.	84
Vikken Fur	Fauna	Mountains	Used as an extravagant lining on hats. It dampens the interactions between other components in the same potion.	74
Winter Tookat Pelt	Fauna	Mountains	Regularly tanned into cold resistant clothing and adventuring equipment.	74
Yonggu Sap	Flora	Grasslands	Often a useful adhesive for temporarily sticking paper and other light objects to walls.	68

UNCOMMON COMPONENTS LIST

NAME	TYPE	REGION	COMMON APPLICATIONS	PAGE
Animated Coal	Esoteric	Underground	Used as an accelerant in Explosives, and is useful in transmutation magic.	84
Blink Scruff	Esoteric	Lands of the Fey	Used in concoctions for moving between planes.	84
Candlelight Azalea	Flora	Mountains	Used as a source of light or heat in a reaction.	68
Coin Beetle Shells	Fauna	Underground	Has some useful illusion properties, and on occasion can substitute for some metals.	74
Copper Sand	Mineral	Deserts	Useful when blocking electricity, or conducting it when used correctly.	79
Dragon Scales	Fauna	Anywhere	Provides resilience against damage from weapons and a specific element.	74
Floater	Esoteric	Anywhere	Reduces mass of reagents and interferes with gravity.	85
Foxkit Jade	Mineral	Mountains / Grasslands	Improves a concoctions ability to transform living creatures.	79
Horribilicus Root	Flora	Forest / Jungles	Stabilises other components in a mixture.	68
Hungering Flint	Mineral	Coast / Mountains	Useful as arrowheads and for potions that affect aggression.	79
Idiotic Opal	Mineral	Coast	Dampens a person's thoughts and emotions when combined with other components.	79
Infused Raindrops	Esoteric	Anywhere	Useful when a concoction needs to alter the flow of water.	85
Keen-edged Quokka Claws	Fauna	Forests	Particularly effective hooks and razors, when ground down it quickens the delivery of a concoction.	75
Mastodon Heart	Fauna	Grasslands	A sturdy component that lets a concoction affect someone's stamina.	75
Midsummer Milkweed	Flora	Forests	This sap has a vague numbing effect that becomes very potent once refined.	69
Nightmare Wisp	Esoteric	Anywhere	Used in concoctions intended to torment someone.	85
Obstinate Alloy	Mineral	Mountains	A sturdy metal that is difficult to break or damage.	80
Punchline Nettles	Flora	Grasslands / Forests	Useful for delaying a concoction's effects and causing pain.	69
Seastone	Mineral	Mountains	When ground to a fine powder, it dissolves in most any liquid and thins it down. Does sometimes make a concoction sensitive to the effects of tidal movements.	80
Smilodon Coat	Fauna	Anywhere	A proud trophy of the few warriors to have slain one of these mighty beasts.	75
Spite Acorns	Flora	Anywhere	Adds a burst of energy and quick detonations into a potion.	69
Stag Apple	Flora	Forests / Haunted Lands	Combines with other Components to create an aura of primal magic to a potion.	69
Toxious Compost	Esoteric	Jungles	When not used to spoil a rival's garden, it adds a noxious fume to any concoction.	85
Udalis Shell	Fauna	Deserts	Water-tight, can be used to contain even volatile liquids for a time.	75

RARE COMPONENTS LIST

NAME	TYPE	REGION	COMMON APPLICATIONS	PAGE
Ankheg Antenna	Fauna	Forests / Grasslands	Is able to conduct psychic energy and can attune a potion to monstrous powers.	75
Blood Vein Leaf	Flora	Grasslands	Useful in transforming creatures and enhancing physical qualities.	70
Blue Snake Ivy	Flora	Anywhere	Highly toxic, is extremely good at transferring poisons into living creatures.	70
Deadbrine	Mineral	Coasts	Confers the essence of the sea, and the essence of an untimely demise.	80
Etherian	Mineral	Wild Magic Lands	Used to make things, people, and energies disappear or become ephemeral.	80
Frostfire	Esoteric	Mountains	Allows a concoction to drastically change temperature or surge with energy.	85
Full Moon Shadow	Esoteric	Anywhere	Imbues a concoction with the powers of darkness and deception.	86
Hawkeater Teeth	Fauna	Mountains	Used in concoctions to improve predatory senses, as well as enhancing speed.	75
Hellstone	Mineral	Mountains	Creates a connection to the Infernal Planes and instils a large amount of heat.	80
Immovable Melon	Flora	Farmlands	Dramatically increases the weight of a concoction, and makes it harder to move the liquid.	70
Lohsohn's Firebush Leaf	Flora	Mountains	Accelerates any heat or explosions caused by a concoction, including the fire within a person.	70
Mountain Heart	Mineral	Underground	Containing a battery of primal energy from the moving of tectonic plates.	80
Numisramis	Flora	Open Water	The oil from this sea plant can add great pressure to a concoction.	70
Oil of Ancients	Esoteric	Underground	Imbues a concoction with a great passage of time, rapidly ageing the mixture.	86
Rainbow Onyx	Mineral	Mountains	Can be combined with different elements to add a specific kind of draconic energy.	81
Silver Taro	Flora	Anywhere	Can be used to bless a concoction, or mitigate an infernal presence.	71
Star Amber	Esoteric	Forests	Used in concoctions designed to preserve things, and bring a twinkle of stellar light.	86
Sun Snowflake	Esoteric	Mountains	Adds a shred of sunlight into any concoction.	86
Vengeance Parakeet Feathers	Fauna	Jungles	A versatile component that can provide essences of spite, flight, or emissions of colour, depending on the other components used.	76
Vitallium	Mineral	Desert	As the condensed energy of life, it is used in restoration potions.	81
Watching Tiger's Eye	Mineral	Underground	Enhances senses, reaction speed, and aggression when used in a concoction.	81
Wild Unicorn Hair	Fauna	Forests / Lands of the Fey	A miraculous source of healing magics.	76
Wyvern Stinger	Fauna	Mountains	Used in fast acting poisons and lingering toxins.	76
Xarberri Horn	Fauna	Grasslands	The paste from the bone marrow is useful in endurance boosting potions as well as many weapon oils.	76
Xorn Marriage Clusters	Esoteric	Underground	Used to enhance psychic sensitivities, or when charged with other energies, strengthen psychic resilience.	86

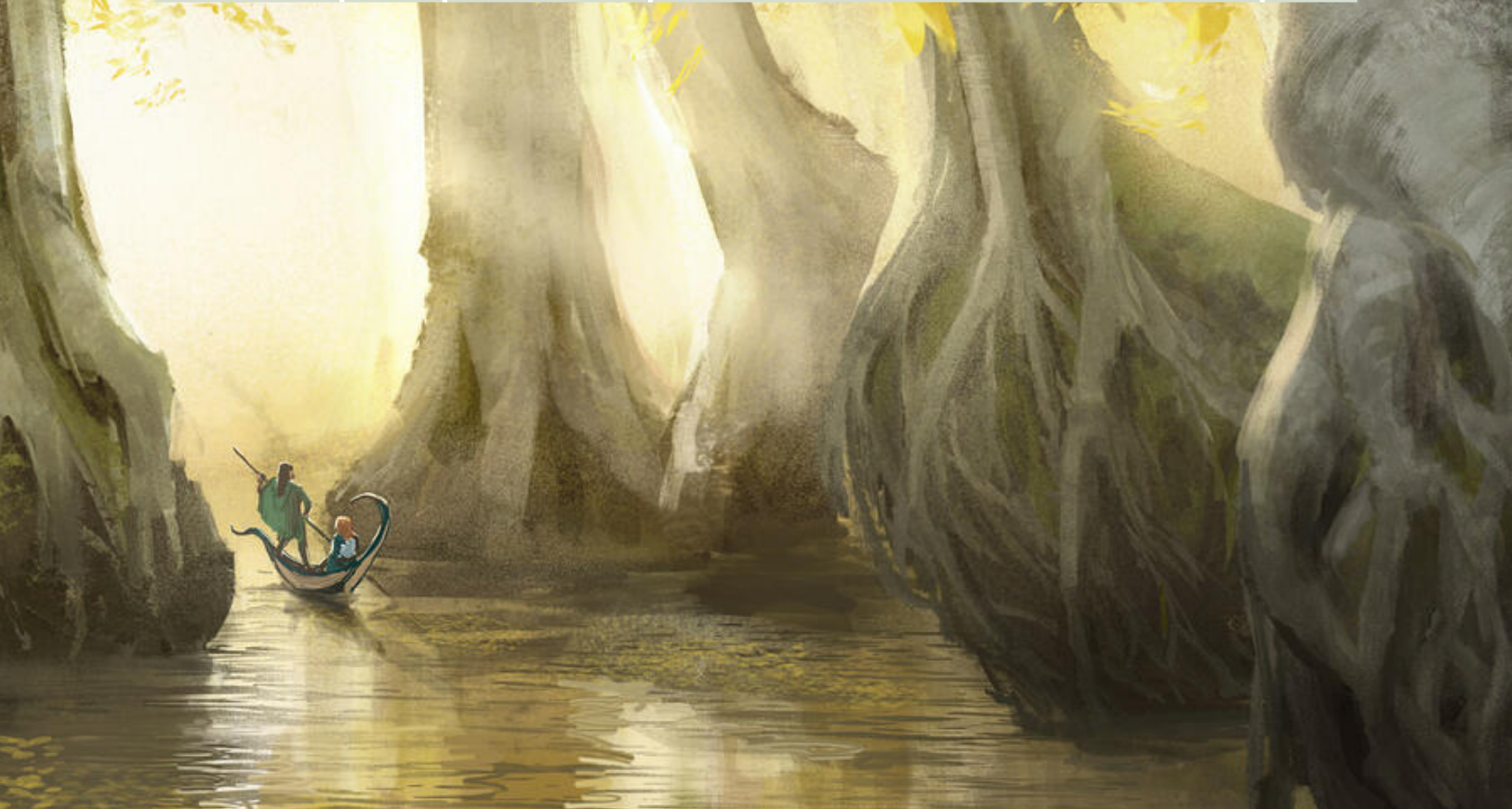
VERY RARE COMPONENTS LIST

NAME	TYPE	REGION	COMMON APPLICATIONS	PAGE
Are-You-Me Filigree	Mineral	Underground	Used in Equipment and Potions for enhancing your own abilities.	81
Bloodflower Cactus	Flora	Deserts	Used in extremely dangerous poisons, particularly those targeting the bloodstream.	71
Calyxp Tail	Fauna	Jungles	Used in parasitic concoctions that drain vitality, or toxins from the target.	76
Dryad's Tears	Flora	Forests / Grasslands	Adds some powers of rejuvenation and fey trickery.	71
Ectoplasm Essence	Esoteric	Haunted Lands	Regularly phases through physical objects and confers this property to most concoctions.	87
Efreeti Wish Dust	Esoteric	Wild Magic Lands	Brings the heat of the Elemental Plane of Fire, and a pinch of impossible magic.	87
Gelmetal	Esoteric	Mountains	Used in transmutation magics and aids in adapting to new shapes or circumstances.	87
Hallowrust	Esoteric	Mountains	When mixed with the right solvents, said to be able to restore any metallic object to pristine condition.	87
Heart of T'maris	Mineral	Underground	Changes most concoctions to a thick tar, and unless altered by other components, infuses it with rotting magic.	82
Invisible Iron	Mineral	Wild Magic Lands	Can be combined with abjuration and illusion magic to create powerful barriers.	82
Jilleleh	Flora	Forests / Lands of the Fey	A versatile component that can mimic and enhance the effects of other components in the mixture.	71
Longing Lily	Flora	Anywhere	Anyone who consumes a potion with a Longing Lilly included is consumed with a sense of sorrow and need.	71
Meteor Shower Metal Fragment	Mineral	Anywhere	Adds a sense of cosmic inevitability, powerful impacts, and explosions.	82
Ravenous Alabaster	Mineral	Underground	Speeds up the reactions of any concoctions it's included in, and usually corrodes or consumes other substances.	82
Scorched Sand	Mineral	Deserts	Stores heat, and channels fire. Can be used to temper, or contain heat in the right circumstances.	82
Shield Guardian Unguent	Esoteric	Anywhere	Is comprised of powerful abjuration magic, and infuses a concoction with resilience and protection.	87
Troll Finger	Fauna	Underground	A powerful regenerative component, it perpetuates reactions over many cycles.	76
Troll Mushroom	Flora	Underground	A toxic component that escalates reactions and is used to feed the products of a reaction back into the same reaction.	72
Wild Unicorn Horn	Fauna	Lands of the Fey	One of the most potent healing substances in the world, used in powerful restorative potions.	76
Xianthar Nut	Flora	Jungles	Can unleash an extreme wellspring of primal magic into a concoction.	72



LEGENDARY COMPONENTS LIST

NAME	TYPE	REGION	COMMON APPLICATIONS	PAGE
Adult Black Dragon Gas	Fauna	Jungles	Raises the acidity of every substance and weakens the sturdiest solid materials.	77
Adult Red Dragon Spittle	Fauna	Mountains	Flash boils most liquids it contacts unless balanced out with freezing temperatures, or pressurised.	77
Chromium	Mineral	Anywhere	Altering the flow of time around it, when controlled with other components it can age or transform the whole concoction.	83
Demon Blood	Fauna	Hellscapes	Creates a potion that can corrupt, as well as bind.	77
Deva's Breath	Esoteric	Anywhere	Can infuse any concoction with divine essence, and a spark of life.	88
Hunter's Sigil	Esoteric	Anywhere	Used to make a concoction more targeted, specific, or accurate.	88
Neverbend	Esoteric	Underground / Wild Magic Lands	An inflexible material used to create concoctions that deny, and protect.	88
Phoenix Feather Fern	Flora	Mountains / Underground	Used in reagents of rebirth, flame, and ash.	72
Pyroclastic Rose	Flora	Mountains	Creates eruptions of powerful magic, or melt other components into a homogenous mixture.	73
Resonant Amber	Mineral	Underground	Able to contain devastating energy and forces, tempering more destructive components.	83
Stellar Rose	Flora	Deserts	Connected to the paths of the stars, it can be used in concoctions that navigate the world, or navigate fate.	73
Thunderflower	Flora	Mountains	Containing some of the power given to the thunderbirds, it adds a tempest of stormwind and lightning.	73
World-weight Oak	Flora	Wild Magic Lands	When brewed into a boiling concoction it grants a concoction greater stability, and can be used for protective applications.	73





CHAPTER 4

CULTIVATED GARDENS



In your Garden, you and your party can grow both your skills and your resources. It can be a place of gentle relaxation or a carefully cultivated project you have worked on throughout many years of adventuring. A Garden can take many forms, from a humble grotto surrounded by small flower beds to a sprawling vista of orchards, greenhouses, and stables, to an extraplanar space lit by eldritch light and host to an array of arcane blossoms. Whatever your preference, with hard work and ingenuity, you can cultivate the ideal Garden for your Character.

To establish a Garden, you must undertake the *Build a Garden* Downtime Activity described on page 10. You must have appropriate space to create the Garden you desire. Gardens come in many shapes and sizes and differ from region to region. Gardens are divided into four Sizes, each with a different number of slots available for Garden Features (see page 96). These represent the cleared space available to develop into arable land or outdoor activities.

A GARDEN FOR ANY SEASON

These rules assume the characters are based in one region, returning home between adventures. This may not be the case for every campaign! The GM is encouraged to be flexible in their definition of a Garden and to modify spells and arcane items to better facilitate gardening for green-thumbed Characters who are always on the move. Perhaps the interior of a modified *Bag of Holding* lit by a *Continual Flame* might host a few window boxes of precious herbs. Equally, the ethereal estate created by *Magnificent Mansion* could, with real soil brought from the Material Plane, host a fine orchard! The possibilities are endless.



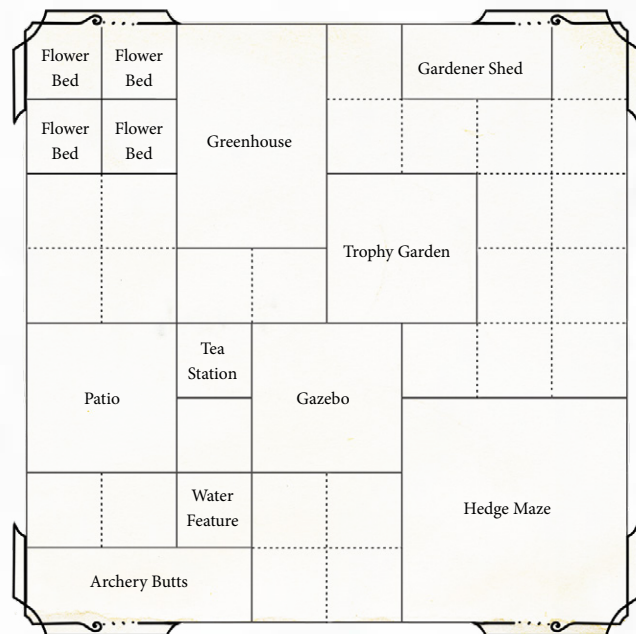
GARDEN SHEET

The Garden Sheet on page 138 allows you to record details about your Garden, including its Size and Features. Using this sheet, you can map out your Garden's available slots and record where your Features are positioned. You can note these Features using text, drawing a map, or using the tokens found on page 139.

If you want to expand the Size of your Garden, or add to the Features it contains, you can undertake the *Develop Your Garden* Downtime Activity. To spend time appreciating the fruits of your labours, you can undertake the *Tend to the Garden* Downtime Activity.

GARDEN SIZE

SIZE	SLOTS	EXAMPLE
Patch	4	A front yard flower bed, an inn's hanging baskets
Yard	16	A townhouse's courtyard, a country garden
Field	36	A fallow farmyard field, a rural cottage garden
Ground	64	A castle grounds, a reclaimed forest



Here are two different ways you could plot out the same garden.

GARDEN FEATURES

The following Garden Features allow you to customise your Garden with decorations, dedicated spaces, and agricultural projects. Undertaking the *Spend Time in the Garden* Downtime Activity allows you to enjoy these Garden Features and reap their benefits.

When choosing the Features to include in your Garden, take note of slot size and ensure you have enough space in your Garden to include it. Unless otherwise stated, any benefit you gain from a Garden Feature lasts until your next period of Downtime.

GARDEN FEATURES INDEX

GARDEN FEATURE	DESCRIPTION	PAGE NUMBER
Apiary	A hive for keeping bees	96
Archery Butts	Targets for practising with ranged Weapons	97
Climbing Frame	Metal and wooden bars for swinging and balancing	98
Climbing Wall	A wall embedded with rocks and ledges for climbing	98
Compost Heap	A place for storing the byproducts of plant growth for fertilising	98
Dovecote	A home for tiny birds that can be trained to carry messages	98
Druid Grove	A calm grotto for communing with spirits and wildlife	99
Flower Beds	Raised beds of maintained soil for cultivating plants	99
Gaming Table	A table cut from stone or wood for playing board games	99
Gardener Shed	A storage shed for tools and supplies for gardening	99
Gazebo	A roofed platform for performances and hosting parties	100
Greenhouse	A sheltered glass building for growing delicate plants	100
Hedge Maze	A network of hedges grown to create a labyrinth	100
Hidden Bunker	An underground safe room which is hidden from sight	100
Landscaping	A change to the terrain in your Garden	101
Mosaic	A pictorial decoration made of pieces of glass, stone, or ceramic	101
Observatory	A tower with the tools and charts needed to observe the stars	101
Orchard	A stand of trees grown for their fruits and lumber	101
Outdoor Gymnasium	A area with weights and physical training equipment	102
Patio	A stone paved area for eating meals and entertaining guests	102
Racecourse	An enclosed loop for racing mounts and vehicles	102
Running Track	A marked trail for building endurance and working on cardio	102
Secluded Grove	A peaceful grotto for meditation and relaxation	102
Stable	A constructed shelter for mounts, pets, and animal companions	103
Stage	A platform for performances of music and drama	103
Statues	An installation of carved works of art	103
Tea Station	A furniture set including a kettle, tea, and a cosy shaded armchair	103
Trophy Garden	A display of your trophies and souvenirs from your adventures	104
Water Feature	A flowing brook of water, fountain, or small pond	104
Wishing Well	A small stone well with fresh water at the bottom	104

APIARY**Size:** 1 slot**Cost:** 30 gp

A small wooden structure for keeping bees and harvesting honey.

Once per period of Downtime, you can harvest honey from the Apiary. This honey counts as three days' rations and can be sold for 15 gp.

Instead of harvesting honey you can instead gather up one full Jar of Bees. When a Jar of Bees is broken, all creatures within 20 feet must make a **DC 12 Dexterity** or **Constitution** Saving Throw or take 2d4 points of Poison Damage. If you so choose, you can clear and destroy the Apiary to create three Jars of Bees instead.

Additionally, having at least one Apiary in your Garden doubles the gold piece value of all crops harvested from up to 4 Features.

GARDENING

If you undertake the *Tend to the Garden* Downtime Activity (page 15), you can spend this time planting, pruning, or harvesting Flora Components (page 65). During this Activity, you can interact with any one of the following Features if you have added them to your Garden. If you have multiple copies of the same Feature, you can interact with all copies of that Feature.

- 🌱 Apiary
- 🌱 Compost Heap
- 🌱 Flower Beds
- 🌱 Greenhouse
- 🌱 Orchard

CULTIVATING COMPONENTS

Planting: Using the Flower Beds (page 99) and Greenhouse (page 100) Features of a Garden, you can grow new Flora Components from any portions of Flora Components you have found in your adventures that have not been refined. When you begin Gardening as part of this Activity, you can plant as many Flora Components as you want, provided there is enough empty space for them with your current Garden Features. What kind of Flora and how many Components can be grown in each Feature are described in this chapter.

Growing: Flora Components contain some amount of innate magic that alters their growing patterns compared to mundane plants. Provided that it is growing in suitable conditions, any Flora Component will be ripe for harvest after 12 weeks, whether or not the plant is fully grown.

SEASONS COME AND GO

We have used 12 weeks as a measure of time that roughly corresponds to the length of a season. If your world has longer, shorter, more, fewer, or weirder seasons, then another window of time may be more appropriate. Talk with your GM to determine if there are any irregularities in the seasons of your setting that could affect the growth of the plants.

Harvesting: When you undertake the *Tend to the Garden* Downtime Activity, you can choose to Harvest any and all ripe plants in your Garden. Make a **Harvesting** Test for each ripe plant that you wish to Harvest, using the rules on page 65. If you succeed on this Test, you gain one portion of that Component, or you can choose to uproot that plant — permanently removing it and clearing that space in your Garden — to gain a second portion of that Component.

ARCHERY BUTTS

Size: 3 Slots

Cost: 50 gp

A set of targets arranged against a dirt mound. Choose whether the targets are simple bullseyes or in the shape of monsters, enemies, or your most hated rivals.

These Archery Butts allow you to practise and perfect your aim with Ranged Weapons, Thrown Weapons, or ranged spells.

When you spend a Downtime Activity training at the Archery Butts, choose one Ranged Weapon, Thrown Weapon, or ranged spell attack to train with. Choose one of the following benefits, you retain this benefit until the start of your next period of Downtime.

- 🌱 Your chosen Weapon or Spell Attack scores a Critical Hit on a 19 or 20.
- 🌱 Your chosen Weapon or spell's effective Range is doubled.



CLIMBING FRAME

Size: 4 slots

Cost: 80 gp

A complicated set of metal and wooden bars designed to train your climbing, contorting, and swinging.

If you spend a Downtime Activity training on the Climbing Frame, you choose one of the following benefits until your next period of Downtime:

- ☞ You gain Proficiency in Acrobatics. If you are already Proficient in Acrobatics, you instead double your Proficiency Bonus.
- ☞ You gain a +1 Bonus to Dexterity-based Skill Tests and Saving Throws.

CLIMBING WALL

Size: 2 slots

Cost: 150 gp

The Climbing Wall allows you to train your athleticism and mountaineering ability by imitating sheer cliffs and rocky outcrops.

Training on the Climbing Wall is an Extended Test with a Goal of 15. During a Downtime Activity you will make three **DC 12 Strength (Athletics or Climber's Kit)** Tests. On a success, you increase your Climb Speed by 10 feet until the start of your next period of Downtime.

COMPOST HEAP

Size: 1 slot

Cost: 10 gp

A Compost Heap provides a space to dump the byproducts of gardening — leaves, cut grass, trimmings, and leftovers. Between periods of Downtime, each Compost Heap generates one bag of compost.

You can spend a Downtime Activity spreading gathered compost across the soil in your Garden. One bag of compost can fertilise the soil surrounding four plants, halving the growing time for plants covered in this compost.

DOVECOTE

Size: 1 slot

Cost: 75 gp

A small stone structure designed to house *Tiny* birds or other flying creatures, keeping them fed and protected from predators and the elements. Though messenger pigeons are traditional, other creatures, such as ravens, parrots, or bats, can live comfortably in a Dovecote.

If you spend a Downtime Activity sending messages with the Dovecote, you can cast *Animal Messenger* without expending a spell slot or material components with the following changes:

- ☞ A flying creature covers 100 miles per 24 hours, and all other creatures cover 50 miles per 24 hours.
- ☞ The creature can deliver a message of up to 50 words.
- ☞ The creature is easily identifiable to organisations and people familiar with the party.



DRUID GROVE

Requirements: An allied druid or a Druid within the party

Size: 4 Slots

Cost: 400 gp

Though any tended grotto can be a bastion for local wildlife, a Druid Grove requires careful preparation to become a node of primal magic.

A Druid that spends a Downtime Activity studying local fauna in the Druid Grove gains a greater understanding of living beings and can choose one of the following benefits:

- ☞ You study an animal that is attracted to your Druid Grove, adding it to your list of *Wildshape* options. If you cannot currently *Wildshape* into that animal due to your Level, you may still add it to your list of options for future reference.
- ☞ You surrender to the call of the wild, allowing your bestial spirit to roam free. You gain an additional use of your *Wildshape* Feature per Short or Long Rest until the start of your next period of Downtime.

FLOWER BEDS

Size: 1 slot per bed

Cost: 10 gp

Beds of tilled earth or large pots and planters filled with fresh compost. Flower Beds are used for growing ornamental plants and flowers to add beauty and vibrancy to your Garden. Only plants that are adapted to the region your Garden is located in can grow in the Flower Beds. See page 97.

Spending a Downtime Activity working on the Flower Beds grants one of the following benefits until the start of your next period of Downtime:

- ☞ You have a supply of beautiful bouquets. You have Advantage on Deception and Persuasion Tests where a fresh bouquet of flowers can put others at ease.
- ☞ Many ordinary garden plants are quite toxic, and you have gained an understanding of these varieties. You have Advantage on Tests made to detect Poisons.
- ☞ You can use a Flower Bed as a suitable location to grow any *Common* or *Uncommon* Flora Components.

GAMING TABLE

Size: 1 slot

Cost: 30 gp

A Gaming Table includes a stone or wooden table and chairs designed for long hours of comfortable entertainment. Usually inlaid with a board and spaces for pieces and tokens, this dedicated gaming space can be enjoyed with any game.

Spending a Downtime Activity playing games at a Gaming Table gives you Proficiency with one Gaming Set of your choice.

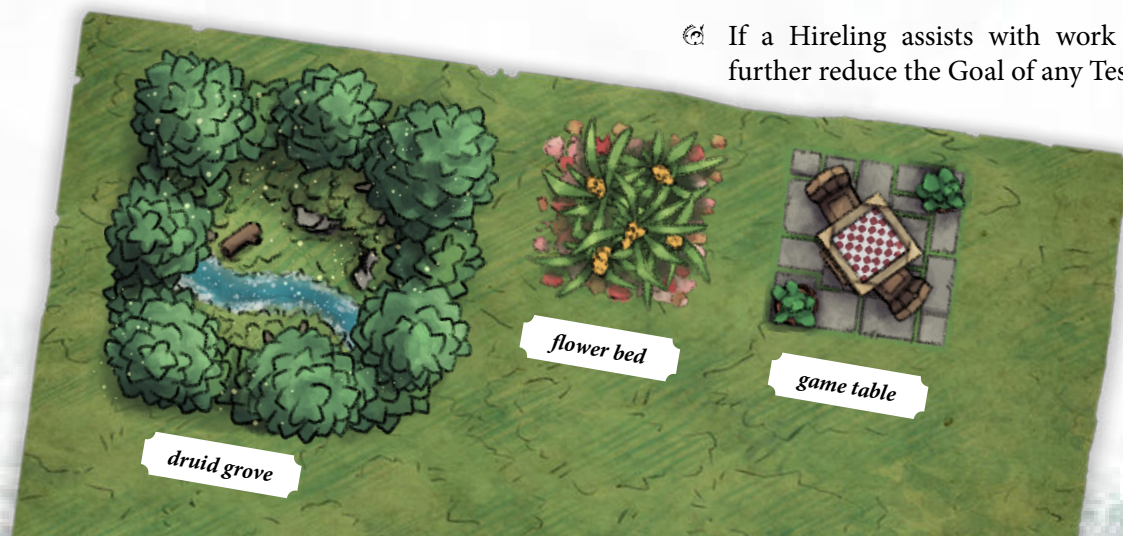
GARDENER SHED

Size: 2 slots

Cost: 200 gp

A Garden Shed comes with tools for any gardener and farmer, such as hoes, rakes, shears, and spades.

- ☞ If a Hireling assists with work in a Garden, further reduce the Goal of any Tests by 2.



GAZEBO

Requirements: Must be placed on level terrain

Size: 4 slots

Cost: 80 gp

A Gazebo is a sheltered decorative area perfect for hosting gatherings or staying shaded and dry as you work beneath it. It is customisable, and the cost includes any decorations the party wants, at the GM's discretion. Decorations may include tables, chairs, an outdoor bar, or a workbench.

The Gazebo can be deconstructed and reconstructed in any clear area of the Garden or stored away when not in active use.

GREENHOUSE

Requirements: Proficiency with Glassblower's Tools

Size: 6 Slots

Cost: 250 gp

Greenhouses provide plants with a warm, sheltered environment that allows them to thrive and protects them from the elements.

You can grow up to six *Rare* or *Very Rare* Flora Components (see page 97). You can spend one Downtime Activity harvesting any plants grown in the Greenhouse. You must make the same Harvesting Tests as those found on page 65.

HEDGE MAZE

Size: 9 slots, can be increased

Cost: 60 gp + 10 gp per additional slot

A Hedge Maze is a network of twisting and winding paths, false turns, and dead ends that eventually lead towards a central open space or a separate exit. The Maze may be a simple knee-height feature functioning as a beautiful ornamental walk, or a sprawling and enclosed leafy labyrinth enhanced with illusory magic. If your Hedge Maze is designed to confound those who enter, they must make a **DC 16 Wisdom (Survival)** Test to find their way out.

You can place the Hedge Maze slots in any contiguous order you wish, even surrounding other Features such as a Statue, a Trophy Garden, or a Water Feature.

HIDDEN BUNKER

Size: 1 slot (hidden entrance)

Cost: 300 gp

An underground safe room accessible through a trapdoor in your Garden. Whether used as a secret vault, a private workshop, or emergency retreat, a Hidden Bunker is perfect for those wanting to avoid prying eyes.

If the entrance to the Hidden Bunker is concealed behind furniture or foliage, it requires a **DC 18 Wisdom (Investigation or Perception)** Test to be found. During construction, you can spend an additional 200 gp to line the Hidden Bunker with thin sheets of lead to protect against Divination spells.



LANDSCAPING

Size: 1–10 slots

Cost: 30 gp per slot

A Landscaping project allows you to change the terrain of your Garden for decorative or agricultural purposes.

Choose one of the following terrain types: grassy, lush, rocky, sandy, or swampy. You alter the soil of the desired slots to match the chosen terrain. You can build Features on any landscaped slots.

MOSAIC

Size: 1 slot

Cost: 30 gp

A Mosaic is a decoration made of stone, glass, ceramic, or jewels that form a beautiful image or pattern. They can depict historical events, far-off locations, or people you have met on your travels.

Spending a Downtime Activity admiring a Mosaic grants you Inspiration.

OBSERVATORY

Size: 4 slots

Cost: 300 gp

A small stone tower with a clear glass-domed roof. The observatory contains equipment for studying the skies, such as telescopes, astrolabes, and star charts.

- ☞ While at the observatory, you have an Advantage on all Intelligence Tests related to information about the sky, the stars, and the planets.

ORCHARD

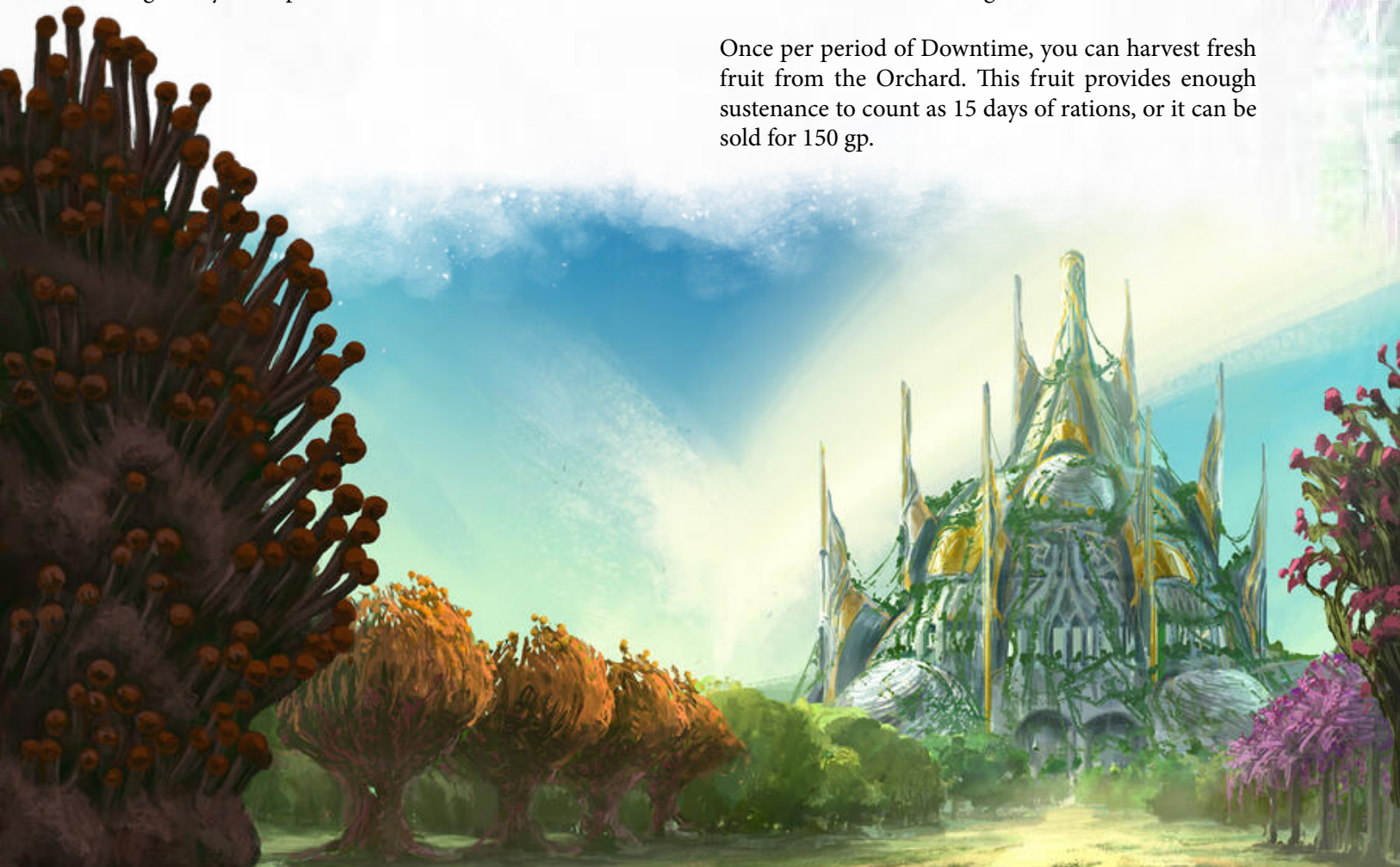
Requirements: Garden cannot be located in a desert or tundra. Must be placed on level terrain

Size: 12 slots

Cost: 200 gp

The Orchard has a selection of fruiting trees that must be carefully tended to. Only trees adapted to the biome that the Garden is located in can grow in the Orchard (see page 97). In colder biomes, the Orchard cannot be harvested through winter.

Once per period of Downtime, you can harvest fresh fruit from the Orchard. This fruit provides enough sustenance to count as 15 days of rations, or it can be sold for 150 gp.



OUTDOOR GYMNASIUM

Size: 4 slots

Cost: 90 gp

A training area is equipped with weights, bars, training dummies, resistance equipment, and other equipment designed to build strength.

Spending a period of Downtime training in the Outdoor Gymnasium provides the following benefits:

- ☞ You may add +1 to all Strength Tests and Saving Throws.
- ☞ Your carry capacity is increased by 50%.
- ☞ When you make a long jump, you cover a number of feet up to double your Strength score if you move at least 10 feet on foot immediately before the jump.

PATIO

Size: 4 slots

Cost: 100 gp

A Patio is an open paved space designed for sharing meals, entertaining guests, and spending quality time together. It is customisable, and the cost includes any decorations the party wants, at the GM's discretion. Decorations may include torches, lanterns, comfortable couches, and ornamental plants in pots or climbing trellises.

RACECOURSE

Size: 12 slots

Cost: 200 gp

A fenced-off track lined with stone, sand, or sawdust, used for racing mounts or vehicles. Choose whether the track is circular, straight, oval, or tracing its way through the Garden — as long as it takes up 12 continuous slots.

If you spend a Downtime Activity training on the Racecourse, you choose one of the following benefits:

- ☞ **Mount Training:** You forge a deeper bond with your mount. You have Advantage on any Test related to controlling and remaining safely on your mount.
- ☞ **Vehicle Training:** You gain Proficiency with Vehicles (Land). If you are already Proficient with Vehicles (Land), you instead double your Proficiency Bonus.

RUNNING TRACK

Requirements: Must be placed on level terrain

Size: 8 slots

Cost: 20 gp

A Running Track allows you to work on your cardio and practise your athletic skills. You can place the Running Track slots in any contiguous arrangement, allowing you to snake a path through your Garden.

Training on the Running Track is an Extended Test with a Goal of 16. Over the course of one week, you must make three **DC 12 Strength (Athletics)** Tests. On a success, you may *Dash* as a Bonus Action. On a failure, you may *Dash* as a Bonus Action, but doing so gives you one Level of *Exhaustion*.

SECLUDED GROVE

Size: 9 slots

Cost: 30 gp

A peaceful and natural space, perfect for some quiet time or meditation.

Spending a Downtime Activity relaxing in this Secluded Grove gives you Advantage on Saving Throws to resist the *Frightened* Condition. The Secluded Grove is also suitable for growing any *Legendary* Flora Components (see page 97).

STABLE

Size: 6 slots

Cost: 350 gp

The Stable is essential for keeping mounts, pets, and other tamed animals comfortable and sheltered. It comes with a sizable paddock for grazing and exercise.

- ☞ You have Advantage on Wisdom (Animal Handling) Tests while in the Stables.

The Stable can be upgraded to 10 slots to become a Coachhouse, where land vehicles such as carriages and wagons can also be maintained.

- ☞ You have Advantage on Tests using Tools to maintain your vehicles.

STAGE

Size: 4 slots

Cost: 150 gp

A raised platform with a small seating area for an audience, a Stage allows you to host events and perform music, plays, and speeches.

You have Advantage on all Performance Tests while on a Stage.

Additionally, if you spend a Downtime Activity practising on the Stage, you can choose one of the following benefits:

- ☞ Choose an Instrument you are Proficient with. You double your Proficiency Bonus while using this Instrument until the start of your next period of Downtime.
- ☞ You gain Proficiency in Performance until the start of your next period of Downtime. If you are already Proficient in Performance, you double your Proficiency Bonus until the start of your next period of Downtime.

STATUES

Requirements: A party member Proficient with Mason's Tools

Size: 1 slot

Cost: 100 gp

Statues lock in the essence of influential figures, with strength and beauty sculpted into stone. You can even commission statues depicting your own triumphs and mighty deeds to inspire others and commemorate your achievements.

Spending a Downtime Activity admiring a Statue grants you Inspiration.

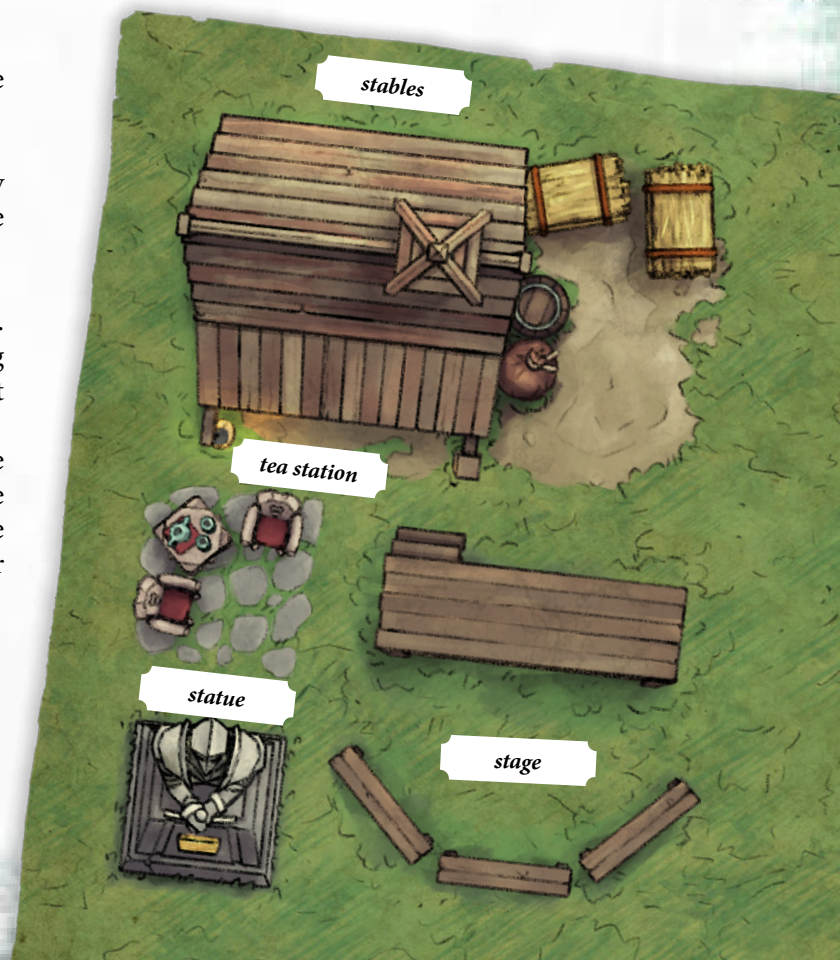
TEA STATION

Size: 1 slot

Cost: 30 gp

A Tea Station comes fully equipped with a kettle, a selection of tea blends, and a cosy shaded armchair.

Spending a Downtime Activity enjoying a cup of tea at a Tea Station grants you Temporary Hit Points equal to 1d4 + your Proficiency Bonus.



TROPHY GARDEN

Size: 4 slots (can be increased)

Cost: 50 gp

A Trophy Garden allows you to display souvenirs from your adventures, impressing any visiting guests. Alternatively, you can decorate your Trophy Garden with single-slot decorative Features such as Flower Beds, Mosaics, and Statues.

- You have Advantage on Charisma (Intimidation and Persuasion) Tests while in the Trophy Garden.

WATER FEATURE

Size: 1 slot

Cost: 250 gp

A Water Feature adds a touch of serenity to your Garden, whether it's a misty fountain or a babbling brook.

Spending a Downtime Activity unwinding next to the Water Feature grants you Advantage on Saving Throws to resist the *Frightened* Condition.

WISHING WELL

Requirements: The Garden must have access to water

Size: 1 slot

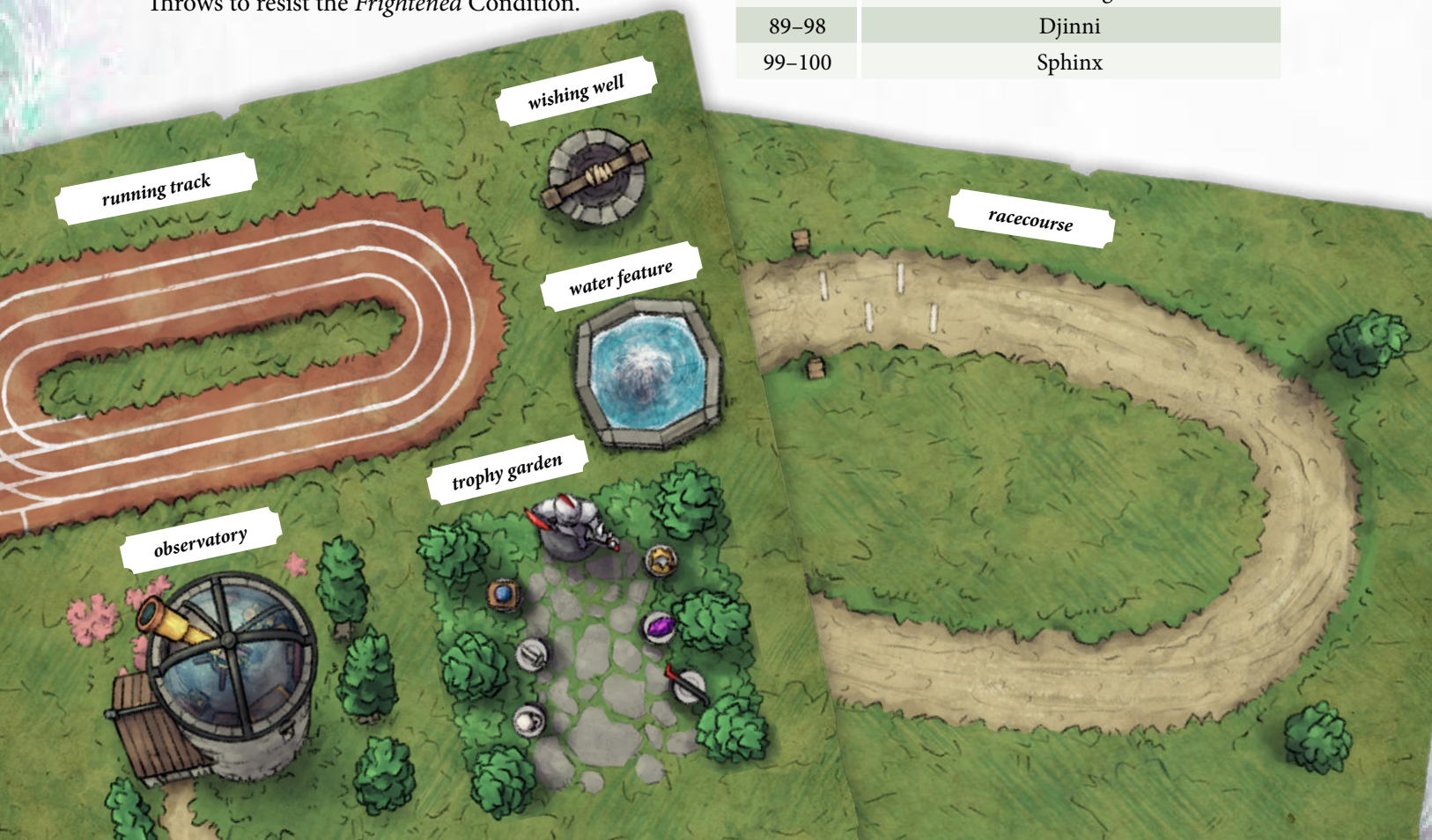
Cost: 40 gp

A small stone well with fresh and clean running water. Wells like these attract magical creatures that are drawn to superstition.

Once per period of Downtime, one Character who throws a coin into the well and makes a wish may call forth a magical creature. The player must roll 1d100. If they roll a number equal to or lower than their Character's Level, a creature hears their wish and tries to grant it. The GM must roll on the following table to determine the type of creature, taking into account the creature's abilities and demeanour.

WISHING WELL CREATURE

1d100	CREATURE
1-6	Quasit
7-20	Imp
21-61	Sprite
62-88	Pseudodragon
89-98	Djinni
99-100	Sphinx



CHAPTER 5

EXPERTS AND VENDORS

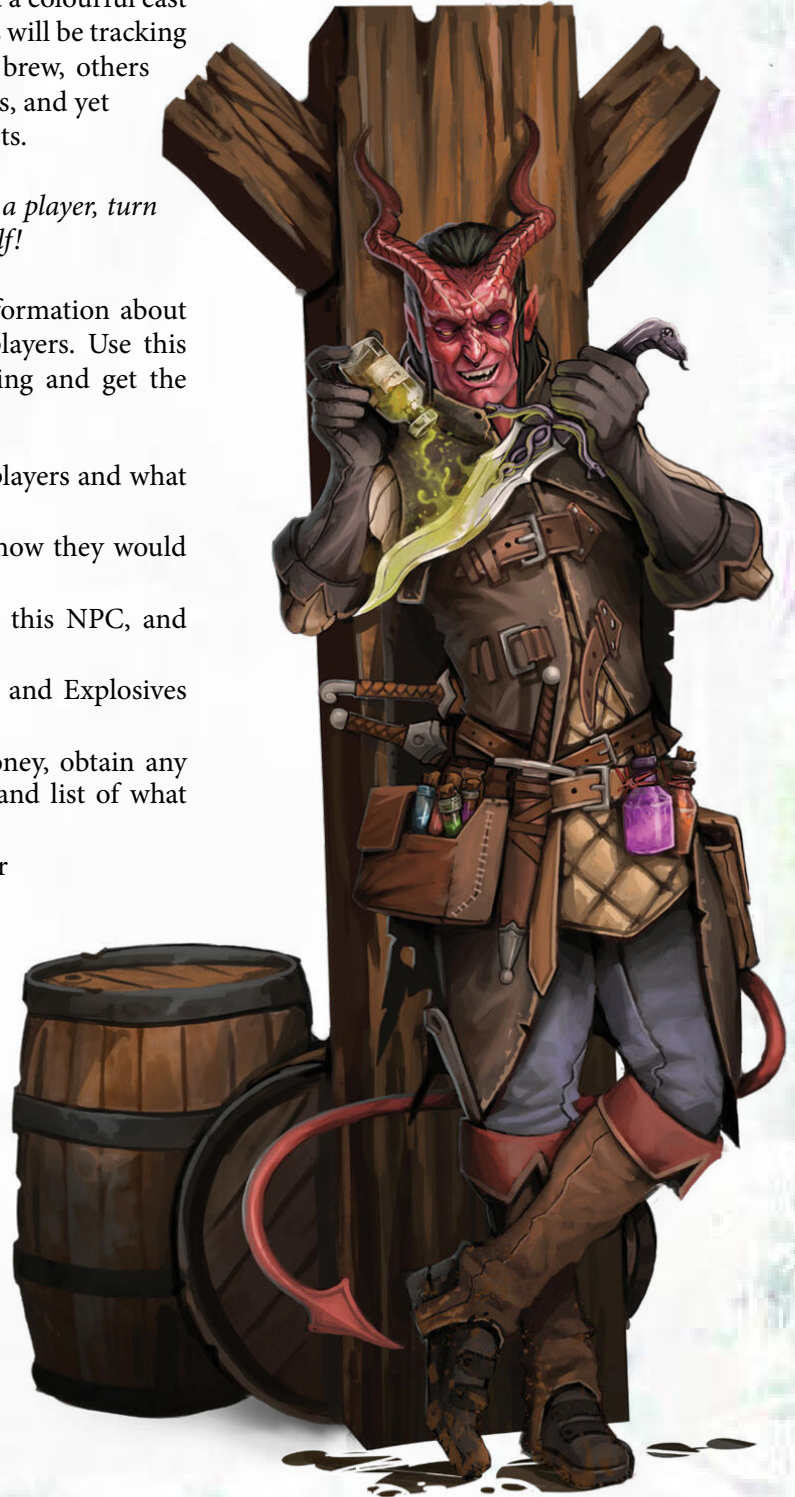


When your players are wandering around town, looking to stock up on supplies for their next adventure, you'll need a colourful cast of characters to show them the ropes. Some players will be tracking down the ingredients they need for a particular brew, others want mentors to teach them alchemical procedures, and yet more want to build relationships with these contacts.

This chapter is intended for Gamemasters. If you're a player, turn back now. Don't spoil any of the surprises for yourself!

Each of the NPCs in this chapter has specific information about how they can be interesting and useful to your players. Use this information to build these NPCs into your setting and get the players interested in helping them out.

- ☞ **Ally:** Why this NPC could be an ally to the players and what benefits the party can expect
- ☞ **Rival:** Why this NPC could be a rival, and how they would hinder the party
- ☞ **Contact Quests:** How the players can help this NPC, and build or repair the relationship with them
- ☞ **Shop:** What Components, Potions, Poisons, and Explosives this NPC regularly has available for sale
- ☞ All of these NPCs could, with time and money, obtain any Component or Potion. This is just a shorthand list of what they have in stock.
- ☞ Players can typically buy any of the recipes for the Potions, Poisons, and Explosives that this NPC sells in their shop for twice the listed price.
- ☞ Each NPC typically has one portion of each Component they sell in a refined form, available for twice the listed price.
- ☞ **GM Advice:** How you can best use this NPC in your campaign
- ☞ **Stat Block:** In the unfortunate case where this NPC gets caught in the player's shenanigans, how well would they fare in a fight?



CARRION ISHERO

Carrion is an older Tiefling approaching his 60s. He is an assassin and purveyor of Poisons, proving the utility of his lethal concoctions by employing them in high-profile assassinations across the land. He keeps himself well-groomed — a boon when dealing with more affluent clients — and his short black hair has become salt-and-peppered with age. He possesses distinctive, russet-orange skin flecked with small scars and nicks earned from years of adventuring.

Carrion affects a disinterested air, but close observers notice an undercurrent of something slightly sharper and meaner beneath his otherwise implacable surface. This becomes more prominent if he is truly enjoying an assignment. Duplicitous and sly, he has a habit of skulking around, even in locations where he is welcome. Clad in old but well-kept leather armour, Carrion can be found hiding in any number of shadowy places, keeping a watchful eye on the local comings and goings. He sometimes crosses paths with unwary adventurers — on a job, or looking for one.

ALLY

If you want something exclusive and don't mind where it comes from, who better to befriend than a member of a thieves' guild? As an Ally, players can ask Carrion to acquire ingredients normally prohibited, controlled, or otherwise frowned upon in the local area. These will then become available to buy in limited quantities from his shop.

In addition, Carrion can offer a discount on poisonous concoctions and can make complex Poisons by request. If players can provide the ingredients or pay for materials, he will no longer charge them for his help with Brewing Poisons. Carrion is unlikely to accept a deal to attack a party he has a profitable relationship with. In the rare cases where he has a more personal connection, he may even lend a hand in a fight.

Carrion has little tolerance for those he considers fools or braggards, and if he is brought among polite company, he may risk tarnishing any good reputation the party has earned.

If the party are known associates of Carrion, other people in the criminal underworld will treat the party as dangerous to interact with, understanding what happens to those who have crossed Carrion in the past. In the most extreme cases, friends and associates of Carrion's victims may strike back with assassins of their own. Here's hoping the party isn't caught in the resulting toxic crossfire...

RIVAL

Dastardly villains are often eager to make use of poisoners for hire — someone has to deal with those pesky adventurers foiling their schemes! Villains may be using Carrion as a supplier for their minions, bulk-ordering deadly toxins to enhance their weapons. In this case, Carrion could be a useful lead in tracking down the true villain's lair. Wealthier villains who can afford his exorbitant fees might hire Carrion to put a stop to the players more directly, with poisoned food, contact poisons on the doorknob, or quiet needles in the night.

Making an enemy of Carrion unleashes the wrath of a proficient poisoner and adept thief. Carrion will be more than willing to work for the party's adversaries and rivals and less likely to hold his tongue when sharing valuable information with them if you earn his ire. Should tensions escalate, he might resort to more direct and spiteful actions. Carrion will become a threat, pilfering the players' possessions or intentionally accepting contracts that undermine their endeavours, displaying a vindictive streak with the express aim of impeding the party's progress.

If the relationship really sours with personal insult and active escalation from the party, he can become particularly dangerous. Every platter of food, pitcher of water, strange odour, or brush with a passerby is a potential vector for one of Carrion's deadly Poisons.

CONTACT QUESTS

Hiding Evidence: Carrion has been betrayed on a job to poison a local noble. Someone leaked the details of the plan to the noble's house and the guards laid an ambush. Carrion has escaped, gravely injured. His bones will mend and his skin will heal, but his cover and operation is blown, he needs to go to ground.

He has asked the players to find the mole among the thieves' guild. The party must navigate a web of contacts to discover who in the thieves' guild leaked the information, who their contact is within the guards, and make sure Carrion can stay hidden from whoever wants him dead.

Pest Control: Carrion has a job that would require him to get a lot dirtier than he would prefer. The thieves' guild has a concerning rat problem growing in the sewers, and they have hired Carrion to deal with it. Carrion has some upper-crust clients he's supposed to be meeting with and can't afford to show up smelling like a sewer-dwelling rat-catcher. That's where the players come in.

The unusually giant rodents developed a tolerance to the rat poison the party have been given. It seems that the vengeful sewer druid determined to lay the city low has used their druidic magics to enhance the rats.

Artefact Acquisition: Carrion presents an opportunity for mutual benefit — an elaborate heist to retrieve a prized artefact for the thieves' guild and any other treasures the players can carry. Delving into ghoulish-infested catacombs, the party's objective is to retrieve a dagger of great historical value to the guild. The dagger's handle has room for a poison vial, infusing it into the blade, and legend says it was used in many infamous assassinations. It now lies clutched in the skeletal hands of an ex-guild member.

THE GOOD STUFF

Carrion only ever carries two vials of *Joint-popper Poison* and one vial of *Poison of Inner Fire* on his person at any time, understanding how bad an idea it is to trip and fall with an abundance of glass and toxic chemicals on his person.

He does however keep several hidden caches of other prepared Poisons and Components. Carrion is unlikely to share his recipes or Brewing methods — teaching others how to make deadly Poisons would not make good business sense.

POTIONS, POISONS, & EXPLOSIVES

- ☞ Drow Poison — 100 gp
- ☞ Essence of Ether — 250 gp
- ☞ Midnight Tears — 2,500 gp
- ☞ Oil of Taggit — 250 gp
- ☞ Poison of Inner Fire — 100 gp
- ☞ Poison of Mangled Verbiage — 100 gp
- ☞ Poison of Nightmares — 250 gp
- ☞ Poison of Scrambled Visage — 50 gp
- ☞ Poison of Truth — 100 gp
- ☞ Poison of Withering — 250 gp
- ☞ Sapping Venom — 100 gp

COMPONENTS

- ☞ Anguished Soil — 5 gp
- ☞ Coin Beetle Shell — 15 gp
- ☞ Hellstone — 40 gp
- ☞ Nightmare Wisp — 15 gp
- ☞ Oil of Ancients — 40 gp
- ☞ Spite Acorns — 15 gp
- ☞ Toxious Compost — 15 gp
- ☞ Wyvern Stinger — 40 gp



GM ADVICE

A good way to introduce Carrion Ishero is through the city's clandestine underbelly. Rumours may swirl in dimly lit taverns and shadowy alleyways, whispering of a mysterious poisoner catering to discreet clientele. The party may notice cryptic thieves' guild symbols or coded messages marking the path to his covert business.

Carrion doesn't have a fixed place of business. More often than not, he can be found operating out of back alleys or in the cellar of a tavern. While initially playful and cryptic, Carrion carefully reveals his true identity to those he deems trustworthy, setting up secret meetings or using encrypted communication methods for business transactions.

As a GM, don't be afraid to use Carrion as your typical antihero and catalyst for chaos. Stir up the pot when needed and direct the players to wherever the action is. Lean into his quick wit and his profession as a poisoner to facilitate exciting escapades for those unafraid to operate outside the law.

CLOAK AND DAGGER

You can use Carrion as a hidden villain operating behind the scenes. An adventure can centre around tracking him down to be arrested or slain. You can scatter hooks for this adventure in the background of your ongoing campaign. Perhaps Carrion is using a signature Poison that leaves obvious signs that the target was assassinated, for example, the Poison of Inner Fire. When the players notice that several important (and seemingly unaffiliated) NPCs in multiple locations are all discovered dead with similar burn marks, it can be the start of a compelling manhunt through your game's criminal underworld.



CARRION ISHERO

MEDIUM HUMANOID (TIEFLING)

Armour Class: 15 (*Leather* +2)

Hit Points: 55 (10d8+10)

Speed: 30 feet

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	14 (+2)	12 (+1)	12 (+1)

Saving Throws: Dexterity +5, Intelligence +5

Skills: Acrobatics +5, Deception +4, Perception +4, Stealth +8

Damage Resistances: Fire, Poison

Senses: Darkvision 60 feet, Passive Perception 14

Languages: Common, Infernal

Challenge: 6 (2300 XP)

TRAITS

Assassinate: During his first turn, Carrion has Advantage on Attack Tests against any creature that hasn't taken a turn. Any hit Carrion scores against a *Surprised* creature is a Critical Hit.

Evasion: If Carrion is subjected to an effect that allows him to make a Dexterity Saving Throw to take only half Damage, he instead takes no Damage if he succeeds on the Saving Throw, and only half Damage if he fails.

Innate Spellcasting: Carrion's innate Spellcasting Attribute is Charisma (Spell Save DC 12, +4 to hit with Spell Attacks). Carrion can innately cast the following spells, requiring no material components:

At will: *Thaumaturgy*

1/day each: *Darkness*, *Hellish Rebuke*

Sneak Attack (1/turn): Carrion deals an extra 14 (4d6) Damage when he makes a Weapon Attack with Advantage, or when the target is within 5 feet of another enemy of the target that isn't incapacitated and he doesn't have Disadvantage on the Attack Test.

Special Equipment: He carries two vials of *Joint-popper Poison* and one vial of *Poison of Inner Fire* at all times.

ACTIONS

Multiattack: Carrion makes two *Dagger* Attacks.

Dagger: *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 7 (1d6+4) Piercing Damage, and the target must make a **DC 15 Constitution** Saving Throw, taking 21 (6d6) poison Damage on a failed Save, or half as much Damage on a successful one.

REACTIONS

Parry: Carrion adds 2 to his AC against one *Melee* Attack that would hit him. To do so, Carrion must see the attacker and be wielding a *Melee* Weapon.





GRAZLIN HOVATH

Grazlin is a strongly independent Orc in her mid-twenties, her pale green skin zig-zagged with scars showing her prowess as a hunter. Grazlin largely keeps to herself, preferring to spend her time in a small hut in the woods that was clearly built by one person and could probably do with some repairs.

When Grazlin isn't in her hut, she's either roaming the woods and mountains nearby or carrying her prey to the weekly market to exchange for supplies she can't make from animal carcasses. She finds long periods of social interaction with the townsfolk draining, though she does handle company well enough when working with other hunters. She is fond of a good hunt, and will regularly recruit able hunters to slay dangerous monsters as the creatures wander into her territory.

ALLY

Grazlin is quick to make short-term alliances with anyone slaying monsters in the wilderness, before parting ways when others would return to civilisation. Anyone she has successfully hunted with is in her good books and can expect help if caught unawares in the wild with Grazlin nearby.

Grazlin is an excellent hunter, and she will happily assist the party to track down dangerous beasts or hunt valuable game. While undertaking the *Hunt a Monster* Downtime Activity with Grazlin, players reroll one of the Tests they make to contribute to the Extended Test. Additionally, Grazlin will join in on any fight with the discovered monsters.

Grazlin has a use for every bone, organ, scrap of hide, and length of sinew that a beast's corpse might offer up, and often assumes she is entitled to the first pick of the harvest from any downed prey.

RIVAL

Grazlin feels the sting of betrayal harder than most and is not quick to forgive those who hurt her. Grazlin will spread word of the party's untrustworthiness through her village, ensuring the party receives a cold shoulder from the townsfolk. If partaking in a hunt, the party may find Grazlin has reached their prey ahead of them, and is unwilling to share in the bounty.

CONTACT QUESTS

Unnatural Predator: An aggressive predator is disturbing the ecosystem of Grazlin's hunting grounds and threatening her livelihood. She asks the party to research this monster while she finds its nest. Once armed with enough knowledge, she asks the party to hunt the creature alongside her, and will allow them to harvest whatever components they need from it.

Easy Go: Uncaring poachers visit Grazlin's village, hunting the local animals for sport and leaving the corpses where they fall. Grazlin asks the party to speak with the poachers and convince them to either hunt only for food or leave the village peacefully. Grazlin will reward the party with *Rare* Components if they can solve the tense situation without any harm coming to the village.

Morbid Matters: Grazlin's kills are returning to life on her butcher block, the result of a powerful *Necromantic* spell cast upon her hunting grounds. Concerned for the animals and the threat to her way of life, she asks the party to find the source of this curse and put a stop to it. While she waits, Grazlin will create a number of traps to give to the party upon their successful return.

GM ADVICE

Grazlin keeps a close eye on anyone entering her hunting grounds, ensuring they respect the balance of nature. The party may encounter Grazlin as they hunt their own creatures, and she will offer to team up should the encounter turn deadly.

Should the party visit her village first, evidence of Grazlin's work can be seen through the well-fed villagers and the many furs, skins, and leathers that decorate the houses and outfits of the townsfolk.

GRAZLIN HOVATH

MEDIUM HUMANOID (ORC)

Armour Class: 17 (*Studded Leather* +1)

Hit Points: 78 (12d8+24)

Speed: 30 feet

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	9 (-1)

Saving Throws: Strength +3, Dexterity +3

Skills: Intimidation +5, Stealth +7, Survival +4

Senses: Darkvision 60 ft, Passive Perception 11

Languages: Common, Orc

Challenge: 5 (1800 XP)

TRAITS

Intimidating: Grazlin adds double her Proficiency Bonus on Charisma (Intimidation) Tests.

Relentless Endurance (1/day): When Grazlin is reduced to 0 Hit Points but not killed outright, she can drop to 1 Hit Point instead.

Savage Attacks: When Grazlin scores a Critical Hit with a Melee Attack, she can add 1d6 to the extra Damage of the Critical Hit.

Special Equipment: Grazlin wields a *Heavy Crossbow* +2.

ACTIONS

Multiattack: Grazlin can move an additional 30 feet and makes two *Battleaxe* Attacks or two *Heavy Crossbow* Attacks.

Battleaxe: *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 8 (1d10+3) Slashing Damage.

Heavy Crossbow: *Ranged Weapon Attack:* +9 to hit, Range 100/400 feet, one target. *Hit:* 11 (1d10+6) Piercing Damage.



GRAZLIN'S SMOKEHOUSE

Grazlin maintains a well-stocked hunting lodge, with tanning racks, a smokehouse, and an icehouse for storage. She can provide hides, leather, ammunition, and food rations for anyone joining her on hunts.

POTIONS, POISONS, & EXPLOSIVES

Grazlin prefers to barter in exchange for her wares, but she accepts gold if there is no other alternative. Grazlin's stock mostly consists of Fauna Components and *Common* Floral Components. She is not confident in her Potion-Brewing skills, though she has mastered a few recipes that help her during her hunts.

POTIONS, POISONS, EXPLOSIVES

- ☞ Potion of Healing — 50 gp (she uses moss balls to soak up this potion instead of using a bottle)
- ☞ Potion of Particular Place — 50 gp
- ☞ Sap Grenade — 50 gp
- ☞ Tonic of the Berserker — 100 gp
- ☞ Tonic of Reflective Sight — 50 gp

COMPONENTS

- ☞ Black Jackal Tooth — 5 gp (Engraved with pictures of monsters)
- ☞ Bullseye Blackthorn — 5 gp
- ☞ Crypt Snake Skin — 5 gp
- ☞ Doloros Moth Wing — 5 gp
- ☞ Stag Apple — 15 gp (Sold as a refined juice)
- ☞ Spite Acorns — 15 gp
- ☞ Winter Tookat Pelt — 5 gp

ADVENTURING GEAR

- ☞ Ammunition +1 — 100 gp (Fletched with owlbear feathers)
- ☞ Arrows (20) — 1 gp
- ☞ Crossbow Bolts (20) — 1 gp
- ☞ Hunting Trap — 5 gp
- ☞ Rope, hempen (50 feet) — 1 gp

Welcome to the Grazlin's Smokehouse. Unless it's smoked, it's fresh. If you want fresher, grab a bow and get it yourself.

— Written above the door to Grazlin's Smokehouse in Common and Orcish.



INGA STONEBANE

An explosives expert just short of her 190th year, Inga Stonebane is a stocky Dwarf with pale skin and light hair that reveal the amount of time she spends away from the sun: deep in a mine, spelunking in a cave, or forging at a smithy. Her confidence is as robust as her custom mining gear, blending reinforced metal and leather, completed by a lucky glowing crystal tied to her belt.

Inga has little time for ceremony, but her direct, matter-of-fact speech rarely carries malice. She's irresistibly drawn to challenges and easily coaxed into daring endeavours, always excited by the prospect of beating her own records. She is never more than a few hours away from testing out some new 'experiment' she has devised.

ALLY

Inga strongly believes that there is untapped potential with the Explosives she makes. Anyone who can help her obtain new customers to fund her research, or prove the practical applications of her concoctions to the guilds and clans can become a trusted Ally.

As an Ally, Inga can provide the party with maps and directions through many of the local caves and mines where she has had to mine several of her Components. She has picked up some architectural skills through the decades (mostly to pin-point the optimal locations for demolitions) and can help the party assess any structure for its strengths and weaknesses.

Inga is an eccentric member of Clan Stonebane, but she still holds a lot of sway among the clan elders. When her closest friends are in need, she is more than willing to try using her clan's resources to save the day. This does typically come with the additional risk of spending a lot of time with someone who regularly experiments with explosives.

RIVAL

Inga's rage burns as hot as her explosives. As a Rival, Inga will go out of her way to disrupt the party. She will loudly test her bombs near their campsites or rooms causing enough of a racket to disturb their focus or sleep schedule.

If you make a Journey using *Uncharted Journeys*, any route that brings you close to Inga's residence will guarantee the party encounters a Bump in the Road. She may cause a landslide with her explosives, disturb local wildlife with her commotion, or warn locals about the dangerous group passing through.

CONTACT QUESTS

Mining Survey: Inga seeks an unusual mineral ingredient crucial for her latest explosive concoction, and wants the players to go with her for back-up. This mining survey involves exploring treacherous mines to locate and extract this rare element, as well as make notes on its location for future use. The players must navigate a winding labyrinth of twisting tunnels, and deal with whatever creatures may be lying in wait. Most notably, a large creature seems to have caught their scent, and is trying to track them through the sprawling maze. Success not only assists Inga but gains future access to a rare ingredient.

Cave Collapse: A friend of Inga's has gone missing. There was a recent rainstorm, and Inga fears her friend has gotten trapped by a landslide whilst conducting research in an abandoned quarry. Seeking the party's aid, the players must fan out and help search the massive area, navigating perilous terrain.

The researcher will be located trapped inside a cave near the base of the deep ravine of the quarry. While shaken, they are more excited to share the unusual rock formations and fungal growths they have discovered, in the form of a new recipe.

Turned to Stone: Inga reveals a dire situation — a curse that petrifies people, recently triggered by local miners breaching an ancient burial chamber. Everyone on the expedition was turned to stone, except Inga who escaped with only her legs petrified. The party must hunt down a unique type of crystal within the very same chamber, capable of reversing the effects. However, they will be somewhat hampered by the stone golem that guards the tomb. Successfully curing the curse not only helps Inga, but also restores a sense of trust and camaraderie between them if she was their Rival.

GM ADVICE

The party will not be surprised by Inga's presence, as her loud explosions and exuberant attitude often precede her. Inga's confidence and curiosity will draw her to new faces, and she is always willing to part with goods or information with those interested in her line of work. If the party are venturing through mountainous regions or underground caverns, they may stumble upon one of her underground workshops, a cave long since converted and domesticated.

Due to her explosive expertise and knowledge of mountainous terrain, Inga provides an excellent opportunity to open up new areas for the party, discovering previously hidden mountain paths, and clearing rocky obstructions. Her trailblazing attitude extends to her research, and she will happily introduce adventurers to the wonderful world of explosive alchemy. She is bold, and eager for a challenge, and using her high-degree of agency and independence to facilitate new adventures and discovery.

STONEBANE DEMOLITIONS LTD.

Inga operates out of a clan-sponsored shop front selling industrial demolition supplies. The storefront keeps odd opening hours that are frequently changed to facilitate Inga's experiments. She stocks goods that have proven useful on her adventures, selling Potions and Components for surviving dangerous underground expeditions as well as the Explosives needed to crack open some caves.

POTIONS, POISONS, & EXPLOSIVES

- ☞ Alchemist's Fire — 50 gp
- ☞ Blood-stained Glass Grenade — 100 gp
- ☞ Cordial of Sunlight — 250 gp
- ☞ Dust of Dryness — 100 gp
- ☞ Dynamite — 120 gp
- ☞ Tonic Tectonic — 2,500 gp

COMPONENTS

- ☞ Animated Coal — 15 gp
- ☞ Crying Schist — 5 gp
- ☞ Deadbrine — 40 gp
- ☞ Duergar Doom Clinkers — 5 gp

- ☞ Hellstone — 40 gp
- ☞ Hungering Flint — 15 gp
- ☞ Idiomatic Opal — 15 gp
- ☞ Moonsteel — 5 gp
- ☞ Mountain Heart — 40 gp

ADVENTURING GEAR

- ☞ Bucket — 5 cp
- ☞ Climber's Kit — 25 gp
- ☞ Hammer, Sledge — 2 gp
- ☞ Pick, miner's — 2 gp
- ☞ Shovel — 2 gp

INGA STONEBANE

MEDIUM HUMANOID (DWARF)

Armour Class: 17 (Chain Shirt + Shield)

Hit Points: 95 (9d10+45)

Speed: 25 feet

STR	DEX	CON	INT	WIS	CHA
14 (+1)	14 (+2)	16 (+3)	13 (+1)	14 (+2)	11 (+0)

Saving Throws: Strength +4, Constitution +6

Skills: Arcana +4, History +4, Nature +5

Damage Resistances: Poison

Senses: Darkvision 60ft, Passive Perception 12

Languages: Common, Dwarvish

Challenge: 4 (1100 XP)

TRAITS

Craft Bomb: Inga's specialty is bomb-crafting. She carries 2d6 flasks of *Alchemist's Fire* among her adventuring gear, as well as 1d4 additional Explosives from the following list: *Disorientation Grenade*, *Deadbrine's Drowner*, or *Dust of Dryness*.

Dwarven Resilience: Inga has Advantage on Saving Throws against Poison.

ACTIONS

Multiattack: Inga makes two *Morningstar* Attacks.

Morningstar: *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 5 (1d8+1) Piercing Damage.

Heavy Crossbow: *Ranged Weapon Attack:* +5 to hit, range 100/400 feet, one target. *Hit:* 7 (1d10+2) Piercing Damage.

Alchemist's Fire: *Ranged Weapon Attack:* +5 to hit, Range 20/60 feet, one target. Target takes 2 (1d4) Fire Damage at the start of each of their turns. A creature can end this damage by using its Action to make a **DC 10 Dexterity** Test to extinguish the flames.



MATTI RORIKSSON

Matti Roriksson is a middle-aged Human whose absent-minded nature guides him through life with few worries. He keeps his dark hair trimmed short while on the road (it's tricky to keep long hair clean with rainwater), and carries a trusty backpack filled with much-loved travelling equipment.

As a compulsive wanderer, Matti could encounter the party on the road in any climate, at any location, at any time. Matti is a very sociable person and can talk, at length, on a wide variety of topics, accustomed to having hours of uninterrupted attention while walking from A to B alongside unexpected company. While he lacks a sense of conversational restraint, he is well-versed in the customs and etiquettes of many cultures and is an excellent guest.

ALLY

Matti is quick to make friends, and is always eager for company on the roads, safety in numbers after all! He has travelled the roads with many different people through the years making countless friends and acquaintances. The allies he has maintained a deep connection with are those who have saved his life, usually by getting him out of some trouble he got himself into.

Matti keeps detailed journals documenting his travels, and notes the Flora and Fauna he passes on his journeys. He can provide the party with detailed notes about nearby points of interest, how safe the roads are, what kind of dangers to look out for, and who on the road could be helpful.

In his many shenanigans Matti has earned a reputation of being a troublemaker, always managing to stick his foot in whatever situation would be the least fortunate at a given time. Whenever anyone finds Matti on one of his expeditions, he typically needs rescuing from some precarious situation.

RIVAL

Despite his genial disposition, Matti is quickly angered when others disrespect traditions and cultures other than their own. While he is not drawn towards violent action towards people, he will withhold his help from any people who have really upset him.

If a full blown rivalry develops, Matti will spread word of the ‘troublesome party’ to any settlements he visits, ensuring the party does not receive a warm welcome or generous hospitality. The absolute limits of his vengeance peaks with Matti actively seeking out the party’s other rivals and helping them with maps and information about the locality.

CONTACT QUESTS

Undelivered: Matti has become friends with a courier, the two often crossing paths while on the road. When he hears that the courier never arrived at his intended destination, Matti asks the party to follow the courier’s path and search for signs of his disappearance. Matti offers to sketch a map that leads towards an abundant Fey grove should the party find evidence of the courier.

Charting the Way: While deep within a dungeon, the party comes across a trail of loose pages — drafts of a map of the dungeon revealing doors and passages they missed on their way through. The trail of pages leads them to Matti, injured on the ground, and pleading that they recover his bag stolen by monsters within the dungeon. If the party recover his gear, Matti hands over the complete dungeon map, revealing helpful information and secret rooms.

Under Quarantine: The party are warned away from a nearby village when Matti tells them that a contagious illness has swept through the population.

Hesitant to leave his post at the edge of the village for fear of more travellers contracting the disease, Matti asks the party to follow his map to collect ingredients that they can use for a cure he has a recipe for. If they are successful, the village is saved, and the party are inoculated against this disease.

GM ADVICE

Matti is most likely to encounter the party while on the road, inside a dungeon, or at remote landmarks. He is careful not to leave a permanent mark from his campsites, making him a hard Human to notice from a distance.

If the party meet Matti while in a settlement, he can be found in libraries or talking with experienced locals, researching the surrounding areas. Matti uses his cartography skills to fund his expeditions, and his detailed sketches of landmarks and sceneries earn him a healthy living from wealthy art aficionados.

MATTI RORIKSSON

MEDIUM HUMANOID (HUMAN), CHAOTIC GOOD

Armour Class: 13 (Studded Leather)

Hit Points: 52 (8d8+16)

Speed: 30 feet

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	14 (+2)	12 (+1)	12 (+1)

Skills: History +5, Investigation +5, Perception +3

Senses: Passive Perception 11

Languages: Common

Challenge: 1 (200 XP)

TRAITS

Keen Hearing and Sight: Matti has Advantage on Wisdom (Perception) Tests that rely on hearing or sight.

Special Equipment: Matti owns a *Bag of Holding*, along with 1d4+1 *Potions of Healing*.

ACTIONS

Hand Axe: *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 5 (1d6+2) Slashing Damage.

Shortbow: *Ranged Weapon Attack:* +4 to hit, Range 8/320 feet, one target. *Hit:* 4 (1d6+1) Piercing Damage.



MATTI'S RUCKSACK

Matti keeps an eclectic mixture of Components on hand from all over the world, though most are dried or preserved in some way to keep on his travels.

POTIONS, POISONS, & EXPLOSIVES

- ☞ Cast Iron Stomach Syrup — 50 gp (includes a list of his favourite non—food items to eat)
- ☞ Flask of Pacification — 250 gp
- ☞ Potion of Expanded Senses — 250 gp
- ☞ Potion of Healing — 50 gp
- ☞ Potion of Particular Place — 50 gp

COMPONENTS

- ☞ Bloodflower Cactus — 400 gp
- ☞ Bullseye Blackthorn — 5 gp
- ☞ Efreeti Wish Dust — 400 gp
- ☞ Etherian — 40 gp
- ☞ Frostfire — 40 gp
- ☞ Infused Raindrops — 15 gp
- ☞ Mountain Heart — 40 gp
- ☞ Rainbow Onyx — 40 gp

ADVENTURING GEAR

- ☞ Explorer's Pack — 10 gp
- ☞ Spyglass — 1000 gp
- ☞ Tent, two-person — 2 gp

Hang on, it's in here somewhere!

—Matti Roriksson





ODIRA MOSSMANTLE

Odira Mossmantle is a kindly Halfling who is easing into a settled life as a gardener. Odira is spry for her 185 years and has skin covered in constellations of freckles from her years under the sun. Her chestnut hair is usually neatly tied under a wide-brimmed sun hat, a practical measure while she gardens. Odira favours hard-wearing clothing, and refuses to part with her favourite gardening gloves, choosing to stitch and patch them again and again through the years.

Odira was raised in an urban city, though she prefers the tranquillity of rural countryside life. Her cosy cottage serves as a haven amidst a lush, flourishing garden. While primarily nestled in her sanctuary, she occasionally ventures to town markets aboard her pony-drawn wagon, eager to share and sell her abundant produce.

ALLY

Odira looks favourably upon the honest and generous and treats others how she hopes to be treated. The Halfling gardener makes for a conscientious and selfless Ally, always willing to lend a hand or her expertise when it comes to gardening. She has endeavoured to avoid the life of an adventurer, and would very much like to stay safe and cosy. Odira will seek out the help of local adventurers if her home, village, or neighbours have been threatened by monsters and villains. She shows gratitude to local heroes in regular bundles of produce, and Flora Components.

Once she becomes an Ally of the party, Odira will happily assist the party with their Garden: Between periods of Downtime, Odira can build one Garden Feature for the cost listed starting on page 96.

RIVAL

Despite her amicable nature, Odira does not suffer disrespect lightly. As a Rival, Odira will politely distance herself from the party, holding back her best stock and raising her prices in hopes of discouraging the players from engaging with her further. Odira is a respected community member, and the other villagers will begin to turn sour on any ne'er-do-wells who treat their friend poorly.

CONTACT QUESTS

Garden Thief: Odira needs the party's aid in uncovering the nocturnal thief ravaging her garden. While the mysterious burglar doesn't appear aggressive, it's starting to become a real pest, and Odira wants a hand in finding a peaceful solution to her predicament. The party must conduct a nighttime stakeout to identify and apprehend the elusive culprit, finding a way to relocate the critter or humanely deter it from meddling further.

Falling Leaves: Odira seeks a well-travelled party to deliver essential goods and locally Components to a distant settlement that is down on its luck. The bundle of Itoris Leaf in particular is critical, as it can be used in the brewing of Potions of Healing, which will be essential in the settlement's recovery.

Plant Cuttings: Odira, hearing of the party's adventures, invites the group for tea in her garden. Hoping to impress upon them the importance of her plants, she asks the party to keep an eye out for rare plants and bring her back a cutting so that she may grow it in her garden.

ODIRA'S OFFCUTTINGS

Odira cultivates a wide range of crops and Flora Components, and she also regularly has a stockpile of travel ready meals. She avoids selling toxic Components and anything else that could be used to make a Poison. Odira also offers her services as a gardener, and she counts as a Master Hireling with Proficiency in Nature and Survival.

POTIONS, POISONS, & EXPLOSIVES

- ☞ Bomb of Animal Form — 250 gp
- ☞ Flask of Pacification — 250 gp
- ☞ Potion of Healing — 50 gp
- ☞ Sap Grenade — 50 gp
- ☞ Snow Queen's Beverage — 50 gp
- ☞ Wildflower Bomb — 50 gp

COMPONENTS

- ☞ Blood Vein Leaf — 40 gp
- ☞ Bottled Florinda Scent — 5 gp
- ☞ Bullseye Blackthorn — 5 gp
- ☞ Candlelight Azalea — 15 gp
- ☞ Doloros Moth Wing — 5 gp
- ☞ Midsummer Milkweed — 15 gp
- ☞ Punchline Nettles — 15 gp
- ☞ Silver Taro — 40 gp
- ☞ Spinythorn Bark — 5 gp
- ☞ Stag Apple — 15 gp
- ☞ Thunderflower — 4,000 gp (A secret gift from a dear friend who never returned from their adventures)



GM ADVICE

Odira is so friendly and popular that the players will likely hear of her before they meet her in person. Those who live in her nearest town will speak highly of the Halfling gardener who shares her produce with people who treat her kindly. Odira has offered medicinal herbs and remedies to the ill, and she has made a reputation amongst healers and apothecaries for her benevolent sharing of supplies.



ODIRA MOSSMANTLE

MEDIUM HUMANOID (HALFLING)

Armour Class: 15 (Leather)

Hit Points: 38 (7d8+7)

Speed: 25 feet

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	11 (+0)	14 (+2)	11 (+0)

Skills: Insight +4, Nature +4, Perception +4

Senses: Passive Perception 14

Languages: Common, Halfling

Challenge: 1/2 (100 XP)

TRAITS

Brave: Odira has Advantage on Saving Throws against being *Frightened*.

Halfling Nimbleness: Odira can move through the space of any creature that is *Medium* or larger.

Lucky: Odira rerolls any 1s rolled on a d20 for any Test.

Naturally Sneaky: Odira can *Hide* even when behind a creature that is *Medium* or larger.

ACTIONS

Gardening Shears: *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 6 (1d4+4) Piercing Damage. This Attack deals double Damage to Constructs made of fibres and Plant creatures.

Sling: *Ranged Weapon Attack:* +6 to hit, Range 30/120 feet, one target. *Hit:* 6 (1d4+4) Bludgeoning Damage.



QUERCUS

Quercus is an ageless druidic Dryad, appearing simultaneously ancient and youthful, much like the forests he protects. His bark-like skin bears cracks and roughness, while a wild tangle of grass and branches twist upwards to form his unruly hair. Cordial in demeanour, he approaches the concerns of the modern world with mild amusement and detachment, seemingly uninterested in trivial material matters.

Quercus preferred the sanctuary of his expansive woodland domain, rarely venturing beyond its borders. Within this realm spanning hundreds of acres, Quercus roams amidst diverse flora and fauna, a vigilant guardian protecting all from harm.

ALLY

As a knowledgeable druid, Quercus is always happy to impart the wisdom of the woods to those with the patience to listen. He will form strong bonds with those who seek to understand nature and build connections with the land around them. Quercus has an unrivalled knowledge of the local flora and fauna, and knows many safe and dangerous locales nearby.

Anyone who has built a personal relationship with him can expect his help while undertaking the *Foraging* Downtime Activity. Anyone receiving help from Quercus on this Downtime Activity treats a roll of 9 or below as a 10 on the Extended Test.

Quercus has earned a reputation as a real stick in the mud who complains loudly and often when the land he protects is encroached upon by the civilised folk. He will often try to rope in his closest friends to stop settled locations from expanding outwards.

RIVAL

Those who mistreat the wilderness that Quercus protects quickly earn his ire, learning quickly where the Fey reputation for dramatic mood swings comes from. He will usually stop short of excessive violence, but he would endeavour to drive the party out of his protected lands by any other means.

As a Rival, the party will no longer be welcome in any woodlands under Quercus' influence. With hazardous roots, snagging branches, and pestering forest creatures, spending any significant time in his woodland domain becomes maddeningly frustrating, and the party cannot undertake the *Foraging Downtime Activity* in this region.

CONTACT QUESTS

Scorched Earth: When an industrialist group encroaches upon Quercus' sacred woodland, the Dryad asks the party to remove these intruders. Detached from the mortal world, Quercus does not care whether an amicable solution is found or if the industrialists must be moved by force, once his woodlands are safe from further ruin.

Rabid Beasts: Quercus senses a troubling affliction plaguing creatures within his woods, turning them aggressive. He informs the party of a fungal infection spreading through bites and scratches and warns them of the dangers of the forest should they encounter any beasts. If they can escort Quercus to the very centre of the woods, he claims his druidic powers can cleanse the area.

Sowing Seeds: Quercus may want the party's help to rejuvenate the forest, aiming to reintroduce extinct flora species and reclaim deforested lands. He asks the party to bring any rare plants they find to him, as he is able to create seeds from a single sample. While it takes time to cultivate each plant, Quercus claims he will soon have a steady stream of rare plants available in the near future.

QUERCUS' CORNUCOPIA

Quercus often walks the line between civilisation and the wilds, making fleeting contact with travellers. While Quercus rejects much of the modern world, he understands the value of goods and will trade with adventurers, preferring bartered goods to coin. Quercus has many Flora and Fauna Components available, as well as some additional wonders from the deepest parts of the forest.

POTIONS, POISONS, & EXPLOSIVES

- ☞ All-ills Porridge — 2,500 gp
- ☞ Brew of Voice Stealing — 100 gp
- ☞ Disorientation Grenade — 100 gp
- ☞ Flask of Summon Murder — 250 gp
- ☞ Fungal Brew — 2,500 gp
- ☞ Poison of Withering — 250 gp
- ☞ Potion of Healing (Greater) — 100 gp
- ☞ Potion of Particular Place — 50 gp
- ☞ Thorning Brew — 100 gp
- ☞ Wintergreen Kiss — 100 gp

COMPONENTS

- ☞ Blood Vein Leaf — 40 gp
- ☞ Blue Snake Ivy — 40 gp
- ☞ Bullseye Blackthorn — 5 gp
- ☞ Candlelight Azalea — 15 gp
- ☞ Coin Beetle Shell — 15 gp
- ☞ Floater — 15 gp
- ☞ Itoris Leaf — 5 gp
- ☞ Spite Acorns — 15 gp
- ☞ Troll Mushroom — 400 gp
- ☞ Unseelie Juice — 5 gp



GM ADVICE

Quercus is a truly neutral presence who only cares for the protection of his woodland home. Uninterested in the world beyond his borders, those who have encountered him spread tales of the enigmatic Dryad whose domain contains valuable ingredients and fertile grounds.

The party might encounter Quercus as they travel through his forest, the Dryad keeping an eye on them to ensure they do not disturb the balance of nature. In more industrialised settings, Quercus may be awoken from an ancient slumber, or a more hostile presence as he fights against the shifting borders of his lands.

QUERCUS

MEDIUM FEY (DRYAD)

Armour Class: 11 (16 with *Barkskin*)

Hit Points: 55 (10d8+10)

Speed: 30 feet

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	14 (+2)	16 (+3)	18 (+4)

Saving Throws: Intelligence +4, Wisdom +5, Charisma +6

Skills: Nature +5, Perception +5, Stealth +5

Senses: Darkvision 60 ft, Passive Perception 15

Languages: Elvish, Sylvan

Challenge: 2 (250 XP)

TRAITS

Innate Spellcasting: Quercus' innate Spellcasting Attribute is Charisma (Spell Save DC 14). Quercus can innately cast the following spells, requiring no material components:

At will: *Druidcraft*

3/day each: *Entangle*, *Goodberry*

1/day each: *Barkskin*, *Pass Without Trace*, *Shillelagh*

Magic Resistance: Quercus has Advantage on Saving Throws against spells and other magical effects.

Speak With Beasts and Plants: Quercus can communicate with beasts and plants.

Special Equipment: Quercus carries a *Decanter of Endless Water*.

Spellcasting: Quercus is a 3rd Level Druid. His Spellcasting Attribute is Wisdom (Spell Save DC 13, +5 to hit with Spell Attacks). He has the following Druid spells prepared:

Cantrips (at will): *Poison Spray*, *Produce Flame*, *Shillelagh*

1st Level (4 slots): *Cure Wounds*, *Detect Magic*, *Detect Poison and Disease*, *Fog Cloud*

2nd Level (2 slots): *Hold Person*, *Lesser Restoration*

Tree Stride: Once on his turn, Quercus can use 10 feet of his Movement to step magically into one living tree within his reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be *Large* or bigger.

ACTIONS

Multiattack: Quercus makes two *Quarterstaff* Attacks.

Quarterstaff: Melee Weapon Attack: +3 to hit (+5 to hit with *Shillelagh*), reach 5 feet, one target. Hit: 5 (1d8+1) Bludgeoning Damage, or 7 (1d8+3) Bludgeoning Damage with *Shillelagh*.

Fey Charm: Quercus targets one Humanoid or Beast that he can see within 30 feet of him. If the target can see Quercus, they must succeed on a **DC 13 Wisdom** Saving Throw or be *Charmed*. The *Charmed* creature regards Quercus as a trusted friend to be heeded and protected. Although the target isn't under Quercus' control, they take Quercus' requests or actions in the most favourable way they can.

Each time Quercus or his allies do anything harmful to the target, they can repeat the Saving Throw, ending the effect on themselves on a success. Otherwise, the effect lasts 24 hours or until Quercus dies, is on a different plane of existence from the target, or voluntarily ends the effect on his turn. If a target's Saving Throw is successful, the target is immune to Quercus' *Fey Charm* for the next 24 hours.

Quercus can have no more than one Humanoid and up to three Beasts charmed at a time.



RUHEN NERIPHYRA

Ruhen Neriphyra, a 135 year-old Elf, radiates an air of refinement and fussiness appropriate for a high-station alchemist. Their movements are careful and calculated, with steady blue eyes that take in every detail.

Their penchant for precision extends to their research, which they take great pride in. They often wear ornate pince-nez glasses when reading documents or examining ingredients. Ruhen can most often be found in their research laboratory and adjacent alchemical boutique.

Ruhen is able to provide recipes for practically any Potions, Poisons, or Explosives, for a reasonable fee. Their preferred method of conducting business is to work under commission for specific alchemical solutions on a per-customer basis — consultations are by appointment only.

ALLY

Ruhen respects dedication and is amiable to other accomplished alchemists. Ruhen lacks patience, and is a poor teacher with very few successful apprentices. Typically anyone looking to begin training under them will be first handed an exhaustive list of alchemical textbooks to memorise in its totality. Anyone who has completed this reading assignment typically knows enough alchemical principles to begin experimenting on their own, without needing to bother Ruhen again.

Ruhen does not make friends or allies quickly, preferring to maintain cordial relationships, often for years or decades at a time. Those who prove to be practised alchemists capable of aiding in their experiments will be the first to make a lasting friendship with Ruhen.

As an Ally, Ruhen is willing to offer the knowledge supplied by their many high-society connections and years of study. They can help analyse any substances the party brings them to learn its alchemical and magical secrets, they can brew complex Potions for the party if provided the needed Components.

RIVAL

Ruhen grows quickly irritated at those who frequently pester them for trivial instructions or worse, redirect other petty customers to their attention. Ruhen's methods of rivalry are swift and efficient. The party will find that Ruhen's schedule is too busy for an appointment, and any prices from their shop will be arbitrarily inflated due to dubious charges such as 'handling fees' or 'emotional labour'.

If Ruhen somehow rises to anger against the party, they will begin warning their other connections in high-society and the alchemical guilds against doing business with the party. The players will encounter ever greater difficulties when interacting with the local well-to-dos as they postpone or cancel meetings, refuse to do business with the party, or tell bodyguards to prevent the party from even approaching.

CONTACT QUESTS

Steady Supply: Ruhen seeks some *Oil of Ancients* as a crucial part of their upcoming experiments. Not content with the scraps that other vendors have procured, Ruhen asks the party to find a long-abandoned ruin with a reliable source of this oil. Ruhen will reward the party for finding the source and retrieving portions of the Component, but also for making the route to retrieving more portions easier and safer.

Guinea Pig: Ruhen needs volunteers to test his latest experimental potions. Supplying the party with a batch of oddly coloured vials, Ruhen asks the party to ingest them during their adventures and write detailed reports on their experiences. The GM can use the **Additional Effects** table on page 27 to determine the effects of these experimental potions.

Criminal Interests: Ruhen's business is threatened by an organised crime gang who want Ruhen to work for them creating harmful Poisons and empowering Potions. Ruhen is confident that if the party can reveal the gang's leader, then Ruhen can end the whole operation using their influential connections.

RUHEN NERIPHYRA

MEDIUM HUMANOID (ELF)

Armour Class: 15 (*Bracers of Defence* and *Cloak of Protection*)

Hit Points: 54 (12d8)

Speed: 30 feet

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	20 (+5)	12 (+1)	14 (+2)

Saving Throws: Intelligence +10, Wisdom +6

Skills: Arcana +9, Nature +9, Perception +5

Senses: Darkvision 60ft, Passive Perception 15

Languages: Common, Elvish, Primordial

Challenge: 7 (2900 XP)

TRAITS

Fey Ancestry: Ruhen has Advantage on Saving Throws against being *Charmed*, and magic can't put him to sleep.

Special Equipment: Ruhen wears *Bracers of Defence* and a *Cloak of Protection*. He wields a *Wand of the War Mage* +2.

Spellcasting: Ruhen is an 11th Level Wizard. His Spellcasting Attribute is Intelligence (Spell Save DC 17, +11 to hit with Spell Attacks). Ruhen has the following Wizard spells prepared:

Cantrips (at will): *Acid Splash*, *Chill Touch*, *Fire Bolt*, *Mage Hand*, *Poison Spray*, *Prestidigitation*

1st Level (4 slots): *False Life*, *Grease*, *Magic Missile*, *Shield*

2nd Level (3 slots): *Acid Arrow*, *Invisibility*, *Scorching Ray*

3rd Level (3 slots): *Counterspell*, *Dispel Magic*, *Fireball*

4th Level (3 slots): *Fabricate*, *Polymorph*, *Secret Chest*

5th Level (2 slots): *Cloudkill*, *Creation*

6th Level (1 slot): *Flesh to Stone*

ACTIONS

Dagger: *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 4 (1d4+2) Piercing Damage.

REACTIONS

Counterspell: Ruhen can cast *Counterspell* as a Reaction.

Shield: If attacked, Ruhen can cast *Shield* as a Reaction.

GM ADVICE

Ruhen is young for an Elf and has lived much of their early life sheltered in urban environments. Though Ruhen hasn't travelled much, their name and reputation have spread widely amongst alchemists and aristocrats alike. The party might even stumble upon Ruhen's name in their alchemical research, as a number of their published reports circulate libraries and apothecaries. Ruhen rarely engages in outright combat but is capable of fighting fiercely if waylaid on a research expedition or other trip beyond the city walls, relying on their strong spellcasting ability.



THE HERMETIC BOUTIQUE OF ALCHEMICAL REMEDIES

Ruhen runs an accomplished alchemical and potion-crafting store, fitting for one so dedicated to the craft. Most of Ruhen's stock is frequently requested potions, perfectly portioned and clearly labelled. If Ruhen doesn't have the desired Potion or Component currently in stock, they will work with their extensive laboratory to provide a solution within 24 hours, with an appropriate fee.

POTIONS, POISONS, & EXPLOSIVES

- ☞ Alchemist's Fire — 50 gp*
- ☞ Antitoxin — 50 gp*
- ☞ Bottled Lightning — 250 gp*
- ☞ Cast Iron Stomach Syrup — 50 gp*
- ☞ Decoction of Orbital Defense — 2,500 gp*
- ☞ Fixation Syrup — 100 gp*
- ☞ Malice — 250 gp*
- ☞ Oil of Slipperiness — 100 gp*
- ☞ Roborant of Rubber Limbs — 100 gp*
- ☞ Snow Queen's Beverage — 50 gp*
- ☞ Tonic of Reflective Sight — 50 gp*

COMPONENTS

- ☞ Blink Scruff — 15 gp
- ☞ Ectoplasm Essence — 400 gp
- ☞ Full Moon Shadow — 40 gp
- ☞ Gelmetal — 400 gp
- ☞ Infused Raindrops — 40 gp
- ☞ Nightmare Wisp — 40 gp
- ☞ Star Amber — 40 gp
- ☞ Wild Unicorn Hair — 250 gp

ADVENTURING GEAR

- ☞ Blank Spellbook (100 pages) — 50 gp
- ☞ Spell Scroll (1st Level) — 55 gp**
- ☞ Spell Scroll (2nd Level) — 120 gp**

* Plus an additional 13 sp consultation fee.

** Spells available to purchase are chosen from Ruhen's current spell list.

VYKTRA NAVORIS

Vyktra Navoris is an emerald-scaled Dragonborn in her forties, possessed of an insightful nature and a stable of prestigious and influential clients. She is a merchant of superlative skill, plying her trade in quality taverns and lauded restaurants across the land, where she is known by many names. The Dragon of Dace, the Emerald Merchant, the Velvet Cur — all are Vyktra in one of her guises. She can usually be recognised by her night-black velvet cloak, which hides some of her best merchandise from prying eyes.

Vyktra likes to claim she knows what her customers want before they do. She knows that long-lasting friendships create repeat customers, and she confidently strikes up conversations with those new to her favourite haunts.

*What can
the Dragon of
Dace provide
you with this
fine day?*

— Vyktra Navoris



ALLY

Vyktra's strengths lie in her ability to source the seemingly impossible to find. She has a wide network of contacts to call upon for the right price and can find almost anything given enough time. As an Ally, Vyktra can, with some notice, acquire basically any Component, Potion, Poison, or Explosive that has a Rarity of *Rare* or lower. If she ever can't find what you're looking for, she can typically discover where or from whom you can get it. She herself is not a trained alchemist and is unable to train the players in any of the corresponding skills, but could find recipes from their contacts.

Vyktra, as a known chatterbox, has made a living from selling information about people's whereabouts and any inquiries they've made with her. If she has had dealings with someone you're looking for, that information is readily available for purchase by you, or anyone else in the many taverns she has conversations in. Only those who have built a deep and meaningful relationship with Vyktra remain anonymous.

RIVAL

Vyktra is a pragmatic merchant. If her relationship with the party sours she won't refuse the character's business but will inconvenience them in a thousand petty ways. She will readily and eagerly provide her customers with information about where to find the party and anything they might be up to. The players will be beset with petty thieves looking to rob some cash-flush adventurers, helpless commoners looking for help with daily inconveniences, and agents of the villain always tracking down the party faster than they should be able to otherwise.

To those who really bother her, she will subtly raise the price of all her goods. If her annoyance deepens, she will purposefully offer the players enemies steep discounts on her wares. If her ire is provoked, Vyktra seeks to cut out the negativity from her life. She offers choice goods to the party's enemies, letting vital information slip about the party's connections, plans, and weaknesses.

CONTACT QUESTS

Gone Hunting: One of Vyktra's older contacts has gone missing and she needs the characters to track them down. The last she heard, they were on the tail of a particularly rare and dangerous monster somewhere in the mountains and had been looking for a guide in a small village in the foothills. If they find the contact, they're welcome to keep any of the Components they can harvest from that monster. If they find the contact alive, Vyktra will waive her usual fee for their next request and give them the pick of her current wares.

Loose Lips Sink Ships: Vyktra's usual method of smuggling goods across a nearby border, an extremely charismatic boatman, has fallen afoul of the authorities. She knows the boatman will be able to eventually talk his way out of trouble but worries that someone will discover her stash while that happens. She asks the party to sneak into the dock where the boat is being held and recover her goods. If they pull it off, she pays them 100 gp each and offers them one of the Potions they recover.

First Come, First Served: Vyktra has been framed by a rival and is currently laying low, avoiding the attention of the guards. She gets word to the characters via an intermediary asking for help. She also isn't shy about the fact that she's reached out to several contacts for assistance. The terms of her reward are simple: the first person or party to prove her innocence to the guards is forgiven for any past transgressions and treated as a valued customer.

GM ADVICE

When the party's escapades become well known, or they make an impression on one of Vyktra's other clients, she will make her presence, and her services, known. Alternatively, if the party have settled somewhere with a relatively upmarket dining establishment — and haven't been shy about how much money they have — she may reach out herself, inviting them to discuss future dealings.

VYKTRA'S LEGITIMATE INVENTORY

Vyktra usually has more Components in stock than Potions, as they are easier to smuggle, and regularly has the following to hand. She routinely has three portions of each Component available in a refined form (smaller packages make for easier concealment).

POTIONS, POISONS, & EXPLOSIVES

- ☞ Lipstick of Charisma — 250 gp
- ☞ Liquid Transformation — 100 gp
- ☞ Poison of Visible Stink — 100 gp
- ☞ Potion of Forgetfulness — 250 gp
- ☞ Potion of Healing — 50 gp
- ☞ Potion of Particular Place — 50 gp (Each Potion comes pre-mixed with a collectible picture of the target location)
- ☞ Sap Grenade — 50 gp

COMPONENTS

- ☞ Copper Sand — 15 gp
- ☞ Itoris Leaf — 5 gp
- ☞ Mastodon Heart — 15 gp
- ☞ Mountain Heart — 40 gp
- ☞ Ravenous Alabaster — 400 gp
- ☞ Stag Apple — 15 gp
- ☞ Vengeance Parakeet Feathers — 40 gp
- ☞ Xarberri Horn — 400 gp
- ☞ Yonggu Sap — 5 gp

VYKTRA NAVORIS

MEDIUM HUMANOID (DRAGONBORN)

Armour Class: 16 (Half Plate)

Hit Points: 78 (12d8+24)

Speed: 30 feet

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	14 (+2)	10 (+0)	17 (+3)

Saving Throws: Dexterity +3, Intelligence +4

Skills: Deception +5, Persuasion+5

Damage Resistances: Acid

Senses: Passive Perception 10

Languages: Common, Draconic

Challenge: 3 (700 XP)

TRAITS

Charmer 3/day: When wearing her *Eyes of Charming*, Vyktra can cast *Charm Person* (Save DC 13) on a Humanoid within 30 feet of her.

Special Equipment: Vyktra carries a paired set of turquoise-handled *Daggers* +2. She also has a small packet of *Dust of Disappearance* and *Eyes of Charming*.

ACTIONS

Multiattack: Vyktra can make three *Dagger* Attacks.

Daggers: *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 feet or Range 20/60 feet, one target. *Hit:* 7 (1d4+5) Slashing Damage.

Acid Breath (1/day): Vyktra exhales Acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a **DC 10 Dexterity** Saving Throw, taking 7 (2d6) Acid Damage on a failed Save, or half as much Damage on a successful one.

REACTIONS

Disappearing Act: If a hostile creature moves to a space within 15 feet of Vyktra, she can use her *Dust of Disappearance* to make herself and anyone within 10 feet of her invisible. This invisibility lasts for 2d4 minutes or until an affected creature attacks or casts a spell.



APPENDIX

HUNT A DANGEROUS MONSTER (EXPANDED)

When you undertake this Downtime Activity, you endeavour to learn everything you can about a specific creature. Where does it make its lair? What food does it eat? What are its strengths and weaknesses? Once you have successfully tracked and studied this creature, you'll be prepared to lead your party on an adventure to find and slay the beast once this period of Downtime has ended.

When another player character helps you with the Extended Test in this activity, they don't grant you Advantage on the first Test. Instead, they can perform one of the contributing Tests instead of you, using their Skill Bonus.

Choose a non-Humanoid creature whose CR is greater than one-quarter of your Character Level. This creature becomes your target for investigating and tracking. You can choose to target a specific creature instead of any creature of that type (for example, you can choose to hunt **Billy the Bulette** instead of any random **Bulette** you could happen across), to do so, you must make the Extended Test at Disadvantage.

As part of this Downtime Activity, you will make an Extended Test with a Goal of 10. The DC for this Test is equal to 7 + the CR of your target.

The first Test you will make is an **Intelligence (Nature or History)** Test to scour the records of local monsters or a **Charisma (Persuasion)** Test to ask local hunters and adventurers for their insights.

AIN'T NEVER SEEN ONE OF THOSE IN THESE PARTS.

If you attempt to Hunt a Dangerous Monster that simply can't be found in the local region, the GM should let you know as soon as you start making inquiries. If your first Test on this activity is successful, you learn what neighbouring regions you might be able to find your quarry in instead.

If you exceed the DC on this Test, you learn one of the following pieces of information of your choice:

- ☞ The target's AC.
- ☞ The target's maximum Hit Points.
- ☞ One of the target's Attribute Bonuses.
- ☞ One, if any, Damage Type the target is Resistant, Immune, or Vulnerable to.
- ☞ Any senses it has and its passive **Wisdom (Perception)**.
- ☞ One Action it can take in combat, and the Attack Bonus or Saving Throw DC for that Action.
- ☞ If it is able to cast spells, and if so, one spell it can typically cast.

For every 3 you exceed the DC by on this Test, you learn an additional piece of information of your choice, choosing a different piece of information each time. If you rolled below the DC on this Test, you make the next tracking Test at Disadvantage.

The second Test you make is a **Wisdom (Survival)** Test. If you exceed the DC on this Test, then you make the final Test at Advantage. If you rolled below the DC for this Test, then by the time you actually find the target you are worn out by the effort, and you begin your next adventure with one point of Exhaustion.

The final Test is a **Dexterity (Stealth or Tinker's Tools)** Test to either sneak up on the Target's lair and find the place for an ambush or to lay a trap to wound the creature before your hunt begins.

- ☞ If you succeeded on the Extended Test, you have tracked down your target, located its lair, and assessed its strengths and weaknesses. You can lead your party to this lair to attack the creature during your next adventure.
- ☞ If you exceeded the Goal by 5 or more, then your preparations have allowed you and your party to ambush the target in its lair, and the creature begins the combat encounter *Surprised*.
- ☞ If you failed on the Extended Test, the target has evaded your detection, and you return home empty-handed.
- ☞ If you finished 5 or more below the Goal, then you stumbled right into its path completely by surprise. You barely escaped the creature, beginning your next adventure with only half your usual hit dice as the creature harried you all the way back to safety.



RUNNING A MONSTER FIGHT



As a GM, there are plenty of opportunities to create a strong narrative while your players are hunting a monster. The *Hunt a Dangerous Monster* Downtime Activity will typically be undertaken by one player delving into the wilderness on their own to discover whatever they can about a rumoured dangerous monster living nearby.

DISCOVERY AND ANTICI...

You can use the first step of the Extended Test to build up tension for the party. When you give the player the information they discover about their target, give them something to compare it to. It's one thing to *know* that a creature has an Armour Class of 18; it's another thing to *feel* that a creature's hide is as tough as a knight in plate armour. Your players can *know* that a Young Red Dragon's *Fire Breath* attack deals 16d6 Fire Damage, but if you explain that the Dragon's breath is more powerful than any *Fireball* that any Sorcerer has ever cast, it builds anticipation for the fight ahead.

When a player finds the creature's lair without being discovered, give them some unique information about the situation that they can use to their advantage. Any detail, no matter how small, will get the players thinking of tactics unique to this encounter that they can try out. Are there any advantageous ridges, caves, or rock formations that they can use as cover or to gain a height advantage? Is the location far away from civilization, so they need to bring extra supplies for the journey, but don't need to worry about passers-by getting caught in the crossfire?

Are there unique hazards at this location, like loose rocks above a cave entrance, discarded piles of lumber, or toxic plants growing nearby?

Giving your players one or two pieces of information about the location encourages them to engage in the encounter that much more. Avoid overloading the players with a deluge of complex terrain features. Nothing is going to slow your session down like your players locking up with too many options to choose from, or worse, getting overloaded and ignoring all the options for the simplest route out of a complex scenario. Keep the number of terrain features to one or two; only use three if the creature is going to be an otherwise straightforward fight, without many wacky abilities.

...PATION

FIGHT OR FLIGHT

The players are here to hunt down a monster. This is the end of a period of Downtime filled with shopping scenes, training montages, and some wholesome bonding between characters. Some players will be feeling an itch to beat up a big monster and steal its treasure. One or more of your players has dedicated part of their Downtime preparing for this fight, and they may have bitten off more than they can chew.

You can use a number of methods to change how tough the fight will be. When the player snuck up to the lair, they learn new information.

They may have noticed the creature was limping or had an injured wing, making it slower and worse at dodging attacks and spell effects. If the creature is severely wounded, leaving a long-term wound on a body part, it could interfere with the Actions it can take in combat, after all, a Dragon with blunt talons has weaker *Claw* attack than one with sharp talons. Alternatively, the player could have set up a trap intended to cause one of those effects, giving them the upper hand when the fight breaks out.

During the fight with the creature, draw attention to any details the players learned ahead of time, remind them of the preparations they took for this fight and show them it was worth the effort. Remember that many monsters live like many other animals in their habitat. If either the monster or the players are losing the fight, they can always withdraw and regroup. The players still know where the creature lives after all!

WAIT, I'M THE ONE WHO DECIDES WHAT YOU'RE FIGHTING!

As a GM, you may be used to setting the pace of play and deciding what sort of monsters your players will encounter yourself. This Downtime Activity puts at least some of that power into the hands of the players. This is a good thing, but will use some time at the table you may have planned to use otherwise. There are a few tips you can use to ensure that gratuitous monster hunting does not distract from your story.

Encourage multiple players taking this Downtime Activity to hunt a single beast, not split their efforts across several.

Run your Downtime Activities at the end of a session so you have time to prepare for the encounter during your next session, perhaps incorporating it into your wider narrative.

Feel free to let players know the beast they're looking for can't be found in this region — but be prepared for them to head in that direction soon!

Embrace the chaos! As long as all players are happy to do some monster hunting, you should let them.

If you really want to, conclude a less dangerous hunt with a handful of rolls at most, letting each player make one attack or cast one spell and letting the monster take a bite out of at least one of them!

If the players have just come from a particularly tense adventure, a low-stakes monster hunt could be an effective way for the party to blow off steam just in time for you to ratchet the tension back up!

These monster hunts can also effectively introduce new player characters or NPC allies to the campaign. Instead of introducing a new player in the middle of some tense inter-player conflict, this more relaxed encounter gives them space to prove their worth to the party!

All of this is in service to a fun session at your game table. You can use your familiarity with the players to judge how many unpredictable surprises you can throw at them and how difficult you can make the fight while still feeling fair. It's in your hands to tell the most exciting story for your players!

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SPECIAL THANKS



...m..., 2stru, 7thCitySaint, Aarmo Bingham, aaron, Aaron Barrett, Aaron F Stanton, Aaron Good, Aaron hamilton, Abby McNaron, Abdullah Ismail Abul-Qasim, Abigail Hibbert, Ada Park, Adam, Adam Brockmeyer, Adam Bruno, Adam Derda, Adam Di Filippo, Adam Goss, Adam Hartigan, Adam Istre, Adam Jensen, Adam Johnson, Adam Kelly, Ádám Kepes-Végh, Adam Loneragan, Adam Myhre, Adam Sallean, Adam Toulmin, Adam Udulutch, ADawgTD, Adrian Owens, Adrian V. Nunenkamp, Adrian Vollbracht, Adrian-Paul Carrières, Adwind, Aedric, Agata Zielińska, Ahmad Abdel-Hameed, AJ Richardson, AJ Taflan, akkamaddikix, Alan Cardy, Alan Douglas, Alan Faber, Alan Gunhouse, Alan Madison, Alan Wilkinson, Alan Zakrzewski, Albert A Gonzalez, Alberto, Alberto Valdes, Alec J. 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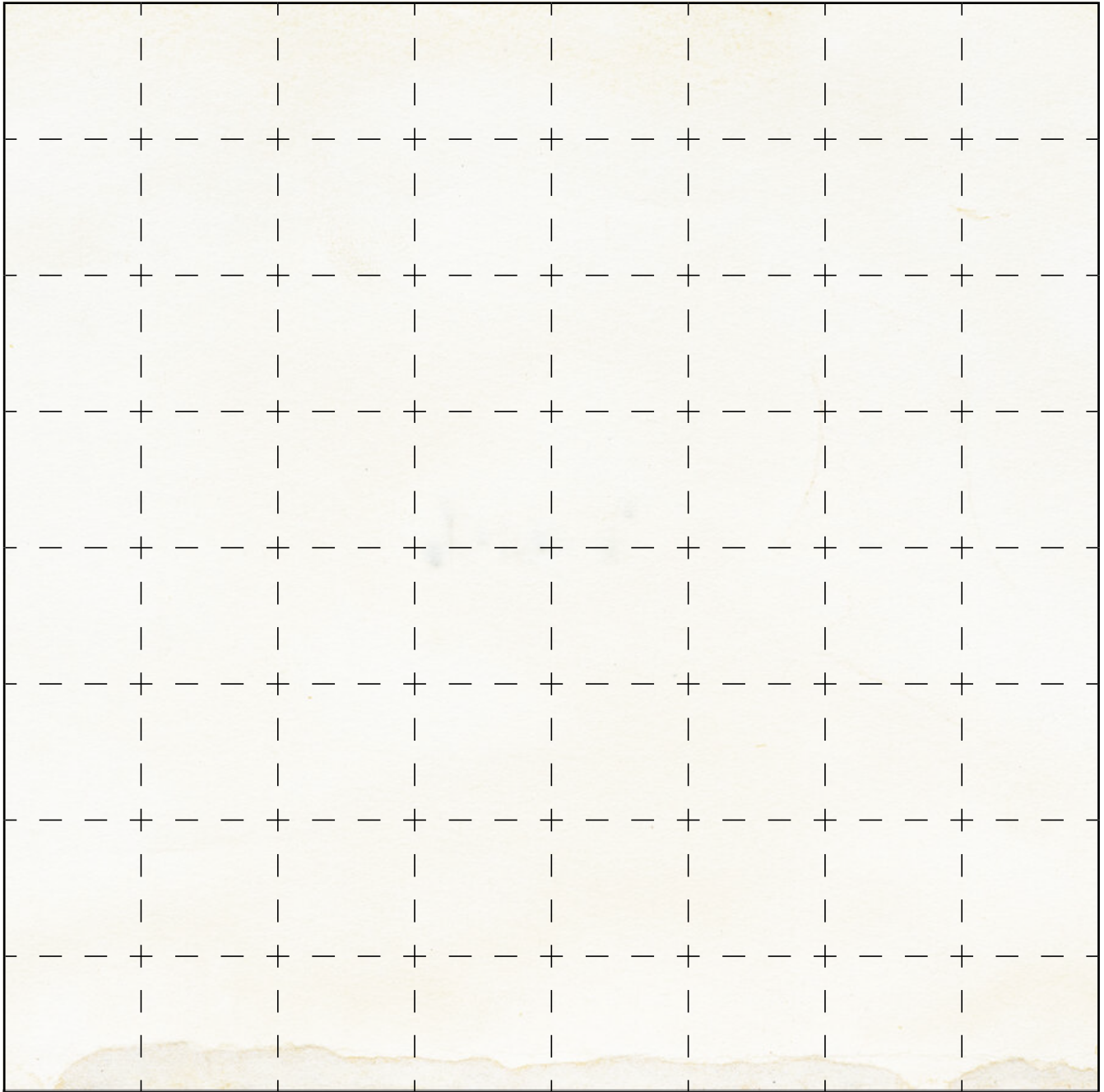
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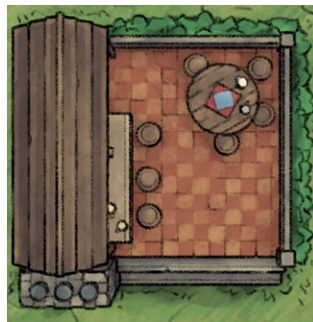
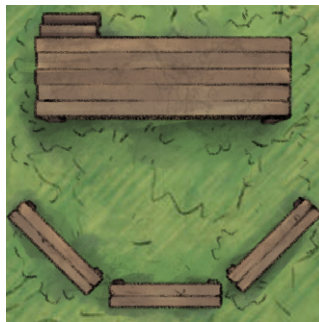


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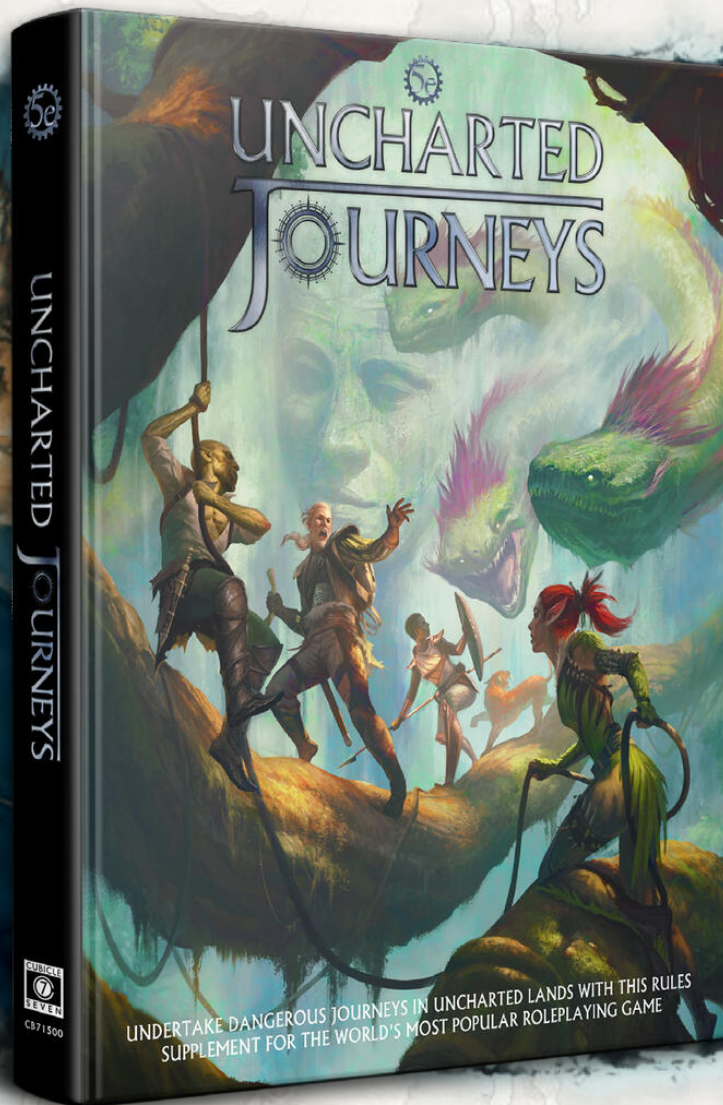






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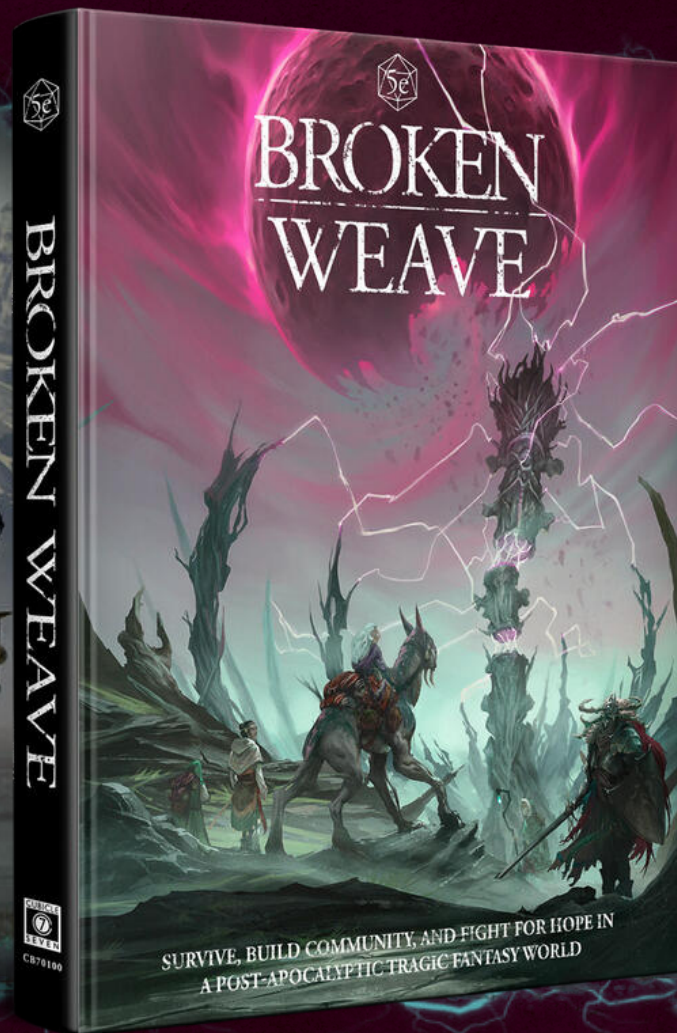
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