



ALCHEMY ALMANAC

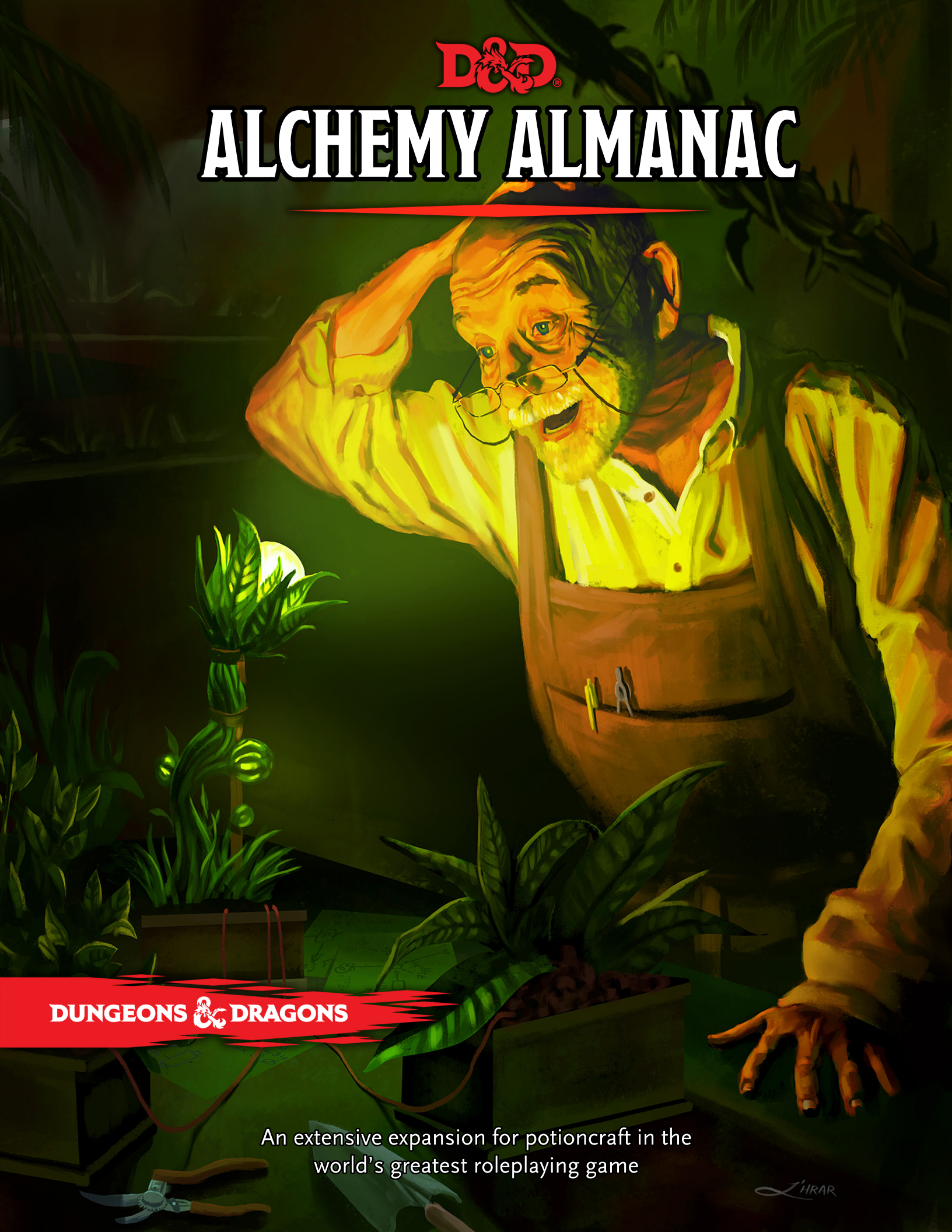


DUNGEONS & DRAGONS

An extensive expansion for potioncraft in the world's greatest roleplaying game



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L'HRAR

CREDITS

Designed and created by **heavyarms**

This supplement contains material adapted from the following sources:

- Broderick's Compendium of Fantasy Plants by *NeurotoxicNihilist*
- Creature Loot by *Jon Gazda*
- Monte's Guide to Magical Items by *Drewfro666*

Standing on the shoulders of giants:

- Alchemist's Supplies by *calculuschild*
- Herbalism & Alchemy by *Dalagrath*

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REVISION 1.2



ON THE COVER

Even Mehl Amundsen illustrates an alchemist in his workshop.

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ON THE ALTERNATIVE COVER

Nahman L'hrar shows us a herbalist lovingly tending to his plants.

THE ALCHEMIST'S COMPANION

Historically, the art of potion-making was known only to a select few individuals. These people were hand-picked by great masters and taught, often through dangerous trial and error, the correct methods for creating concoctions to heal, enhance one's faculties, or improve base materials.

SECRETS MADE SIMPLE

This book, penned by Shalara Malarrkin, apprentice to the potion wizard Kappiyan Flurmastyr, and commissioned by the Eltorchul Academy, is the work of decades of research in the field of potion-making. Contained within you will find scores of recipes, discovered and refined by potionmakers, herbologists, and alchemists over the centuries.

Methodologies have been codified into simple and clear instructions, that are easy to read and follow, for both students and masters alike.

I wish you good work, young master.

THE ALCHEMIST

Alchemy is the pursuit of divinity through achieving the transmutation of base metals into gold, the discovery of the universal panacea, and the preparation of the elixir of eternal life. It is a journey of discovery, experimenting with the mundane with the goal of creating something greater than the sum of it's parts.

An alchemist is never far from their *alchemist's supplies*. This set of equipment includes beakers, mixing and measuring containers, a small mortar and pestle, and a miscellany of common alchemical ingredients, including salt, powdered iron, and purified water. Proficiency with these tools lets you to add your proficiency bonus to any ability checks you make to craft alchemical concoctions including acids, explosives, and a wide range of potions.

THE HERBALIST

Herbalism is the study of the use of medicinal herbs around the world; as well as the business of growing, collecting, and distributing herbs and herbal remedies.

The primary tool of the herbalist is the *herbalism kit*. This kit includes pouches to store herbs, clippers and leather gloves for collecting plants, a mortar and pestle, and several glass jars. Proficiency with this kit lets you to add your proficiency bonus to any ability checks you make to create a range of natural remedies and potions, including common *antitoxins* and all rarities of *potion of healing*. Also, proficiency with this kit gives you advantage on any ability checks you make to locate or identify plants.

While proficiency with these tools is required to craft the various potions, oils and salves listed in this volume, they may be given to and used by characters who are not proficient.



TOOL PROFICIENCIES (XGE)

This section offers a brief recap of ways to bring the alchemist's supplies and the herbalism kit tools into your adventure, including suggested uses and sample DCs, found in *Xanathar's Guide to Everything*.

ALCHEMIST'S SUPPLIES

Alchemist's supplies enable a character to produce useful concoctions, such as acid or alchemist's fire.

Skills. Every tool potentially provides advantage on a check when used in conjunction with certain skills, provided a character is proficient with the tool and the skill.

Arcana. Proficiency with alchemist's supplies allows you to unlock more information on Arcana checks involving potions and similar materials.

Investigation. When you inspect an area for clues, proficiency with alchemist's supplies grants additional insight into any chemicals or other substances that might have been used in the area.

ALCHEMIST'S SUPPLIES

Activity	DC
Create a puff of thick smoke	10
Identify a poison	10
Identify a substance	15
Start a fire	15
Neutralize acid	20

HERBALISM KIT

Proficiency with an herbalism kit allows you to identify plants and safely collect their useful elements.

Skills. Every tool potentially provides advantage on a check when used in conjunction with certain skills, provided a character is proficient with the tool and the skill.

Arcana. Your knowledge of the nature and uses of herbs can add insight to your magical studies that deal with plants and your attempts to identify potions.

Investigation. When you inspect an area overgrown with plants, your proficiency can help you pick out details and clues that others might miss.

Medicine. Your mastery of herbalism improves your ability to treat illnesses and wounds by augmenting your methods of care with medicinal plants.

Nature and Survival. When you travel in the wild, your skill in herbalism makes it easier to identify plants and spot sources of food that others might overlook.

Identify Plants. You can identify most plants with a quick inspection of their appearance and smell.

HERBALISM KIT

Activity	DC
Find plants	15
Identify poison	20

RECOMMENDED FEATS

The crafting system presented in this guide is balanced on the assumption that double proficiency can be obtained with *alchemist's supplies* or the *herbalism kit* by a character wishing to follow one or both pursuits.

With that in mind, it is **strongly** recommended to allow use of the Alchemist feat from [Unearthed Arcana: Feats](#) (*in games that allow feats*), as well as the following (or similar) equivalent for the herbalism kit:

HERBALIST

You are expert at harvesting the useful properties of herbs and other plants, and using them to create medicinal salves, remedies, and unguents. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with the herbalism kit. If you are already proficient with it, you add double your proficiency bonus to checks you make with it.
- As an action you can inspect a plant within 5 feet of you and determine whether it is edible or poisonous, provided that you can see and smell it.
- You can apply herbal remedies to help yourself or your allies recover from maladies. Over the course of a short rest, you can expend one *reagent* to remove one poison or disease from either yourself or a friendly creature within reach. You must have access to a herbalism kit to use this benefit.

Further information on the balancing of this system, including design notes and probability tables for both gathering and crafting under various player character scenarios is presented at the end of this volume.

REST VARIANTS

This guide assumes the standard rules for short and long rests described in the *Player's Handbook*, approximating two gathering attempts and a single crafting attempt between long rest cycles. If you use a variant rule for resting, please scale accordingly.



I. FIELD CRAFT

I.A. GATHERING FLORA

Throughout the natural world exist myriad forms of plant life, fungi, and other organic material that the skilled practitioner can use in the alchemical and homeopathic creation of potions, salves, oils and powders. While traversing the wilderness, you may wish to gather such local flora.

This is one facet of the practicing herbalist – whose talents extend to creating homeopathic remedies using the extracts of these flora. The alchemist possesses knowledge for the use of such specimens in a range of alchemical creations.

GATHERING REQUIREMENTS

- A character attempting to gather local flora must be in possession of a herbalism kit.
- Proficiency with the kit is **not** required, but confers advantage on attempts to gather flora if you are proficient in the underlying skill.

THE GATHERING PROCESS

Make an Intelligence (Nature) check to locate, identify and harvest local flora. You make this check with advantage if you are proficient with the herbalism kit and also proficient in the underlying skill. The DC depends on the method of search, as shown in the Foraging Ingredients table. You spend 1 hour per foraging attempt. Availability of ingredients may be adjusted by the DM.

FORAGING INGREDIENTS

Method of Search	DC
Dedicated search without traveling	12
Traveling at a slow pace	15
Traveling at a normal pace	18
Traveling at a fast pace	21

On a success, you collect one ingredient, determined by rolling on the most appropriate Terrain Ecosystems table for your current location. On a critical success (success by 10 or more), you instead recover 1d4 ingredients, making separate rolls for each on the Terrain Ecosystems table. These tables are located in **Appendix A**.

Gathered flora are immediately harvested and converted to alchemical reagents (*discussed in the following section*), which can be stored indefinitely using containers included in your herbalism kit or alchemist's supplies. A description of the available flora in each region is presented, along with optional advanced rules, in **Appendix B**.

SPELL-ASSISTED GATHERING

The *locate animals or plants* spell or similar effect conveys information on the types of flora in the surrounding area, and the direction towards which they are located. The DM rolls 1d4 times on the current Terrain Ecosystem table and provides information on these nearby flora. On a subsequent successful foraging attempt, you can choose from the revealed flora instead of rolling on the Terrain Ecosystem table.

DOWNTIME GATHERING

While there are no strict rules listed herein, it is generally advised to limit foraging attempts to one or two per day of downtime spent – a full day if departing from a nearby settlement, or half a day if downtime is to be spent in the wilderness. Alternatively, the DM can refer to *Xanathar's Guide to Everything: Downtime Activities* as a template for devising their own ruleset for these actions.

I.B. HARVESTING CREATURES

The following rules and examples are presented for harvesting alchemical materials from creatures found or defeated. This system is compatible with [Creature Loot](#), which covers all manner of monster loot, the use of which is encouraged but entirely optional.

HARVESTING REQUIREMENTS

- A character attempting to harvest alchemical ingredients must be in possession of alchemist's supplies.
- Proficiency with these tools is **not** required, but confers advantage on attempts to harvest alchemical ingredients if you are proficient in the underlying skill.

If you are using *Creature Loot*, at the DM's discretion checks made to harvest alchemical ingredients can be made separately from checks to harvest other materials as follows:

THE HARVESTING PROCESS

If a creature dies naturally or its body was found hours or days after death, it is up to the DM what loot remains: specific parts may have already been looted, not remain on the creature long after death, or have degraded beyond use.

If the party is present when the creature is killed, you must make an appropriate in order to claim the loot. You make this check with advantage if you are proficient with alchemist's supplies and also proficient in the requisite skill.

The requisite skill is determined as follows:

- **Nature:** Beast/Dragon/Monstrosity/Plant
- **Survival:** Giant/Humanoid
- **Religion:** Celestial/Fey/Fiend/Undead
- **Arcana:** Aberration/Construct/Elemental/Ooze

The DC depends on the challenge rating of the creature, as shown in the Harvesting a Carcass table.

HARVESTING A CARCASS

Challenge Rating	DC
<5	12
6-10	15
11-15	18
>16	21

This represents your ability to harvest the items without damaging or destroying them.

A comprehensive table of alchemical creature loot is presented in the Creature Loot Tables in **Appendix C**.

II. POTIONCRAFT

This guide interprets alchemy as a way to harness and extract the magical essence of ingredients you find out in the world and use it to your own advantage to create far more powerful elixirs, oils and enchantments than what could be created with just the raw ingredients.

CRAFTING REQUIREMENTS

- A player attempting to craft potions must be in possession of either a herbalism kit or alchemist's supplies, depending on the individual requirements of the recipe.
- Proficiency with the relevant tool is **required**, representing the base competency needed to handle the equipment and follow instruction precisely.

CRAFTING IN THE FIELD

Alchemical items of common and uncommon rarity can be crafted in the field – all you need are the necessary ingredients and access to the correct tool. More potent creations leave little room for distraction or error, and require a safe workshop environment such as a private room at an inn, or a guild alchemist's laboratory. A character can attempt to craft these more unstable items in the field, but makes the check at disadvantage.

THE CRAFTING PROCESS

Crafting must be performed over an uninterrupted two hour session. When an attempt at crafting is initiated, all ingredients are immediately consumed. Interruptions to the process result in automatic failure.

At the end of the session, make one of the following checks, depending on the tool you are using:

Alchemist's Supplies modifier = proficiency bonus + your Intelligence modifier

Herbalism Kit modifier = proficiency bonus + your Intelligence **OR** Wisdom modifier

The DC depends on the item rarity, as shown in the Potion Crafting table.

POTION CRAFTING

Rarity	DC	Rarity	DC
Common	10	Very Rare	22
Uncommon	15	Legendary	25
Rare	19		

THE ALCHEMICAL BASE

All alchemical concoctions require an alchemical base, a foundation on which the formulations are created. Generally, the more powerful the effect, the more refined and costly the requisite base. The following list describes the most common categorizations of bases:

Alcohol Made from naturally occurring ethanol fermented over time, distilled to varying degrees of purity. Alcohol is required create potions, as well as substances that ignite and burn readily.

Black powder. Consists of a mixture of sulfur, charcoal, and saltpeter. Black powder is used in the creation of explosives.

Grease. More common types of grease are made by combining plant oils with lime soap. Grease is required to make alchemical oils.

Phosphorus. Phosphorus can be processed into a weak acid, or powdered and used to produce a thick white smoke.

Sulfur. Refined sulfur is created by burning volcanic sulfur deposits in brick kilns built on sloping hillsides. Can either be dissolved to form *sulfuric acid*, or burned to create a thick noxious smoke.

Other bases include common ingredients such as distilled water or salt – all standard within a set of *alchemist's supplies*.

ACQUISITION

Alchemical bases must be purchased from an apothecary or other dealer in alchemical goods, the prices of which are shown in the Alchemical Bases table. A general trader may be able to supply the most common ingredients, while the rarest ingredients may only be available in large cities, or perhaps even restricted to members of an arcane guild of a certain rank.

ALCHEMICAL BASES

Base	Rarity	Cost	Availability
Alcohol	Common	10 gp	General
Calcium Grease	Common	10 gp	General
Phosphorus	Common	10 gp	General
Black Powder	Uncommon	25 gp	Specialist
White Phosphorus	Uncommon	25 gp	Specialist
Sulfur	Uncommon	25 gp	Specialist
Distilled Alcohol	Rare	100 gp	Specialist
Lithium Grease	Rare	100 gp	Specialist
Aluminum Grease	Very Rare	250 gp	Limited
Pure Alcohol	Very Rare	250 gp	Limited



METHOD 1: HERBAL ALCHEMY

Herbal alchemy involves the use of the extracted essence of harvested flora. **The following additional ingredients are required in addition to the correct alchemical base when creating potions using this method:**

I. REAGENTS

Reagents are the extracted purified essence of alchemical flora which form the basis of herbal alchemy. Alchemical symbols are used to denote the six categories of reagent as follows:

Reagent	Symbol	Reagent	Symbol
Water	💧	Air	☁️
Fire	🔥	Life	🌱
Earth	▲	Shadow	⬛

All varieties of alchemical flora are associated with only **one** reagent. A summarized list of all currently known alchemical creations, including information on the type and number of reagents required for crafting each is shown in the *Quick Reference Crafting Tables* in **Appendix D**.

The relative availability of each reagent type varies according to the generally prevailing weather conditions of the surrounding area (e.g. *fire-type flora are commonly found in desert climates; whereas water-type flora are more rare*). Information on the different flora available in each climate region is presented in the *Terrain Ecosystems* tables in **Appendix A**.

II. SPECIAL REQUIREMENTS

Certain recipes list a supplementary requirement to the alchemical base and reagents necessary for a preparation. For example, potions mimicking the effect of a spell often require casting the spell as part of the crafting process, thereby imbuing the potion with its magics.

METHOD 2: TISSUE TRANSMUTATION

Studying the unique properties of creatures forms part of the alchemist's pursuit, and has resulted in the development of potions using special tissues harvested from specific creatures. **This method requires only a unique ingredient from a certain creature or creatures in addition to the correct alchemical base.** Due to the arcane nature of potion-making using creature organs and viscera, the vast majority of such concoctions are created using alchemist's supplies.

CREATURE PARTS

A complete list of potions that can be prepared using creature parts is presented in the *Quick Reference Crafting Tables* in **Appendix D**. Instances listing multiple parts for a single concoction indicates a range of potential ingredients, not a requirement to be in possession of each, needed to attempt the preparation.

DOWNTIME CRAFTING

Much like gathering, strict rules have not been codified for crafting alchemical items as a downtime activity. As a general rule it is advised to limit crafting to a single attempt per full day of downtime spent, taking either half a day or a full day, at the DM's discretion.



III. POTIONS A-Z

This chapter contains all the recipes we have gathered in our research. The chapter begins with the potion lists suitable for the alchemist and then the herbalist. The remainder contains potion descriptions, presented in alphabetical order by the name of the potion.

ALCHEMIST POTIONS

COMMON POTIONS

Acid, Phosphoric
Alchemist's Fire
Alchemist's Tinder†
Cat's Eye†
Flash Pellet†
Liquid Courage†
Oil of Light†
Poison Smoke†
Smokestick†
Tanglefoot Bag†
Thunderstone†

UNCOMMON POTIONS

Acid, Sulfuric†
Gunpowder
Morning Star†
Oil of Darkness†
Oil of Flame†
Oil of Lesser Sharpness†
Oil of Levitation†
Philter of Love
Potion of Arcane Armor†
Potion of Aggression†
Potion of Elven Enmity†
Potion of Fire Breath
Potion of Hill Giant's Strength
Potion of Magic Strikes†
Potion of Nomog-Geaya†
Potion of Poison
Potion of Rampage†
Potion of Recklessness†
Potion of Resistance
Potion of Sanctuary†

RARE POTIONS

Acid, Hydrochloric†
Dragon Egg†
Elixir of Health
Oil of Keen Edge†
Oil of Invisibility†
Oil of Magic Vestment†
Oil of Minor Sharpness†
Potion of Darkvision†
Potion of Diminution
Potion of Displacement†
Potion of Evasion†
Potion of Fire Giant's Strength
Potion of Frost/Stone Giant's Strength
Potion of Gaseous Form
Potion of Greater Magic Strikes†
Potion of Gruumsh's Fury†
Potion of Hrugguk†
Potion of Invulnerability
Potion of Levitation†
Potion of Magic Resistance†
Potion of Mind Reading
Potion of Misdirection†
Potion of Nondetection†
Potion of Raise Undead†
Potion of Recall†
Potion of Shadow Teleportation†
Potion of Spider Climb†
Potion of Tongues†
Potion of Tremorsense†
VERY RARE POTIONS
Draught of Fine Fettle†
Oil of Etherealness
Oil of Greater Magic Vestment†

Oil of Sharpness
Potion of Broodguard Transformation†
Potion of Cloud Giant's Strength
Potion of Flying
Potion of Immunity†
Potion of Invisibility
Potion of Longevity
Potion of Polymorph†
Potion of Shadow†
Potion of Superior Blindsight†
Potion of Superior Darkvision†
Potion of Superior Magic Strikes†
Potion of Protection from Arrows†
Potion of Rage†
Potion of Speed

LEGENDARY POTIONS

Oil of Superior Magic Vestment†
Potion of Storm Giant's Strength
Potion of Tarrasque Constitution†
Potion of Tarrasque Strength†
Potion of Truesight†
Potion of Ultimate Resilience†

HERBALIST POTIONS

COMMON POTIONS

Antitoxin
Fortifying Powder†
Oil of Magic Stones†
Potion of Climbing
Potion of Healing
Potion of Springing†

† Homebrew item not found in official source material

UNCOMMON POTIONS

Oil of Shillelagh†
Oil of Slipperiness†
Pomander of Warding†
Potion of Adaptation†
Potion of Animal Friendship
Potion of Greater Healing
Potion of Growth
Potion of Invisibility from Undead†
Potion of Water Breathing

RARE POTIONS

Potion of Ability Enhancement†
Potion of Barkskin†
Potion of Camouflage†
Potion of Clairvoyance†
Potion of Courage
Potion of Fungal Immunity†
Potion of Heroism
Potion of Protection from Evil and Good†
Potion of Remove Curse†
Potion of Restoration†
Potion of Superior Healing
Potion of Water Walk†

VERY RARE POTIONS

Potion of Faith Shielding†
Potion of Protection from Poison†
Potion of Supreme Healing
Potion of Vitality
Stone Salve†

LEGENDARY POTIONS

Potion of Hope†
Potion of Magic Circle†

POTION DESCRIPTIONS

The potions are presented in alphabetical order. A potion's description gives its name, category, rarity, magical properties, and the items needed to create it.

ACID

Improvised weapon, rarity varies

- **Alchemical Base:** Phosphorus/ sulfur/ salt
- **Herbal Alchemy:** 🔥 / 💧 + 🔥 / 💧 + 🍄 + sulfuric acid
- **Tissue Transmutation:** Flumph tentacle or yellow flower

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes damage depending on its rarity, as shown in the Acid Vials table.

ACID VIALS

Vial of ...	Rarity	Bonus
Phosphoric Acid	Common	2d6
Sulfuric Acid	Uncommon	4d6
Hydrochloric Acid	Rare	6d6

If imbibed, acids deal twice the normal damage, and if the target is a living creature it must succeed on a DC 13 Constitution saving throw or become poisoned for 1d4 hours.



ALCHEMIST'S FIRE

Improvised weapon, common

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** 🔥
- **Tissue Transmutation:** N/A

This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

ALCHEMIST'S TINDER

Improvised weapon, common

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** 🍄
- **Tissue Transmutation:** N/A

This 6 inch long, square wooden rod is coated with a dry alchemical substance, which is then coated with a layer of wax. When the wax is scraped away to expose the alchemical substance to air, the substance ignites a minute later with intense heat and burns for 5 minutes.

The fire is unaffected by wind or precipitation, and inflicts 1d6 points of fire damage each round to anything touching it. It is primarily used to light fires in difficult conditions.

ANTITOXIN

Potion, common

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** 🍄
- **Tissue Transmutation:** N/A

A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

CAT'S EYE

Potion, common

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** 🍄
- **Tissue Transmutation:** N/A

Drinking this inky-black potion causes your eyes to take on a cat-like appearance, allowing you to see in dim light within 60 feet of you as if it were bright light for 8 hours.

DRAGON EGG

Improvised explosive, rare

- **Alchemical Base:** Black powder
- **Herbal Alchemy:** 🔥 + 🍄 + a barrel, chest or similar container
- **Tissue Transmutation:** N/A

This small, iron-bound wooden cask is filled with an alchemical mix of strange powders and liquids. It smells very strongly of sulfur. A fuse protrudes from the top of the cask. The cask weighs 20 lbs. Once lit, the fuse burns quickly. 1d4 + 1 rounds after you ignite the fuse, the cask explodes. Each creature in a 20-foot radius must make a DC 15 Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much on a successful one.

If the dragon's egg cask suffers any fire or lightning damage, it explodes at the end of the next round.

DM TOOLKIT:

Consider rolling the fuse die secretly and keeping the result hidden from the players, simulating the varying time to detonation of early explosives!

DRAUGHT OF FINE FETTER

Potion, very rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Tarrasque claw

When you drink this potion, you gain immunity to being charmed, frightened, paralyzed, poisoned, and blinded for 4 hours.

ELIXIR OF HEALTH

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** ▲ + ☽
- **Tissue Transmutation:** N/A

When you drink this potion, it cures any disease afflicting you, and it removes the blinded, deafened, paralyzed, and poisoned conditions. The clear red liquid has tiny bubbles of light in it.

FLASH PELLET

Improvised weapon, common

- **Alchemical Base:** Phosphorus
- **Herbal Alchemy:** ▲
- **Tissue Transmutation:** N/A

When thrown against a hard surface, this walnut-sized alchemical pellet explodes in a blinding flash of light. As an action, you can throw the pellet at a point up to 30 feet away. Each creature in a 5-foot radius must succeed at a DC 12 Dexterity saving throw to avert their gaze or are blinded for 1 round, and suffer disadvantage on any attack rolls or Wisdom (Perception) checks based on sight 1 round additional round after that. Creatures with a vulnerability to bright light have disadvantage on this save.

FORTIFYING POWDER

Potion, common

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** ▲
- **Tissue Transmutation:** N/A

A single packet of this chalky white powder is mixed with a beverage. Drinking this potion provides 2d4 temporary hit points. A creature cannot benefit from more than one dose of this powder before finishing a long rest.



GUNPOWDER

Explosive, uncommon

- **Alchemical Base:** Black powder
- **Herbal Alchemy:** 🔥 + ▲
- **Tissue Transmutation:** N/A

Gunpowder is chiefly used to propel a bullet from the barrel of a pistol or rifle, or it is formed into a bomb. Gunpowder is stored in small wooden kegs and water resistant powder horns.

Setting fire to a container full of gunpowder can cause it to explode, dealing fire damage to creatures within 10 feet of it (3d6 for a powder horn, 7d6 for a keg). A successful DC 12 Dexterity saving throw halves the damage. Setting fire to an

ounce of gunpowder causes it to flare for 1 round, shedding bright light in a 30-foot radius and dim light for an additional 30 feet.

LIQUID COURAGE

Potion, common

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** ☽
- **Tissue Transmutation:** N/A

When you drink this potion, you become immune to being frightened for 1 hour. If you are frightened when you drink the potion, you are no longer frightened. The liquid within smells strongly of alcohol.

MORNING STAR

Improvised weapon, uncommon

- **Alchemical Base:** White phosphorus
- **Herbal Alchemy:** ☽ + ●
- **Tissue Transmutation:** N/A

As an action, you can throw this grenade at a point up to 30 feet away. At the start of your next turn, it emits an opaque cloud of poisonous gas filling a 20-foot radius sphere. Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw (DC 12) or become poisoned for 1 minute. A creature can make the saving throw again at the start of each of its turns, ending the poisoned condition on a success.

Additionally, the gas ignites violently on contact with an open flame, and each creature in the area must make a DC 15 Dexterity saving throw. A target takes 4d6 fire damage on a failed save, or half as much on a successful one. The gas dissipates naturally over a period of up to 1 minute, depending on the wind conditions.

OIL OF DARKNESS

Potion, uncommon

- **Alchemical Base:** Calcium grease
- **Herbal Alchemy:** 🔥 + ●
- **Tissue Transmutation:** N/A

This oil can coat a single object with a surface area of up to 10 square feet. Applying the oil takes 1 minute. Magical darkness spreads from the object to fill a 15-foot radius sphere for 10 minutes. Covering the object with an opaque object blocks the darkness.

OIL OF ETHEREALNESS

Potion, very rare

- **Alchemical Base:** Aluminium grease
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Succubus/Incubus heart or a vial of ectoplasm

Beads of this cloudy gray oil form on the outside of its container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the *ethereality* spell for 1 hour.

OIL OF FLAME

Potion, uncommon

- **Alchemical Base:** Calcium grease
- **Herbal Alchemy:** 🔥 + 🌿
- **Tissue Transmutation:** N/A

This oil can coat one melee weapon or up to 5 pieces of ammunition. Applying the oil takes 1 minute. For 1 hour, the coated weapon deals an additional 1d6 fire damage. A flammable object hit by this weapon ignites if it isn't being worn or carried.

OIL OF KEEN EDGE

Potion, rare

- **Alchemical Base:** Lithium grease
- **Herbal Alchemy:** 💧 + ▲
- **Tissue Transmutation:** N/A

This oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated weapon is magical and scores a critical hit on a roll of 19 or 20.

OIL OF INVISIBILITY

Potion, rare

- **Alchemical Base:** Lithium grease
- **Herbal Alchemy:** 🌀 + ⬤
- **Tissue Transmutation:** N/A

This oil can coat a single object with a surface area of up to 10 square feet. Applying the oil takes 1 minute. The object becomes invisible for 24 hours.

OIL OF LEVITATION

Potion, uncommon

- **Alchemical Base:** Calcium grease
- **Herbal Alchemy:** 💧 + 🌀
- **Tissue Transmutation:** N/A

This oil can coat a single object with a surface area of up to 10 square feet that weighs 500 pounds or less. Applying the oil takes 1 minute. The object rises 5 feet into the air and floats there for 10 minutes. The object can be moved freely by physical labor, and continues to float in place for the duration.

OIL OF LIGHT

Potion, common

- **Alchemical Base:** Calcium grease
- **Herbal Alchemy:** 🌿
- **Tissue Transmutation:** N/A

This oil can coat a single object with a surface area of up to 10 square feet. Applying the oil takes 1 minute. The object radiates bright light in a 60-foot radius and dim light for an additional 60 feet. Covering the object with an opaque object blocks the light.

OIL OF MAGIC STONES

Potion, common

- **Alchemical Base:** Calcium grease
- **Herbal Alchemy:** 💧

- **Tissue Transmutation:** N/A

This oil can coat up to three small stones. Applying the oil takes an action. For 1 hour, the coated stones become magical and gain a +1 bonus on attack and damage rolls made with them. They can be slung from a sling as magical ammunition, or can be thrown. If thrown, they have the Thrown property, a range of 20/60 feet, and deal 1d4 damage. All creatures are considered proficient when throwing the stones.

OIL OF MAGIC VESTMENT

Potion, rarity varies

- **Alchemical Base:** Lithium grease/ aluminium grease/ aluminium grease
- **Herbal Alchemy:** 💧 + 🔥 / 💧 + 🌀 / 💧 + ▲
- **Tissue Transmutation:** N/A

This oil can coat one set of armor or clothing. Applying the oil takes 10 minutes. For 8 hours, the coated item is magical and grants a bonus to AC depending on its rarity, as shown in the Oils of Magic Vestment table. Coated clothing is treated as armor that grants an AC of 10 plus the target's Dexterity modifier.

OILS OF MAGIC VESTMENT

Oil of...	Rarity	Bonus
Magic Vestment	Rare	+1
Greater Magic Vestment	Very Rare	+2
Superior Magic Vestment	Legendary	+3

OIL OF SHARPNESS

Potion, rarity varies

- **Alchemical Base:** Calcium grease/ lithium grease/ aluminium grease
- **Herbal Alchemy:** 💧 + ▲ / 🔥 + 🌀 / 🌿 + ⬤
- **Tissue Transmutation:** N/A

This clear, gelatinous oil sparkles with tiny, ultra-thin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a bonus to attack and damage rolls depending on the potion's rarity, as shown in the Oils of Sharpness table.

OILS OF SHARPNESS

Oil of...	Rarity	Bonus
Lesser Sharpness	Uncommon	+1
Minor Sharpness	Rare	+2
Sharpness	Very Rare	+3

OIL OF SHILLELAGH

Potion, uncommon

- **Alchemical Base:** Calcium grease
- **Herbal Alchemy:** ▲ + 🌿
- **Tissue Transmutation:** N/A

This oil can coat one club or quarterstaff. Applying the oil takes 1 minute. For 1 hour, you can use your Wisdom modifier instead of Strength for the attack and damage rolls of melee attacks using the coated weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already.

OIL OF SLIPPERINESS

Potion, uncommon

- **Alchemical Base:** Calcium grease
- **Herbal Alchemy:** 🌿 + 🍄
- **Tissue Transmutation:** N/A

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a *freedom of movement* spell for 8 hours.

Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the *grease* spell in that area for 8 hours.

PHILTER OF LOVE

Potion, uncommon

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** 🌿 + 🍄 (must be brewed on a new moon)
- **Tissue Transmutation:** N/A

The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

POISON SMOKE

Improvised weapon, common

- **Alchemical Base:** Sulfur
- **Herbal Alchemy:** 🍄
- **Tissue Transmutation:** N/A

As an action, you can throw this vial up to 20 feet, shattering it on impact. Make a ranged attack against a creature, treating the poison smoke as an improvised weapon. On a hit, the target takes 1d4 poison damage and must make a Constitution saving throw (DC 13) or become poisoned for 1 minute. A creature can make the saving throw again at the start of each of its turns, ending the poisoned condition if successful. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

POMANDER OF WARDING

Incense, uncommon

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** 🌿 + 🍄
- **Tissue Transmutation:** N/A

This ball of aromatic spices and perfumes fills an area in a 15-foot radius with a strong aroma for 8 hours after being unwrapped. Undead creatures of CR 2 or lower that enter this area must make a Wisdom saving throw (DC 15) or be turned, as detailed in the Turn Undead cleric feature.

POTION OF ABILITY ENHANCEMENT

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** 🌿 + 🔥
- **Tissue Transmutation:** N/A

When you drink this potion, you gain a +2 bonus to one ability score for 1 hour, depending on it's type.

d6	Name	Ability Score
1	Boar's Strength	+2 Strength
2	Cat's Grace	+2 Dexterity
3	Bear's Endurance	+2 Constitution
4	Fox's Cunning	+2 Intelligence
5	Owl's Wisdom	+2 Wisdom
6	Eagle's Splendour	+2 Charsima

POTION OF ADAPTATION

Potion, uncommon

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** 🌿 + 🔥
- **Tissue Transmutation:** N/A

When you drink this potion, you and everything you wear and carry are unharmed by temperatures as low as -50°F and as high as 150°F for 24 hours.

POTION OF AGGRESSION

Potion, uncommon

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Orc war chief head

When you drink this potion, you can take a bonus action on each of your turns to Dash towards an enemy you can see. This effects lasts for 1 hour.

POTION OF ANIMAL FRIENDSHIP

Potion, uncommon

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** 🌿 + 🍄 + *animal friendship* spell
- **Tissue Transmutation:** Dryad heart or sahuagin fin

When you drink this potion, you can cast the *animal friendship* spell (DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

POTION OF ARCANE ARMOR

Potion, uncommon

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** 🌿 + 🍄 + *mage armor* spell
- **Tissue Transmutation:** N/A

When you drink this potion, you are surrounded in a protective magical force, granting you an AC of 13 + your Dexterity modifier for the next 8 hours as long as you are not wearing any armor.

POTION OF BARKSKIN

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** ▲ + ☞ + *barkskin* spell
- **Tissue Transmutation:** N/A

When you drink this potion, your skin feels dry and stiff as it gains a rough, bark-like appearance. Your AC can't be less than 16 for the next hour regardless of what kind of armor you are wearing.

POTION OF BROODGUARD TRANSFORMATION^{VGM}

Potion, very rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** 5 vials of broodguard blood

A humanoid that drinks the potion must make a DC 15 Constitution saving throw. On a failure, the creature is incapacitated for 1d6 + 6 days, and slowly transforms into a Yuan-Ti Broodguard over that period. On a success, the creature takes 14 (4d6) poison damage but is otherwise unaffected.

A spell such as *lesser restoration* or *remove curse* can end the transformation process at any time before it runs its course. After the process is complete, only a *wish* spell can reverse the effect.

POTION OF CAMOUFLAGE

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** ▲ + ● + *pass without trace* spell
- **Tissue Transmutation:** N/A

When you drink this potion, you gain the effect of the *pass without trace* spell for 1 hour (no concentration required).

POTION OF CLAIRVOYANCE

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** ☞ + ● + *clairvoyance* spell
- **Tissue Transmutation:** N/A

When you drink this potion, you gain the effects of the *clairvoyance* spell for 10 minutes (no concentration required). An eyeball bobs in the yellowish liquid but vanishes when the potion is opened.

POTION OF CLIMBING

Potion, common

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Drider leg

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

POTION OF DARKVISION

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** ▲ + ●
- **Tissue Transmutation:** Cloaker, froghemoth, or roper eye

When you drink this potion, you gain darkvision to a distance of 60 feet for 8 hours. If you already have darkvision with a range of at least 60 feet, the range increases by 30 feet for the duration.

POTION OF DIMINUTION

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** ▲ + ☞ + *enlarge/reduce* spell
- **Tissue Transmutation:** N/A

When you drink this potion, you gain the "reduce" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

POTION OF DISPLACEMENT

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** ● + ☞ + *blur* spell
- **Tissue Transmutation:** N/A

When you drink this potion, you gain the effects of the *blur* spell for 1 minute (no concentration required). Looking into this potion's bottle, you can see multiple shifting reflections of your own face in the orange fluid.

POTION OF ELVEN ENMITY

Potion, uncommon

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Sahuagin baron heart

Drinking this potion gives you advantage on attack rolls against elves, and on saving throws against effects from spells cast by elves for 1 hour.

POTION OF EVASION

Potion, very rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Demilich tooth

For 1 hour after drinking it, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

POTION OF FAITH SHIELDING

Potion, very rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** ● + ☞
- **Tissue Transmutation:** N/A

When you drink this potion, you gain a +2 bonus to AC for the next 10 minutes and are surrounded by a shimmering field, shedding bright light in a 20-foot radius and dim light for an additional 20 feet.

POTION OF FIRE BREATH

Potion, uncommon

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Chimera claw or 4 hell hound teeth

After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed.

This potion's orange liquid flickers, and smoke fills the top of the container and wafts out whenever it is opened.

POTION OF FLYING

Potion, very rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Glabrezu claw

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

POTION OF FUNGAL IMMUNITY



Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Fomorian stomach lining

When you drink this potion, you gain immunity to the poisoned condition if it would be caused by fungi or fungal creatures for 8 hours.

POTION OF GASEOUS FORM

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:**  +  + *gaseous form* spell
- **Tissue Transmutation:** N/A

When you drink this potion, you gain the effect of the *gaseous form* spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

POTION OF GIANT STRENGTH

Potion, rarity varies

- **Alchemical Base:** Alcohol/ Distilled alcohol/ Pure alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Brontosaurus heart, cyclops heart, ettin heart, or a giant fingernail (*various*)



When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see the table below). The potion has no effect on you if your Strength is equal to or greater than that score.

This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type. The potion of *frost giant strength* and the potion of *stone giant strength* have the same effect.

Type of Giant	Strength	Rarity
Hill giant	21	Uncommon
Frost/stone giant	23	Rare
Fire giant	25	Rare
Cloud giant	27	Very rare
Storm giant	29	Legendary

POTION OF GROWTH

Potion, uncommon

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:**  + 
- **Tissue Transmutation:** Duergar head

When you drink this potion, you gain the "enlarge" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

POTION OF GRUUMSH'S FURY





Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Orc left eye of fury

When you drink this potion, your melee attacks deal an extra 1d8 damage for 1 hour. This effect ends early if you fail to take an attack action against a creature for more than 30 seconds.

POTION OF HEALING

Potion, rarity varies

- **Alchemical Base:** Alcohol/ distilled alcohol/ pure alcohol
- **Herbal Alchemy:**  /  + any /  + any /  × 2 + any
- **Tissue Transmutation:** Centaur hoof, ki-rin hoof, rhino horn, or unicorn hoof



You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

POTIONS OF HEALING

Potion of ...	Rarity	HP Regained
Healing	Common	2d4 + 2
Greater Healing	Uncommon	4d4 + 4
Superior Healing	Rare	8d4 + 8
Supreme Healing	Very rare	10d4 + 20

POTION OF HEROISM

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:**  + 
- **Tissue Transmutation:** N/A

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bleed* spell (no concentration required). This blue potion bubbles and steams as if boiling.

POTION OF HOPE

Potion, legendary

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** 🔥 + ▲
- **Tissue Transmutation:** N/A

When you drink this potion, you gain advantage on all attack rolls, ability checks, and saving throws, and a +2 bonus to all damage rolls, for the next minute.

POTION OF HRUGGUK

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Strong bugbear heart

When you drink this potion, you gain advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep for 1d4 hours.

POTION OF IMMUNITY

Potion, very rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Adult remorhaz heat gland, chromatic dragon tail (*various*), or a vial of tarrasque stomach acid

When you drink this potion, you gain immunity to one type of damage for 1 hour, depending on its type.

POTION OF INVISIBILITY

Potion, very rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** 💧 + ● + *invisibility* spell
- **Tissue Transmutation:** Duergar head, imp wing, or a vial of ectoplasm

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

POTION OF INVISIBILITY FROM UNDEAD

Potion, uncommon

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** ☁ + ●
- **Tissue Transmutation:** N/A

When you drink this potion, you become invisible to undead creatures for 1 hour. Anything you wear or carry is invisible with you. Other creatures perceive you normally. The effect ends early if you attack, cast a spell, or turn undead. The potion is a deep, transparent green and it glows faintly in dim or dark conditions.

POTION OF INVULNERABILITY

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** 🔥 + ▲
- **Tissue Transmutation:** N/A

For 1 minute after you drink this potion, you have resistance to nonmagical damage. The potion's syrupy liquid looks like liquefied iron.

POTION OF LEVITATION

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** ▲ + ☁ + *levitate* spell
- **Tissue Transmutation:** N/A

When you drink this potion, you gain the effect of the *levitate* spell for 10 minutes (no concentration required).

POTION OF LONGEVITY

Potion, very rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** 🔥 + ☁
- **Tissue Transmutation:** N/A

When you drink this potion, your physical age is reduced by 1d6 + 6 years, to a minimum of 13 years. Each time you subsequently drink a *potion of longevity*, there is a 10% cumulative chance that you instead age by 1d6 + 6 years.

POTION OF MAGIC CIRCLE

Potion, legendary

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** 💧 + ▲
- **Tissue Transmutation:** N/A

When you drink this potion, you and each creature within 10 feet of you gain the effect of the *protection from evil and good* spell for 1 hour (no concentration required). A creature only benefits from this effect while they remain within 10 feet of you, and a creature that moves within 10 feet of you gains the effect even if they were not within range when you drank the potion.

In addition, aberrations, celestials, elementals, fey, fiends, and undead cannot willingly move to a space within 10 feet of you. If they enter the area unwillingly (such as if you move towards them, or if they are pushed into the area), they are not forced to move away.

POTION OF MAGIC RESISTANCE

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Demilich tooth, demon snake tail, demon spider leg, goristro horn, or hezrou spine

When you drink this potion, you have advantage on all saving throws against spells and magical effects for 1 hour. The potion's shimmering liquids is striped with all the colors of the rainbow.

POTION OF MAGIC STRIKES

Potion, varies

- **Alchemical Base:** Alcohol/ distilled alcohol/ pure alcohol
- **Herbal Alchemy:** ☁ + ☘ / 🔥 + ☘ / ▲ + ☘
- **Tissue Transmutation:** N/A

When you drink this potion, your unarmed strikes and natural weapons become magical and gain a bonus on attack and damage rolls for 1 hour. This bonus depends on the potion's rarity, as shown in the Potions of Magic Strikes table.

POTIONS OF MAGIC STRIKES

Potion of ...	Rarity	Bonus
Magic Strikes	Uncommon	+1
Greater Magic Strikes	Rare	+2
Superior Magic Strikes	Very Rare	+3

POTION OF MIND READING

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** ☁ + ☘ + *detect thoughts* spell
- **Tissue Transmutation:** Doppelganger brain or neothelid tentacle

When you drink this potion, you gain the effect of the *detect thoughts* spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.



POTION OF MISDIRECTION

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** 🍷 + ☘
- **Tissue Transmutation:** N/A

When you drink this potion, choose another creature or object within 30 feet. For the next 8 hours, whenever you are subjected to any divination spell or other form of magical scrying effect, the effect instead targets the chosen creature or object as long as you remain within 1 mile of it.

POTION OF NOMOG-GEAYA

Potion, uncommon

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Strong hobgoblin heart

For 1 minute after drinking this potion, your weapon attacks deal an extra 7 (2d6) damage if an ally is within 5 feet of the target that isn't incapacitated.

POTION OF NONDETECTION

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** ☘ + 🍷 + *nondetection* spell
- **Tissue Transmutation:** N/A

When you drink this potion, you gain the effect of the *nondetection* spell for 8 hours.

POTION OF POISON

Potion, uncommon

- **Alchemical Base:** Sulfur
- **Herbal Alchemy:** 🍷 + any + any *potion of healing*
- **Tissue Transmutation:** N/A

This concoction looks, smells, and tastes like a *potion of healing* or other beneficial potion. However, it is actually poison masked by illusion magic. An *identify spell* reveals its true nature.

If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

POTION OF POLYMORPH

Potion, very rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Lizardfolk heart of semuanya, a vial of archdruid blood, oni eye, or a vial of ancient metallic dragon salve (*various*)

When you drink this potion, you gain the effect of the *polymorph* spell for 1 hour (no concentration required). The potion's rust orange color is flecked with dark grey.

POTION OF PROTECTION FROM ARROWS

Potion, very rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** ▲ + ☁
- **Tissue Transmutation:** N/A

When you drink this potion, you gain a +2 bonus to AC against ranged weapon attacks for the next 10 minutes.

POTION OF PROTECTION FROM EVIL AND GOOD

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** ☯ + ● + *protection from evil and good* spell
- **Tissue Transmutation:** N/A

When you drink this potion, you gain the effect of the *protection from evil and good* spell for 1 hour (no concentration required).

POTION OF PROTECTION FROM POISON

Potion, very rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** ☯ + ●
- **Tissue Transmutation:** Green dragon tail or a vial of foul ichor

When you drink this potion, you become immune to poison damage and the poisoned condition for 1 hour. If you are poisoned when you drink the potion, the poison is neutralized.

POTION OF RAGE

Potion, very rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** 🔥 + ●
- **Tissue Transmutation:** N/A

When you drink this potion, you fly into a berserk rage. For 1 minute, you have advantage on Strength checks and Strength saving throws, you gain a +2 bonus when you roll for damage with a melee weapon attack using Strength, and you have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging.

This effect ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then.

POTION OF RAISE UNDEAD

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Death tyrant skull

When poured over the remains of an undead creature, this potion repairs the body and refreshes the necromantic magics to return the creature to unlife. The undead regains all of its hit points and remains under your control for the next 24 hours.

POTION OF RAMPAGE

Potion, uncommon

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Leucrotta hoof

For 1 minute after drinking this potion, when you reduce another creature to 0 hit points with a melee attack, you can

use your bonus action to move up to half your speed and make an additional melee attack. This effect ends early if you haven't attacked or taken damage since the beginning of your last turn.

Curse. While under the effects of this potion, you are cursed. As long as you remain cursed, you must take the Attack action on each of your turns to attack a creature.

POTION OF RECALL

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Minotaur horn

When you drink this potion, you gain the ability to perfectly recall any path they have traveled for up to 8 hours, and automatically succeed on saving throws to escape the *maze* spell and similar areas.

POTION OF RECKLESSNESS

Potion, uncommon

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Barlgura tusk

When you drink this potion, you gain advantage on melee weapon attack rolls using Strength for 1 minute, but during this time attack rolls against you have advantage.

POTION OF REMOVE CURSE

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** 💧 + ☯
- **Tissue Transmutation:** N/A

When you drink this potion, all curses affecting you end. If the curse is caused by a magic item, the curse remains on the object, but the potion breaks the drinker's attunement to the object so it can be removed or discarded.

POTION OF RESISTANCE

Potion, uncommon

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** 🔥 + ▲
- **Tissue Transmutation:** Cambion horn, death knight eye, demilich tooth, a dollop of orange jelly, grell beak, heart of the mummy, mote of green flame, naga bone, shambling mound vine, young remorhaz heat gland

When you drink this potion, you gain resistance to one type of damage for 1 hour, depending on its type.

d10	Damage Type	d10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

POTION OF RESTORATION

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** 🔥 + 🌿
- **Tissue Transmutation:** N/A

When you drink this potion, your exhaustion level is reduced by one. You cannot benefit from the effects of this potion again before finishing a long rest.

POTION OF SANCTUARY

Potion, uncommon

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** 💧 + 🌿
- **Tissue Transmutation:** N/A

When you drink this potion, any creature targeting you with an attack or harmful spell within the next minute must make a DC 12 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This potion doesn't protect the drinker from area effects, such as the blast from a *fireball* spell. The effect ends if you make an attack or cast a spell.

POTION OF SHADOW

Potion, very rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Mote of shadow

For a period of 1 hour after drinking this potion, you gain resistance to all damage types other than force, fire, or radiant as long as you are in dim light or darkness. Additionally, any damage type, resistance, vulnerability, or immunity granted by an item of draconic origin is changed to necrotic.

POTION OF SHADOW TELEPORTATION

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Meenlock or shadow mastiff heart

When you drink this potion, you can use a bonus action to teleport to an unoccupied space within 30 feet, provided both your present location and the destination are in dim light or darkness. The effect lasts for 10 minutes.

POTION OF SPEED

Potion, very rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** 🔥 + 🌀 + *haste* spell
- **Tissue Transmutation:** N/A

When you drink this potion, you gain the effect of the *haste* spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own.

POTION OF SPIDER CLIMB

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Roper eye

When you drink this potion, you gain the effect of the *spider climb* spell for 1 hour (no concentration required).

POTION OF SPRINGING

Potion, common

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** 🔥
- **Tissue Transmutation:** N/A

When you drink this potion, your jump distance is tripled for 1 hour.

POTION OF SUPERIOR BLINDSIGHT

Potion, very rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Elder brain occipital lobe

When you drink this potion, you gain blindsight to a distance of 120 feet for 1 hour.

POTION OF SUPERIOR DARKVISION

Potion, rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Vrock or drider eye

When you drink this potion, you gain darkvision to a distance of 120 feet for 8 hours. If you already have darkvision with a range of at least 120 feet, the range increases by 60 feet for the duration.

POTION OF TARRASQUE CONSTITUTION

Potion, legendary

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Tarrasque gullet (makes 1d10 potions)

When you drink this potion, your Constitution score becomes 30 for 1 hour. The potion has no effect on you if your Constitution is equal to or greater than that score.

POTION OF TARRASQUE STRENGTH

Potion, legendary

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Tarrasque heart (makes 1d10 potions)

When you drink this potion, your Strength score becomes 30 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score.

POTION OF TONGUES

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** 🍷 + 🍷 + *tongues* spell
- **Tissue Transmutation:** N/A

When you drink this potion, you gain the effect of the *tongues* spell for 1 hour.

POTION OF TREMORSENSE

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Remorhaz or umber hulk antenna

When you drink this potion, you gain tremorsense to a distance of 60 feet for 1 hour.

POTION OF TRUESIGHT

Potion, very rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Arcanloth eye, demilich tooth, erinyes feather, eye of the empyrean, eye of the sphinx, marilith head, or nothic eye

When you drink this potion, you gain truesight to a distance of 120 feet for 1 hour.

POTION OF ULTIMATE RESILIENCE

Potion, legendary

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Kraken eye

Drinking this potion grants advantage on all saving throws for 8 hours. This effect cannot be dispelled.

POTION OF VITALITY

Potion, very rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** A vial of troll blood

When you drink this potion, it removes any exhaustion you are suffering and cures and disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend. The potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.

POTION OF WATER BREATHING

Potion, uncommon

- **Alchemical Base:** Alcohol
- **Herbal Alchemy:** 🍷 + 🍷
- **Tissue Transmutation:** N/A

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

POTION OF WATER WALK

Potion, rare

- **Alchemical Base:** Distilled alcohol
- **Herbal Alchemy:** 🍷 + 🍷 + *water walk* spell
- **Tissue Transmutation:** N/A

When you drink this potion, you gain the effect of the *water walk* spell for 1 hour.

SMOKESTICK

Improvised weapon, common

- **Alchemical Base:** Calcium grease
- **Herbal Alchemy:** 🍷
- **Tissue Transmutation:** N/A

This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. As an action, you can snap the end to expose a primer of alchemist's fire and throw it up to 30 feet. When the smokestick lands, it emits a cloud of smoke that heavily obscures the area in a 10-foot cube. The stick is consumed after 1 round, and the smoke dissipates naturally over a period of up to 1 minute, depending on the wind conditions.

STONE SALVE

Potion, very rare

- **Alchemical Base:** Pure alcohol
- **Herbal Alchemy:** N/A
- **Tissue Transmutation:** Basilisk or gorgon stomach

This healing salve made from the gastric juices of a basilisk or gorgon ends the petrified condition on a creature it is applied to.

TANGLEFOOT BAG

Improvised weapon, common

- **Alchemical Base:** Calcium grease
- **Herbal Alchemy:** ▲
- **Tissue Transmutation:** N/A

This fragile canvas sack contains coiled strands of fibrous alchemical goo that expand and become sticky when exposed to air. As an action, you can throw the bag up to 30 feet, causing an effect identical to the *web* spell (DC 12), filling a 5-foot cube, for 1 minute. Large creatures have advantage on saving throws against the effects of the goo. Huge or larger creatures are unaffected. The bag does not function underwater.

THUNDERSTONE

Improvised weapon, common

- **Alchemical Base:** Black powder
- **Herbal Alchemy:** 🍷
- **Tissue Transmutation:** N/A

This dull, brittle crystal shatters upon striking a hard surface, creating a deafening bang audible out to 500 feet. As an action, you can throw the thunderstone up to 30 feet. Each creature in a 15-foot radius of the point of impact must succeed on a DC 12 Constitution saving throw or be deafened for one minute.







IV. APPENDICES

APPENDIX A: TERRAIN ECOSYSTEMS



The following tables present examples of the dominant forms of plant life in each prevailing climate. When a character succeeds a roll to gather local flora, the player rolls a d20 to determine the exact item harvested based on the most appropriate regional climate chosen by the DM.

A detailed description of the flora listed in these tables is available in the proceeding appendix, *Plants and Fungi of the Realms*.

ARCTIC FLORA

1d20	Name	Rarity	Reagent
1-6	Arctic Creeper	Common	
7-11	Blueleaf	Common	
12-14	Kanishta	Uncommon	
15-17	Obaddis Leaf	Uncommon	
18-19	Salamander Orchid	Rare	
20	Basilisk Breath	Very Rare	

GRASSLAND FLORA

1d20	Name	Rarity	Reagent
1-6	Fairy Bells	Common	
7-11	Devilweed	Common	
12-14	Bloodgrass	Uncommon	
15-17	Fleshwort	Uncommon	
18-19	Lusiri Blossom	Rare	
20	Ecru	Very Rare	





COASTAL FLORA

1d20	Name	Rarity	Reagent
1-6	Cat's Tail	Common	
7-11	Dragonwort	Common	
12-14	Air Plant	Uncommon	
15-17	Sand Vine	Uncommon	
18-19	Ecru	Rare	
20	Chromus Slime	Very Rare	

MOUNTAIN FLORA

1d20	Name	Rarity	Reagent
1-6	Bloodstaunch	Common	
7-11	Goblinberry Bush	Common	
12-14	Arctic Creeper	Uncommon	
15-17	Ephedra	Uncommon	
18-19	Seregon	Rare	
20	Basilisk Breath	Very Rare	


DESERT FLORA

1d20	Name	Rarity	Reagent
1-6	Sandberry Bush	Common	
7-11	Bloodstaunch	Common	
12-14	Rose Champion	Uncommon	
15-17	Arrowroot	Uncommon	
18-19	Ephedra	Rare	
20	Dragontears	Very Rare	

SWAMP FLORA

1d20	Name	Rarity	Reagent
1-6	Goblin-Trap	Common	
7-11	Creeping Mangrove	Common	
12-14	Rattlestalks	Uncommon	
15-17	Corpsebomb	Uncommon	
18-19	Knitbone	Rare	
20	Tekkil	Very Rare	

FOREST FLORA

1d20	Name	Rarity	Reagent
1-6	Bloodgrass	Common	
7-11	Blueleaf	Common	
12-14	Weirwood Bark	Uncommon	
15-17	Golden Lungwort	Uncommon	
18-19	Darkberry	Rare	
20	Kingsfruit	Very Rare	

UNDERGROUND FLORA

1d20	Name	Rarity	Reagent
1-6	Fleshwort	Common	
7-11	Gravefist	Common	
12-14	Corpsebomb	Uncommon	
15-17	Quicksilver Lichen	Uncommon	
18-19	Ghost Tendrils	Rare	
20	Wispestalks	Very Rare	

APPENDIX B: PLANTS AND FUNGI OF THE REALMS

This section presents some flavor text for the flora listed in the *Terrain Ecosystems* tables located in the prior appendix. Additionally, the text contains optional advanced descriptions and uses if you prefer a more diverse use of local flora in your game.

OPTIONAL ADVANCED RULES

The standard rules assume gathered flora are immediately converted to alchemical reagents. This method was chosen to simplify inventory management. However, if you are

amenable to more detailed inventory tracking, this system is fully compatible with [Broderick's Compendium of Fantasy Plants](#), which contains over 650 unique flora, helpfully segregated by rarity and environment.

On occasion these flora have unique mechanics, so you may want to hold onto them and choose if and when to harvest their reagent. While Broderick's Guide doesn't mention an associated element for each plant, the DM can use their judgment, and this is often intuitive.

EXCERPTS FROM BRODERICK'S COMPENDIUM

AIR PLANT ☁

Coastal, uncommon

A sponge-like surface plant that produces and stores air. A fist-sized piece can be held in the mouth to provide a medium creature with 5 minutes of air before the plant wilts and the recipient is back to normal breathing conditions for whatever the environment determines. This effect works underwater, in clouds of poison or dangerous spores, sandstorms, and other similar conditions.

ARCTIC CREEPER 💧

Arctic and Mountains, common

A low, gray-stemmed creeping plant that grows around rock formations in high, cold climates. The leaves can be dried and ground, and added as an ingredient to many common poisons to change the damage type to cold or necrotic.

ARROWROOT ☁

Deserts, rare

An unusual, wood-stemmed plant dappled brown and white. The roots are very shallow in soil and extend vertically to form a teepee like structure at the base of the plant. The stem can be dried and ground and mixed with oil to create a frothy polishing oil that can add a +1 to a weapon's damage without the need for magic or craftsmanship for a 8 hours.

BASILISK BREATH ●

Arctic and Mountains, very rare

A smallish, evergreen bush resembling the dwarf holly, but produces pale gray berries instead of the typical bright red berries of the holly. These berries can be juiced to create a strong paralytic poison that can be applied to a slashing or piercing weapon. A target damaged by the weapon must make a Wisdom saving throw or is slowed as if by the *slow* spell. Additionally, the creature must make a Constitution saving throw at the end of each of its turns for 4 rounds. On a failed save, the target is paralyzed for 1 minute.

The DC for both the Wisdom and Constitution saving throws is equal to 8 + the Nature skill of the person who prepared the poison. The potency of this poison dissipates after a successful strike.

BLOODGRASS ☘

Grassland and Forests, common

A wide-bladed grass with a red-tinted central vein running the length of the blade that grows in small bunches. Bloodgrass can be ground into a thick brown paste that can be added and mixed into most potions and drinks to become adequate food equivalent to a day's rations for the party.

BLOODSTAUNCH ▲

Desert and Mountains, common

A small, leafy herb that is often found in gullies and ravines in arid regions and foothills. The herb has bright green leaves, and smells faintly like honey crossed with fresh rainfall. From you leaves a resin can be extracted that can be applied to open wounds to quickly staunch bleeding. Applying the herb to a bleeding wound grants the recipient recovery of 1 hit point and confers immunity to bleed damage for 1 hour.

BLUELEAF ☁

Arctic and Forests, common

Known for the gleaming blue color of its leaves, the tree often grows in thick copses throughout the north. The thin trunks of the trees are remarkably durable, despite high winds and heavy snowfall, and one use of the tree is the wood, which is often used by the Volodni craftsmen to create weapons and armor. Magically treating the wood, called "bluewood", causes it to become as hard as steel, though only weighing half as much (crafting with bluewood requires special training from a Volodni craftsman). High-priced entertainers often burn small pieces of the wood, as it creates leaping blue flames. The leaves and sap are often ground in the creation of a vivid blue dye that is used to dye clothes in the north, and sometimes in the creation of tattoo ink. The crew of a notorious pirate fleet that has plagued the Sword Coast in recent years are distinguished by the vivid blue tattooing that covers their faces.

CAT'S TAIL 💧

Coastal, common

Cat's Tail is a small plant with long, thin, spear-shaped leaves rising from its base, and a single long and thin flower atop the stalk. When ground into a salve, it will remedy all pain in a person's feet over the course of a short rest.

CHROMUS SLIME 🔥

Coastal, very rare

A yellow-orange slime mold found growing in dark, humid places, near a supply of constant water. The slime mold is capable of filtering out the salt in salt water and can therefore live in fresh water or by the ocean. When combined with high-grade alcohol and added to a potion or poison chromus slime reverses its effect, creating the opposite effects to what the potion or poison would typically do.

CORPSEBOMB 🔥

Underground and Swamps, uncommon

The fungus begins life as a tiny spore that floats along until inhaled by a creature, and lodges itself in the moist tissue of the lungs. The spore then begins to grow, causing irritation, pain, and finally death once the fungus has reached a sizable mass. Once the host creature has perished, the fungus increases growth rapidly until it pushes a hollow tendril forth from the flesh. At the exposed end of the tendril the fungus begins growing a thin membrane, which is inflated by the gases produced by the rotting body. When the membrane ruptures and disperses the spores, each living creature in a 40-foot radius sphere must make a Constitution saving throw (DC 10). On a failed save a target inhales spores, and each hour thereafter must repeat the Constitution saving throw with a cumulative -1 penalty to the roll. Each hour the creature suffers a cumulative 1d6 piercing damage (2d6 on the second failure, 3d6 on the third, etc.) as the fungus spreads through its internal organs. A single success stops the process and renders the fungus inert. If the fungus catches fire the spore sack soon explodes, and each creature in a 20-foot radius sphere must make a Dexterity saving throw (DC 15). A target takes 3d6 fire damage on a failed save, or half as much on a successful save. All spores are incinerated in this process.

CREEPING MANGROVE 🌿

Swamps, common

Growing along the edge of the swamps, its gnarled roots reach down into the brackish water, and spindly branches protruding vertically towards the sky. The branches are covered with large amounts of small oval-shaped leaves. During warmer seasons the trees bud small hard fruits that drop off to float along the slight currents of a swamp. This species of mangrove has flourished in areas where others have perished, due to their ability to slowly pull up roots and migrate to areas of higher moisture or more favorable alkalinity. The mangroves have been known to uproot small trees and brush, or simply walk over them, trampling them down. Wood from these trees burns readily, even when sopping wet.

DARKBERRY 🍷

Forests and Underground, rare

Short bushes with spindly branches and fluffy green leaves, the plant is known for the unusual berries that only a few produce. The small purple berries contain essence from the Plane of Shadow, and the bushes are said to only grow where the Shadow Weave is strongest. When a darkberry is split or crushed, it releases shadowstuff, creating a circle of magical darkness with a 5-foot radius sphere, lasting for 1 minute.

DEVILWEED (WYSSIN) 🔥

Grassland, common

A dull-colored grass with sharp awns that can be rolled and smoked like tobacco, providing +2 to Strength-based ability checks and -1 to all other ability checks for 1d6 hours.

DRAGONTEARS 💧

Desert, very rare

This rare, small, translucent succulent grows primarily in the low desert. When crushed, it exudes a sweet, milky white substance with numbing properties. Properly prepared, determined by succeeding on an Intelligence (Nature) check (DC 15), dragontear unguent promotes rapid healing, healing for 3d8 hit points and preventing scarring on successful application. The unguent can be fatal when prepared incorrectly and applied to an open wound, as its numbing properties can cause choking or heart failure.

DRAGONWORT 🌿

Coastal, common

This plant has a gnarled, erect and cylindrical stem. It has wavy leaves, dark green on top, bluish green underneath. It has pink flowers that cluster in a spike at the top of the stem. The root of this herb should be boiled over a low heat for three days, and the infusion drunk by people with the plague in order to cure some symptoms or the plague as a whole (60% chance to cure completely). The value of this herb increases greatly in times of plague.



Dragonwort

ECRU ▲

Coastal and Grassland, rare

Small, red-leaved drooping palm trees that grow no more than 5-feet tall. The trees produce a small, red, crystalline growths, as a result of build-up of the plants internal resins, called "ecru crystal". This crystal can be dissolved in a strong acid and consumed to induce a state of blissful relaxation for 10 minutes. During this time, there is a 25% chance that a spellcaster consuming ecru crystal will receive a boost of 1d4 - 1 points to either Wisdom, Charisma, or Intelligence for 24 hours. During this period, the consumer's Dexterity score is halved.

EPHEDRA ☿

Desert and Mountains, rare

This small succulent sedum produces small offshoots which hold between 8 and 16 small leaves. These leaves can then be dried and ground into a powder to mix with a poultice or potion to increase the tier of a healing die by 1, turning a d6 into a d8, etc. This effect can be used during short rests or with healing magic as a poultice, or can be used by adding to a health potion

FAIRY BELLS ☽

Grassland, common

A leafy green plant that springs up in clusters, the majority of the plant is rather uninteresting, save for the violet flowers that seem to bloom almost year-round. When the wind blows through the flowers, their seeds rattle around inside and create a curious ringing sound, much like tiny bells. Many rural children enjoy picking them and weaving the flowers into their garments, which then jingle as they run and twirl. There is also a legend that the sound of the flowers ward off evil spirits, a legend that is partially true. Any fiend must make a DC 15 Wisdom save vs. fear in order to approach within 10 feet of the fairy bells or anyone wearing them.



Ephedra

FLESHWORT ●

Grasslands and Underground, common

A short plant with gray stalks and olive-colored hairy leaves, the fleshwort thrives in areas where corpses lay. Often the plant will be seen on the site of battlefields, or where the dead were quickly buried. Some healers use the fibrous body of the fleshwort to speed up the healing process (during a short rest, a character may add 1d6 to the total amount of hit points recovered).

GHOST TENDRILS ☿

Underground, rare

A pale collection of tendrils, the fungus crawls along the ground looking for recent corpses. Once it locates a suitable host, it quickly spreads tendrils throughout the limbs of the creature, and begins a process of limited reanimation. While within the corpse, the fungus moves about in whatever form of locomotion the corpse was capable of in life, although lack of fine motor control often causes the corpse to stumble about on all four limbs. The fungus then searches for other possible hosts to embed with spores, often attacking warm living targets. Once embedded, the fungus require 1d6+4 hours to reach maturity where it can reanimate the host corpse.

The tendrils avoid sunlight whenever possible, as it causes the fungus to quickly dry out and perish. Thus, the fungus is often found in subterranean locations, such as crypts or in some locations of the Underdark. Local subterranean races that are aware of the fungus often dismember or burn their dead to prevent the fungus from spreading.

GHOST TENDRILS

Small plant, unaligned

Armor Class 10 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	4 (-3)

Saving Throws Wis +1

Damage Vulnerabilities Fire

Condition Immunities blinded, deafened, frightened

Senses blindsight 60 ft., passive Perception 8

Languages -

Challenge 1 (200 XP)

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one. Hit: 4 (1d6+1) bludgeoning damage.

Reactions

Regenerate. Each round the plant may feed from the corpse it inhabits, losing 1 point of Strength to heal 1d6 hit points.

GOBLINBERRY BUSH

Mountains

Growing in high, desolate areas, the small bushes have dark green leaves that are nearly black, with silver undersides. The bushes sporadically sprout reddish-purple berries that have a strong sharp smell that often causes people to gag. Mixing the juice of the berries with a significant quantity of water and honey makes an interesting drink that is served sporadically in Evereska and Baldur's Gate. The juice can also be used as an astringent, if the patient can handle the smell.

GOBLIN-TRAP

Swamps, common

Often found in clusters, these plants resemble brown leathery vases sitting on the ground with ragged leaves splayed out around the base where thick roots grasp the earth. The tops are open, and if one should peer inside the glint of their golden seeds can be seen in the interior. However, these plants are traps, and many an explorer have come across the remains of smaller humanoids, their hands still clutching the golden seed pods. If someone is unwise enough to reach into the pod, they must make a Dexterity saving throw (DC 15) or suffer 1d4 damage from the internal spines of the plant, and are then grappled. 10 points of damage must be inflicted upon the plant to free a trapped arm, the leathery surface providing a natural AC of 11. Ripping the plant out of the ground requires a successful Strength (Athletics) check (DC 20) and inflicts another 1d4 damage upon the trapped victim.

GOLDEN LUNGWORT

Forests, uncommon

The golden lungwort has large oval leaves, covered in small hairs and small pale blotches. It grows to a height of about 1 foot, and has small bell-shaped flowers with five petals which change color from pink to mauve to blue. Flowers of different colors are often found on the same plant. This herb heals the user of all aches and pains at the cost of -1 to all Intelligence-based ability checks for the next 4 hours.

GRAVEFIST

Underground, common

A pale white mushroom with five knobby protrusions, the mushroom often resembles a skeletal hand reaching upward. When the mushroom grows in clusters, it appears as if numerous corpses are attempting to reach out of the soil. The fungus predominantly grows in the Underdark, however it has also been seen in dark basements and unused root cellars. Several tales of superstition follow the fungus, with many believing it's appearance in your cellar heralds a coming death in the family. This may have some truth, as the mushrooms release toxic spores that slowly inflict 4d8 poison damage spread over a period of 2d8 days to creatures that sleep or live within 100 feet of this fungus.

KANISHTA

Arctic, uncommon

A short plant that grows in tendrils across the ground sprouting broad fluffy leaves, the kanishta thrives in the cold environment. Growing beneath the ground is a thick, dark colored root.

Although it is extremely bitter tasting, chewing on the root provides temporary relief from the cold weather. Those that chew it express a feeling of warmth passing through their body, and a sense of renewed strength, gaining resistance to cold and frost damage, and +1 to Strength checks for 4 hours.

KINGSFRUIT

Forests, very rare

The bark of this tree is a smooth rich brown, while the soft leaves are oval-shaped and sprout in small clusters. During the summer months, small violet flowers grow from the tree. During the autumn months, the tree produces a dark brown fruit with a tough exterior. The fruit has an extremely hard rind, requiring a blow from a hammer to open. Striking either end of the fruit causes the exterior to divide cleanly into six equal parts. The inside of the fruit is golden-yellow, and quite sweet. Eating the fruit restores hit points equal to two of your hit dice and restores any hit dice expended from short rests.

KNITBONE

Swamps, rare

A tall, stalky plant with purple flowers and long, hard, slightly sharp leaves. The leaves and flowers can be ground into a poultice that, when applied to an injured creature, will recover 1 Hit Die and heal 1d10 hit points.

LUSIRI BLOSSOM (KISS OF DISCORD)

Grassland, rare

A herb with dull red leaves that resemble lips. Ingestion causes 1d4 hours of hallucinations and the feeling that you must now go on a spirit quest. You feel pulled toward a far off destination.

OBADDIS LEAF

Arctic, uncommon

A rare variety of holly able to retain magic when used as Druidic focus. As a component for spells that target plants, it doubles both area and duration.

QUICKSILVER LICHEN

Underground, uncommon

A slimy, glittering silver lichen that can be ground into a soluble, flavorless powder that can be added to food or drink to grant damage weakness to poison for 2d6 hours.

RATTLESTALKS

Swamps, uncommon

These tall stalks that grow out of stagnant water end in a thick bulb with a hard shell. In the warmer months, the stalk withers, and the bulb falls off, to float around until the bulb softens and falls away to disperse the seeds within. The seeds sit freely in the shell, and when shaken make a slight rattling noise, which is unnerving when the wind rushes through a cluster of rattlestalks. Tribes that live in the swamps will often use the unnerving aspect of the rattlestalks to create fear inducing noisemakers that are then added to spears and other weapons. When rattled, those that have no knowledge of the rattlestalks must make a DC 8 Wisdom saving throw, or be Frightened for 1d4 minutes.

ROSE CAMPION ●

Desert, rare

Consuming this green-brown herb will protect against scorpion and spider stings for a period of three days, granting advantage on Constitution saving throws against poison from arachnids.

SANDBERRY BUSH 🔥

Deserts, common

Small bushes with waxy green leaves, the sandberry bush grows in the remote reaches of the Shaar. It has small yellow berries that have a bitter taste, but can be brewed to make a soothing tea. The few nomadic tribes that pass through the Shaar pick the berries as a remedy for insomnia. Acts as a sleep aid, if the consumer is willing, inducing a 6-hour sleep cycle with no negative side effects.

SALAMANDER ORCHID 🔥

Arctic, rare

This rare orchid is constantly on fire, and propagated by a talented spellcaster from the City of Brass. A creature proficient with the herbalism kit can apply the sticky pollen of the flower to a bladed weapon on a successful Intelligence (Nature) check (DC 15), causing it to deal an additional 1d6 fire damage for 8 hours. Handling the salamander orchid without proper tools found in the herbalism kit causes 1d6 points of fire damage per minute.

SAND VINE ●

Coastal, uncommon

A relatively rare rope-like seaweed found along temperate or warmer coasts, it grows both above and below water and is commonly rooted to a small rock. Can be dried and used as rope. Using the herbalism kit, its juices can be extracted to produce *vine oil*, a topical anesthetic granting 5 temporary hit points for 1 hour. Has the side effect that within 24 hours of use, a creature cannot stabilize on its own (so even with successful death saves, the creature or person must be assisted). Regular use gives a creature a signature odor of salt and slightly-rotted fish.

SEREGON ☞

Mountains, rare

Blood-red flowers that bloom directly from their roots in rocky soil. Ingesting the flower's nectar grants a creature 2d6 temporary hit points that last for 1 hour. This effect cannot be combined with any other effect that grants temporary hit points.

TEKKIL ☞

Swamps, very rare

A succulent swamp plant with fat red leaves which, when chewed, have an analgesic effect with a sense of euphoria. You gain a +5 bonus to saving throws against fear, and are immune to the frightened condition for the next hour. The numbing effect confers a -5 penalty to all Dexterity-based saving throws during this time.

WEIRWOOD BARK ▲

Forests, uncommon

A rare oak-like tree with leaves a silver sheen of brown on top and velvet black on the underside, viewed as sacred by dryads and treants. A weirwood can grow to heights in excess of two hundred feet, and the oldest living specimens are estimated to be more than six centuries old. The wood does not burn from non-magical fire, and imparts a warm clear tone to instruments made from it. It can replace oak or holly in any spell, and living weirwood has quadruple fire resistance (no means to preserve this quality after harvesting is known). Weirwood trees within range of a magical light source emits light as a candle for 1 minute after leaving the area.

WISPSTALKS ☞

Forests and Underground, very rare

This rare fungus has become something of a fable among herbalists. It is reported to have a large, translucent blue bulbous cap growing atop a thin stem, and normally forms in small clusters deep within damp cave environments and forests. When consumed, the creature must make a Constitution saving throw (DC 13). On a failed save, the creature takes 1d6 poison damage and nothing else happens except the creature coughing up what part of the fungus they tried to consume. On a success the creature becomes transparent (but not invisible) for 1 hour, gaining a +10 bonus to Dexterity (Stealth) checks.



APPENDIX C: CREATURE LOOT TABLES

These tables function as convenient reference sheets for which creatures may contain alchemical loot which can be harvested

by a character or characters following the steps detailed in *section I.B. Harvesting Creatures*.

CREATURE ALCHEMICAL LOOT TABLE

Creature	Challenge Rating	Source	Alchemical Loot †
Ancient Brass Dragon	20	MM, pg 104	Ancient Metallic Dragon salve × 1
Ancient Bronze Dragon	22	MM, pg 107	Ancient Metallic Dragon salve × 1
Ancient Copper Dragon	21	MM, pg 110	Ancient Metallic Dragon salve × 1
Ancient Gold Dragon	24	MM, pg 114	Ancient Metallic Dragon salve × 1
Ancient Silver Dragon	23	MM, pg 116	Ancient Metallic Dragon salve × 1
Androsphinx	17	MM, page 281	Eye of the Sphinx × 2
Arcanath	12	MM, pg 313	Arcanath eye × 2
Archdruid	12	VGM, pg 210	Vial of Archdruid blood × 3
Babau	4	VGM, page 136	Vial of foul ichor × 1
Banshee	4	MM, page 23	Vial of ectoplasm × 1
Bargura	5	MM, pg 56	Bargura tusk × 2, Vial of foul ichor × 1
Basilisk	3	MM, pg 24	Basilisk stomach × 1
Black Dragon (<i>Young, Adult, Ancient</i>)	7, 14, 21	MM, pg 87-89	Black Dragon tail × 1
Blue Dragon (<i>Young, Adult, Ancient</i>)	9, 16, 23	MM, pg 90-92	Blue Dragon tail × 1
Bone Naga	4	MM, page 233	Naga bone × 2d4
Brontosaurus	5	VGM, pg 139	Brontosaurus heart × 1
Bugbear Chief	3	MM, page 33	Strong Bugbear heart × 1
Cambion	5	MM, pg 36	Cambion horn × 2
Centaur	2	MM, pg 38	Centaur hoof × 2
Chasme	6	MM, page 57	Vial of foul ichor × 1
Chimera	6	MM, pg 39	Chimera claw × 1d8
Cloaker	8	MM, pg 41	Cloaker eye × 2
Cloud Giant	9	MM, pg 154	Cloud Giant fingernail × 1d4
Cyclops	6	MM, page 45	Cyclops heart × 1
Death Knight	17	MM, page 47	Death Knight eye × 2
Death Tyrant	14	MM, pg 29	Death Tyrant skull × 1
Demilich	18	MM, page 48-49	Demilich tooth × 4d4
Doppelganger	3	MM, page 82	Doppelganger brain × 1
Dretch	1/4	MM, page 57	Vial of foul ichor × 1
Drider	6	MM, pg 120	Drider leg × 2d4, Drider eye × 1d2
Dryad	1	MM, pg 121	Dryad heart × 1
Duergar	1	MM, pg 122	Duergar head × 1
Elder Brain	14	VGM, pg 174	Elder Brain occipital lobe × 2
Empyrean	23	MM, page 130	Eye of the Empyrean × 2
Erinyes	12	MM, pg 73	Erinyes feather × 2d10
Ettin	4	MM, page 132	Ettin heart × 1
Fire Giant	9	MM, page 154	Fire Giant fingernail × 1d4
Flameskull	4	MM, page 134	Mote of green flame × 1d4
Flumph	1/8	MM, page 135	Flumph tentacle × 1d4
Fomorian	8	MM, page 136	Fomorian stomach lining × 1
Froghemoth	10	VGM, page 145	Froghemoth eye × 3
Frost Giant	8	MM, page 155	Frost Giant fingernail × 1d4
Glabrezu	9	MM, page 58	Glabrezu claw × 2
Gorgon	5	MM, page 171	Gorgon stomach × 1
Goristro	17	MM, page 59	Goristro horn × 2
Green Dragon (<i>Young, Adult, Ancient</i>)	8, 15, 22	MM, pg 93-96	Green Dragon tail × 1

† In some cases it is possible to obtain the same item from multiple sources

MM: Monster Manual, VGM: Volo's Guide to Monsters

CREATURE ALCHEMICAL LOOT TABLE (CONTINUED)

Creature	Challenge Rating	Source	Alchemical Loot †
Grell	3	MM, page 172	Grell beak × 1
Guardian Naga	10	MM, page 234	Naga bone × 2d4
Gynosphinx	17	MM, page 282	Eye of the Sphinx × 2
Hell Hound	3	MM, page 182	Hell Hound tooth × 1d8
Hezrou	8	MM, page 60	Hezrou spine × 2d4
Hill Giant	5	MM, page 155	Hill Giant fingernail × 1d4
Hobgoblin Captain	3	MM, page 186	Strong Hobgoblin heart × 1
Hobgoblin Warlord	6	MM, page 187	Strong Hobgoblin heart × 1
Imp	1	MM, page 76	Imp wing × 1d2
Jackalwere	1/2	MM, page 193	Vial of foul ichor × 1
Ki-rin	12	VGM, page 163	Ki-rin hoof × 1d4
Kraken	23	MM, page 196-197	Kraken eye × 2
Leucrotta	3	VGM, page 169	Leucrotta hoof × 1d4
Lizard King/Queen	4	MM, page 205	Demon Snake tail × 1
Lizardfolk Shaman	2	MM, page 205	Lizardfolk Heart of Semuanya × 1
Manes	1/8	MM, page 60	Vial of foul ichor × 1
Marilith	16	MM, page 61	Marilith head × 1, Demon Snake tail × 1
Maw Demon	1	VGM, page 137	Vial of foul ichor × 1
Meenlock	2	VGM, page 170	Meenlock heart × 1
Minotaur	3	MM, page 223	Minotaur horn × 2
Minotaur Skeleton	2	MM, page 273	Minotaur horn × 1d2
Mummy	3	MM, page 228	Heart of the Mummy × 1
Neothelid	13	VGM, page 181	Neothelid tentacle × 4
Nothic	2	MM, page 236	Nothic eye × 1
Ochre Jelly	2	MM, page 243	Dollop of Orange jelly × 2d4
Oni	7	MM, page 239	Oni eye × 1d2
Orc Eye of Groomsh	2	MM, page 247	Orc Left Eye of Fury × 1
Orc War Chief	4	MM, page 246	Orc War Chief head × 1, Orc Left Eye of Fury × 1
Quasit	1	MM, page 63	Vial of foul ichor × 1
Red Dragon (<i>Young, Adult, Ancient</i>)	10, 17, 24	MM, pg 97-99	Red Dragon tail × 1
Remorhaz	11	MM, pg 258	Adult Remorhaz heat gland × 1, Remorhaz antennae × 1d4
Rhinoceros	2	MM, page 336	Rhino horn × 1
Roper	5	MM, page 261	Roper eye × 1
Sahuagin	1/2	MM, page 263	Sahuagin fin × 1
Sahuagin	2	MM, page 264	Sahuagin fin × 1
Sahuagin Baron	5	MM, page 264	Sahuagin Baron heart × 1, Sahuagin fin × 2
Shadow Demon	4	MM, page 64	Vial of ectoplasm × 1, Vial of foul ichor × 1
Shadow Dragon	23-27	MM, page 84-85	Mote of shadow × 3
Shadow Mastiff	2	VGM, page 190	Shadow Mastiff heart × 1
Shambling Mound	5	MM, page 270	Shambling Mound vine × 4d8
Shoosuva	8	VGM, page 137	Vial of foul ichor × 1
Specter	1	MM, page 279	Vial of ectoplasm × 1
Spirit Naga	8	MM, page 234	Naga bone × 2d4
Stone Giant	7	MM, page 156	Stone Giant fingernail × 1d4
Storm Giant	13	MM, page 156	Storm Giant fingernail × 1d4
Succubus/Incubus	4	MM, page 285	Succubus/Incubus heart × 1
Tarrasque	30	MM, page 286	Tarrasque claw × 2d10, Tarrasque gullet × 1, Tarrasque heart × 1, Vial of Tarrasque stomach acid × 4d10

† In some cases it is possible to obtain the same item from multiple sources

MM: Monster Manual, VGM: Volo's Guide to Monsters

CREATURE ALCHEMICAL LOOT TABLE (CONTINUED)

Creature	Challenge Rating	Source	Alchemical Loot †
Tri-Flower Frond	1/2	TOA, page 234	Yellow flower × 1
Troll	5	MM, page 291	Vial of Troll blood × 1
Umber Hulk	5	MM, page 292	Umber Hulk antenna × 1d2
Unicorn	5	MM, page 293-294	Unicorn hoof × 1d4
Vrock	6	MM, page 63	Vrock eye × 1d2, Vial of foul ichor × 1
White Dragon (<i>Young, Adult, Ancient</i>)	6, 13, 20	MM, pg 100-103	White Dragon tail × 1
Will-o'-Wisp	2	MM, page 301	Vial of ectoplasm × 1
Wraith	5	MM, page 302	Vial of ectoplasm × 2
Yochlol	10	MM, page 65	Demon Spider leg × 2d4
Young Remorhaz	5	MM, page 258	Young Remorhaz heat gland × 1, Remorhaz antenna × 1d2
Yuan-Ti Broodguard	2	VGM, page 203	Vial of Broodguard blood × 1

† In some cases it is possible to obtain the same item from multiple sources

MM: Monster Manual, VGM: Volo's Guide to Monsters, TOA: Tomb of Annihilation



APPENDIX D: QUICK REFERENCE CRAFTING TABLES

These tables function as convenient reference sheets for potion-making, following the steps detailed in section II. *Potioncraft*.

SUMMARY RULES

- **Tool** Indicates the tool required to attempt to create the item. Proficiency in the named tool is **required**.
- **Base**. Indicates the alchemical base necessary to create the item, as described in section II. *Potioncraft*.
- **Reagents**. These are obtained from gathering wild flora with alchemical properties, as described in section II. *Potioncraft*.
- **Special Requirements**. Indicates additional requirements to create the item. A spell named as an additional requirement must be cast as part of the crafting attempt.
- **Creature Parts**. Required for the tissue transmutation alchemical method. Only one part item is required, multiple parts indicating a different ways to create the same item.

QUICK REFERENCE CRAFTING TABLE – HERBAL ALCHEMY

Name	Tool	Base	Reagents	Crafting DC	Special Requirements
Acid, Phosphoric	Alchemist's supplies	Phosphorus		10	—
Acid, Sulfuric	Alchemist's supplies	Sulfur	+	15	—
Acid, Hydrochloric	Alchemist's supplies	Salt	+	19	Sulfuric acid
Alchemist's Fire	Alchemist's supplies	Alcohol		10	—
Alchemist's Tinder	Alchemist's supplies	Alcohol		10	—
Antitoxin	Herbalism kit	Alcohol		10	—
Cat's Eye	Alchemist's supplies	Alcohol		10	—
Dragon Egg	Alchemist's supplies	Black Powder	+	19	Barrel, chest or similar container
Elixir of Health	Alchemist's supplies	Distilled alcohol	+	19	—
Flash Pellet	Alchemist's supplies	Phosphorus		10	—
Fortifying Powder	Herbalism kit	Alcohol		10	—
Gunpowder (8lbs) †	Alchemist's supplies	Black Powder	+	15	—
Liquid Courage	Alchemist's supplies	Alcohol		10	—
Morning Star	Alchemist's supplies	White Phosphorus	+	15	—
Oil of Darkness	Alchemist's supplies	Calcium grease	+	15	—
Oil of Flame	Alchemist's supplies	Calcium grease	+	15	—
Oil of Keen Edge	Alchemist's supplies	Lithium grease	+	19	—
Oil of Invisibility	Alchemist's supplies	Lithium grease	+	19	—
Oil of Levitation	Alchemist's supplies	Calcium grease	+	15	—
Oil of Light	Alchemist's supplies	Calcium grease		10	—
Oil of Magic Stones	Herbalism kit	Calcium grease		10	—
Oil of Magic Vestment	Alchemist's supplies	Lithium grease	+	19	—
Oil of Magic Vestment, Greater	Alchemist's supplies	Aluminum grease	+	22	—
Oil of Magic Vestment, Superior	Alchemist's supplies	Aluminum grease	+	25	—
Oil of Sharpness, Lesser	Alchemist's supplies	Calcium grease	+	15	—
Oil of Sharpness, Minor	Alchemist's supplies	Lithium grease	+	19	—
Oil of Sharpness	Alchemist's supplies	Aluminum grease	+	22	—
Oil of Shillelagh	Herbalism kit	Calcium grease	+	15	—
Oil of Slipperiness	Herbalism kit	Calcium grease	+	15	—
Philter of Love	Alchemist's supplies	Alcohol	+	15	Brewed on a new moon
Poison Smoke	Alchemist's supplies	Sulfur		10	—
Pomander of Warding	Herbalism kit	Alcohol	+	15	—
Potion of Ability Enhancement	Herbalism kit	Distilled alcohol	+	19	—
Potion of Adaptation	Herbalism kit	Alcohol	+	15	—
Potion of Animal Friendship	Herbalism kit	Alcohol	+	15	<i>Animal friendship spell</i>
Potion of Arcane Armor	Alchemist's supplies	Alcohol	+	15	<i>Mage armor spell</i>
Potion of Barkskin	Herbalism kit	Distilled alcohol	+	19	<i>Barkskin spell</i>

† Gunpowder optional firearm component for use in games with firearms

QUICK REFERENCE CRAFTING TABLE – HERBAL ALCHEMY (CONTINUED)

Name	Tool	Base	Reagents	Crafting DC	Special Requirements
Potion of Camouflage	Herbalism kit	Distilled alcohol	▲ + ☁	19	<i>Pass without Trace</i> spell
Potion of Clairvoyance	Herbalism kit	Distilled alcohol	☁ + ●	19	<i>Clairvoyance</i> spell
Potion of Darkvision	Alchemist's supplies	Distilled alcohol	▲ + ●	19	—
Potion of Diminution	Alchemist's supplies	Distilled alcohol	▲ + ☘	19	<i>Enlarge/Reduce</i> spell
Potion of Displacement	Alchemist's supplies	Distilled alcohol	💧 + ☁	19	<i>Blur</i> spell
Potion of Faith Shielding	Herbalism kit	Pure alcohol	💧 + ☘	22	—
Potion of Gaseous Form	Alchemist's supplies	Distilled alcohol	🔥 + ☁	19	<i>Gaseous form</i> spell
Potion of Growth	Herbalism kit	Alcohol	🔥 + ▲	15	—
Potion of Healing	Herbalism kit	Alcohol	☁	10	—
Potion of Healing, Greater	Herbalism kit	Alcohol	☁ + Any	15	—
Potion of Healing, Superior	Herbalism kit	Distilled alcohol	☁ + Any	19	—
Potion of Healing, Supreme	Herbalism kit	Pure alcohol	☁ × 2 + Any	22	—
Potion of Heroism	Herbalism kit	Distilled alcohol	🔥 + ▲	19	—
Potion of Hope	Herbalism kit	Pure alcohol	🔥 + ▲	25	—
Potion of Invisibility	Alchemist's supplies	Pure alcohol	💧 + ●	22	<i>Invisibility</i> spell
Potion of Invisibility from Undead	Herbalism kit	Alcohol	☁ + ●	15	—
Potion of Invulnerability	Alchemist's supplies	Distilled alcohol	🔥 + ▲	19	—
Potion of Levitation	Alchemist's supplies	Distilled alcohol	▲ + ☁	19	<i>Levitate</i> spell
Potion of Longevity	Alchemist's supplies	Pure alcohol	🔥 + ☘	22	—
Potion of Magic Circle	Herbalism kit	Pure alcohol	💧 + ▲	25	—
Potion of Magic Strikes	Alchemist's supplies	Alcohol	☁ + ☘	15	—
Potion of Magic Strikes, Greater	Alchemist's supplies	Distilled alcohol	🔥 + ☘	19	—
Potion of Magic Strikes, Superior	Alchemist's supplies	Pure alcohol	▲ + ☘	22	—
Potion of Mind Reading	Alchemist's supplies	Distilled alcohol	☁ + ☘	19	<i>Detect thoughts</i> spell
Potion of Misdirection	Alchemist's supplies	Distilled alcohol	💧 + ☘	19	—
Potion of Nondetection	Alchemist's supplies	Distilled alcohol	☘ + ●	19	<i>Nondetection</i> spell
Potion of Poison	Alchemist's supplies	Sulfur	● + Any	15	Any potion of healing
Potion of Protection from Arrows	Alchemist's supplies	Pure alcohol	▲ + ☁	22	—
Potion of Protection from Evil and Good	Herbalism kit	Distilled alcohol	☘ + ●	19	<i>Protection from Evil and Good</i> spell
Potion of Protection from Poison	Herbalism kit	Pure alcohol	☘ + ●	22	—
Potion of Rage	Alchemist's supplies	Pure alcohol	🔥 + ●	22	—
Potion of Remove Curse	Herbalism kit	Distilled alcohol	💧 + ☘	19	—
Potion of Resistance	Alchemist's supplies	Alcohol	🔥 + ▲	15	—
Potion of Restoration	Herbalism kit	Distilled alcohol	🔥 + ☘	19	—
Potion of Sanctuary	Alchemist's supplies	Alcohol	💧 + ☘	15	—
Potion of Speed	Alchemist's supplies	Pure alcohol	🔥 + ☁	22	<i>Haste</i> spell
Potion of Springing	Herbalism kit	Alcohol	🔥	10	—
Potion of Tongues	Alchemist's supplies	Distilled alcohol	💧 + ●	19	<i>Tongues</i> spell
Potion of Water Breathing	Herbalism kit	Alcohol	💧 + ☁	15	—
Potion of Water Walk	Herbalism kit	Distilled alcohol	💧 + ☁	19	<i>Water walk</i> spell
Smokestick	Alchemist's supplies	Calcium Grease	💧	10	—
Tanglefoot Bag	Alchemist's supplies	Calcium Grease	▲	10	—
Thunderstone	Alchemist's supplies	Black Powder	☁	10	—

QUICK REFERENCE CRAFTING TABLE – TISSUE TRANSMUTATION

Name	Tool	Base	Crafting DC	Creature Parts
Acid, Phosphoric	Alchemist's supplies	Alcohol	10	Flumph tentacle, Yellow flower
Draught of Fine Fettle	Alchemist's supplies	Pure alcohol	22	Tarrasque claw
Oil of Etherealness	Alchemist's supplies	Aluminium grease	22	Succubus/Incubus heart, Vial of ectoplasm
Potion of Aggression	Alchemist's supplies	Alcohol	15	Orc War Chief head
Potion of Animal Friendship	Herbalism kit	Alcohol	15	Dryad heart, Sahuagin fin †
Potion of Blindsight, Superior	Alchemist's supplies	Pure alcohol	22	Elder Brain occipital lobe
Potion of Broodguard Transformation	Alchemist's supplies	Pure alcohol	22	Vial of Broodguard blood x 5
Potion of Climbing	Alchemist's supplies	Alcohol	10	Drider leg
Potion of Darkvision	Alchemist's supplies	Distilled alcohol	19	Cloaker eye, Froghemoth eye, Roper eye
Potion of Darkvision, Superior	Alchemist's supplies	Distilled alcohol	22	Drider eye, Vrock eye
Potion of Elven Enmity	Alchemist's supplies	Alcohol	15	Sahuagin Baron heart
Potion of Evasion	Alchemist's supplies	Distilled alcohol	19	Demilich tooth
Potion of Fire Breath	Alchemist's supplies	Alcohol	15	Chimera claw, Hell Hound teeth x 4
Potion of Flying	Alchemist's supplies	Pure alcohol	22	Glabrezu claw
Potion of Fungal Immunity	Herbalism kit	Distilled alcohol	19	Fomorian stomach lining
Potion of Giant Strength, Cloud	Alchemist's supplies	Pure alcohol	22	Cloud Giant fingernail
Potion of Giant Strength, Fire	Alchemist's supplies	Distilled alcohol	19	Fire Giant fingernail
Potion of Giant Strength, Frost	Alchemist's supplies	Distilled alcohol	19	Frost Giant fingernail
Potion of Giant Strength, Hill	Alchemist's supplies	Alcohol	15	Brontosaurus heart, Cyclops heart, Ettin heart, Hill Giant fingernail
Potion of Giant Strength, Stone	Alchemist's supplies	Distilled alcohol	19	Stone Giant fingernail
Potion of Giant Strength, Storm	Alchemist's supplies	Pure alcohol	25	Storm Giant fingernail
Potion of Growth	Herbalism kit	Alcohol	15	Duergar head
Potion of Gruumsh's Fury	Alchemist's supplies	Distilled alcohol	19	Orc Left Eye of Fury
Potion of Healing	Herbalism kit	Alcohol	10	Centaur hoof, Rhino horn
Potion of Healing, Supreme	Herbalism kit	Pure alcohol	22	Unicorn hoof, Ki-rin hoof
Potion of Hrugguk	Alchemist's supplies	Distilled alcohol	19	Strong Bugbear heart
Potion of Immunity, Acid	Alchemist's supplies	Pure alcohol	22	Black Dragon tail, Vial of Tarrasque stomach acid
Potion of Immunity, Cold	Alchemist's supplies	Pure alcohol	22	Adult Remorhaz heat gland, White Dragon tail
Potion of Immunity, Fire	Alchemist's supplies	Pure alcohol	22	Red Dragon tail
Potion of Immunity, Lightning	Alchemist's supplies	Pure alcohol	22	Blue Dragon tail
Potion of Invisibility	Alchemist's supplies	Pure alcohol	22	Duergar head, Imp wing, Vial of ectoplasm
Potion of Magic Resistance	Alchemist's supplies	Distilled alcohol	19	Demilich tooth, Demon Snake tail, Demon Spider leg, Goristro horn, Hezrou spine
Potion of Mind Reading	Alchemist's supplies	Distilled alcohol	19	Doppelganger brain, Neothelid tentacle
Potion of Nomog-Geaya	Alchemist's supplies	Alcohol	15	Strong Hobgoblin heart
Potion of Polymorph	Alchemist's supplies	Pure alcohol	22	Lizardfolk Heart of Semuanya, Oni eye, Vial of Archdruid blood, Vial of Ancient Metallic Dragon salve
Potion of Protection from Poison	Herbalism kit	Pure alcohol	22	Green Dragon tail, Vial of foul ichor
Potion of Raise Undead	Alchemist's supplies	Distilled alcohol	19	Death Tyrant skull
Potion of Rampage	Alchemist's supplies	Alcohol	15	Leucrotta hoof
Potion of Recall	Alchemist's supplies	Distilled alcohol	19	Minotaur horn
Potion of Recklessness	Alchemist's supplies	Alcohol	15	Bargura tusk
Potion of Resistance, Cold	Alchemist's supplies	Alcohol	15	Shambling Mound vine, Young Remorhaz heat gland
Potion of Resistance, Fire	Alchemist's supplies	Alcohol	15	Cambion horn, Mote of green flame, Shambling Mound vine
Potion of Resistance, Lightning	Alchemist's supplies	Alcohol	15	Dollop of Orange jelly, Grell beak

† Potion only affects creatures with a swim speed

QUICK REFERENCE CRAFTING TABLE – TISSUE TRANSMUTATION (CONTINUED)

Name	Tool	Base	Crafting DC	Creature Parts
Potion of Resistance, Necrotic	Alchemist's supplies	Alcohol	15	Death Knight eye, Demilich tooth, Heart of the Mummy
Potion of Resistance, Poison	Alchemist's supplies	Alcohol	15	Death Knight eye, Demilich tooth, Naga bone
Potion of Resistance, Psychic	Alchemist's supplies	Alcohol	15	Demilich tooth
Potion of Shadow	Alchemist's supplies	Pure alcohol	22	Mote of shadow
Potion of Shadow Teleportation	Alchemist's supplies	Distilled alcohol	19	Meenlock heart, Shadow Mastiff heart
Potion of Spider Climb	Alchemist's supplies	Distilled alcohol	19	Roper eye
Potion of Tarrasque Constitution	Alchemist's supplies	Pure alcohol	25	Tarrasque gullet (<i>makes 1d10 potions</i>)
Potion of Tarrasque Strength	Alchemist's supplies	Pure alcohol	25	Tarrasque heart (<i>makes 1d10 potions</i>)
Potion of Tremorsense	Alchemist's supplies	Distilled alcohol	19	Remorhaz antenna, Umber Hulk antenna
Potion of Truesight	Alchemist's supplies	Pure alcohol	22	Arcanathoth eye, Demilich tooth, Erinyes feather, Eye of the Empyrean, Eye of the Sphinx, Marilith head, Nothic eye
Potion of Ultimate Resilience	Alchemist's supplies	Pure alcohol	25	Kraken eye
Potion of Vitality	Herbalism kit	Distilled alcohol	19	Vial of Troll blood
Stone Salve	Herbalism kit	Pure alcohol	22	Basilisk stomach, Gorgon stomach



APPENDIX E: PROBABILITY TABLES

CRAFTING SUCCESS RATE – BASIC PROFICIENCY

Level	Proficiency Bonus	Ability Score Modifier †	Common (DC 10)	Uncommon (DC 15)	Rare (DC 19)	Very Rare (DC 22)	Legendary (DC 25)
1st	+2	+3	80%	55%	35%	20%	5%
2nd	+2	+3	80%	55%	35%	20%	5%
3rd	+2	+3	80%	55%	35%	20%	5%
4th	+2	+4	85%	60%	40%	25%	10%
5th	+3	+4	90%	65%	45%	30%	15%
6th	+3	+4	90%	65%	45%	30%	15%
7th	+3	+4	90%	65%	45%	30%	15%
8th	+3	+5	95%	70%	50%	35%	20%
9th	+4	+5	100%	75%	50%	40%	25%
10th	+4	+5	100%	75%	55%	40%	25%
11th	+4	+5	100%	75%	55%	40%	25%
12th	+4	+5	100%	75%	55%	40%	25%
13th	+5	+5	100%	80%	60%	45%	30%
14th	+5	+5	100%	80%	60%	45%	30%
15th	+5	+5	100%	80%	60%	45%	30%
16th	+5	+5	100%	80%	60%	45%	30%
17th	+6	+5	100%	85%	65%	50%	35%
18th	+6	+5	100%	85%	65%	50%	35%
19th	+6	+5	100%	85%	65%	50%	35%
20th	+6	+5	100%	85%	65%	50%	35%

CRAFTING SUCCESS RATE – PROFICIENCY X 2

Level	Proficiency Bonus	Ability Score Modifier †	Common (DC 10)	Uncommon (DC 15)	Rare (DC 19)	Very Rare (DC 22)	Legendary (DC 25)
1st	+2	+3	90%	65%	45%	30%	15%
2nd	+2	+3	90%	65%	45%	30%	15%
3rd	+2	+3	90%	65%	45%	30%	15%
4th	+2	+4	95%	70%	50%	35%	20%
5th	+3	+4	100%	80%	60%	45%	30%
6th	+3	+4	100%	80%	60%	45%	30%
7th	+3	+4	100%	80%	60%	45%	30%
8th	+3	+5	100%	85%	65%	50%	35%
9th	+4	+5	100%	95%	75%	60%	45%
10th	+4	+5	100%	95%	75%	60%	45%
11th	+4	+5	100%	95%	75%	60%	45%
12th	+4	+5	100%	95%	75%	60%	45%
13th	+5	+5	100%	100%	85%	70%	55%
14th	+5	+5	100%	100%	85%	70%	55%
15th	+5	+5	100%	100%	85%	70%	55%
16th	+5	+5	100%	100%	85%	70%	55%
17th	+6	+5	100%	100%	95%	80%	65%
18th	+6	+5	100%	100%	95%	80%	65%
19th	+6	+5	100%	100%	95%	80%	65%
20th	+6	+5	100%	100%	95%	80%	65%

† Ability Score Modifier is an assumed best-case scenario

GATHERING NORMAL SUCCESS RATE (DC 12)

Level	Proficiency Bonus	Ability Score Modifier †	Base (No modifiers)	Nature Proficiency	Proficiency & Advantage
1st	+2	+3	60%	70%	91.0%
2nd	+2	+3	60%	70%	91.0%
3rd	+2	+3	60%	70%	91.0%
4th	+2	+4	65%	75%	93.75%
5th	+3	+4	65%	80%	96.0%
6th	+3	+4	65%	80%	96.0%
7th	+3	+4	65%	80%	96.0%
8th	+3	+5	70%	85%	97.75%
9th	+4	+5	70%	90%	99.0%
10th	+4	+5	70%	90%	99.0%
11th	+4	+5	70%	90%	99.0%
12th	+4	+5	70%	90%	99.0%
13th	+5	+5	70%	95%	99.75%
14th	+5	+5	70%	95%	99.75%
15th	+5	+5	70%	95%	99.75%
16th	+5	+5	70%	95%	99.75%
17th	+6	+5	70%	100%	100.0%
18th	+6	+5	70%	100%	100.0%
19th	+6	+5	70%	100%	100.0%
20th	+6	+5	70%	100%	100.0%

GATHERING CRITICAL SUCCESS RATE (DC 12)

Level	Proficiency Bonus	Ability Score Modifier †	Base (No modifiers)	Nature Proficiency	Proficiency & Advantage
1st	+2	+3	10%	20%	36.0%
2nd	+2	+3	10%	20%	36.0%
3rd	+2	+3	10%	20%	36.0%
4th	+2	+4	15%	25%	43.75%
5th	+3	+4	15%	30%	51.0%
6th	+3	+4	15%	30%	51.0%
7th	+3	+4	15%	30%	51.0%
8th	+3	+5	20%	35%	57.75%
9th	+4	+5	20%	40%	64.0%
10th	+4	+5	20%	40%	64.0%
11th	+4	+5	20%	40%	64.0%
12th	+4	+5	20%	40%	64.0%
13th	+5	+5	20%	45%	69.75%
14th	+5	+5	20%	45%	69.75%
15th	+5	+5	20%	45%	69.75%
16th	+5	+5	20%	45%	69.75%
17th	+6	+5	20%	50%	75.0%
18th	+6	+5	20%	50%	75.0%
19th	+6	+5	20%	50%	75.0%
20th	+6	+5	20%	50%	75.0%

†Ability Score Modifier is an assumed best-case scenario

HARVESTING SUCCESS RATE – BASE CASE

Level	Proficiency Bonus	Ability Score Modifier †	CR <5 (DC 12)	CR 6-10 (DC 15)	CR 11-15 (DC 18)	CR >16 (DC 21)
1st	+2	+3	60%	45%	30%	15%
2nd	+2	+3	60%	45%	30%	15%
3rd	+2	+3	60%	45%	30%	15%
4th	+2	+4	65%	50%	35%	20%
5th	+3	+4	65%	50%	35%	20%
6th	+3	+4	65%	50%	35%	20%
7th	+3	+4	65%	50%	35%	20%
8th	+3	+5	70%	55%	40%	25%
9th	+4	+5	70%	55%	40%	25%
10th	+4	+5	70%	55%	40%	25%
11th	+4	+5	70%	55%	40%	25%
12th	+4	+5	70%	55%	40%	25%
13th	+5	+5	70%	55%	40%	25%
14th	+5	+5	70%	55%	40%	25%
15th	+5	+5	70%	55%	40%	25%
16th	+5	+5	70%	55%	40%	25%
17th	+6	+5	70%	55%	40%	25%
18th	+6	+5	70%	55%	40%	25%
19th	+6	+5	70%	55%	40%	25%
20th	+6	+5	70%	55%	40%	25%

HARVESTING SUCCESS RATE – BEST CASE (SKILL PROFICIENCY & ADVANTAGE)

Level	Proficiency Bonus	Ability Score Modifier †	CR <5 (DC 12)	CR 6-10 (DC 15)	CR 11-15 (DC 18)	CR >16 (DC 21)
1st	+2	+3	91.0%	79.75%	64.0%	43.75%
2nd	+2	+3	91.0%	79.75%	64.0%	43.75%
3rd	+2	+3	91.0%	79.75%	64.0%	43.75%
4th	+2	+4	93.75%	84.0%	69.75%	51.0%
5th	+3	+4	96.0%	87.75%	75.0%	57.75%
6th	+3	+4	96.0%	87.75%	75.0%	57.75%
7th	+3	+4	96.0%	87.75%	75.0%	57.75%
8th	+3	+5	97.75%	91.0%	79.75%	64.0%
9th	+4	+5	99.0%	93.75%	84.0%	69.75%
10th	+4	+5	99.0%	93.75%	84.0%	69.75%
11th	+4	+5	99.0%	93.75%	84.0%	69.75%
12th	+4	+5	99.0%	93.75%	84.0%	69.75%
13th	+5	+5	99.75%	96.0%	87.75%	75.0%
14th	+5	+5	99.75%	96.0%	87.75%	75.0%
15th	+5	+5	99.75%	96.0%	87.75%	75.0%
16th	+5	+5	99.75%	96.0%	87.75%	75.0%
17th	+6	+5	100%	97.75%	91.0%	79.75%
18th	+6	+5	100%	97.75%	91.0%	79.75%
19th	+6	+5	100%	97.75%	91.0%	79.75%
20th	+6	+5	100%	97.75%	91.0%	79.75%

† Ability Score Modifier is an assumed best-case scenario

APPENDIX F: ARCANE TRADITION

At 2nd level, a wizard gains the Arcane Tradition feature. The following Potion Wizard option is available to a wizard, in addition to the options offered in the *Player's Handbook*.

POTION WIZARD

A number of arcane colleges specialize in the art of potioncraft. In the Sword Coast, such institutes include the Waterdhavian academies of Blackstaff and Eltorchul, as well as the Watchful Order. Potioncraft is a multi-disciplinary pursuit, with traditions rooted in the study of both alchemy and transmutation. For the arcane practitioner, potion-making is combined with rigorous physical training to improve or enhance the biological response to alchemical effects.

Followers of this tradition are known as potion wizards, their knowledge and skill in matters alchemical surpassed by none. Well-prepared, seldom is the foe more formidable than they.

POTION WIZARD FEATURES

Wizard Level	Feature
2nd	Natural Philosopher, Practiced Hand
6th	Alter Solute
10th	Invigorate
14th	Heightened Tolerance



NATURAL PHILOSOPHER

At 2nd level, you gain proficiency with either alchemist's supplies or the herbalism kit. If you are already proficient with it, you add double your proficiency bonus to checks you make with it.

PRACTICED HAND

Starting at 2nd level, your extensive use of potions and vials allows you to handle them quickly in combat. You can take a bonus action on each of your turns in combat to consume a potion you are carrying on your person.

ALTER SOLUTE

Starting at 6th level, you can change the type of one alchemical reagent in your possession. The new reagent type is determined by rolling a d6 as follows:

d6	Reagent	d6	Reagent
1	🔴	4	☁️
2	🔥	5	🌿
3	⬆️	6	⬤

Once you use this feature, you must finish a long rest before you can use it again.

INVIGORATE

Beginning at 10th level, you can reroll a saving throw that you fail against the diseased, blinded, deafened, paralyzed, or poisoned condition. If you do so, you must use the new roll, and you can't use this feature again until you finish a short or long rest.

HEIGHTENED TOLERANCE

By 14th level, your body has adapted to the physical stress of mixing alchemical solutions. You can benefit from the effects of two potions concurrently.

ALTER SOLUTE: STATISTICAL IMPACT

The following table presents the revised odds of obtaining a particular type of reagent in a given climate region from combining both the original and feature roll:

d20 Roll	Result	Odds (Base)	Odds (with Alter Solute)
1-6	Common	2/7	1/2
7-11	Common	1/4	2/5
12-14	Uncommon	1/7	1/3
15-17	Uncommon	1/7	1/3
18-19	Rare	1/10	1/4
20	Very Rare	1/20	2/9

APPENDIX G: DM TOOLKIT

DESIGN STATEMENT

I wanted this system to feel as authentic as possible, without overstepping its boundaries as a side activity looking to add interesting depth and replay for the right sort of player. There are already numerous (excellent) systems available, so why create a new one? From an extensive review of existing systems, these are the primary issues I wanted to address:

- **Too Many Dice Rolls.** The primary goal of this system was to reduce activities to a single player-roll, and that is all. As both player and DM I did not want to bog-down session time with rolls to gather; rolls to identify; rolls to harvest; and rolling again to discover new properties or new recipes. These are all fine in automated (videogame) systems, but don't translate well to being a small part of a small part of a shared tabletop experience.
- **Discovery.** The process of discovering new recipes or the properties of new flora can be fun, but is often cumbersome and interferes with the natural flow of gameplay (see above). The rationale for discovery is usually presented is a lack of access – and as such a character must learn by doing. In 5e spellcasters are assumed to have ready access to arcane knowledge in the form of new spells; their slow accrual of capability instead representing study and practice. In a similar approach to spellcasting, I have chosen to assume a ready access to knowledge, and the slow accrual of capability is represented by an increasing relative probability of success over time through leveling up and other player choices.
- **Difficult to Track.** Unavoidably, a binary system of flora-to-potion means there will be a lot of inventory tracking. With the reagent method for flora, all you need keep track of is a maximum of six items – at the table this can be in the form of a short list on a pad of paper, or poker chips which can be doled out to and cashed in by the player as they attempt to create potions. While this remains a potential issue for creature parts, this method of alchemy is expected to be far less common, and in truth I wanted to ensure full compatibility with Jon Gazda's Creature Loot, the last word on monster loot tables. Its use and implementation remains entirely optional.
- **Lack of Comprehensiveness.** A.K.A. the inability to craft the magical potions in the *Dungeon Master's Guide*. If a level 20 master alchemist can't create a *potion of invisibility* then who can, exactly?
- **Environment-locking.** Ever since Dalagath's Herbalism & Alchemy, it's become the standard in gathering systems that provide loot tables to segregate them based on regional climate. This functions perfectly in a games where players easily traverse various environments in a short time, but this is rarely the case in D&D. I believe restricting access to player choice in this way oversteps the system's boundary as a side-activity (*tool*) when it begins impacting broader decisions and narrative direction (e.g: “*we should go this way to search for plant X*”). My solution is not revolutionary: simply combining the ideas of local climate systems with the reagent system first envisioned by calculuschild. The probabilities are skewed, but everything is obtainable with a little luck.

RULE CLARIFICATIONS & RECOMMENDATIONS

The following assumptions, made in the creation and balancing of this system, are presented as rules guidance for the DM:

I. POTION MISCIBILITY

An unavoidable result (*and indeed, a stated goal*) of this supplement is to increase the potential availability of potions to player characters. Therefore it is advised to not use the variant rule for mixing potions described in the *Dungeon Master's Guide*, and instead rule that if a player character consumes a potion while another that provides a benefit is still in effect, the initial effect is immediately overwritten and no longer applies.

A rule set for potion miscibility may be included in future revisions if sufficiently requested, but is presently considered outside of the scope of this supplement.

II. INTERACTION WITH DISPEL MAGIC

Dispel magic and similar effects can target magical effects created by potions, but a potion can't be rendered inert by it. This includes any effect with a timed duration from drinking a potion, but does **not** include permanent effects such as those granted by a *potion of longevity*.

