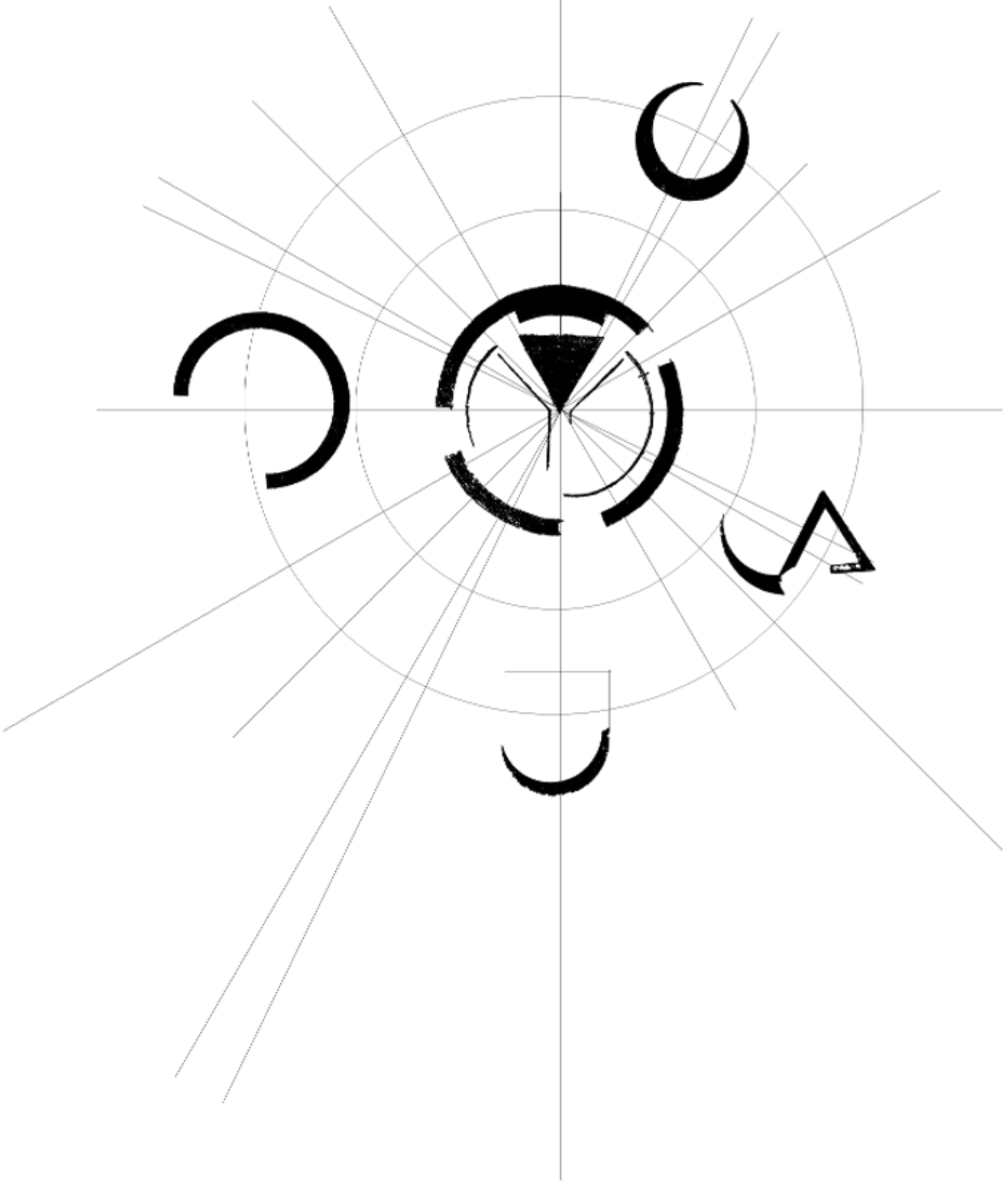


The Practice



Version 3.2

CONTENTS

PREFACE.....	I	Skeletons.....	75
CHAPTER 1: THE PRACTICE.....	2	Zombies.....	75
WHAT IS THE PRACTICE?.....	2	CHAPTER 5: RECIPES.....	76
New Rules.....	4	WHAT IS A RECIPE?.....	76
GATHERING & HARVESTING.....	5	RECIPE DESCRIPTIONS.....	76
BLOOD PRACTICE.....	7	CHAPTER 6: APPENDICES.....	79
CHAPTER 2: PROPERTIES.....	8	DEFINING INGREDIENTS.....	79
PROPERTY DESCRIPTIONS.....	9	Fungi.....	79
CHAPTER 3: INGREDIENTS.....	34	Organs.....	79
INGREDIENT DESCRIPTIONS.....	36	Plants.....	82
CHAPTER 4: COLLECTING THE WORLDS.....	67	Modifications.....	83
INGREDIENTS BY LOCALE.....	67	SORTING CHARTS.....	84
Arctic.....	67	Ingredients by Property.....	84
Coastal.....	67	Ingredients by Familiarity.....	86
Desert.....	67	Ingredients by Type.....	88
Forest.....	68	NAMES REFERENCE.....	89
Grassland.....	68	CHAPTER 7: INDEX.....	94
Hill.....	69	LEGAL.....	97
Mountain.....	69		
Rural.....	70		
Swamp.....	70		
Underground.....	70		
Underwater.....	70		
Volcanic.....	70		
INGREDIENTS BY MONSTER.....	71		
Arachnids.....	71		
Bats.....	71		
Bears.....	71		
Birds.....	71		
Cats.....	72		
Chargers.....	72		
Crabs.....	72		
Crocs.....	72		
Dinosaurs.....	72		
Faun.....	73		
Hounds.....	73		
Insects.....	73		
Lumberers.....	73		
Monkeys.....	73		
Mounts.....	74		
Octopi.....	74		
Plant Monsters.....	74		
Reptiles.....	74		
Rodents.....	74		
Sealife.....	75		
Serpents.....	75		
Sharks.....	75		

THE PRACTICE

A Complex Alchemy & Herbalism System for
Tabletop Roleplay

PREFACE

On a personal note, as I sit here typing, it is 3:52am, 25th April, 2018. I have spent the better part of 6 years, on and off mind you, creating what is contained herein. This is the largest project I have ever committed to and followed through to date, and every other project I have engaged in has led to this. Please, don't mind my sentimentality, I have poured my heart and soul into this work. And to think, this is only the beginning. This is only the start of what will be a much larger project.

In the future I will add more ingredients, properties, and special rules. Who knows, I may even incorporate this work into a system all its own. There is also the world to consider, which I have also been building, my final world, the conglomeration of all the campaign settings I have ever dumped endless hours into. But still, here it is, my alchemy project. There is no way to describe what I am feeling now, especially when I consider that people may be reading this.

Now, I know what you're thinking: this isn't alchemy, this is herbalism taken to an "nth degree." You're right, this isn't alchemy. This is fantasy alchemy, my interpretation of what a thorough and appropriately complex fantasy alchemy and herbalism system should look like. Am I saying I got it right? Not at all, but I love everything here and I am proud of it, immensely.

Moving on. I want to thank you for supporting this, my love, and for taking this into your game so that you and others may enjoy it. And if you don't, that's fine too. I also want to thank my family for all of their support, without which I would have never finished this massive project. Yes, I know! It's technically not finished! Whatever. Just flip the page already and game on.

Written & Designed by: Deven Burns
Art by: Deven Burns

WHAT IS THE PRACTICE?

The practice uses the principals and techniques discovered in alchemy and the knowledge and understanding of herbalism to alter the worlds. Practitioners long ago discovered the magical energies seeping through the very earth beneath their feet, as well as everything lining and otherwise in, on, or around it.

Practitioners take elements natural, unnatural, and supernatural and extract their essence, manipulating, combining, and applying it to problems all around them. Practitioners are not alchemists, and they are not herbalists, they are both. Practitioners see the world in all its beauty and variety and understand that there are forces underlying everything that can be tapped and used, with the right tools and methodology.

The practice involves two main efforts, practicing and gathering. Practicing is the actual use of the knowledge and ingredients to create concoctions. Gathering is the collecting of ingredients for practicing, or in the case of organs and ingredients obtained from creatures, harvesting.

PRACTICING

Ultimately the practice is the investigation, experimentation, and creation of concoctions using ingredients. In order to create a concoction, you must have alchemists tools, any necessary ingredients, and a relatively quiet place to craft.

CONCOCTIONS

A variety of different alchemical substances fall under the term concoction. Adhesives, dusts, elixirs, gases, oils, potions, powders, and salves are all concoctions that can be applied to a subject, whether that be a creature, an area, or an object.

Concoctions are consumable magic items, although they do not count as “magical” unless they are recreating or copying a spell, such as those concoctions made with the *essential* base. Applying a concoction to either yourself or another creature requires an action, although some may take more or less time. Once used, a concoction takes effect

immediately, and is used up. Concoctions come in the following four types.

Contact. These can be smeared on an object and remain potent until touched or washed off. Also, these can come in the form of a dust that coats an object or creature. A subject that touches a contact concoction with exposed skin is effected.

Ingested. A subject must swallow an entire dose of ingested concoction to be effected. The dose can be delivered in food or a liquid. You may decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or halving the normal effects.

Inhaled. These concoctions are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas effects subjects in a 5-foot cube. The resulting cloud dissipates immediately afterward. Holding one’s breath is ineffective, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Injury concoctions can be applied to weapons, ammunition, traps, anything that deals piercing or slashing damage, or applied directly to a wound. Injury concoctions remain potent until delivered through a wound or washed off. A subject that takes piercing or slashing damage from an object coated with the concoction is exposed to its effects.

ALCHEMY ABILITY

Wisdom is the primary ability in use with alchemy. Wisdom and the skills dependent on it are those used to locate and gather ingredients, and when a character makes checks related to alchemy, they are making a Wisdom check. You add one-half of your proficiency bonus if you are proficient with the herbalism kit or the alchemists tools.

Alchemy Bonus = your Wisdom modifier + one-half of your proficiency bonus (for alchemists tools) + one-half of your proficiency bonus (for the herbalism kit)

CREATING A CONCOCTION

When you craft a concoction, you extract the desired property, or properties, from the ingredients. These properties are then the effects of the concoction, and the ingredients are expended.

Choose a property from the ingredients you have available and decide how many doses you wish to create. You can make one or more, multiplying the portion and time by the desired number of doses. Also, choose a base, which determines what type of concoction it will be; contact, ingested, inhaled, or injury.

The amount of ingredients required is listed in the portion entry of each property. You must have four times that amount for the base. If you need 12 ingredients for the healing effect, then you would need 48 ingredients for the ingested base.

Then, you work undisturbed for an amount of time equal to 5 minutes for every sprig, pinch, or dash of ingredients you are expending into the concoction. At the halfway point, make an alchemy check against the craft DC of the property.

ALCHEMY CHECK

Result	Effect
Failure by 5 or less	Add one side effect
Success by 5 or more	Save DC +1 / Variable effect +1
-2 to craft DC	Add one side effect

FAILURE

If you fail your alchemy check, all is not lost. Failure by 5 or less means you still create the concoction, but it will also have one side effect. The side effect is determined by rolling on the Side Effects table for the chosen property.

Alternatively, you can lower the DC of the concoction by choosing to add a side effect. For each side effect you add to the concoction, which can come from any of the properties being utilized, you subtract 2 from the craft DC.

PRACTICING ALCHEMY

Concoction	Crafting Time	Craft DC
Standard	5 min / ingredient	Property
Concentrate	-.2 min / dose	Property
Mixture	-.2 min / additional property	Average

CONCENTRATES

If you wish to make a more powerful concoction, you can make a concentrate. A concentrate is multiple doses of the same property, crafted at the same time, and combined into one more potent dose.

Unlike making multiple separate doses of the same concoction, creating a concentrate saves time, while

increasing the difficulty. Subtract .2 minutes from the crafting time for every dose included. This reduction in the time required cannot reduce the total crafting time to less than 2.5 minutes.

For a three dose concentrate, you would subtract .6 minutes from the normal 5 minutes, and would be spending 4.4 minutes crafting for every ingredient.

MIXTURES

You can also create a concoction with multiple different effects, called a mixture. A mixture uses multiple different properties.

When crafting a mixture, for each additional property add only one-quarter of the normal amount of base ingredient, instead of a full additional quantity of base ingredients.

MIXTURES & INGREDIENTS

# of properties	Amount of Base	DC
1	4x the property ingredients	Normal
2	5x the property ingredients	Average +1
3	6x the property ingredients	Average +2
+1	+1x the property ingredients	+1

The DC for the mixture concoction is the average of all the properties included, with an additional +1 for each property after the first.

Crafting a mixture is similar to a concentrate in that each property decreases the amount of time required to craft the concoction by .2 minutes. For 4 properties, the time per ingredient is at 4.2 minutes, but this cannot reduce the time, even with a concentrate, to less than 2.5 minutes.

CUSTOMIZATION

A concoction can be customized to effect only a certain creature, a type of creature, or a subtype of creature. They can also target a specific creature. Customization allows the alchemist to specially tailor a concoction to the benefit or detriment of one particular ally or foe.

The more specific the customization, the more ingredients are required. To target a creature type, an amount equal to 1/20th of the total ingredients (for the normal concoction) must be added from that type of creature. For a subtype, 1/12th; for a creature, 1/8th; and for an individual, 1/5th.

CUSTOMIZATION

Target **Amount (based on total) to be Included**

Type 1/20th

Subtype 1/12th

Creature 1/8th

Individual 1/5th

Ingredients specific to a creature include their hair, fingernails, scales, teeth, pieces of flesh or droppings, as well as some natural ingredients that effect them inherently.

If a property can be customized, it will have the customize tag.

SAVING THROWS

Many concoctions specify that the subject can make a saving throw to resist some or all of the effects.

The concoction specifies the ability that the subject uses for the save and what happens on a success or failure.

The DC to resist a concoction equals 8 + your alchemy bonus + any special modifiers.

If the subject is making a saving throw against a property outside of a concoction, such as with an application, the saving throw DC is based on the ingredients familiarity -5.

AN EXAMPLE OF CONCOCTING

Alrid, a local practitioner, wants to create a potion of healing. He gathers the ingredients, sets up his lab, and begins the process. It will take him 2 hours (120 minutes for the 24 ingredients required) and after one hour he makes his alchemy check against a DC of 12. He succeeds, and after the second hour, he has a potion of healing, 1d4+1 hp.

Next, Alrid wants to create a potion of superior healing, which heals 8d4+8 hp. Since each dose of the healing property restores 1d4+1 hp, he will need 8 doses worth (8 handfuls is 24, and 4 times this amount for the liquid base, 96, 96+24 = 120 ingredients in total). The process will take him 10 hours (120 ingredients x 5 minutes for each ingredient = 600 minutes, or 10 hours), at least, 10 hours if he wanted to create 8 single doses for individual use.

Since he is going to concentrate them into one concoction, he subtracts .2 minutes from the normal 5 minutes per ingredient for each dose included (.2 x 8 doses = -1.6 minutes, or 3.4 minutes per

ingredient). The new time for crafting this concentrated healing concoction is 6 hours and 48 minutes (120 ingredients x 3.4 minutes = 408 minutes, or 6 hours and 48 minutes).

The DC for a healing property concentration is +1 for each dose included (standard DC of 12 + 8 for the 8 doses included = a concentrate DC of 20). After 3 hours and 24 minutes, he barely succeeds, but does so, and once the total time has elapsed, he has a potion of superior healing. In only 3 times, and some change, the normal allotment, Alrid has created a vastly more powerful healing potion, despite the increased difficulty.

NEW RULES

Within the supplemental material outlined for the crafting and use of alchemy and concoctions, there are a few new rules, which are described below.

DAMAGE GROUPS

Properties may refer to damage groups in their description. Certain effects rely on this categorizing of the different types of damage for ease of play.

Damage Groups

Group **Damages**

Mundane Bludgeoning, Piercing, Slashing

Natural Acid, Force, Poison

Elemental Cold, Fire, Lightning, Thunder

Supernatural Necrotic, Psychic, Radiant

CRAFTING ITEMS

Creating items, including magical items, uses the same rules as crafting concoctions, except for a few differences. Items are not concentrates nor are they mixtures. To craft a normal item, such as a longsword or a bow, simply use the weight of the item to determine how much of the base ingredient is required.

Also, a character must be proficient with the appropriate tools in order to craft an item or, have someone else on hand who is, working in conjunction with the character. To craft a sword, they must know how to use smith's tools and a forge. To craft a bow, carpenter's tools.

The complexity of the item effects how long it takes to craft. Metal items like swords and armor need time to be forged and molded, while a club

simply needs to be cut from a tree, maybe a little sanding or a stain, and it's done.

Complexity Modifiers

Complexity	Time	Details
Complex	Full	Made of metal, moving parts, precise techniques involved, dangerous process
Moderate	¾	Majority metal, several parts, journeyman techniques involved, hazardous process
Simple	¼	Majority wood or other simple material, 1 or 2 parts, novice techniques involved, safe process

Some examples of **complex** items: full-metal weapons, bows, most armor, abacus, hourglass, spyglass, merchant's scale, paper or parchment.

Examples of **moderate** items: morningstar, shield, padded or leather armor, magnifying glass, ball bearings or caltrops, fine clothing, hunting trap, bullseye or hooded lanterns, mirrors, or a signal whistle.

Examples of **simple** items: club or greatclub, quarterstaff, spear, javelin, rapier or pike, net, backpack, candle, chest, jug or pitcher, ladder, pouch, shovel.

When creating items with additional properties, like a flaming sword or an improved bow, the portion and time are in addition to those required to craft the item. To clarify, the rules for concentrates and mixtures, specifically those that would reduce the crafting time, do not apply when crafting an item with permanent magical abilities. For these magical items, the full time for all ingredients involved is required.

GATHERING

While traveling through the wilderness a character can find all sorts of useful ingredients. Whenever the GM calls for it, make a Wisdom (Survival) check to gather ingredients. The DC for the check is determined by the condition of the environment in which the characters are gathering.

Environmental Conditions

Condition of Environment	DC/Modifier
Vibrant & Healthy (swamp, underwater, volcanic)	5
Healthy (forest, grassland)	10
Unhealthy (coastal, hill, or another plane)	15
Poor or Dying (mountain, rural)	20
Dead (arctic, desert)	25

Isolated Area (far from civilization)	-4
Strong Magical Influence	-3
Conducive Climate	-2
Weak Magical Influence	-1
Well Scouted	+1
Traveled Area (roads, highways, paths)	+3
Plentiful Herbivores	+5

SEARCHING

A character can also attempt to find a specific ingredient, or a more defined grouping of ingredients. Whenever the GM calls for it, make a Wisdom (Survival) check against the ingredients familiarity DC. This allows them to search for any ingredient of a particular familiarity or a specific ingredient.

HARVESTING

Gathering ingredients from fallen monsters or creatures, or harvesting, is very similar to the gathering of plants, herbs, fungi, and minerals. Instead of looking to the conditions of the environment, the type, subtype, and conditions of the corpse determine how difficult this process is. If the remains of a creature have lain in a cave for a thousand years, the bones will be the only bits left, and they may be more mineral than organ.

Also unlike plants and fungi, when the corpse is lying before you, it's rather simple to harvest **familiar** organs. That's why anyone does it, and untrained hunters readily provide meat for consumption, skins for armor or clothing, and bladders for water and wine skins.

ORGAN HARVESTING

Rarity	Creature Type	DC
Familiar	Beast, humanoid, plant, undead	5
Unfamiliar	Construct, fey, giant, monstrosity	10
Exotic	Abomination, elemental, ooze	15
Strange	Celestial, dragon, fiend	20
Mysterious	Aberration	25

Circumstances	Modifier
Creature has lair actions	+2
Creature has legendary actions	+5
*Corpse is decomposed	-10
Corpse is rotted	-8
Corpse is eviscerated	-6
Corpse was mutated, resurrected, raised as undead	-5
*Cause of death was largely physical weapons	-4
*Cause of death was largely destructive magic	-3
Corpse is damaged	-2
*Cause of death was environmental	Varies

Cause of death was normal combat	+/-0
Corpse is fresh	+2
Corpse is in excellent condition (possibly preserved)	+4
Cause of death was natural	+6

SUCCESS

A successful Survival check determines how many and which ingredients are found. Roll d- (a full set of dice: 1d4, 1d6, 1d8, 1d10, 1d%, 1d12, and 1d20) once, and consult the tables in Section #, Ingredients by Locale. The result of the d% determines which subset you consult for the results of the rest of your dice.

When searching, you obtain additional ingredients for better results on your check, according to the chart below. For a normal success (by 3 or less), you roll normally, see above. For say, a success of 8 over the DC, you would roll an additional 1d6, and if you are searching, you would gain an additional 1d4 sprigs, pinches, or dashes of the ingredient.

For each individual die result, you gather one sprig, pinch, or dash of the appropriate ingredient. So, if your result includes four 3's, you would gather four of whichever ingredient is found on a roll of 3.

When harvesting, consult the appropriate table for the monster to determine the ingredients gained from a successful check. Those tables can be found in the Chapter 3: Where to Look.

Successful Check Result	Amounts	
	Gathering	Searching
Success by 3 or less	Roll d- once	+1d2
Success by 4-6	+1d4	+1d3
Success by 7-9	+1d6	+1d4
Success by 10-12	+1d8	+1d5
Success by 13-15	+1d10	+1d6
Success by 16-18	+1d12	+2d4
Natural 20	Roll d- twice	+3d4

AN EXAMPLE OF GATHERING

Steve (say it with me now, Sh-teef) is playing a giant practitioner and is out in a volcanic locale that is well traveled. The DC is 8 (volcanic of 5, +3 for well traveled), and his result is 13. He rolls 1d- and an additional 1d4 for how much he succeeded by.

His results: 2d4 = 1&3, 1d6 = 3, 1d8 = 6, 1d10 = 9, 1d12 = 4, 1d20 = 3, and 1d% = 70. In total, one 1, three 3's, one 4, one 6, one 9, and one 70. Under the volcanic ingredients chart, he would obtain the following:

1x sprig of tarragon

3x sprigs of pepper
1x sprig of black spleenwort
1x sprig of blackwood
1x sprig of day's eye

BUYING & SELLING

The price of ingredients depends not only on their familiarity but also how many properties they have. The base price for each ingredient below assumes that it has one property, which is then multiplied by the total number of properties.

INGREDIENT VALUE

Familiarity	Value	DC
Familiar (per bushel, load, or jar)	1cp*	10
Unfamiliar (per parcel, grip, or cup)	1sp*	15
Exotic (per handful or sip)	1ep*	20
Strange (per sprig, pinch, or dash)	1gp*	25
Mysterious (per sprig, pinch, or dash)	1pp*	30

*2 or more properties = 2x (or 3x, 4x, etc.) the base price

IDENTIFICATION

A character that wishes to identify an ingredient's properties makes a Wisdom check using an herbalism kit. As with the alchemy check, the character only adds half of their proficiency bonus if they are proficient with the kit.

The check is made against the familiarity DC of the ingredient, and success allows them to identify one property. A successful check result in increments of 2 allows them to identify another property.

If the character does not identify all of the properties and wishes to make this check again, they may do so, but only once more. If, for either check, the character wishes to also use their alchemists tools in addition to their herbalism kit, they add the other half of their proficiency bonus to the check.

When using both the herbalism kit and alchemists tools, the character must have time and a quiet place, such as a laboratory, a study, or even a peaceful campsite. Using both requires one hour for each level of familiarity; familiar is 1 hour, unfamiliar 2 hours, and so on. This more extensive process also requires the expenditure of 1d4 ingredients per hour.

IDENTIFY CHECK

Circumstance	Modifier
Herbalism kit	One-half proficiency bonus
Alchemists tools	One-half proficiency bonus

+1 hour (max. 8 total) +1 bonus to check
Success +2 Additional property identified

BLOOD PRACTICE

The practice is not all picking flowers and grinding gems, it is also harvesting organs and breaking down bones. These more morose and grotesque aspects of alchemy are known as Blood Practice. Many alchemists delve into these parts only when absolutely necessary, and avoid organs, especially when buying or selling.

Those of more questionable morals are considered Blood Practitioners. These alchemists are known for stalking and destroying creatures for the sole purpose of study.

Adventurers, especially adventuring practitioners, are given some freedom when it comes to collecting and using organs in the practice.

CHAPTER 2: PROPERTIES

Properties are the effects that are transferred to the concoction during the creation process; they are the desired special abilities that practitioners pursue for their craft.

Each property description is a block of information, including the properties name, tags, effects, craft DC, portion, concentrate, and side effects.

TAGS

Properties can have a few different tags, offering special rules. The two most common are the Base and Customize tags.

BASE PROPERTIES

The base tag indicates that the property determines the type of concoction that is created. Bases are contact, ingested, inhaled, or injury. Some of the more common bases have side effects, while the more rare will minimize impurities in the concoction, thus eliminating side effects.

CONDITION PROPERTIES

Condition properties alter how or when the concoction activates and then effects the subject. It may cause harm to the subject at midnight, cure them at noon, deal damage when they are in or out of water or sunlight, or many other variables.

When creating a concoction with conditional properties, be sure to discuss your intent and the potential outcomes with your GM.

Subjects can only be under the effects, active or not, of one concoction with the condition property, unless otherwise noted.

Condition properties behave like others during crafting, but the results may be different. For instance, if a PC is creating a concoction with two ingredients that have the timing property, where one activates at midnight and the other at noon, they are both timing properties that activate the effects of the concoction, and can thus be used together. However, because they activate at different times, the DM may rule that this particular concoction activates between those two times, say at dusk or dawn.

REVERSE PROPERTIES

The reverse tag indicates that the property can be inverted, creating effects that are directly contrary to the normal effects of the property. For example, the Illuminating property can be reversed, so instead of creating light, the property would create darkness, canceling out light in the area.

Some ingredients will have a special descriptor that details any differences or important notes about reversing the effects of a property. This descriptor may also contain the name of the reversed property, which can be referred to by some ingredients, indicating that those ingredients may only be used to create the inverted effects.

EFFECTS

The first paragraph describes what effects the property has on the subject(s), and these effects are what is carried over into concoctions.

CRAFT DC

The craft DC determines the difficulty of creating a concoction. This DC can be modified a few different ways, such as with adding side effects or creating a concentrate or mixture.

PORTION

The portion is how many ingredients are required to create a concoction. In a way, this determines how potent the property is, in general. Alchemists have long used their own system of measurement.

Portion Sizes

#	Weight	Plant	Mineral	Liquid
1	.1 ounces	Sprig	Pinch Dash	
4	.4 ounces	Handful	Handful	Sip
12	1.2 ounces	Parcel	Grip	Cup
20	2 ounces	Bushel	Load	Jar

CONCENTRATION

The concentration of a property determines how many doses are required to enhance the basic effects, which basic effects are enhanced, and the modification to the craft DC, as well as any other details required for crafting a concentrate.

SIDE EFFECTS

Side effects are the potential benefits or drawbacks that can come with some properties. Not all properties will have the same effects, and accidents often lead to the inclusion of these within a concoction.

PROPERTY DESCRIPTIONS

The properties are presented in alphabetical order.

ABSORBING

Customize (required)

Instead of taking damage and reducing their hit points, from some sources, the subject regains hit points equal to the amount of damage.

This property converts one chosen type of damage into healing energy, following the customization rules for determining the damage type. The ingredients must have the harming property of the appropriate damage type. The Craft DC and the portion required is dependent upon the type of damage.

Damage Group	Craft DC	Portion
Mundane	15	Handful or sip
Natural	20	Parcel, grip, or cup
Elemental	25	Bushel, load, or jar
Supernatural	30	Bushel, load, or jar

This property lasts for 1 minute, or until it has restored 25% of the subjects maximum hit points.

Concentrate. One dose increases the duration by 1 round or the maximum amount of hit points restored by an additional +5%, and the Craft DC by +2.

Side Effects. 1D12

1	The subject can be effected by this property after death, allowing damage to restore them to life
2-3	The subject can have an additional +20% of this hit point maximum restored before this property ends
4-5	The subjects appearance shifts as if effected by the damage, but it is only illusory, not real damage
6-7	The subject only regains one-half of the intended damage
8-9	The maximum amount the subject can regain is equal to 10% of their hit point maximum
10-11	The subject is immune to the damage type, but does not regain any hit points
12	the subject has resistance to the damage type, not immunity, & does not regain hit points; resistance as normal

ADHESIVE

Base (contact)

An adhesive will stick to whatever surface it is adhered to. It needs only contact the flesh of the subject, and will viable for many hours.

Using an adhesive has a unique advantage, if the property is able, it continues until the subject can remove all of the adhesive. For example, using an adhesive with the Harming (fire) property makes a sticky, burning substance that is difficult to extinguish.

Craft DC. +2

Side Effects. None

ALTERING

This property changes the state of a material that is inorganic, such as stone, wood, metal, or water. For 1 cubic foot of material, the process takes one minute, and the change takes place according to nature.

For example, altering a metal door from solid to liquid in order to pass through would make the door molten hot metal. The door would eventually melt to the floor, allowing the alchemist to pass through, but the alchemist would not want to pass through until such a time.

The material can only be changed one step on the following scale:

State of Material. Solid <> Liquid <> Gas

Craft DC. 15

Portion. Bushel, load, or jar

Concentrate. One dose increases the number of feet effects by +1 cubic foot or decreases the time required for the property to take effect by -1 round, and increase the craft DC by +1.

Side Effects. 1d8

1	The property takes half the normal time to effect the material
2-3	The property works quietly & with little visual effect, making it stealthy
4-5	The effect is loud & obnoxious, such as an altered metal door screaming as it melts
6-7	The property bubbles, pops, & splashes as it takes effect, which could potentially endanger those nearby
8	The changing material releases a noxious gas within a 15 foot radius, dealing 3d4 poison damage to all creatures inside that area

AMORPHOUS

Customize

The subject can shift their physical form in extreme fashion, altering their dimensions and flexibility to allow them movement in unusual ways. For the next minute, the subject can move through a space as narrow as 1 inch wide without squeezing.

Craft DC. 12

Portion. Handful or sip

Concentrate. One dose increases the duration by +1 minute, and the craft DC by +2. Five doses allow the subject to move through a space as narrow as ¼ of an inch wide without squeezing, and increases the craft DC by +5.

Side Effects. 1d8

- 1 the subject is so blobby they have resistance to all physical-based damage, & they can slide around like an ooze
- 2 The subject resembles the blob, with skin & apparel “melting” towards the floor at all times, but they only shrink if they want to
- 3-4 The subject is considered another ooze to all oozes, & will not be pursued or attacked by oozes
- 5-6 The subject does not cope with being blobby, taking a -2 penalty to Strength, Dexterity, & Constitution
- 7 The subject suffers 2 levels of exhaustion
- 8 The subject becomes an ooze, chosen by the GM or randomly determined. This change is permanent, but can be reversed with powerful alchemy or magic

ANCHORING

The subject is prevented from interplanar travel and from becoming incorporeal for one minute.

Craft DC. 17

Portion. Parcel, grip, or cup

Concentrate. One dose increases the saving throw DC by +1, and the craft DC by +3.

Side Effects. 1d8

- 1 The subject must make a Wisdom check against the alchemists alchemy DC to pass to another plane or become incorporeal for the next 24 hours
- 2-3 The subject is encumbered
- 4-5 The subject feels slow, speaks as if in a dream, & is distracted
- 6-7 The subject can make a new saving throw each round, as their action, to end these effects, but each time they fail they take a cumulative -1 penalty to their next save & take 1d4 force damage
- 8 The subject can force their way through this barrier, taking an amount of force damage equal to twice the save DC total

ANGERING

The subject is induced into anger that slowly builds into rage. The subject must make a Wisdom saving throw each round for the next minute. If they fail, they must attack the nearest creature or take a cumulative -1 penalty to their Wisdom score.

If the subject attacks, they have a bonus to melee attack and damage rolls equal to the current Wisdom penalty imparted by this property.

Craft DC. 13

Portion. Handful or sip

Concentrate. One dose increases the saving throw DC by +1 or the duration by 1 round, and the craft DC by +1.

Side Effects. 1d6

- 1 The subjects attack & damage bonus is increased by the number of rounds this property has been active
- 2-3 The subject is very obviously infuriated, huffing & foaming at the mouth
- 4-5 The subject has difficulty with any task other than combat, & is at disadvantage on all other ability checks & saving throws
- 6 The subject falls unconscious if they fail three saving throws in a row

ANTITOXIN

Customize

The subject gains advantage on saving throws against poison for 30 minutes.

Craft DC. 12

Portion. Handful or sip

Concentrate. One dose increases the duration by 30 minutes, and the DC by +1.

Side Effects. 1d8

- 1 The effects last 1 hour
- 2-3 The subjects blood vessels become visible, glowing with a pure green light
- 4-5 The subject becomes sick every time they eat or drink for the next 24 hours, & expels the sustenance directly after
- 6-8 The antitoxin taxes the subjects body, granting them 1 level of exhaustion

ATMOSPHERE

This property alters the weather over a 100-foot radius, over the course of one minute. This property only alters the weather one step on the following scale.

Hazardous <> Stormy <> Overcast <> Clear <> Pleasant

The weather is suited to the environment in which it exists; so if the weather is made stormy in a barren tundra, it will become a snow storm. In a desert, a sand storm.

Craft DC. 10

Portion. Bushel, load, or jar

Concentrate. One dose increases the number of steps on the scale that the weather is altered by +1 or decreases the amount of time it takes for the property to take effect by -1 round, and the craft DC increases by +3. Also, the radius can be increased by a factor of 10, and the DC increases by +5. For each +1 to the craft DC of this property, one dose must added to the concentrate.

Side Effects. 1d8

- 1 The weather becomes exactly as the subject (the one who uses the concoction) wishes
- 2-3 The sky in the area effected takes on a faint green-purple haze as it changes
- 4-5 The weather behaves drastically as it alters, possibly endangering the subject or those within the area
- 6-7 The weather shifts immediately to a hazardous state, & is only that way directly over the subject
- 8 The weather is altered in a completely random & unpredictable fashion, possibly having a snow blizzard in the middle of a desert or a hurricane over land

ATTRACTING

Customize

This property attracts the subject from a distance of up to 50 feet for 24 hours. The subject is determined by the ingredient, which also determines the Craft DC and Portion.

Subject Type	Craft DC	Portion
Beast, humanoid, plant	11	Sprig, pinch, or dash
Construct, giant	14	Handful or sip
Elemental, monstrosity, ooze	17	Handful or sip
Fey, undead	19	Parcel, grip, or cup
Celestial, fiend	21	Bushel, load, or jar
Dragon, aberration	22	Bushel, load, or jar
*Creature has lair actions	+2	Handful or sip
*Creature has legendary actions	+5	Parcel, grip, or cup
*If the creature has these actions, add their portion to the standard portion required		

The subject is drawn mysteriously to the source of the attraction, and must make a Charisma saving throw to resist continuing closer once they get within range, and if they fail, they are poisoned if they do not proceed and stay within the range. Once they leave the area, they are no longer poisoned.

Concentrate. One dose increases the duration by 24 hours or the radius by +50 feet, and the DC by +1.

Side Effects. 1d8

- 1 The subject is charmed by any creature holding the source or the closest one to it
- 2-3 The subject is calm & tranquil
- 4-5 If the subject can locate the source, they want to take it
- 6-7 The subject has the wherewithal to neutralize the source, if they can find it
- 8 The subject can take one minute to end the effects of this property on themselves

AWAKENING

Customize

The subject must have an Intelligence score of 4 or less, or no Intelligence score at all.

The subject is granted an Intelligence score of 6, is given the senses of an elf, and can move its form as any creature can move their body. This property and its effects are permanent. They also gain a language that is known to similar creatures.

Craft DC. 30

Portion. Bushel, load, or jar

Concentrate. One dose increases the granted Intelligence by +1, and the Craft DC by +2.

Side Effects. 1d10

- 1 The subject is friendly to whomever enacted this change
- 2-3 The subject also understands sylvan & can speak it
- 4-5 The subject is frightened & scared, acting first to defend itself then to understand its circumstances
- 6-7 The subject requires 24 hours for the effects to fully take place, slowly coming to understanding
- 8-9 The subject is in a combative frenzy, totally maddened by the strange turn of events
- 10 The subject blames whomever enacted this change & makes it their mission to undo their fate or destroy their creator

BINDING

The subject is grappled until their next turn, when they make a Strength saving throw. If they fail this second save, they are restrained for one minute.

Craft DC. 17

Portion. Bushel, load, or jar

Concentrate. One dose increases the duration by 1 minute or the saving throw DC by +1, and the craft DC by +2.

Side Effects. 1d8

- 1 These effects are nearly impossible to witness, requiring a Perception check to identify so they can be ended
- 2-3 The subject cannot speak or cast spells as well

- 4-5 The subject appears to be in a comfortable position, not forced or unusual
- 6-7 The subject can move around by using unconventional means, such as rolling or wiggling like a worm
- 8 The subject is only grappled if they fail to resist

BLINDING

The subject is blinded for one minute.

Craft DC. 13

Portion. Parcel, grip, or cup

Concentrate. One dose increases the saving throw DC by +1 or the duration by 1 minute, and the craft DC by +1.

Side Effects. 1d8

- 1 The subject is disoriented & is poisoned
- 2-3 The subject's eyes turn completely white & cannot close
- 4-5 The subject is allowed to make a new saving throw each round as their action to end this effect
- 6-7 The subject is allowed to make a new saving throw each round as a free action to end this effect
- 8 The subject is only partially blinded, having disadvantage on checks that require sight & a -1d6 penalty to AC & attack rolls

BLINDSIGHT

The subject can perceive its immediate surroundings without sight, out to 15 feet, for one hour.

Craft DC. 13

Portion. Handful or sip

Concentrate. One dose increases the range by 5 feet or the duration by 1 hour, and the DC by +1.

Side Effects. 1d8

- 1 The range of this sense is improved to 25 feet
- 2-3 The subject's ears or auditory organs become larger & more sleek
- 4-5 The subject's senses become disorienting, granting them disadvantage on all other perception based checks
- 6-8 The subject becomes vulnerable to thunder damage

BOLSTERING

The subject gains a +2 bonus to one ability score for one minute.

Craft DC. 18

Portion. Bushel, load, or jar

Concentrate. One dose increases the duration by 1 minute, and the craft DC by +2. Three doses can be added to increase the bonus by +2, and the craft DC by +4.

Side Effects. 1d10

- 1 The bonus is increased to +3

- 2-3 The subject gains proficiency in one of the bolstered abilities skills or tool sets
- 4-5 The subject becomes more attractive in whatever way they were enhanced
- 6-7 The subject takes a -2 penalty to another ability score; if the bonus applied to a physical ability, the penalty applies to a mental ability (determined by the GM or alchemist)
- 8-9 After this property wears off, the subject gains one level of exhaustion
- 10 After this property wears off, the subject takes a penalty to the enhanced ability equal to twice the bonus for the next 24 hours

BREATHING

The subject is able to breathe in places where it normally could not, such as underwater, in poisonous fog, or black smoke for one hour.

Craft DC. 12

Portion. Handful or sip

Concentrate. One dose increases the duration by 1 hour, and the DC by +1.

Side Effects. 1d8

- 1 The subject takes no penalties to checks involving their senses while in foreign environments
- 2-3 The subject grows gills on their neck or a similar, appropriate organ for the foreign environment
- 4-5 Transitioning back to a normal environment is difficult for the subject, requiring a Constitution saving throw to be able to breathe normally again
- 6-8 The subject is short of breath for one hour after this property wears off, granting them one level of exhaustion

BURROWING

The subject gains a burrowing speed of 30 feet for one hour.

Craft DC. 15

Portion. Parcel, grip, or cup

Concentrate. One dose increases the speed by 5 feet or the duration by 1 hour, and the DC by +1.

Side Effects. 1d8

- 1 The subject has advantage on Charisma checks made with earth elementals
- 2-3 The subject's skin takes on a grainy, earthen, stone-like appearance, granting 1 Resistance to mundane damage
- 4-5 Every time the subject travels in this manner, they get dust & dirt in their eyes & ears, granting them disadvantage on perception checks for either
- 6-8 The subject must remain ankles deep, or more, or they suffer 2d4 necrotic damage

CHANGING

Customize

The subject's appearance is changed in a cosmetic fashion so they appear as someone else either generically or specifically for one hour. The number of doses used determines how far the subject can be changed from their normal appearance.

Doses Used Effects

One	Facial features, eye color, facial & head hair coloring, length, & style
Three	Facial structure, body structure* within 25% of normal, skin color
Five	Racial identifiers, body structure* within 50% of normal, & scent

EightBody structure* up to 100% of normal, as well as appearance in the Shroud

*Body structure refers to height, weight, dimensions, and the like

Craft DC. 15

Portion. Handful or sip

Concentrate. One dose increases the duration by 1 hour or the effects according to the above chart, and the DC by +1 per dose.

Side Effects. 1d8

- 1 The subject appears exactly as they wish, granting them advantage on all checks related to the disguise
- 2-3 The subject appears mostly as they wished, enough to fool most
- 4-5 The subject has some oddities, especially if they are impersonating a specific person, granting anyone trying to identify them a +1d6 bonus on their checks
- 6-7 The subject misrepresents themselves in their new appearance, & there are strange deformities, granting them disadvantage on any checks related to the disguise
- 8 The subject was not changed, not as they hoped, & has become disfigured & malformed until such time as powerful magic or alchemy can fix them. They have a -5 penalty to all Charisma checks until such a time

CLEANSING

Customize

The subject gains advantage on saving throws against diseases for 1 hour.

Craft DC. 11

Portion. Sprig, pinch, or dash

Concentrate. One dose increases the duration by 1 hour, and the DC by +1.

Side Effects. 1d8

- 1 The subject is immune to the first disease they encounter
- 2-3 The subject can sense disease within 15 feet of them
- 4-5 The cleanse is weak, only granting advantage on the first

saving throw made against a disease

- 6-8 The subject is cleansed, thoroughly, as if they have food poisoning

CRAWLING

The subject can crawl on all surfaces, vertical, horizontal, upside down, slick, rough, any of them, for one hour.

Craft DC. 13

Portion. Parcel, grip, or cup

Concentrate. One dose increases the duration by 1 hour, and the DC by +1.

Side Effects. 1d8

- 1 The subject can use this movement with only their feet
- 2-3 The subject becomes insect-like, thin, gangly, & beady-eyed
- 4-5 If the subject does not walk on a surface other than the floor, they are poisoned until they do
- 6-8 The subject wants to eat only insects for 24 hours after this property wears off

CURING

Customize (requirement)

The subject is cured of one disease, illness, affliction with a saving throw DC equal to or less than 12.

Also, the concoction requires one sprig, pinch, or dash of infected flesh or material from the creature wishing to be cured, for every dose in the concoction.

Craft DC. 14

Portion. Handful or sip

Concentrate. One dose increases the DC of the illness cured by +1, and the craft DC by +1.

Side Effects. 1d10

- 1 The DC of the ailment that can be cured is 13 or less for the first dose
- 2-3 The creature is immune to the cured disease for 24 hours
- 4-5 The afflicted subject has to endure 12 hours of discomfort while the property cures them, & they suffer one level of exhaustion during the process
- 6-8 The subject is incapacitated for 24 hours while their ailment is cured, & every 6 hours they must make a Constitution save or suffer one level of exhaustion
- 9-10 The subject is not cured of the affliction, & is instead permanently malformed by it, unable to rid themselves of it without powerful magic or alchemy, such as a wish

DARKVISION

The subject can see within 30 feet of them as if dim light were bright light, and in darkness as if it were

dim light. They can only discern shades of gray in darkness, not colors. These effects last for one hour.

Craft DC. 12

Portion. Handful or sip

Concentrate. One dose increases the range by 15 feet or the duration by 1 hour, and the DC by +1.

Side Effects. 1d8

- 1 The range of this sense is improved to 60 feet
- 2-3 The subjects eyes glow
- 4-5 The subject becomes sensitive to bright light & is at disadvantage on all checks while in it
- 6-8 The subject becomes vulnerable to radiant damage

DEAFENING

The subject is deafened for one hour.

Craft DC. 12

Portion. Handful or sip

Concentrate. One dose increases the duration by 1 hour or the saving throw DC by +1, and the craft DC by +1.

Side Effects. 1d8

- 1 The subjects mind reels from the silence, dealing 1d4 thunder damage to the subject every 10 minutes
- 2-3 The subjects ears bleed, not enough to deal damage, but they are obviously bleeding everywhere, unstopably
- 4-5 If the subject fails, they are also immune to thunder damage
- 6-7 If the subject fails, they regain their hearing after 1 round & have resistance to thunder damage for 1 minute
- 8 The subject has advantage on checks relying on hearing for 1 hour

DESTRUCTION

This property slowly wears down a material, item, or substance that is specified by the ingredient over the course of one minute. The target could be armor or metal, wood or housing, or cloth and leather items.

Each round this property is in effect, the substance or object takes a cumulative, and permanent, -1 penalty to its functions. For materials, this penalty applies to the AC, damage threshold, and 5x this penalty to its hit points. If that object is a weapon or tool, it also takes this penalty to its attacks, damage, and bonuses for ability checks. If this penalty negates any bonus or variable the object could provide, that object is destroyed.

For example, if a dagger is subjected to 4 rounds of this property, taking a -4 penalty, the dagger is

destroyed because it only provides 1d4 damage, and is thus rendered useless.

Each round that this property is in effect, the user of the object or attendant of the substance can attempt to nullify the properties effects, making an appropriate saving throw or ability check, according to the GM.

Craft DC. 20

Portion. Parcel, grip, or cup

Concentrate. One dose increases the penalty by -1 or the duration by 1 minute, and the DC by +1.

Side Effects. 1d8

- 1 This property is particularly resilient, & there is a -5 penalty to any checks or saves to nullify its effects
- 2-3 This property emits a green or purple hue in whatever form it takes
- 4-5 This property is weak, & checks made to nullify it have a +5 bonus
- 6-7 This property ends in only half the normal time
- 8 This property takes effect for only 1 round, then fizzles

DOMINION

The subject is able to control one creature of a type, subtype, or specific, as per the customization rules. The effected creature is normally determined by the ingredient with the property.

Up to one minute after using this concoction, the subject chooses one of those within 30 ft. and forces them to make a Charisma saving throw. If the target fails, they must obey the verbal commands of the subject. The command must be one word and cannot jeopardize the safety of the target. If the command jeopardizes the safety of the target, are vague or easily misunderstood, the target is immediately freed.

Craft DC. 20

Portion. Bushel, load, or jar

Concentrate. One dose increases the duration by one minute or the save DC by +1, and the craft DC by +2. Three doses increase the number of targets the subject can affect by one, and the craft DC by +3. Two doses increase the number of words contained in the command by +1, and the craft DC by +4.

Side Effects. 1d8

- 1 The target has disadvantage on their save & the commands can jeopardize their safety
- 2 The target has disadvantage on their save
- 3-4 If the target succeeds or is freed, the subject can target

them again immediately

- 5-6 If the target succeeds or is freed, they cannot be the target again
- 7 If the target succeeds, the subject must make the saving throw or become the target while the original target becomes the subject, knowingly
- 8 The subject becomes the target, & the target becomes the subject, knowingly

DUST

Base (contact)

A dust contains particles that are much thicker than those of a powder, making it difficult to inhale. A dust effects anything it comes into contact with, making an area filled with a dust a dangerous place to be, unless the property is beneficial.

As long as the dust remains viable, any creature, or object if the property also effects them, that comes into the area of the dust becomes subject to its effects.

Craft DC. +1

Side Effects. None

ENDURING

The subject becomes immune to some form of harsh environmental condition, such as extreme heat, extreme cold, smoky or haze-filled valleys, and the like for one hour. The specific conditions are determined by the ingredient.

Craft DC. 12

Portion. Sprig, pinch, or dash

Concentrate. One dose increases the duration by 1 hour or the variety of conditions the subject is made immune to, and the DC by +1.

Side Effects. 1d8

- 1 The subject is also immune to difficult terrain caused by the conditions they are immune to
- 2-3 The subject takes on the likeness of creatures that can naturally survive the conditions they are immune to
- 4-5 The subject has difficulty adapting, taking a -2 penalty to Constitution while in the conditions
- 6-7 When this property wears off, the subject has acclimated & requires the conditions to survive for the next 24 hours
- 8 The subject becomes permanently adapted to the conditions, & requires aid to adapt to others

ENVIRONMENT

Condition

The effects of the concoction only activate when the subject is within a particular environment, such as

underwater, outside of water, in the wind, no wind, sunlight, moonlight, starlight, darkness, or other factors determined by the ingredient.

Craft DC. +5

Portion. Half the desired property

Side Effects. None

ESSENTIAL

Base

This property allows for the creation of concoctions that mimic or recreate magical spells. The spell is determined by the ingredient, and this property “casts” that spell at its lowest level possible, using all of the alchemists statistics in place of the spellcasting statistics.

Craft DC. 13 + the level of the spell

Portion. Handful or sip for every level of the spell

Concentrate. By design, this property requires a concentrate in order to have an effect.

Side Effects. 1d8

- 1 The concoction somehow also “casts” a cantrip from the same school as the spell, determined randomly
- 2-3 The spell is empowered by alchemy, gaining a +2 bonus to the attack roll or the saving throw DC
- 4-5 The spell is different, its appearance effected by the alchemy in a drastic fashion
- 6-7 The spell targets randomly, or behaves in a fashion that is outside the subjects intended use, but still within the parameters of the spell
- 8 The spell backfires

EXORCISING

The subject gains advantage on saving throws to resist being possessed, telepathically controlled, or influenced wholly by any means. If the subject is already being influenced, the influence is suspended for the next hour, after which it resumes if the effects duration has not expired. This property can end the influence if the saving throw DC for the influence is 5 less than the saving throw DC of this property.

Craft DC. 16

Portion. Handful or sip

Concentrate. One dose increases the duration of the suspension by 1 hour or the saving throw DC by +1, and the craft DC by +2.

Side Effects. 1d8

- 1 The subject can make a Wisdom check to identify the source of the influence, if it is not already known
- 2-3 One of the subjects personality traits is altered to suit

the nature of the influence

- 4-5 The subjects will is weakened, making them vulnerable to future influences, & for the next month they have disadvantage against influences
- 6-7 The subject is vulnerable to psychic damage permanently
- 8 The subject is susceptible to charms of all kinds, & has disadvantage against Charisma checks, charms, & controlling influences like possessions, permanently

EXPLODING

This property forces all subjects within 5 feet of the point of application to make a Dexterity saving throw or be knocked back 5 feet. Unless mixed with harming, this property does not deal damage, although creatures that impact with hard surfaces like walls will take falling damage appropriately from the force of the explosion.

Craft DC. 13

Portion. Parcel, grip, or cup

Concentrate. One dose increases the radius by an additional +5 feet, and the Craft DC by +1. Also, two doses increase the number of feet subjects are knocked back by +5 feet, and the Craft DC by +2.

Special. If this property is mixed with Felling, each dose that is mixed requires only half the normal portion.

Side Effects. 1d10

- 1 The subjects have disadvantage on their saving throws
- 2-3 The concoction explodes into a cloud of smoke, granting the subjects in the area one-quarter cover for 2 rounds
- 4-5 The explosion creates a very abnormal sound
- 6-7 The explosion creates a flash of light & no sound
- 8-9 The subjects have advantage on their saving throws
- 10 The concoction does not explode, instead fizzles & sparks like a bad firework, ending in a puff of smoke

FADING

The subject becomes invisible for one minute.

Craft DC. 17

Portion. Bushel, load, or jar

Concentrate. One dose increases the duration by 1 minute, and the DC by +2.

Side Effects. 1d10

- 1 Creatures trying to detect the subject by sound are at disadvantage on their Perception checks
- 2-3 For 24 hours after the effects of this property wear off, the subject is slightly transparent
- 4-5 The subject leaves footprints wherever they walk or stand
- 6-8 The invisibility is not complete & the subject cannot see or determine where their own body is, granting them

disadvantage on attack rolls as well

- 9-10 The subject thinks they are invisible, but they aren't

FATE

The subject gains one d4 that they can use to add to any roll that they make within the next 24 hours.

Craft DC. 17

Portion. Handful or sip

Concentrate. One dose increases the stage of the die by one step, and the DC by +1.

Side Effects. 1d8

- 1 The subject can know the outcome of the roll they made before using this property
- 2-3 The subject seems to be lucky, all the time
- 4-5 The subject has to pay for their turn of fate, taking a 1d4 penalty to one other roll, determined by the GM
- 6-7 The subject has a -1 penalty to all rolls until they use this property
- 8 When the subject chooses to use this property, the die is a penalty & not a bonus

FATIGUE

The subject gains one level of exhaustion.

Craft DC. 19

Portion. Bushel, load, or jar

Concentrate. Two doses increase the number of levels of exhaustion gained by +1, and the craft DC by +4.

Side Effects. 1d8

- 1 This property is so potent, the subject must rest for a total number of days equal to the levels added together to recover from these effects
- 2-3 The subject is poisoned for one day after this property ends for each level they suffered
- 4-5 The subject looks positively worn out
- 6-7 The subject can make a new saving throw each hour to reduce their exhaustion level by 1
- 8 The subject cannot be killed by levels of exhaustion induced with this property

FELLING

The subject is knocked prone.

Craft DC. 12

Portion. Handful or sip

Concentrate. One dose increases the saving throw DC by +1, and the craft DC by +1.

Side Effects. 1d8

- 1 The subject takes 1d6 force damage from this property
- 2-3 The subject is made prone in an obvious & possibly dramatic fashion
- 4-5 The subject can immediately make another saving throw to resist these effects, falling to a knee instead of prone

6-8 The subject has advantage on their saving throw

FLYING

The subject gains a flying speed of 30 feet, but cannot hover, for one hour.

Craft DC. 17

Portion. Bushel, load, or jar

Concentrate. One dose increases the speed by 5 feet, and the DC by +1.

Side Effects. 1d10

- 1 The subject can hover as well
- 2-3 The subject's body takes on small patches of feathers
- 4-5 If the subject does not flap their arms or similar appendages, their speed is reduced to half
- 6-7 Landing is difficult, & each time the subject attempts to land, they have a 50% chance (below) to take 1d6 damage
- 8-10 The subject gains one level of exhaustion for every 300 feet they fly

FORMING

Base

This property indicates that the ingredient can be used for crafting as well, such as wood not only having potential for use in concoctions, but also being the basis of bows, arrows, wands, and the like.

Craft DC. +0

Side Effects. None

FORTIFYING

The subject gains a +1 bonus to one abilities saving throws for 1 minute, the ability being determined by the ingredient.

Craft DC. 13

Portion. Handful or sip

Concentrate. One dose increases the bonus by +1 or the duration by 1 minute, and the craft DC by +1.

Side Effects. 1d8

- 1 The bonus gained lasts for 1 more minute than normal
- 2-3 The subject appears tougher, quicker, or stronger
- 4-5 The subject takes a -1 penalty for every +1 bonus to another ability saving throw, determined by the GM
- 6-8 The subject is poisoned for one hour after this property wears off

FORTUNE

The subject (or player) has a bonus equal to 5% when it comes to collecting experience, rolling on a treasure table, or gaining anything of value.

Craft DC. 15

Portion. Sprig, pinch, or dash

Concentrate. One dose increases the bonus by +5%, and the DC by +2.

Side Effects. 1d8

- 1 The bonus also applies to Charisma checks when dealing with traders, merchants, & artisans
- 2-3 The subject seems to just find lost coins lying around
- 4-5 The subject is haunted by sightings of dread things
- 6-7 The subject makes an enemy of fortune, fated to bring her wrath down upon them
- 8 The subject gains from this property turn ill; coins are faked, items are forgeries & useless, & great deals are rip-offs

FREEING

This property ends one of the following conditions affecting the subject: grappled or restrained.

Craft DC. 16

Portion. Parcel, grip, or cup

Concentrate. One dose increases the number of conditions ended by +1, and the DC by +3.

Side Effects. 1d8

- 1 The subject is covered in an oily residue that gives them advantage to all saving throws & ability checks to resist the grappled & restrained conditions for the next 24 hours
- 2-3 The subject's speeds are increased by 5 feet for 1 hour
- 4-5 This property requires 1d6 rounds to take effect
- 6-7 This property frees the subject after 5 rounds, but each of those rounds they take 1d4 acid damage from the process
- 8 The subject is not freed & becomes paralyzed until the original condition would end

FREEZING

The subject stops aging for one day. Even if the subject is effected by this property every day of their life, they will still die of old age when it is their time.

Craft DC. 23

Portion. Bushel, load, or jar

Concentrate. One dose increases the duration by 1 day, and the DC by +4.

Side Effects. 1d8

- 1 The subject has resistance to necrotic damage
- 2-3 The subject has advantage on saving throws relating to time, speed, or aging
- 4-5 The subject appears as if they were actually frozen in time, a startling image that grants them a -2 penalty on Charisma checks, except for Intimidation, which gains a +2 bonus
- 6-7 The subject has a 50% chance of being frozen in time for

one day, & if they are, they are petrified

- 8 The subject must make a Constitution saving throw or take 1d8 necrotic damage for every day they stopped aging

GLIDING

The subject glides slowly to the ground, instead of falling, from a height of 25 feet.

Craft DC. 11

Portion. Handful or sip

Concentrate. One dose increases the height by 5 feet, and the DC by +1.

Side Effects. 1d8

- 1 The subject can move at an angle while gliding, up to 15 feet each round
- 2-3 The subject can only be moved by strong winds if they wish
- 4-5 The subject is extremely light, floating above the ground for one hour after this property wears off, reducing their speed to half normal
- 6-8 The subject randomly “hops” up to their height while walking, requiring a Dexterity save to not take 1d4 bludgeoning damage every 10 minutes for an hour

GROWING

Customize

The subjects of this property are non-sapient plants, mushrooms, and other minimal vegetation. These subjects grow rapidly without actually aging, and over the next minute they grow and mature as if 3 months had passed.

Craft DC. 13

Portion. Parcel, grip, or cup

Concentrate. One dose increases the seeming amount of time passed by +3 months, and the craft DC by +2.

Side Effects. 1d12

- 1 The subjects grow to 10x their normal size & mature immediately, producing 10x their normal yield
- 2-3 The subjects grow to 5x their normal size & mature immediately, producing 5x their normal yield
- 4-5 The subjects are the most beautiful ever seen, perfect, producing exquisite scents & visuals for their types
- 6-7 The subjects only grow as if 2 months had passed, looking slightly withered & unhealthy
- 8-9 The subjects do not grow at all
- 10-11 The subjects begin to rot, producing a scent that attracts all manner of creatures that feed on carrion
- 12 The subjects die & the land beneath becomes barren & unable to produce for a year & a day

HALLUCINATING

The subject has disadvantage on all saving throws or ability checks to resist or determine the reality of illusion magic. Also, they are susceptible to verbal, auditory, or other sensory descriptions or deceptions, their mind immediately experiencing what they are told, all for 10 minutes.

Craft DC. 17

Portion. Bushel, load, or jar

Concentrate. One dose increases the duration by 5 minutes, & the Craft DC by +1. Also, 5 doses will make the subject susceptible (at disadvantage) to the frightened condition, & increase the Craft DC by +5.

Side Effects. 1d10

- 1 The subject is lost in their hallucinations, being blinded & deafened
- 2-3 The hallucinations are powerful, & the subject is at disadvantage on all checks, attack rolls, & saving throws related to sight & hearing
- 4-5 The subject is delirious & withdrawn
- 6-7 The subjects hallucinations are present & distracting, but not so much as to further hinder them
- 8-9 The subject has advantage on all checks when dealing with other creatures
- 10 The subject experiences visions of the future, having advantage on all attack rolls & saving throws for the next 24 hours, & on ability checks for the next 3d4 days

HALTING

The subject is grappled for one minute.

Craft DC. 14

Portion. Parcel, grip, or cup

Concentrate. One dose increases the saving throw DC by +1 or the duration by 1 minute, and the craft DC by +1.

Side Effects. 1d8

- 1 The subject is so grappled that they take disadvantage on all attack rolls as well as their AC (which is a -5)
- 2-3 The subject becomes so constricted that feeling their grappled extremities will become difficult
- 4-5 The subject can see the source of their condition & use any means at their disposal to free themselves
- 6-7 The subject is not grappled, but their speed is reduced by half
- 8 This property fails to work normally, instead the concoction erupts in the hand of the alchemist or user & they become the subject

HARMING

The subject takes 1 die of damage, the type specified by the ingredient. The grouping of that damage determines the die, as well as the craft DC and the portion size.

Group	Craft DC	Portion	Die
Mundane	10	Sprig, pinch, or dash	1d10
Natural	11	Handful or sip	1d8
Elemental	12	Parcel, grip, or cup	1d6
Supernatural	13	Bushel, load, or jar	1d4

Concentrate. One dose increases the damage by one die, and the DC by +1

Side Effects. 1d8

- 1 Concoction splashes around the subject, dealing damage to everything within 5 feet
- 2-3 The subject's skin turns a color appropriate to the damage type for 1 hour
- 4-5 Concoction is weak & only deals half damage
- 6-8 Concoction is unstable, roll 1d20 every hour, if the result is 4 or less, it explodes & the subject is whoever holds it

HEALING

The subject regains 1d4+1 hit points. Only living creatures, living constructs, and plants may benefit from this property.

Craft DC. 12

Portion. Parcel, grip, or cup

Concentrate. One dose increases the number of hit points regained by 1d4+1, and the craft DC by +1.

Side Effects. 1d8

- 1 The subjects body is bolstered & their Constitution increased by +1d4 for 1 hour
- 2-3 Body art such as tattoos & piercings disappear or close for 1 hour
- 4-5 The subjects body attacks itself as the healing goes into overdrive, & the subject is poisoned for 1d4 hours
- 6-8 The subjects natural orifices, mouth, nose, eyes, & ears, close up for 1d4 minutes, during which the subject is blinded, deafened, & suffocating

HEMPVIAL

This property creates a 25 foot length of hemp rope as it is removed from the vessel.

Craft DC. 10

Portion. Handful or sip

Concentrate. One dose increases the length of rope created by 25 feet, and the DC by +1.

Side Effects. 1d10

- 1 The rope produced cannot be broken except by magical means
- 2-3 Upon removal, the rope has knots & loops to make

climbing easier, granting advantage on checks using it

- 4-5 The rope is thin & frail, only able to handle half the normal weight & tension
- 6-7 The rope seems fine, but breaks the first time it is used
- 8-10 The rope is alive & attacks whoever removes it

HONESTY

The subject cannot knowingly speak a lie or deception, and are compelled to respond to inquiries, for one minute.

Craft DC. 14

Portion. Parcel, grip, or cup

Concentrate. One dose increases the save DC by +1 or the duration by 1 round, and the craft DC by +2.

Special. This property can be reversed, compelling the subject to lie about everything and deceive in every way.

Side Effects. 1d8

- 1 The duration is increased to 5 minutes
- 2-3 The subject absolutely believes everything they are saying, making it nigh impossible to determine their intentions
- 4-5 The subject starts rambling, telling stories either true or fallacious, making it difficult to question them
- 6-7 The subject is poisoned for 1 hour, & while poisoned in this way, they drool excessively or retch when speaking
- 8 This property is reversed, unknowingly

ILLUMINATING

Reverse

This property creates dim light out to 15 feet for 30 minutes.

Craft DC. 10

Portion. Sprig, pinch, or dash

Concentrate. One dose increases the range of the dim light by 15 feet or the duration by 30 minutes, and the DC by +1. Also, 3 doses added will create bright light out to half the range of the dim light, and increase the DC by +2.

Deluminating. This property can be reversed to negate light within the area.

Side Effects. 1d6

- 1 The range of the light or darkness is increased by 5 feet & can be any color the subject wishes
- 2-3 The light or darkness feels as if it is a cloud of gas or smoke, it is tangible
- 4-5 The light or darkness flickers, as if it were from a torch or candle, & can sometimes be less effective
- 6 The light or darkness loses 1 foot of range every 5 minutes, & when there is no range left, it goes out

INCAPACITATING

The subject is incapacitated for one minute.

Craft DC. 14

Portion. Handful or sip

Concentrate. One dose increases the saving throw DC by +1 or the duration by 1 minute, and the craft DC by +1.

Side Effects. 1d8

- 1 The subject is poisoned for 1 minute if they resist this property
- 2-3 The subject is also sickened, & they spend their time retching, probably ruining that good cloak they just bought
- 4-5 The subject has advantage on all ability checks & saving throws while incapacitated
- 6-7 The subject adapts to their new circumstances quickly & can take reactions
- 8 The duration is reduced to 1 round

INSIGHTFUL

The subject gains advantage on one mental skill check of their choice within the next 24 hours.

Craft DC. 12

Portion. Handful or sip

Concentrate. One dose increases the number of checks by +1 (but the check must be related to the same topic as the first), and the DC by +2.

Side Effects. 1d8

- 1 The subject can reroll any natural 1's they roll with their first check using this property
- 2-3 The subject is more knowledgeable on trivial topics than usual
- 4-5 The subject seems to forget other areas of knowledge, having disadvantage on one other skill check of the Gms choice
- 6-8 The subject gains the wrong information or comes to the opposite conclusion as they would have with this check

INTOXICATING

The subject becomes intoxicated, or drunk. The more concentrated the concoction, the more powerful the effects.

Doses per Hour Effects

- | | |
|----------------|--|
| One to five | Subject has a penalty on all checks, attack rolls, & saves equal to the number of drinks |
| Six or more | Subject has disadvantage on all checks, attack rolls, & saving throws |
| Ten or more | Subject is stunned for a number of hours equal to 48 – the subjects Constitution score |
| Twenty or more | Subject will eventually die, unless they are a duak'kr god |

Craft DC. 10

Portion. Handful or sip

Concentrate. One dose reduces the number of drinks required for the effects (on the table above) or increases the saving throw DC by +1, and the craft DC by +1.

Side Effects. 1d8

- 1 The subject is not only drunk, but they have a +1d4 bonus on checks to convince others to join them
- 2-3 The subject is drunk, but does not suffer any penalties or statistical ill effects
- 4-5 The subject is poisoned for an hour
- 6-7 The subject is poisoned until they become sober
- 8 The subject is poisoned until 24 hours after they stop drinking, hangovers can be horrible

KILLING

If the subject is reduced to 0 hit points while effected by this property, they immediately fail 1 death saving throw.

Craft DC. 15

Portion. Bushel, load, or jar

Concentrate. One dose increases the duration by 1 round and the craft DC by +1. Three doses increases the number of death saving throws failed by +1, and the craft DC by +5.

Side Effects. 1D8

- 1 The subject is poisoned, & while poisoned in this way, they take an additional 1d4 necrotic damage every time they take any kind of damage
- 2-3 The subject feels like they are dying
- 4-5 The subject can make a Wisdom check to determine how this property is effecting them
- 6-7 When the subject drops to 0 hit points, they do not automatically fail any death saving throws
- 8 When the subject drops to 0 it points, they immediately gain 1 hit point

LASTING

When the subject drops to 0 hit points, within the next 10 minutes, they do not suffer the effects of 0 hit points until the following round, at the end of their round.

Craft DC. 18

Portion. Parcel, grip, or cup

Concentrate. One dose allows the subject to last for one more round, staving off the effects of 0 hit points until the end of the following round, and the Craft DC increases by +4.

Side Effects. 1d6

- 1 Each round, the subject can roll 1d%. If they roll 10% or

- less, they regain 1 hit point
- 2-3 The subject drops if they take any more damage while they are lasting
- 4-5 The subject must pass a Constitution saving throw at the beginning of each lasting round or drop
- 6 For each round the subject lasts, they fail one death saving throw, which immediately comes into effect when this property ends

LEAPING

The subjects height and distance when making a jump are increased by a factor of two (2x normal) for one hour.

Craft DC. 10

Portion. Sprig, pinch, or dash

Concentrate. One dose increases the factor by +1 (x2 to x3, x3 to x4, and so on) or the duration by 1 hour, and the DC by +1.

Side Effects. 1d8

- 1 The subject gains a spring in their stride, increasing their walking speed by 5 feet
- 2-3 The subjects skin takes on the texture & coloration of a frogs
- 4-5 The subject has trouble adapting, & takes a penalty of -5 feet to their walking speed
- 6-7 The subject must make a Dexterity saving throw every time they jump or leap, taking 1d4 damage upon failing
- 8 The subjects legs are taxed, when this property wears off their speed is reduced to half until they finish a long rest

LINKING

Customize

The subject can access another creatures mind for one minute. The subject maintains eye contact for 1 round, forcing the target to make an Intelligence saving throw. If they succeed, the subject cannot use this property (from this concoction) on them again. If they fail, the subject enters their mind and is able to detect their surface thoughts.

Every round this property is active, the target can make a new saving throw to end the effects, taking a cumulative -1 penalty to their next saving throw after each failure.

The second round the subject can detect deeper, more focused and regular thoughts.

The third round allows access to intentions and motivations, as well as short-term goals and immediate worries.

The fourth round allows access to short-term memories.

The fifth round allows access to long-term memories. Any further contact is under the discretion of the GM.

Craft DC. 16

Portion. Handful or sip

Concentrate. One dose increases the saving throw DC by +1, the duration by 1 round, and the Craft DC by +1.

Side Effects. 1d10

- 1 The target automatically fails their first saving throw
- 2-3 The subject has advantage on all ability checks, attack rolls, & saving throws involving the target
- 4-5 The subject has advantage on Insight checks for the next 24 hours
- 6-7 The target gains the same benefits/effects as the subject while this property is active
- 8-9 The target can feed the subject false thoughts, impressions, & memories
- 10 The subject & the target are reversed, so the target becomes the subject & vice versa

LIQUID

Base (ingested)

A liquid effects creatures through ingestion and the subject must intake most of the concoction for the property to take effect. Liquids dry within a few minutes if they are dispersed inappropriately.

Craft DC. +0

Side Effects. None

LOVING

Customize

The subject is charmed for 30 minutes by the next creature they see that fits their romantic interests. If they do not see such a creature within 5 minutes, these effects end.

Craft DC. 15

Portion. Parcel, grip, or cup

Concentrate. One dose increases the initial duration by 5 minutes or the charmed duration by 30 minutes, and the DC by +2.

Side Effects. 1d8

- 1 The subject is also susceptible to Charisma checks from those they would normally be attracted to
- 2-3 The subjects skin flushes dramatically & they blush or swoon whenever they can
- 4-5 The subject has a sense that they are being controlled, that their love is false or empty
- 6-7 The subject knows they are being controlled
- 8 The subject is not charmed, & knows the origin of the effects

MADDENING

The subject is driven insane and effected by a short-term madness for 1d10 minutes.

Craft DC. 15

Portion. Handful or sip

Concentrate. One dose increases the duration by 1 minute (to 1d10+1 minutes), and the DC by +1. Also, one does can increase the saving throw DC by +1, and the craft DC by +2.

If ten doses are added, the subject is effected by a long-term madness for 1d10x10 hours, after which one dose increases the duration by 1 hour (to 1d10x11 hours), and the DC by +2.

If twenty doses are added, the subject is effected by an indefinite madness until it is cured.

Side Effects. 1d10

- 1 The subject is effected for the maximum duration possible
- 2-3 The subject has nightmares about their madness long after this property wears off, occasionally reducing the amount of sleep they get by 1d4 hours
- 4-5 The subject has a difficult time being alone
- 6-7 In the future the subject can add 2x their proficiency bonus to saving throws against madness effects
- 8-9 The subject becomes resistant to mental influences, gaining advantage on saving throws against mind influencing effects
- 10 The subject gains resistance to psychic damage

MOVING

Customize

The paralyzed condition is removed from the subject.

Craft DC. 18

Portion. Parcel, grip, or cup

Concentrate. None.

Side Effects. 1d12

- 1 The subjects movement speed is increased by 5 feet for 24 hours
- 2-3 The subject leaves light trails however they move
- 4-5 The subject recovers the use of one appendage at a time, determined at random (5 appendages), each hour until the paralysis is removed
- 6-7 The condition is removed everywhere except the arms or the legs, choose which
- 8-9 The condition is removed over the course of 12 hours, & for the next 24 hours after that, the subject suffers two levels of exhaustion
- 10-12 The subject remains paralyzed for an additional 1d4 days

MUTING

The subject cannot speak for one hour.

Craft DC. 10

Portion. Bushel, load, or jar

Concentrate. One dose increases the duration by 1 hour, and the DC by +1.

Side Effects. 1d6

- 1 The subject gains a +2 bonus on Perception checks relying on hearing
- 2-3 The subjects mouth seals over, but does not prohibit breathing
- 4-5 The subject has trouble breathing, if they move & take an action in their round, they have disadvantage on attack rolls, ability checks, & saving throws that round
- 6 The subject has a 10% chance every 10 minutes that both their mouth and nose will seal over, suffocating them

NORMALIZING

Customize

One of the following conditions is removed from the subject; charmed, frightened, or stunned.

Craft DC. 16

Portion. Parcel, grip, or cup

Concentrate. One dose increases the number of conditions removed by +1, and the DC by +3.

Side Effects. 1d10

- 1 The subject appears to be still under the condition that was removed, until they show an obvious sign they are not
- 2-3 The subjects hair shimmers in the light & they have never been more attractive
- 4-5 The condition is only half-removed, consult your GM for details
- 6-8 The conditions duration is increased as if renewed
- 9-10 The condition is removed, but the subject is susceptible to the same condition for the next month, suffering disadvantage on saving throws to resist it

NOURISHING

The subject does not need to eat one meal or drink 1/3 of their daily allotment of water, as this property appropriately nourishes their body.

Craft DC. 11

Portion. Handful or sip

Concentrate. One dose increases the number of meals by +1 and the water portion by 1/3, and the DC by +1.

Side Effects. 1d8

- 1 The subject also only requires half the normal amount of sleep for one night
- 2-3 The subject has a faint glow and a positive mood

- 4-5 The subject is over-full, & suffers the poisoned condition for one hour
- 6-8 The subject is in a frenzy, as if suffering an addiction, until they have some sort of dessert

OBSCURING

This property lightly obscures a 5-foot area for 1 minute. Magical or alchemical illumination will penetrate this obscurity.

Craft DC. 10

Portion. Handful or sip

Concentrate. One dose increases the area by 5 feet or the duration by 1 minute, and the DC by +1. Also, adding 5 doses will make this property heavily obscure the area, and increase the DC by +3.

Side Effects. 1d8

- 1 The area also reduces the movement speed of all creatures by -5 feet, & magical light does not allow clear vision
- 2-3 Magical light cannot pierce this obscurity
- 4-5 The obscurity is easily removed, whether by wind or air movement or some other force
- 6-7 This obscurity can be seen through by the presence of a strong light source
- 8 This obscurity only lasts for one round

OIL

Base (contact or ingested)

An oil can effect creatures, objects, or areas of surface, sometimes all. Most of it must come into contact with the subject, and for creatures this means flesh. They are generally delivered via weapons or tools, and remain viable for several minutes after application.

Craft DC. +1

Side Effects. None

PARALYZING

The subject is restrained until their next turn, when they make a Strength saving throw. If they fail, they are paralyzed for one minute.

Craft DC. 17

Portion. Bushel, load, or jar

Concentrate. One dose increases the saving throw DC by +1, and the craft DC by +1.

Side Effects. 1d8

- 1 Even if the subject resists this property, they are still paralyzed from the waist down for 1 minute
- 2-3 If the subject succeeds, they are grappled for 1 minute
- 4-5 The duration is decreased from 1 minute to 5 rounds

- 6-7 The subject has advantage on saving throws to resist
- 8 If the subject fails to resist, they are only poisoned

PERSEVERING

The subject ignores the effects of one level of exhaustion. The subject is still exhausted, they simply do not suffer the effects, for one hour.

Craft DC. 12

Portion. Handful or sip

Concentrate. One dose increases the duration by 1 hour or the number of levels of exhaustion ignored by +1, and the DC by +1.

Side Effects. 1d10

- 1 The property lasts for an additional hour
- 2-3 The subject has a powerful will to continue on past the discomfort
- 4-5 The property lasts for only 30 minutes
- 6-8 The subject requires twice the amount of rest & time to recover from their exhaustion
- 9-10 The subject gains an additional level of exhaustion, but this cannot give them the final level that would kill them

PETRIFYING

The subject must make a Strength saving throw or become grappled until their next turn, when they make a Constitution saving throw. If the subject fails their Constitution saving throw, they are paralyzed until their next turn, when they repeat this save. If the subject fails that third saving throw, they are petrified.

Craft DC. 20

Portion. Bushel, load, or jar

Concentrate. One dose increases the saving throw DC by +1, and the craft DC by +2.

Side Effects. 1d10

- 1 The subjects consciousness is trapped within the stone if they become petrified
- 2-3 The petrified subject is extremely difficult to damage or destroy, doubling their hardness & hit points
- 4-5 The subject is allowed an additional saving throw should they fail their first
- 6-7 As above, & the if the subject succeeds, for the next 24 hours they have a +1d4 natural armor bonus to AC
- 8-9 The subject is not petrified, instead growing a layer of thick stone-like material on their flesh, granting them a +2 bonus to AC, permanently
- 10 The subject gains advantage on saving throws to resist petrification

POISONING

The subject is poisoned for one hour.

Craft DC. 15

Portion. Handful or sip

Concentrate. One dose increases the saving throw DC by +1 or the duration by 1 hour, and the craft DC by +1.

Side Effects. 1d8

- 1 The subject is vulnerable to poison damage & has disadvantage on saving throws to resist the poisoned condition for 24 hours
- 2-3 These effects cannot be ended prematurely by any means
- 4-5 The subjects flesh takes on a green & sickly pallor
- 6-7 The subject only has disadvantage on physical ability checks & attack rolls
- 8 The subject is only poisoned for 1 minute

POWDER

Base (inhaled)

A powder is made up of very fine particles, and unlike a dust, must be inhaled to take effect. For this reason, powders can only effect creatures that breathe, and the powder only remains viable for a round after dispersal. After this round, the powder either settles or blows away and is wasted.

Craft DC. +3

Side Effects. None

PROTECTING

The subject gains a +1 bonus to their AC for one minute.

Craft DC. 15

Portion. Parcel, grip, or cup

Concentrate. One dose increases the AC bonus by +1 or the duration by 1 minute, and the craft DC by +2.

Side Effects. 1d8

- 1 The subject receives an equivalent bonus to their Dexterity saving throws
- 2-3 The subject can grant this bonus to one ally within 5 feet as part of the action where they use this property
- 4-5 After this property wears off the subject takes an equivalent penalty to their AC for 1 minute
- 6-8 The subject must make a Dexterity saving throw or injure themselves because of this property

PURIFYING

Customize (requirement)

The subject is cured of one poison, one effect that causes poison damage, or the poisoned condition, which has a saving throw DC equal to or less than 12.

Also, the concoction requires one sprig, pinch, or dash of poisoned flesh or material from the creature wishing to be purified, for every dose in the concoction.

Craft DC. 13

Portion. Bushel, load, or jar

Concentrate. One dose increases the DC of the purified ailment by +1, and the craft DC by +1.

Side Effects. 1d10

- 1 The origin of the poison becomes known to the subject
- 2-3 The subject is immune to the purified poison for 1 month
- 4-5 The poison seeps out through the subjects flesh, causing the poisons damage one last time as it is cured
- 6-8 The subject becomes paralyzed for 3d4 hours while the poison is purified
- 9-10 The poison is not purified, instead, the subject becomes a permanent vessel of that poison as it resides in their blood. The subject is no longer effected by the poison, but they do take a permanent -2 penalty to their Constitution

QUALITY

This ingredient is of much finer quality than others. It is more potent (counting as larger portions when crafting) and it minimizes the risk of side effects in a concoction. There are four grades of quality: better, greater, superior, and master.

Better ingredients add or subtract 1 from the side effects roll (eliminating the worst end of effects), and count as 2 ingredients for all properties they have.

Greater ingredients add or subtract 2 from the side effects roll and count as 3 ingredients.

Superior ingredients add or subtract 3 from the side effects roll and count as 4 ingredients.

Master ingredients add or subtract 4 from the side effects roll and count as 5 ingredients.

The quality property will most often be seen with base property ingredients, but occasionally there will be others.

Craft DC. No change.

Portion. No change.

Concentrate. No change.

Side Effects. No change.

REACHING

The subjects reach, and possibly their threat range with weapons, is increased by 5 feet for one minute.

Craft DC. 13

Portion. Handful or sip

Concentrate. One dose increases the duration by 1 minute, and the DC by +1. One dose can also increase the reach distance by an additional 5 feet, and the DC by +3.

Side Effects. 1d8

- 1 When the subject uses the dash action, has nothing in their hands, & opts to use all four limbs, they may move double their speed on the dash action
- 2-3 The subject takes on an ape-like appearance
- 4-5 The subject takes a -2 penalty to their AC
- 6-8 The subjects limbs are strained after this property wears off, & they are at disadvantage to all checks & attack rolls that require the use of their limbs for 1 hour

REGENERATING

Customize

At the start of their turn, the subject regains a number of hit points equal to their Constitution modifier (minimum 1). This property lasts for a number of rounds equal to the subjects Constitution score.

Craft DC. 15

Portion. Parcel, grip, or cup

Concentrate. One dose increases the number of hit points regained by +1, the duration by 1 round, and the Craft DC by +2.

Side Effects. 1D12

- 1 The subjects Constitution score counts as a 20 for the effects of this property
- 2-3 Any time the subject would drop to 0 hit points, they instead drop to 1, & this property ends
- 4-5 The subject only regenerates if they do not move this round, but if they move, the duration increases 1 round
- 6-7 The subject takes on a healthy & vibrant appearance
- 8-9 The subject only regenerates this round if they do not move, act, or do anything other than concentrate real hard
- 10-11 The subjects Constitution score counts as a 12 for the effects of this property
- 12 Each round the subject must make a Constitution save or the property "heals" their eyes, nose, ears, & mouth shut, & they suffocate until the property ends

REPELLING

Customize

This property detracts the subject from coming within 50 feet of wherever this property is located for 24 hours. The subject is determined by the ingredient, which also determines the Craft DC and Portion.

Subject Type	Craft DC	Portion
Beast, humanoid, plant	10	Sprig, pinch, or dash
Construct, giant	13	Handful or sip
Elemental, monstrosity, ooze	16	Handful or sip
Fey, undead	19	Parcel, grip, or cup
Celestial, fiend	22	Bushel, load, or jar
Dragon, aberration	25	Bushel, load, or jar
*Creature has lair actions	+2	Handful or sip
*Creature has legendary actions	+5	Parcel, grip, or cup
*If the creature has these actions, add their portion to the standard portion required		

The subject mostly ignores whatever or wherever they are repelled from, but if they resist, they must make a Constitution saving throw for every 10 feet they wish to pass, and if they fail, they are poisoned while within the effected area.

Concentrate. One dose increases the duration by 24 hours or the radius by +50 feet, and the DC by +1.

Side Effects. 1d8

- 1 The subject is frightened of the property
- 2-3 The subject is uneasy, nearly paranoid
- 4-5 If the subject can locate the property, they have the wherewithal to attempt to neutralize it
- 6-7 The subject has advantage on checks to locate the property
- 8 The subject can take one minute to end the effects of this property on themselves

RESISTING

The subject gains resistance to one type of damage or one group of damage, determined by the ingredient, for one minute. The damage group determines the Craft DC and Portion.

Group	Group/Type DC	Portion
Mundane	15 / 11	Sprig, pinch, or dash
Natural	17 / 12	Handful or sip
Elemental	19 / 13	Parcel, grip, or cup
Supernatural	21 / 15	Bushel, load, or jar

Concentrate. One dose increases the duration by 1 minute, and the DC by +1.

Side Effects. 1d8

- 1 Subtract 1d4 from the total damage taken after resistance is applied
- 2-3 The subject seems to be unaffected by the damage type
- 4-5 The subject is not so resilient, taking 1 damage for every 5 negated from the resistance
- 6-7 The subject is susceptible to other effects from the resisted damage type, such as being frozen or set on fire
- 8 The subject is vulnerable to the resisted damage type for the next 24 hours after this property wears off

RESTING

The subject recovers from one level of exhaustion.

Craft DC. 16

Portion. Parcel, grip, or cup

Concentrate. One dose increases the number of levels of exhaustion recovered from by +1, and the DC by +3.

Side Effects. 1d8

- 1 The subject is fully rested, & gains a +10% experience bonus for the next encounter
- 2-3 The subject feels more energetic & vigorous, glowing slightly
- 4-5 The subject is poisoned for 10 minutes
- 6-7 The subject has only held off the exhaustion for one hour, after which it returns
- 8 The subject's exhaustion advances to level 5

RESTORING

Customize (required)

The subject is returned to life in the exact condition as they were right before being petrified.

The concoction requires a handful or sip of flesh or substance that caused the subject to become petrified, such as the saliva of a medusa. If the substance cannot be obtained, the medusa is dead, increase the crafting DC by +5.

Craft DC. 20

Portion. Bushel, load, or jar

Concentrate. None.

Side Effects. 1d12

- 1 The subject retains a small layer of stone in their skin, granting them Resistance to mundane damage
- 2-3 The subject's skin remains clean & clear for the rest of their life
- 4-5 The subject returns to their normal state, slowly, over the next 24 hours
- 6-8 As above (4-5), but the subject suffers a -1 penalty to all checks, saving throws, & attack rolls for every 4 hours remaining, as well as having their speed reduced by 5 feet for every 4 hours remaining
- 9-10 Portions of the subject are not returned to normal, & they suffer disadvantage on Perception checks as well as the poisoned condition for the next week while they are restored
- 11-12 The subject is not restored to life, but their sentience is restored to their body, to be trapped until something else does restore them to life

RETURNING

Customize

One of the following conditions is removed from the subject; blinded, deafened, or incapacitated.

Craft DC. 13

Portion. Parcel, grip, or cup

Concentrate. One dose increases the number of conditions removed by +1, and the DC by +3.

Side Effects. 1d8

- 1 The subject is immune to the condition(s) for 24 hours
- 2-3 The subject's eyes, ears, or other afflicted organs glow for a short time after this property effects them
- 4-5 The condition requires one hour to be removed
- 6-8 The subject is disoriented for 1d4 hours after this property effects them, granting them disadvantage on Perception checks

REVIVE

Customize

The subject is restored to 1 hit point if they have been dead no longer than 1 day.

Craft DC. 25

Portion. Bushel, load, or jar

Concentrate. One dose increases the number of days the subject can be dead by +1, the number of hit points restored by 10% of their maximum, and the craft DC by +1. Three doses increases the number of days by 7, and the craft DC by +3.

Side Effects. 1d12

- 1 The subject is restored to full health & can have been dead for an indefinite amount of time
- 2 The subject is restored to full health
- 3-4 The subject has no memory of their death & smells faintly of decay
- 5-6 The subject suffers one level of exhaustion for 1 week
- 7-8 The subject has 5 levels of exhaustion, & each level can only be mitigated with 1 week of rest
- 9-10 The subject is not restored to life, instead rising as a zombie
- 11 The subject is not restored to life, instead rising as a skeleton
- 12 The subject's remains, no matter where they are, disperse into ash & they cannot be resurrected, ever

ROUGHING

This property creates a 5-foot radius area of difficult terrain for one minute. The terrain is determined by the environment in which this property is applied.

Craft DC. 10

Portion. Sprig, pinch, or dash

Concentrate. One dose increases the area by an additional 5 feet or the duration by +1 minute, and the DC by +1.

Side Effects. 1d6

- 1 The terrain deals 1d4 of an appropriate damage type to all creatures that attempt to pass it
- 2-3 The terrain is menacing & horrendous in appearance
- 4-6 The difficult terrain only applies to the subject, the creature who applied this property

RUNNING

The subjects speed is increased by 15 feet for 10 minutes.

Craft DC. 15

Portion. Parcel, grip, or cup

Concentrate. One dose increases the speed by 5 feet or the duration by 10 minutes, and the DC by +1.

Side Effects. 1d8

- 1 The subject gains a bonus action that they can use to dash once every minute
- 2-3 The subjects features become more sleek & aerodynamic
- 4-5 While moving at full speed, the subject has a hard time keeping up with their surroundings, taking a -1d6 penalty to any checks involving perception
- 6-8 The subjects feet move so fast that they take 1 fire damage for every 5 feet they move

SALVE

Base (injury)

A salve has a thick, cream-like consistency, and it effects anything it comes into contact with. Salves are most often used for poisons, as they can easily be applied to blades or arrows and quickly injected into the target's body.

A salve can effect objects, but most are paired with properties that work against creatures. A creature must have a circulatory system and be susceptible to open wounds, sores, or have other orifices. Once the salve is worked into one of these, it takes effect.

Salves are also popular because they remain viable for many hours, allowing them to be used for traps.

Craft DC. +5

Side Effects. None

SANITIZING

The subject gains advantage on saving throws to resist madness effects for 24 hours, as well as cures any madness effects whose saving throw DC was equal to 12 or less.

Craft DC. 13

Portion. Sprig, pinch, or dash

Concentrate. One dose increases the duration by 6 hours or increases the cured effects save DC by +1, and the craft DC by +2.

Side Effects. 1d8

- 1 The subject loses some of their emotional vibrancy when the madness is cured, allowing them to keep a calmer and more level head
- 2-3 The subject has a cold bearing, distant, dangerous, as if they have faced the darkest darkness & survived
- 4-5 The subjects mind was weakened by the experience, granting them a -2 penalty to saving throws against madness effects in the future
- 6-7 The subjects mind was broken, granting them disadvantage on saving throws to resist madness effects in the future
- 8 The subjects madness, whatever kind it was, becomes a permanent, indefinite madness

SENSING

The subject can detect a certain stimulus, such as magic, creatures, alchemy, plants, animals, daylight, or others, out to a distance of 100 feet for one hour. The subject can determine the relative direction and distance, but cannot precisely pinpoint the location to closer than 20 feet.

Craft DC. 14

Portion. Parcel, grip, or cup

Concentrate. One dose increases the range by 50 feet or the duration by 1 hour, and the DC by +1.

Side Effects. 1d8

- 1 The subject can sense the stimulus to its exact location
- 2-3 When using this sense, the subject gets a faraway look on their face & seems to be perceiving things others cannot
- 4-5 The subject senses the stimulus through a negative context, such as a stinging, burning, itching, aching, or ringing that grows as the stimulus grows nearer, granting them a -1d4 penalty on ability checks
- 6-7 The subject has an unavoidable desire to locate the stimulus, & this becomes a priority above all else
- 8 If the subject does not locate & physically interact with the stimulus, they will suffer 3d4 psychic damage

SETTLING

The subject is induced to feel a calm, neutral attitude towards those around them, even if they were previously at odds, for 1 minute.

Circumstances, such as a fighting or being extremely close friends, may alter the duration or give the subject advantage or disadvantage on their save, according to the GM.

Craft DC. 13

Portion. Sprig, pinch, or dash

Concentrate. One dose increases the duration by 1 minute, and the DC by +1.

Side Effects. 1d8

- 1 The subject is properly amenable, possibly to the point of thorough conversation
- 2-3 The subject is agreeable, & may talk if appropriately compensated
- 4-5 The subject has an idea that they are being manipulated
- 6-7 The subject switches between their previous emotion & their new one randomly over the course of this property
- 8 The subject flies into an extreme emotional outburst

SICKENING

The subject is forced to make a Constitution saving throw or roll 1d10 and suffer the effects of this property for 24 hours.

Result Effects

- 1 Can't stop twitching, -1 Dexterity checks
- 2 Gaseous, -1 Charisma checks
- 3 Vomit every few minutes, -1 Constitution checks
- 4 Sickly, -1 Strength checks
- 5 Headache, -1 Intelligence checks
- 6 Ringing ears & fuzzy eyesight, -1 Wisdom checks
- 7 When you pee, spit, or sneeze, fire starts where it lands
- 8 Extremely tired, move at half speed
- 9 Gain 1d4x10 pounds in weight, all fat
- 10 Your new flaw is an indefinite madness

Craft DC. -5

Portion. Handful or sip

Concentrate. One dose increases the saving throw DC by +1 or the duration by 24 hours, and the craft DC by -2.

Side Effects. None.

SILKVIAL

This property creates a 50 foot length of silken rope as the concoction is removed from the vessel.

Craft DC. 11

Portion. Parcel, grip, or cup

Concentrate. One dose increases the length of rope by 25 feet, and the DC by +1.

Side Effects. 1d6

- 1 The silk rope glows slightly when whomever removed it is not within 5 feet of it
- 2-3 The silk rope forms knots & loops whenever the subject that removed it wants, or when they don't want, granting advantage on checks made with the silken rope
- 4-5 The silken rope is sticky like a spiders web, granting a penalty of -1d6 every time it is used
- 6 The silken rope appears to be coming out of a spiders

sac, is extremely sticky, & the smell makes subjects drowsy, & they have disadvantage on checks to use it

SILVERING

The subjects natural attacks or the effected weapon or item counts as being silvered, meaning the damage inflicted will bypass some damage resistances. This property lasts for 1 minute.

Craft DC. 12

Portion. Handful or sip

Concentrate. One dose increases the duration by 1 minute or the amount of subjects it can effect by +1, and the craft DC by +1.

Side Effects. 1d8

- 1 This property lasts for days instead of minutes
- 2 This property lasts for hours instead of minutes
- 3 This property grants a +1 bonus to damage rolls for each dose included
- 4-5 The subject takes on a silver sheen & glows faintly
- 6-7 The subject takes a -1 penalty to damage rolls for each dose included
- 8 This property lasts for rounds instead of minutes

SIZING

Reverse

The subject grows 1 foot in height, their dimensions changing to match this new height, and their speed increases by 5 feet, all for the next 10 minutes. For every 3 feet in height gained, they also gain a +1 bonus to their Strength and Constitution scores (1-3 feet, +1; 4-6 feet, +2; and so on).

If the subject doubles in size, they move to the next size category. If a small creature that is 3 feet tall becomes 6 feet tall, they are now a Medium creature.

This property can also be reversed, shrinking the subject by 1 foot, and their dimensions to match, with a reduction of 5 feet in speed.

Craft DC. 13

Portion. Parcel, grip, or cup

Concentrate. The number of doses required for each foot of height gained is equal to the current height plus the new height. The first foot requires one dose, but the next increase (from 1 foot to 2 feet), requires 3 doses; 1 for +1 foot, and then 2 more for +2 feet, and so on. For example, a concoction increasing the height of the subject by 5 feet would require (1+2+3+4+5 doses) 15 doses. Also, for every increase of +3 feet, the subjects

Strength and Constitution scores increase by +1, and they also gain a bonus to their speed equal to +5 feet.

The craft DC is increased by +1 for each dose.

Unsizing. Inverting this property reduces the creatures height by -1 foot (and their dimensions to match), and increases their Dexterity score by +1 (rather than Strength and Constitution).

Side Effects. 1d10

- 1 The subject gains a burst of energy & can use a free action to dash for a number of rounds equal to the feet that they grew or shrunk
- 2-3 The subjects change in eye size grants them a +1 bonus on Perception & Investigation checks
- 4-5 The subject handles the transition in perspective smoothly
- 6-7 The subject is disoriented by the change in size
- 8-9 The subjects body does not fully transform, & they must make a Constitution saving throw every minute or be at disadvantage on ability checks & saving throws
- 10 The subject is malformed & horrifying, granting them advantage on Intimidation checks & disadvantage on Persuasion checks

SLUMBERING

The subject is stunned until their next turn, when they make a Constitution saving throw. If they fail, they are knocked unconscious for one hour, but can be roused through shaking, cold water dousing, or being slapped and commanded “Up you fool!” For creatures that cannot be put to sleep through magical means, they are instead stunned and lackadaisical, as if in a stupor.

Craft DC. 15

Portion. Parcel, grip, or cup

Concentrate. One dose increases the saving throw DC by +1 or the duration by 1 hour, and the craft DC by +1. If six or more doses are used, the subject cannot be wakened prematurely except by magical or alchemical means, but this form of concentrate does not increase the saving throw DC or duration, but does increase the craft DC by +5.

Side Effects. 1d8

- 1 The subject is in a much deeper state, requiring a full minute of action to awaken
- 2-3 The subject is peaceful, & when they awaken feel refreshed
- 4-5 The subject is restless & full of fits, having a 10% chance to awaken themselves every 10 minutes
- 6-7 The subject can make a new save to end these effects once every minute
- 8 The subject is not put into a sleep, but is incapacitated

for 1 minute

SOBERING

The subject recovers from the intoxicating property at twice the normal rate.

Craft DC. 11

Portion. Handful or sip

Concentrate. One dose increases the rate of recovery (from 2x normal to 3x normal, etc.), and the DC by +1.

Side Effects. 1d6

- 1 The subject has a sobering effect on all those around them, granting those within 30 feet a +1d4 bonus to saves against becoming drunk
- 2-3 The subject recovers fully, with full faculties & memories of any activity that happened while intoxicated
- 4-5 The subject has a minor hangover, being poisoned for 1d4 hours
- 6 The subject is not sobered, but more intoxicated, roll 1d6 & add +2 to the result on the Intoxication property side effects table

SPEAKING

Customize

The subject is able to understand and speak a language determined by the ingredient for 10 minutes. If this language has varying dialects, they can understand and speak those as well, but with difficulty.

Craft DC. 10

Portion. Handful or sip

Concentrate. One dose increases the duration by +10 minutes, and the craft DC by +2. Three doses increases the number of languages by 1 (as determined by the ingredients used), and the craft DC by +3.

Side Effects. 1d10

- 1 The subject can speak & understand the language & all of its dialects fluently, permanently
- 2-3 The subject speaks & understands the language & all of its dialects fluently
- 4-5 The subject understands the cultures of those that speak the language & its dialects intimately
- 6-7 The subject does not understand the dialects at all
- 8 The subject speaks the language poorly, often using words & phrases that are contrary to their intent
- 9 The subject does not speak the language or its dialects, & even forgets their own language
- 10 The subject cannot speak or understand any language & the effects of this concoction cannot be ended prematurely

STABILIZING

For the next hour, if the subject starts dying, they are stabilized. Also, if the subject takes massive damage, they start dying instead of being killed outright, and this properties effects end.

Craft DC. 14

Portion. Bushel, load, or jar

Concentrate. One dose increases the duration by 1 hour, and the DC by +2.

Side Effects. 1d6

- 1 If the subject remains stable for 3 rounds, they regain 1 hit point
- 2-3 The subject becomes harder to find by their enemies
- 4-5 If stabilized, the subject starts dying after 1d10 rounds
- 6 If dying, the subject fails their first death saving throw

STORING

Objects, creatures, and ingredients do not age or change. Objects are held timeless, creatures do not age, bodies do not rot or wither away, and ingredients remain fresh.

Craft DC. 15

Portion. Bushel, load, or jar

Concentrate. One portion stores up to a handful or sip for one month. If used against a living or active creature, they are allowed a saving throw at advantage to not be paralyzed, frozen in time. To use this property in this fashion, one needs enough concoction to store the whole creature, or it has no effect and is wasted.

One dose increases the amount stored by a handful or the duration by one month, and the Craft DC by +1. Three doses increases the amount to a bushel, load, or jar, and the Craft DC by +3.

Side Effects. 1d8

- 1 The stored thing is perfectly preserved, with no wear, tear, or alteration no matter what heppened or how many things it was beneath in a bag
- 2-3 The stored thing is in good shape, but may have been crinkled or flattened when sharing a bag with other things
- 4-5 A strange dust has coated the thing, leaving a powdery, semi-sticky residue that resembles mold, but it is unharmed
- 6-7 The thing is covered in the strange mold described above, & ingredients are less potent, creatures are sickened for 24 hours, & objects have discoloration
- 8 This property only slowed the effects of time, it did not halt them, & the thing passed one hour for every 4 hours that happened in real time

STRIDING

The subject does not have their movement reduced by natural difficult terrain for 30 minutes.

Craft DC. 13

Portion. Handful or sip

Concentrate. One dose increases the duration by 10 minutes, and the DC by +1.

Side Effects. 1d8

- 1 The subject can also move through unnatural difficult terrain with no movement penalty
- 2-3 While moving through difficult terrain, the subject becomes slightly blurry & hard to see, gaining a +1d4 bonus to their AC
- 4-5 The subject is not protected from the terrain, taking 1d4 slashing damage for every 60 feet they move
- 6-8 This property drains the mind & body of the subject, & when it wears off they suffer one level of exhaustion

STUNNING

The subject is incapacitated until their next turn, when they make a Constitution saving throw. If they fail, they are stunned for one minute.

Craft DC. 16

Portion. Handful or sip

Concentrate. One dose increases the duration by 1 minute or the saving throw DC by +1, and the craft DC by +2.

Side Effects. 1d8

- 1 When these effects end, the subject is incapacitated for an additional minute
- 2-3 The subject mutters incomprehensibly about topics that may actually make sense, in the right light, or with enough strong drink
- 4-5 The subject does not take kindly to this property, & suffers 2d6 psychic damage as well
- 6-7 The subject suffers a -2 penalty to their mental ability scores for the next 24 hours
- 8 The subject takes a permanent -2 penalty to their Intelligence score

SWIMMING

The subject gains a swimming speed of 30 feet as well as advantage on all checks and saving throws involved with swimming, for one hour.

Craft DC. 13

Portion. Handful or sip

Concentrate. One dose increases the duration by 1 hour or the speed by 5 feet, and the DC by +1.

Side Effects. 1d8

- 1 The subject can breathe underwater
- 2-3 The subjects flesh becomes oily, granting them

advantage on checks & saving throws against grappling & similar attacks

4-5 The seawater has a sickening effect on the subject, & every time they travel through the water, they gain one level of exhaustion

6-8 The subjects oily flesh makes them vulnerable to fire damage

TERRIFYING

The subject is frightened for 15 minutes. If there is an enemy or creature with which the subject has enmity, the subject is frightened of them. If there is not, they are just frightened, of everything.

Craft DC. 15

Portion. Parcel, grip, or cup

Concentrate. One dose increases the duration by 15 minutes, and the DC by +2.

Side Effects. 1d8

1 The subject is also susceptible to Charisma checks from those they normally fear

2-3 The subject pales dramatically & screams in fright whenever they can

4-5 The subject has a sense that they are being controlled, that their fear is induced

6-7 The subject knows they are being controlled

8 The subject is not frightened, & knows the origin of the effects

THERMAVISION

The subject can view the world through temperature, seeing varying levels of heat rather than light. The subject remains perceptive through any obscurity that does not involve heat or flames, and can spot creatures that are invisible, gaining advantage on all checks related to sight within 30 feet, for one hour.

Craft DC. 14

Portion. Parcel, grip, or cup

Concentrate. One dose increases the range by 10 feet or the duration by 1 hour, and the DC by +1.

Side Effects. 1d8

1 The subject gains advantage on checks & saves to see through disguises both mundane & magical

2-3 The subject's skin becomes as cold as ice

4-5 The subject is blinded if flames are held before their eyes, a candle right in front or a bonfire at 100 feet

6-8 The subject becomes vulnerable to fire damage

TIMELESS

The subject adds one day to their maximum lifespan. Even though they will live longer, they will

still suffer the effects of old age, and even decrepitude.

Craft DC. 30

Portion. Bushel, load, or jar

Concentrate. One dose increases the number of days added by 1, and the DC by +5.

Side Effects. 1d8

1 The subjects physical form adjusts to any future alterations to the subjects maximum lifespan; if the increase it by 10 years, they will not start experiencing "old age" until some 5-7 years later than they would have

2-3 The subjects features appear as though they are not aging

4-5 The subject begins to lose touch with the mere mortals around them, taking a -2 penalty to Charisma checks

6-7 The subject begins to smell like the undead, but they are not becoming one, giving them disadvantage on Charisma checks & possibly leading to some accusations

8 The subject must make a Constitution saving throw or take 1d10 necrotic damage for every day added to their lifespan

TIMING

Condition

This property alters when the subject is effected by the concoction, essentially delaying activation of the effects. Though the subject is under the effect of the concoction, the property does not become active until the determined time, such as at midnight, noon, or dawn.

Craft DC. +10

Portion. Half the desired property

Side Effects. None

TONGUES

The subject is allowed a onetime communication with a supernatural entity of some sort, chosen by the alchemist upon crafting with this property. The subject may ask one question and receive one answer from that force or entity.

The subject can only benefit from the effects of this property once a week, and attempting to do so more often may result in angering the entity or supernatural force they are bothering.

Craft DC. 25

Portion. Bushel, load, or jar

Concentrate. None.

Side Effects. 1d8

1 The subject receives a very clear answer

- 2-3 The subject receives a muddled answer
- 4-5 The subject receives an illusive answer
- 6-7 The subject receives a confusing answer
- 8 The subject receives a false answer

TRAVELING

The subjects travel speed is increased by a factor of 4 for one hour.

Craft DC. 10

Portion. Bushel, load, or jar

Concentrate. One dose increases the duration by 1 hour or the factor of speed by 1 (4x to 5x, 5x to 6x, and so on), and the DC by +1.

Side Effects. 1d8

- 1 The subject gains a +2 bonus to Dexterity
- 2-3 The subject appears to blur whenever they move
- 4-5 The subject becomes disoriented, & is poisoned
- 6-7 The subjects physical form is strained from the speeds, & they take 1d4 force damage for each factor their speed is multiplied by (5x equals 5d4 force damage)
- 8 The subject slips into the Shroud as this property wears off, leaving them stranded in a very dangerous & foreign world

TREMORSENSE

The subject can detect subtle vibrations through any substance, such as the ground, they are in contact with. This allows them to pinpoint the sources, even if they cannot be seen, heard, or otherwise detected, within 30 feet, for one hour.

Craft DC. 15

Portion. Parcel, grip, or cup

Concentrate. One dose increases the range by 5 feet or the duration by 1 hour, and the DC by +1.

Side Effects. 1d8

- 1 The range of this sense is improved to 60 feet
- 2-3 The hairs on your body shake with the vibrations you sense, at the same intensity
- 4-5 You become sensitive to the vibrations, & suffer disadvantage on checks with this sense if there are more than 2d4 sources nearby
- 6-8 The subject becomes vulnerable to force damage

TRUEVISION

The subject can see in normal and magical darkness, see invisible creatures and objects, automatically detect and succeed on saving throws against visual illusions, and perceive the original form of a shapechanger or a creature that is transformed by magic, and can see into the Shroud, all within 30 feet, for 15 minutes.

Craft DC. 18

Portion. Bushel, load, or jar

Concentrate. One dose increases the range by 10 feet or the duration by 15 minutes, and the DC by +1.

Side Effects. 1d8

- 1 The range of this sense is improved to 45 feet
- 2-3 The subjects eyes glow brilliantly, shedding bright light out to 5 feet & dim light out 10 feet beyond that
- 4-5 The subjects other senses are diminished, & they suffer disadvantage on all other Perception checks
- 6-8 The subject becomes deafened & mute

VAPOR

Base (inhaled)

A vapor is a gas, spreading through the air like a cloud of smoke. If there is no wind or air movement, this can be a slow process, but if there is too much wind, it can quickly disperse the vapor and render it useless.

Vapors must be inhaled in order to effect the would-be subject. Any creature that breathes that comes into contact with a vapor is subjected to its effects. Vapors fill a cube 5-feet on a side, with an additional 5-feet for every dose included in the concoction. They do not settle, and remain viable for many hours, so long as a breeze or wind does not disperse the cloud.

Craft DC. +6

Side Effects. None

VITALIZING

The subject gains 1d6 temporary hit points for the next 24 hours. When these temporary hit points are lost, this properties effects end.

Craft DC. 12

Portion. Handful or sip

Concentrate. One dose increases the amount of temporary hit points by +1d6, and the DC by +1.

Side Effects. 1d8

- 1 The subject gains the maximum amount of temporary hit points possible
- 2-3 The subject appears to be as healthy as they can be, & has advantage on saving throws to resist disease
- 4-5 The subject appears to be very healthy
- 6-7 The subject takes on the faint smell of rot & decay, their skin is withdrawn, & their bones protrude, as if undead
- 8 The subject gains the minimum amount of temporary hit points possible

WAKING

The subject is awakened from sleep or unconsciousness. If they were put to sleep by magic or alchemy, this property ends the condition if the saving throw DC was equal to 12 or less.

Craft DC. 13

Portion. Sprig, pinch, or dash

Concentrate. One dose increases the saving throw DC this property ends by +1, and the craft DC by +1.

Side Effects. 1d8

- 1 The subject awakes immediately & may stand & ready as a free action
- 2-3 The subject is well rested, as if they slept a full night
- 4-5 The subject had a troubled waking, & is poisoned for the first minute
- 6-7 The subject has trouble waking, requiring other means on top of the application of this property
- 8 The subject does not waken, instead slipping into a deeper slumber, doubling the duration of the effect that put them to sleep or the amount of time they would have slept normally

WEAKNESS

The subject gains a -2 penalty to one ability score for one minute.

Craft DC. 16

Portion. Bushel, load, or jar

Concentrate. One dose increases the penalty by another -2, and the craft DC by +2. One dose increases the duration by 1 minute, and the craft DC by +1.

Side Effects. 1d10

- 1 The penalty is increased to -5
- 2-3 The subject takes an equal penalty to all mental ability checks (if the ability is mental) or their speed is reduced to half (if the ability is physical)
- 4-5 The subject feels weakened & tired
- 6-7 The subject can make a new saving throw each round to end the effects of this property
- 8-9 The subject can spend their bonus action each round to negate these effects for that round
- 10 The subjects ability score immediately returns to normal

WHISPER

Customize

Ten words that the subject whispers are transported directly to the ear of one creature within 30 feet. No other creature can hear the whisper unless they magically intercept the message or eavesdrop.

Craft DC. 12

Portion. Handful or sip

Concentrate. One dose increases the range by 30 feet, the number of creatures that hear it by +1, or the number of words by +10, and the DC by +1.

Side Effects. 1d8

- 1 The recipient can send one message back to the subject in a whisper
- 2-3 Any foliage or paper-light objects between the subject & the recipient flutter when the whispers pass
- 4-5 The subjects whispers come out as shouts, able to be heard by all those who normally could
- 6-8 The subjects whispers travel to another able target within range, who can make a Perception check to determine their origin

YOUTH

The subject reduces their age by one day.

Craft DC. 25

Portion. Parcel, grip, or cup

Concentrate. One dose increases the number of days reduced by 1, and the DC by +2.

Side Effects. 1d6

- 1 The subject looks younger, more vital, & healthy, gaining a +2 bonus on Charisma checks
- 2-3 The subject looks younger
- 4-5 The subjects mind begins to forget the days between now & those lost to this property, taking a -1 penalty to ability checks related to memory
- 6 The subject must make a Constitution saving throw or take 1d6 necrotic damage for every day they grew younger

INGREDIENTS

Ingredients are flowers, spring water, azure gems, or dragon kidneys. The pieces of the natural world that surround you can be gathered and used to create wondrous concoctions with a variety of effects.

Each ingredient description includes a block of information with the ingredient's real world name, fantasy name, familiarity, alternate names, details, type, locales, properties, and application.

FAMILIARITY

The familiarity of an ingredient is not necessarily how common or rare the ingredient is, it is more a measure of how likely practitioners are to be aware of it and how knowledgeable they might be about it. Ingredients with uncommon properties are less likely to be used or studied regularly, as most folk approach alchemists and practitioners due to ailments, not because they wish to slay the monsters in their backyard.

Familiar ingredients are used often by alchemists and practitioners alike, making them well known and thoroughly studied.

Unfamiliar ingredients are usually the special order, sought out and utilized during a plague or other uncommon and unforeseen circumstance.

Exotic ingredients are only sought by those who cater to the adventuring type or those who have particular needs or wishes.

Strange ingredients are those that rarely ever see any application or study. Many of them are undiscovered, and their properties not well understood, and can be dangerous for those wishing to push the bounds of knowledge.

Mysterious ingredients are the object of legend, fable, myth, and lore. Old stories or ancient tomes make reference to these awesome ingredients, only whispering as to their function and mighty power.

ALTERNATE NAMES

Ingredients can be found throughout the breadth and width of the worlds. This leads many to call an ingredient, especially plants, by different names.

The name used for the ingredient is the most common, though it is not the only one.

DETAILS

After the alternate names there is a section that includes general information. For many ingredients this will include the appearance, and for plants how that appearance changes as the seasons pass, like when it blooms and for how long. This section also includes beliefs and folklore surrounding the ingredient.

TYPES OF INGREDIENTS

Ingredients are fluids, minerals, plants, or organs that carry the properties alchemists seek.

Fluids are liquid in state and include water, oils, juices, milks, saps, or distillations.

Fungi are similar to plants, but do not require sunlight, and often thrive in areas with little or no light at all. Many are poisonous, and most feed on waste or carrion.

Minerals are solid in state and are inorganic, found mostly in or below the earth. Minerals include gems, metals, stones and rocks of varying kinds.

Organs are organic (mostly) pieces of flesh that originate within or as part of a creature, such as bones, livers, hearts, flesh, blood, or muscles.

Plants are organic and solid in state, things that grow in the sunlight and often require water if not other sources of nutrients. Plants include algae, ferns, flowers, grasses, mosses, sanders, shrubs, trees, vines, and worts.

LOCALES

The locales are the environments or regions in which ingredients can be found and gathered. Some can be found most everywhere, while others take quite a bit of searching in the far corners of the worlds.

Arctic locales lie in the northern reaches of the world where temperatures drop dangerously low and sunlight is not always available.

Coastal locales are near to seas, oceans, lakes, and even some rivers. These can be salt or fresh water, so long as there is a border between the land and the water.

Desert locales receive very little rain and normally have high temperatures, during the night and especially the day. Although, some can cool significantly when the sun sets.

Extraplanar locales are those outside the Near. They are foreign, often magical, and their ingredients are unique.

Forest locales have large amounts of trees, which can be vast stretches of endless canopy or a small and sparsely wooded valley.

Grassland locales are untouched by both agriculture and larger plants alike. At best grasslands have shrubs or short and broad trees widely dispersed.

Hill locales are long stretches of smaller raised areas of land. Some of these can have steep sides or cliffs, and most can be found at the foot of mountains.

Mountain locales are large and often long-stretching areas of raised land that reach into the sky. They can often divide their two sides into different climates and separate the weather patterns.

Rural locales are largely settled, from spire-filled metropolises to vast rural farmlands.

Swamp locales are regions of extremely moist soil, and may be largely under a shallow amount of rarely moving water. Some are filled with trees while others have miles of tall reeds.

Underground locales are below the surface, generally large caverns connected by smaller tunnels that branch in every direction.

Underwater locales are covered in deep water, such as the oceans, seas, or large lakes.

Volcanic locales include both the volcanoes themselves and the areas directly around them, which contain fertile soil and lush landscapes.

PROPERTIES

The properties of ingredients contain the effects which can be distilled into concoctions. There may be tags in parentheses that indicate a focus of the property found, for example Healing (poison) would create a concoction that only heals poison damage.

APPLICATION

Many ingredients can be used with little to no preparation. There are a variety of ways to use

ingredients, and some fashions require portions while others do not.

To successfully apply an ingredient, a character must succeed on a Wisdom (Survival) check against the properties craft DC - 5.

Brewing is the addition of the ingredient to boiling water, stock, or a liquid of some kind. Useful for making teas, soups, or remedies.

Chewing the ingredient simply means putting it in your mouth and gnawing on it with your teeth, which often releases oils. If an ingredient can be applied by chewing it, then it should not be swallowed, or ingested. If you do, you will suffer the poisoned condition for 2d12 hours.

Dyeing is the mashing of the ingredient to extract the color, which cannot be done in conjunction with crafting concoctions. Making a dye uses the ingredient completely.

Gifting is the giving of the ingredient, in its raw form, to another creature. As small a gesture as this is, it can increase the favor or aversion of the recipient.

Incense is the burning of the ingredient, whole and raw, in a campfire, a small incense burner, or on the flame of a candle. The smoke resulting from this can be beneficial to those nearby.

Ingestion is eating, drinking, or just swallowing the ingredient. Some properties of raw ingredients will work if the ingredient is ingested, but not all.

Repelling is normally brought about by leaving the dried or raw ingredient, in whole form, somewhere that is special or sacred, to keep away those who would do harm or annoy.

Resin is a sticky, flammable substance that is insoluble in water, and it is exuded by some plants, usually trees. Other ingredients can be dried and ground into a resin powder.

Smoking can be done by placing the ingredient into a pipe or just burning it out in the open, so long as the subject can inhale the smoke.

Strewing is the practice of mixing ingredients with straw or hay that is laid on the floor of homes or inns. The straw and hay keep moisture under control, as well as keeping mud from packing into the wooden floors. Mixing ingredients with strewing materials helps to keep the room smelling fresh and also keeps insects and small pests away.

Wearing is the adornment of clothing or armor with the whole, raw ingredient. Similar to strewing, the ingredient may increase the appeal of the person, stave off bad luck, or give them some sort of favor or special recognition.

Wound packing is placing the ingredient directly into a wound to aid in the healing process. Some ingredients should be chewed or mashed before applying them, others simply need to be ripped up or compressed and then stuffed as-is into the open wound.

INGREDIENT DESCRIPTIONS

The ingredients are presented in alphabetical order.

ACACIA MELANOXYLON FAMILIAR

Blackwood, blackwood acacia, black wattle

Type. Plant (tree)

Locale. Any

Properties. Forming, fortune, loving, protecting, sensing (psionics), whisper

Application. *Incense, smoking.* The seeds of blackwood can be ground into flour and the timber is used for everything from implements and tools to weapons and instruments, incense, fuel, and furniture.

The sapwood of the blackwood trees range in color from that of straw to gray-white with a clear heartwood demarcation. It has no flowers and the trees grow quickly, with needle-like, plump, green leaves.

Blackwood trees are associated with protection from prying minds and entities, psychic powers, money, love, and spells.

ACACIA PYCANTHA FAMILIAR

Golden wattle, wattles

Type. Plant (tree)

Locale. Forest; generally eucalyptus, in dry, shallow soils,

Properties. Fortune, loving, protecting, sensing (psionics), timeless

Application. *Chewing, incense, ingestion, resin.* The gum is edible & can be chewed to gain the sensing property for 2d20 minutes; flowers useful for perfume; bark used in tanning; wood used for fuel. The golden wattle is an understory tree that grows to between 10 and 30 feet in height and has

flattened leaf stalks that are sickle-shaped, shiny, dark green, and up to 6 inches long. Appearing in late winter and spring, the golden flowers are powerfully fragrant and followed by long seed pods. The bark is dark brown to gray, smooth on younger plants and furrowing with age.

ACANTHUS MOLLIS UNFAMILIAR

Mountain thistle, bear's breeches, blood from a shoulder, oyster plant, sea dock

Type. Plant (flower)

Locale. Desert, grassland, hill; dry areas like roadsides & wastelands, especially in rocky & bushy places, tolerant of drought & shade, sticks close to sea level

Properties. Bolstering (strength), fate, freezing, healing, linking, protecting, purifying

Application. *Ingestion.* Eating a handful of the flowers will grant the subject the bolstering property for 1 minute. After this property ends, the subject gains one level of exhaustion.

This thinly branched plant has dark green, glossy leaves that are oblong or lance-shaped with silver marks and wavy margins. It can reach up to 6 feet in height, 2 foot width, and spikes of lilac or rosed colored flowers that are tubular. The roots are aggressive, allowing it to grow on slopes.

Mountain thistle is associated with the arts, wisdom, and triumph over life's obstacles, as well as immortality.

ACER PSEUDOPLATANUS FAMILIAR

Sycamore, sycamore maple

Type. Plant (tree)

Locale. Coastal, grassland, hill, rural; forest plantations, abandoned farmland, roadside verges, hedgerows, native & semi-natural woodland, high country grassland, & along the coast

Properties. Forming, fortune, loving

Application. *Brewing, Ingestion.* Wood used for furniture, instruments, flooring, joinery, utensils, boxes, & fuel; sap used to make beer or as sugar.

The sycamore is a large, broadleaved deciduous tree with branches forming a broad dome. They can reach 70-120 feet in height, young bark is smooth and becomes scaly with age, exposing pale brown or pinkish inner bark.

The leaves have a leathery texture with protruding, thick veins on the underside, and are mostly dark green but some can be purplish or yellow-tinged, all with light undersides. In early summer the yellow-green flowers appear.

ACER SACCHARUM

UNFAMILIAR

Maple tree, rock maple, sugar maple

Type. Plant (tree)

Locale. Forest; native to hardwood forests in northern climates

Properties. Forming, fortune, loving, youth

Application. Brewing, incense, smoking. A jar of maple tree sap can be boiled down into a dash of maple syrup, and the wood makes for a wondrous incense or smoking flavor for meats.

Most maple trees grow from 30 to 150 feet tall and have dense and fibrous root structures that do not allow other plants to grow beneath them. The leaves typically have 6 points in a beautiful shade of green that turns golden-brown in autumn. The flowers have very small petals in yellow, red, orange, or green and their stamens jut out from within the petals.

Maple trees provide maple syrup from the sap and the wood is used to smoke meats or made into casks for flavoring. Larger trees are a valuable source of timber, which is used for most anything wood can be used for, especially musical instruments. The wood can also be used for paper.

ACONITUM NAPELLUS

UNFAMILIAR

Wolfsbane, aconite, blue rocket, devil's helmet, leopard's bane, monks-hood, mousebane, queen of poisons, women's bane

Type. Plant (flower)

Locale. Grassland, mountain; chiefly native to mountainous northern regions, moisture-retentive soils of mountain meadows

Properties. Cleansing (lycanthropy), fading, harming (poison), poisoning, repelling (lycanthropes, wolves), sickening

Application. Repelling. A handful of dried wolfsbane will repel wolves and lycanthropes for 1d4 weeks. The root of this plant is especially poisonous, and when crafting with this plant, the DC is increased by +5. It is said that these plants grow from the fallen saliva of demonic hounds with two or even three heads.

This herbaceous perennial has hairless stems and leaves, can grow to a height of over three feet, and has rounded divided leaves. The flowers are shaped like a helmet and come in shades of dark or blue-purple.

Wolfsbane is a symbol of death and a charm against lycanthropes. It also represents stealth, in that one can hide amongst the flowers and lose any were-creatures in pursuit.

ACTAEA PACHYPODA

EXOTIC

Eyes, doll's eyes, white boneberry

Type. Plant (flower)

Locale. Forest, hill, mountain; prefers clay to coarse loamy soils, hardwood and mixed forest stands

Properties. Harming (all), loving, poisoning, quality (greater)

Application. None.

Eyes is a herbaceous perennial that can grow upwards of three feet tall. It has toothed leaves that are both long and broad. The white flowers grow in spring, and the disturbing fruit is a white berry with a black stigma scar that gives the plant its name. These berries ripen over the summer, and the fruit persists on the plant until frost.

ADDER STONE

EXOTIC

Druids' Egg, magicians' glass, snake egg

Type. Mineral

Creatures. Poisonous serpents

Properties. Antitoxin, Purifying, Resisting (poison)

Application. Ingestion, wearing. Grinding this stone into a powder and either inhaling it or drinking it with an elixir will grant the subject advantage on saves against poison and poison damage for the next hour. Wearing this stone around the wrist or neck will prevent the subject from drowning, but only naturally.

This "stone" is said to be made from the collective saliva of a pit of adders or other poisonous serpents. The saliva is then solidified into a solid, glassy stone with a natural hole going through it. These stones can be identified easily as they do not sink in any water, no matter the weight upon them, and they float against any current.

ADIANTUM AETHIOPICUM

FAMILIAR

Maiden's Hair, common maidenhair fern, hair of venus

Type. Plant (fern)

Locale. Coastal; moist areas, near creeks or in open forest, high altitudes, especially on moist sandstone cliffs in full shade

Properties. Bolstering (Charisma), loving

Application. Incense. All creatures within 10 feet of a sprig when it is burned have a +1 bonus to their Charisma ability checks for the next hour.

This fern grows in clumps of fronds up to 18 inches in height. The root-like stems are wiry and branched, and the fronds are horizontal, layered, or upright. The distinctive appearance is notable for its dark, often black, stripes and shafts, with bright green, often delicately cut, leaves.

Maiden's hair has long represented love and beauty, and is often used as an ornamental.

ADONIS ANNUA

FAMILIAR

Pheasant's eye, adonis, autumn adonis, blooddrops, false hellebore, red chamomile, rose-a-ruby

Type. Plant (flower)

Locale. Grassland, hill

Properties. Incapacitating, poisoning

Application. Ingestion. Ingesting a handful of pheasant's eye immediately forces the subject to begin vomiting, granting them advantage on their next saving throw against ingested poison. If they would not receive another saving throw, this vomiting gives them one.

This flower grows around a foot high, has no leaves, and instead sprouts small, soft tubules the same green as the shafts. The flowers are a soft yellow color and appear in spring from the ends of any shaft. The roots are poisonous while the rest of the plant is merely sickening enough to induce vomiting.

Pheasant's eye is rumored to lift the spirits, relieving those who keep it close of heartache, especially that of a spurned lover.

AGARWOOD

EXOTIC

Oodh, aloeswood, lign-aloes

Type. Wood

Locale. Forest

Properties. Loving, tongues

Application. Incense. Subjects within 10 feet of burning oodh have a +1 bonus for each handful used

to their Charisma ability checks (to a maximum of +3).

Oodh is a dark, resinous heartwood that forms in certain evergreen trees when they become infected with a type of mold. Prior to infection, the heartwood is odorless, relatively light and pale colored; however, as the infection progresses, the tree produces a dark, aromatic resin, which results in very dense, dark, resin embedded heartwood. This oodh is known and valued for its distinctive fragrance, is used in incense and perfumes, and is believed to be associated with love, spirituality, and is regularly made into small carvings.

Oodh is difficult to find for those not properly trained or lucky enough to stumble upon it, as is love. The rarity and sheer usefulness of this irregular heartwood is representative of spirituality, its ethereal nature and difficulty to fully understand.

AGAVE AMERICANA

UNFAMILIAR

Centuryplant, maguey, sentry plant

Type. Plant (sander)

Locale. Desert; hot climates, desert regions, beach gardens

Properties. Enduring (extreme heat), loving (lust)

Application. Brewing, incense, ingestion. The leaves can be eaten, more like the meat scraped out, to provide water or act as an aphrodisiac, although the taste is not pleasant. They can also be burned or mixed into tea for the same arousing effect.

Centuryplant is a thick and fleshy plant, with large "leaves" that hold water for survival in a harsh and arid environments. The leaves stick out in every direction from the root and end in sharp terminal spines. Each flower bud grows slowly, only ever flowering once, when a tall stem grows out from the center of the leaf rosette and bears a large number of short, tubular flowers. After it develops the fruit, the original plant dies. More often than not, new plants come from the fruit and grow nearby.

This plant is a symbol of lust. Honey-water can be found in the heart of the plant. The leaf fibers can be used in making rope, matting, coarse cloth, leather embroidery, and distilled to brew alcohol.

AGERATINA ALTISSIMA

FAMILIAR

White sanicle, richweed, snakeweed, tall boneset

Type. Plant (flower)

Locale. Forest, hill; commonly found in woods and brush thickets, blooming in late summer to fall

Properties. Fate, fortune

Application. *Ingestion.* The subject that consumes a handful of white sanicle has advantage on their next ability check or saving throw made within the next 10 minutes.

White sanicle plants are upright or sometimes ascending, growing between 4 and 5 feet tall and producing a single or multi-stemmed clumps. The flowers are a clear white color and after blooming, small seeds with white fluffy tails are released to blow in the wind.

White sanicle is associated with luck, money, and when consumed by cattle it causes the milk to become toxic. It is poisonous to horses, sheep, goats, and a tea is used for fever, and a poultice can be made for snake bites.

AGRIMONIA EUPATORIA UNFAMILIAR

Agrimony, church steeples, sticklewort

Type. Plant (flower)

Locale. Forest, grassland, hill

Properties. Healing (bludgeoning for half portion), protecting, slumbering

Application. *Brewing.* Subjects that drink this tea find their sleep restful and full of pleasant dreams. The whole plant is dark green with numerous soft hairs, which aid in the plant's seed pods in sticking to passersby as they come in contact with the plant. The flower spikes have a spicy odor like apricots. It is deciduous and can grow up to 3 feet in height. The leaves are feathery with serrated edges.

The short-stemmed flowers appear from mid-summer to autumn, in long, spike-like arrangements. The single flower has an urn-shaped curved flower cup, the upper edge having several rows of soft, curved, hook-shaped bristles. There are five, rounded yellow petals, and the abundant supply of pollen attracts hoverflies, and honey bees.

Agrimony is associated with protection and sleep, and is said to alleviate bruises and sprains, and repels witchcraft. A sprig beneath a person's head would cause sleep until removed, and the leaves boiled in red wine act as a curative.

AGROPYRON CRISTATUM FAMILIAR

Wheatgrass

Type. Plant (grass)

Locale. Grassland, hill, rural

Properties. Cleansing (exhaustion), healing (poison), nourishing

Application. *Ingestion.* This kind of grass can be used as a substitute for food, if the situation is dire, with no ill effects, save the aftermath.

Wheat grass looks very similar to normal grass, except that the leaves are softer and rounded, not pointed, and the individual leaves grow further apart and directly out from the ground rather than in small clumps with a central root.

Wheat grass is often used as a livestock feed, and is used by foragers and for erosion control.

AJUGA REPTANS FAMILIAR

Bugleweed, blue bugle, bugle, bugleherb, carpenter's herb, carpet bugle, carpet bugleweed, carpetweed, common bugle

Type. Plant (flower)

Locale. Forest, grassland; woods and rough pastures

Properties. Cleansing (inhaled afflictions), healing

Application. *Incense.* The subject has a +1 bonus to saving throws against inhaled poisons, diseases, or ailments for the next hour.

Bugleweed is a sprawling perennial herb with erect flowering stems that grow to a height of one-half to a foot. The stems are squarish with hairs on two sides and the plant has runners that spread across the surface of the ground. The purplish-green, stalked leaves are in opposite pairs. The leaf blades are hairless and elliptical or ovate with a rounded tip and shallowly rounded teeth on the margin.

The cluster of flowering stems are dense and composed of whorls of blue flowers, each with dark veins on the lower lip. The upper lip of each flower is short and flat with a smooth edge and the lower lip is three-lobed, the central lobe being the largest, flat with a notched tip.

This plant is said to be able to stem bleeding, and the tea made from it is helpful for respiratory disorders.

ALCHEMILLA MOLLIS FAMILIAR

Bearsfoot, garden lady's-mantle, lady's mantle

Type. Plant (grass)

Locale. Arctic, grassland, mountain

Properties. Loving, normalizing (frightened)

Application. *Ingestion.* The subject has advantage on their next saving throw made to resist a disease for the next hour.

Bearsfoot is a clump-forming or mounded perennial with basal leaves arising from a woody root. The leaves radiate from a common point and are fan-shaped with small teeth at the tips. The long-stalked, gray-green to green leaves are often covered with soft hairs, and show a high degree of water resistance. The flowers are green to bright chartreuse, small, have no petals and appear in clusters above the foliage in late spring and summer.

ALLIUM AMPELOPRASUM FAMILIAR

Leek, broadleaf wild leek

Type. Plant (vegetable)

Locale. Any; the leek can be grown in any natural locale

Properties. Exorcising, loving, protecting

Application. *Ingestion.* The leek is edible and commonly eaten by peasants and serfs.

The common leek is associated with love, protection, and exorcism, the ability through the power of passionate devotion to expel foul emotions and evil spirits alike.

ALLIUM CEPA FAMILIAR

Onion, bulb onion, common onion, shallot

Type. Plant (vegetable)

Locale. Grassland, rural; grown everywhere for food

Properties. Cleansing (food spoilage)

Application. *Ingestion.*

The onion comes in many forms; purple, white, yellow, and they all have relatively the same properties. Onions are associated with protection, exorcism, healing, money, prophetic dreams, lust, purification, eternity, revelations, and immortality.

Though very common, onions bear a great deal of significance, especially to those who encounter them regularly, such as the poor. Onions protect the home from ne'er-do-wells, cleanse the spirit, bring healing in times of sickness, bring wealth to the doorstep, inspire lust and healthy desire, as well as grant prophetic dreams to those that are worthy.

ALMOND

No other known names

Type. Plant (fruit)

Locale. Forest, grassland, rural; comes from the tree **prunus dulcis**

Properties. Bolstering (Charisma), fortune, purifying, timeless

Application. *Ingestion.* These nuts can be eaten raw or mixed with other foods.

The almond symbolizes purity in many regards, the purity of feminine beauty, pure and unaltered luck, and the purifying of one as old age nears.

ALOE VERA UNFAMILIAR

Aloe, burn aloe

Type. Plant (sander)

Locale. Coastal, desert

Properties. Fate, healing (fire), protecting

Application. *Wound packing.* A handful of aloe can be applied to a single burn wound to increase any healing to that wound to its maximum amount.

Aloe is a stemless, or very short-stemmed, plant that grows between 2 and 3 feet tall, spreading by offsets. The leaves are thick and fleshy, green to gray-green, with some varieties of white flecks on their upper and lower stem surfaces. The margin of the leaf is serrated and has small teeth. The flowers are produced in summer on a spike up to 3 feet tall, each one being pendulous, with a yellow tubular corolla about an inch long.

This plant is associated with protection, luck, healing, and a gel made from it is used in some desserts, as a moisturizer, and reduces chafe.

ALTHAEA OFFICINALIS FAMILIAR

Marshmallow

Type. Plant (flower)

Locale. Coastal, swamp

Properties. Healing (fire), nourishing

Application. *Ingestion.* So long as the petals aren't wilted, creatures can eat this plant for sustenance.

Marshmallow is a perennial herb with a stem that grows 3 to 5 feet tall and flowers in mid-summer. They put out only a few lateral branches, and the leaves are roundish with short petals about 2 to 3 inches long, have 3 to 5 lobes, and are irregularly toothed at the margin and thick. They are soft and

velvety on both sides due to a dense covering of hairs.

AMANITA MUSCARIA UNFAMILIAR

Fly agaric, fly amanita

Type. Fungi (toadstool)

Locale. Forest; temperate woodland

Properties. Angering, destruction, essential, freezing, gliding, hallucinating, intoxicating, powder

Application. *Brewing, ingestion.* Once boiled, this mushroom is edible, and can be brewed into a drink that causes a berserker rage (a one-time instance of barbarian rage). Once the rage ends, the subject gains one level of exhaustion for each minute they were raging, and a parcel lasts for one minute. This mushroom has a reputation as the angel of death, and is contradictorily also known as a symbol of fertility. It is also representative of the faery world and fey enchantments, fallen stars, immortality, destruction, and the mysterious magics of fey creatures.

AMARANTHUS CAUDATUS UNFAMILIAR

Amaranth, foxtail amaranth, love-lies-bleeding, pendant amaranth, quilete, tassel flower, velvet flower

Type. Plant (flower)

Locale. Any; easily grown anywhere

Properties. Fading, nourishing, protecting

Application. *Chewing, ingestion.* While the subject chews up to a handful, they gain a +1 bonus to their Stealth ability checks for each sprig, and most of the plant is edible.

Amaranth can grow between 3 and 8 feet in height. This plant has large green-yellow leaves and reddish stems and stalks. The flowers bloom a purple red in clusters several inches long that cause the branch to droop to the ground.

Amaranth is associated with the healing of heartbreak, protection from emotional harm, and invisibility to those who seek the disparaged.

AMBROSIA ARTEMISIIFOLIA FAMILIAR

Blackweed, annual ragweed, bitterweed, carrot weed, common ragweed, hay fever weed, low ragweed, short ragweed, stammerwort, stickweed, tassel weed

Type. Plant (shrub)

Locale. Any; this plant can grow anywhere from northern tundra to deep southern jungles

Properties. Cleansing, fortifying (Wisdom)

Application. None.

Blackweed has many branches with pinnately divided soft, hairy leaves up to 5 inches long. It grows up to 2 ½ feet in height, and blooms in early winter. It has numerous seeds which persist into winter and are rich in oil, making them popular with songbirds and upland game birds.

ANAGALLIS ARVENSIS EXOTIC

Scarlet pimpernel, blue-scarlet pimpernel, poorman's barometer, red chickweed, red pimpernel, shepherd's clock

Type. Plant (flower)

Locale. Coastal, desert, rural; flowers only open in direct sunlight, occurs along the verges of salted roads

Properties. Harming (poison), healing, maddening, purifying, repelling (insects), sickening

Application. *Wearing, wound packing.* This plant causes a rash upon contact with skin. If properly applied with a Medicine check, a handful will cure a snake bite.

During the summer this plant creeps along, growing low. Winter plants form half-rosettes and have an upright stem. The sprawling stems are weak with a square cross-section, and can be a foot long. The leaves are ovate sessile, soft, and bright green, growing in opposite pairs. Flowers can be red, blue, orange, are radially symmetric, and only half an inch in diameter, and are produced in the leaves from spring to autumn.

The curative properties of scarlet pimpernel have given this plant a reputation for offering protection as well as healing.

ANANAS COMUSUS FAMILIAR

Pineapple tree

Type. Plant (tree)

Locale. Coastal, desert, swamp; anywhere hot and humid

Properties. Fate, fortune, repelling

Application. None.

The tree on which pineapples grow is herbaceous and perennial, and can grow in excess of five feet tall. The leaves are waxy, tough, are trough-shaped, have sharp spines along the edges, and there are

usually several dozen growing over three feet long. Once it flowers, the pineapple is formed from the joining together of several individual flowers. These flowers come in shades of purple or red.

Pineapple trees are associated with luck, money, chastity, deterrence, and hospitality.

ANEMONE BLANDA UNFAMILIAR

Windflower, island anemone, winter windflower

Type. Plant (flower)

Locale. Grassland, hill; temperate climates

Properties. Bolstering (Constitution), fading, healing, protecting

Application. *Ingestion.* Subjects being healed by alchemical or magical means treat all 1's on the healing dice as 2's.

Windflowers grow about 6 inches tall, broad, in well-drained soil which dries out in summer, and is often found under deciduous trees. The flowers appear in early spring, and they are an intense shade of bluish purple, but can also be found in whites and pinks. The rest of the foliage is a dark green, which lightens in the summer.

Windflowers are associated with health, the ephemeral quality of life, and mourning.

ANGELICA SYLVESTRIS UNFAMILIAR

Wild angelica

Type. Plant (flower)

Locale. Forest, grassland, hill, mountain, swamp; woodlands, fields, hedgerows, open woods, marches, fens, any soils, and northern mountains

Properties. Cleansing, curing, exorcising, hallucinating, healing, protecting, tongues

Application. *Brewing, dyeing, ingestion.* This plant prevents scurvy, the stem can be eaten fresh, the leaves can be boiled into a stew for storage, or mixed with milk for a tasty dish. A tea made from this helps to treat coughing, soothes the intestines, treats respiratory and nerve ailments, and acts against fever, infections, and the flu.

This short-lived perennial can reach over eight feet tall and has erect purplish stems and rounded umbels of minuscule white or pale pink flowers that bloom in late summer.

ANTENNAE, MONSTER FAMILIAR

Feelers

Type. Organ

Creatures. Giant centipede, giant fire beetle, giant wasp, insects, rust monster

Properties. Blindsight, Reaching, Whisper

-**Giant Beetle.** Illuminating, Muting

-**Giant Wasp.** Fate

-**Rust Monster.** Destruction, Quality (greater)

Application. *Brewing.* The subject picks one ingredient or property. For the next hour, which is how long this brew lasts, so long as they are drinking this brew, they can detect the ingredient or ingredients with the property that they choose that are within 300 feet of them.

These typical sensory organs come in pairs and are always made of one or more jointed segments. They can be found on the heads of many monsters.

ANTIRRHINUM MAJUS UNFAMILIAR

Snapdragon, calf's snout, common snapdragon, dog's mouth, dragon flowers

Type. Plant (flower)

Locale. Coastal, hill; temperate regions

Properties. Fortifying (against magic), normalizing, restoring

Application. *Ingestion.* The subjects next saving throw, within 1 minute, is made at advantage.

Snapdragon is an herbaceous perennial flower that can grow up to six feet in height. The spirally arranged leaves and broadly lanceolate, only a few inches long, and the flowers are produced on a tall spike. Each flower is about an inch long, with two "lips" closing the corolla tube, and the wild plants have pink or purple flowers with yellow lips. These are often pollinated by bumblebees, which are enclosed in the mouth when they land, thus being covered in pollen.

The name snapdragon comes from the flowers' reaction to having their throats squeezed, which causes the "mouth" of the flower to snap open like a dragon's mouth.

This flower is believed to grant protection to those who keep it nearby, such as in pots within the home. This protection is said to be powerful enough to reflect curses back upon those who cast them.

ARALIA CORDATA FAMILIAR

Spikenard, herbal aralia, mountain asparagus, udo

Type. Plant (flower)

Locale. Hill, mountain; found on the slopes of wooded embankments, moist and rainy soils, and prefers light shade

Properties. Antitoxin, leaping, roughing

Application. Ingestion. Every spring this plant produces new shoots which are blanched and then eaten as a vegetable. The dried root is often used as a medicine, and young shoots have a strong yet pleasant and distinct aromatic flavor.

Spikenard can reach a height of 6 feet, and its leaves are golden in the spring and bright green in the summer. The root stock is thick and hefty, reaching up to three feet in length. In summer it produces flower bunches upwards of three feet in length.

The leaves are alternate, large, and double to triple pinnate with up to six inch long leaflets that are nearly four inches wide. The flowers are produced in large umbrels up to 18 inches in diameter in late summer, and each flower is white. The fruit is a small black drupe that may be toxic.

ARBUTUS MENZIESII UNFAMILIAR

Madrona, madrones, strawberry tree

Type. Plant (tree)

Locale. Coastal; mostly northern coasts

Properties. Cleansing, curing, exorcising, protecting

Application. Brewing, chewing, ingestion. The berries can be eaten or made into a cider, or even used as a bait for fishing. Bark and leaves are used to treat stomachaches, cramps, skin ailments, and sore throats, all done with a tea. The wood, being very hard and dense, is most often used as firewood.

Madrona is an evergreen tree with rich orange-red bark that naturally peels away in thin sheets when mature, leaving a greenish, silvery appearance that has a satin sheen and smoothness. Small bell-like flowers appear in spring and red berries come in autumn that dry up and have hooked barbs to catch animals. These can reach up to a hundred feet tall in the right conditions with eight feet trunks. The leaves are waxy in texture, oval, and nearly six inches long, over three inches wide, arranged spirally, with a glossy dark green above while being lighter and grayish beneath.

This tree can act as a defense against inhabiting spirits and incorporeal monsters. Sitting near to a

campfire fueled by this wood could even be strong enough to aid in the exorcism of demons.

ARCTIUM MINUS UNFAMILIAR

Little burdock, beggar's buttons, button-bur, common burdock, cuckoo-button, fox's clote, lesser burdock, louse-bur, love leaves, wild rhubarb

Type. Plant (shrub)

Locale. Any; mostly southern climates

Properties. Antitoxin, crawling, curing, hempvial, muting, obscuring, sanitizing

Application. Chewing. The subject is adapted to cold and warm climates while they continue to chew a handful of little burdock, which will last for 6d10 minutes.

Little burdock can grow up to five feet tall and form multiple branches, being a large and bushy biennial. Flower heads are less than an inch wide, and the flowers are prickly and pink or lavender in color. They resemble thistles, but the leaves are extremely large, ovate, have hooked bracts, and the lower are heart-shaped with very wavy margins. They are green above and woolly below. The taproot is extremely deep, growing up to a foot deep.

ARNICA MONTANA EXOTIC

Mountain arnica, mountain tobacco

Type. Plant (flower)

Locale. Grassland, mountain, swamp; alpine meadows, moors and heaths, high elevations or poor soil

Properties. Antitoxin, enduring (cold & high elevation), harming (poison), poisoning, silkvial

Application. Wound packing. A handful of this plant can be used to stabilize a ding creature, with a Medicine roll of 16 or better granting them 1 hit point as well.

Mountain arnica grows to around 24 inches tall, is aromatic, perennial, and blooms in late summer. The leaves are basal green with rounded tips, are brightly colored, and level to the ground. The hairy flowers have a yellow disc of florets in the center and orange-yellow ray florets outside.

ARTEMISIA ABROTANUM UNFAMILIAR

Sitherwood, applerlingie, boy's love, garden sagebrush, garderober, lad's love, lemon plant, lover's plant, maid's ruin, old man, oldman wormwood, our lord's wood, southernwood, southern wormwood

Type. Plant (flower)

Locale. Forest, grassland, hill

Properties. Cleansing (frostbite), enduring (extreme cold), healing (cold)

Application. *Brewing, dyeing, repelling, strewing, wearing.* Can be used in herbal tea (parcel) or young shoots used to flavor pastries & puddings (handful); stems & trunk create a yellow dye for use with wool (handful); dried leaves repel moths & insects (parcel); whole dried plant used as an air freshener or lain with clothes; wearing whole plant dried grants a +1 bonus to saving throws against disease for 24 hours (bushel).

This shrub resembles a small tree, growing between 3-5 feet tall, with small, feathery, narrow, gray-green leaves that turn a rich orange-brown in late autumn. It has a strong camphor-like odor and is often used as an air freshener or for strewing. The flowers are also small, and a pale yellow.

ARTEMISIA ABSINTHIUM EXOTIC

Wormwood, absinthe, absinthe wormwood, absinthium, blood of itia, common wormwood, grand wormwood

Type. Plant (flower)

Locale. *Grassland, hill, mountain, rural;* grows naturally on uncultivated arid ground, rocky slopes, & the edge of footpaths & fields

Properties. Blinding, cleansing, lasting, loving, protecting, repelling (insects), sickening, tongues

Application. *Brewing, wound packing.* Primary ingredient in absinthe (bushel), used in flavoring other spirits & wines (handful), is used to spice mead (sprig), mixed in herbal tea (handful), & used in place of hops in beer (bushel). Also, applied to an open wound allows the subject another saving throw against a disease, but if they fail they are sickened.

Wormwood has a persistent woody stem above ground, but the stems are straight and soft, growing 3-4 feet tall, are grooved, branched, and silvery-green. The leaves are gray-green and white below with silvery hairs, spirally arranged. The flowers are pale yellow and tubular, facing down in a spherical pattern. It produces small, dry, seed-like fruit.

This well-hidden secret of the practice is said to have a grand variety of powerful capabilities. It causes blindness, convulsions, cleans wounds, enhances psychic powers, grants protection from all things mundane, is a portent and locator of true-love, and can call spirits to commune with.

ARTEMISIA DRACUNCULUS FAMILIAR

Tarragon, estragon, little dragon's

Type. Plant (shrub)

Locale. Any; especially gardens

Properties. Dust, insightful, resting, returning

Application. *Ingestion.* This plant is a common seasoning, promotes relaxation, and improves rest. Tarragon can grow to nearly 60 inches tall, has slender branched stems, and uses its rapidly spreading roots to readily reproduce. The leaves are lanceolate, about three inches long, glossy green, having an entire margin. The flowers are comprised of about 40 yellow to yellowish-green florets.

ARTEMISIA VULGARIS EXOTIC

Mugwort, chrysanthemum weed, common mugwort, felon herb, riverside wormwood, sailor's tobacco, wild wormwood, witch herb

Type. Plant (wort)

Locale. *Coastal, desert, hill, rural;* common in weedy and uncultivated areas, waste places and roadsides

Properties. Anchoring, curing, healing, persevering, tongues, whisper

Application. *Ingestion.* If the subject takes massive damage or is dropped to 0 hit points within one minute of eating a handful of this plant, they instead drop to 1 hit point. Also, this plant is used as a bitter flavoring of fruit ales without hops, and the making of fermented grain beverages.

Mugwort is a tall herbaceous perennial plant that can reach nearly four feet in height. It has a woody root, and the leaves are a few inches long with white hairs on the underside. The standing stems are grooved and often red-purplish in hue. It flowers from mid-summer to early autumn.

The witches herb, in the proper hands, can prevent collapse from fatigue, enhances strength, gives a creature the ability to see distant lands and enemies near or far, it protects one's consciousness as they drift through the astral planes garnering visions of the future and boons from long-forgotten entities. Essentially, this powerful herb is sought after by all those who know its name.

ASARUM EUROPAEUM UNFAMILIAR

Asarabacca, hazelwort, wild ginger, wild spikenard

Type. Plant (vine)

Locale. *Arctic, forest;* northern climates, deciduous and coniferous woodlands, especially chalky soils

Properties. Settling, sickening

Application. *Ingestion.* Often gathered and dried for use as a spice or a flavoring, this plant is also used as a snuff.

Asarabacca is a creeping evergreen perennial with a ginger aroma, though it is not related to true ginger. The leaves are kidney-shaped and a glossy green, and the flowers are a dull purple, which hide behind the leaves.

This plant is believed to be able to render even the most violent and vicious of creatures as docile as a house cat.

ASH, ELEMENTAL

EXOTIC

Pyrst

Type. Mineral

Locale. *Desert;* anywhere a fire elemental can be found

Properties. Dust, quality (greater), sickening, striding

Application. *Dyeing.* Material that is dyed with the umber dye made from pyrst has a slight resistance to fire damage. The material itself will not burn, and if it is clothing, the creature takes only three-quarters (75%) of all fire damage they are exposed to.

The ashes collected from a fire elemental are infused with the powers of nature and magic.

ASH, VAMPIRE

STRANGE

Blood ash

Type. Mineral

Locale. *Anywhere dead vampires can be found*

Properties. Cleansing (vampirism), dust, exorcising, quality (superior), resisting (mundane), sickening, thermavision, youth

Application. *Repelling.* A small container, open, or just a small pile of blood ash keeps the undead away, with a save DC of 20, and +1 for every 3 piles.

The ashes from a burned vampire, whether in sunlight or on a pyre have unnerving capabilities when applied in alchemy.

ASHES

FAMILIAR

Cinder, embers, soot

Type. Mineral

Locale. Any

Properties. Dust, sickening

Application. *Wearing.* A creature can apply ashes to their skin to darken and somewhat camouflage themselves. Each handful, to a maximum of 3, grants a +1 bonus to Stealth checks for 1d4 hours.

ASPLENIUM ADIANTUM-NIGRUM

FAMILIAR

Black Spleenwort, black maidenhair

Type. Plant (fern)

Locale. *Coastal, volcanic;* grows anywhere moist enough, even on cinder cones and lava flows near volcanoes

Properties. Fate, fortune, protecting, traveling

Application. *Wearing.* Adorning oneself with a sprig of black spleenwort gives others a more trusting demeanor. The subject has a +1 bonus to Charisma ability checks made to improve the demeanor of any creatures within 5 feet.

This fern has thick, triangular leaves up to an inch long which are divided into several subdivided segments. It is borne on a reddish green stalk and the shaft is shiny and slightly hairy.

Growing this fern in one's home is said to give them aid in finding employment, or in bettering their current employ. Luck abounds all who keep this nearby, money comes quicker, travel goes smoother, and protection is granted in all aspects of life.

ASTRANTIA MAJOR

FAMILIAR

Great masterwort

Type. Plant (wort)

Locale. *Coastal, forest, grassland, hill, mountain;* mountain meadows and grasslands, forests and clearings close to streams, all high above sea level

Properties. Curing, fortifying (against frightened), protecting

Application. *Brewing.* The leaves of this plant that are boiled and left stewing for 20 days offer protection from plague and other nefarious diseases or afflictions for another 20 days. The subject has advantage on saving throws made to resist such effects.

Great masterwort often reaches two feet in height, with an erect and glabrous stem, little branches and few leaves. The flower is umbrella-shaped with a

diameter of just over an inch, and has greenish-white to reddish shades.

This well-known wort is the cure for plague. It is also said to enhance strength and constitution, inspire courage in the weakest of souls, and offer protection in times of great danger.

ATRIPLEX PATULA FAMILIAR

Saltbush, common orache, spear orache, spear saltbush, spreading orache

Type. Plant (shrub)

Locale. Any; temperate regions

Properties. Curing, healing, sickening, vitalizing

Application. *Brewing, ingestion.* The meat from sheep that have eaten this plant is better and lasts longer. Also, the subject that drinks a tea made from this plant, while taking a long rest, doubles all hit points regained during that rest.

ATROPA BELLADONNA EXOTIC

Belladonna, deadly nightshade, devil's berry

Type. Plant (flower)

Locale. Forest, grassland, hill, rural; temperate disturbed ground, field margins, hedgerows, open woodland, shady and moist locations with limestone-rich soil

Properties. Bolstering (Charisma), hallucinating, harming (poison), incapacitating, killing, poisoning, quality (greater), truevision

Application. *Ingestion, wound packing.* When mixed with wolfsbane, a powerful hallucinogenic can be used as an ointment or an anesthetic for surgery, or eye drops used to dilate pupils. A subject that eats a handful of this plant has a 1% chance (per handful) to see into the future. Each handful also causes the subject to suffer one level of exhaustion, which can only be recovered from with one week of rest. Belladonna is a branching herbaceous perennial that grows from a fleshy rootstock. These plants can be nearly seven feet tall with seven inch leaves. The bell-shaped flowers are dull purple with green tinges and are faintly scented. The berries, also green, ripen to a shiny black, and nearly half an inch in diameter.

This flower has acted as an astral guide through projections and visions for generations. Practitioners know of the powerful abilities that are bestowed upon those who know how to properly

handle such a gift, and those who tamper with ken beyond them, find unpleasant surprises awaiting.

AVENA FAMILIAR

Oats

Type. Plant (grass)

Locale. Any

Properties. Fate

Application. *Ingestion.* These plants are used by many rural cultures for food.

Given the economy surrounding foodstuffs, simple oats represent money for nearly everyone, especially those who have them.

BAMBUSOIDEAE FAMILIAR

Bamboo

Type. Plant (grass)

Locale. Forest, swamp; warm and moist climates

Properties. Bolstering (Wisdom), essential, forming, fortifying (against magic), fortune

Application. *Brewing, chewing, ingestion.* Many dishes and broths use bamboo where it is local. Subjects that chew bamboo shoots for at least a minute gain advantage on ability checks related to climbing for the next 10 minutes, so long as they keep chewing. Bamboo is one of the fastest growing plants in the world, with some of them growing three feet in 24 hours.

Bamboo is one of the strongest plants in the worlds. It is also popular for its believed capabilities, such as the power to break hexes, grant wishes, and offer luck or protection from ill events to those who carry it with them. There is a fable that speaks of following a bamboo that grows beyond the sky, that walking up the stalk is the path of enlightenment.

BELLIS PERENNIS UNFAMILIAR

Day's eye, bruisewort, common daisy, lawn daisy, woundwort

Type. Plant (flower)

Locale. Any

Properties. Adhesive, felling, loving, silvering, vitalizing

Application. *Brewing, ingestion, wound packing.* Young leaves can be eaten raw, usually in salads, or cooked, and the flower buds and petals are often eaten in sandwiches, soups, and salads as well. This can also be made into tea and is very nutritious. Wound wrappings can be soaked in the juice from a

bushel of these plants to grant an extra 1d4 hit points while the subject is using their hit dice during a rest.

Day's eye is a herbaceous perennial with rosettes of small rounded or spoon-shaped leaves that can grow up to two inches long and flat to the ground. They have composite flowerheads with white ray florets that are often tipped in red.

The day's eye is associated with lust, luck, the sun, modesty, simplicity, innocence, and loyal love. Many cultures have taken different meanings over time, but most understand these meanings universally.

BEZOAR, MONSTER EXOTIC

Type. Mineral

Creatures. Bears, cats, crocs, dinosaurs, dogs, faun, hounds, lumberers, marsupials, mounts, wolves

Properties. Antitoxin, Forming, Purifying, Resisting (poison), Vitalizing, Youth

-Wolf. Quality (master)

Application. *Ingestion, wearing, wound packing.* A bezoar can be placed into the mouth of a poisoned creature that is dying, and when they are forced to swallow it, they are immediately cured of their affliction. This can also be ground into a fine powder and mixed into an elixir, which will give the subject advantage on all saves against poison for the next 24 hours. If the "stone" is set into the handle of a knife, whether crafted or jury-rigged, it will grant the subject using that knife resistance to poison damage. Finally, if the bezoar is placed directly into a poison wound, the affliction will be halted until the bezoar dissolves in 1 week or when the affliction is cured.

These "stones" can be found in the stomachs of many a creature. These hard balls are made of undigested matter and are said to contain the power of the creature in which they are found.

BILE, MONSTER UNFAMILIAR

Type. Fluid

Creatures. Any with a gallbladder

Properties. Altering, Amorphous, Destruction, Intoxicating, Oil, Sickening, Terrorizing

-Bat, Owl. Killing

-Lizard. Harming (fire)

-Rat. Fatigue

Application. *None.*

This dark green to yellowish brown liquid is produced to aid in the digestion of solids. It is extremely corrosive and can be deadly if it somehow leaks into the greater interior body cavity.

BLADDER, MONSTER FAMILIAR

Type. Organ

Creatures. Nearly all

Properties. Forming, Storing

-Croc. Terrorizing

-Death Dog. Poisoning

-Frog. Growing

-Horse. Bolstering (Strength)

-Monkey. Hallucinating

Application. *None.*

This hollow muscular organ stores urine from the kidneys before disposal, and is often used to craft water and wine skins.

BLOOD, MONSTER UNFAMILIAR

Sap (of a plant)

Type. Fluid

Creatures. Nearly all

Properties. Forming, Harming (fire), Healing, Illuminating, Liquid, Loving, Resting

-Awakened Plant. Antitoxin, Quality (better)

-Bat. Timing (midnight)

-Cat. Atmosphere

-Charger. Protecting

-Croc, Jackal. Destruction

-Death Dog. Blinding

-Deer, Eagle. Timeless

-Dinosaur. Lasting

-Dog. Illuminating

-Hell Hound. Hallucinating, Quality (greater)

-Lizard. Insightful

-Rust Monster. Quality (greater), Running

-Scorpion. Harming (poison), Tongues

-Serpent. Quality (better), Regenerating, Youth

-Shambling Mound. Absorbing (lightning)

-Spider. Essential, Quality (better), Weakness

Application. *Dyeing, ingestion, repelling, strewing.* The blood of a creature can be used in a mixture for a crimson color. If drunk while fresh (a cup), the subject immediately gains the Resting property effects. Blood can be painted onto doorways and the

sills of windows to repel those the subject wishes kept away, and when lain over normal strewn ingredients it amplifies their effects.

One of the Three Sacred Liquids, this bodily fluid delivers essentials to the various organs and tissues while transporting waste away.

BONE, MONSTER

FAMILIAR

Leaf (plant)

Type. Organ

Creatures. Nearly all

Properties. Bolstering (Strength), Essential (Divination), Forming, Loving, Regenerating, Revive, Stabilizing, Timeless, Vitalizing

-**Awakened Plant.** Endurance, Growing, Quality (better)

-**Blink Dog.** Bolstering (Intelligence)

-**Cat.** Leaping

-**Croc.** Revive

-**Dinosaur.** Bolstering (Strength)

-**Dog.** Stabilizing

-**Eagle.** Fortifying

-**Hell Hound.** Killing, Quality (greater)

-**Horse.** Striding

-**Jackal.** Terrorizing

-**Lumberers.** Anchoring

-**Monkey.** Running

-**Phase Spider.** Bolstering (Dexterity), Quality (better), Striding

-**Serpent.** Quality (better), Revive

-**Shambling Mound.** Destruction

-**Shark.** Bolstering (Strength, Wisdom)

-**Skeleton.** Attracting (evil), Destruction, Essential (Necromancy), Harming (necrotic), Insightful, Maddening, Sensing (evil), Stabilizing, Weakness

-**Zombie.** Deluminating, Dominion, Essential (Necromancy), Silvering

Application. *Ingestion.* When the subject is given a pinch of dried bone, they immediately stabilize. These rigid organs support and protect the other organs of a corporeal creature, and enable mobility.

BRAIN, MONSTER

EXOTIC

Flower (of a plant)

Type. Organ

Creatures. Nearly all

Properties. Bolstering (Intelligence), Insightful, Linking, Loving, Quality (better), Speaking, Tongues

-**Awakened Plant.** Dominion (plants), Quality (better)

-**Bat.** Fate

-**Charger.** Persevering

-**Frog.** Sizing

-**Giant Beetle.** Growing

-**Giant Wasp, Shambling Mound.** Angering

-**Hyena.** Lasting

-**Octopi.** Sensing (planes)

-**Owl.** Bolstering (Wisdom)

-**Phase Spider.** Sensing (planes), Quality (greater)

-**Quipper.** Harming, Persevering

-**Rat.** Essential (Divination)

-**Raven.** Deluminating, Quality (greater)

-**Rust Monster.** Quality (greater), Sensing (metals)

-**Scorpion.** Angering, Dominion (reptiles)

-**Spider.** Hallucinating, Quality (greater), Tongues

-**Vulture.** Thermavision

-**Weasel.** Revive

Application. *Ingestion.* Eating the brain of a creature, in its entirety, will bombard the subject with images, dreams, and sounds that speak to the nature of the creature whose brain it was. Consult your GM for appropriate Constitution saves to eat a raw brain, as well as the effects.

The organ that serves as the center of thought and control for most, if not all, corporeal creatures.

BRYONIA ALBA

FAMILIAR

White bryony, false mandrake, ladies' seal, tamus, tetterbury, wild hop, wild nep, wild vine

Type. Plant (vine)

Locale. Coastal, forest, swamp

Properties. Cleansing (pneumonia, quarter portion), harming (poison), poisoning, sickening

Application. *Brewing.* Grinding the root up and boiling it makes a tea that cures pneumonia. But, if the berries are eaten raw, the subject suffers the sickening property and 40 berries are lethal.

White bryony is a perennial vine related to cucumbers, and has separate male and female flowers found on the same plant. The root is tuberous and yellow, and the flowers are greenish-white and very small, curling tendrils, flowers, and fruit all stem from axils of palmately lobed leaves, and the fruit itself blackens as it ripens.

CALENDULA OFFICINALIS UNFAMILIAR

Marigold, common marigold, pot marigold, ruddles

Type. Plant (flower)

Locale. Grassland, hill, rural; primarily rural

Properties. Angering, cleansing, harming (radiant), timeless

Application. *Chewing.* While the subject is chewing a handful of marigold, they cannot be poisoned and are immune to poison damage suffered while crafting poison. One sprig lasts for 1 minute.

This aromatic herbaceous perennial is short-lived with sparsely branched lax or erect stems. It can grow to nearly three feet in height, the leaves are oblong-lanceolate, about five inches long, weakly toothed and hairy on both sides. The flowers, which bloom between spring and summer, are yellow, and where conditions are suitable, they appear year-round.

The “heart of the sun” is said to bring power over and protection from the great flame in the sky. It is also a symbol of passion, creativity, and longevity.

CAPSICUM ANNUM FAMILIAR

Pepper

Type. Plant (shrub)

Locale. Any; warmer, dry climates

Properties. Curing, loving, sanitizing, sobering

Application. *Ingestion.* This plant is used to add heat and spice to many dishes.

In the absence of winter frosts, pepper plants can grow large, with off-white single flowers that are sometimes purplish while the stem is densely branched, growing up to two feet tall. The fruit are berries that may be green, yellow, orange, or red when ripe.

CARAPACE, MONSTER FAMILIAR

Scales, bark (of a plant)

Type. Organ

Creatures. Scorpions, crabs, dinosaurs, insects, reptiles, sealife, serpents

Properties. Anchoring, Essential (Abjuration, walls), Forming, Protecting, Repelling, Slumbering, Whisper

-Awakened Plant. Quality (better), Resisting (mundane)

-Crab. Atmosphere

-Giant Beetle. Bolstering (Strength)

-Giant Wasp. Honesty

-Quipper, Seahorse. Swimming

-Rust Monster. Destruction, Quality (greater)

-Scorpion. Stabilizing

-Serpent. Essential (Divination, earth), Healing, Quality (better)

Application. *Chewing.* The subject can communicate telepathically with any creature that can communicate and is within 50 feet for the next hour.

This organ behaves similarly to armor in that it is a hardened exoskeleton protecting the creatures vital and frail interior organs from harm.

CENTELLA ASIATICA FAMILIAR

Centella, asiatic pennywort, gotu kola

Type. Plant (vine)

Locale. Swamp; temperate and tropical marches, swamps, and fens

Properties. Destruction, hallucinating, harming (poison), incapacitating, poisoning, sickening

Application. *Brewing, ingestion.* In small doses this plant can be added to salads or other foods as a vegetable, and it can also be brewed as a tea.

Centella has slender stems with creeping stolons, green to reddish-green, that connect plants to one another. The rounded apices are green and long-stalked with palmately netted veins and a smooth texture. The downward growing rootstock is cream in color and covered in root hairs. Flowers are anywhere in color from white to red, born in small, rounded bunches near the surface of the soil.

This vine is a symbol of meditation that is very popular with monastic orders and monks in general.

CIRSIIUM VULGARE UNFAMILIAR

Spear thistle, bull thistle, common thistle

Type. Plant (flower)

Locale. Grassland; heavily grazed lands, bare disturbed grounds, in temperate climates

Properties. Bolstering (Strength), fortifying (against magic), healing, protecting,

Application. *Ingestion.* If the plant is peeled before being steamed or boiled, it can be eaten without too much discomfort, though the roots are only palatable on unflowered plants that are either raw or cooked.

Spear thistle forms a rosette of leaves and a taproot up to several inches long in the first year, and a flowering stem in the second year. Leaves are grayish green with stout spines and are deeply lobed. The flowers are a pink-purple and similar to cotton, which easily catches the wind for seed dispersal.

Given the name, spear thistle is associated with warfare, strength, defense, the healing of wounds on the fields of battle, and the breaking of powerful war-magic and battle hexes.

CLAW, MONSTER

Fingernails, nails, toenails

Type. Organ

Creatures. Nearly all

Properties. Angering, Bolstering (Wisdom), Forming, Harming, Loving, Purifying, Repelling, Sensing (danger)

-**Badger, Dog.** Protecting

-**Bear.** Essential (earth)

-**Cat, Jackal.** Running

-**Croc.** Essential (earth, water)

-**Death Dog.** Binding

-**Dinosaur.** Resisting

-**Eagle, Hawk.** Flying

-**Hyena.** Stunning

-**Raven.** Destruction, Quality (better)

-**Vulture, Wolf.** Killing

Application. None.

These appendages are made of hard substances similar to that of the carapace, and are often curved and pointed. They are used for a variety of purposes, such as catching and holding prey, digging, climbing, self-defense, grooming, and attack.

CORE, LIGHTNING

Stormtree, element statue, sculpt-sand

Type. Mineral

Locale. Anywhere lightning has struck

Properties. Anchoring, atmosphere, dust, essential (lightning-based spells), exploding, paralyzing, quality (greater)

Application. *Repelling (elementals).* Storms, being composed of air and water, and being able to shift earth and spark flames, are seen as the great equalizer of the elements. A core is almost a corpse

FAMILIAR

left as a reminder of the storms tremendous power, and detracts elementals, if left in raw pieces.

Sand or earth that is struck by lightning forms a crystalline-like representation of the lightning below the surface. These lightning cores can be extracted if the creature is careful and patient.

CROCUS SATIVUS

EXOTIC

Saffron, autumn crocus, saffron crocus

Type. Plant (flower)

Locale. Coastal, grassland, hill; temperate regions

Properties. Atmosphere, bolstering, healing, settling, sobering, whispering

Application. *Dyeing.* The plant produces a yellow dye while the dried seed paste acts as a snuff that can temporarily boost attributes, which can be addictive.

Saffron is a perennial that flowers in autumn. There are filaments that grow within the flower itself, which comes in shades of light bluish purple. There are generally six petals on the flower, which grows almost larger than the rest of the plant, which only grows a few inches in height.

This plant is used by those who can afford it as a spice. It is associated with the sun, humility, love and enchantment magics, and makes a popular dye.

CYCLAMEN HEDERIFOLIUM UNFAMILIAR

Sowbread, ivy-leaved cyclamen

Type. Plant (flower)

Locale. Coastal, forest; best in oceanic climates, native to woodlands, shrublands, and rocky areas, especially islands

Properties. Angering, loving, settling

Application. *Incense.* When this plant is ground and mixed with neutral incense, the new incense burns slow and offers the subject a +1 bonus to all checks related to ongoing research. Each handful lasts for 30 minutes, and more than 3 handfuls creates a cloud that grants no bonuses, and makes it hard to see and breathe.

Sowbread is a tuberous perennial that blooms and sprouts leaves in autumn, grows through winter, and goes dormant before summer, when the seed pods ripen and open. The leaves are variably shaped and colored, and can be heart-shaped or arrow-shaped, usually with 2-3 angled lobes on each side. Leaves can be green to silver or a mixture of both.

DAMASCENE

FAMILIAR

Plum, damson plum

Type. Plant (fruit)

Locale. Coastal, hills; these fruits are grown on *prunus domestica* trees

Properties. Bolstering (Charisma), fortifying (Wisdom), fortune, youth

Application. *Ingestion.* Plums are a popular fruit wherever they can be found.

Plums are associated with virtue overcoming difficulties, virginity, beauty, spring, and happiness.

DIANTHUS CARYOPHYLLUS FAMILIAR

Carnation, clove pink, pink carnation

Type. Plant (flower)

Locale. Any

Properties. Healing, loving

Application. *Gifting.* Giving this flower to another is said to increase their attitude towards the giver.

Carnations are perennials with gray green to blue-green leaves that are slender and short. The flowers are produced singly or up to five together and sweetly scented, with the original color a bright, pinkish-purple.

The carnation is associated with protection, strength, and healing. The pink is also a symbol of motherhood, and the strength required for it. The red is said to be an aphrodisiac, inspiring love and fertility, in preparation for procreation. White is said to be the long-lasting, pure love that blooms from such unions.

DRAGON'S BLOOD

UNFAMILIAR

No other known names

Type. Resin

Locale. Special

Properties. Cleansing, essential, exorcising, loving, protecting

Application. *Brewing, dyeing, incense, repelling.* Used to make red ink, both mundane and magical, as well as coloring the surface of writing paper red. Used as a red varnish for woods and furniture. Incense and body oils are said to cleanse a space of negative entities or influence, and can be used to repel fiends. This resin can also be used to stop bleeding, cure diseases, and treat respiratory infections and skin disorders.

The dragon's blood resin of the highest quality is gathered from plants in the calamus, croton, dracaena, daemonorops, pterocarpus, or rotang genera. While using other plants with strong coloring will work, dragon's blood from these sources will be the only ingredients that will aid in magical works.

EAR, MONSTER

FAMILIAR

Type. Organ

Creatures. Nearly all

Properties. Bolstering (Wisdom), Insightful, Linking, Loving, Restoring, Sobering, Speaking, Timeless, Whisper

-**Badger.** Darkvision

-**Goat.** Sensing (evil)

-**Hell Hound.** Tongues, Quality (greater)

-**Horse.** Illuminating

-**Monkey, Shark, Winter Wolf.** Speaking

-**Owl.** Essential

Application. *Ingestion.* When the subject eats a sprig of dried ears, they have advantage on saving throws to resist intoxication (normal alcohol or the property) for the next hour.

The ears of a creature facilitate or aid in the perception of hearing from most corporeal creatures.

ELYMUS REPENS

FAMILIAR

Quitch, common couch, couch grass, dog grass, quackgrass, quick grass, quitchgrass, scutch grass, twitch, witchgrass

Type. Plant (grass)

Locale. Any

Properties. Cleansing

Application. *Brewing, incense, ingestion.* This plant can be used to make tea, syrup, and is often used for livestock and bird feed.

Quitch has creeping roots that enable it to spread quickly across grassland. It has hairy, flat leaves with upright flower spikes, and flowers in late autumn.

EYE, MONSTER

UNFAMILIAR

Inner blossom (plant)

Type. Organ

Creatures. Nearly all

Properties. Bolstering (Wisdom), Essential (Divination, teleportation), Fortune, Harming

(psychic), Honesty, Insightful, Loving, Quality (greater), Resisting, Tongues

-**Awakened Plant.** Quality (better), Tongues (nature)

-**Badger.** Repelling

-**Bat, Crab.** Darkvision

-**Bat, Scorpion.** Freezing

-**Bear, Cat.** Dominion

-**Camel.** Sobering

-**Charger, Toad.** Bolstering (Charisma)

-**Death Dog.** Killing

-**Deer, Horse.** Linking

-**Dog.** Repelling (spirits)

-**Eagle, Hawk, Lizard.** Illuminating

-**Giant Beetle, Giant Wasp.** Harming (fire)

-**Hell Hound.** Fading, Quality (greater)

-**Jackal.** Thermavision

-**Monkey, Quipper, Shark.** Angering

-**Octopi.** Deluminating

-**Owl.** Darkvision, Deluminating

-**Phase Spider.** Fading, Quality (better)

-**Rat.** Bolstering (Intelligence)

-**Raven.** Bolstering (Wisdom), Quality (better)

-**Seahorse.** Bolstering (Dexterity, Charisma)

-**Serpent.** Bolstering (Wisdom), Quality (better),

Terrorizing

-**Spider.** Crawling, Quality (better), Sensing (planes)

-**Weasel.** Insightful

-**Winter Wolf.** Settling

-**Wolf.** Binding

Application. *Ingestion.* The subject can alter one aspect of their appearance for 1 hour if they ingest a handful of eyes. This change could be to eye color or shape, hair color or length, skin tone or texture, height, weight, or build. If more than 3 handfuls are ingested in a single day, the subject is effected by the sickening property for the next 24 hours.

Most corporeal, and even some incorporeal, creatures have sensitive and frail organs that allow them to perceive the worlds through sight, translating light into images for the brain to interpret in a complex system.

FUR, MONSTER

Feathers, hair

Type. Organ

Creatures. Nearly all

FAMILIAR

Properties. Atmosphere, Essential (Divination), Flying, Forming, Fortifying, Harming (lightning), Healing, Illuminating, Loving

-**Badger.** Deluminating

-**Bat, Cat, Rat, Wolf.** Fading

-**Death Dog.** Fatigue

-**Eagle.** Bolstering (Strength)

-**Hell Hound.** Enduring, Quality (greater)

-**Hyena.** Changing

-**Phase Spider.** Crawling, Quality (better)

-**Raven.** Insightful, Quality (better)

-**Winter Wolf.** Atmosphere (winter)

Application. *Chewing.* While the subject chews on a handful of fur, feathers, or hair, they can travel at a fast pace and remain alert to danger or at a normal pace and move stealthily, for the next 3 hours. If they wish to benefit from this application again, they must begin chewing a new portion.

Fur and hair are the soft bristles that comprise the large amount of exterior covering of many creatures. Feathers are complex appendages that comprise the large amount of exterior covering for many aerial creatures, not only allowing them to fly, but also to maintain a habitable temperature in harsh environments.

GALANTHUS NIVALIS

UNFAMILIAR

Snowdrop, *candelmas maiden, common snowdrop, dingle-dangle, snow piercers*

Type. Plant (flower)

Locale. Forest; any woodlands

Properties. Essential (hallow and holy spells), purifying

Application. *None.*

Snowdrops are perennial herbaceous plants that grow from bulbs, which produces two linear gray-green leaves and an erect, leafless flowering stalk. The flower is bell-shaped and white, solitary, and pendulous.

The snowdrop is a symbol of purity and hope in dark times. It is also said to be the spring herald, and a safeguard for the buried dead.

GALIAM APARINE

FAMILIAR

Bort, *bedstraw, catchweed, cleavers, click, clivers, goosegrass, grip grass, robin-run-the-hedge, stickeljack, stickyweed, sticky bud, sticky jack, sticky willow, sticky willy*

Type. Plant (vine)

Locale. Any; this weed can grow most anywhere temperate

Properties. Halting, hempvial, purifying

Application. *Ingestion, wound packing.* The leaves and stems can be cooked as a leaf vegetable, and the fruits can be dried and roasted, containing caffiene. When applied appropriately, this plant can also treat a rash.

Bort is an annual with creeping straggling stems that branch and grow along the ground and over other plants, attaching themselves with small hooked hairs growing out of the stems and leaves. These can reach up to three feet or longer, and the stems are angular or square shaped. They have simple leaves borne in whorls of six or eight that are narrow to linear.

Bort has tiny, white to greenish flowers that are star-shaped and emerge from early spring to summer. These flowers are clustered in groups of two or three, and are borne out of the leaves. The fruits are burrs, growing in three-seed clusters that are covered in hooked hair that catch nearly anything passing by.

GEAN

FAMILIAR

Wild cherry, sweet cherry

Type. Plant (fruit)

Locale. Coastal; these fruits are grown on the prunus avium tree

Properties. Youth

Application. *Ingestion.* Commonly eaten by any creatures that find or cultivate this plant.

This fruit is a delicacy in many parts of the worlds. It is a symbol of the ephemeral sweetness of youth and men born naked into the world.

GENITALS, MONSTER

EXOTIC

Seed (of a plant)

Type. Organ

Creatures. All those that reproduce naturally

Properties. Bolstering (Strength), Healing, Loving, Normalizing, Protecting, Storing

-Awakened Plant. Awakening, Quality (better)

-Blink Dog. Protecting

-Charger, Hyena. Anchoring

-Horse. Revive

-Shambling Mound. Awakening

-Spider. Quality (better), Silkval

Application. *Brewing.* The subject that drinks a tea made from a handful of genitals has their weight reduced by 20%, to a maximum of 4 handfuls in a week.

These organs are varied among the many different types of creatures, but they all serve the same purpose, reproduction.

GLAND, MONSTER

EXOTIC

Type. Organ

Creatures. Nearly all

Properties. Dominion, Harming, Loving, Oil

-Cat, Jackal. Tongues

Application. None.

These organs generally create or excrete substances that are used for the body of a corporeal creature, such as saliva, lubrication, or hormones.

HEART, MONSTER

UNFAMILIAR

Bud (of a plant)

Type. Organ

Creatures. Nearly all

Properties. Attracting, Awakening, Curing, Dominion, Healing, Honesty, Loving, Quality (superior), Regenerating, Restoring, Settling, Tongues, Youth

-Bat. Timeless

-Bear, Dog, Lizard. Persevering

-Cat. Essential

-Charger, Death Dog, Dinosaur. Angering

-Croc. Sensing (danger)

-Deer. Bolstering (Constitution)

-Eagle. Harming (fire)

-Goat. Harming (fire, lightning)

-Hawk, Lumberers. Bolstering (Strength, Wisdom)

-Hell Hound. Sensing (evil), Quality (greater)

-Horse. Running

-Jackal. Sensing (evil)

-Monkey. Bolstering (Dexterity)

-Octopi. Attracting (fiends)

-Quipper. Destruction

-Raven. Essential (Divination), Quality (better)

-Seahorse. Essential (water)

-Shambling Mound. Revive

-Weasel. Essential

-Wolf. Bolstering (Strength, Constitution)

Application. None.

This muscular organ pumps the vital blood throughout the corporeal form, making it one of the most important pieces of a creature.

HELIANTHUS ANNUUS FAMILIAR

Sunflower, common sunflower

Type. Plant (flower)

Locale. Grassland, hill; full sun temperate climates

Properties. Fate, harming (radiant), loving, oil, regenerating, salve, sizing (growth), timeless

Application. *Dyeing, ingestion.* The seeds can be eaten raw or with salt, can be made into bread, oil, ointments, dyes, or body paint.

Sunflowers have an erect, hairy stem that is rough, reaching upwards of ten feet in height. Their leaves are broad, coarsely toothed, rough, and mostly alternate. The flower is made up of smaller florets, all combined to provide the large, sun-shaped structure.

Sunflowers are associated with fertility, wishes, health, wisdom, luck, slavish worship, unreliability, the sun, and immortality.

HIDE, MONSTER FAMILIAR

Flesh, roots, skin, stalk (of a plant)

Type. Organ

Creatures. Nearly all

Properties. Forming, Linking, Resisting

-Awakened Plant. Freezing, Quality (better)

-Bat. Deluminating

-Bear. Slumbering

-Blink Dog. Fading

-Camel, Lizard. Protecting

-Charger. Fortifying

-Croc. Harming (lightning)

-Eagle. Stabilizing

-Frog. Weakness (Charisma)

-Hell Hound. Protecting, Quality (greater)

-Horse. Fortune

-Hyena. Blinding

-Octopi, Shark. Swimming

-Phase Spider. Quality (better), Running, Traveling

-Rat. Altering

-Shambling Mound. Insightful

-Wolf. Lasting

-Zombie. Destruction, Sensing (living)

Application. None.

coating the exterior of most corporeal creatures, the hide, or flesh, is a soft substance that consists of fat, muscle, and protects the interior from damage and infection.

HOOF, MONSTER FAMILIAR

Stem (of a plant)

Type. Organ

Creatures. Chargers, faun, mounts

Properties. Adhesive, Anchoring, Bolstering (Strength, Dexterity, Constitution), Essential (earth, Transmutation), Forming, Freezing, Normalizing, Running

-Awakened Plant. Quality (better)

-Charger, Horse. Freeing

-Shambling Mound. Stabilizing

Application. *Strewing.* The subject has advantage on all Charisma checks made to interact with earth elementals, or creatures from the plane of earth, while over the area strewn with hoof powder for the next minute.

Often mistaken as a single piece of insensitive hardened substance, the hoof of a creature is resilient while allowing the creature to understand something of the terrain beneath them.

HORN, MONSTER FAMILIAR

Antlers

Type. Organ

Creatures. Chargers, dinosaurs, faun, lumberers

Properties. Dominion, Loving

-Charger. Vitalizing

-Deer. Essential

-Goat. Bolstering (Charisma)

Application. None.

Similar to the carapace and the hoof, the horns of a creature are pointed projections of similar substance, only these surround living bone tissue. Horns are permanent, and never fall off, while antlers are shed and regrown each year.

HYACINTHOIDES NON-SCRIPTA

UNFAMILIAR

Bluebell, common bluebell, ring-o-bells

Type. Plant (flower)

Locale. Coastal, rural; temperate climates

Properties. Adhesive, fortune, healing, honesty, linking, loving, protecting, settling

Application. *Repelling, resin.* Handfuls of this plant properly dried repel insects and animals, and effects beasts with the repelling property. The resin acts as an adhesive, and can be used as such.

Bluebells are said to be grown from the blood of fallen gods, primarily by accident. These plants grow from a bulb, producing 3-6 linear leaves growing from the base of the plant. Flowers typically appear on stems up to 20 inches tall, which droops towards the tip, and the petals are violet-blue, and have a strong and sweet scent.

The bluebell represents luck, truth, love, protection, happiness, and prudence.

INTESTINES, MONSTER UNFAMILIAR

Stomach

Type. Organ

Creatures. Nearly all

Properties. Angering, Bolstering (Constitution), Healing, Lasting, Stabilizing, Timeless

-**Bat.** Attracting (fiends)

-**Bear, Jackal.** Harming

-**Crab.** Weakness

-**Frog, Lizard, Rat.** Changing

-**Giant Beetle.** Revive

-**Hell Hound.** Persevering, Quality (greater)

-**Hyena.** Essential (Divination)

-**Octopi.** Regenerating

-**Owl.** Sensing (prey)

-**Phase Spider.** Quality (better), Poisoning

-**Quipper.** Running

-**Rust Monster.** Harming (acid), Quality (greater)

-**Scorpion.** Enduring, Sensing (danger)

-**Seahorse.** Traveling

-**Serpent.** Anchoring, Quality (better)

-**Spider.** Destruction, Poisoning, Quality (better)

-**Vulture.** Sensing (death)

Application. None.

The intestines of a creature are the slimy, bloody, often foul-smelling organs that handle the digestion and redistribution of foods and liquids. Not all creatures have a stomach, but nearly every corporeal creature has an organ, or a few, that handle these same processes.

KIDNEY, MONSTER UNFAMILIAR

Type. Organ

Creatures. Nearly all

Properties. Dominion, Loving

-**Bear.** Tongues

-**Cat.** Revive

-**Goat.** Attracting (fiends)

-**Lizard.** Binding

-**Vulture.** Purifying

Application. None.

These bean-shaped organs, at least in most of the race, are the filters that keep normal toxins and harmful substances from diluting the blood and killing the creature.

LEONTOPODIUM NIVALE EXOTIC

Lion's paw, alpinum, cat's paws, edelweiss, woolflower

Type. Plant (flower)

Locale. Mountain; prefer rocky limestone places high in mountains, very high

Properties. Fading, resisting (mundane)

Application. *Wearing.* The subject gains a +1 bonus to Stealth checks for every sprig of lion's paw worn, lasting until the flower wilts, no more than a day from picking.

The leaves and flowers are covered with white hairs and appear woolly. The flowering stalks can grow to a size of 1 to 8 inches in the wild, or up to 16 inches in cultivation. Each bloom consists of five to six small yellow clustered flowers surrounded by fuzzy white petals in a double star formation. The flowers bloom between summer and autumn.

Lion's paw is associated with invisibility, abdominal and respiratory diseases, protection from the cold, aridity, sunlight, and the giving or dedication of love.

LIVER, MONSTER UNFAMILIAR

Gallbladder

Type. Organ

Creatures. Nearly all

Properties. Angering, Bolstering (Strength), Curing, Poisoning, Regenerating

-**Cat.** Timeless

-**Croc.** Environment (underwater)

-**Dinosaur.** Bolstering (Wisdom)

-**Dog.** Purifying

-**Eagle.** Absorbing (necrotic)

-**Frog.** Restoring

-**Goat.** Fortifying

-**Lizard.** Regenerating

- Owl**. Persevering
- Vulture**. Insightful
- Weasel**. Changing
- Application**. None.

The liver is the soft organ that removes the toxins and impurities from ingested substances, as well as creating bile for breaking down organic material. The gallbladder builds up and stores bile that is produced by the liver before releasing it into the intestines for aid in the digestion process.

LOBULARIA MARITIMA FAMILIAR

Alyssum, sweet alison, sweet alyssum

Type. Plant (flower)

Locale. Coastal, forest, grassland, hill; temperate areas, especially coastal bays and islands, sandy beaches and dunes, cultivated fields, slopes and waste ground, close to sea level

Properties. Incapacitating, protecting

Application. *Brewing*. Using a handful of alyssum leaves to make a tea grants the subject a feeling of tranquility that can temper anger and violent urges. This is a hairy annual herb producing stems which grow upright or lie along the ground to a maximum of 3 to 4 inches. It produces yellow flowers fading to white with four small petals. The fruit is a round, hairy capsule up to a quarter inch long. The hairs are branched and often star shaped.

This flower grants endurance to those who would resist dark influences or those who wish to moderate their anger.

LUNG, MONSTER UNFAMILIAR

Gills

Type. Organ

Creatures. Any that breathe

Properties. Atmosphere, Bolstering (Constitution), Breathing, Restoring, Revive

-**Camel**. Persevering

-**Eagle**. Resisting

-**Frog**. Harming (thunder)

-**Horse**. Traveling

-**Monkey**. Repelling (spirits)

-**Toad**. Settling

-**Vulture**. Storing

-**Winter Wolf**. Harming (cold)

Application. *Strewing*. When the subject throws a handful of dried lungs into the air, they have

advantage on their Stealth checks for the next 10 minutes.

These soft organs allow creatures that breathe to intake air that is essential while expelling the waste produced from the process.

MAHONIA AQUIFOLIUM UNFAMILIAR

Grapeholly

Type. Plant (shrub)

Locale. Forest, grassland, hill; northern climates, often an understory plant in fir forests

Properties. Fortune, intoxicating

Application. *Brewing, dyeing, ingestion*. The berries can be used in wines, jellies, or eaten (though tart) with sweeter fruits, and produce a purple dye. The inner bark of larger stems and roots produces a yellow dye.

Grapeholly grows up to seven feet tall and around five feet wide. It has pinnate leaves up to a foot long made up of spiny leaflets that are leathery and resemble holly, and the stems and twigs have a thickened, corky appearance. The flowers are yellow, borne in dense clusters in late spring, and are followed by dark dusty blue berries.

The main ingredient of many wines enjoyed by those far and wide is a symbol of money and prosperity, which is enjoyed by those who sell this fine product.

The vines of these plants are associated with revelry, pleasure, fertility, the blood of gods, autumn harvest, and agriculture.

MANDRAGORA OFFICINARUM EXOTIC

Mandrake, autumn mandrake, dead man ash, love plant

Type. Plant (flower)

Locale. Forest, grassland, hill; light woodlands, disturbed sites, olive groves, fallow lands, waysides, embankments and ruins

Properties. Awakening, blinding, changing, deafening, essential, harming (poison), healing, incapacitating, killing, maddening, poisoning, quality (greater)

Application. *Brewing, ingestion, wound packing*. The root is hallucinogenic as well as addictive, and if too much is ingested it acts as an anesthetic, inducing unconsciousness. Juice from the finely grated root was applied externally to relieve pain, and used

internally to treat melancholy, convulsions, and mania. Large doses cause delirium and madness. Mandrake is a variable perennial herbaceous plant with a long thick root that is often branched, has almost no stem, and the leaves are borne in a basal rosette. The flowers appear from autumn to spring and are borne in the axils of the leaves, with greenish white to pale blue or violet colors. The fruit is a berry that, when ripe, is glossy and yellow to orange, like a small tomato, containing yellow to light brown seeds.

When this plant is picked it shrieks as it leaves the ground, which can be deadly. Any creature within 10 feet must make a Constitution saving throw or drop to 0 hit points.

This deadly and quizzical “plant” is representative of sleep (the eternal slumber of the death it grants those picking it), love, money, fertility (when placed beneath a bed), as well as health and protection, to those who know its uses.

MELIA AZEDARACH

UNFAMILIAR

Beadtree, cape lilac, syringa berrytree

Type. Plant (tree)

Locale. Any

Properties. Fate, fortune, harming (poison), poisoning, sickening

Application. *Strewing.* This tree serves as a source of lumber, with light brown to dark red colors. The leaves can be fed to cattle to improve milk yields. The leaves can also be stored with food to act as an insecticide, but are poisonous to eat.

Beadtrees have a rounded crown and can reach as high as 40 feet tall for the average tree, and some unique trees can reach over 150 feet. The alternate, long-petioled, two or three times compound leaves can reach 20 inches long, are dark green above and lighter below, with serrate margins. The flowers have five lilac or purple petals, grow in clusters, are small and fragrant.

Beadtrees offer luck to those in need and change to those in stagnation. Sleeping beneath a beadtree for a night and sitting beneath it throughout the next day is said to offer one the opportunity of a new life. At the end of the day, one is said to understand where they are to go and what they are to do in order to bring about prosperity in their existence.

MILK, MONSTER

FAMILIAR

Ink, ooze, ground plant (usually whole)

Type. Fluid

Creatures. Bats, bears, cats, dogs, faun, hounds, lumberers, marsupials, monkeys, mounts, wolves

Properties. Antitoxin, Awakening, Cleansing, Curing, Enduring, Exorcising, Insightful, Moving, Nourishing, Purifying, Returning, Settling, Sobering, Tongues, Vitalizing

-Awakened Plant. Essential (plants), Purifying, Quality (better)

-Black Pudding. Adhesive, Amorphous, Changing, Crawling, Deluminating, Destruction, Harming (acid)

-Dog. Resisting

-Gelatinous Cube. Binding, Destruction, Fading, Fatigue, Killing, Salve

-Gray Ooze. Adhesive, Altering, Amorphous, Angering, Destruction, Fading, Reaching

-Ochre Jelly. Amorphous, Bolstering (Dexterity), Crawling, Destruction, Insightful, Sensing (prey)

-Octopi. Darkvision

Application. *Dyeing, ingestion.* The subject who drinks 3 cups of milk gains the benefits of a long rest from the next short rest that they take. A creature can only benefit from this application once in a week.

For most creatures, this is produced to feed offspring, but for others, the milk is a liquid or substance produced that is unique to them.

This nutrient-rich liquid is produced by the mammary glands of certain beasts and members of the race. It is used as the primary source of nutrition for offspring, which gain many essentials from this liquid until they are old enough or developed enough to ingest more regular foods. One of the Three Sacred Liquids.

Octopi ink can be used to craft a variety of inks, able to be used for painting, writing, or penning magical scrolls (once mixed with other arcane ingredients).

MYOSOTIS SCORPIOIDES

FAMILIAR

Forget-me-not, true forget-me-not, water forget-me-not

Type. Plant (flower)

Locale. Coastal, swamp; damp or wet habitats, bogs, ponds, streams, ditches, fens, rivers, can survive submerged

Properties. Bolstering (Wisdom), loving

Application. None.

The forget-me-not is an erect plant that bears small pink budded flowers that become blue when they fully open and have yellow centers. The leaves are long and linear, and it blooms from mid-spring to early winter.

As is apparent in the name, the forget-me-not is symbolic of remembrance, friendship, fidelity, desperate love, and charity.

NATRON

UNFAMILIAR

Soda ash, saltpeter

Type. Mineral

Locale. Desert; natron is a type of salt that accumulates in dry lake beds, most often found in deserts or dry locales

Properties. Adhesive, dust, exploding, harming (fire)

Application. *Strewing.* When a grip of natron is thrown onto a hard surface within 5 feet, it instantly creates a cloud of smoke that grants any creature within heavy obscurity until the end of the round. Soda ash has been used as a cleaning agent for hundreds of years, where it is blended with oil to create a soap. This ingredient also softens water while removing oil and grease. It can also be thinned and used as a teeth cleanser, similar to a mouthwash. When a society engages in mummification, they often use natron because it absorbs water and keeps away dangerous rot.

NOSE, MONSTER

FAMILIAR

Type. Organ

Creatures. Nearly all

Properties. Blindsight, Bolstering (Charisma), Darkvision, Essential (Divination), Loving, Fortifying, Sensing (scent), Thermavision

-**Badger, Croc, Dinosaur, Rat, Wolf.** Insightful

-**Blink Dog, Dog.** Sensing (planes)

-**Hell Hound.** Insightful, Quality (greater)

-**Hyena, Winter Wolf.** Sensing (prey)

Application. *Repelling.* A creature that is incorporeal must succeed on a Wisdom saving throw to come within 10 feet of a dried nose. If that

creature rolls a natural 1, they become corporeal, or if they cannot, they become visible.

This organ works with the mouth of a corporeal creature to intake air that is passed to the lungs and also expels the waste air produced from that same organ. It also facilitates the sense of smell, which requires the passage of air through the cavity.

OCIMUM BASILICUM

FAMILIAR

Basil, great basil, king of herbs, royal herb

Type. Plant (shrub)

Locale. Forest, swamp; tropical regions

Properties. Cleansing, curing (basilisk venom), exorcising, flying, fortune, loving, protecting, repelling (fiends)

Application. *Repelling, wound packing.* While in fresh handfuls this plant repels fiends, up to a month. When used to treat wounds caused by a venomous creature (such as a basilisk), the subject gains advantage on saving throws made to resist the poison.

The king of herbs was long ago reserved for only the most noble of lineages or royalty itself. Tales speak of its ability to bestow instant and deep love, exorcise the most powerful of devils, grant riches to the lowly who find it, allow people to fly, and act as an antidote to death itself.

ORCHIS MILITARIS

FAMILIAR

Military orchid

Type. Plant (flower)

Locale. Forest, grassland; grow where there is full light on dry terrain, unfertilized parks, meadows, edges and light woods

Properties. Angering, bolstering (Charisma), healing

Application. None.

The military orchid grows to a height of nearly a foot with a robust stem and oblong basal leaves. The flower is a purplish color with the petals gathered together to form a pointed “helmet”, a lilac color outside and the interior being a veined purple.

PAEONIA OFFICINALIS

UNFAMILIAR

Garden peony, common peony

Type. Plant (flower)

Locale. Hill, mountain; temperate to northern climates

Properties. Exorcising, healing, sickening

Application. *Chewing.* The subject regains 1 extra hit point for every hit die spent during a rest.

The garden peony is a herbaceous perennial that blooms in late spring. It grows up to two feet tall with 9 leaflet divided leaves and flowers of deep pink or red in the shape of a bowl. This flower is popular as an ornamental and for its other purposes.

The peony is many different symbols to many different cultures. Healing, protection, and exorcism are popular, but it also represents spring, beauty, femininity, fertility, marital bliss, and traditional medicine.

PAPAVER SOMNIFERUM EXOTIC

Blind-eyes, breadseed poppy, opium poppy

Type. Plant (flower)

Locale. Coastal, volcanic; island temperate climates

Properties. Darkvision, hallucinating, healing, maddening, poisoning, slumbering

Application. *Brewing, incense, ingestion, smoking.* The opium drug, which can be ingested or smoked for the effects, can be made from this plant, which developed because of its ability to reduce pain.

Blind-eyes is an annual herb that can grow up to 40 inches tall, has a gray-green appearance, and the stems and leaves are covered in coarse hairs. The leaves are also large, lobed, and clasp the stem at the base. Blooming in early spring, the flowers grow out to a diameter of nearly four inches, and normally have four petals that are white, mauve, or red, with occasionally dark markings at the base.

PASSIFLORA CAERULEA EXOTIC

Clockflower, blue passionflower, bluecrown passionflower, common passionflower, maypops

Type. Plant (vine)

Locale. Forest, swamp; this plant is groundcover in tropical climates

Properties. Harming (poison), loving, poisoning, settling

Application. *Brewing.* The tea made from the flower alleviates stress and anxiety.

Clockflower is a woody vine that can grow up to 65 feet in height, so long as it is supported by a tree. The alternating leaves are palmately five-lobed (sometimes three or seven) like a spread hand, up to

seven inches long and wide, and has a tendril that wraps around other vegetation for support.

The flower itself is complex, about four inches in diameter, five sepals and petals similar in appearance, whitish in color, a corona of blue or violet filaments, five yellow-green stamens and three purple stigmas. Animals and birds eat the fruit, but it is bland in flavor.

This plant is associated with crucifixion, peace, sleep, and hospitality.

PEACH FAMILIAR

Peach, nectarine

Type. Plant (fruit)

Locale. Forest, grassland; grown on the **prunus persica** tree

Properties. Repelling (fiends)

Application. *Ingestion.* These fruits are popular wherever they can be found.

The peach is associated with immortality, spring, virginity, marriage, and salvation.

PERSEA AMERICANA FAMILIAR

Avocado, alligator pear

Type. Plant (tree)

Locale. Forest; southern climates with no frost and protected from the wind

Properties. Bolstering (Charisma), loving

Application. *Ingestion.* Avocadoes can be eaten, and are served as delicacies in some cultures.

The avocado is a symbol of love, lust, and beauty, despite the ugliness of this delicious plant.

PIMPINELLA ANISUM UNFAMILIAR

Anise, aniseed

Type. Plant (flower)

Locale. Coastal, grassland, hill, rural; temperate climates, light, fertile, well-drained soils

Properties. Curing, purifying, youth

Application. *Chewing, brewing, ingestion.* When made into a tea, this offers protection from nightmares, cures the hiccups and sleeplessness. Chewing this plant, when mixed with alexanders and honey, freshens the breath. It can be made into candies, a spiced cake used in ancient cultures, offers a licorice-like seasoning, and is often used for liquors (calic), flavoring water (aqua anisi), and spirits (spiritus anisi).

Anise often grows to around three feet in height. The base leaves are simple, long, and shallowly lobed, while higher leaves are feathery and divided into numerous small leaflets, while the flowers are white and produced in dense umbels. Butterflies and moths both feed on this flower.

This popular spice is said to protect those who keep it on their nightstands from nightmares and other sleeping or nighttime horrors. It is also a symbol of purification, youth, and is believed to be the cure for hiccups.

PINEAPPLE

FAMILIAR

Pineapple

Type. Plant (fruit)

Locale. Coastal, desert, swamp; these fruits grow on *ananas comusus* trees

Properties. Fate

Application. Ingestion. Pineapple is a delicacy in many parts of many worlds.

PINUS STROBUS

FAMILIAR

Soft pine, eastern white pine, northern white pine, white pine

Type. Plant (tree)

Locale. Mountain; high and cold elevations

Properties. Enduring, forming, insightful, leaping, nourishing

Application. Brewing, ingestion, resin, smoking, wound packing. The needles can be made into a tea stronger than lemons. The inner bark can be dried and eaten, or used as a flour. Pine tar can be mixed with beer to remove various infectious worms, and mixed with sulfur to treat dandruff. The nuts are sweet and nutritious, and the resin has been used to waterproof baskets, pails, and boats, treat infections and even gangrene.

Soft pines can live well into their fourth century, reaching upwards of 250 feet in height. The needles are in bundles of five and reside in a deciduous sheath, are flexible, bluish-green, finely serrated, between two and five inches long, and persist for around 19 months.

The pine tree is symbolic of strength of character, virility, immortality, and peace.

PRIMULA VULGARIS

UNFAMILIAR

Primrose, common primrose, password, prima rose

Type. Plant (flower)

Locale. Forest, grassland; open woods and shaded hedgerows

Properties. Healing, purifying, youth

Application. None.

Primrose is a perennial that can grow up to a foot in height with a basal rosette of leaves that in some habitats are evergreen. The often wrinkled leaves are nearly an inch long with a short stem. The flowers are delicately scented, usually pale yellow, white, or pink.

The primrose flower is said to herald the first love. It represents purity of love, the purity of youth, purity in healing and cleansing of body and soul, and can attract faeries from far away.

PRUNUS AVIUM

FAMILIAR

Wild cherry tree

Type. Plant (tree)

Locale. Coastal; mostly islands and moist climates

Properties. Forming, poisoning

Application. Chewing, Dyeing, incense, smoking. This wood is good for smoking meats, making a green dye, and makes an excellent lumber. The gum can be chewed, although it lends no effects.

The wild cherry tree is symbolic of love and divination, specifically the ability to reach across the stars should your true love still exist, in whatever plane or dimension they may be in.

PRUNUS DOMESTICA

FAMILIAR

Plum tree

Type. Plant (shrub)

Locale. Coastal, hills; especially colder northern regions and islands

Properties. Purifying, youth

Application. None.

PRUNUS DULCIS

FAMILIAR

Almond tree

Type. Plant (tree)

Locale. Forest, grasslands, rural; widely used in native regions for the almond nuts

Properties. Exorcising, loving, protecting

Application. None.

The almond tree is associated with heaven, divine grace, hidden truth, virginity, feminine beauty, and vigilance.

The almond tree gives people the hope of money and prosperity, as well as the wisdom to keep it or spend it well. This tree is also said to be an aphrodisiac, and many a couple lay beneath its boughs their first time to bring luck and happiness to their union.

These trees are also symbolic of the better afterlife, called heaven, as well as hidden truth, virginity, feminine beauty, resilience, and vigilance.

PRUNUS PERSICA FAMILIAR

Peach tree

Type. Plant (tree)

Locale. Forest, grassland; requires a chill that keeps these trees in northern regions

Properties. Bolstering (Charisma), essential (wish spell), forming, linking, youth

Application. None. This wood is used in making bows, protective amulets, and wands.

The fallen blossoms of the peach tree are associated with prostitutes, while the tree itself represents joy.

PYROFOLIUM FACERECALOR EXOTIC

Fireleaf, flamebush, winter's campfire

Type. Plant (flower)

Locale. Arctic; conditions with lots of moisture and very cold temperatures, otherwise it will set fire to other brush

Properties. Attracting (fire-based), destruction, enduring (cold), healing (cold damage), harming (fire), illuminating, quality (better), sensing (heat/fire), thermavision

Application. Chewing, dyeing, repelling, strewing. Taking 1 point of fire damage each round, the subject chewing this plant can make a ranged attack at a target within 15 feet, dealing 1d6 fire damage on a success. If the crimson dye made from this plant is used on cloth, it has resistance to fire damage for a number of attacks (that deal fire damage) equal to the crafting check result. Also, this plant repels water-based creatures (such as water elementals). Strewing this plant, once dried, negates cold environments and dangerous freezing conditions. Fireleaf has a long root stem that divides and permeates the soil, and the petals of the flower grow directly out of the ground in a circular shape. There are normally 3-8 petals of the flower, and each has a long, ridged, central vein, with red flecks and a light

pinkish hue. The plant emits lots of heat and can start fires if not in carefully tended.

ROSA FAMILIAR

Rose, god's blood

Type. Plant (flower)

Locale. Any

Properties. Red; angering, harming (fire), stabilizing. White; darkvision, harming (cold), purifying. Yellow; angering, loving, thermavision. Pink; fate, healing, tongues.

Application. Gifting. Giving a rose to someone that is a romantic interest is said to be romantic and ingratiating.

Rose leaves are borne alternately on the stems and in most species are up to six inches long, pinnate, with a dozen leaflets which normally have a serrated margin, and often a few small prickles on the underside of the stem. Most are deciduous but a few are evergreen.

Most flowers have five petals and each is divided into two distinct lobes, coming in white, pink, yellow, or red. Beneath the petals are five sepals that may be long enough to be visible from above.

Red roses are associated with beauty, love, passion, consummation, fire, the blood of martyrs, and resurrection.

RUSCUS ACULEATUS FAMILIAR

Butcher's-broom, hare's apple, kneeholly, knee holly, kneeholm, mouse stinger, pettigree, sweet broom, the butcher

Type. Plant (shrub)

Locale. Coastal, forest; woodlands, hedgerows, and coastal cliffs

Properties. Cleansing, healing, youth

Application. Wound packing. A parcel of the red berries can be mashed with a dash of dirt and water, and applied to a creature's wounds to stabilize them. This low evergreen shrub has shoots that give the appearance of stiff, spine-tipped leaves. Small greenish flowers appear in the spring from the center of the shoots, and some have red berries.

SALIVA, MONSTER FAMILIAR

Type. Fluid

Creatures. Nearly all

Properties. Adhesive, Angering, Harming, Oil, Poisoning, Quality (greater), Returning

- Chargers.** Moving
- Death Dog, Horse.** Harming (fire)
- Deer.** Settling
- Dog.** Sobering
- Hell Hound.** Harming (fire), Quality (superior)
- Hyena.** Hallucinating
- Lizard.** Tongues
- Phase Spider.** Harming (poison), Quality (superior)
- Application.** None.

This watery substance is formed in the mouth of most corporeal creatures, and is comprised of substance that both lubricates and aids in digestion. Saliva is one of the Three Sacred Liquids.

SALT

FAMILIAR

Halite, rock salt

Type. Mineral

Locale. Coastal, hill, mountain, underground, underwater, rural

Properties. Adhesive, dust, repelling (fiends)

Application. *Repelling.* Laying down salt not only helps to eliminate moisture, but it also aids in keeping fiends away. A pile of salt (bushel, load, or jar) has repels fiends. Every 5 piles of salt increase the DC by +1.

Halite comes from mines in the form of rock salt. Halite is one of the oldest ingredients known. It has been worked with by practitioners the ages over and is well understood by most, if not all. Halite represents value, purity, spiritual incorruptibility, divine wisdom, and is said to dispel bad luck when thrown over the shoulder.

SALT, ELEMENTAL

EXOTIC

Salterra

Type. Mineral

Locale. Underground; anywhere an earth elemental can be found

Properties. Adhesive, burrowing, dust, quality (greater), repelling (fiends)

Application. *Repelling.* Just as with normal salt, piles of salterra eliminate moisture and repel fiends, with a save increasing by +1 for every 4 piles present. One of the primary constituents of earth elementals, salterra is nature and magic infused salt that glows dimly with an amber light.

SALT, SUN

UNFAMILIAR

Montalite, gold salt, mountain salt

Type. Mineral

Locale. Mountain, underground; found high in the mountains or deep mines and has a deep dull golden color.

Properties. Adhesive, dust, quality (better), repelling (fiends)

Application. *Repelling.* Laying down piles of montalite repels fiends with an increase of +1 to the DC for every 5 piles.

SPLEEN, MONSTER

EXOTIC

Type. Organ

Creatures. Nearly all

Properties. Destruction, Linking, Maddening, Sanitizing

-**Blink Dog.** Fortune

-**Croc.** Sizing

-**Deer.** Weakness

-**Jackal.** Angering

Application. None.

Alongside other organs, the spleen acts as a filtration system for the blood, making it an important device in corporeal creatures.

STRAND, ELEMENTAL

EXOTIC

Aurasens, wind-hair

Type. Mineral

Locale. Desert, mountain

Properties. Breathing, flying, powder, quality (greater), vapor

Application. *Wearing.* A creature that has a handful of these wind hairs on the outside of their clothing finds that they catch the winds to the point of allowing them to glide, as the property. These glistening silver cords are no thicker than hair and can be a few feet to a dozen feet in length.

SYZYGium Aromaticum

EXOTIC

Clove

Type. Plant (tree)

Locale. Coastal, desert; southern climate islands

Properties. Exorcising, fatigue, fortune, killing

Application. *Brewing, incense, ingestion, smoking.* Cloves lend flavor to meats, curries, marinades, fruit such as apples, pears, and rhubarb. They also give aromatic flavors to hot beverages like cider and tea,

often combined with lemon and sugar. It can be smoked in pipes and used to repel insects, especially ants. Cloves are also used in incense and fragrances. Oil can be used to relieve pain.

The clove tree is an evergreen with large leaves, crimson flowers grouped in terminal clusters, and grows to a height nearing 40 feet. Flower buds are pale in hue then gradually turn green, transitioning to a bright red when they are harvest ready.

Cloves are said to aid in exorcism and defense against spirits and other entities that would inhabit poor simple folk. They are also said to offer boons of wealth and herald the birth of a child.

TARAXACUM OFFICINALE FAMILIAR

Dandelion, common dandelion, pig's tail, priest's crown, swine's snout

Type. Plant (flower)

Locale. Coastal, grassland, hill, rural; parks, roadsides, disturbed banks and shores of water ways, areas with moist soils

Properties. Bolstering (Intelligence), essential (sun/light-based spells), harming (radiant), healing, tongues

Application. *Brewing, dyeing, gifting, ingestion.* When the flowers are in full bloom, they are edible and often added to salads. This can also be made into wine, and is a coffee substitute. The flowers produce a yellow or green dye. Gifting this plant to someone you care about is said to influence them towards returning your love.

Dandelion taproots generally sprout into one to more than ten unbranched stems, up to 30 inches tall. The stems are upright or lax, purplish in tint, and produce flowers that are usually taller than the foliage. The foliage can grow up or out, and the leaves have petioles either unwinged or narrowly winged.

Dandelions are a popular flower with everyone interested in divination regarding love, wishes of true love, and is seen as the oracle that defines whether one's mate is true or not. These are also associated with the sun, bitterness, and the calling of spirits.

TAXUS BACCATA FAMILIAR

Yew

Type. Plant (tree)

Locale. Forest; temperate forests

Properties. Essential, forming, lasting, poisoning, quality (better), stabilizing

Application. *Ingestion, repelling.* The berries and their seeds are the only non-poisonous part of this tree. Bushels of yew wood or leaves repel spirits, ghosts, and incorporeal creatures of ill intent.

Yew is a small or medium evergreen, reaching no more than 70 feet on average, with a nearly seven foot diameter trunk. The dark green leaves are flat, arranged spirally on the stem, and poisonous.

These trees are popular with necromancers and clergy alike. They are believed to protect nearby graves from necromantic magics while some hold that the wood eases the use of spells that raise the dead. They are also symbolic of immortality, and are often used to make bows and wands.

TEARS, PHOENIX

STRANGE

No other known names

Type. Fluid

Locale. Wherever a phoenix can be found

Properties. Curing, exorcising, liquid, moving, normalizing, purifying, quality (master), restoring, returning, sanitizing, stabilizing

Application. *Wound packing.* Dripping a dash of phoenix tears into an open wound will immediately end 1 condition on the subject and restore 25% of their maximum hit points.

The tears of a phoenix are said to be some of the most powerful of ingredients, holding within the ability to bring life back to those on the brink of death.

TEETH, MONSTER

FAMILIAR

Beak, bill

Type. Organ

Creatures. Nearly all

Properties. Angering, Bolstering (Wisdom), Dominion, Forming, Harming, Repelling, Youth

-**Badger.** Fortune

-**Bat.** Terrorizing

-**Bear.** Bolstering (Strength, Wisdom)

-**Croc, Jackal, Weasel, Winter Wolf.** Killing

-**Death Dog.** Sickening

-**Dog.** Bolstering (Wisdom)

-**Hawk.** Sensing (souls)

-**Hell Hound.** Angering, Quality (greater)

-**Phase Spider.** Quality (better), Terrorizing

-**Raven.** Quality (better), Speaking

Application. *Wearing.* Adorning oneself with the teeth of defeated enemies grants the subject a slight bonus to Intimidate checks, somewhere around +1/5 teeth, but be sure to consult with your GM.

These calcified structures are found in the mouths of a great many beasts, monsters, and members of the race. They are used for chewing food into smaller pieces so it can be swallowed, as well as biting chunks of flesh from prey.

TONGUE, MONSTER

UNFAMILIAR

Petal (plant)

Type. Organ

Creatures. Primarily those with mouths

Properties. Bolstering (Charisma), Destruction, Dominion, Harming (psychic), Honesty, Loving, Quality (greater), Repelling, Speaking, Tongues, Whisper

-**Awakened Plant.** Fading, Quality (superior), Sensing (plants)

-**Death Dog.** Deafening

-**Frog, Lizard.** Revive

-**Monkey.** Harming

-**Raven.** Quality (superior)

-**Serpent.** Insightful, Quality (superior), Timeless

-**Shambling Mound.** Harming (lightning)

-**Toad.** Fortune

Application. *Incense.* The subject can understand and communicate in one unknown language for the next 10 minutes, so long as they stay within the cloud of smoke created by this incense, which is made of dried tongue.

This muscular organ is found in the mouth of many corporeal creatures, and some incorporeal. It is required for the sense of taste, and is useful in the acts of swallowing food, speaking and auditory communication, as well as lapping up water or other liquids. Serpents use their tongues for smell as well as taste.

TRIFOLIUM DUBIUM

FAMILIAR

Clover, lesser hop trefoil, lesser trefoil, little hop clover, rabbit's foot, suckling clover

Type. Plant (shrub)

Locale. Any

Properties. Fate, fortune, hallucinating, loving, tongues

Application. *None.*

This small plant has thin stalks with three leaves and flowers blooming from the ends. The flowers are a soft yellow in color and rather than petals, there are small cones jutting from the end of the stem in an array.

The clover represents love, divination, and is said to relieve ailments of the flesh. Some find the fumes of this plant used as an incense pleasant, but many think it too strong and odorous.

TULIPA

FAMILIAR

Tulip, gauze, muslin, turban

Type. Plant (flower)

Locale. Arctic, coastal; colder, northern climates

Properties. Bolstering (Charisma), fate, fortune, loving

Application. *None.*

The tulip is a symbol of perfect love, trusting and dependable, and all the wealth, beauty, and prosperity that goes along with it. It is said that wishing upon a tulip at the dusk of every day for a year and a day will grant that very wish. Tulips are also one of the spring heralds.

VIOLA SORORIA

UNFAMILIAR

Violet, common blue violet, common meadow violet, hooded violet, purple violet, wood violet, woolly blue violet

Type. Plant (flower)

Locale. Grassland; temperate regions

Properties. Fate, fortune, healing, loving, protecting

Application. *Ingestion.* The flowers and leaves are edible and help to prevent colds, headaches, coughs, and sore throats.

Violets are short-stemmed herbaceous perennials that are common in plains and gardens.

Violets are one of the most popular flowers, and as such they mean many things to many people. For some, they are symbolic of timidity, chastity, meekness, and constancy. A lover giving violets will often leave them with family because they are too shy to yet reveal themselves.

Others see spirituality, and spiritual protection, as well as love, luck, lust, wishes, peace, and healing.

VIOLA TRICOLOR-HORTENSIS

UNFAMILIAR

Garden pansy, flame flower, hearts-ease, love-in-idleness, three-faces-under-a-hood

Type. Plant (flower)

Locale. Grassland, rural; sunny or partially sunny, well-drained soil, rural mostly

Properties. Atmosphere (rain), bolstering (Charisma), loving, quality (greater), settling

Application. *Wearing.* When a fresh flower is placed over a sleeping creature's eyelids, when they awaken, they are charmed by the first creature they see. The subject may make a Charisma saving throw at the end of each minute to end this effect, or it ends after 10 minutes.

The flower of the garden pansy is two to three inches in diameter and has two slightly overlapping upper petals, two side petals, and a single bottom petal with a slight beard emanating from the center, usually white, yellow, purplish, or blue. These can grow up to nine inches in height.

The garden pansy is associated with dying love, the loss of a mate or companion, as well as rain and rain magic. It is said that looking into the bud of a garden pansy while standing in the rain will allow one to speak with their lost love again.

WATER, ELEMENTAL

EXOTIC

Hydrus

Type. Fluid

Locale. Coastal, swamp, underwater; anywhere one can find a water elemental creature

Properties. Breathing (underwater), liquid, quality (greater)

Application. *Ingestion.* The subject gains a swim speed equal to their normal speed and has advantage on checks related to swimming, and can hold their breath for twice as long as normal. These effects end after 1 hour or when the subject steps onto dry land.

Hydrus is water that has been infused with the magic of nature and the elements.

Hydrus, the water taken from animated pools, represents healing and regeneration. The waters are difficult to defeat while animated, but once it is accomplished, they can be used for greater purpose.

WATER, FRESH

FAMILIAR

No other known names

Type. Fluid

Locale. Any except oceans and seas

Properties. Liquid

Application. *Ingestion.*

Fresh water is found in inland bodies of water where ocean and sea salts are filtered out through the soil and clouds that transfer the water over land. Fresh water is the basis of much of the plant and animal life in the worlds.

Fresh water is considered feminine for its flowing, smooth nature. It is also representative of the moon what with changing tides depending on the position of the moon.

WATER, SALT

FAMILIAR

Saline

Type. Fluid

Locale. Oceans and seas

Properties. Liquid, salve

Application. *Brewing.* Unlike other waters, saline does not hydrate a creature that depends on water to survive, and will cause death if they drink while dying of thirst. However, it can be boiled to remove the salt content and make half the portion in fresh water.

Saline is found in the many oceans and seas across the worlds, as well as some lakes or rivers with direct connections to the open waters, but rarely.

Salt water is symbolic of life, where many believe the oceans contain more life than the land could ever hope to hold. Salt water is also associated with fertility, and destruction in the form of storms and waves.

WATER, SPRING

UNFAMILIAR

Alchemist's rue

Type. Fluid

Locales. Any

Properties. Liquid, quality (better)

Application. *Ingestion.* Drinking spring water counts as twice the amount of normal water when it comes to survival and dehydration.

Spring water comes from heated underground reservoirs that are pushed up through the earth in a gaseous state that removes most, if not all,

impurities. This is the cleanest, most refreshing, and best crafting water that occurs in nature.

Spring water is symbolic of passivity and purification, as the waters were purified by the heat beneath the earth and the pressure driving it ever onward.

CHAPTER 4: COLLECTING THE WORLDS

INGREDIENTS BY LOCALE

The following charts are used for gathering and the ingredients are sorted by the locales in which they can be found.

ARCTIC

d%	Result	Ingredient	Proper Name
Any	11-12	Fireleaf	Pyrofolium Facerecalor
00-	1	Oats	Avena
-30	2	Quitch	Elymus Repens
	3	Fresh Water	Water, Fresh
	4	Bearsfoot	Alchemilla Mollis
	5	Red rose	Rosa
	6	Blackweed	Ambrosia Artemisiifolia
40-	1	Cinder	Ashes
-60	2	Carnation	Dianthus Caryophyllus
	3	Saline	Water, Salt
	4	Leek	Allium Ampleoprasum
	5	White rose	Rosa
	6	Bort	Galium Aparine
70-	1	Tarragon	Artemisia Dracunculus
-90	2	Saltbush	Atriplex Patula
	3	Pepper	Capsicum Annuum
	4	Yellow rose	Rosa
	5	Tulip	Tulipa
	6	Pink rose	Rosa
Any	5	Clover	Trifolium Dubium
	6	Blackwood	Acacia Melanoxylon
00-	7	Asarabacca	Asarum Europaeum
-50	8	Alchemist's Rue	Water, Spring
	9	Ameranth	Amaranthus Cordatus
	10	Day's Eye	Bellis Perennis
60-	7-8	Beadtree	Melia Azedarach
-90	9-10	Little Burdock	Arctium Minus

COASTAL

d%	Result	Ingredient	Proper Name
00-	11	Hydrus	Water, Elemental
-30	12	Clove	Syzygium Aromaticum
40-	11	Scarlet Pimpernel	Anagallis Arrensis
-60	12	Mugwort	Artemisia Vulgaris
70-	11	Saffron	Crocus Sativus
-80	12	Blind-Eyes	Papaver Soomniferum
90	11-12	Druids' Egg	Adder Stone
00-	1	Oats	Avena
-10	2	Quitch	Elymus Repens
	3	Fresh Water	Water, Fresh
	4	Wild Cherry	Gean
	5	Pineapple	Pineapple
	6	Blackweed	Ambrosia Artemisiifolia
20-	1	Cinder	Ashes
-30	2	Carnation	Dianthus Caryophyllus
	3	Saline	Water, Salt

	4	Maiden's Hair	Adiantum Aethiopicum
	5	Marshmallow	Althaea Officinalis
	6	Alyssum	Lobularia Maritima
40-	1	Forget-me-not	Myosotis Scorpioides
-50	2	Wild Cherry Tree	Prunus Avium
	3	Plum Tree	Prunus Domestica
	4	Red rose	Rosa
	5	Leek	Allium Ampleoprasum
	6	Bort	Galium Aparine
60-	1	Sycamore	Acer psuedoplatanus
-70	2	Pineapple Tree	Ananas Comusus
	3	White rose	Rosa
	4	Great Masterwort	Astrantia Major
	5	Butcher's Broom	Ruscus Aculeatus
	6	Halite	Salt
80	1	Yellow rose	Rosa
	2	Tarragon	Artemisia Dracunculus
	3	Saltbush	Atriplex Patula
	4	Pepper	Capsicum Annuum
	5	Tulip	Tulipa
	6	Black Spleenwort	Asplenium Adiantum-Nigrum
90	1	Pink rose	Rosa
	2	White Bryony	Bryonia Alba
	3	Plum	Damascene
	4	Clover	Trifolium Dubium
	5	Dandelion	Taraxacum Officinale
	6	Blackwood	Acacia Melanoxylon
00-	7	Alchemist's Rue	Water, Spring
-30	8	Ameranth	Amaranthus Cordatus
	9	Aloe	Aloe Vera
	10	Snapdragon	Antirrhinum Majus
40-	7	Sowbread	Cyclamen Hederifolium
-60	8	Madrona	Arbutus Menziesii
	9	Anise	Pimpinella Anisum
	10	Day's Eye	Bellis Perennis
70-	7	Beadtree	Melia Azedarach
-90	8	Little Burdock	Arctium Minus
	9-10	Bluebell	Hyacinthoides Non-Scripta

DESERT

d%	Result	Ingredient	Proper Name
00-	11	Clove	Syzygium Aromaticum
-40	12	Pyrst	Ash, Elemental
50-	11	Scarlet Pimpernel	Anagallis Arrensis
-90	12	Aurasens	Strand, Elemental
Any	11	Mugwort	Artemisia Vulgaris
	12	Druids' Egg	Adder Stone
00-	1	Oats	Avena
-20	2	Quitch	Elymus Repens
	3	Fresh Water	Water, Fresh
	4	Pineapple	Pineapple
	5	Blackweed	Ambrosia Artemisiifolia
	6	Red rose	Rosa
30-	1	Cinder	Ashes

-50	2	White rose	Rosa
	3	Carnation	Dianthus Caryophyllus
	4	Saline	Water, Salt
	5	Yellow rose	Rosa
	6	Leek	Allium Ampleoprasum
60-	1	Bort	Galium Aparine
-70	2	Pineapple Tree	Ananas Comusus
	3	Pink rose	Rosa
	4	Tarragon	Artemisia Dracunculus
	5	Saltbush	Atriplex Patula
	6	Pepper	Capsicum Annuum
80-	1	Bort	Galium Aparine
-90	2	Tarragon	Artemisia Dracunculus
	3	Saltbush	Atriplex Patula
	4	Pepper	Capsicum Annuum
	5	Clover	Trifolium Dubium
	6	Blackwood	Acacia Melanoxylon
Any	10	Alchemist's Rue	Water, Spring
00-	7	Centuryplant	Agave Americana
-40	8	Ameranth	Amaranthus Cordatus
	9	Aloe	Aloe Vera
	10	Soda Ash	Natron
50-	7	Day's Eye	Bellis Perennis
-90	8	Beadtree	Melia Azedarach
	9	Little Burdock	Arctium Minus
	10	Bearsfoot	Acanthus mollis

FOREST

d%	Result	Ingredient	Proper Name
00-	11	Oodh	Agarwood
-30	12	Eyes	Actaea Pachypoda
40-	11	Clockflower	Passiflora Caerulea
-60	12	Belladonna	Atropa Belladonna
70-	11	Mandrake	Mandragora Officinarum
-90	12	Druids' Egg	Adder Stone
00-	1	Oats	Avena
-10	2	Quitch	Elymus Repens
	3	Fresh Water	Water, Fresh
	4	Peach	Peach
	5	Blackweed	Ambrosia Artemisiifolia
	6	Cinder	Ashes
20-	1	Carnation	Dianthus Caryophyllus
-30	2	Saline	Water, Salt
	3	Alyssum	Lobularia Maritima
	4	White Sanicle	Ageratina Altissima
	5	Bugleweed	Ajuga Reptans
	6	Avocado	Persea Americana
40-	1	Leek	Allium Ampleoprasum
-50	2	Red rose	Rosa
	3	Bort	Galium Aparine
	4	White rose	Rosa
	5	Great Masterwort	Astrantia Major
	6	Butcher's Broom	Ruscus Aculeatus
60-	1	Military Orchid	Orchis Militaris
-70	2	Almond Tree	Prunus Dulcis
	3	Yellow rose	Rosa
	4	Pink rose	Rosa

	5	Tarragon	Artemisia Dracunculus
	6	Saltbush	Atriplex Patula
80	1	Pepper	Capsicum Annuum
	2	White Bryony	Bryonia Alba
	3	Almond	Almond
	4	Clover	Trifolium Dubium
	5	Golden wattle	Acacia pycnantha
	6	Bamboo	Bambusoideae
90	1	Golden wattle	Acacia pycnantha
	2	Bamboo	Bambusoideae
	3	Peach Tree	Prunus Persica
	4	Blackwood	Acacia Melanoxylon
	5	Yew	Taxus Braccata
	6	Basil	Ocimum Basilicum
00-	7	Alchemist's Rue	Water, Spring
-20	8	Asarabacca	Asarum Europaeum
	9	Snowdrop	Galanthus Nivalis
	10	Grapeholly	Mahonia Aquifolium
30-	7	Ameranth	Amaranthus Cordatus
-50	8	Sowbread	Cyclamen Hederifolium
	9	Agrimony	Agrimonia Eupatoria
	10	Sitherwood	Artemisia abrotanum
60-	7	Primrose	Primula Vulgaris
-70	8	Maple Tree	Acer Saccharum
	9	Day's Eye	Bellis Perennis
	10	Beadtree	Melia Azedarach
80-	7	Alchemist's Rue	Water, Spring
-90	8	Little Burdock	Arctium Minus
	9	Wild Angelica	Angelica Sylvestris
	10	Fly Agaric	Amanita Muscaria

GRASSLAND

d%	Result	Ingredient	Proper Name
00-	11	Mountain Arnica	Arnica Montana
-30	12	Saffron	Crocus Sativus
40-	11	Belladonna	Atropa Belladonna
-60	12	Wormwood	Artemisia absinthium
70-	11	Mandrake	Mandragora Officinarum
-90	12	Druids' Egg	Adder Stone
00-	1	Oats	Avena
-10	2	Quitch	Elymus Repens
	3	Fresh Water	Water, Fresh
	4	Peach	Peach
	5	Onion	Allium Cepa
	6	Blackweed	Ambrosia Artemisiifolia
20-	1	Cinder	Ashes
-30	2	Carnation	Dianthus Caryophyllus
	3	Saline	Water, Salt
	4	Alyssum	Lobularia Maritima
	5	Bugleweed	Ajuga Reptans
	6	Bearsfoot	Alchemilla Mollis
40-	1	Pheasant's Eye	Addonis Annua
-50	2	Red rose	Rosa
	3	Leek	Allium Ampleoprasum
	4	White rose	Rosa
	5	Bort	Galium Aparine
	6	Great Masterwort	Astrantia Major

60-	1	Military Orchid	Orchis Militaris
-70	2	Almond Tree	Prunus Dulcis
	3	Yellow rose	Rosa
	4	Sycamore	Acer psuedoplatanus
	5	Pink rose	Rosa
	6	Wheatgrass	Agropyron Cristatum
80	1	Tarragon	Artemisia Dracunculus
	2	Saltbush	Atriplex Patula
	3	Pepper	Capsicum Annuum
	4	Almond	Almond
	5	Clover	Trifolium Dubium
	6	Peach Tree	Prunus Persica
90	1	Tarragon	Artemisia Dracunculus
	2	Saltbush	Atriplex Patula
	3	Clover	Trifolium Dubium
	4	Dandelion	Taraxacum Officinale
	5	Blackwood	Acacia Melanoxylon
	6	Sunflower	Helianthus Annuus
00-	7	Alchemist's Rue	Water, Spring
-10	8	Grapeholly	Mahonia Aquifolium
	9	Ameranth	Amaranthus Cordatus
	10	Agrimony	Agrimonia Eupatoria
20-	7	Sitherwood	Artemisia abrotanum
-30	8	Primrose	Primula Vulgaris
	9	Anise	Pimpinella Anisum
	10	Windflower	Anemone Blanda
40-	7	Marigold	Calendula Officinalis
-50	8	Spear Thistle	Cirsium Vulgare
	9	Day's Eye	Bellis Perennis
	10	Beadtree	Melia Azedarach
60-	7	Violet	Viola Sororia
-70	8	Garden Pansy	Viola Tricolor-Hortensis
	9	Wolfsbane	Aconitum Napellus
	10	Little Burdock	Arctium Minus Unfam
80-	7	Wolfsbane	Aconitum Napellus
-90	8	Little Burdock	Arctium Minus
	9	Wild Angelica	Angelica Sylvestris
	10	Bearsfoot	Acanthus mollis

HILL

d%	Result	Ingredient	Proper Name
00-	11	Eyes	Actaea Pachypoda
-30	12	Saffron	Crocus Sativus
40-	11	Mugwort	Artemisia Vulgaris
-60	12	Belladonna	Atropa Belladonna
70-	11	Wormwood	Artemisia absinthium
-80	12	Mandrake	Mandragora Officinarum Exo
90	11-12	Druids' Egg	Adder Stone
00-	1	Oats	Avena
-10	2	Quitch	Elymus Repens
	3	Fresh Water	Water, Fresh
	4	Blackweed	Ambrosia Artemisiifolia
	5	Cinder	Ashes
	6	Carnation	Dianthus Caryophyllus
20-	1	Saline	Water, Salt
-30	2	Alyssum	Lobularia Maritima
	3	Pheasant's Eye	Addonis Annua

	4	White Sanicle	Ageratina Altissima
	5	Red rose	Rosa
	6	Plum Tree	Prunus Domestica
40-	1	Leek	Allium Ampleoprasum
-50	2	Bort	Galium Aparine
	3	Great Masterwort	Astrantia Major
	4	White rose	Rosa
	5	Yellow rose	Rosa
	6	Sycamore	Acer psuedoplatanus
60-	1	Wheatgrass	Agropyron Cristatum
-70	2	Pink rose	Rosa
	3	Halite	Salt
	4	Spikenard	Aralia Cordata
	5	Tarragon	Artemisia Dracunculus
	6	Saltbush	Atriplex Patula
80-	1	Pepper	Capsicum Annuum
-90	2	Plum	Damascene
	3	Clover	Trifolium Dubium
	4	Dandelion	Taraxacum Officinale
	5	Blackwood	Acacia Melanoxylon
	6	Sunflower	Helianthus Annuus
00-	7	Alchemist's Rue	Water, Spring
-20	8	Grapeholly	Mahonia Aquifolium
	9	Ameranth	Amaranthus Cordatus
	10	Agrimony	Agrimonia Eupatoria
30-	7	Sitherwood	Artemisia abrotanum
-50	8	Snapdragon	Antirrhinum Majus
	9	Garden Peony	Paeonia Officinalis
	10	Anise	Pimpinella Anisum
60-	7	Windflower	Anemone Blanda
-70	8	Marigold	Calendula Officinalis
	9	Day's Eye	Bellis Perennis
	10	Beadtree	Melia Azedarach
80-	7	Day's Eye	Bellis Perennis
-90	8	Little Burdock	Arctium Minus
	9	Wild Angelica	Angelica Sylvestris
	10	Bearsfoot	Acanthus mollis

MOUNTAIN

d%	Result	Ingredient	Proper Name
00-	11	Lion's Paw	Leontopodium Nivale
-30	12	Eyes	Actaea Pachypoda
40-	11	Mountain Arnica	Arnica Montana
-60	12	Aurasens	Strand, Elemental
70+	11-12	Wormwood	Artemisia absinthium
00-	1	Oats	Avena
-20	2	Quitch	Elymus Repens
	3	Fresh Water	Water, Fresh
	4	Blackweed	Ambrosia Artemisiifolia
	5	Cinder	Ashes
	6	Carnation	Dianthus Caryophyllus
30-	1	Saline	Water, Salt
-50	2	Bearsfoot	Alchemilla Mollis
	3	Leek	Allium Ampleoprasum
	4	Red rose	Rosa
	5	Bort	Galium Aparine
	6	White rose	Rosa

60-	1	Yellow rose	Rosa
-70	2	Great Masterwort	Astrantia Major
	3	Halite	Salt
	4	Pink rose	Rosa
	5	Spikenard	Aralia Cordata
	6	Tarragon	Artemisia Dracunculus
80-	1	Spikenard	Aralia Cordata
-90	2	Saltbush	Atriplex Patula
	3	Pepper	Capsicum Annuum
	4	Clover	Trifolium Dubium
	5	Soft Pine	Pinus Strobus
	6	Blackwood	Acacia Melanoxylon
00-	7	Alchemist's Rue	Water, Spring
-30	8	Ameranth	Amaranthus Cordatus
	9	Garden Peony	Paeonia Officinalis
	10	Little Burdock	Arctium Minus Unfam
40-	7	Montalite	Salt, Sun
-60	8	Day's Eye	Bellis Perennis
	9	Beadtree	Melia Azedarach
	10	Wild Angelica	Angelica Sylvestris
70-	7	Garden Peony	Paeonia Officinalis
-90	8	Wolfsbane	Aconitum Napellus
	9	Little Burdock	Arctium Minus
	10	Wild Angelica	Angelica Sylvestris

RURAL

d%	Result	Ingredient	Proper Name
00-	11	Lion's Paw	Leontopodium Nivale
-30	12	Scarlet Pimpernel	Anagallis Arrensis
40-	11	Mugwort	Artemisia Vulgaris
-60	12	Wormwood	Artemisia absinthium
70-	11	Belladonna	Atropa Belladonna
-90	12	Druids' Egg	Adder Stone
Any	1	Onion	Allium Cepa
	2	Sycamore	Acer psuedoplatanus
	3	Wheatgrass	Agropyron Cristatum
	4	Almond Tree	Prunus Dulcis
	5	Almond	Almond
	6	Dandelion	Taraxacum Officinale
Any	7	Anise	Pimpinella Anisum
	8	Marigold	Calendula Officinalis
	9	Garden Pansy	Viola Tricolor-Hortensis
	10	Bluebell	Hyacinthoides Non-Scripta

SWAMP

d%	Result	Ingredient	Proper Name
00-	11	Hydrus	Water, Elemental
-40	12	Clockflower	Passiflora Caerulea
50-	11	Mountain Arnica	Arnica Montana
-90	12	Druids' Egg	Adder Stone
00-	1	Oats	Avena
-10	2	Quitch	Elymus Repens
	3	Fresh Water	Water, Fresh
	4	Pineapple	Pineapple
	5	Blackweed	Ambrosia Artemisiifolia
	6	Cinder	Ashes
20-	1	Carnation	Dianthus Caryophyllus

-30	2	Saline	Water, Salt
	3	Marshmallow	Althaea Officinalis
	4	Forget-me-not	Myosotis Scorpioides
	5	Red rose	Rosa
	6	Leek	Allium Ampleoprasum
40-	1	White rose	Rosa
-50	2	Bort	Galium Aparine
	3	Yellow rose	Rosa
	4	Pink rose	Rosa
	5	Pineapple Tree	Ananas Comusus
	6	Tarragon	Artemisia Dracunculus
60-	1	Saltbush	Atriplex Patula
-70	2	Pepper	Capsicum Annuum
	3	White Bryony	Bryonia Alba
	4	Clover	Trifolium Dubium
	5	Bamboo	Bambusoideae
	6	Blackwood	Acacia Melanoxylon
80-	1	Saltbush	Atriplex Patula
-90	2	White Bryony	Bryonia Alba
	3	Clover	Trifolium Dubium
	4	Blackwood	Acacia Melanoxylon
	5	Centella	Centella Asiatica
	6	Basil	Ocimum Basilicum
00-	7	Alchemist's Rue	Water, Spring
-40	8	Ameranth	Amaranthus Cordatus
	9	Day's Eye	Bellis Perennis
	10	Little Burdock	Arctium Minus
50-	7	Alchemist's Rue	Water, Spring
-90	8	Beadtree	Melia Azedarach
	9	Little Burdock	Arctium Minus
	10	Wild Angelica	Angelica Sylvestris

UNDERGROUND

d%	Result	Ingredient	Proper Name
Any	12	Druids' Egg	Adder Stone
	11-12	Salterra	Salt, Elemental
	1-6	Halite	Salt
	7-10	Montalite	Salt, Sun

UNDERWATER

d%	Result	Ingredient	Proper Name
Any	1-6	Halite	Salt
	11	Hydrus	Water, Elemental
	12	Druids' Egg	Adder Stone

VOLCANIC

d%	Result	Ingredient	Proper Name
Any	11-12	Blind-Eyes	Papaver Soomniferum
00-	1	Oats	Avena
-30	2	Quitch	Elymus Repens
	3	Fresh Water	Water, Fresh
	4	Blackweed	Ambrosia Artemisiifolia
	5	Cinder	Ashes
	6	Carnation	Dianthus Caryophyllus
40-	1	Saline	Water, Salt
-60	2	Red rose	Rosa
	3	Leek	Allium Ampleoprasum

	4	White rose	Rosa
	5	Bort	Galium Aparine
	6	Yellow rose	Rosa
70-	1	Tarragon	Artemisia Dracunculus
-90	2	Saltbush	Atriplex Patula
	3	Pepper	Capsicum Annuum
	4	Black Spleenwort	Asplenium Adiantum-Nigrum
	5	Clover	Trifolium Dubium
	6	Blackwood	Acacia Melanoxylon
00-	7	Alchemist's Rue	Water, Spring
-40	8	Ameranth	Amaranthus Cordatus
	9	Day's Eye	Bellis Perennis
	10	Beadtree	Melia Azedarach
50-	7	Alchemist's Rue	Water, Spring
-90	8	Ameranth	Amaranthus Cordatus
	9	Day's Eye	Bellis Perennis
	10	Little Burdock	Arctium Minus

INGREDIENTS BY MONSTER

The following charts are used for harvesting and the ingredients are sorted by the monsters in which they are found.

ARACHNIDS

d%	Result	Ingredient	Familiarity
Any	---	Carapace	Familiar
	---	Saliva	Familiar
	1-2	Bile	Unfamiliar
	1-4	Blood	Unfamiliar
	2-3	Eye	Unfamiliar
	5-6	Heart	Unfamiliar
	2-6	Intestines	Unfamiliar
	7-9	Brain	Exotic
	10	Glands	Exotic
	11-12	Arachnid Egg	Varies

BATS

d%	Result	Ingredient	Familiarity
Any	---	Bladder	Familiar
	---	Bones	Familiar
	---	Claws	Familiar
	---	Ear	Familiar
	---	Fur	Familiar
	---	Hide	Familiar
	---	Milk	Familiar
	---	Nose	Familiar
	---	Saliva	Familiar
	---	Teeth	Familiar
	1	Bile	Unfamiliar
	1-3	Blood	Unfamiliar
	2	Eye	Unfamiliar
	3	Heart	Unfamiliar
	4-6	Intestines	Unfamiliar
	4	Kidneys	Unfamiliar
	5	Liver	Unfamiliar
	5-6	Lungs	Unfamiliar

	6	Tongue	Unfamiliar
	7-8	Brain	Exotic
	8	Genitals	Exotic
	9	Glands	Exotic
	9-10	Spleen	Exotic

BEARS

d%	Result	Ingredient	Familiarity
Any	---	Bladder	Familiar
	---	Bones	Familiar
	---	Claws	Familiar
	---	Ear	Familiar
	---	Fur	Familiar
	---	Hide	Familiar
	---	Milk	Familiar
	---	Nose	Familiar
	---	Saliva	Familiar
	---	Teeth	Familiar
	1-2	Bile	Unfamiliar
	1-5	Blood	Unfamiliar
	1	Eye	Unfamiliar
	2-3	Heart	Unfamiliar
	2-6	Intestines	Unfamiliar
	3-4	Kidneys	Unfamiliar
	4-5	Liver	Unfamiliar
	5-6	Lungs	Unfamiliar
	6	Tongue	Unfamiliar
	11-12	Bezoar	Exotic
	7-8	Brain	Exotic
	8-9	Genitals	Exotic
	10	Glands	Exotic
	9-10	Spleen	Exotic

BIRDS

d%	Result	Ingredient	Familiarity
Any	---	Bladder	Familiar
	---	Bones	Familiar
	---	Claws	Familiar
	---	Ear	Familiar
	---	Fur	Familiar
	---	Hide	Familiar
	---	Nose	Familiar
	---	Saliva	Familiar
	---	Teeth	Familiar
	1-2	Bile	Unfamiliar
	2-3	Blood	Unfamiliar
	3	Eye	Unfamiliar
	4	Heart	Unfamiliar
	3-6	Intestines	Unfamiliar
	5	Liver	Unfamiliar
	5-6	Lungs	Unfamiliar
	3-4	Tongue	Unfamiliar
	7-8	Brain	Exotic
	9	Genitals	Exotic
	10	Glands	Exotic

CATS

d%	Result	Ingredient	Familiarity
Any	---	Bladder	Familiar
	---	Bones	Familiar
	---	Claws	Familiar
	---	Ear	Familiar
	---	Fur	Familiar
	---	Hide	Familiar
	---	Milk	Familiar
	---	Nose	Familiar
	---	Saliva	Familiar
	---	Teeth	Familiar
	1-2	Bile	Unfamiliar
	1-5	Blood	Unfamiliar
	1	Eye	Unfamiliar
	2-3	Heart	Unfamiliar
	2-6	Intestines	Unfamiliar
	3-4	Kidneys	Unfamiliar
	4-5	Liver	Unfamiliar
	5-6	Lungs	Unfamiliar
	6	Tongue	Unfamiliar
	11-12	Bezoar	Exotic
	7-8	Brain	Exotic
	8-9	Genitals	Exotic
	10	Glands	Exotic
	9-10	Spleen	Exotic

CHARGERS

d%	Result	Ingredient	Familiarity
Any	---	Bladder	Familiar
	---	Bones	Familiar
	---	Fur	Familiar
	---	Hide	Familiar
	---	Hoof	Familiar
	---	Horn	Familiar
	---	Milk	Familiar
	---	Nose	Familiar
	---	Saliva	Familiar
	---	Teeth	Familiar
	1-2	Bile	Unfamiliar
	1-5	Blood	Unfamiliar
	2	Eye	Unfamiliar
	3-4	Heart	Unfamiliar
	2-6	Intestines	Unfamiliar
	2-3	Kidneys	Unfamiliar
	4-5	Liver	Unfamiliar
	5-6	Lungs	Unfamiliar
	4-6	Tongue	Unfamiliar
	7	Brain	Exotic
	8-9	Genitals	Exotic
	9	Glands	Exotic
	10	Spleen	Exotic

CRABS

d%	Result	Ingredient	Familiarity
Any	---	Carapace	Familiar

---	Claws	Familiar
---	Ear	Familiar
1-4	Blood	Unfamiliar
2	Crab Egg	Unfamiliar
3-4	Eye	Unfamiliar
5-6	Heart	Unfamiliar
2-6	Intestines	Unfamiliar
7-9	Brain	Exotic
10	Glands	Exotic

CROCS

d%	Result	Ingredient	Familiarity
Any	---	Bladder	Familiar
	---	Bones	Familiar
	---	Carapace	Familiar
	---	Claws	Familiar
	---	Ear	Familiar
	---	Fur	Familiar
	---	Hide	Familiar
	---	Milk	Familiar
	---	Nose	Familiar
	---	Saliva	Familiar
	---	Teeth	Familiar
	1-3	Bile	Unfamiliar
	1-5	Blood	Unfamiliar
	5	Eye	Unfamiliar
	2-3	Heart	Unfamiliar
	2-6	Intestines	Unfamiliar
	2-4	Kidneys	Unfamiliar
	3-4	Liver	Unfamiliar
	4-5	Lungs	Unfamiliar
	5-6	Tongue	Unfamiliar
	12	Bezoar	Exotic
	7-8	Brain	Exotic
	8-9	Genitals	Exotic
	9	Glands	Exotic
	10	Spleen	Exotic

DINOSAURS

d%	Result	Ingredient	Familiarity
Any	---	Bladder	Familiar
	---	Bones	Familiar
	---	Carapace	Familiar
	---	Claws	Familiar
	---	Ear	Familiar
	---	Fur	Familiar
	---	Hide	Familiar
	---	Horn	Familiar
	---	Milk	Familiar
	---	Nose	Familiar
	---	Saliva	Familiar
	---	Teeth	Familiar
	1-3	Bile	Unfamiliar
	1-5	Blood	Unfamiliar
	2	Eye	Unfamiliar
	2-4	Heart	Unfamiliar

2-6	Intestines	Unfamiliar
2-3	Kidneys	Unfamiliar
4-5	Liver	Unfamiliar
3-6	Lungs	Unfamiliar
6	Tongue	Unfamiliar
12	Bezoar	Exotic
8-9	Brain	Exotic
7-8	Genitals	Exotic
8	Glands	Exotic
9-10	Spleen	Exotic

3-4	Kidneys	Unfamiliar
4-5	Liver	Unfamiliar
5-6	Lungs	Unfamiliar
6	Tongue	Unfamiliar
11-12	Bezoar	Exotic
7-8	Brain	Exotic
8-9	Genitals	Exotic
10	Glands	Exotic
9-10	Spleen	Exotic

FAUN

d%	Result	Ingredient	Familiarity
Any	---	Bladder	Familiar
---	---	Bones	Familiar
---	---	Claws	Familiar
---	---	Ear	Familiar
---	---	Fur	Familiar
---	---	Hide	Familiar
---	---	Hoof	Familiar
---	---	Horn	Familiar
---	---	Milk	Familiar
---	---	Nose	Familiar
---	---	Saliva	Familiar
---	---	Teeth	Familiar
1-2	---	Bile	Unfamiliar
1-5	---	Blood	Unfamiliar
1	---	Eye	Unfamiliar
2-4	---	Heart	Unfamiliar
2-6	---	Intestines	Unfamiliar
2	---	Kidneys	Unfamiliar
3-4	---	Liver	Unfamiliar
4-6	---	Lungs	Unfamiliar
5-6	---	Tongue	Unfamiliar
11-12	---	Bezoar	Exotic
7-8	---	Brain	Exotic
8-10	---	Genitals	Exotic
8	---	Glands	Exotic
9-10	---	Spleen	Exotic

HOUNDS

d%	Result	Ingredient	Familiarity
Any	---	Bladder	Familiar
---	---	Bones	Familiar
---	---	Claws	Familiar
---	---	Ear	Familiar
---	---	Fur	Familiar
---	---	Hide	Familiar
---	---	Milk	Familiar
---	---	Nose	Familiar
---	---	Saliva	Familiar
---	---	Teeth	Familiar
1-2	---	Bile	Unfamiliar
1-5	---	Blood	Unfamiliar
1	---	Eye	Unfamiliar
2-3	---	Heart	Unfamiliar
2-6	---	Intestines	Unfamiliar

INSECTS

d%	Result	Ingredient	Familiarity
Any	---	Antennae	Familiar
---	---	Carapace	Familiar
---	---	Ear	Familiar
---	---	Horn	Familiar
1	---	Bile	Unfamiliar
1-4	---	Blood	Unfamiliar
5	---	Eye	Unfamiliar
2-6	---	Intestines	Unfamiliar
7-8	---	Insect Egg	Varies
9-10	---	Brain	Exotic

LUMBERERS

d%	Result	Ingredient	Familiarity
Any	---	Bladder	Familiar
---	---	Bones	Familiar
---	---	Ear	Familiar
---	---	Fur	Familiar
---	---	Hide	Familiar
---	---	Hoof	Familiar
---	---	Horn	Familiar
---	---	Milk	Familiar
---	---	Nose	Familiar
---	---	Saliva	Familiar
---	---	Teeth	Familiar
1-3	---	Bile	Unfamiliar
2-6	---	Blood	Unfamiliar
5-6	---	Eye	Unfamiliar
4-5	---	Heart	Unfamiliar
1-5	---	Intestines	Unfamiliar
3-4	---	Kidneys	Unfamiliar
2-3	---	Liver	Unfamiliar
2-4	---	Lungs	Unfamiliar
1	---	Tongue	Unfamiliar
11-12	---	Bezoar	Exotic
9	---	Brain	Exotic
7-8	---	Genitals	Exotic
10	---	Glands	Exotic
9-10	---	Spleen	Exotic

MONKEYS

d%	Result	Ingredient	Familiarity
Any	---	Bladder	Familiar
---	---	Bones	Familiar

---	Claws	Familiar
---	Ear	Familiar
---	Fur	Familiar
---	Hide	Familiar
---	Milk	Familiar
---	Nose	Familiar
---	Saliva	Familiar
---	Teeth	Familiar
1	Bile	Unfamiliar
1-3	Blood	Unfamiliar
2	Eye	Unfamiliar
3	Heart	Unfamiliar
4-6	Intestines	Unfamiliar
4	Kidneys	Unfamiliar
5	Liver	Unfamiliar
5-6	Lungs	Unfamiliar
6	Tongue	Unfamiliar
7-8	Brain	Exotic
8	Genitals	Exotic
9	Glands	Exotic
9-10	Spleen	Exotic

MOUNTS

d%	Result	Ingredient	Familiarity
Any	---	Bladder	Familiar
	---	Bones	Familiar
	---	Ear	Familiar
	---	Fur	Familiar
	---	Hide	Familiar
	---	Hoof	Familiar
	---	Milk	Familiar
	---	Nose	Familiar
	---	Saliva	Familiar
	---	Teeth	Familiar
1-2		Bile	Unfamiliar
1-5		Blood	Unfamiliar
1		Eye	Unfamiliar
2-3		Heart	Unfamiliar
2-6		Intestines	Unfamiliar
2		Kidneys	Unfamiliar
3		Liver	Unfamiliar
4-6		Lungs	Unfamiliar
5-6		Tongue	Unfamiliar
11-12		Bezoar	Exotic
9		Brain	Exotic
7-8		Genitals	Exotic
10		Glands	Exotic
9-10		Spleen	Exotic

OCTOPI

d%	Result	Ingredient	Familiarity
Any	---	Ear	Familiar
	---	Hide	Familiar
	---	Milk	Familiar
	---	Saliva	Familiar
	---	Teeth	Familiar
1		Bile	Unfamiliar

2-4	Blood	Unfamiliar
4	Eye	Unfamiliar
5	Heart	Unfamiliar
3-6	Intestines	Unfamiliar
7-8	Brain	Exotic
9	Genitals	Exotic
10	Glands	Exotic
11-12	Octopi Egg	Unfamiliar

PLANT MONSTERS

d%	Result	Ingredient	Familiarity
Any	---	Bone	Familiar
	---	Carapace	Familiar
	---	Hide	Familiar
	---	Hoof	Familiar
1-4		Blood	Unfamiliar
2		Eye	Unfamiliar
3-4		Heart	Unfamiliar
5-6		Tongue	Unfamiliar
7-9		Brain	Exotic
10		Genitals	Exotic

REPTILES

d%	Result	Ingredient	Familiarity
Any	---	Bladder	Familiar
	---	Bones	Familiar
	---	Carapace	Familiar
	---	Claws	Familiar
	---	Ear	Familiar
	---	Hide	Familiar
	---	Milk	Familiar
	---	Nose	Familiar
	---	Saliva	Familiar
	---	Teeth	Familiar
1		Bile	Unfamiliar
1-2		Blood	Unfamiliar
2		Eye	Unfamiliar
3		Heart	Unfamiliar
3-6		Intestines	Unfamiliar
4-5		Lungs	Unfamiliar
6		Tongue	Unfamiliar
7-8		Brain	Exotic
9		Genitals	Exotic
10		Glands	Exotic
11-12		Reptile Egg	Unfamiliar

RODENTS

d%	Result	Ingredient	Familiarity
Any	---	Bladder	Familiar
	---	Bones	Familiar
	---	Claws	Familiar
	---	Ear	Familiar
	---	Fur	Familiar
	---	Hide	Familiar
	---	Milk	Familiar
	---	Nose	Familiar
	---	Saliva	Familiar

---	Teeth	Familiar
1-2	Bile	Unfamiliar
1-5	Blood	Unfamiliar
1	Eye	Unfamiliar
2-3	Heart	Unfamiliar
2-6	Intestines	Unfamiliar
3-4	Kidneys	Unfamiliar
4-5	Liver	Unfamiliar
5-6	Lungs	Unfamiliar
6	Tongue	Unfamiliar
11-12	Bezoar	Exotic
7-8	Brain	Exotic
8-9	Genitals	Exotic
10	Glands	Exotic
9-10	Spleen	Exotic

SEALIFE

d%	Result	Ingredient	Familiarity
Any	---	Bones	Familiar
	---	Carapace	Familiar
	---	Ear	Familiar
	---	Hide	Familiar
	---	Nose	Familiar
	---	Teeth	Familiar
	1-3	Blood	Unfamiliar
	2	Eye	Unfamiliar
	3	Heart	Unfamiliar
	3-6	Intestines	Unfamiliar
	4-5	Lungs	Unfamiliar
	6	Tongue	Unfamiliar
	7-8	Brain	Exotic
	9	Genitals	Exotic
	10	Glands	Exotic

SERPENTS

d%	Result	Ingredient	Familiarity
Any	---	Bladder	Familiar
	---	Bones	Familiar
	---	Carapace	Familiar
	---	Ear	Familiar
	---	Milk	Familiar
	---	Nose	Familiar
	---	Saliva	Familiar
	---	Teeth	Familiar
	1	Bile	Unfamiliar
	1-4	Blood	Unfamiliar
	2	Eye	Unfamiliar
	3	Heart	Unfamiliar
	5-6	Intestines	Unfamiliar
	4	Kidneys	Unfamiliar
	5	Lungs	Unfamiliar
	6	Tongue	Unfamiliar
	10	Adder Stone	Exotic
	7-8	Brain	Exotic
	9	Glands	Exotic

SHARKS

d%	Result	Ingredient	Familiarity
Any	---	Bladder	Familiar
	---	Bones	Familiar
	---	Ear	Familiar
	---	Hide	Familiar
	---	Milk	Familiar
	---	Nose	Familiar
	---	Teeth	Familiar
	1	Bile	Unfamiliar
	1-3	Blood	Unfamiliar
	2	Eye	Unfamiliar
	3	Heart	Unfamiliar
	4-6	Intestines	Unfamiliar
	4	Liver	Unfamiliar
	5	Lungs	Unfamiliar
	6	Tongue	Unfamiliar
	7-9	Brain	Exotic
	10	Genitals	Exotic

SKELETONS

d%	Result	Ingredient	Familiarity
Any	---	Hoof (if applicable)	Familiar
	---	Bone	Familiar
	---	Horn (if applicable)	Familiar
	---	Carapace (if applicable)	Familiar
	---	Teeth	Familiar
	---	Claws	Familiar
	7-10	Corpsemold	Exotic

ZOMBIES

d%	Result	Ingredient	Familiarity
Any	---	Bones	Familiar
	---	Carapace (if applicable)	Familiar
	---	Claws	Familiar
	---	Ear	Familiar
	---	Fur	Familiar
	---	Hide	Familiar
	---	Hoof (if applicable)	Familiar
	---	Horn (if applicable)	Familiar
	---	Nose	Familiar
	---	Teeth	Familiar
	1-2	Blood	Unfamiliar
	3	Eye	Unfamiliar
	4-5	Intestines	Unfamiliar
	6	Tongue	Unfamiliar
	7-10	Corpsemold	Exotic

CHAPTER 5: RECIPES

For those who are just beginning their journey into the art of the practice, the sheer amount of knowledge required and the capabilities inherent can be staggering. For this reason, practitioners across the worlds have put together a listing of the most basic concoctions, and their recipes.

A recipe is a set of directions for the creation of a concoction. These contain the most basic information for crafting the most basic of concoctions, and act as an introduction for players and GMs alike to help them grasp these new mechanics so they can continue on to create unique and wonderful concoctions of their own design.

RECIPES

Each recipe contains a description of what the concoction will do, as well as all of the pertinent factors for using that recipe to create a concoction. The type of concoction, ingredients required, crafting time, the alchemy check, and the result are all included in the recipes block of information.

For basic concoctions that commonly appear in multiple strengths, the details for each different concentration will also be described.

CONCOCTION TYPE

As discussed in Chapter 1: Practicing, there are four types of concoctions; contact, ingested, inhaled, and injury. The type of concoction will be noted directly below the name of the concoction.

INGREDIENTS

This section gives the total amount of ingredients required, as well as the properties and the number of ingredients with those properties.

CRAFTING TIME

Calculating the time required for a concoction is tricky, at first. The amount of time required to craft the concoction, taking in factors such as concentrates and mixtures, will be detailed here.

ALCHEMY CHECK

After half of the time is expended, the practitioner will need to pass an Alchemy check to successfully

craft the concoction. The DC for the check, and when the check is made, is noted in this section.

RESULT

When the concoction is successfully created using the recipe, the result details how it will work.

RECIPE DESCRIPTIONS

The recipes are presented in alphabetical order.

ALCHEMIST’S FIRE

Contact

Ingredients. 60; 12 Harming (fire), 48 Salve

Crafting Time. 5 hours

Alchemy Check. After 2.5 hours, DC 17

Result. At the start of every turn, the subject takes 1d6 fire damage, and must make a Dexterity saving throw to extinguish the flames and end the effect.

ELIXIR OF HEALTH

Ingested

Ingredients. 276; 4 Curing, 12 Moving, 20 Purifying, 12 Returning, 228 Liquid

Crafting Time. 19 hours, 19 minutes

Alchemy Check. After 9.5 hours, DC 18

Result. The blinded, deafened, incapacitated, paralyzed, and poisoned conditions end when the subject ingests this concoction. Also, any disease with a saving throw DC of 12 or lower also ends.

FLASK OF HEMPEN ROPE

Special

Ingredients. 20; 4 Hempvial, 16 Liquid

Crafting Time. 1 hour, 40 minutes

Alchemy Check. After .75 hours, DC 10

Result. The subject can “pour” up to 25 feet of hempen rope out of this container, using it all at once or in sections.

FLASK OF HEMPEN ROPE

Strength

	Hempvial	Liquid	Time	DC	Length
I	4	16	1h, 40m	10	25’
II	8	32	3h, 4m	11	50’
III	12	48	4h, 24m	12	75’
IV	16	64	5h, 36m	13	100’
VIII	32	128	9h, 4m	17	200’
XII	48	192	10h, 24m	21	300’

XVI	64	256	13h, 20m	25	400'
XX	80	320	16h, 40m	29	500'

FLASK OF SILKEN ROPE

Special

Ingredients. 60; 12 Silkvial, 48 Liquid

Crafting Time. 5 hours

Alchemy Check. After 2.5 hours, DC 11

Result. The subject can “pour” up to 50 feet of silk rope out of this container, using it all at once or in sections.

FLASK OF SILKEN ROPE

Strength

	Silkvial	Liquid	Time	DC	Length
I	12	48	5h	11	50'
II	24	96	9h, 12m	12	100'
III	36	144	13h, 12m	13	150'
IV	48	192	16h, 48m	14	200'
VIII	96	384	1d, 3h, 12m	18	400'
XII	144	576	1d, 7, 12m	22	600'
XVI	192	768	1d, 16h	26	800'
XX	240	960	2d, 2h	30	1000'

OIL OF SILVERING

Injury

Ingredients. 20; 4 Silvering, 16 Oil

Crafting Time. 1 hour, 40 minutes

Alchemy Check. After .75 hours, DC 12

Result. The subjects natural attacks or the effected weapon or item counts as being silvered, meaning the damage inflicted will bypass some resistances, for 1 minute.

POTION OF ANTITOXIN

Ingested

Ingredients. 40; 8 Antitoxin, 32 Liquid

Crafting Time. 3 hours, 20 minutes

Alchemy Check. After 1.5 hours, DC 13

Result. The subject gains advantage on saving throws against poison for 1 hour.

POTION OF BOLSTERING

Ingested

Ingredients. 100; 20 Bolstering, 80 Liquid

Crafting Time. 8 hours, 18 minutes

Alchemy Check. After 4 hours, DC 18

Result. The subject gains a +2 bonus to the specified ability score for 1 minute.

POTION OF BOLSTERING

Strength

	Bolster	Liquid	Time	DC	Result
I	20	80	8h, 18m	18	+2 score, 1m
II	80	320	1d, 6h, 36m	24	+4 score, 1m
III	140	560	1d, 20h	30	+6 score, 1m

POTION OF BREATHING

Ingested

Ingredients. 20; 4 Breathing, 16 Liquid

Crafting Time. 1 hour, 40 minutes

Alchemy Check. After .75 hours, DC 12

Result. The subject is able to breathe in places where it normally could not, such as underwater, in poisonous fog, or black smoke, for 1 hour.

POTION OF CRAWLING

Ingested

Ingredients. 60; 12 Crawling, 48 Liquid

Crafting Time. 5 hours

Alchemy Check. After 2.5 hours, DC 13

Result. The subject can crawl on all surfaces, vertical, horizontal, upside down, slick, rough, any of them, for 1 hour.

POTION OF FLYING

Ingested

Ingredients. 100; 20 Flying, 80 Liquid

Crafting Time. 8 hours, 20 minutes

Alchemy Check. After 4 hours, DC 17

Result. The subject gains a flying speed of 30 feet, but cannot hover, for 1 hour.

POTION OF HARMING-NATURAL

Contact

Ingredients. 20; 4 Harming (specific damage), 16 Adhesive

Crafting Time. 1 hour, 40 minutes

Alchemy Check. After .75 hours, DC 11

Result. 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 this as an improvised weapon. On a hit, the subject takes 1d8 acid, force, or poison damage.

POTIONS OF HARMING-NATURAL

Strength

	Harming	Adhesive	Time	DC	Result
I	4	16	1h, 40m	11	1d8
II	8	32	3h, 4m	12	2d8
III	12	48	4h, 24m	13	3d8
IV	16	64	5h, 36m	14	4d8
V	20	80	6h, 40m	15	5d8
VI	24	96	7h, 36m	16	6d8
VII	28	112	8h, 24m	17	7d8
VIII	32	128	9h, 4m	18	8d8
IX	36	144	9h, 36m	19	9d8
X	40	160	10h	20	10d8
XI	44	176	10h, 16m	21	11d8
XII	48	192	10h, 24m	22	12d8
XIII	52	208	10h, 50m	23	13d8

POTION OF HEALING

Ingested

Ingredients. 60; 12 Healing, 48 Liquid

Crafting Time. 5 hours

Alchemy Check. After 2.5 hours, DC 12

Result. The subject regains 1d4+1 hit points.

POTIONS OF HEALING

Strength

	Healing	Liquid	Time	DC	Result
I	12	48	5h	12	1d4+1hp
II	24	96	9h, 12m	13	2d4+2
Basic Potion of Healing					
III	36	144	13h, 12m	14	3d4+3
IV	48	192	16h, 48m	15	4d4+4
Greater Potion of Healing					
V	60	240	20h	16	5d4+5
VI	72	288	22h, 48m	17	6d4+6
VII	84	336	1d, 1h, 12m	18	7d4+7
VIII	96	384	1d, 3h, 12m	19	8d4+8
Superior Potion of Healing					
IX	108	432	1d, 4h, 48m	20	9d4+9
X	120	480	1d, 6h	21	10d4+10
Supreme Potion of Healing					
XI	132	528	1d, 6h, 48m	22	11d4+11
XII	144	576	1d, 7h, 12m	23	12d4+12
XIII	156	624	1d, 8h, 30m	24	13d4+13

POTION OF INVULNERABILITY

Ingested

Ingredients. 77; 1+4+12+20 (37) Resisting, 4+4+12+20 (40) Liquid

Crafting Time. 5 hours, 23 minutes

Alchemy Check. After 2.5 hours, DC 21

Result. The subject has resistance to all damage groups for 1 minute.

POTION OF LOVING

Ingested

Ingredients. 180; 36 Loving, 144 Liquid

Crafting Time. 16 hours, 12 minutes

Alchemy Check. After 6.5 hours, DC 19

Result. If the subject sees a creature that fits their romantic interests within the next 10 minutes, they are charmed by that creature for 1 hour.

SALVE OF POISON

Injury

Ingredients. 20; 4 Poisoning, 16 Salve

Crafting Time. 1 hour

Alchemy Check. After .5 hours, DC 15

Result. This one dose can coat one slashing or piercing weapon or up to 3 pieces of ammunition. Application takes an action. A creature hit by the poisoned weapon or ammunition is poisoned for 1 hour.

POTION OF RESISTING

Ingested

Ingredients. 5; 1 Resisting, 4 Liquid

Crafting Time. 25 minutes

Alchemy Check. After 12 minutes, DC 11

Result. The subject has resistance to one type of mundane damage for 1 minute.

POTION OF RESISTING

Strength

	Resisting	Liquid	DC	Time	Resistance to...
I	1	4	11	25m	1 Mundane damage
Mun	1	4	15	25m	Mundane group
II	4	16	12	1h, 40m	1 Natural damage
Nat	4	16	17	1h, 40m	Natural group
III	12	48	13	5h	1 Elemental damage
Ele	12	48	19	5h	Elemental group
IV	20	80	15	8h, 18m	1 Supernat damage
Sup	20	80	21	8h, 18m	Supernatural group

POTION OF VITALITY

Ingested

Ingredients. 144; 20 Curing, 20 Purifying, 12

Resting, 92 Fluid

Crafting Time. 10 hours, 33 minutes

Alchemy Check. After 5 hours, DC 16

Result. The subject is cured of 1 disease and 1 poison each with a saving throw DC of 12 or lower, and 1 level of exhaustion.

CHAPTER 6: APPENDICES

DEFINING INGREDIENTS

The vast array of plants, herbs, organs, minerals, and other materials used in the practice can make this system staggering to behold. Adding some definition to these pieces can be very helpful, but it is not necessary. Included below is some information to help players and GMs alike sort through and better understand the variety inherent within this complex alchemy and herbalism system.

FUNGI

Though they may seem to all be the same, there are a few different types of fungi that each have distinct qualities. There are also pieces that are believed to hold specific qualities, just as with plants, and all of this can work to provide a richer, more in-depth experience.

A fungus has a few different pieces that can be singled out for particular effects. Ashes, cap, juices, roots, skin, spores, trunk.

There are a few different kinds of fungi, **morels**, **sacs**, and **toadstools**.

MORELS

Morel fungi include truffles, ergot, cup fungi, and these mushrooms don't have the typical caps, but their stalks can be quite long and interesting to examine.

SACS

Sac fungus looks like it sounds, a crumpled bit of flattened material, most likely a canvas sack that used to hold potatoes.

TOADSTOOLS

Toadstools, including most normal mushrooms, are often hidden from view, growing in the soil, piles of leaves, inside dead wood, and all the while decomposing dead matter.

ORGANS

The pieces and parts of creatures is a far more grisly topic, and one that is separate because it requires the pursuit of the Blood Practice. Also, there is a far greater variety of different pieces within most

creatures than there is in even the most complex of plants or fungi.

The varying organs found in creatures are many, but here are some examples: blood, bones, ear, eye, fat, feather, fluids, fur, heart, intestines, liver, marrow, nasal cavity, skull, spleen, stomach, teeth, tongue.

Monsters are grouped for ease of harvesting as well as ease of identifying, and these groupings are outlined below.

ARACHNIDS

These unsettling monsters are generally found in all those places you don't want to be, and some you do. They usually have two main body parts and a minimum of six legs. Some have pincers, some have web sacs, and others have stingers or small mandibles for grabbing unsuspecting halflings and nibbling just a bit.

Arachnids include: giant scorpions, giant spiders, giant wolf spiders, phase spiders, scorpions, and spiders.

BATS

Bats are interesting mammals, in that they are nocturnal, can fly, and are often associated with vampires and other dark horrors. Many have fangs or odd-shaped noses, some feed on berries and others on blood or smaller prey. Most are dark in color and complexion, with short fur that can be soft or firm.

Bats include: bats, giant bats, and swarms of bats.

BEARS

These rather large carnivores could be some of the most dangerous creatures throughout the worlds, if only there were no dragons, aboleths, and carrion crawlers to hold that rank. They stand tall, are covered in fur, have claws and fangs for tearing and ripping flesh and muscle from bone, and can run on all fours and climb in pursuit of prey.

Bears include: black bears, brown bears, polar bears, and any other colored bears.

BIRDS

Normally on the smaller side, birds are covered in feathers that come in a wide range of colors. Most, but not all, soar through the skies in search of food or shelter, covering vast distances in minutes or hours. They have claws for catching and holding prey, beaks for pecking out small bites or tearing through foliage, and their bodies are light while maintaining good muscle.

Birds include: axe beaks, blood hawks, eagles, giant eagles, giant owls, giant vultures, hawks, owls, ravens, swarms of ravens, and vultures.

CATS

The most agile and stealthy hunters of the natural creatures, cats can be quite dangerous. They have lithe bodies with short fur, their muscle is well defined, and their claws and teeth sharp. They can stalk for great periods of time or chase the quickest of prey, and they somehow know whether or not they will win a fight.

Cats include: cats, lions, panthers, saber-toothed tigers, and tigers.

CHARGERS

Chargers include a few animals from different families, but they share some distinct characteristics. These beasts have thick, resilient hides similar to armor, they have horns or tusks, and are built for speed and power that allows them to charge their prey and deal a devastating amount of damage.

Chargers include: boars, giant boars, and rhinoceroses.

CRABS

These armored beasts have claws that can crack bone and plate as easily as opening a nutshell. They have many legs, live in the water, and prey upon smaller sealife.

Crabs include: crabs and giant crabs.

CROCS

Razor sharp teeth, jaws that spell death, and a stillness and stealth that rivals the very darkness itself, crocs are some of the most dangerous wetland predators. They have thick scales that repel most conventional weapons, they are naturally

camouflaged, and their bite can hold creatures many times their size.

Crocs include: crocodiles and giant crocodiles.

DINOSAURS

Dinosaurs vary in both size and demeanor, but most all of them share thick scales, muscular bodies, and an array of offensive and defensive capabilities.

Those that feed on plants often have thicker scales, some have spines or plates protruding from their body, and either move fast or with great power. The carnivores of this grouping have sharp teeth, agile claws, and generally move faster than the rest.

Dinosaurs include: the allosaurus, ankylosaurus, plesiosaurus, pteradon, triceratops, and tyrannosaurus rex.

FAUN

Thick fur, agile bodies, and large horns or antlers are the commonalities of the faun. These beasts are herbivores, preying on hapless plants and fruits, and are often the prey of carnivores, though they are quick to notice danger and even quicker to escape it.

Faun include: deer, elk, giant elk, giant goats, and goats.

HOUNDS

Known for their endurance and adaptability to changing circumstances, hounds are a wide grouping of many different beasts. Most have short fur, long snouts, and ability to withstand long treks or hunts easily. Packs are most common, but not the rule, and these predators can be easily trained as hunting companions, guardians, or just pets.

Hounds include: blink dogs (fey), death dogs (monstrosities), hell hounds (fiends), hyenas, jackals, mastiffs, dire wolves, wolves, giant hyenas, winter wolves (monstrosities), and worgs (monstrosities).

INSECTS

Also creepy and crawly, insects cover another wide range of dangerous, albeit timid, creatures. Insects are found throughout the known worlds and most are seen as benign or inconvenient, but nothing more. Most have three sets of legs, some have wings, and their bodies are made of large exoskeletons containing all of their “organs” in one or two sacs of

blood-like fluid. They can live anywhere, water, earth, in or on plants, even in your homes and hearths.

Insects include: giant centipedes, giant fire beetles, giant wasps, rust monsters, and swarms of insects.

LUMBERERS

Slow moving yet powerful creatures, lumberers are known for their great size and powerful gait. These beasts have long trunks that act as a sort of tentacle or arm, which is also their effective nose, and many have large, tough tusks for dealing with enemies. They are herbivores and find themselves the prey of other beasts and people looking to utilize their bones, fat, mass amounts of meat, and the tusks.

Lumberers include: elephants and mammoths.

MONKEYS

Sharing a striking similarity to the members of the races, monkeys are not just lookalikes. These creatures have a keen, though simple, intellect that allows them to use their hands, with opposable thumbs, for the use of tools to solve everyday problems. They often climb, ween their young for a time, and eat either plants and fruits or the flesh of their prey or enemies.

Monkeys include: apes, baboons, and giant apes.

MOUNTS

The domestication of these animals allowed the worlds to prosper and grow long before the cultivation of magic. Plows, carriages, carts, and communication all thrived with the advent of using hoofed animals to pull or carry loads that few could have handled alone. These beasts generally have short fur, long and powerful legs, tough “feet,” and enough intellect to be thoroughly trained.

Mounts include: camels, draft horses, ponies, riding horses, and warhorses.

OCTOPI

Octopi are alien creatures, even more so than aberrations in that they are a natural part of the worlds, whereas aberrations come from elsewhere. Their bodies are seemingly infinitely mutable, there is no apparent skeleton, their muscles are powerful, and they are keen on problem solving. There is a

large sac containing most of their vital organs with eight tentacles that are covered in tiny suckers.

Octopi include: giant octopuses and octopuses.

OOZES

Slimy, slow, these strange entities strike terror into the hearts of those who recognize them. Just as the name suggests, oozes are either a cube of gelatinous substance or a puddle that moves with predatory instinct. There are no organs or various bits and appendages, oozes are uniform in their makeup and completely lacking in empathy or feeling.

Oozes include: black puddings, gelatinous cubes, gray oozes, and ochre jellies.

PLANT MONSTERS

Plant monsters are scattered throughout the worlds and are often hidden from the view of folks both mundane and adventuresome. These entities were either imbued normal plants or some strange conglomeration of aberrant influence or magic gone awry. Either way, these plants move about like other monsters, preying on anything that moves or that they are compelled to attack.

Plant monsters include: awakened plants and shambling mounds.

REPTILES

Believed to be the distant cousins of dragons, reptiles bear a number of similarities that cannot be ignored. Like dragons they have scales, they have long and lithe bodies, they have claws, long whipping tongues, strong tails, and they shed their skin when a new layer develops. Unlike dragons, reptiles mostly do not fly, breath fire, or covet untold masses of treasure and valuables.

Reptiles include: frogs, lizards, giant frogs, giant lizards, and giant toads.

RODENTS

These highly adaptable beasts are similar to insects in that they can thrive just about anywhere. These smaller creatures have short fur, tails that are short or long, claws for digging, climbing, or fighting, and teeth that range from dull to razor-like. They can burrow in the ground, survive beneath the feet of civilized folk eating their scraps, or take down trees and dam up rivers.

Rodents include: badgers, giant badgers, giant rats, giant weasels, rats, swarms of rats, and weasels.

SEALIFE

Sealife is a group of varied creatures that share a few similarities, but altogether are not the same. They either have scales like fish or chitinous armor like crabs, they usually have tails and live primarily underwater. They are either bottom feeders or simply persist on smaller sealife, and they makeup a large portion of many creatures diet, both on land and beneath the waves.

Sealife include: giant sea horses, quippers, sea horses, and swarms of quippers.

SERPENTS

Serpents are very closely related to reptiles, with but a few differences. Serpents don't have legs or appendages of any kind, save for one that has leathery wings, they move by squirming elegantly through grass or sand, and their tongues are their primary form of smell, "tasting" the air, as it will. Many of these creatures are poisonous, having venom that can paralyze, necrotize, or outright slay the victim, being delivered through vicious looking fangs.

Serpents include: constrictor snakes, flying snakes, giant constrictor snakes, giant poisonous snakes, poisonous snakes, and swarms of poisonous snakes.

SHARKS

Gliding through the waters are some of the most fearsome predators, able to detect the scent of blood in the water from miles away and swimming at incredible speeds. Sharks are fearsome, relentless, and ever hungry, feeding on anything already injured, and still moving, or smaller and tastier than itself. Though they rarely engage with prey that can fight back, they most often strike dangerous prey swiftly from points of advantage.

Sharks include: giant sharks, hunter sharks, killer whales, and reef sharks.

SKELETONS

Bodies that fall may eventually rise again under the influence of dark magics or dire alchemy. The baser remains of bodies can be given semblance of life to

serve a greater power, stumbling through the worlds causing havoc and terror.

Skeletons include: minotaur skeletons and warhorse skeletons.

ZOMBIES

Just as the baser remains of skeletons can be risen from dead, so too can the fresher remains of those not long passed. Like their naked cousins, zombies are empowered by sinister forces for some nefarious purpose, or perhaps left behind from some evil influence that corrupted the eternally resting.

Zombies include: ogre zombies.

The practice is a complex system with many different parts. In order to make this system easier to use, provided below are several charts and lists sorting the ingredients and properties by varying categories.

If your character has this kind of extensive knowledge, then these will make their search for the properties they want to use much easier, but make sure to discuss this with your DM, as this can make the exploration inherent in the system obsolete.

PLANTS

Some information points to the use of specific pieces of plants in order to gain the inherent benefits. Those kinds of details were not included in the system, although some plants have notes pointing to this influence. Should you wish to include this level of detail, here are some ideas for the varying pieces of ingredients.

ALGAE

Algae are seedless plants that grow in water, although some rare and magical species may learn to grow in other strange substances like lava or acid.

There are three types of algae, normally: **brown**, **green**, and **red**.

FERNS

Ferns are also seedless plants, and long ago the world was covered in massive fern forests. These plants prefer wet areas but can survive long periods with less water, and they fare better than mosses and worts. They have feathery or leafy fronds and can grow to nearly any size.

There are two types of moss that are also related to ferns, the **clubmoss** and the **horsetail**.

FLOWERS

Flowers, though small, are complex organisms with many different biological processes ongoing. Ashes, bulb, leaves, nectar, petals, roots, skin, stem, thorns.

Flowers are seeded plants that produce pollen to reproduce, and the technical flowering plant family includes many trees. These plants normally have a short stalk with leaves that ends in a bud of petals, but who knows what magic will do to these beautiful organisms.

GRASS

Grasses have hollow stems, except at the nodes, and narrow alternate leaves borne in two ranks, generally. These include cereals, bamboo, and a whole mess of common plants that live underfoot. Ashes, berries, branches, fruit, juices, leaves, needles, nuts, petals, roots, seeds, skin.

MOSS

Mosses are seedless and need damp areas with lots of moisture, but they do not require soil to thrive, meaning they can live on rocks, trees, or slow-moving creatures. These plants are close relatives of liverworts. Ashes, berries, branches, fruit, juices, leaves, needles, nuts, petals, roots, seeds, skin.

There are two kinds of mosses that are also related to ferns, the clubmosses and horsetails. Clubmoss has branching stems with simple leaves. Horsetails, such as snake grass or puzzleglass, are vascular and seedless.

SANDERS

Sanders are plants that thrive in the harsh environments of deserts, where there is little to no moisture and regularly drastic temperature shifts between the day and night cycles. These plants have long, thin leaves and only some of them have flowers. These plants do have seeds. Ashes, berries, branches, fruit, juices, leaves, needles, nuts, petals, roots, seeds, skin.

SHRUBS

Shrubs are small to medium-sized woody plants similar in form to trees, but they have more than one trunk, and with all of their stems they rarely

reach heights of over 20 feet. Ashes, berries, branches, fruit, juices, leaves, needles, nuts, petals, roots, seeds, skin.

TREES

Trees are not just one large piece of wood, there are many different parts that can be gathered and used for alchemy. Ashes, bark, berries, fruit, leaves, needles, nuts, roots, sap, seeds, skin, wood.

There are a few different kinds of trees, which realistically would fall under the flower type of plants, but in a fantasy setting call for their own type. All trees have a woody trunk that supports multiple sprouting branches, which in turn support multiple sprouting leaves.

Deciduous trees lose their leaves during winter and mostly reside in more temperate climates. Evergreen trees keep their leaves all through the year, and most can be found in tropical or polar climates. These trees also have thicker trunks, their leaves are thinner, longer, and compound, and most produce a cone-like structure to carry their seeds.

VINES

Vines are plants that generally have one long trunk, but unlike a tree this trunk is not so thick and sturdy. The main trunk of a vine often looks and acts like a tendril, growing along the ground or up the sides of a preexisting structure, such as a tree, building, or even a cliff. Some have leaves or flowers while others have thorns or other off-shooting parts.

There are many parts of a vine that are interesting and useful, but they are most often sought after for their milk. Ashes, leaves, milk, petals, roots, seeds, skin, thorns.

WORTS

Worts are seedless plants that come in two varieties; hornworts and liverworts. These plants need lots of water, but do not live in or under the water, and in general, are very small. Ashes, berries, branches, fruit, juices, leaves, needles, nuts, petals, roots, seeds, skin.

MODIFICATIONS

In a magical world, there can be all sorts of energies and influences effecting ingredients of all kinds. Some of these may make plants more valuable, or

their properties more powerful. The following are just some ideas of what could happen to ingredients that would make them just a little more special.

Awakened ingredients come from sentient plants, those that have been touched by a druids spell, the gods of nature, or even the elementals that move through the earth below.

Extraplanar ingredients either come from, or have been touched by, the forces of another plane. Whether these are the elemental planes, the aether, the beyond, or any of the vast number of planes, these forces can fundamentally shift the form and properties of an ingredient.

Lightning is a powerful natural force that slay plants and creatures alike, but when it strikes the sands of a beach or dunes in a desert, the silica is super-heated and crystallizes, making a unique sculpture showing one of the mysteries of nature. Who knows what lightning could do to other ingredients, how it could change them or grant new and unique properties.

Magical ingredients are somehow tied to the mist, the ever-present force for change in a mystical fantasy world. Unlike the extraplanar or awakened, these ingredients could have been in the area of effect for spells not targeting them, but that would effect them. Perhaps the grass surrounding a powerful wizards tower has been exposed to their experiments so many times they have come to absorb some of their power.

Petrified is less of a fantasy influence and more of a historical one, such as those plants, especially trees, that have existed for so long they died and became petrified fossils. But in a fantasy world, imagine flowers or vines that were caught in the petrifying effects of a monsters magical gaze, or that were caught in the area effect of a petrification spell; would those magics shift the properties of the ingredients? Could these vines and flowers change and possibly absorb the magic, allowing a practitioner to make a concoction to reverse or even cause petrification?

SORTING CHARTS

Ingredients and properties each include a dense amount of information, which is useful for this system, and can be useful for players and GMs that wish to streamline their experience or specialize.

Below are a number of charts meant to aid both players and GMs, in whatever way possible, in finding or sorting through the jungle of possibilities.

INGREDIENTS BY PROPERTY

The properties are listed in alphabetical order with a list of ingredients they are within.

INGREDIENTS BY PROPERTY

Property	Ingredients
Absorbing	Blood, Liver
Adhesive	Bellis perennis, Hoof, Hyacinthoides non-scripta, Milk, Natron, Saliva, Salt, Salt-elemental, Salt-sun
Altering	Bile, Hide, Milk
Amorphous	Bile, Milk
Anchoring	Artemisia vulgaris, Bone, Carapace, Core-lightning, Genitals, Hoof, Intestines
Angering	Cyclamen hederifolium, Calendula officinalis, Orchis militaris, Rosa, Amanita muscaria, Brain, Claws, Eye, Heart, Intestines, Liver, Milk, Saliva, Spleen, Teeth
Antitoxin	Aralia cordata, Arctium minus, Arnica montana, Adder Stone, Bezoar, Blood, Milk
Atmosphere	Blood, Carapace, Core-lightning, Crocus sativus, Fur, Lungs, Viola tricolor-hortensis
Attracting	Bone, Heart, Intestines, Kidney, Pyrofolium facerecalor
Awakening	Genitals, Heart, Mandragora officinarum, Milk
Binding	Claws, Eye, Kidney
Blinding	Acer pseudoplatanus, Blood, Hide, Mandragora officinarum, Milk
Blindsight	Antennae, Nose
Bolstering	Adiantum aethiopicum, Almond, Anemone blanda, Artemisia absinthium, Atropa belladonna, Bambusoideae, Bladder, Bone, Brain, Carapace, Cirsium vulgare, Claws, Crocus sativus, Damascene, Ear, Eye, Fur, Genitals, Heart, Hoof, Horn, Intestines, Liver, Lungs, Milk, Myosotis scorpioides, Nose, Orchis militaris, Persea americana, Prunus persica, Taraxacum officinale, Teeth, Tongue, Tulipa, Viola tricolor-hortensis
Breathing	Lungs, Strand-elemental, Water-elemental
Burrowing	Salt-elemental
Changing	Fur, Intestines, Liver, Mandragora officinarum, Milk
Cleansing	Acanthus mollis, Acer pseudoplatanus, Aconitum napellus, Agropyron cristatum, Ajuga reptans, Allium cepa, Ambrosia artemisiifolia, Angelica sylvestris, Arbutus menziesii, Ash-vampire, Bryonia alba, Calendula officinalis, Dragon's blood, Elymus repens, Milk, Ocimum basilicum, Ruscus aculeatus
Crawling	Eye, Fur, Milk, Pinus strobus
Curing	Angelica sylvestris, Arbutus menziesii, Arctium minus, Artemisia vulgaris, Atrantia major, Atriplex patula, Capsicum annuum, Heart, Liver, Milk, Ocimum basilicum, Pimpinella anisum, Tears-phoenix
Darkvision	Ear, Eye, Milk, Nose, Papaver somniferum, Rosa
Deafening	Mandragora officinarum, Tongue

Deluminating Bone, Brain, Eye, Fur, Hide, Milk

Destruction Amanita muscaria, Antennae, Bile, Blood, Bone, Carapace, Centella asiatica, Claws, Heart, Hide, Intestines, Milk, Pyrofolium facerecalor, Spleen, Tongue

Dominion Bone, Brain, Eye, Gland, Heart, Horn, Kidney, Teeth, Tongue

Dust Artemisia dracunculus, Ash-elemental, Ash-vampire, Ashes, Core-lightning, Natron, Salt, Salt-elemental, Salt-sun

Enduring Acanthus mollis, Agave americana, Arnica montana, Bone, Fur, Intestines, Milk, Pinus strobus, Pyrofolium facerecalor

Environment Liver

Essential Amanita muscaria, Bambusoideae, Blood, Bone, Brain, Carapace, Claws, Core-lightning, Dragon's blood, Ear, Eye, Fur, Galanthus nivalis, Heart, Hoof, Horn, Intestines, Mandragora officinarum, Nose, Prunus persica, Taraxacum officinale, Taxus baccata

Exorcising Allium ampeloprasum, Angelica sylvestris, Arbutus menziesii, Ash-vampire, Dragon's blood, Milk, Ocimum basilicum, Paeonia officinalis, Prunus dulcis, Syzygium aromaticum, Tears-phoenix

Exploding Core-lightning, Natron

Fading Aconitum napellus, Amaranthus caudatus, Anemone blanda, Eye, Fur, Hide, Leontopodium nivale, Milk, Tongue

Fate Ageratina altissima, Aloe vera, Ananas comusus, Antennae, Artemisia absinthium, Asplenium adiantum-nigrum, Avena, Brain, Helianthus annuus, Melia azedarach, Pineapple, Rosa, Trofolium dubium, Tulipa, Viola sororia

Fatigue Bile, Fur, Milk, Syzygium aromaticum

Felling Bellis perennis

Flying Claws, Fur, Ocimum basilicum, Strand-elemental

Forming Acacia melanoxylon, Acacia pycnantha, Acer saccharum, Bambusoideae, Bezoar, Bladder, Blood, Bone, Carapace, Claws, Fur, Hide, Hoof, Pinus strobus, Prunus avium, Prunus persica, Taxus baccata, Teeth

Fortifying Ambrosia artemisiifolia, Antirrhinum majus, Bambusoideae, Bone, Crocus sativus, Damascene, Dianthus caryophyllus, Fur, Hide, Liver, Nose

Fortune Acacia melanoxylon, Acacia pycnantha, Acer saccharum, Ageratina altissima, Almond, Ananas comusus, Artemisia abrotanum, Asplenium adiantum-nigrum, Bambusoideae, Damascene, Eye, Hide, Hyacinthoides non-scripta, Mahonia aquifolium, Melia azedarach, Ocimum basilicum, Spleen, Syzygium aromaticum, Teeth, Tongue, Trofolium dubium, Tulipa, Viola sororia

Freeing Amanita muscaria, Hide, Hoof

Freezing Artemisia absinthium, Eye, Hoof

Gliding Amanita muscaria

Growing Bladder, Bone, Brain

Hallucinating Amanita muscaria, Angelica sylvestris, Arnica montana, Atropa belladonna, Bladder, Blood, Brain, Centella asiatica, Saliva, Trofolium dubium

Halting Galium aparine

Harming Aconitum napellus, Actaea pachypoda, Arnica montana, Atropa belladonna, Bile, Blood, Bone, Brain, Bryonia alba, Calendula officinalis, Centella asiatica, Claws, Eye, Eye, Fur, Gland, Heart, Helianthus annuus, Hide, Intestines, Lungs, Mandragora officinarum, Melia azedarach, Milk, Natron, Passiflora caerulea, Pyrofolium facerecalor, Rosa, Saliva, Taraxacum officinale, Teeth, Tongue

Healing Acanthus mollis, Agrimonia eupatoria, Agropyron cristatum, Ajuga reptans, Aloe vera, Althaea officinalis, Anagallis arvensis, Anemone blanda, Angelica sylvestris, Artemisia absinthium, Artemisia vulgaris, Atriplex patula, Blood, Carapace, Cirsium vulgare, Crocus sativus, Dianthus caryophyllus, Fur, Genitals, Heart, Hyacinthoides non-scripta, Intestines, Mandragora officinarum, Orchis militaris, Paeonia officinalis, Papaver somniferum, Primula vulgaris, Pyrofolium facerecalor, Rosa, Ruscus aculeatus, Taraxacum officinale, Viola sororia

Hempvial Arctium minus, Galium aparine

Honesty Carapace, Eye, Heart, Hyacinthoides non-scripta, Tongue

Illuminating Antennae, Blood, Ear, Eye, Fur, Pyrofolium facerecalor

Incapacitating Addonis annua, Atropa belladonna, Lobularia maritima, Mandragora officinarum, Pineapple

Insightful Artemisia dracunculus, Blood, Bone, Brain, Ear, Eye, Fur, Hide, Liver, Milk, Nose, Pinus strobus, Tongue

Intoxicating Amanita muscaria, Bile, Mahonia aquifolium

Killing Atropa belladonna, Bile, Bone, Claws, Eye, Mandragora officinarum, Milk, Syzygium aromaticum, Teeth

Lasting Acer pseudoplatanus, Brain, Hide, Intestines, Taxus baccata

Leaping Aralia cordata, Bone, Pinus strobus

Linking Artemisia absinthium, Brain, Ear, Eye, Hide, Hyacinthoides non-scripta, Prunus persica, Spleen

Liquid Amanita muscaria, Blood, Tears-phoenix, Water-elemental, Water-fresh, Water-salt, Water-spring

Loving Acacia melanoxylon, Acacia pycnantha, Acer pseudoplatanus, Acer saccharum, Adiantum aethiopicum, Agarwood, Agave americana, Alchemilla mollis, Allium ampeloprasum, Artemisia abrotanum, Bellis perennis, Blood, Bone, Brain, Capsicum annum, Centella asiatica, Claws, Cyclamen hederifolium, Dianthus caryophyllus, Dragon's blood, Ear, Eye, Fur, Genitals, Gland, Heart, Helianthus annuus, Horn, Hyacinthoides non-scripta, Kidney, Myosotis scorpioides, Nose, Ocimum basilicum, Passiflora caerulea, Persea americana, Prunus dulcis, Rosa, Tongue, Trofolium dubium, Tulipa, Viola sororia, Viola tricolor-hortensis

Maddening Anagallis arvensis, Bone, Mandragora officinarum, Papaver somniferum, Spleen

Moving Milk, Saliva, Tears-phoenix

Muting Antennae, Arctium minus

Normalizing Alchemilla mollis, Antirrhinum majus, Genitals, Hoof, Tears-phoenix

Nourishing	Agropyron cristatum, Althaea officinalis, Amaranthus caudatus, Milk, Pinus strobus	Bone, Brain, Claws, Ear, Eye, Heart, Hide, Intestines, Milk, Nose, Pyrofolium facerecalor, Teeth
Obscuring	Arctium minus	Settling Asarum europaeum, Crocus sativus, Cyclamen hederifolium, Eye, Heart, Hyacinthoides non-scripta, Lungs, Milk, Passiflora caerulea, Saliva, Viola tricolor-hortensis
Oil	Bile, Gland, Helianthus annuus, Pimpinella anisum, Saliva	Sickenig Acer pseudoplatanus, Aconitum napellus, Anagallis arvensis, Asarum europaeum, Ash-elemental, Ash-vampire, Ashes, Atriplex patula, Bile, Bryonia alba, Centella asiatica, Melia azedarach, Paeonia officinalis, Teeth
Paralyzing	Core-lightning	Silkvial Arnica montana, Genitals
Persevering	Artemisia vulgaris, Brain, Heart, Intestines, Liver, Lungs	Silvering Bellis perennis, Bone
Poisoning	Aconitum napellus, Actaea pachypoda, Addonis annua, Arnica montana, Atropa belladonna, Bladder, Bryonia alba, Centella asiatica, Intestines, Liver, Mandragora officinarum, Melia azedarach, Papaver somniferum, Passiflora caerulea, Prunus avium, Saliva, Taxus baccata	Sizing Brain, Helianthus annuus, Spleen
Powder	Amanita muscaria, Strand-elemental	Slumbering Agrimonia eupatoria, Carapace, Hide, Papaver somniferum
Protecting	Acacia melanoxylon, Acer pseudoplatanus, Agrimonia eupatoria, Allium ampeloprasum, Aloe vera, Amaranthus caudatus, Anemone blanda, Angelica sylvestris, Arbutus menziesii, Artemisia abrotanum, Artemisia absinthium, Asplenium adiantum-nigrum, Astrantia major, Blood, Carapace, Cirsium vulgare, Claws, Dragon's blood, Genitals, Genitals, Hide, Hyacinthoides non-scripta, Lobularia maritima, Ocimum basilicum, Prunus dulcis, Viola sororia	Sobering Capsicum annuum, Crocus sativus, Ear, Eye, Milk, Saliva
Purifying	Adder Stone, Almond, Anagallis arvensis, Artemisia absinthium, Bezoar, Claws, Galanthus nivalis, Galium aparine, Kidney, Liver, Milk, Pimpinella anisum, Primula vulgaris, Prunus domestica, Rosa, Tears-phoenix	Speaking Brain, Ear, Teeth, Tongue
Quality	Actaea pachypoda, Antennae, Ash-elemental, Ash-vampire, Atropa belladonna, Bezoar, Blood, Bone, Brain, Carapace, Core-lightning, Eye, Heart, Hoof, Intestines, Mandragora officinarum, Milk, Nose, Pyrofolium facerecalor, Saliva, Salt-elemental, Salt-sun, Strand-elemental, Taxus baccata, Tears-phoenix, Tongue, Viola tricolor-hortensis, Water-elemental, Water-spring	Stabilizing Bone, Carapace, Hide, Hoof, Intestines, Rosa, Taxus baccata, Tears-phoenix
Reaching	Antennae, Milk	Storing Bladder, Genitals, Lungs
Regenerating	Blood, Bone, Heart, Helianthus annuus, Intestines, Liver	Striding Ash-elemental, Bone
Repelling	Acer pseudoplatanus, Aconitum napellus, Anagallis arvensis, Ananas comusus, Carapace, Claws, Eye, Lungs, Ocimum basilicum, Peach, Salt, Salt-elemental, Salt-sun, Teeth, Tongue	Stunning Claws
Resisting	Adder Stone, Ash-vampire, Bezoar, Carapace, Claws, Eye, Hide, Leontopodium nivale, Lungs, Milk	Swimming Carapace, Hide
Resting	Artemisia dracunculus, Blood	Terrorizing Bile, Bladder, Bone, Eye, Teeth
Restoring	Antirrhinum majus, Ear, Heart, Liver, Lungs, Tears-phoenix	Thermavision Ash-vampire, Brain, Eye, Nose, Pyrofolium facerecalor, Rosa
Returning	Artemisia dracunculus, Milk, Saliva, Tears-phoenix	Timeless Almond, Artemisia abrotanum, Blood, Bone, Calendula officinalis, Ear, Heart, Helianthus annuus, Intestines, Liver, Tongue
Revive	Bone, Brain, Genitals, Heart, Intestines, Kidney, Lungs, Tongue	Timing Blood
Roughing	Aralia cordata	Tongues Acer pseudoplatanus, Agarwood, Angelica sylvestris, Artemisia vulgaris, Brain, Ear, Eye, Gland, Heart, Kidney, Milk, Rosa, Saliva, Taraxacum officinale, Tongue, Trofolium dubium
Running	Blood, Bone, Claws, Heart, Hide, Hoof, Intestines	Traveling Asplenium adiantum-nigrum, Hide, Intestines, Lungs
Salve	Helianthus annuus, Milk, Water-salt	Truevision Atropa belladonna
Sanitizing	Arctium minus, Capsicum annuum, Spleen, Tears-phoenix	Vapor Strand-elemental
Sensing	Acacia melanoxylon, Artemisia abrotanum,	Vitalizing Atriplex patula, Bellis perennis, Bezoar, Bone, Horn, Milk
		Weakness Blood, Bone, Hide, Intestines, Spleen
		Whisper Acacia melanoxylon, Antennae, Artemisia vulgaris, Carapace, Crocus sativus, Ear, Tongue
		Youth Acer saccharum, Ash-vampire, Bezoar, Blood, Damascene, Gean, Heart, Pimpinella anisum, Primula vulgaris, Prunus domestica, Prunus persica, Ruscus aculeatus, Teeth

INGREDIENTS BY FAMILIARITY

The ingredients are listed in alphabetical order categorized by their familiarity.

FAMILIAR

Acacia Melanoxylon
Acacia pycnantha

Acer psuedoplatanus
 Addonis Annua
 Adiantum Aethiopicum
 Ageratina Altissima
 Agropyron Cristatum
 Ajuga Reptans
 Alchemilla Mollis
 Allium Ampeloprasum
 Allium Cepa
 Almond
 Althaea Officinalis
 Ambrosia Artemisiifolia
 Ananas Comusus
 Antennae, Monster
 Aralia Cordata
 Artemisia Dracunculus
 Ashes
 Asplenium Adiantum-Nigrum
 Astrantia Major
 Atriplex Patula
 Avena
 Bambusoideae
 Bladder, Monster
 Bones, Monster
 Bryonia Alba
 Capsicum Annuum
 Carapace, Monster
 Centella Asiatica
 Claws, Monster
 Damascene
 Dianthus Caryophyllus
 Ear, Monster
 Elymus Repens
 Fur, Monster
 Galium Aparine
 Gean
 Helianthus Annuus
 Hide, Monster
 Hoof, Monster
 Horn, Monster
 Lobularia Maritima
 Milk, Monster
 Myosotis Scorpioides
 Nose, Monster
 Ocimum Basilicum
 Orchis Militaris
 Peach
 Persea Americana
 Pineapple
 Pinus Strobus
 Prunus Avium
 Prunus Domestica
 Prunus Dulcis
 Prunus Persica
 Rosa
 Ruscus Aculeatus
 Saliva, Monster
 Salt

Taraxacum Officinale
 Taxus Baccata
 Teeth, Monster
 Trifolium Dubium
 Tulipa
 Water, Fresh
 Water, Salt

UNFAMILIAR

Acanthus mollis
 Acer Saccharum
 Aconitum Napellus
 Agave Americana
 Agrimonia Eupatoria
 Aloe Vera
 Amanita Muscaria
 Amaranthus Caudatus
 Anemone Blanda
 Angelica Sylvestris
 Antirrhinum Majus
 Arbutus Menziesii
 Arctium Minus
 Artemisia abrotanum
 Asarum Europaeum
 Bellis Perennis
 Bile, Monster
 Blood, Monster
 Calendula Officinalis
 Cirsium Vulgare
 Cyclamen Hederifolium
 Dragon's Blood
 Eye, Monster
 Galanthus Nivalis
 Heart, Monster
 Hyacinthoides Non-Scripta
 Intestines, Monster
 Kidney, Monster
 Liver, Monster
 Lungs, Monster
 Mahonia Aquifolium
 Melia Azedarach
 Natron
 Paeonia Officinalis
 Pimpinella Anisum
 Primula Vulgaris
 Salt, Sun
 Tongue, Monster
 Viola Sororia
 Viola Tricolor-Hortensis
 Water, Spring

EXOTIC

Actaea Pachypoda
 Adder Stone
 Agarwood
 Anagallis Arrensis
 Arnica Montana
 Artemisia absinthium

Artemisia Vulgaris
Ash, Elemental
Atropa Belladonna
Bezoar, Monster
Brain, Monster
Core, Lightning
Crocus Sativus
Genitals, Monster
Gland, Monster
Leontopodium Nivale
Mandragora Officinarum
Papaver Somniferum
Passiflora Caerulea
Pyrofolium Facerecalor
Salt, Elemental
Spleen, Monster
Strand, Elemental
Syzygium Aromaticum
Water, Elemental

STRANGE

Ash, Vampire
Tears, Phoenix

INGREDIENTS BY TYPE

The ingredients are listed in alphabetical order categorized by their type.

FLUID

Bile, Monster
Blood, Monster
Milk, Monster
Saliva, Monster
Tears, Phoenix
Water, Elemental
Water, Fresh
Water, Salt
Water, Spring

FUNGI (TOADSTOOL)

Amanita Muscaria

MINERAL

Adder Stone
Ash, Elemental
Ash, Vampire
Ashes
Bezoar, Monster
Core, Lightning
Natron
Salt
Salt, Elemental
Salt, Sun
Strand, Elemental

ORGAN

Antennae, Monster
Bladder, Monster

Bones, Monster
Brain, Monster
Carapace, Monster
Claws, Monster
Ear, Monster
Eye, Monster
Fur, Monster
Genitals, Monster
Gland, Monster
Heart, Monster
Hide, Monster
Hoof, Monster
Horn, Monster
Intestines, Monster
Kidney, Monster
Liver, Monster
Lungs, Monster
Nose, Monster
Spleen, Monster
Teeth, Monster
Tongue, Monster

PLANT (FERN)

Adiantum Aethiopicum
Asplenium Adiantum-Nigrum

PLANT (FLOWER)

Acanthus mollis
Aconitum Napellus
Actaea Pachypoda
Addonis Annua
Ageratina Altissima
Agrimonia Eupatoria
Ajuga Reptans
Althaea Officinalis
Amaranthus Cordatus
Anagallis Arrensis
Anemone Blanda
Angelica Sylvestris
Antirrhinum Majus
Aralia Cordata
Arnica Montana
Artemisia abrotanum
Artemisia absinthium
Atropa Belladonna
Bellis Perennis
Calendula Officinalis
Cirsium Vulgare
Crocus Sativus
Cyclamen Hederifolium
Dianthus Caryophyllus
Galanthus Nivalis
Helianthus Annuus
Hyacinthoides Non-Scripta
Leontopodium Nivale
Lobularia Maritima
Mandragora Officinarum
Myosotis Scorpioides

Orchis Militaris
Paeonia Officinalis
Papaver Somniferum
Pimpinella Anisum
Primula Vulgaris
Pyrofolium Facerecalor
Rosa
Taraxacum Officinale
Tulipa
Viola Sororia
Viola Tricolor-Hortensis

PLANT (FRUIT)

Almond
Damascened
Gean
Peach
Pineapple

PLANT (GRASS)

Agropyron Cristatum
Alchemilla Mollis
Avena
Bambusoideae
Elymus Repens

PLANT (SANDER)

Agave Americana
Aloe Vera

PLANT (SHRUB)

Ambrosia Artemisiifolia
Arctium Minus
Artemisia Dracunculus
Atriplex Patula
Capsicum Annuum
Mahonia Aquifolium
Ocimum Basilicum
Prunus Domestica
Ruscus Aculeatus
Trifolium Dubium

PLANT (TREE)

Acacia Melanoxylon
Acacia pycnantha
Acer psuedoplatanus
Acer Saccharum
Agarwood
Ananas Comusus
Arbutus Menziesii
Melia Azedarach
Persea Americana
Pinus Strobus
Prunus Avium
Prunus Dulcis
Prunus Persica
Syzygium Aromaticum
Taxus Braccata

PLANT (VEGETABLE)

Allium Ampleoprasum
Allium Cepa

PLANT (VINE)

Asarum Europaeum
Bryonia Alba
Centella Asiatica
Galium Aparine
Passiflora Caerulea

PLANT (WORT)

Artemisia Vulgaris
Astrantia Major

RESIN

Dragon's Blood

NAMES REFERENCE

Every ingredient, especially the plants, have had many names throughout history. Different cultures across the worlds, wherever the ingredient can be found, has used a name that others would not recognize. For this reason, the scientific name is the basis of the organization for the Practice, and the many names that ingredients are known by can be found here.

Ingredient Names Chart

All Names	Ingredient Name
Absinthe	Artemisia absinthium
Absinthe Wormwood	Artemisia absinthium
Absinthium	Artemisia absinthium
Aconite	Aconitum Napellus
Adonis	Adonis Annua
Agrimony	Agrimonia Eupatoria
Alchemist's Rue	Water, Spring
Alligator Pear	Persea Americana
Almond	Almond
Almond Tree	Prunus Dulcis
Aloe	Aloe Vera
Aloeswood	Agarwood
Alpinum	Leontopodium Nivale
Alyssum	Lobularia Maritima
Ameranth	Amaranthus Cordatus
Anise	Pimpinella Anisum
Aniseed	Pimpinella Anisum
Annual Ragweed	Ambrosia Artemisiifolia
Antlers	Horns
Appleringie	Artemisia abrotanum
Asarabacca	Asarum Europaeum
Asiatic Pennywort	Centella Asiatica
Aurasens	Strand, Elemental
Autumn Adonis	Adonis Annua
Autumn Crocus	Crocus Sativus
Autumn Mandrake	Mandragora Officinarum

Avocado	Persea Americana	Cinder	Ashes
Bamboo	Bambusoideae	Cleavers	Galium Aparine
Bark (of a plant)	Carapace	Click	Galium Aparine
Basil	Ocimum Basilicum	Clivers	Galium Aparine
Beadtree	Melia Azedarach	Clockflower	Passiflora Caerulea
Beak	Teeth	Clove	Syzygium Aromaticum
Bear's Breeches	Acanthus mollis	Clove Pink	Dianthus Caryophyllus
Bearsfoot	Alchemilla Mollis	Clover	Trifolium Dubium
Bedstraw	Galium Aparine	Common Blue Violet	Viola Sororia
Beggar's Buttons	Arctium Minus	Common Bluebell	Hyacinthoides Non-Scripta
Belladonna	Atropa Belladonna	Common Bugle	Ajuga Reptans
Bill	Teeth	Common Burdock	Arctium Minus
Bitterweed	Ambrosia Artemisiifolia	Common Couch	Elymus Repens
Black Maidenhair	Asplenium Adiantum-Nigrum	Common Daisy	Bellis Perennis
Black Spleenwort	Asplenium Adiantum-Nigrum	Common Dandelion	Taraxacum Officinale
Black Wattle	Acacia Melanoxylon	Common Maidenhair Fern	Adiantum Aethiopicum
Blackweed	Ambrosia Artemisiifolia	Common Marigold	Calendula Officinalis
Blackwood	Acacia Melanoxylon	Common Meadow Violet	Viola Sororia
Blackwood Acacia	Acacia Melanoxylon	Common Mugwort	Artemisia Vulgaris
Blind-Eyes	Papaver Soomniferum	Common Onion	Allium Cepa
Blood Ash	Ash, Vampire	Common Orache	Atriplex Patula
Blood from a Shoulder	Acanthus mollis	Common Passionflower	Passiflora Caerulea
Blood of Hephaistos	Artemisia absinthium	Common Peony	Paeonia Officinalis
Blooddrops	Adonis Annua	Common Primrose	Primula Vulgaris
Blue Bugle	Ajuga Reptans	Common Ragweed	Ambrosia Artemisiifolia
Blue Passionflower	Passiflora Caerulea	Common Snapdragon	Antirrhinum Majus
Blue Rocket	Aconitum Napellus	Common Snowdrop	Galanthus Nivalis
Blue-Scarlet Pimpernel	Anagallis Arrensis	Common Sunflower	Helianthus Annuus
Bluebell	Hyacinthoides Non-Scripta	Common Thistle	Cirsium Vulgare
Bluecrown Passionflower	Passiflora Caerulea	Common Wormwood	Artemisia absinthium
Bort	Galium Aparine	Common Wormwood	Artemisia Vulgaris
Boy's Love	Artemisia abrotanum	Couch Grass	Elymus Repens
Breadseed Poppy	Papaver Soomniferum	Cuckoo-Button	Arctium Minus
Broadleaf Wild Leek	Allium Ampleoprasum	Damson Plum	Damascene
Bruisewort	Bellis Perennis	Dandelion	Taraxacum Officinale
Bud (of a plant)	Heart	Day's Eye	Bellis Perennis
Bugle	Ajuga Reptans	Dead Man Ash	Mandragora Officinarum
Bugleherb	Ajuga Reptans	Deadly Nightshade	Atropa Belladonna
Bugleweed	Ajuga Reptans	Devil's Berry	Atropa Belladonna
Bulb Onion	Allium Cepa	Devil's Helmet	Aconitum Napellus
Bull Thistle	Cirsium Vulgare	Dingle-Dangle	Galanthus Nivalis
Burn Aloe	Aloe Vera	Dog Grass	Elymus Repens
Butcher's Broom	Ruscus Aculeatus	Dog's Mouth	Antirrhinum Majus
Button-Bur	Arctium Minus	Doll's Eyes	Actaea Pachypoda
Calf's Snout	Antirrhinum Majus	Dragon Flowers	Antirrhinum Majus
Candelmas Maiden	Galanthus Nivalis	Dragon's Blood	Dragon's Blood
Cape Lilac	Melia Azedarach	Druids' Egg	Adder Stone
Carnation	Dianthus Caryophyllus	Eastern White Pine	Pinus Strobus
Carpenter's Herb	Ajuga Reptans	Edelweiss	Leontopodium Nivale
Carpet Bugle	Ajuga Reptans	Element Statue	Core, Lightning
Carpet Bugleweed	Ajuga Reptans	Embers	Ashes
Carrot Weed	Ambrosia Artemisiifolia	Estragon	Artemisia Dracunculus
Cat's Paws	Leontopodium Nivale	Eyes	Actaea Pachypoda
Catchweed	Galium Aparine	False Hellebore	Adonis Annua
Centella	Centella Asiatica	False Mandrake	Bryonia Alba
Centuryplant	Agave Americana	Feathers	Fur
Chrysanthemum Weed	Artemisia Vulgaris	Feelers	Antennae
Church Steeples	Agrimonia Eupatoria	Felon Herb	Artemisia Vulgaris

Fingernails	Claws	Lesser Hop Trefoil	Trifolium Dubium
Fireleaf	Pyrofolium Facerecalor	Lesser Trefoil	Trifolium Dubium
Flame Flower	Viola Tricolor-Hortensis	Lign-aloes	Agarwood
Flamebush	Pyrofolium Facerecalor	Lion's Paw	Leontopodium Nivale
Flesh	Hide	Little Burdock	Arctium Minus
Flower (of a plant)	Brain	Little Dragon's	Artemisia Dracunculus
Fly Agaric	Amanita Muscaria	Little Hop Clover	Trifolium Dubium
Fly Amanita	Amanita Muscaria	Louse-Bur	Arctium Minus
Forget-me-not	Myosotis Scorpioides	Love Leaves	Arctium Minus
Fox's Clote	Arctium Minus	Love Plant	Mandragora Officinarum
Foxtail Amaranth	Amaranthus Cordatus	Love-in-Idleness	Viola Tricolor-Hortensis
Fresh Water	Water, Fresh	Love-Lies-Bleeding	Amaranthus Cordatus
Gallbladder	Liver	Lover's Plant	Artemisia abrotanum
Garden Lady's-Mantle	Alchemilla Mollis	Low Ragweed	Ambrosia Artemisiifolia
Garden Pansy	Viola Tricolor-Hortensis	Madrona	Arbutus Menziesii
Garden Peony	Paeonia Officinalis	Madrones	Arbutus Menziesii
Garden Sagebrush	Artemisia abrotanum	Magicians' Glass	Adder Stone
Garderobe	Artemisia abrotanum	Maguey	Agave Americana
Gauze	Tulipa	Maid's Ruin	Artemisia abrotanum
Gills	Lungs	Maiden's Hair	Adiantum Aethiopicum
God's Blood	Rosa	Mandrake	Mandragora Officinarum
Gold Salt	Salt, Sun	Maple Tree	Acer Saccharum
Golden wattle	Acacia pycnantha	Marigold	Calendula Officinalis
Goosegrass	Galium Aparine	Marshmallow	Althaea Officinalis
Gotu Kola	Centella Asiatica	Maypops	Passiflora Caerulea
Grand Wormwood	Artemisia absinthium	Military Orchid	Orchis Militaris
Grapeholly	Mahonia Aquifolium	Monks-Hood	Aconitum Napellus
Great Basil	Ocimum Basilicum	Montalite	Salt, Sun
Great Masterwort	Astrantia Major	Mountain Arnica	Arnica Montana
Grip Grass	Galium Aparine	Mountain Asparagus	Aralia Cordata
Ground plant (usually whole)	Milk	Mountain Salt	Salt, Sun
Hair	Fur	Mountain Thistle	Acanthus mollis
Hair of Venus	Adiantum Aethiopicum	Mountain Tobacco	Arnica Montana
Halite	Salt	Mouse Stinger	Ruscus Aculeatus
Hare's Apple	Ruscus Aculeatus	Mousebane	Aconitum Napellus
Hay Fever Weed	Ambrosia Artemisiifolia	Mugwort	Artemisia Vulgaris
Hazlewort	Asarum Europaeum	Muslin	Tulipa
Hearts-Ease	Viola Tricolor-Hortensis	Nails	Claws
Herbal Aralia	Aralia Cordata	Nectarine	Peach
Hooded Violet	Viola Sororia	Northern White Pine	Pinus Strobus
Hydrus	Water, Elemental	Oats	Avena
Ink	Milk	Old Man	Artemisia abrotanum
Inner part of blossom (plant)	Eye	Old Man	Artemisia Vulgaris
Island Anemone	Anemone Blanda	Oldman Wormwood	Artemisia abrotanum
Ivy-Leaved Cyclamen	Cyclamen Hederifolium	Onion	Allium Cepa
King of Herbs	Ocimum Basilicum	Oodh	Agarwood
Knee Holly	Ruscus Aculeatus	Ooze	Milk
Kneeholly	Ruscus Aculeatus	Opium Poppy	Papaver Somniferum
Kneeholm	Ruscus Aculeatus	Our Lord's Wood	Artemisia abrotanum
Lad's Love	Artemisia abrotanum	Oyster Plant	Acanthus mollis
Ladies' Seal	Bryonia Alba	Pendant Amaranth	Amaranthus Cordatus
Lady's Mantle	Alchemilla Mollis	Password	Primula Vulgaris
Lawn Daisy	Bellis Perennis	Peach	Peach
Leaf (of a plant)	Bone	Peach Tree	Prunus Persica
Leek	Allium Ampleoprasum	Pepper	Capsicum Annuum
Lemon Plant	Artemisia abrotanum	Petal (of a plant)	Tongue
Leopard's Bane	Aconitum Napellus	Pettigree	Ruscus Aculeatus
Lesser Burdock	Arctium Minus	Pheasant's Eye	Adonis Annua

Phoenix Tears	Tears, Phoenix	Snow Piercers	Galanthus Nivalis
Pig's Tail	Taraxacum Officinale	Snowdrop	Galanthus Nivalis
Pineapple	Pineapple	Soda Ash	Natron
Pineapple Tree	Ananas Comusus	Soft Pine	Pinus Strobus
Pink Carnation	Dianthus Caryophyllus	Soot	Ashes
Plum	Damascene	Southern Wormwood	Artemisia abrotanum
Plum Tree	Prunus Domestica	Southernwood	Artemisia abrotanum
Poorman's Barometer	Anagallis Arrensis	Sowbread	Cyclamen Hederifolium
Pot Marigold	Calendula Officinalis	Spear Orache	Atriplex Patula
Priest's Crown	Taraxacum Officinale	Spear Saltbush	Atriplex Patula
Prima Rosa	Primula Vulgaris	Spear Thistle	Cirsium Vulgare
Primrose	Primula Vulgaris	Spikenard	Aralia Cordata
Purple Violet	Viola Sororia	Spreading Orache	Atriplex Patula
Pyrst	Ash, Elemental	Stalk (of a plant)	Hide
Quackgrass	Elymus Repens	Stammerwort	Ambrosia Artemisiifolia
Queen of Poisons	Aconitum Napellus	Stem (of a plant)	Hoof
Quick Grass	Elymus Repens	Stickeljack	Galium Aparine
Quilete	Amaranthus Cordatus	Sticklewort	Agrimonia Eupatoria
Quitch	Elymus Repens	Stickweed	Ambrosia Artemisiifolia
Quitchgrass	Elymus Repens	Sticky Bud	Galium Aparine
Rabbit's Foot	Trifolium Dubium	Sticky Jack	Galium Aparine
Red Chamomile	Adonis Annua	Sticky Willow	Galium Aparine
Red Chickweed	Anagallis Arrensis	Sticky Willy	Galium Aparine
Red Pimpernel	Anagallis Arrensis	Stickyweed	Galium Aparine
Richweed	Ageratina Altissima	Stomach	Intestines
Ring-o-Bells	Hyacinthoides Non-Scripta	Stormtree	Core, Lightning
Riverside Wormwood	Artemisia Vulgaris	Strawberry Tree	Arbutus Menziesii
Robin-Run-the-Hedge	Galium Aparine	Suckling Clover	Trifolium Dubium
Rock Maple	Acer Saccharum	Sugar Maple	Acer Saccharum
Rock Salt	Salt	Sunflower	Helianthus Annuus
Roots (of a plant)	Hide	Sweet Alison	Lobularia Maritima
Rose	Rosa	Sweet Alyssum	Lobularia Maritima
Rose-a-Ruby	Adonis Annua	Sweet Broom	Ruscus Aculeatus
Royal Herb	Ocimum Basilicum	Sweet Cherry	Gean
Ruddles	Calendula Officinalis	Swine's Snout	Taraxacum Officinale
Saffron	Crocus Sativus	Sycamore	Acer psuedoplatanus
Saffron Crocus	Crocus Sativus	Sycamore Maple	Acer psuedoplatanus
Sailor's Tobacco	Artemisia Vulgaris	Syringa Berrytree	Melia Azedarach
Saline	Water, Salt	Tall Boneset	Ageratina Altissima
Saltbush	Atriplex Patula	Tamus	Bryonia Alba
Salterra	Salt, Elemental	Tarragon	Artemisia Dracunculus
Saltpeter	Natron	Tassel Flower	Amaranthus Cordatus
Sap (of a plant)	Blood	Tassel Weed	Ambrosia Artemisiifolia
Scales	Carapace	Tetterbury	Bryonia Alba
Scarlet Pimpernel	Anagallis Arrensis	The Butcher	Ruscus Aculeatus
Sculpt-Sand	Core, Lightning	Three-Faces-Under-a-Hood	Viola Tricolor-Hortensis
Scutch Grass	Elymus Repens	Toenails	Claws
Sea Dock	Acanthus mollis	True Forget-Me-Not	Myosotis Scorpioides
Seed (of a plant)	Genitals	Tulip	Tulipa
Sentry Plant	Agave Americana	Turban	Tulipa
Shallot	Allium Cepa	Twitch	Elymus Repens
Shepherd's Clock	Anagallis Arrensis	Udo	Aralia Cordata
Short Ragweed	Ambrosia Artemisiifolia	Velvet Flower	Amaranthus Cordatus
Sitherwood	Artemisia abrotanum	Violet	Viola Sororia
Skin	Hide	Water Forget-Me-Not	Myosotis Scorpioides
Snake Egg	Adder Stone	Wattles	Acacia pycnantha
Snakeroot	Ageratina Altissima	Wheatgrass	Agropyron Cristatum
Snapdragon	Antirrhinum Majus	White Boneberry	Actaea Pachypoda

White Bryony	Bryonia Alba
White Pine	Pinus Strobus
White Sanicle	Ageratina Altissima
Wild Angelica	Angelica Sylvestris
Wild Cherry	Gean
Wild Cherry Tree	Prunus Avium
Wild Ginger	Asarum Europaeum
Wild Hop	Bryonia Alba
Wild Nep	Bryonia Alba
Wild Rhubarb	Arctium Minus
Wild Spikenard	Asarum Europaeum
Wild Vine	Bryonia Alba
Wild Wormwood	Artemisia Vulgaris
Wind-Hair	Strand, Elemental
Windflower	Anemone Blanda
Winter Windflower	Anemone Blanda
Winter's Campfire	Pyrofolium Facerecalor
Witch Herb	Artemisia Vulgaris
Witchgrass	Elymus Repens
Wolfsbane	Aconitum Napellus
Women's Bane	Aconitum Napellus
Wood Violet	Viola Sororia
Woolflower	Leontopodium Nivale
Woolly Blue Violet	Viola Sororia
Wormwood	Artemisia absinthium
Woundwort	Bellis Perennis
Yew	Taxus Braccata

CHAPTER 7: INDEX

Absinthe	44	Bears	79	Carapace	49	Concoctions	2
Absinthe Wormwood	44	Bearsfoot	38	Carnation	51	Condition Properties	8
Absinthium	44	Bedstraw	52	Carpenter's Herb	38	Contact	2
Absorbing	9	Beggar's Buttons	43	Carpet Bugle	38	Couch Grass	51
Aconite	37	Belladonna	46	Carpet Bugleweed	38	Crabs	80
Adder Stone	37	Bezoar	47	Carpetweed	38	Craft DC	8
Adhesive	9	Bile	47	Carrot Weed	41	Crafting items	4
Adonis	38	Bill	63	Cat's Paws	55	Crawling	13
Agrimony	38	Binding	11	Catchweed	52	Crocs	80
Alchemist's Rue	65	Birds	80	Cats	80	Cuckoo-Button	43
Alchemy Ability	2	Bitterweed	41	Centella	49	Curing	13
Alchemy Check	76	Black Maidenhair	45	Centuryplant	38	Customization	3
Algae, Description	82	Black Spleenwort	45	Changing	13	Damage Groups	4
Alligator Pear	59	Black Wattle	36	Chargers	80	Damson Plum	51
Almond	40	Blackweed	41	Chewing	35	Dandelion	63
Almond Tree	60	Blackwood	36	Chrysanthemum Weed	44	Darkvision	13
Aloe	40	Blackwood Acacia	36	Church Steeples	38	Day's Eye	46
Aloeswood	38	Bladder	47	Cinder	45	Dead Man Ash	56
Alpinum	55	Blind-Eyes	59	Claws	50	Deadly Nightshade	46
Altering	9	Blinding	12	Cleansing	13	Deafening	14
Alternate Names	34	Blindsight	12	Cleavers	52	Defining Ingredients	79
Alyssum	56	Blood	47	Click	52	Desert, Chart	67
Amaranth	41	Blood Ash	45	Clivers	52	Desert, Description	35
Amorphous	10	Blood from a Shoulder	36	Clockflower	59	Destruction	14
Anchoring	10	Blood Practice	7	Clove	62	Details	34
Angering	10	Blooddrops	38	Clove Pink	51	Devil's Berry	46
Anise	59	Blue Bugle	38	Clover	64	Devil's Helmet	37
Aniseed	59	Blue Passionflower	59	Coastal, Chart	67	Dingle-Dangle	52
Annual Ragweed	41	Blue Rocket	37	Coastal, Description	34	Dinosaurs	80
Antennae	42	Blue-Scarlet Pimpernel	41	Common Blue Violet	64	Dog Grass	51
Antitoxin	10	Bluebell	54	Common Bluebell	54	Dog's Mouth	42
Antlers	54	Bluecrown Passionflower	59	Common Bugle	38	Doll's Eyes	37
Appleringie	43	Bolstering	12	Common Burdock	43	Dominion	14
Application	35	Bone	48	Common Couch	51	Dragon Flowers	42
Arachnids	79	Bort	52	Common Daisy	46	Dragon's Blood	51
Arctic, Chart	67	Boy's Love	43	Common Dandelion	63	Druids' Egg	37
Arctic, Description	34	Brain	48	Common Maidenhair Fern	37	Dust	15
Asarabacca	44	Breadseed Poppy	59	Common Marigold	49	Dyeing	35
Asiatic Pennywort	49	Breathing	12	Common Meadow Violet	64	Ear	51
Atmosphere	10	Brewing	35	Common Mugwort	44	Eastern White Pine	60
Attracting	11	Broadleaf Wild Leek	40	Common Onion	40	Edelweiss	55
Aurasens	62	Bruisewort	46	Common Orache	46	Effects	8
Autumn Adonis	38	Bud	53	Common Passionflower	59	Effects, Side	9
Autumn Crocus	50	Bugle	38	Common Peony	58	Element Statue	50
Autumn Mandrake	56	Bugleherb	38	Common Primrose	60	Embers	45
Avocado	59	Bugleweed	38	Common Ragweed	41	Enduring	15
Awakening	11	Bulb Onion	40	Common Snapdragon	42	Environment (property)	15
Bamboo	46	Bull Thistle	49	Common Snowdrop	52	Essential	15
Bark	49	Burn Aloe	40	Common Sunflower	54	Estragon	44
Base Properties	8	Burrowing	12	Common Thistle	49	Example, Concocting	4
Basil	58	Butcher's Broom	61	Common Wormwood	44	Example, Gathering	6
Bats	79	Button-Bur	43	Concentrates	3	Exorcising	15
Beadtree	57	Calf's Snout	42	Concentration	8	Exotic	34
Beak	63	Candelmas Maiden	52	Concocting	2	Exploding	16
Bear's Breeches	36	Cape Lilac	57	Concoction Type	76	Extraplanar, Description	35

Eye	51	Grapeholly	56	Items, Crafting	4	Modifications	83
Eyes	37	Grass, Description	83	Ivy-Leaved Cyclamen	50	Monkeys	81
Fading	16	Grassland, Chart	68	Kidneys	55	Monks-Hood	37
False Hellebore	38	Grassland, Description	35	Killing	20	Montalite	62
False Mandrake	48	Great Basil	58	King of Herbs	58	Morels	79
Familiarity	34	Great Masterwort	45	Knee Holly	61	Moss, Description	83
Fate	16	Grip Grass	52	Kneeholly	61	Mountain Arnica	43
Fatigue	16	Ground plant (bit)	57	Kneeholm	61	Mountain Asparagus	42
Faun	80	Groups, Damage	4	Lad's Love	43	Mountain Salt	62
Feather	52	Growing	18	Ladies' Seal	48	Mountain Thistle	36
Feelers	42	Hair	52	Lady's Mantle	38	Mountain Tobacco	43
Felling	16	Hair of Venus	37	Lasting	20	Mountain, Chart	69
Felon Herb	44	Halite	62	Lawn Daisy	46	Mountain, Description	35
Ferns, Description	82	Hallucinating	18	Leaf	48	Mounts	81
Fingernails	50	Halting	18	Leaping	21	Mouse Stinger	61
Fireleaf	61	Hare's Apple	61	Leek	40	Mousebane	37
Flame Flower	65	Harming	19	Legal	100	Moving	22
Flamebush	61	Harvesting	5	Lemon Plant	43	Mugwort	44
Flesh	54	Hay Fever Weed	41	Leopard's Bane	37	Muslin	64
Flower (monster bit)	48	Hazelwort	44	Lesser Burdock	43	Muting	22
Flowers, Description	83	Healing	19	Lesser Hop Trefoil	64	Mysterious	34
Fluids	34	Heart	53	Lesser Trefoil	64	Nails	50
Fly Agaric	41	Hearts-Ease	65	Lightning Core	50	Names Reference	89
Fly Amanita	41	Hempvial	19	Lign-aloes	38	Names, Atlernate	34
Flying	17	Herbal Aralia	42	Linking	21	Nectarine	59
Forest, Chart	68	Hide	54	Lion's Paw	55	New Rules	4
Forest, Description	35	Hill, Chart	69	Liquid	21	Normalizing	22
Forget-me-not	57	Hill, Description	35	Little Burdock	43	Northern White Pine	60
Forming	17	Honesty	19	Little Dragon's	44	Nose	58
Fortifying	17	Hooded Violet	64	Little Hop Clover	64	Nourishing	22
Fortune	17	Hoof	54	Liver	55	Oats	46
Fox's Clote	43	Horn	54	Locales	34	Obscuring	23
Foxtail Amaranth	41	Hounds	80	Louse-Bur	43	Octopi	81
Freeing	17	Hydrus	65	Love Leaves	43	Oil	23
Freezing	17	Identification	6	Love Plant	56	Old Man	43
Fresh Water	65	Illuminating	19	Love-in-Idleness	65	Oldman Wormwood	43
Fungi	34	Incapacitating	20	Love-Lies-Bleeding	41	Onion	40
Fungi, Description	79	Incense	35	Lover's Plant	43	Oodh	38
Fur	52	Ingested	2	Loving	21	Ooze	57, 81
Gallbladder	55	Ingestion	35	Low Ragweed	41	Opium Poppy	59
Garden Lady's-Mantle	38	Ingredients	36	Lumberers	81	Organs	34, 79
Garden Pansy	65	Ingredients by Familiarity	86	Lungs	56	Our Lord's Wood	43
Garden Peony	58	Ingredients by Locale	67	Maddening	22	Oyster Plant	36
Garden Sagebrush	43	Ingredients by Monster	71	Madrona	43	Pendant Amaranth	41
Garderobe	43	Ingredients by Property	84	Madrones	43	Paralyzing	23
Gathering	5	Ingredients by Type	88	Magicians' glass	37	Password	60
Gauze	64	Ingredients, Buying	6	Maguey	38	Peach	59
Genitals	53	Ingredients, Selling	6	Maid's Ruin	43	Peach Tree	61
Gifting	35	Ingredients, Types	34	Maiden's Hair	37	Pepper	49
Gills	56	Inhaled	2	Mandrake	56	Persevering	23
Glands	53	Injury	2	Maple Tree	37	Petal	64
Gliding	18	Ink	57	Marigold	49	Petrifying	23
God's Blood	61	Inner blossom	51	Marshmallow	40	Pettigree	61
Gold Salt	62	Insects	80	Maypops	59	Pheasant's Eye	38
Golden wattle	36	Insightful	20	Military Orchid	58	Phoenix Tears	63
Goosegrass	52	Intestines	55	Milk	57	Pig's Tail	63
Gotu Kola	49	Intoxicating	20	Minerals	34	Pineapple	60
Grand Wormwood	44	Island Anemone	42	Mixtures	3	Pineapple Tree	41

Pink Carnation	91	Rural, Description	35	Spikenard	42	True Forget-Me-Not	57
Plant Monsters	81	Sacs	79	Spleen	62	Truevision	32
Plants	34, 82	Saffron	50	Spreading Orache	46	Tulip	64
Plum	51	Saffron Crocus	50	Stabilizing	30	Turban	64
Plum Tree	60	Sailor's Tobacco	44	Stalk	54	Twitch	51
Poisoning	23	Saline	65	Stammerwort	41	Udo	42
Poorman's Barometer	41	Saliva	61	Stem	54	Underground, Chart	70
Portion	8	Saltbush	46	Stickeljack	52	Underground, Description	35
Pot Marigold	49	Salterra	62	Sticklewort	38	Underwater, Chart	70
Powder	24	Salt peter	58	Stickweed	41	Underwater, Description	35
Practicing	2	Salve	27	Sticky Bud	52	Unfamiliar	34
Priest's Crown	63	Sanders, Description	83	Sticky Jack	52	Vapor	32
Prima Rosa	60	Sanitizing	27	Sticky Willow	52	Velvet Flower	41
Primrose	60	Sap	47	Sticky Willy	52	Vines, Description	83
Properties	9, 35	Saving Throws	4	Stickweed	52	Violet	64
Protecting	24	Scales	49	Stomach	55	Vitalizing	32
Purifying	24	Scarlet Pimpernel	41	Storing	30	Volcanic, Chart	70
Purple Violet	64	Sculpt-Sand	50	Stormtree	50	Volcanic, Description	35
Pyrst	43	Scutch Grass	51	Strange	34	Waking	33
Quackgrass	51	Sea Dock	36	Strawberry Tree	43	Water Forget-Me-Not	57
Quality	24	Sealife	82	Strewing	35	Water Forget-Me-Not	65
Queen of Poisons	37	Searching	5	Striding	30	Wattles	36
Quick Grass	51	Seed	53	Stunning	30	Weakness	33
Quilete	41	Sensing	27	Suckling Clover	64	Wearing	36
Quitch	51	Sentry Plant	38	Sugar Maple	37	Wheatgrass	38
Quitchgrass	51	Serpents	82	Sunflower	54	Whisper	33
Rabbit's Foot	64	Settling	27	Swamp, Chart	70	White Boneberry	37
Reaching	24	Shallot	40	Swamp, Description	35	White Bryony	48
Recipe Descriptions	76	Sharks	82	Sweet Alison	56	White Pine	60
Recipes	76	Shepherd's Clock	41	Sweet Alyssum	56	White Sanicle	38
Red Chamomile	38	Short Ragweed	41	Sweet Broom	61	Wild Angelica	42
Red Chickweed	41	Shrubs, Description	83	Sweet Cherry	53	Wild Cherry	53
Red Pimpernel	41	Sickening	28	Swimming	30	Wild Cherry Tree	60
Regenerating	25	Side Effects	9	Swine's Snout	63	Wild Ginger	44
Repelling	25, 35	Silkvial	28	Sycamore	36	Wild Hop	48
Reptiles	81	Silvering	28	Sycamore Maple	36	Wild Nep	48
Resin	35	Sitherwood	43	Syringa Berrytree	57	Wild Rhubarb	43
Resisting	25	Sizing	28	Tags	8	Wild Spikenard	44
Resting	26	Skeletons	82	Tall Boneset	38	Wild Vine	48
Restoring	26	Skin	54	Tamus	48	Wild Wormwood	44
Returning	26	Slumbering	29	Tarragon	44	Wind-Hair	62
Reverse Properties	8	Smoking	35	Tassel Flower	41	Windflower	42
Revive	26	Snake egg	37	Tassel Weed	41	Winter Windflower	42
Richweed	38	Snakeroot	38	Teeth	63	Winter's Campfire	61
Ring-o-Bells	54	Snapdragon	42	Terrifying	31	Witch Herb	44
Riverside Wormwood	44	Snow Piercers	52	Tetterbury	48	Witchgrass	51
Robin-Run-the-Hedge	52	Snowdrop	52	The Butcher	61	Wolfsbane	37
Rock Maple	37	Sobering	29	Thermavision	31	Women's Bane	37
Rock Salt	62	Soda Ash	58	Three-Faces-Under-a-Hood	65	Wood Violet	64
Rodents	81	Soft Pine	60	Timeless	31	Woolflower	55
Roots	54	Soot	45	Timing	31	Woolly Blue Violet	64
Rose	61	Southern Wormwood	43	Toadstools	79	Wormwood	44
Rose-a-Ruby	38	Southernwood	43	Toenails	50	Worts, Description	83
Roughing	26	Sowbread	50	Tongue	64	Wound Packing	36
Royal Herb	28	Speaking	29	Tongues	31	Woundwort	46
Ruddles	49	Spear Orache	46	Traveling	32	Yew	63
Running	27	Spear Saltbush	46	Trees, Description	83	Youth	33
Rural, Chart	70	Spear Thistle	49	Tremorsense	32	Zombies	82

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