

BREWING POTIONS



he art of finding, preserving, storing, chopping, soaking and finally brewing herbs and components to create potions is an old craft, reaching back to the very first sentient creatures that walked the natural world. As an aspiring druid and guild artisan you combine the natural expertise and the fine

skills needed to craft potions many could only dream of.

PROCURING FOR INGREDIENTS

PLANTS AND HERBS

Searching for rare plants and herbs requires one hour of free time and an natural environment featuring plants. For every hour you spend procuring, you roll a d4 on the *Procuring Circumstances Table* and d4 + d6 + d8 on the *Ingredient Effects and Rarity Table*. Add the modifiers from the *Procuring Modifiers Table* to the result of your d4 roll to see how many components can be found. Therefore a possible double dice or triple dice roll from the d4 +d6 +d8 roll has to be taken into consideration. The *Ingredient Effects and Rarity Table* shows the different components you are able to find - in case you have not rolled a triple dice you find the herb(s) indicated by the result of your d4 + d6 +d8 roll. You decide which version, A or B, to use. Note that this choice is permanent for the region you are in. In addition you are always able to find some common herbs. Choose herbs from the *Common Herbs Table* totalling 5 +/- twice the according environment modifier from the *Procuring Modifiers Table*.

POISONS FROM CREATURES

You can attempt to harvest ingredients from a poisonous creature like a snake or wyvern. The creature must be incapacitated or dead, and the harvesting requires 1d6 minutes followed by a DC 18 Intelligence (Nature) check to harvest enough material for a single vial. Should you fail this check you are unable to extract any poison. If you fail this check by 5 or more, you rupture the creature's glands and are subject to the poison's effects. The poison extracted from a shapeshifted creature vanishes when the creature re-assumes its true form.

The minimum difficulty modifier to turn the extracted poison into a usable potion is +5, with the actual modifier determined by the DM at the time of crafting.

A poison can also be extracted from a creature contracting a highly contagious disease. An additional DC 10 Constitution saving throw must be made when harvesting such a creature. On a failed save you contract the disease.

PROCURING MODIFIERS

Circumstance	Rarity Modifier
Barren Environment	-1
Average Environment	+0
Plentiful Environment	+1
Double Dice	+4
Triple Dice	Special

PROCURING CIRCUMSTANCES

d4	Amount	Special
0	0	You must wait 1 day before searching again
1	0	-
2-3	1	-
4	2	-
5	3	Get an additional Wyrmtongue

PROCURING CIRCUMSTANCES

d4	Amount	Special
0	0	You must wait 1 day before searching again.
1	0	-
2-3	1	-
4	2	-
5	3	Get an additional Wyrmtongue
6	3	Previous positive effect + Choose an additional herb from the <i>Uncommon Herbs Table</i>
7	3	Previous positive effects + ingredient has an additional property specific to the environment it was found in
>8	4	Previous positive effects
Special	2	Previous positive effects + choose two ingredients instead of rolling

COMMON HERBS

Ingredient	Effect	DC
Fasching Blume	Evokes serenity and takes away inhibition.	+1
Fönixgras	Stimulating effect. Activates the circulatory system. When used regularly it slows aging.	+1
Klauklee	Weakens the taste of your potion making it more digestible.	+0
Königslauch (stem)	Alleviates pain and improves wound healing.	+1
Schimmerklee	Narcotizing effect. Useful for ointments and syringes for local narcotization or tea as sleep aid.	+1
Sonnige Blume (leaves)	Inhibits bleeding and increases healing of wounds and fractures.	+2

UNCOMMON HERBS

Ingredient	Effect	DC
Lechwurzel	Improves concentration and sharpens senses for a short duration. Roll a d4 and add the result on any intelligence, dexterity and charisma check for the duration of 1 minute.	+3
Sonnige Blume (blossom)	Puts in a condition of peacefulness and happiness for 1d6+2 hours. Afterwards the diminishing effect will result in a deep sadness if not stopped by special anti-herbs.	+4
Highland-Pilz	Eating a piece of the raw mushroom will result in a state of intoxication. However, when put into ice water for 2 days you have a weekend effect when drinking the water but it increases (Re-)generation of bones and muscles.	+3

INGREDIENT EFFECTS AND RARITY, A

d4 + d6 + d8	Ingredient	Effect	DC
3 or 18	Fönixkraut	Revives a creature that died no longer than 1 turn ago. Stable.	+10
4	Protzpflanz	Increases AC by +5, strength modifier by +5 and dexterity modifier by +3 for 1d6+2 rounds.	+9
5	Drachenkraut	User rolls on the <i>Wild Magic Surge Table</i> (PH p.104) twice and picks one effect.	+4
6	Lochlichen	Lichen grows on the user's skin for 1d4+2 hours. Increases AC by 1. Stealth checks in woodland terrain automatically succeed.	+6
7	Seidenkraut	Reduces crafting DC	-1
8	Quinsilver	Deals 1d4 poison damage	+1
9	Bloodroot	Potion affects user instantly when entering their bloodstream	+3
10- 12	Wyrmtounge	Stabilizes the potion for 3d4 days. Needed for all potions.	7
13	Lampenwurz	User and potion shed bright light in a 15-foot radius. User grants combat advantage	+4
14	Verbrennnessel	Potion becomes a contact poison, affecting the user on touch.	+6
15	Truthseeker	User makes a Wisdom saving throw against the Craft Roll. On a failed save the user is compelled to tell the truth for 1d4 hours.	+8
16	Königslauch (blossom)	Leads very quickly within 30 seconds to extreme muscle hardening resulting in failure of breathing. The poison is activated when getting in contact with gastric acid. Stable.	+12
17	Mondlichtblume	Increases one ability score of the users choice by 1 (ability score can't be increased beyond 20). Stable.	+3

INGREDIENT EFFECTS AND RARITY, B

d4 + d6 + d8	Ingredient	Effect	DC
3 or 18	Fönixkraut	Revives a creature that died no longer than 1 turn ago. Stable.	+10
4 or 17	Polymorphin	User's hitpoint maximum and hitpoints increases by 35 for 4d4 minutes. When the effect wears off, the user's hitpoint maximum reverts to its previous value and the user makes a DC 15 Constitution saving throw. On a failed save, the user becomes addicted to the potion and takes 5d8 necrotic damage. 4 uses.	+4
5 or 15	Bandagenblume	Restores 2d4 hitpoints.	+3
6	Markknospen	Translucent cherry blossom petals appear behind the user when walking. A creature must succeed a DC 17 Wisdom (Perception) check to notice the trail of petals (knowledge about the pedals' existence grants advantage on this check).	+4
7	Curatian	Decreases saving throw DCs against a single disease by 5.	+4
8	Everburn	User sneezes and exhales fire in a 15-foot cone. Each creature in the cone must make a Dexterity saving throw. On a failed save, it takes 2d6+4 fire damage and half as much damage on a successful one. Can only be added once to a potion.	-2
9	Evenvein	Prolongs the time a potion can be used by +1d4 days.	+1
10- 11	Wyrmtounge	Stabilizes the potion for 3d4 days. Needed for all potions.	7
12	Risbelknoten	Mixed with a poison or disease the resulting potion becomes its antidote or vaccine.	+7
13	Großkroz	Increases the volume of the user's voice by 30 db.	+4
14	Senium	Increases the DC to identify the potion and its effects by 15.	+7
16	Waldwurz	Grants superior clarity of mind for 2d4 minutes. User makes Intelligence and Wisdom checks with advantage and cannot be charmed, mind-controlled or otherwise affected by psychic abilities (including psychic damage). Upon wearing off, the user makes a DC 15 Wisdom saving throw. On a failed save the user suffers from an effect from the <i>Long-Term Madness table</i> (DMG p.260).	+8

THE BREWING PROCESS

Only characters proficient in alchemy can attempt brewing. Without a proficiency you need a recipe or counseling and don't add your proficiency bonus when brewing.

EQUIPMENT

Brewing potions requires *Alchemist's supplies* and a cauldron supplied by heat source. Use the *Heat Source Table* to figure out what source to use. Unless stated otherwise, a gallon of water, wyrm tongue and a vial to hold the potion is needed for each potion. Potions with a Craft DC below 11 can be crafted in the field during a short rest. Otherwise, a safe workshop environment like a lab or a room at an inn is required.

HEAT SOURCE

Source	DC modifier
Wood, just collected	-2
Dried Wood	-1
Coal	+1
Charcoal	+2
Elusum	Advantage
Lava	Advantage
Unsheltered	-2

MIXING INGREDIENTS

All ingredients can be matched and mixed to achieve the desired effects. Add the DCs of the components used to calculate the Craft DC. Mixing potions post-brewing is subject to the *Mixing Potions Rule* (DMG p.140). After spending (Craft DC)/10 hours to brew the potion, make an Intelligence and a Wisdom Check (add your proficiency bonus to both) and use the average result against the Craft DC. On a successful check you create one vial of the potion. On a failure, all ingredients are lost. On a failure by 5 or more, roll on the *Brewing Mishap Table*. Should you roll a 20 on the d20 used to make the check, you are able to stretch the ingredients and make 2 vials.

BREWING MISHAP

d6 Effect

- 1 A plume of smoke rises from the cauldron. All creatures next to the cauldron take 3d6 fire damage and are blinded until the end of their next turn.
- 2 The potion burns through the cauldron like acid, destroying the cauldron and extinguishing the hearth.
- 3 The potion is brewed successfully, but disappears from the cauldron and re-appears after 1d6 hours in a location determined by the DM.
- 4 The potion seems to function as normal. Roll a d4 when using the potion. On a 1, the potion has no effect. On a 2-3 the potion affects any creature in the vicinity of the user, but not the user. On a 4 the bottle holding the potion explodes 1d20 hours after brewing, ripping the bottle's container and releasing the potion.
- 5 The brewer suffers from all effects of the potion as if imbued.
- 6 The cauldron vanishes with a loud roar into the sky, showing little concern for upper floors or rooftops.

SHELF LIFE

Potions made using Wyrmtounge are stable for 3d4 days, after which they start to break down and decay. Potions with the stable property retain their effects for one year or longer.

USING POTIONS

Drinking a vial of potion uses an action; the potion's effect occurs immediately unless otherwise stated. If a potion contains *Bloodroot* it can be applied to a sharp weapon or up to three projectiles using an action. The potion on a sharp weapon remains effective for 3 blows and dries after 3 minutes.

A poison containing *Verbrennessel* can be applied to any surface up to one square meter in size and remains effective for 1d4*3 hours after which it dries.