

# 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 a natural environment featuring plants. For every hour you spend procuring, you roll a d4 on the *Procuring Circumstances Table* to see how many components can be found. Add any relevant modifiers from the *Procuring Modifiers Table*.

You then roll d4 + d6 + d8 on the *Ingredient Effects and Rarity Table* to see what components you are able to find. You decide which version, A or B, to use. Note that this choice is permanent for the region you are in.

### 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	-
6-7	3	Ingredient has an additional property specific to the environment it was found in.
>8	4	See previous effect.
Special	2	Choose two ingredients instead of rolling. Includes previous effects.

### INGREDIENT EFFECTS AND RARITY, A

d4 + d6 + d8	Ingredient	Effect	DC
3 or 18	Phönixkraut	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	Verbrennessel	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	Kingsdeath	Deals 10d10 or 35 necrotic damage, whichever is higher. 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	<b>Ingredient</b>	<b>Effect</b>	<b>DC</b>
3 or 18	Phönixkraut	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).	
7	Curatian	Decreases saving throw DCs against a single disease by 5.	+4
8	Everburn	User sneezes and exhales fire in 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.	
9	Evenvein	Prolongs the time a potion can be used by +1d4 days.	+1
10- 11	Wyrmtounge	Stabilizes the potion for 3d4 days. 7 Needed for all potions.	
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 4 voice by 30 db.	
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 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 Check (add your proficiency bonus) 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

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