

Health Potion

Ingredient Cost: 50G

This potion contains a pool of 10 hit points.

When you drink this potion you may heal hit points by drawing hit points from the potion up to the amount it has remaining.

Laudanum

Ingredient Cost: 42G

When you consume this potion, you restore two points of spirit power.

You may benefit from the effects of Ladanum once per long rest.

Antidote

Ingredient Cost: 24G

When you consume this potion, you end any and all effects of poison and disease that a save can end.

Purified Salts

Ingredient Cost: 30G

When you use this salt, you may purify an entity or object and remove the Haunted condition from it/them. If used against undead, the undead must make a DC 10 constitution saving throw, on a fail taking 2d6 radiant damage. Undead that are brought to 0 hit points by this attack are destroyed and cannot regenerate.

Clear-water

Ingredient Cost: 24G

When you consume this potion, you end all Blinding and Delusion effects on you.
When you add this potion to some water, it purifies all harmful substances in the liquid.
One bottle of Clear-water can affect up to 5 gallons of water.

Beastbane

Ingredient Cost: 24G

You may throw this potion to engulf a small area in a foul smelling, quick drying liquid. All beasts and animals in the area must make a DC 13 constitution saving throw,
On a fail, target is afraid of you and must spend its turn running away (save ends).

Ghoststrike Oil

Ingredient Cost: 36G

When you coat a weapon or 10 pieces of ammunition with this oil, for the next ten minutes, any attacks made with that object(s) against an ethereal or an incorporeal entity ignore those qualities.

Herbal Poultice

Ingredient Cost: 24G

During a short rest, you may use this collection of healing medicines in place of a HD for the purposes of healing hit points.

This item can stack up to three.

Jolt Flask

Ingredient Cost: 30G

When you throw this flask at an entity, make a throwing attack, on a hit the target is dazed until the end of its next turn.

Sovereign Glue

Ingredient Cost: 24G

Apply this glue to an object, after a turn the glue dries and the object is affixed to any other object it was

touching at the time.
You may try to pry the objects apart with a DC 20 strength check.

Gunpowder Bomb

Ingredient Cost: 48G

When you throw this bomb, all entities in a small blast must make a DC 13 dexterity saving throw, On a failure, target takes (12) 2d8+2 fire damage.

Smoke Bomb

Ingredient Cost: 48G

When you throw this bomb, all entities in a small blast must make a DC 13 dexterity saving throw, On a failure, target has disadvantage on all their attack checks until the end of their next turn.

Delayed Flame

Ingredient Cost: 18G

When you use this stick of alchemically treated wood, produce a small flame that burns quickly..

Smelling Salts

Ingredient Cost: 18G

When you use these foul smelling salts, immediately wake the target entity up from unconsciousness.

Crypt-Spawn Potion

Ingredient Cost: 60G

When you drink this potion, gain resistance to necrotic and poison damage for the next ten minutes.

Potion of Aptitude

Ingredient Cost: 60G

When you drink this potion, choose a skill and for the next ten minutes gain proficiency in the chosen skill.

Draft of Fortitude

Ingredient Cost: 72G

When you drink the potion, gain the ability to automatically pass a constitution saving throw, of your choice, before you roll it..

This effect lasts until it is used or the end of a long rest.

Draft of Reflexes

Ingredient Cost: 72G

When you drink this potion, gain the ability to automatically pass a dexterity saving throw, or your choice, before you roll it.

This effect lasts until it is used or the end of a long rest.

Draft of Willpower

Ingredient Cost: 72G

When you drink this potion, gain the ability to automatically pass a wisdom saving throw, or your choice, before you roll it.

This effect lasts until it is used or the end of a long rest.

Draft of Clarity

Ingredient Cost: 72G

When you drink this potion, gain the ability to re-roll any ability check, attack roll, or saving throw roll that you

make, you must use the second result.
This effect lasts until it is used or the end of a long rest.

Draft of Life-shield

Ingredient Cost: 72G

When you drink this potion, gain the ability to, when struck by an attack, automatically gain resistance to its damage. This attack cannot bring you below 1 hit point.
This effect lasts until it is used or the end of a long rest.

Draft of Accuracy

Ingredient Cost: 72G

When you drink this potion, gain the ability to grant yourself advantage on any ranged attack you make, you must use this ability before the attack is rolled.
This effect lasts until it is used or the end of a long rest.

Fire Beetle Potion

Ingredient Cost: 60G

When you drink this potion, gain fire resistance and 2d6 temp hit points for the next ten minutes.

Potion of Resistance

Ingredient Cost: 84G

When you drink this potion, gain resistance to one of the following elements for the next hour;

- **Fire**
- **Frost**
- **Earth**
- **Wind**
- **Water**
- **Lightning**
- **Ice**
- **Thunder**
- **Acid**
- **Poison**

Potion of Storm Shield

Ingredient Cost: 60G

When you drink this potion, gain resistance to lightning and thunder damage for the next ten minutes.

Potion of Vigor

Ingredient Cost: 72G

When you drink this potion, gain 4d6 temp hit points for the next hour.