

Dresdtinn's Grimoire: Recipes for the Alchemical Art

Recipes

Common

Soothsalts

Soothsalts are derived from a naturally occurring crystalline. Soothsalts are consumed orally in lozenge-sized doses, and frequent users can be identified by the telltale crimson stain around their mouths. A creature subjected to a dose of soothsalts gains advantage on all Intelligence checks for 1d4 hours.

For each dose of soothsalts consumed, the creature must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion—an effect which is cumulative with multiple doses.

Soothsalts may be worth as much as 150 gp to the right buyer, but is often illegal to trade.

Ingredients: Soothsalt Geode

Bottled Breath

This bottle contains a breath of elemental air. When you inhale it, you either exhale it or hold it.

If you exhale the breath, you gain the effect of the gust of wind spell. If you hold the breath, you don't need to breathe for 1 hour, though you can end this benefit early (for example, to speak). Ending it early doesn't give you the benefit of exhaling the breath.

Ingredients: Air elemental wisp

Potion of Healing

You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated. It confers no benefit to undead or constructs.

Ingredients: Red Amanita Mushroom

Uncommon

Lesser Potion of the Weave

Vibrant blue and deeply purple, studded with dots of white and silver, this potion reminds of the night sky. When agitated, it lets out a soft, purple light. After drinking this potion, the user regains 2 spell slots of their choice.

Ingredients: Pixie's Parasol, Silverthorn

Potion of Greater Healing

You regain 4d4 + 4 hit points when you drink this potion. The potion's red liquid glimmers when agitated. It confers no benefit to undead or constructs.

Ingredients: Red Amanita Mushroom (2)

Potion of Waterbreathing

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

Ingredients: Gillyweed, Water Elemental Droplet

Rare

Potion of Mind Reading

When you drink this potion, you gain the effect of the detect thoughts spell (DC 13 Wisdom saving throw) for 10 minute. The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

Ingredients: Mindflayer Stinkhorn, Moonstalker

Very Rare

Ink, Spell Writing (Very rare)

1 ounce bottle used in the writing of spells. Can be used for Level 9 spells, both for scrolls and in books.

Ingredients: Charcoal, finely ground iron, Willowshade Oil (2)

Ingredients

Soothsalt Geode

A geode covered in a crystalline substance that can be extracted into soothsalts.

Rarity: Rare (DC 20), Common (DC 10, only in the Miskath pit)

Gather Gathering: Pickaxe or Crowbar (DC 10) (no modifier)

Quantity: 1d4 Geodes

Location: Blightshore

Air elemental wisp

When an air elemental's summoned form is dispersed, it leaves behind small clumps of dust that continue to carry trace amounts of elemental energy. These need to be collected quickly in specialised containers to prevent further degradation. If collected properly, they can then be used to craft an elemental gem. Requires enchanted vial.

Can be found in desert and mountain areas.

Water Elemental Droplet

When a water elemental's summoned form is dispersed, it leaves behind small balls of foam that continue to carry trace amounts of elemental energy. These need to be collected quickly in specialised containers to prevent further degradation. If collected properly, they can then be used to craft an elemental gem. Requires enchanted vial.

Can be found in swamp and underwater areas.

Red Amanita Mushroom



This red-capped mushroom can grow to the size of a small dish. It deals 1d4 poison damage when ingested, but can be used to brew healing potions by a careful herbalist.

Gather Rarity: Common (DC 10)

Gathering: Herbalism Kit (DC 10)

Quantity: 2d4 stalks

Location: Swamps, Forests

Silverthorn

This thorny vine is a pale silver color, and is hard as metal. Patches of silverthorn create difficult terrain, and deal 1d6 piercing damage if moved through at normal speed.

Gather Rarity: Rare (DC 20)

Gathering: Herbalism Kit (DC 15)

Quantity: 1d6 thorns

Location: Arctic, Mountains

Gillyweed



This emerald green kelp is found underwater and is always covered in tiny air bubbles, which makes it easy to spot by a trained herbalist.

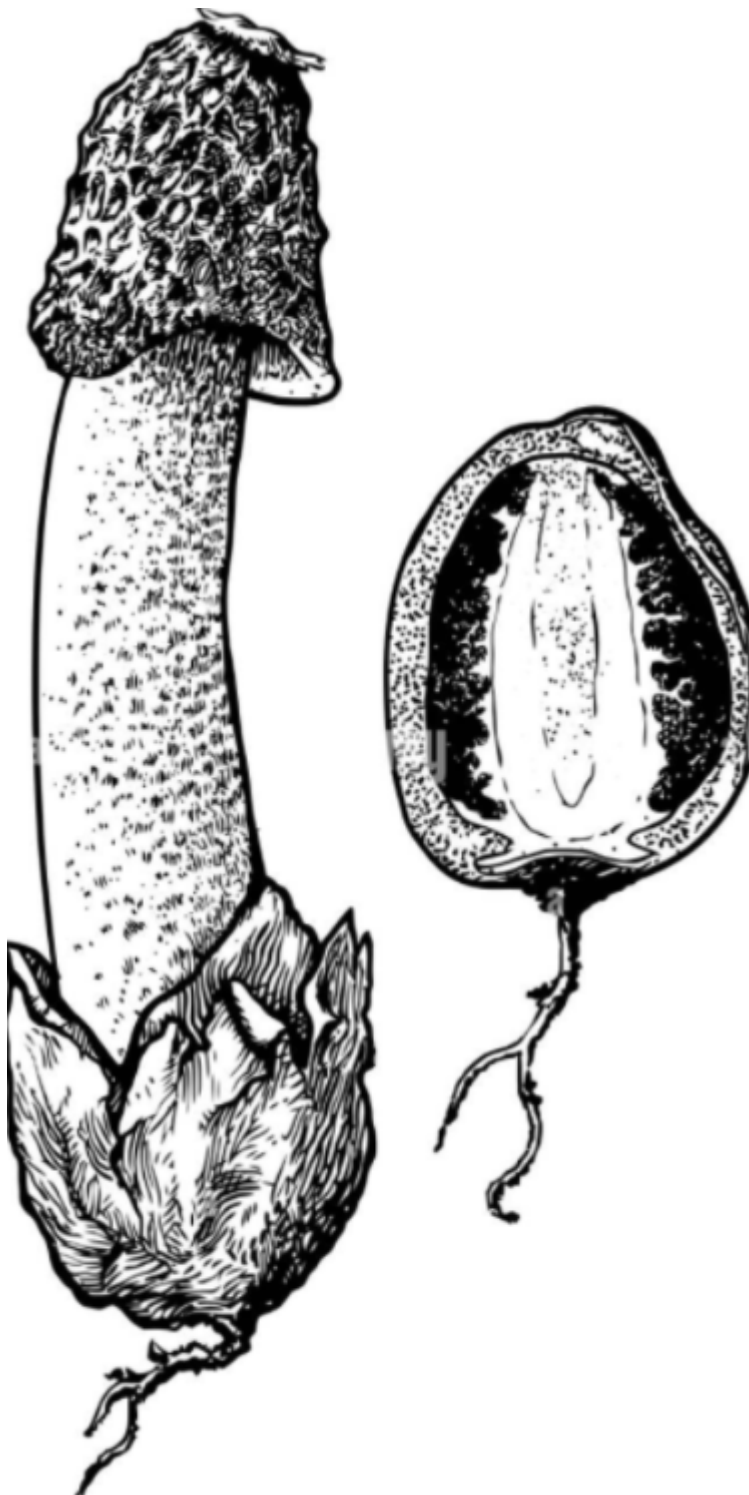
Gather Rarity: Common (DC 10)

Gathering: Herbalism Kit (DC 10)

Quantity: 2d4 leaves

Location: Coasts, Swamps

Mindflayer Stinkhorn



This purple fungus has slimy, tentacle-looking stalks and smells of rotting flesh. A creature who eats this fungus must make a Constitution saving throw (DC10). On a success, the creature can cast detect thoughts at will for 1 hour, requiring no material components. On a failure, the creature takes 1d6 psychic damage.

Gather Rarity: Uncommon (DC 15)

Gathering: Herbalism Kit (DC 10)

Quantity: 1d4 stalks

Location: Underground

Moonstalker



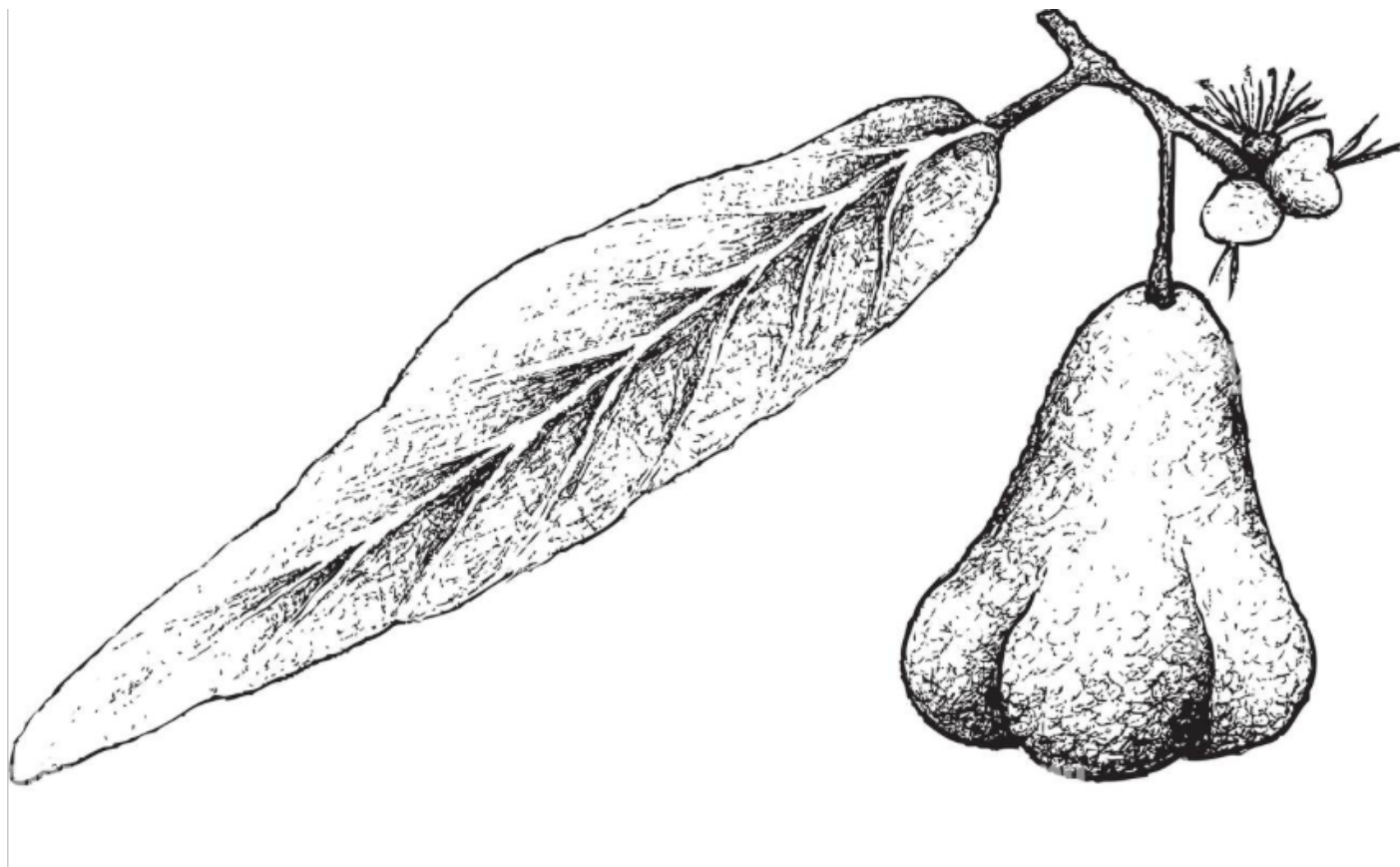
This pale blue flower grows in pairs and blooms only during the nighttime, and has an ethereal glow. The flower sheds dim light for 5 feet when blooming, and is often mistaken for glowing eyes from a distance.

Gather Rarity: Rare (DC 20)

Gathering: Herbalism Kit (DC 10)

Quantity: 1d4 x2 flowers
Location: Coasts, Swamps

Willowshade Fruit



A pepper shaped fruit with great digestive aiding properties. Can be distilled into willowshade oil.

Gather Rarity: Uncommon (DC 15)
Gathering: Herbalism Kit (DC 15)
Quantity: 1d8 fruit
Location: Swamps, Coasts, Riversides