



GROM'S GUIDE TO POTION BREWING

AN ADVENTURER'S GUIDE TO HERBOLOGY AND THE BENEFITS OF BREWING YOUR OWN POTIONS.



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In an adventurer's guide to Herbology and the benefits of brewing your own potions. This manual will teach you all you need to know about where to search for and harvest exotic plants and how to brew powerful potions. You must possess an Herbalism Kit to harvest these plants.

HERBALISM KIT

Players Handbook 5e pg 154

This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and potions of healing.

HARVESTING COMPONENTS

During a long or short rest, you can search for exotic plants nearby. Choose a plant from the Potion and Oil table that is in your current region and roll a Survival Check vs the DC of the plant. If you make the check, roll 1d4 to see how many you harvest.

BREWING POTIONS

To brew a potion, you must have the required number of plants as stated in the # to Brew section of the Potion and Oil table. Potions are brewed in towns only. The equipment to brew them can be found in an alchemist, potion, or herbalist shop. Not all potions are created equal. Ask your DM how many potions you can make during your stay in town.

POTION AND OIL

Name	Buy at Shop	Plant Name	Region	DC / Harvest Amount	# to Brew
Endure elements	50 gp	Palma Eldath	Mountains (Cold)	10 / 1d4	14
Remove fear	50 gp	Pattran	Forest	10 / 1d4	15
Climb	50 gp	Laumspur	Caves (Underdark)	12 / 1d4	14
Healing	50 gp	Healwell	All	12 / 1d4	14/28/42/56
Hide from undead	50 gp	Laishaberry	Swamp	12 / 1d4	15
Magic fang	50 gp	Leopard's Bane	Grassland	12 / 1d4	14
Enlarge/Reduce person	250 gp	Jaffray	Desert	14 / 1d4	14
Barkskin	300 gp	Ironhard	Hills	15 / 1d4	15
Lesser restoration	300 gp	Mountain Garlick	Mountains (Cold)	15 / 1d4	16
Remove paralysis	300 gp	Orach	Forest	15 / 1d4	14
Truth	600gp	Olus Veritis	Rivers	17 / 1d4	16
Tongues	750 gp	Hart's Tongue	Forest (Rainy)	20 / 1d4	15
Flame arrow (oil)	750 gp	Kelventari	Desert	20 / 1d4	15
Neutralize poison	750 gp	Land Caltrops	Forest (Rainy)	20 / 1d4	16
Remove disease	750 gp	Lungwort	Caves (Damp)	20 / 1d4	15
Water breathing	750 gp	Maruera	Mountains (Rainy)	20 / 1d4	15
Rage	750 gp	Nightcall	Desert	20 / 1d4	15
Remove curse	750 gp	Pallast	Swamp	20 / 1d4	16
Speed	1500 gp	Larnurma	Jungle	25 / 1d4	16
Revivify	1500 gp	Pargen	Jungle	30 / 1d1	8

PLANT DESCRIPTIONS

HART'S TONGUE

Region: Forest (Rainy)
Plant Sell Price: 46 gp
Potion: Tongues

This fern resembles a deer's tongue. A single frond is combined with milk and left to ferment. The potion allows you to speak another language you can hear for 24 hours.

HEALWELL

Region: All
Plant Sell Price: 3 gp
Potion: Healing

This vine has round purple fruit, which are about the size and consistency of blackberries. When eaten, this fruit will heal 2 hit points per fruit. These fruits cannot be dried and will rot within two weeks of picking. However, the juice of these fruits can be pressed and combined with citrus to keep it fresh for an almost unlimited life. Rubbing this juice into the recipient's skin will ease muscle pains.

This recipe can be doubled to create an even more concentrated dose. See table below.

POTIONS OF HEALING

Potion of ...	Rarity	HP Regained	# to Brew
Healing	Common	2d4 + 2	14
Greater healing	Uncommon	4d4 + 4	28
Superior healing	Rare	8d4 + 8	42
Supreme healing	Very rare	10d4 + 20	56

IRONHARD

Region: Hills
Plant Sell Price: 17 gp
Potion: Barkskin

This 2 foot high plant has dark blue leaves with a thick white hair growth on the underside. It has many small yellow 6 leaved flowers. The plant has a milky white sap, which can be combined with a meat gravy to produce a potion. The potion will harden the target's skin and make it bark-like in appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing. Effects last for 1 hour.

JAFFRAY

Region: Desert
Plant Sell Price: 14 gp
Potion: Enlarge/Reduce Person

A clove-like herb that is normally ground up and sprinkled into other dishes or drinks as flavoring. The herb has a mildly cinnamon-like flavor, and its potency is not affected by being cooked. In Potion form it will allow one creature to Enlarge/Reduce its size by one. Effects last for 10 minutes.

Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category—from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the duration ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage.

Reduce. Opposite effects as Enlarge. See spell for more details.

KELVENTARI

Region: Desert
Plant Sell Price: 45 gp
Potion: Flame Arrow (oil)

If the crushed Kelventari berries are added to a mixture of oil and ox dung, a sticky flamable solution is made. Can be poured over 20 arrow heads or 20 bolts to create projectiles that ignite on impact dealing + 1d6 Fire damage.

LAISHABERRIES

Region: Swamp
Plant Sell Price: 3 gp
Potion: Hide from Undead

Also known as "fruit of silence", grows on dark green, knee-high bushes. The leaves of the bushes are hard and waxy. Concealed under the leaves, the red, cherry sized berries grow. The bush grows small, fragrant, wax blue flowers. The berries, which are equally fragrant, begin as hard white fruits, turning soft, red, and juicy as they ripen. The berries taste quite bland themselves, although they can be used to add a special taste to all kinds of jellies. When ripe, the berries can be used to create a potion that can hide a person from the Undead for 1 hour.

LAND CALTROPS

Region: Forest (Rainy)
Plant Sell Price: 45 gp
Potion: Neutralize Poison

Soak spiky blossoms in Olive oil before smashing in a pestle. Combine with spearmint and boil till liquid is green. The herb has no effect against instant death poisons. Potion will affect one creature. If more than one poison afflicts the target, you neutralize only one poison that you know is present, or you neutralize one at random. For 1 hour, the target has advantage on saving throws against being Poisoned, and it has Resistance to poison damage.

LARNURMA

Region: Jungle

Plant Sell Price: 180 gp

Potion: Speed

Larnurma is a small flowering plant with bright yellow flowers. Its pale green leaves secrete an oil which is renowned for its ability to speed up the mind and body. When you drink this potion, you gain the effect of the haste spell for 1 minute (no Concentration required). The potion's yellow fluid is streaked with black and swirls on its own.

HASTE

Until the effects end, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

LAUMSPUR

Region: Caves (Underdark)

Plant Sell Price: 3 gp

Potion: Climb

This is a white plant that grows small red flowers covered in tiny hooked hairs. When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb.

LEOPARD'S BANE

Region: Grassland

Plant Sell Price: 3 gp

Potion: Magic Fang

Crush spotted leaves with pestle and a spoonful of salt water then roll into little balls and place in a jar of raspberry juice. Effects are reported to cause teeth or nails to grow long and feral for 1 hour. +1 to Hit and Damage to unarmored attacks for any one creature.

LUNGWORT

Region: Caves (damp)

Plant Sell Price: 45 gp

Potion: Remove Disease

This plant has broad leaves covered with dark spots, resembling diseased lungs. Steam the leaves and add peppermint for taste. Potion will cure one disease.

MARUERA

Region: Mountains (Rainy)

Plant Sell Price: 46 gp

Potion: Water Breathing

In appearance this tree looks much like any other. It can be identified by its vivid green leaves. These leaves when chewed produce large amounts of oxygen from the carbon dioxide already in the persons breath. The leaves are often boiled in distilled water. A potion of this plant will allow the recipient to survive without needing to breathe, even underwater, for 2 hours.

MOUNTAIN GARLICK

Region: Mountains (cold)

Plant Sell Price: 18 gp

Potion: Lesser Restoration

This herb is said to repel evil spirits. When roasted and combined with ginger, sugar, and soda water it creates a strong curing potion. As a potion, it has been known to restore any one condition such as Blinded, Deafened, Paralyzed, or Poisoned.

NIGHTCALL

Region: Desert

Plant Sell Price: 46 gp

Potion: Rage

A blue-grey herb smelling faintly of nutmeg that heightens the user's senses. Prolonged use or overdose causes photosensitivity, distraction and nervousness, and may even result in fits of anger. Nightcall gradually dyes the long-term user's hair, teeth, nails, horns, or scales midnight blue. Extract oils from herb and combine with a strong mead. Allow ingredients to meld and potion is ready. Potion will cause creature to go into a rage.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength Checks and Strength saving throws.
- When you make a melee weapon Attack using Strength, you gain a +2 bonus to the damage roll. This bonus increases as you level.
- You have Resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast Spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked Unconscious or if Your Turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on Your Turn as a Bonus Action.

OLUS VERITIS

Region: Rivers

Plant Sell Price: 37 gp

Potion: Truth

Olus Veritis is pale green in color and grows right on the edge of rivers. The leaves are rough in texture, and have tiny thorns all along their edges. A leaf should be baked in an oven and then dragged across the skin of a strawberry cutting the flesh very slightly. Soak berries in lemon water, strain and bottle liquid. The recipient, must make a DC 15 Constitution saving throw or be compelled to answer all questions, absolutely truthfully for the next $1d6 \times 10$ minutes.

ORACH

Region: Forest

Plant Sell Price: 17 gp

Potion: Remove Paralysis

Orach grows to about 3 or 4 feet in height. It has a whitish stalk, pale green leaves and greenish-white flowers. The seeds must be gathered, bruised and left to stand in pure alcohol. The herb will cure paralysis. It leaves a yellow color in the skin. Spoon potion in mouth of paralyzed creature to keep from coughing.

PALLAST

Region: Swamp

Plant Sell Price: 45 gp

Potion: Remove Curse

"Pallast" is a compound found on the pale, papery bark from willows and the roots of marshmallows. When ground together and imbibed, Pallast cures minor aches and pains, especially headaches and pain from abscessed teeth, sore muscles, and so forth. Pallast itself is a very bitter pale powder, and is usually served in a heavily sweetened tea. (Relieves minor pains but does not restore lost hit points.) Potion will remove all curses affecting one creature. If creature is cursed by an object, or a cursed magic item, its curse remains, but the spell breaks its owner's Attunement to the object so it can be removed or discarded.

PALMA ELDATH

Region: Mountains (cold)

Plant Sell Price: 2 gp

Potion: Endure Elements

This herb when slowly brewed for a potion keeps a person warm for 8 hours, and prevents them from suffering from exposure. This can mean the difference between life and death.

PARGEN

Region: Jungle

Plant Sell Price: 180 gp

Potion: Revivify

A single berry from the Pargen flower will restore a person to life. Cook over a fire then peel and remove seeds. The roasted fleshy meat of the berry is crushed into a thick paste and added to holy water to boil. Like the Revivify spell, a creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age. Nor can it restore any missing body parts.

PATTRAN

Region: Forest

Plant Sell Price: 2 gp

Potion: Remove Fear

The root of a small, shrub-like plant with dark green, shiny leaves and thorns, Pattran is used to relax the muscles and encourage sleep. In mild dosages, Pattran causes a general feeling of relaxation, eases sore, strained or sprained muscles, and similar aches. Pattran can cause sleepiness. It tastes like a combination of mint and rich soil. In a Potion, Pattran will remove fear of one creature.

ROLE PLAYING TIPS

To enhance role playing, the DM may ask heroes to pay a small cost to rent a shop's equipment to brew potions. If you do, make it a small cost. If players form a relationship with the shop owner they may be able to sell their potions there exclusively.

The DM should also decide which potions a town will buy from players. For example, some towns, like those fearing undead, will pay top gold for Hiding from Undead, other towns won't.

DM discretion is used when determining how long it takes to brew potions and how many you can brew in that time.

To reward players, add herbs and plants to treasure found on enemies or in dungeons. Create quests around the more exotic plants. Random encounters can also help balance greedy players.

If players mix potions, refer to the Dungeons Masters Guide 5e page 140.

ADVANCED BREWING

The potion brewing system was balanced using the Survival skill, needing an Herbalism Kit, and searching by Region. Players can sell individual plants using the sell price in the descriptions. To further expand the experience of potion brewing, here are some magical items players can buy, find, or quest for.

FINE STEEL CLIPPERS

Masterwork clippers used to harvest exotic plants. +1 to harvesting. *Weight 1 lb.*

GROM'S GARDENING GLOVES

Magical gloves made by elves to allow the wearer to harvest without hurting the plant. The gloves form perfectly to the wearer's hands when equipped. No attunement needed. Use 1d6 instead of 1d4 for harvesting rolls. *Weight 1/2 lb.*

LIMITED EDITION PLANT BOOK

Book contains beautifully illustrated pictures of each plant used for brewing potions. Advantage on Survival check when looking for plants. *Suggested price 1000gp. Weight 3 lb.*

INSTA-BOIL POT

Magical pot that instantly boils liquids placed inside. Cuts potion brewing time in half. *Weight 5 lb.*

ATTRIBUTION

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TOOL USED:

[Homebrewery](#)

REFERENCES:

D&D Players Handbook 5e, D&D Dungeons Masters Guide 5e, [The Guide to Herbs for RPGs](#)

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