

The Advanced Alchemist's Guide to herbs and the art of Brewery

Pax

Pax was given its name for its ability to grow well in almost any environment which is not too cold. It can go long periods of time without water or tending. It is surprisingly repellent to weeds.

Has healing properties and aids in digestion and reducing anxiety.

Can be found in greatest quantities in the plains and forests from the south-west to the north-east.



Use for health potions of regular potency.

TEA

Makes lovely tea. Three petals in a mug of water.
Add sugar.

Silver Sorrel

Silver Sorrel is said to have strengthening properties for those that consume it. It can be chewed or put into a brew. When crushed, it can be made into a poultice for burns.

Include wild onion in poultice to repurpose it for breaking fevers.

Grows in dry as well as moist areas. This includes grasslands and the base of mountains.



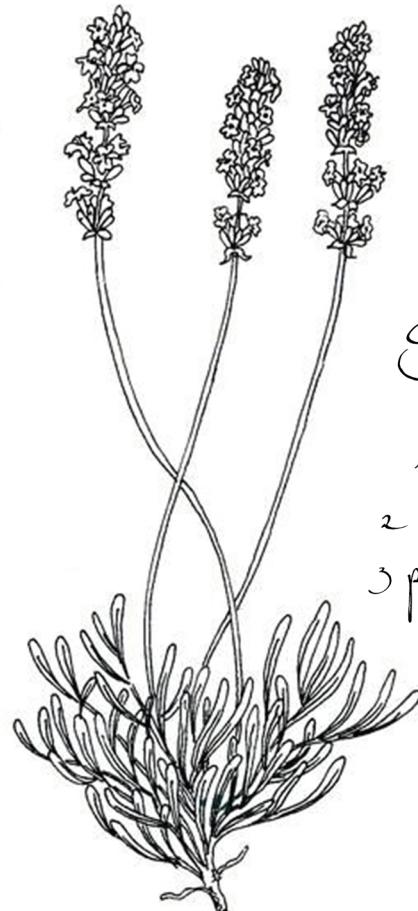
Fever
Poultice
2 wild onion
bulbs
crushed with
milk fat and
silver sorrel
petals).

Carys

Carys is sickeningly sweet, and in excess, can make a patient highly energized. This, however is usually followed by a hard crash during which the person enters a blackout sleep.

This, mixed with Plum Shade leaves makes for a great sleeping potion.

Can be found near a variety of trees in moist areas, growing out of



Sleep Times:

- 1 petal - 6 hrs
- 2 petals - 14 hrs
- 3 petals - 24 hrs

Felicitas

Felicitas induces a highly euphoric state. It can create an effect which lasts up to +20 days.

Grind buds into fine pieces. Roll into a leaf or rice paper, then smoke like you would a cigar.

This herb requires moisture to grow. It should be harvested before it reaches the bloom state. Blooms smell awful and aren't any good to the smoker.

It appears there are different strains.

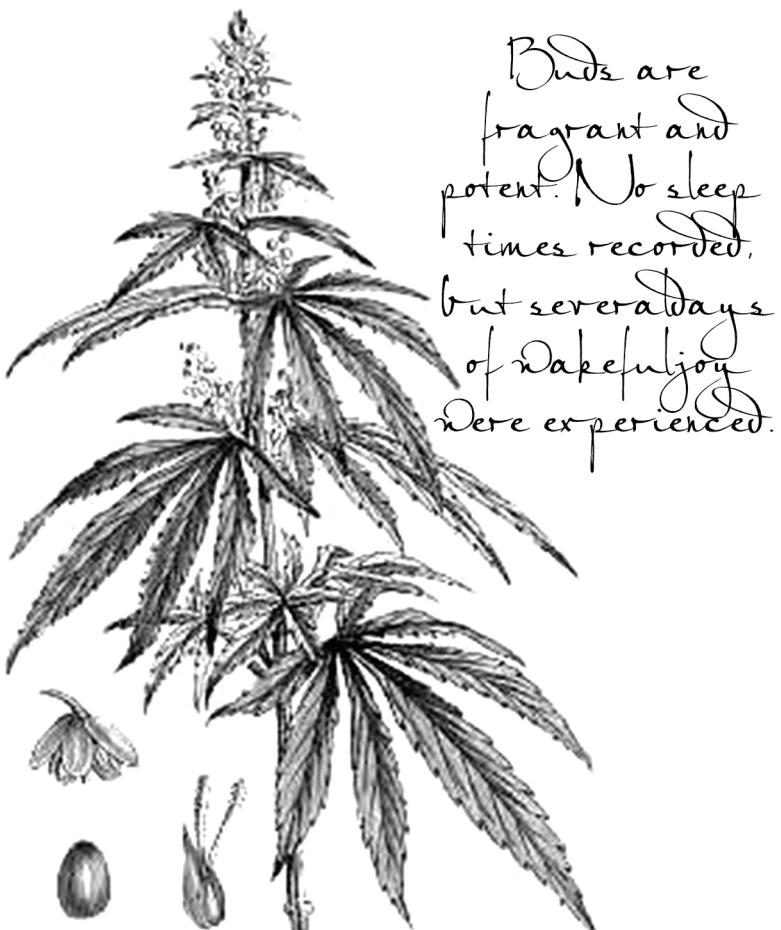
More notes on following page.



Felicitas Alacritas

Felicitas Alacritas increase the imbibers energy levels. One feels the incredible euphoric effects of the plant, but it is paired with increased energy, mood-elevation and happiness.

See notes for Felicitas for growth locations and conditions as well as how to consume said leaf.



Buds are fragrant and potent. No sleep times recorded, but several days of wakeful joy were experienced.

Felicitas Dormeo

Felicitas Dormeo induces incredible euphoria, but it also causes one to sleep for sometimes up to days.

This herb is efficacious for sleeping potions.

Mix two Dormeo leaves with sugar and orange pulp. Brew for an hour. Store for at least a week to allow the ingredients to marry. Mix with juice to disguise its flavor.

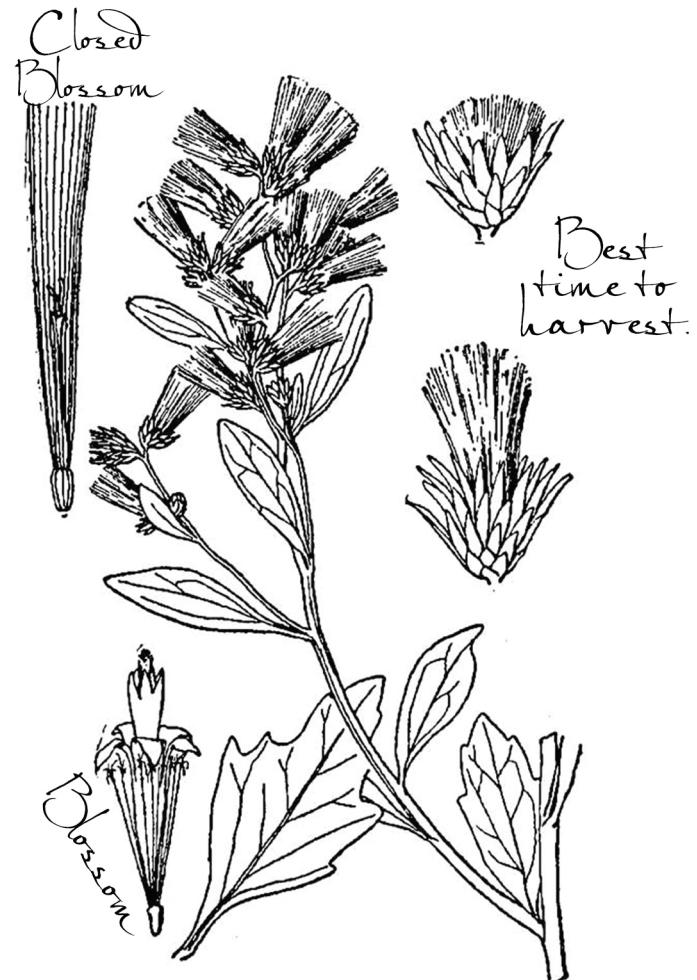


Gold Bloom

Gold Bloom increases the imbiber's size. If done recklessly, the user can grow at an exponential rate. This may cause the person to explode.

Gold Bloom also makes for a handsome centerpiece. Keep out of reach of children and... maybe also young adults who want to be grown up.

This herb grows in the plains, but not in forests.



Plum Shade

Plum Shade is useful as both a fruit and a leaf. The leaves have the quality of inducing sleep. The fruit is great for many uses including making pies, desserts, teas, jams and juices.

Mix Plum Shade leaves with Cayenne for a useful sleeping potion.

Younger fruits make for the best tea. Seeds are best harvested from fully mature fruit.

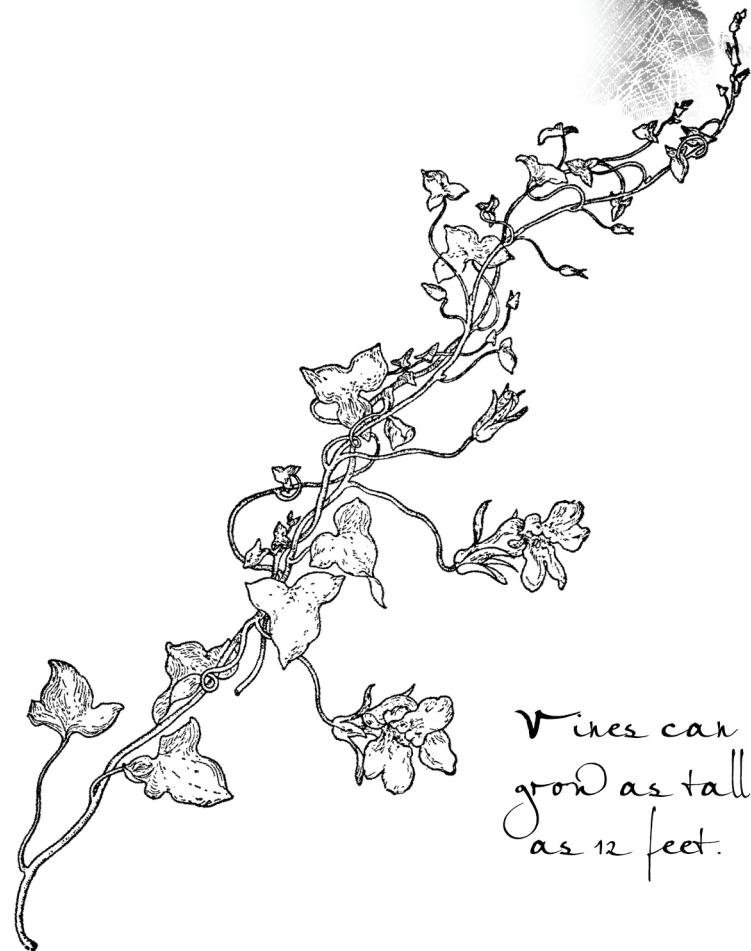


Sour Vine

Sour Vine should not be consumed unless absolutely necessary. It tastes vile and bitter. It also causes the persons bowels to ache and produce gas.

When mixed with Pax, the effects evens out and creates a Potion of Gaseous Form.

This vine is rare and is found in moist areas where it cannot be disturbed.



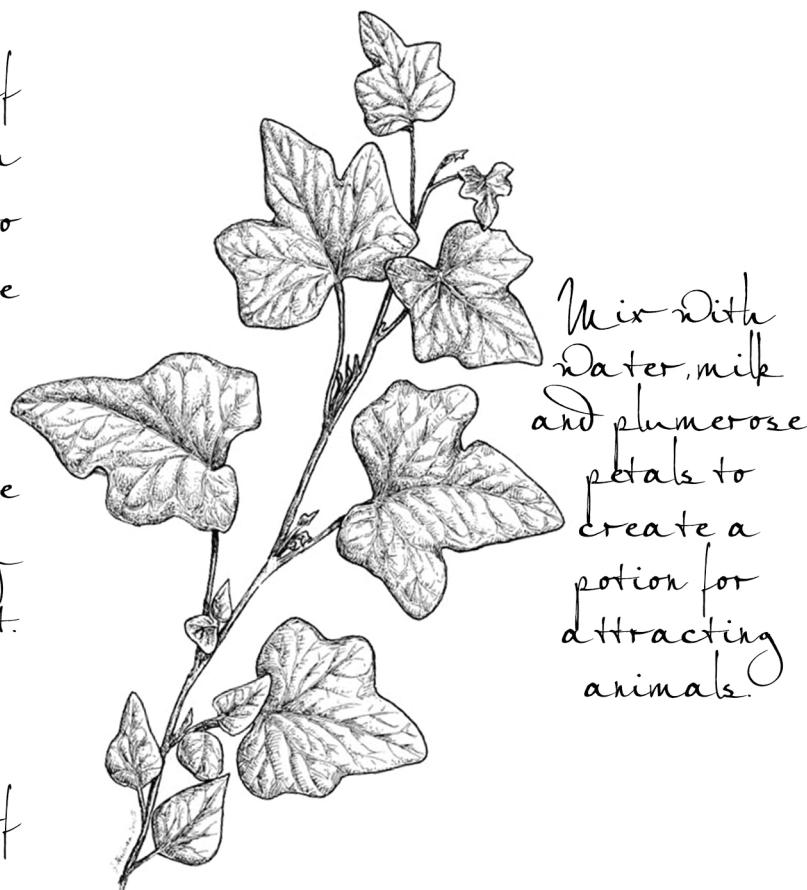
Vines can grow as tall as 12 feet.

Sweet Vine

Sweet vine can purify water if steeped in water for long enough with a mixture of salt. Make sure to strain out the mixture from the water before drinking.

Animals find Sweet Vine intoxicating and will immediately befriend the herbalist offering it. The effects last for an hour.

Sweet vine grows with the aid of lots of sunshine and water.



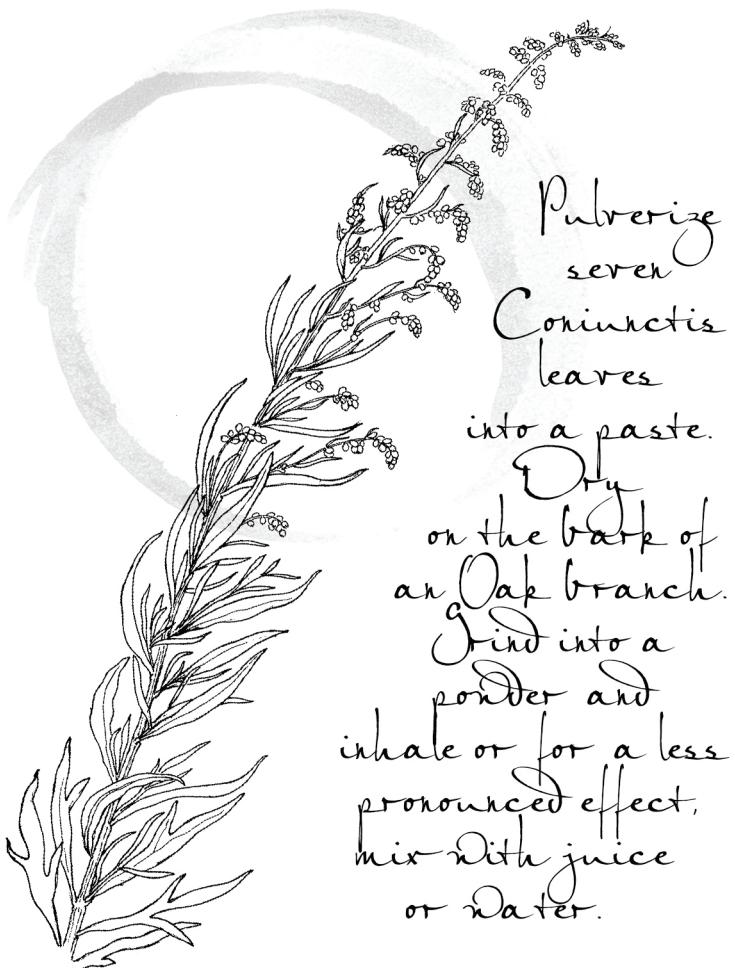
Mix with water, milk and plumerose petals to create a potion for attracting animals.

Coniunctis

Coniunctis, which in the old language means 'concentration,' has the singular purpose of increasing the concentration of consumers.

I used it myself in my collegiate days in order to stay awake and make top marks on examinations.

Coniunctis grows exclusively in patches. Without fellow plants nearby, a single plant will wither and die.

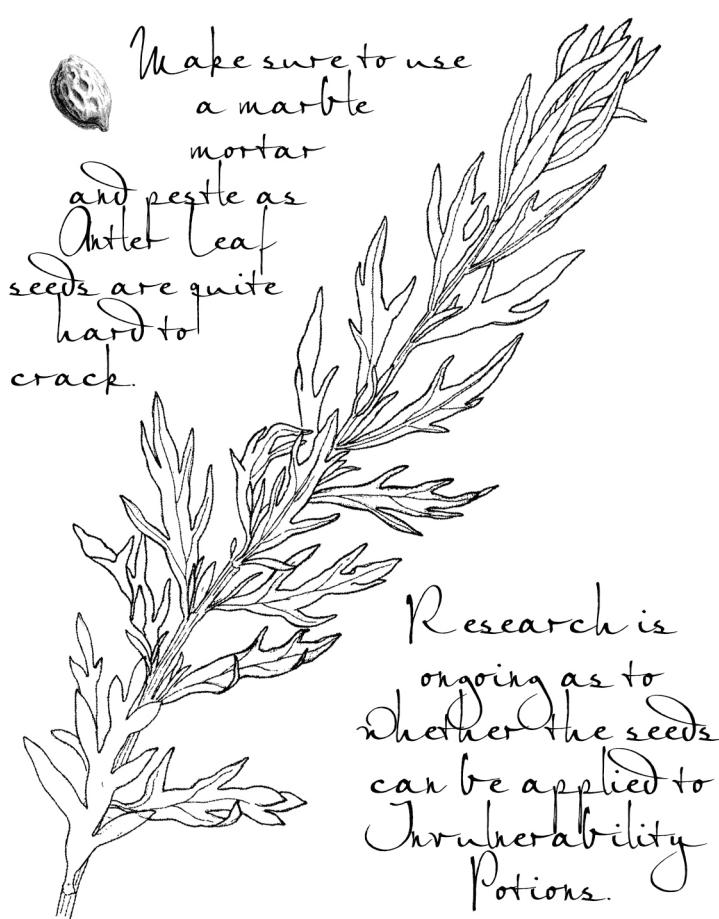


Antler Leaf

Antler Leaf is one of the oldest known ingredients in the Potion of Longevity. Mixed with Pax, it can reduce the physical age of the imbiber by varying degrees.

To four pubverized Pax leaves, add boiling water and crushed Antler Leaf seed powder.

Overuse of this potion can make the imbiber incredibly sick. This potion can be used only a few times a year.



Algarum

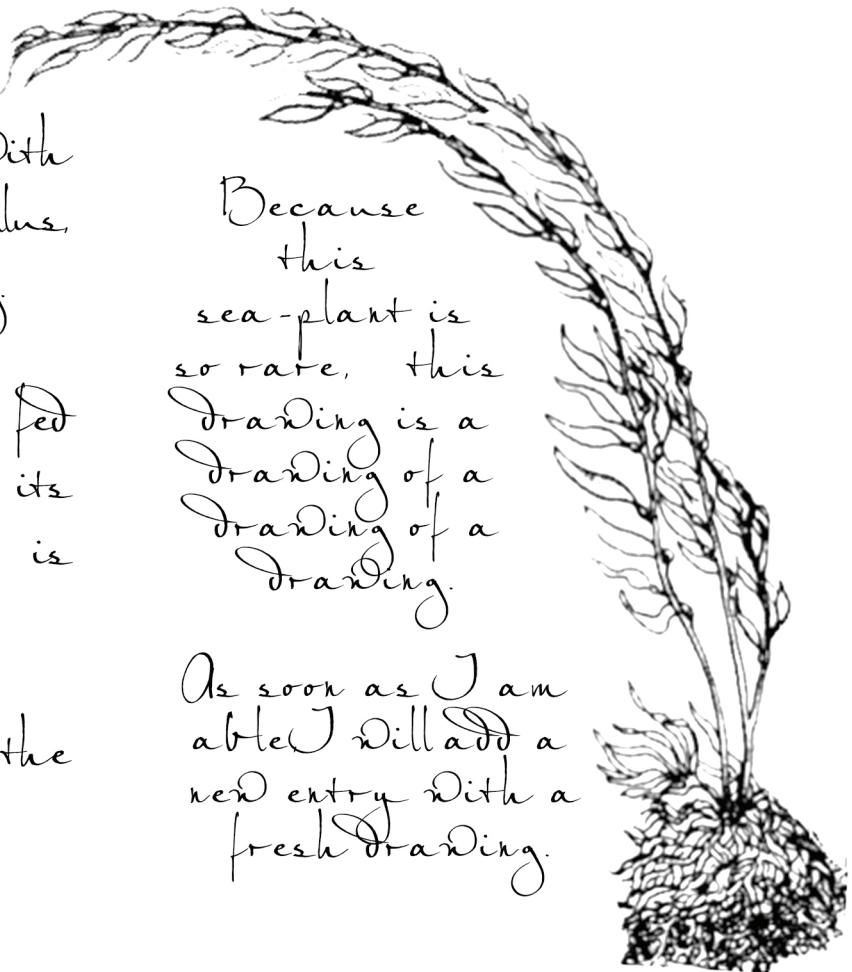
This sea-plant, when mixed with salt-water and *Mentha Novellus*, allows for underwater breathing.

This uncommon herb must be fed to a jellyfish and "processed" by its digestive system before it is effective.

It is not fun to remove from the jellyfish.

Because this sea-plant is so rare, this drawing is a drawing of a drawing of a drawing.

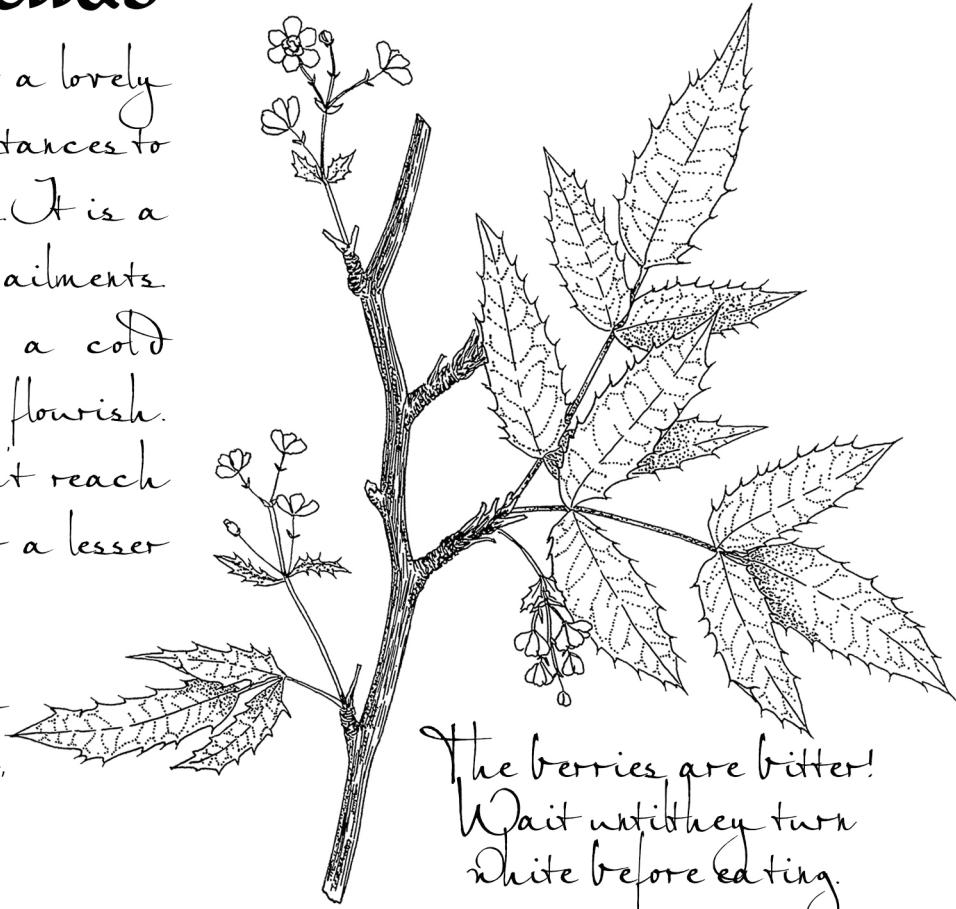
As soon as I am able I will add a new entry with a fresh drawing.



Mentha Novellus

Mentha Novellus makes for a lovely tea. Its properties create resistances to a number of harmful effects. It is a great cure-all for many ailments. *Mentha Novellus* requires a cold environment in order for it to flourish. In mild environments, it won't reach maturity, but can be used to a lesser effect.

Crush and mix with berries for a poultice, or boil in fresh, salt-free water to make tea.



The berries are bitter! Wait until they turn white before eating.

Fade Leaf

Fade leaf glows faintly in moonlight and is transparent in sunlight. It's pale blue in color when not glowing.

This leaf can be used to create invisibility potions. Its leaves have a medicinal quality and aid in healing.

Fade leaf only grows in a place called Moonshadow in the Forest of Ebindel.

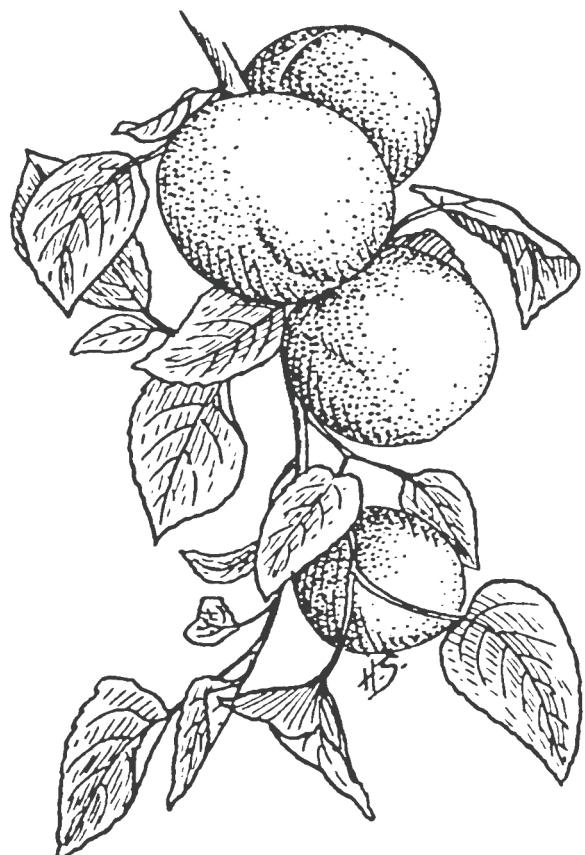


Fire Berry

This berry can be added to food to make it spicy. These berries, regardless of the season are warm to the touch. They are best picked when they are in clusters of five or more.

Take care! These can burn you if they are overripe.

Ferment berries into a juice, then mix with sugar to create a syrup. Mix with volcanic ash to make a potion of Fire Breathing.



Orbis Flask

Orbis bottles work well for potions which need to be stored for long periods of time. They allow herbs to marry with liquids well. Their thin necks keep potions from breathing too much.



Orbis Flask
filled with Potion of Clairvoyance

Quadrum Flask

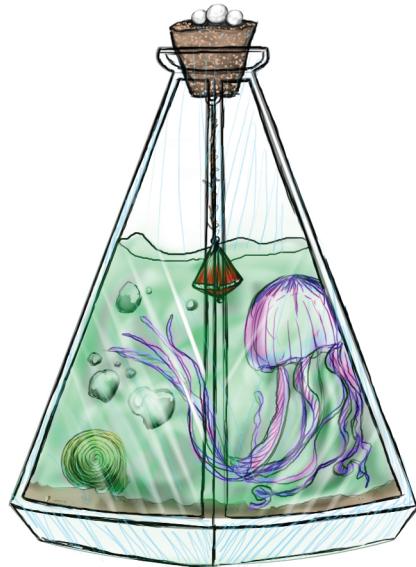
This flask is the standard flask for regular mixing and storing. This flask is best for potions that have finished processing. Its typically proportionate walls keeps mixtures stable. It also makes for a good fermentation container.



Quadrum Flask made of red glass
filled with Potion of Climbing

Pyramis Flask

Pyramis flasks are pyramidal in shape. Potions with thicker formulas settle well and evenly on the bottom of these flasks. When one is without a funnel, components can be dripped down the inner walls of this flask to join the base fluids.



Pyramis Flask
filled with
Potion of Water Breathing

Procerus Flask

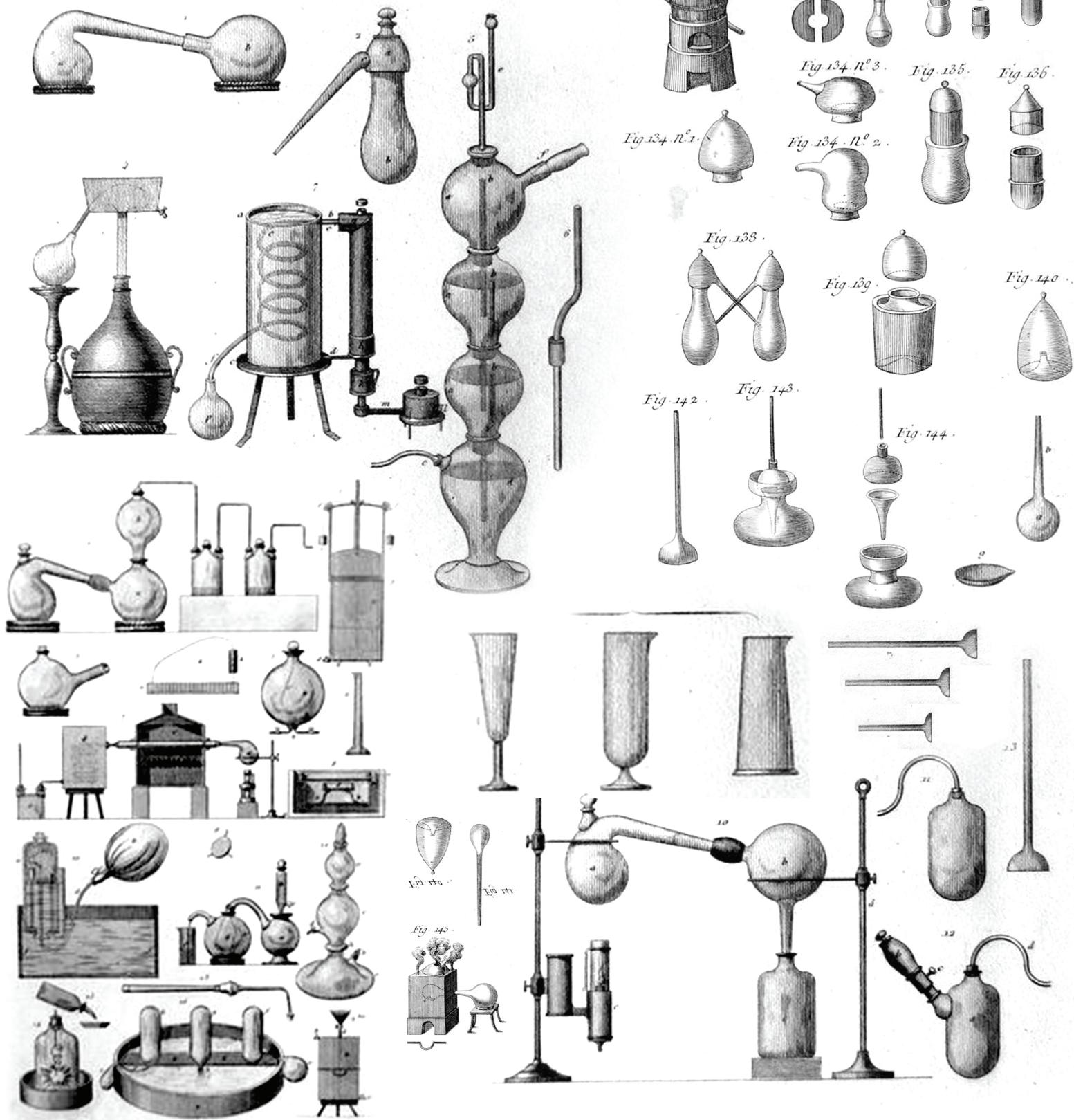
Procerus flasks are ideal for steeping tall herbs and flowers on stems inside of liquids. These are also ideal for vaporous potions that must be shaken at intervals.



Procerus flask used to condition a plant
for increased rate of growth

Droppers and Mixers

Droppers and mixers vary.
Consult your recipe for the
recommended implements.



Recipes

Vial of Acid

As an action, you splash the contents of this vial onto a creature within five feet of you, or throw the vial up to twenty feet, shattering on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2D6 Acid Damage.

Common

Alchemist's Fire

This sticky adhesive fluid, ignites when exposed to air. As an action, you can throw this flask up to twenty feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1D4 Fire Damage, at the start of each of its turns. A creature can end this damage by using its action to make a DC10 dexterity check to extinguish the flames.

Common

Antitoxin

A creature that drinks this vial of liquid gains advantage on saving throws against poison for one hour. No effect for undead or constructs.

Common

Potion of Climbing

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. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

Common

Potion of Animal Friendship

When you drink this potion, you can cast the animal friendship spell (Save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view; a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

Uncommon

Potion of Fire Breath

After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 dexterity saving throw taking 4D6 Fire damage on a failed save or half as much on a successful save. The effect ends after you exhale fire three times or when 1 hr has passed. This potion's orange liquid flickers and smoke fills the top of the container and wafts out whenever it is opened.

Uncommon

Recipes

Potion of Water Breathing

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.

Uncommon

Potion of Growth

When you drink this potion, you gain the "enlarge" effect of the enlarge/reduce spell for $1d4$ hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

Uncommon

Potion of Poison

This concoction looks, smells, and tastes like a potion of healing or other beneficial potion. However, it is actually poison masked by illusion magic. An identify spell reveals its true nature. If you drink it, you take $3d6$ poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take $3d6$ poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by $1d6$. The poison ends when the damage decreases to 0.

Uncommon

Potion of Resistance

When you drink this potion, you gain resistance to one type of damage for 1 hour. The GM chooses the type or determines it randomly from the options below.

d10 Dmg Type d10 Dmg Type

- | | |
|-------------|------------|
| 1 Acid | 6 Necrotic |
| 2 Cold | 7 Poison |
| 3 Fire | 8 Psychic |
| 4 Force | 9 Radiant |
| 5 Lightning | 10 Thunder |

Uncommon

Potion of Clairvoyance

When you drink this potion, you gain the effect of the clairvoyance spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

Rare

Potion of Diminution

When you drink this potion, you gain the "reduce" effect of the enlarge/reduce spell for $1d4$ hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

Rare

Recipes

Potion of Gaseous Form

When you drink this potion, you gain the effect of the gaseous form spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

Rare

Potion of heroism

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the bless spell (no concentration required). This blue potion bubbles and steams as if boiling.

Rare

Potion of Mind Reading

When you drink this potion, you gain the effect of the detect thoughts spell (save DC 18). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

Rare

Potion of Invulnerability

For one minute after you drink this potion, you have resistance to all damage. The potion's syrupy liquid looks like liquefied iron.

Rare

Potion of Invisibility

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

Very Rare

Potion of Longevity

When you drink this potion your physical age is reduced by $1D6+6$ years to a minimum of 18 years. Each time you subsequently drink a potion of longevity, there is a ten percent cumulative chance, that you will, instead, age $1D6+6$ years. Suspended in this amber liquid are a scorpion's tale, an adder's fang, a dead spider, and a tiny heart that, against all reason, is still beating. The ingredients vanish when the potion is opened.

Very Rare

Potion of Speed

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.

Very Rare

Recipes

Potion of Flying

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

Very Rare

Potion of Vitality

When you drink this potion, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any hit die you spend. The potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.

Very Rare

Potion of Mind Reading

When you drink this potion, you gain the effect of the detect thoughts spell (save DC 18). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

Rare

Potion of Giant Strength

When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see the table below). The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type. The potion of frost giant strength and the potion of stone giant strength have the same effect.

Type of Giant	Strength	Rarity
Hill Giant	21	Uncommon
Frost/Stone Giant	23	Rare
Fire Giant	25	Rare
Cloud Giant	27	Very Rare

Potion of Healing

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

Potion of	Rarity	HP Regained
Healing	C	2d4 + 2
Greater	GC	4d4 + 4
Superior	R	8d4 + 8
Supreme	VR	10d4 + 20