

## Crafting Potions and Poisons

Potion	Rarity	Value (gp)	Cost of Materials (gp)	Foraging DC (Location)	Days (8 Hours Each) Required to Craft	Proficiency and Tool Requirements	Minimum Character Level	Special Requirements
Potion of Healing	Common	50	25	DC 10 (Woodlands)	1	Herbalism Kit	-	Wisdom (Herbalism Kit) check
Potion of Greater Healing	Uncommon	150	75	DC 14 (Woodlands)	2	Herbalism Kit	3	Wisdom (Herbalism Kit) check
Potion of Superior Healing	Rare	450	225	DC 18 (Woodlands)	5	Herbalism Kit	6	Wisdom (Herbalism Kit) check
Potion of Supreme Healing	Very Rare	1350	675	DC 22 (Woodlands)	14	Herbalism Kit	11	Wisdom (Herbalism Kit) check
Acid (vial)	Common	25	12.5	DC 10 (Woodlands)	0	Alchemist's Supplies	-	Intelligence (Alchemist's Supplies) check
Alchemist's Fire (flask)	Common	50	25	DC 10 (Jungle)	1	Alchemist's Supplies	-	Intelligence (Alchemist's Supplies) check
Antitoxin (vial)	Common	50	25	DC 10 (Woodlands)	1	Herbalism Kit	-	Wisdom (Herbalism Kit) check
Philter of Love	Uncommon	90	45	DC 14 (Woodlands)	1	Alchemist's Supplies	3	Intelligence (Alchemist's Supplies) check
Poison, basic (vial)	Common	100	50	DC 10 (Swamp)	1	Poisoner's Kit	-	Dexterity (Poisoner's Kit) check
Potion of Poison	Uncommon	100	50	DC 14 (Swamp)	1	Poisoner's Kit	3	Dexterity (Poisoner's Kit) check
Dust of Dryness (1 pellet)	Uncommon	120	60	DC 14 (Desert)	1	Poisoner's Kit	3	Dexterity (Poisoner's Kit) check
Elixir of Health	Rare	120	60	DC 18 (Woodlands)	1	Herbalism Kit	6	Wisdom (Herbalism Kit) check
Keoghtom's Ointment (per dose)	Uncommon	120	60	DC 14 (Woodlands)	1	Herbalism Kit	3	Wisdom (Herbalism Kit) check
Assassin's Blood	Uncommon	150	75	DC 14 (Fungal Cave)	2	Poisoner's Kit	3	Dexterity (Poisoner's Kit) check
Truth Serum	Uncommon	150	75	DC 14 (Desert)	2	Poisoner's Kit	3	Dexterity (Poisoner's Kit) check
Potion of Fire Breath	Uncommon	150	75	DC 14 (Volcanic)	2	Alchemist's Supplies	3	Intelligence (Alchemist's Supplies) check
Potion of Climbing	Common	180	90	DC 10 (Mountains)	2	Alchemist's Supplies	-	Intelligence (Alchemist's Supplies) check
Potion of Heroism	Rare	180	90	-	2	Alchemist's Supplies	6	Intelligence (Alchemist's Supplies) check, harvested eye of a beholder
Potion of Invisibility	Very Rare	180	90	-	2	Alchemist's Supplies	11	Intelligence (Alchemist's Supplies) check, harvested body of a faerie dragon
Potion of Mind Reading	Rare	180	90	-	2	Alchemist's Supplies	6	Intelligence (Alchemist's Supplies) check, harvested brain of a mind flayer
Potion of Waterbreathing	Uncommon	180	90	DC 14 (Coast)	2	Herbalism Kit	3	Wisdom (Herbalism Kit) check
Carrion Crawler Mucus	Uncommon	200	100	-	2	Poisoner's Kit	3	Must be harvested from an incapacitated or dead carrion crawler.
Drow Poison	Uncommon	200	100	DC 14 (Underdark)	2	Poisoner's Kit	3	Dexterity (Poisoner's Kit) check
Serpent Venom	Uncommon	200	100	-	2	Poisoner's Kit	3	Must be harvested from an incapacitated or dead giant poisonous snake.
Nolzur's Marvelous Pigments	Very Rare	200	100	-	2	Alchemist's Supplies	11	Intelligence (Alchemist's Supplies) check, harvested very rare flowers
Potion of Animal Friendship	Uncommon	200	100	DC 14 (Woodlands)	2	Herbalism Kit	3	Wisdom (Herbalism Kit) check
Malice	Uncommon	250	125	DC 14 (Urban)	3	Poisoner's Kit	3	Dexterity (Poisoner's Kit) check
Pale Tincture	Uncommon	250	125	DC 14 (Fungal Cave)	3	Poisoner's Kit	3	Dexterity (Poisoner's Kit) check
Potion of Diminution	Rare	270	135	-	3	Alchemist's Supplies	6	Intelligence (Alchemist's Supplies) check, harvested parts of any tiny fey
Potion of Growth	Uncommon	270	135	-	3	Alchemist's Supplies	3	Intelligence (Alchemist's Supplies) check, harvested parts of any huge or larger beast
Essence of Ether	Uncommon	300	150	DC 14 (Ethereal Plane)	3	Alchemist's Supplies	3	Intelligence (Alchemist's Supplies) check
Dust of Disappearance	Uncommon	300	150	DC 14 (Ethereal Plane)	3	Poisoner's Kit	3	Dexterity (Poisoner's Kit) check
Potion of Gaseous Form	Rare	300	150	DC 18 (Swamp)	3	Alchemist's Supplies	6	Intelligence (Alchemist's Supplies) check
Potion of Resistance	Uncommon	300	150	DC 14 (Type-Dependent)	3	Herbalism Kit	3	Wisdom (Herbalism Kit) check
Universal Solvent	Legendary	300	150	-	3	Herbalism Kit	17	Wisdom (Herbalism Kit) check, mixture of harvested pieces from all types of oozes, requires the formula
Oil of Taggit	Uncommon	400	200	DC 14 (Swamp)	4	Poisoner's Kit	3	Dexterity (Poisoner's Kit) check

Potion of Speed	Very Rare	400	200	-	4	Alchemist's Supplies	11	Intelligence (Alchemist's Supplies) check, harvested hoof of a pegasus
Sovereign Glue	Legendary	400	200	-	4	Herbalism Kit	17	Wisdom (Herbalism Kit) check, mixture of harvested pieces from all types of oozes, requires the formula
Dust of Sneezing and Choking	Uncommon	480	240	DC 14 (Desert)	5	Poisoner's Kit	3	Dexterity (Poisoner's Kit) check
Oil of Slipperiness	Uncommon	480	240	DC 14 (Tundra)	5	Alchemist's Supplies	3	Intelligence (Alchemist's Supplies) check
Potion of Hill Giant Strength	Uncommon	500	250	-	5	Alchemist's Supplies		Intelligence (Alchemist's Supplies) check, harvested nail of a hill giant
Burnt Othur Fumes	Rare	500	250	DC 18 (Jungle)	5	Poisoner's Kit	6	Dexterity (Poisoner's Kit) check
Potion of Flying	Very Rare	500	250	-	5	Alchemist's Supplies	11	Intelligence (Alchemist's Supplies) check, harvested feathers of an angel
Torpor	Rare	600	300	DC 18 (Swamp)	6	Poisoner's Kit	6	Dexterity (Poisoner's Kit) check
Potion of Clairvoyance	Rare	960	480	-	10	Herbalism Kit	6	Wisdom (Herbalism Kit) check, harvested unicorn horn
Potion of Vitality	Very Rare	960	480	-	10	Herbalism Kit	11	Wisdom (Herbalism Kit) check, harvested blood of a slaad
Wyvern Poison	Rare	1200	600	-	12	Poisoner's Kit	6	Must be harvested from an incapacitated or dead wyvern.
Midnight Tears	Rare	1500	750	DC 18 (Woodlands)	15	Poisoner's Kit	6	Dexterity (Poisoner's Kit) check
Oil of Ethereality	Rare	1920	960	DC 18 (Ethereal Plane)	19	Alchemist's Supplies	6	Intelligence (Alchemist's Supplies) check
Purple Worm Poison	Very Rare	2000	1000	-	20	Poisoner's Kit	11	Must be harvested from an incapacitated or dead purple worm.
Oil of Sharpness	Very Rare	3200	1600	-	32	Alchemist's Supplies	11	Intelligence (Alchemist's Supplies) check, harvested fang of a naga
Potion of Invulnerability	Rare	3840	1920	-	38	Alchemist's Supplies	6	Intelligence (Alchemist's Supplies) check, harvested heart of an adult or ancient dragon
Potion of Frost/Stone Giant Strength	Rare	4000	2000	-	40	Alchemist's Supplies	6	Intelligence (Alchemist's Supplies) check, harvested nail of a frost/stone giant
Potion of Fire Giant Strength	Rare	6000	3000	-	60	Alchemist's Supplies	6	Intelligence (Alchemist's Supplies) check, harvested nail of a fire giant
Potion of Cloud Giant Strength	Very Rare	9000	4500	-	90	Alchemist's Supplies	11	Intelligence (Alchemist's Supplies) check, harvested nail of a cloud giant, requires the formula
Potion of Longevity	Very Rare	9000	4500	-	90	Alchemist's Supplies	11	Intelligence (Alchemist's Supplies) check, harvested tongue of a kraken, requires the formula
Potion of Storm Giant Strength	Legendary	18000	9000	-	180	Alchemist's Supplies	17	Intelligence (Alchemist's Supplies) check, harvested nail of a storm giant, requires the formula

Harvesting poison requires 1d6 minutes followed by a DC 20 Intelligence (Nature) check. Proficiency with the poisoner's kit applies to this check if the character doesn't have proficiency in Nature. On a successful check, the character harvests enough poison for a single dose. On a failed check, the character is unable to extract any poison. If the character fails by 5 or more, the character is subjected to the poison.

Harvesting a body part from a creature requires 1d6 minutes followed by an Intelligence (Nature) check. The DC is determined by the DM.