

<i>Potion</i>	<i>inventory</i>	<i>ingredients required</i>
<i>Blimberry Juice</i>		
<i>Moonbrine</i>		
<i>Fey Dew</i>		
<i>Witch Spoil</i>		
<i>Assassin's Tear</i>		
<i>Witherbroth</i>		
<i>Boarblood</i>		
<i>Mountainbrew</i>		
<i>Thunderjuice</i>		
<i>Deerblood</i>		
<i>Quickling Milk</i>		
<i>Liquid Lightning</i>		
<i>Brain Milk</i>		
<i>Owl Sip</i>		
<i>Spirit Swig</i>		
<i>Waterlung</i>		
<i>Faelixir</i>		
<i>Shadowblend</i>		
<i>Drifters Juice</i>		
<i>Phoenix Blood</i>		
<i>Dwarven Spirits</i>		
<i>Ornate Glue</i>		
<i>Demon Balm</i>		
<i>Masking Broth</i>		
<i>Stench Broth</i>		
<i>Bait Broth</i>		
<i>Silvershot</i>		
<i>Astral Nightcap</i>		
<i>Chauntea's Blessing</i>		
<i>Chauntea's Grace</i>		

<i>Ingredient</i>	<i>inventory</i>	<i>notes</i>	<i>Ingredient</i>	<i>inventory</i>	<i>notes</i>
<i>Arcanacia</i>			<i>Moongrape</i>		
<i>Astral Julip</i>			<i>Stoneberry</i>		
<i>Bytopian Ivy</i>			<i>Thorned Grape</i>		
<i>Shadow Thistle</i>			<i>Frostleaf</i>		
<i>Marsheye</i>			<i>Sapphire Sali</i>		
<i>Hellsbloom</i>			<i>Graywaste Weed</i>		
<i>Sunpetal Daisy</i>			<i>Hades Hair</i>		
<i>Blimberry</i>			<i>Underthyme</i>		
<i>Brainberry</i>			<i>Waterwisp</i>		
<i>Firefruit</i>			<i>Ysgard Hymn</i>		
<i>Elysium Berry</i>					

# MAGIC POTIONS & INGREDIENTS

## ADVENTURERS GUIDE



By RPGPapercrafts & Raafing



*Blimberry Juice*

**Effect** Instant 1d4 + 2 health.

*Overconsumption can have a laxating effect.*



*Fey Dew*

**Effect** Instant 4d4 + 8 hitpoints.

*What it tastes like? Pretty much like a fairy tickling your tongue.*



*Witch Spoil*

**Effect** After 10 minutes of consumption, consumer must succeed on a DC 10 Constitution saving throw or take 1d6 + 2 poison damage and become poisoned.

*Consumer detects poison with a passive Nature skill of 10.*



*Assassin's Tear*

**Effect** Instant, consumer must succeed on a DC 14 Constitution saving throw or take 2d6 + 4 poison damage and become poisoned.

*Consumer detects poison with a Nature check or passive nature skill of 14.*



*Moonbrine*

**Effect** Instant 2d4 + 4 health.

*Store in a dark place away from moonlight. Unless you want it to explode.*



*Witherbroth*

**Effect** Instant, consumer must succeed on a DC 20 Constitution saving throw or take 4d6 + 8 poison damage and become poisoned.

*Consumer detects poison with a Nature check or a passive nature skill of 18.*



*Boarblood*

**Effect** Instant, Strength +1 (1 hour), afterwards the consumer must succeed on a DC 10 Constitution saving throw or take 1 level of exhaustion.

*Somewhere in the process of this brew, a boar got hurt. It better be for very good reasons.*



*Mountain Brew*

**Effect** Instant, Strength +2 (1 hour), afterwards the consumer must succeed on a DC 12 Constitution saving throw or take 2 levels of exhaustion.

*Despite the name, you can't actually lift mountains. But you sure can move boulders.*



*Thunderjuice*

**Effect** Instant, Strength +3 (1 hour), afterwards the consumer must succeed on a DC 14 Constitution saving throw or take 3 levels of exhaustion.

*Would you drink a holy brew blessed by some unknown deity? Know what you consume, stay safe.*



*Deerblood*

**Effect** Instant, Dexterity +1 (1 hour), afterwards the consumer must succeed on a DC 10 Constitution saving throw or take 1 level of exhaustion.

*Somewhere in the process of this brew, an innocent deer got hurt. I hope you can sleep tonight.*



*Brain milk*

**Effect** Instant, advantage on Wisdom skill checks and saving throws (1 hour), afterwards the consumer must succeed on a DC 12 Wisdom saving throw or suffer from a short-term madness effect.

*The body can handle enhancements. The mind is not always so resilient.*



*Owl Sip*

**Effect** Instant, darkvision for 1 hour

*Avoid looking into direct lightsources. It may blind you for a minute.*



*Quickling Milk*

**Effect** Instant, Dexterity +2 (1 hour), afterwards the consumer must succeed on a DC 10 Constitution saving throw or take 2 levels of exhaustion.

*No Quicklings have been milked. It's called like this because Quicklings commonly drink it.*



*Liquid Lightning*

**Effect** Instant, Dexterity +3 (1 hour), afterwards the consumer must succeed on a DC 10 Constitution saving throw or take 3 levels of exhaustion.

*Despite the name, you can't outrun lightning. Sorry.*



*Spirit Swig*

**Effect** Instant, ethereal vision for 1 hour

*Beware: what has been seen can not be unseen.*



*Waterlung*

**Effect** Instant, consumer breathes water instead of air (1 hour)

*Do not combine with potions containing Frostleaf. You will snap freeze your lungs. Avoid drinking the Astral Nightcup whilst underwater.*



*Faelixir*

**Effect** Instant, consumer receives the effect of a faery fire spell. (1 hour)

*While under the effect of this potion, the healing properties of Fey Dew are twice as effective.*



*Shadowblend*

**Effect** Instant, consumer and their wearables become invisible. (1 hour)

*The effect will immediately end when used with potions that use Sunpetal Daisy or Sapphire Sali.*



*Dwarven Spirits*

**Effect** Instant, poison resistance. (1 hour), immediately the consumer must succeed on a DC 6 Constitution saving throw or become drunk and Stunned.

*Of course dwarves don't need this themselves. They made it to sell it to you.*



*Ornate Glue*

**Effect** Takes in effect 1 round or 6 seconds after applying, glues 100 tiny, 10 small or 1 medium object of any material together, which can be removed with a DC 14 Strength check.

*Don't glue your fingers together.*



*Drifters Juice*

**Effect** Instant, consumer's body weight reduces to 1/10th of their original weight. Movement +10 feet and +5 to Stealth, Athletics and Acrobatics checks. (1 hour)

*Do not drink more than one of these at a time or your muscles will stop functioning.*



*Phoenix Blood*

**Effect** Instant, fire resistance. (1 hour)

*Humanoids may experience their skin turning red, horns growing from their head and/or growing a tail when perpetually overconsumed.*



*Demon Balm*

**Effect** Instant, a liquid balm that can be applied to a surface and ignited with a source of fire. One brew is enough to burn for ten hours, or can be smudged over ten feet burning one hour.

*Great as lighth source, marking your path, or writing "You're Next" in flames on your rival's house.*



*Masking Broth*

**Effect** Instant, masks a scent or odour originating from a 5 foot area, or medium or smaller creature. No other creatures can smell you. (1 hour)

*We can still \*hear\* you farting, you know.*



*Bait Broth*

**Effect** Instant, gives off an irresistible scent in a 60 feet area that attracts a specific beast or monstrosity, chosen at the time of brewing. The affected creatures must make a DC 12 Charisma saving throw or be charmed, and you gain Animal Handling +4 against this creature. (1 hour)

*Be careful how you use this. We discovered that elephants are very into cuddling and we can not recommend the experience.*



*Stench Broth*

**Effect** Instant, gives off a terrible scent in a 60 feet area that repels a specific beast or monstrosity, chosen at the time of brewing. The affected creatures must make a DC 12 Constitution saving throw or be frightened. (1 hour)

*Please use far away from civilisation. Also please don't scare wild animals towards civilisation.*



*Chauntea's Blessing*

**Effect** 4 hours after consumption, consumer receives the effects of a Remove Curse spell.

*The recipe is impossibly simple. Spellcasters just can't accept it works.*



*Chauntea's Grace*

**Effect** Instant, consumer receives the effects of a Revivify spell; pour into a creature that hasn't been dead for longer than a minute. If the creature is willing, it awakens with 1 hitpoint.

*Be sure the creature has been dead less than a minute, or an evil spirit may enter first.*



*Silvershot*

**Effect** Instant, consumer receives the effect of a short rest and can spend their hit die, but suffers 1 level of exhaustion every hour until a long rest.

*Drink two to get a long rest effect! Also get 1 permanent madness, and 1 exhaustion level per minute.*



*Astral Nightcap*

**Effect** Instant, consumer immediately falls asleep for 8 hours, and can not be awakened.

*Be sure to have someone trustworthy to watch over you.*



*Arcanacia*

This flower originally grew in Arcadia. Extraplanar travellers brought the flower to the material plane, where it became a popular plant to cultivate among mortal dwellers.



*Astral Tulip*

A rare flower that can only be found near astral pools. Collectors may pay quite a few goldpieces to obtain one. It flowers for several years, but can only be seeded near an astral pool.



*Bytopian Ivy*

This flower grows naturally in Bytopia. Some specimens have been brought to the material plane, but it is more difficult to cultivate there. It grows on the floor rather than on walls.



*Shadow Thistle*

Hidden in nooks and crannies where the sun doesn't reach, Shadow Thistle writhes from the ground. It is said that where Shadow Thistle grows, a shadowfell portal lingers nearby.



*Sunpetal Daisy*

This daisy soaks the sunlight during the day, and glows at dusk and early night. Its small yellow petals emit a wondrous warm glow of yellow light.



*Blimberry*

A purple berry known for its medicinal effect. Rumours tell they originate from a far-away land called Titan.



*Marsheye*

Commonly found in marshes, Marsheye covers pools of stagnant water. Those familiar with the flower know not to walk near them to avoid treacherous swamp pools.



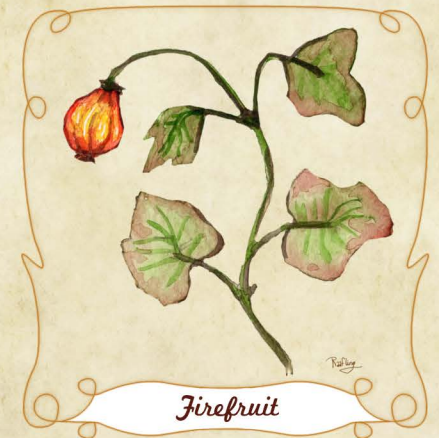
*Hellsbloom*

Hellsbloom grows naturally in some of the planes of hell, as well as near active volcanoes. It reeks of sulphur and leaves mild acid burns when touched.



*Elysium Berry*

An elusive pearl white berry that evokes strong hallucinations, and can make a creature lose its mind.



*Firefruit*

These berries are not edible, but make for great fire starters. When thrown on rock, the berry will combust into a short flame. Often found near volcanoes and hot springs.



*Moongrape*

Moongrape is a magical berry that grows by soaking in moonlight. It bends the light to its core seed.



*Stoneberry*

Stoneberries must be cracked open. Their contents are edible but aren't very tasteful and quite hard.



*Sapphire Sali*

This herb has leaves of silver blue color. It glows dimly at night and often attracts swarms of fireflies. A rare plant that grows near hot and dry places.



*Graywaste Weed*

This vile weed grows in the Gray Waste, and places infected by the Gray Waste. It is highly poisonous and feeds on wandering souls by sucking away any lingering free will.



*Thorned Grape*

This grape has needlesharp thorns protruding from its tough peel. They are quite juicy and sweet once peeled.



*Frostleaf*

A plant that only grows in extreme cold areas. The leaves freeze water upon contact. It must be heated to iron melting temperatures before it can be processed.



*Hades Hair*

Found in Hades and other lower planes, as well as marshes and swamps. Hades Hair is a plant covered in black strands of thick hair. It is known for its versatile magical properties.



*Underthyme*

A wicked twisted root that is found deep underground. Underthyme is salty to the taste and is known to enhance the senses. This can be good and bad.



*Waterwisp*

This herb springs from a seed under fresh water and grows a long stalk to the surface, where it sprouts a dozen pink lily pads.



*Ysgard Hymn*

Found in Ysgard and around holy places dedicated to Ysgard. This flower is famous for its musical properties. When the wind breezes past, hollow, low, echoing tones can be heard from these plants. Only the leaves can be used for brewing.

