

RECIPE CRAFTING FOR CONSUMABLES

OR A REASON TO CHOOSE A TOOL PROFICIENCY

Introduction:

This guide introduces new mechanics and options to give purposes to why a character might choose a tool proficiency. By spending some time, effort, and gold, they can gain new abilities, items, or trinkets that will help them on their adventures without breaking the current AC and damage bounding. In addition, it can serve as a place to pour extra gold into when you find your players are walking around with heavy pockets.

A MECHANIC FOR ALL LEVELS OF CHARACTERS

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Crafting Difficulty Table

Crafting Level	Title	Proficiency Req./ Crafting Slots	Known Recipes Difficulty Class	Experimentation Difficulty Class
1st	Novice	2	DC11	DC12
2nd	Intermediate	3	DC12	DC14
3rd	Advanced	4	DC13	DC16
4th	Master	5	DC14	DC18
5th	Grand Master	6	DC15	DC20

When a character gains proficiency with the Alchemist, Brewer, Calligrapher, Tinker tools or the Herbalist or Poison kits, they learn a selection of new recipes to create consumables to aid them on their adventures. While the knowledge as an apprentice is limited, growing experienced through trade and adventuring, the character becomes a skilled artisan. Begin by choosing 3 recipes from the starter list of 5 and adding them to a recipe book. The character can further develop their skills by studying recipes that they find or by experimentation.

Consumables and their effects can be broken down as follows:

Craft	Effects
Alchemy	Potions that mimic magic and magical effects
Brewery	Teas and spirits that modify the bodies defenses and senses.
Calligraphy	Scrolls that modify magic, and identify and detect dangerous threats.
Tinkering	Mechanical and magical creations of utility.
Herbalism	Herbs that modify and mimic class and skill features.
Poisons	A catch all for venom, oils, and poisons that are typically use offensively

Once per day during a long rest, a character may wish to craft a known recipe or experiment to discover new recipes. A character's crafting level is tied to its proficiency bonus. When a character gains experience and levels, their proficiency in crafting also increases.

In order to create a product, a number of crafting slots are required equal to the crafting level. The maximum number of crafting slots a character has available is equal to the

character's proficiency bonus. (A 1st level crafting requires one slot, a 2nd level crafting requires two slots, and so on.) These crafting slots are locked until the product is consumed or destroyed. A character cannot create product above their crafting level.

Example: A level 2 Gnome Fighter has proficiency with the Brewer's Supplies. He can craft two 1st level recipes and cannot craft anything above his crafting level. His two crafting slots are locked until he consumes or destroys his brews. A level 6 Dwarf Cleric has proficiency with the Brewer's Supplies. He can craft one 2nd level recipe and one 1st level recipe or three 1st level. His three crafting slots are locked until he consumes or destroys his brews.

CRAFTING CHECK RULES

To craft recipes, a character begins by stating whether they are using a known recipe or experimenting. (*Example: the DC of a known Novice difficulty recipe is 11*). Reference the *Crafting Difficulty Class* table to determine the appropriate DC for recipe. A character then uses the necessary tool or kit to make a *Crafting Skill* check by rolling a d20 and adding their proficiency bonus against the DC of the recipe. If a known recipe was successful, the character produces an amount indicated by the recipe and the required crafting slots are locked.

Spell, Class and race features such as lucky or inspiration do not affect a *Crafting Skill* check, however if an ally with proficiency in the respective tool offers help, the character may roll the *Crafting Skill* check at advantage. A character that assists a *Crafting Skill* check must spend the entire duration helping.

LEARNING NEW RECIPES

Unique recipes are often developed through experimentation and refining technique. Often times, recipes and methods by two different people can look completely different but still result in the same effect. As a result, you cannot learn recipes from another player character without the DM's approval. As your crafting levels increases, you unlock the potential to learn new recipes or enhance existing recipes. You can choose to experiment when crafting to see what combinations and mixtures of components yield.

TRAINERS AND RARE RECIPES

The DM may decide that certain cities or locations may have knowledge of some recipes you can learn. Additionally, some recipes may be found on scrolls or texts that you come across. The cost to learn these is equal to crafting cost.

SUCCESSFUL EXPERIMENTATION

When a character succeeds on an experiment, the DM may choose a specific result or may roll a d100 on the Experimentation tables for the corresponding craft. If the recipe is unknown, the character learns the new recipe and add it to their recipe book. Some recipes cannot be learned and they will indicated so. Some recipes will require have additional requirements in order to properly learn through experimentation. Anybody can mix a few things together and get lucky with their results, but it takes a dedicated craftsman to document and develop their findings. With experience comes intuition and if a character experiments to create recipes lower than their current level, the DM rolls twice on the d100 Experimentation tables and the player chooses between the two results.

Variant: Critical Success and Devastating Failure

On a result of 20, a character yields an additional experimental product. For example: If a character has a critical success on a roll for a known recipe they also roll on the Experimentation tables. If a character has a critical success on an experimentation, they roll on the Experimentation tables for the initial result and then immediately rolls for the second result.

On a critical failure, the recipe has gone horrendously awry causing disastrous, if not explosive, results. The character receives 1 level of exhaustion and may not attempt to craft recipe again for 1d4 days.

CRAFTING IN POOR ENVIRONMENTS

Sometimes the environmental conditions are not appropriate for crafting. If the DM determines a character is unable to craft in a suitable environment such as an inn or respective place of business, the character must roll their *Crafting Skill* check as disadvantage.

OVERLAPPING EFFECTS

Consumables also have very potent and distinct effects that often do not work well when mixed with products of the same craft. In these cases the new crafting overwrites the older one.

DOWNTIME EXPERIMENTS

Downtime is an excellent time for experimenting on new and unique recipes. If a character spends 1 hour every day for two consecutive days experimenting, they are able to roll on a d100 table 1 time. As long as any prerequisites are satisfied, the characters learns each recipe. Downtime experiments do not yield any usable products and materials and gold are not consumed.

PROPERTIES, YIELD, AND THE MARKET

Recipes can produce all manner of strange and exotic affects and the quality of components can range from common to exceptionally rare. Some of the results produced by the recipes have limited shelf lives or multiple uses. Consult the recipe list for properties, crafting costs, yield, and other information. Products made by crafting are not capable of being sold on the market. Most shops are aware of the limitation of crafting locks and will not purchase a consumable crafted in this fashion.

ALCHEMY

Alchemy is the art of distilling and capturing magical essence for use at a later time. This essence is stored as major and minor potions. Minor potions tend to be weaker effects that a craftsman can harness from natural components. Major potions are have been infused with magical essence to heighten the power and effect of the potion. When you learn a minor or major potion recipe, you also learn it's counterpart.

When you make a *Crafting skill* check for Alchemy, you must subtract gold from your inventory representing the components necessary for crafting. A DM may also require the components be purchased in advance of the check.

Potion Type	Minor Potion Component Cost	Major Potion Component Cost
Basic	25gp	50gp +1 st level spell-slot
Greater	50gp	100gp +2 nd level spell-slot
Exceptional	150gp	300gp +3 rd level spell-slot
Superior	250gp	500gp +4 th level spell-slot
Supreme	500gp	1500gp +5 th level spell-slot

When you first learn to use the alchemist's supplies, choose three of the five starting potions, representing the crafting recipes you learned to develop as you practiced your skills to novice level. You will learn additional potions as you develop your techniques and hone your recipes. For a complete list of Poisons Descriptions, reference Appendix A.

Alchemy Starting Recipes

Drop of Healing

Bracelet of Burning Unity

Bracelet of Earthen Unity

Bracelet of Gusting Unity

Bracelet of Watery Unity

MAJOR POTIONS AND SPELL SLOTS

While minor potions contain a small degree of a craftsman's essence, major potions also require spell slots of various levels. Any class may contribute a spell slot as a requirement to craft major potions. The spell slot replenishes as normal, however the craftsman's required crafting slots will be locked until the potion is used.

POTION USAGE AND CONCENTRATION

Potions are meant to be stored or shared for a time of need. Unless otherwise noted, potions require an action to use or activate. Unlike Spell Scrolls or calligraphy scripts, anyone can use potions. Potions also do not require verbal, somatic, or material components. Potions do not require concentration.

Alchemy Experimentation Table: Novice

- Recipe Result -		
d100	Minor Potion Form	Major Potion Form
1-14	Drops of Healing	Potion of Healing
15-28	Bottled Fingers	Phantom Fingers
29-42	Bracelet of Earthen Unity	Bracelet of Tremors
33-56	Bracelet of Burning Unity	Wisp of Fire
57-70	Bracelet of Watery Unity	Bracelet of Icy Embrace
96-84	Bracelet of Gusting Unity	Bracelet of Turbulence
85-89	Unusable Results	
90-92	Basic Potion of Wyvern's Breath	Basic Potion of Dragon's Breath
93-95	Basic Amulet of Prismatic Light	Basic Necklace of Prismatic Light
96-100	Roll d100 on Alchemy Experimentation Table: Intermediate	

Alchemy Experimentation Table: Intermediate

– Recipe Result –		
d100	Minor Potion Form	Major Potion Form
1-14	Greater Drops of Healing	Greater Potion of Healing
15-28	Potion of Meditation	Potion of the Patient Climber
29-42	Bottled Insults	Bottled of Great Insults
33-56	Potion of Friendship	Potion of Command
57-70	Potion of Height	Potion of Growth
96-84	Bottled Fire Lights	Potion of Angry Flames
85-89	Roll d100 on Alchemy Experimentation Table: Novice	
90-92	Greater Potion of Wyvern's Breath	Greater Potion of Dragon's Breath
93-95	Greater Amulet of Prismatic Light	Greater Necklace of Prismatic Light
96-100	Roll d100 on Alchemy Experimentation Table: Advanced	

Alchemy Experimentation Table: Advanced

– Recipe Result –		
d100	Minor Potion Form	Major Potion Form
1-14	Exceptional Drops of Healing	Exceptional Potion of Healing
15-28	Potion of Resilience	Bottled Armor
29-42	Potion of the Lowly Hero	Potion of the Greater Hero
33-56	Potion of Displacement	Potion of Invisibility
57-70	Dust of Night	Blanket of Night
96-84	Potion of Claws	Potion of Teeth
85-89	Roll d100 on Alchemy Experimentation Table: Intermediate	
90-92	Exceptional Potion of Wyvern's Breath	Exceptional Potion of Dragon's Breath
93-95	Exceptional Amulet of Prismatic Light	Exceptional Necklace of Prismatic Light
96-100	Roll d100 on Alchemy Experimentation Table: Master	

Alchemy Experimentation Table: Master

– Recipe Result –		
d100	Minor Potion Form	Major Potion Form
1-14	Superior Drops of Healing	Superior Potion of Healing
15-28	Potion of the Savage	Potion of Fury
29-42	Potion of Levitation	Potion of Flying
33-56	Potion of the Halfling's Luck	Potion of Divination
57-70	Bottled Disguise	Bottled Shape
96-84	Dust of Dryness	Dust of Disappearance
85-89	Roll d100 on Alchemy Experimentation Table: Advanced	
90-92	Superior Potion of Wyvern's Breath	Superior Potion of Dragon's Breath
93-95	Superior Amulet of Prismatic Light	Superior Necklace of Prismatic Light
96-100	Roll d100 on Alchemy Experimentation Table: Grandmaster	

Alchemy Experimentation Table: Grandmaster

– Recipe Result –		
d100	Minor Potion Form	Major Potion Form
1-17	Supreme Drops of Healing	Supreme Potion of Healing
18-34	Potion of Greater Invisibility	Potion of Greater Visibility
35-51	Sack of Stench	Giant Gas
52-68	Bottled Minion	Bottled Elemental
69-85	Water of the Handyman	Water of Animation
86-91	Roll d100 on Alchemy Experimentation Table: Advanced	
92-94	Supreme Potion of Wyvern's Breath	Supreme Potion of Dragon's Breath
96-100	Supreme Amulet of Prismatic Light	Supreme Necklace of Prismatic Light

BREWING

Brewing is the art of harnessing the latent magical and medicinal properties through mechanical, chemical, and metabolic means. Juice, Teas, spirits, and beers all affect the body and mind in different and unique ways.

When you make a *Crafting skill* check for brewing, you must subtract gold from your inventory representing the components necessary for crafting. A single check can yield multiple product. A DM may also require the components be purchased in advance of the check.

Brew Level	Component Cost
Novice	10gp
Intermediate	25gp
Advanced	50gp
Master	100gp
Grand Master	250gp

When you first learn to use the brewer's supplies, choose three of the five starting brews, representing the crafting recipes you learned to develop as you practiced your skills to novice level. You will learn additional brews as you develop your techniques and hone your recipes. For a complete list of Brew Descriptions, reference Appendix B.

Brewing Starting Recipes

- Ale of the Mule
- Black Diffidence
- Bombastic Black
- Endurance Lager
- White Tea of Mindfulness

BREWERY SICKNESS

Brewery is unique in that it often produces multiple quantities of product. A character can choose to keep it all to themselves or to spread it around a group. If a character imbibes an additional brew before the duration of the last brew has ended, they will suffer 1 level of exhaustion after a long rest.

CHARACTERISTICS OF DIFFERENT BREWS

Each brew is unique but they fall into distinct groups. Beers augment your physical strength. Juices and jellies enhance your dexterity. Spirits reinforce your constitution. White teas clear the mind to focus intellect. Green teas rejuvenate, boost the wisdom, sense, and perception. Black teas bolster charisma, confidence, and sense of identity.

Brewery Experimentation Table: Novice

d100	Recipe Result
1-14	Ale of the Mule
15-28	Black Diffidence
29-42	Bombastic Black
33-56	Endurance Lager
57-70	Fulminating Ale
71-84	White Tea of Mindfulness
85-89	Unusable Results
90-91	Concentrated Bulwark
92-93	Octopus Jelly
94-95	Shrouded Juice
96-100	Roll d100 on Brewery Experimentation Table: Intermediate

Brewery Experimentation Table: Intermediate

d100	Recipe Result
1-14	Lizard Essence
15-28	Pabulum Gin
29-42	Phoenix Embers
33-56	Ram's Stout
57-70	Rousing Black
71-84	Winter Bear
85-89	Roll d100 on Brewery Experimentation Table: Novice
90-91	Deft Juice
92-93	Imperious Tea
94-95	White Noise
96-100	Roll d100 on Brewery Experimentation Table: Intermediate

Brewery Experimentation Table: Advanced

d100	Recipe Result
1-14	Dusty Miller
15-28	Green Hawk
29-42	Juggernaut Draught
33-56	Root Juice
57-70	Snow Owl
71-84	Stone Rum
85-89	Roll d100 on Brewery Experimentation Table: Intermediate
90-91	Dog Tea of the Prairie
92-93	Elven Calen Tea
94-95	Orcish Absinthe
96-100	Roll d100 on Brewery Experimentation Table: Master

Brewery Experimentation Table: Master

d100	Recipe Result
1-12	Black Root
13-24	Bright Luminance
25-36	Honey Scotch
37-48	Oozing Jelly
49-60	Salamander Juice
61-72	Willow Pilsner
73-84	Yeti Brandy
85-89	Roll d100 on Brewery Experimentation Table: Advanced
90-91	Lifebloom Tea
92-93	Mammoth Port
94-95	Nightshade
96-100	Roll d100 on Brewery Experimentation Table: Grand Master

Brewery Experimentation Table: Grand Master

d100	Recipe Result
1-14	Amber Tiger
15-28	Dense Mescal
29-42	Foxtail
33-56	Leaden Grey
57-70	Serpentine Syrup
71-84	White Lotus
85-88	Roll d100 on Brewery Experimentation Table: Master
89-90	Black Steel Tea
91-92	Frosted Almond Tea
93-94	Maple Juice
95-96	Otterberry Tea
97-98	Ox Bock
99-100	Staunch Whiskey

CALLIGRAPHY

Calligraphy is the art of understanding and manipulating arcane, divine, and natural forces around you.

Calligraphers can alter and enhance spells, detect magic and poison, commune with the natural and unnatural, and summon paper and ink helpers.

When you make a *Crafting skill* check for calligraphy, you must subtract gold from your inventory representing the components necessary for crafting. A DM may also require the components be purchased in advance of the check. Similar to rituals, calligraphy does use not spell slots. However, like other crafting professions, scripts can only be crafted during a long rest. All scripts are single use.

Script Level	Component Cost
Novice	10gp
Intermediate	25gp
Advanced	50gp
Master	100gp
Grand Master	250gp

When you first learn to use the calligrapher's supplies, choose three of the five starting scripts, representing the crafting recipes you learned to develop as you practiced your skills to novice level. You will learn additional scripts as you develop your techniques and hone your recipes. For a complete list of Script Descriptions, reference Appendix C.

Calligraphy Starting Recipes

Broad Script
Ink Servant
Magic Detection Scroll
Precision Script
Short-handed Script

SPELL SLOTS AND RESTRICTIONS

Unlike potions, scripts require a level of understanding of the magical world. Scripts enhance a user's current understanding of the magic they already possess. Because of this, some scripts have class restrictions in line with the classes schools of magic. Many scripts can be activated in advance and some may be activated during bonus actions. Unlike potions, scripts may require concentration.

Calligraphy Experimentation Table: Novice

d100	Recipe Result
1-12	Altering Script
13-24	Broad Script
25-36	Ink Servant
37-48	Magic Detection Scroll
49-60	Precision Script
61-72	Short-handed Script
73-84	Trap Detection Scroll
85-90	Basic Duplication Script
91-95	Unusable Results
96-100	Roll d100 on Calligraphy Experimentation Table: Intermediate

Calligraphy Experimentation Table: Intermediate

d100	Recipe Result
1-12	Encircling Script
13-24	Fortuitous Script
25-36	Ink Devil
37-48	Long-handed Script
49-60	Paper Illusion
61-72	Paper Shelter
73-84	Poison and Disease Detection Scroll
85-90	Greater Duplication Script
91-95	Roll d100 on Calligraphy Experimentation Table: Novice
96-100	Roll d100 on Calligraphy Experimentation Table: Advanced

Calligraphy Experimentation Table: Advanced

d100	Recipe Result
1-12	Engrossing Script
13-24	Evil and Good Detection Scroll
25-36	Imposing Script
37-48	Masterful Script
49-60	Paper Devil
61-72	Paper Grasp
73-84	Paper Steed
85-90	Exceptional Duplication Script
91-95	Roll d100 on Calligraphy Experimentation Table: Intermediate
96-100	Roll d100 on Calligraphy Experimentation Table: Master

Calligraphy Experimentation Table: Master

d100	Recipe Result
1-12	Astounding Script
13-24	Divine Meditation Scroll
25-36	Extramural Meditation Scroll
37-48	Ink Eye
49-60	Ink Hound
61-72	Paper Doll
73-84	Robust Script
85-90	Superior Duplication Script
91-95	Roll d100 on Calligraphy Experimentation Table: Advanced
96-100	Roll d100 on Calligraphy Experimentation Table: Grandmaster

Calligraphy Experimentation Table: Grandmaster

d100	Recipe Result
1-12	Extra-planar Meditation Scroll
13-24	Greater Detection Scroll
25-36	Ink Armor
37-48	Ink Mark
49-60	Ink of Nightmares
61-72	Ink Ward
73-84	Intramural Meditation Scroll
85-90	Supreme Duplication Script
91-95	Roll d100 on Calligraphy Experimentation Table: Advanced
96-100	Roll d100 on Calligraphy Experimentation Table: Grandmaster twice and choose the result.

HERBALISM

Herbalism is the art of selecting, preparing, and harnessing the power of natural herbs. The effects of herbs mimic and enhance class features and feats. Herbalists use their crafting slot to preserve the potency of the prepared herb.

When you make a *Crafting skill* check for herbalism, you must subtract gold from your inventory representing the components necessary for crafting. A DM may also require the components be purchased in advance of the check.

Herb Level	Component Cost
Novice	10gp
Intermediate	25gp
Advanced	50gp
Master	100gp
Grand Master	250gp

When you first learn to use the herbalism kit, choose three of the five starting herbs, representing the crafting recipes you learned to develop as you practiced your skills to novice level. You will learn to prepare and preserve additional herbs as you develop your techniques and hone your recipes. For a complete list of Herb Descriptions, reference Appendix D.

Herbalism Starting Recipes

Blue Aloe
Rageleaf
Mint Sprig
Ginger Root
Shade Palm

HERBAL TOXICITY

Herbs have mild toxicity that does not harm creatures in small quantities. A character that eats more than one herb suffers an additional level of exhaustion for each herb beyond the first consumed per long rest.

CLASS ENHANCEMENTS

While herbs can mimic class features, it also enhances a classes existing capabilities. Some of these herbs have special properties, durations, and can be activated during actions, bonus actions, or reactions. As an example, Mint Sprig allows a character to use a bonus action to recover 1d6 + half of their level rounded down of hit points. If a

fighter uses Mint Sprig they may consume Second Wind during the same bonus action. Rageleaf may be used on a bonus action to reduce bludgeoning, piercing, and slashing damage by 1 for a duration of 1 minute. A Barbarian may enter a rage when using Rageleaf during the same bonus action.

Herbalism Experimentation Table: Novice

d100	Recipe Result
1-13	Blue Aloe
14-26	Ginger Root
27-39	Mint Sprig
40-52	Rageleaf
53-65	Shade Palm
66-78	Swamp Grape
79-91	Thick Cap
92-95	Unusable Results
96-100	Roll d100 on Herbalism Experimentation Table: Intermediate

Herbalism Experimentation Table: Intermediate

d100	Recipe Result
1-13	Cottontail
14-26	Fireweed
27-39	Oak Thistle
40-52	Red Ash Bark
53-65	Silverleaf
66-78	Sweetvine
79-91	Yellowbells
92-95	Roll d100 on Herbalism Experimentation Table: Novice
96-100	Roll d100 on Herbalism Experimentation Table: Advanced

Herbalism Experimentation Table: Advanced

d100	Recipe Result
1-13	Black Palm
14-26	Gnomish Tea Bean
27-39	Hardleaf
40-52	Maid's Lily
53-65	Mangrove Grape
66-78	Snow Sprig
79-91	Willow Blossom
92-95	Roll d100 on Herbalism Experimentation Table: Intermediate
96-100	Roll d100 on Herbalism Experimentation Table: Master

Herbalism Experimentation Table: Master

d100	Recipe Result
1-13	Black Ash Bark
14-26	Coalweed
27-39	Cyprene Thistle
40-52	Flossytail
53-65	Goldenharp
66-78	Sweetleaf
79-91	White Foam
92-95	Roll d100 on Herbalism Experimentation Table: Advanced
96-100	Roll d100 on Herbalism Experimentation Table: Grandmaster

Herbalism Experimentation Table: Grandmaster

d100	Recipe Result
1-18	Bloodroot
19-36	Frenzy Nut
37-54	Ice Sprig
55-72	Lifebloom
73-90	Wall Leaf
91-95	Roll d100 on Herbalism Experimentation Table: Master
96-100	Roll d100 on Herbalism Experimentation Table: Grandmaster twice and choose the result.

POISONS

The art of creating poisons and offensive weapon coatings falls into the catch-all category of poisons. Whether it is lightning oil or affliction poison, they are handled in a similar manner with similar techniques. The different materials, components and recipes result in distinct and unique effects.

For most poisons, a single dose of poison lasts 1 minute of combat when coated on a weapon or on three ranged weapons, unless otherwise noted.

When you make a *Crafting skill* check for poison, you must subtract gold from your inventory representing the components necessary for crafting. A DM may also require the components be purchased in advance of the check. A single skill check yields a single dose of poison.

Poison Type	Component Cost
Basic	25gp
Greater	50gp
Exceptional	100gp
Superior	250gp
Supreme	500gp

When you first learn to use the poisoner's kit, choose three of the five starting poisons, representing the crafting recipes you learned to develop as you practiced your skills to novice level. You will learn additional poisons as you develop your techniques and hone your recipes. For a complete list of Poisons Descriptions, reference Appendix E.

Poison Starting Recipes

Basic Acid Coat

Basic Affliction Poison

Basic Blast Oil

Basic Lightning Oil

Basic Poison Coat

REFINING POISON

Mastering poison is a process of technique and refinement. Unlike spells, you cannot amplify a level 1 poison with a higher level slot. Instead, you must learn how to refine and hone a poison to a higher level. In addition to experimentation, you may attempt to refine a poison you

already know by spending the necessary component cost and making a crafting check against and the Experiment Difficulty Class for the crafting level of the recipe.

Poison Experimentation Table: Novice

d100	Recipe Result
1-8	Basic Acid Coat
9-16	Basic Affliction Poison
17-24	Basic Blast Oil
25-32	Basic Flame Oil
33-40	Basic Frost Oil
41-48	Basic Lightning Oil
49-56	Basic Poison Coat
57-64	Basic Stone Oil
65-72	Basic Keen Oil
73-80	Basic Sleep Poison
82-87	Unusable Results
88-89	Basic Explosive Oil
90-91	Basic Mind Piercing Poison
92-93	Basic Sundering Gel
94-95	Basic Vampiric Gel
96-100	Roll d100 on Poison Experimentation Table: Intermediate

Poison Experimentation Table: Intermediate

d100	Recipe Result
1-8	Greater Acid Coat
9-16	Greater Affliction Poison
17-24	Greater Blast Oil
25-32	Greater Flame Oil
33-40	Greater Frost Oil
41-48	Greater Lightning Oil
49-56	Greater Poison Coat
57-64	Greater Stone Oil
65-72	Greater Immobilizing Poison
73-80	Greater Incapacitating Poison
82-87	Roll d100 on Poison Experimentation Table: Novice
88-89	Greater Oil of Devastation
90-91	Greater Quicksilver Oil
92-93	Greater Sundering Gel
94-95	Greater Vampiric Gel
96-100	Roll d100 on Poison Experimentation Table: Intermediate

Poison Experimentation Table: Advanced

d100	Recipe Result
1-8	Exceptional Acid Coat
9-16	Exceptional Affliction Poison
17-24	Exceptional Blast Oil
25-32	Exceptional Flame Oil
33-40	Exceptional Frost Oil
41-48	Exceptional Lightning Oil
49-56	Exceptional Poison Coat
57-64	Exceptional Stone Oil
65-72	Exceptional Crippling Poison
73-80	Exceptional Exhaustion Poison
82-87	Roll d100 on Poison Experimentation Table: Intermediate
88-89	Exceptional Blinding Poison
90-91	Exceptional Explosive Oil
92-93	Exceptional Oil of Devastation
94-95	Exceptional Sundering Gel
96-100	Roll d100 on Poison Experimentation Table: Master

Poison Experimentation Table: Master

d100	Recipe Result
1-8	Superior Acid Coat
9-16	Superior Affliction Poison
17-24	Superior Blast Oil
25-32	Superior Flame Oil
33-40	Superior Frost Oil
41-48	Superior Lightning Oil
49-56	Superior Poison Coat
57-64	Superior Stone Oil
65-72	Superior Immobilizing Poison
73-80	Superior Exhaustion Poison
82-87	Roll d100 on Poison Experimentation Table: Advanced
88-89	Superior Blinding Poison
90-91	Superior Mind Piercing Poison
92-93	Superior Oil of Devastation
94-95	Superior Quicksilver Oil
96-100	Roll d100 on Poison Experimentation Table: Grand Master

Poison Experimentation Table: Grand Master

d100	Recipe Result
1-8	Supreme Acid Coat
9-16	Supreme Affliction Poison
17-24	Supreme Blast Oil
25-32	Supreme Flame Oil
33-40	Supreme Frost Oil
41-48	Supreme Lightning Oil
49-56	Supreme Poison Coat
57-64	Supreme Stone Oil
65-72	Supreme Crippling Poison
73-80	Supreme Incapacitating Poison
82-87	Roll d100 on Poison Experimentation Table: Master
88-89	Supreme Blinding Poison
90-91	Supreme Explosive Oil
92-93	Supreme Mind Piercing Poison
94-95	Supreme Quicksilver Oil
96-97	Supreme Vampiric Gel
98-100	Supreme Void Gel

TINKERING

Tinkering is the art of applying minor magic or life essence into a device of cogs and mechanics. Tinkerers can craft tools, utilities, and ammunition using blueprints. Unlike many other professions, the devices and tools are permanent, but may require some preparation to arm them to use. Crafting some consumables like ammunition may yield multiple products.

Tinkering Type Component Cost

Novice	50gp
Intermediate	100gp
Advanced	500gp
Master	1000gp
Grandmaster	2000gp

When you first learn to use the tinker's kit, choose three of the five starting blueprints, representing the crafting recipes you learned to develop as you practiced your skills to novice level. You will learn additional blueprints as you develop your techniques and hone your recipes. For a complete list of Blueprint Descriptions, reference Appendix F.

Tinkering Starting Recipes

Craft Ammunition
Food and Drink Purifier
Levitating Disk
Mechanical Familiar
Parachute

DISARMING AND REARMING DEVICES

When you are finished with a tinkering device and wish to regain the crafting slot, you may choose to disarm the device and store it in your pack. Tinkering devices are not always stable and it takes the life essence or magic of the characters to arm a device, represented by the crafting slots. When you rearm a device for use, a number of crafting slots equal to the recipe are locked until the device is disarmed.

Tinkering Experimentation Table: Novice

d100	Recipe Result
1-12	Alarm
13-24	Food and Drink Purifier
25-36	Levitating Disk
37-48	Mechanical Familiar
49-60	Parachute
61-72	Tinker's Netter
73-84	Tripping Wire
85-90	Craft Basic Ammunition
91-95	Unusable Results
96-100	Roll d100 on Tinkering Experimentation Table: Intermediate

Tinkering Experimentation Table: Intermediate

d100	Recipe Result
1-12	Extra-Dimensional Pocket
13-24	Grappling Hook
25-36	Pipe of the Ambassador
37-48	Pipe of the Merfolk
49-60	Smoke Orb
61-72	Thickened Hide Bracer
73-84	Tinker's Launcher
85-90	Craft Greater Ammunition
91-95	Roll d100 on Tinkering Experimentation Table: Novice
96-100	Roll d100 on Tinkering Experimentation Table: Advanced

Tinkering Experimentation Table: Advanced

d100	Recipe Result
1-12	All-Purpose Winch
13-24	Boots of Buoyancy
25-36	Earrings of Communication
37-48	Instant Barrier
49-60	Storm Orb
61-72	Tinker's Tentacles
73-84	Tripping Ammo
85-90	Craft Exceptional Ammunition
91-95	Roll d100 on Tinkering Experimentation Table: Intermediate
96-100	Roll d100 on Tinkering Experimentation Table: Master

Tinkering Experimentation Table: Master

d100	Recipe Result
1-12	Ammo of Sickness
13-24	Ammo of Web
25-36	Boots of Double Time
37-48	Cable of Retraction
49-60	Elemental Capacitor
61-72	Fire Orb
73-84	Tinker's Spare Appendage
85-90	Craft Superior Ammunition
91-95	Roll d100 on Tinkering Experimentation Table: Advanced
96-100	Roll d100 on Tinkering Experimentation Table: Grandmaster

Tinkering Experimentation Table: Grandmaster

d100	Recipe Result
1-13	Ammo of Weakness
14-26	Auto-Loader
27-39	Paci-fister
40-52	Splintering Ammo
53-65	Tinker's Big Fist
66-78	Volcanic Disk
79-91	Craft Superior Ammunition
92-100	Roll d100 on Tinkering Experimentation Table: Master

APPENDIX A:

ALCHEMY POTION

DESCRIPTIONS

The potions are listed in alphabetical order.

AMULET OF PRISMATIC LIGHT

Difficulty: Varying

MINOR

Name: Amulet Prismatic Light

Casting Time: 1 action.

Duration: 1 minute

Yield: 1 Amulet (1 uses each)

This dangerous amulet shines in a vibrant array of colors. You throw this amulet up to a range of 30 feet and it shatters on the target in a flash of brilliant light.

Afterward, the amulet disintegrates.

Novice: Basic Amulet of Prismatic Light

On a successful thrown attack, the target is effected the *Chromatic Orb* spell suffering 2d8 damage.

Intermediate: Greater Amulet of Prismatic Light

On a successful thrown attack, the target is effected the *Chromatic Orb* spell suffering 3d8 damage.

Advanced: Greater Amulet of Prismatic Light

On a successful thrown attack, the target is effected the *Chromatic Orb* spell suffering 4d8 damage.

Master: Greater Amulet of Prismatic Light

On a successful thrown attack, the target is effected the *Chromatic Orb* spell suffering 5d8 damage.

Grand Master: Greater Amulet of Prismatic Light

On a successful thrown attack, the target is effected the *Chromatic Orb* spell suffering 6d8 damage.

MAJOR

Name: Necklace of Prismatic Light

Casting Time: 1 action

Duration: Instant

Yield: 1 Necklace (1 uses each)

Spell Slot Cost: Varies

This dangerous necklace shines in a vibrant array of colors. You hurl this necklace up to a range of 30 feet and it smashes against the target in a flash of brilliant light.

Afterward, the necklace disintegrates.

Novice: Basic Necklace of Prismatic Light

On a successful thrown attack, the target is effected the *Chromatic Orb* spell suffering 3d8 damage. Creation of this potion consumes a 1st level Spell Slot.

Intermediate: Greater Necklace of Prismatic Light

On a successful thrown attack, the target is effected the *Chromatic Orb* spell suffering 4d8 damage.

Creation of this potion consumes a 1st level Spell Slot.

Advanced: Greater Necklace of Prismatic Light

On a successful thrown attack, the target is effected the *Chromatic Orb* spell suffering 5d8 damage. Creation of this potion consumes a 1st level Spell Slot.

Master: Greater Necklace of Prismatic Light

On a successful thrown attack, the target is effected the *Chromatic Orb* spell suffering 6d8 damage. Creation of this potion consumes a 1st level Spell Slot.

Grand Master: Greater Necklace of Prismatic Light

On a successful thrown attack, the target is effected the *Chromatic Orb* spell suffering 6d8 damage. Creation of this potion consumes a 1st level Spell Slot.

BOTTLED DISGUISE

Difficulty: Master

MINOR

Name: Bottled Disguise

Casting Time: 1 action or 1 bonus action.

Duration: 1 hour

Yield: 1 Bottle (1 uses each)

After drinking this potion, your body begins to twist and writhe. You immediately gain the effects of the *Disguise Self* spell.

MAJOR

Name: Bottled Shape

Casting Time: 1 action or bonus action

Duration: 1 hour

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 4th level

After drinking this potion, your body begins to shudder and crackle. You transform into a beast of DC 3 or below. Follow the rules of the druid's Wild Shape for this effect. You do not have swimming or flying limitations, but you cannot intentionally leave the animal form. You may not use this potion more than one time in a day.

BOTTLED FINGERS

Difficulty: Novice

MINOR

Name: Bottled Fingers

Casting Time: 1 action.

Duration: 1 minute

Yield: 1 Bottle (1 uses each)

After drinking this potion, your stomach feels full and gassy. You belch out a puff of mist that forms into a set of loosely connected, semi-phantalasmal fingers. You immediately gain the effects of the *Mage Hand* spell.

Major

Name: Phantom Fingers

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 1st level

After drinking this potion, your stomach feels full and gassy. You contain the belch by reflex as mist pours out of your nasal cavities. Only you can see the mist collect together to form a set of loosely connected, invisible fingers. You immediately gain the effects of the *Mage Hand* spell with Legerdemain invisibility. You may not use this potion more than one time in a day.

BOTTLED FIRE LIGHTS

Difficulty: Intermediate

MINOR

Name: Bottled Fire Lights

Casting Time: 1 action.

Duration: 1 minute

Yield: 1 Bottle (1 uses each)

After drinking this potion, you feel a warmth spread through your body and move towards your hands. You raise your hands out as wisps of dim light flutter off the tips of your fingers like butterflies. You immediately gain the effects of the *Dancing Lights* spell without requiring concentration.

MAJOR

Name: Potion of Angry Flames

Casting Time: 1 action

Duration: Instant

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 1st level

After drinking this potion, you feel a burning heat coursing through your body, building into your hands. You raise your hands out as streaks of fire extend from your fingertips. You immediately cast *Burning Hands* as a 1st level spell. The save DC is 13.

BOTTLED INSULTS

Difficulty: Intermediate

MINOR

Name: Bottled Insults

Casting Time: 1 action.

Duration: Instant

Yield: 1 Bottle (1 uses each)

After drinking this potion, your tongue feels sharp and lithe. You target an enemy and unleash a torrent of insults and vulgarity. You immediately cast *Vicious Mockery* using 2d4 as the damage for a failed save. The save DC is 13.

MAJOR

Name: Bottle of Great Insults

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 1st level

After drinking this potion, your tongue feels hot and your temper flares. You target an enemy and unleash insults so vile that the target is compelled to react. You immediately cast *Compelled Duel* without requiring concentration. The save DC is 13.

BOTTLED MINION

Difficulty: Grand Master

MINOR

Name: Bottled Minion

Casting Time: 1 action.

Duration: 1 hour

Yield: 1 Bottle (1 uses each)

After drinking this potion, you vomit a colorless, amorphous blob of element. You summon elementals in unoccupied spaces you can see within range. You choose one of the following options to appear:

- One elemental of difficulty class 1 or lower
- Two elementals of difficulty class 1/2 or lower
- Four elementals of difficulty class 1/4 or lower

Follow the rules of the *Conjure Minor Elementals* spell.

MAJOR

Name: Bottled Elemental

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 5th level

After drinking this potion, you painfully wretch and hack for 30 seconds to expel a large colorless, amorphous mass of element. An elemental of DC6 or lower to appears in unoccupied spaces you can see within range. The unstable elemental has 80 hit points but does not require concentration. Follow the rules of the *Conjure Elemental* spell.

BRACELET OF BURNING UNITY

Difficulty: Novice

MINOR

Name: Bracelet of Burning Unity

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bracelet (1 uses each)

When you activate this bracelet, you feel a warm cinnamon presence connect with you. You cast the *Control Flames* cantrip using this potion. Afterward, this bracelet disintegrates.

MAJOR

Name: Wisp of Fire

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bracelet (1 uses each)

Spell Slot Cost: 1st level

When you activate this bracelet, you feel a hot ember of presence connect with you. A wisp of fire floats up and out of the fire and begins to circle your head. Afterward, this bracelet disintegrates. For the duration of the potion, you use a reaction to cast *Hellish Rebuke* as a 1st level spell. You may not use another Wisp of Fire until after a long rest.

BRACELET OF EARTHEN UNITY

Difficulty: Novice

MINOR

Name: Bracelet of Earthen Unity

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bracelet (1 uses each)

When you activate this bracelet, you feel an earthy solid presence connect with you. You cast the *Mold Earth* cantrip using this potion. Afterward, this bracelet disintegrates.

MAJOR

Name: Bracelet of Tremors

Casting Time: 1 action

Duration: Instant

Yield: 1 Bracelet (1 uses each)

Spell Slot Cost: 1st level

When you activate this bracelet, you feel an angry vibrating wrath take hold inside you. The ground rumbles and shakes as the potion hits the earth. Afterward, this bracelet disintegrates. You cast the *Earth Tremor* as a 1st level spell using this item. You may not use another Bracelet of Tremors until after a long rest.

BRACELET OF GUSTING UNITY

Difficulty: Novice

MINOR

Name: Bracelet of Gusting Unity

Casting Time: 1 action

Duration: Instant

Yield: 1 Bracelet (1 uses each)

When you activate this bracelet, you feel a white feathery presence connect with you. You cast the *Gust* cantrip using this potion. Afterward, this bracelet disintegrates.

MAJOR

Name: Bracelet of Turbulence

Casting Time: 1 action

Duration: 1 Minute

Yield: 1 Bracelet (1 uses each)

Spell Slot Cost: 1st level

When you activate this bracelet, you feel a screaming

whirling rage take root within you. The air bursts into a torrent of movement. Afterward, this bracelet disintegrates. You cast *Gust of Wind* as a 1st level spell using this item. You may not use another Bracelet of Turbulence until after a long rest.

BRACELET OF WATERY UNITY

Difficulty: Novice

MINOR

Name: Bracelet of Watery Unity

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bracelet (1 uses each)

When you activate this bracelet, you feel a cool blue presence connect with you. You cast the *Shape Water* cantrip using this potion. Afterward, this bracelet disintegrates.

MAJOR

Name: Bracelet of Icy Embrace

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bracelet (1 uses each)

Spell Slot Cost: 1st level

When you activate this bracelet, you feel an icy white presence connect with you. Misty water swirls up and clings to your body as you begin to frost over. You cast the *Armor of Agathya* as a 1st level spell using this item. Afterward, this bracelet disintegrates. You may not use another Bracelet of Icy Embrace until after a long rest.

DROPS OF HEALING

Difficulty: Novice

MINOR

Name: Drops of Healing

Casting Time: 1 bonus action.

Duration: Immediately

Yield: 1 Vial (1 uses each)

The red liquid in this vial glimmers in the light. When drinking this vial, you regain 1d4+1 hit points.

MAJOR

Name: Potion of Healing

Casting Time: 1 action

Duration: Immediately

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 1st level

The red liquid in this bottle glimmers in the light. When drinking this vial, you regain 2d4+2 hit points.

DUST OF DISAPPEARANCE

Difficulty: Master

MINOR

Name: Dust of Dryness

Casting Time: 1 action.

Duration: Indefinite

Yield: 1 Jar (1 uses each)

A jar of dust is all that's left when you make a dehydrated potion of water. Refer to page 166 in the *Dungeon Master's Guide* for rules on Dust of Dryness.

MAJOR

Name: Dust of Disappearance

Casting Time: 1 action

Duration: 1 minute

Yield: 1 Jar (1 uses each)

Spell Slot Cost: 4th level

When concentrating and dehydrating invisibility potions, what you are left with is a jar of fine dusty sand. Refer to page 166 in the *Dungeon Master's Guide* for rules on Dust of Disappearance.

DUST OF NIGHT

Difficulty: Advanced

MINOR

Name: Dust of Night

Casting Time: 1 action.

Duration: 1 minute

Yield: 1 Pouch (1 uses each)

This small heavy pouch may be thrown up to a range of 30 feet where it bursts open on target area, object, or creature. When this pouch is damaged or opened, inky blackness spills forth swallowing the light and pitching everything into darkness. You cast the *Darkness* spell without using concentration. It lasts 1 minute or until a spell or ability disables it.

MAJOR

Name: Blanket of Night

Casting Time: 1 action or bonus action

Duration: 1 hour

Yield: 1 Sack (1 uses each)

Spell Slot Cost: 3rd level

This hefty sack may be thrown up to a range of 20 feet where it bursts open on target area, object, or creature. When this sack is damaged or opened, concentrated darkness specked with starry light spews forth. It wraps around each creature in a 10 foot square. Each creature caught in the spell suffers from the *Blindness* spell. The save DC is 14.

EXCEPTIONAL DROPS OF HEALING

Difficulty: Advanced

MINOR

Name: Exceptional Drops of Healing

Casting Time: 1 bonus action.

Duration: Immediately

Yield: 1 Vial (1 uses each)

The red liquid in this vial glimmers in the light. When drinking this vial, you regain 3d4+3 hit points.

MAJOR

Name: Exceptional Potion of Healing

Casting Time: 1 action

Duration: Immediately

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 3rd level

The red liquid in this bottle glimmers in the light. When drinking this vial, you regain 6d4+6 hit points.

GREATER DROPS OF HEALING

Difficulty: Intermediate

MINOR

Name: Greater Drops of Healing

Casting Time: 1 bonus action.

Duration: Immediately

Yield: 1 Vial (1 uses each)

The red liquid in this vial glimmers in the light. When drinking this vial, you regain 2d4+2 hit points.

MAJOR

Name: Greater Potion of Healing

Casting Time: 1 action

Duration: Immediately

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 2nd level

The red liquid in this bottle glimmers in the light. When drinking this vial, you regain 4d4+4 hit points.

POTION OF CLAWS

Difficulty: Advanced

MINOR

Name: Potion of Claws

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

Yield: 1 Bottle (1 uses each)

Your hands twist and gnarl as long claws extend out of the ends of your fingers. For the duration of the potion your unarmed strikes do 1d6 slashing damage. You may also make an unarmed strike during your bonus action. You may not use this potion more than one time between rests.

MAJOR

Name: Potion of Teeth

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 3rd level

Your jaw distorts and extends as your teeth grow long, pointed, and exceptionally sharp. For the duration of the potion you perform a bite attack causing 1d6 piercing damage and grappling the target. You may not use this potion more than one time between rests.

POTION OF DISPLACEMENT

Difficulty: Advanced

MINOR

Name: Potion of Displacement

Casting Time: 1 bonus action

Duration: Instant

Yield: 1 Bottle (1 uses each)

After drinking this potion, a silver mist swirls and surrounds your body, you teleport up to 60 feet away to an unoccupied space that you can see.

MAJOR

Name: Potion of Invisibility

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 3rd level

After drinking this potion, white mist swirls around you body and envelops you. As the mist vanishes, you vanish along side it and become invisible. The effects ends when you attack or casts a spell.

POTION OF FRIENDSHIP

Difficulty: Intermediate

MINOR

Name: Potion of Friendship

Casting Time: 1 action

Duration: 1 minute

Yield: 1 Bottle (1 uses each)

After drinking this cinnamon and ginger flavored potion, your tongue feels quickened. You immediately cast the *Friends* cantrip on yourself.

MAJOR

Name: Potion of Command

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 1st level

After drinking this sour cider and spice flavored potion, your throat burns and your voice rings out with authority. You immediately cast *Command* as a 1st level spell at a creature you can see within 60 feet. The save DC is 13.

POTION OF GREATER INVISIBILITY

Difficulty: Grandmaster

MINOR

Name: Potion of Greater Invisibility

Casting Time: 1 action

Duration: 1 minute

Yield: 1 Bottle (1 uses each)

After drinking this pale gray potion, the world begins to desaturate around you as you disappear into your surroundings. You are invisible until the spend ends. Anything you are carrying or wearing is invisible as long as you are still carrying or wearing it. If you have blindsight, darkvision, or truesight, it is lost for the duration.

MAJOR

Name: Potion of Greater Visibility

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 5th level

After drinking this vibrantly colored, swirling potion, the world begins to saturate as colors brighten and deepen. For the duration of the spell, you gain truesight, notice secret doors hidden by magic, and can see into the Ethereal plane, all out to a range of 120 feet. Using this potion breaks invisibility.

POTION OF HEIGHT

Difficulty: Intermediate

Minor

Name: Potion of Height

Casting Time: 1 action

Duration: 1 Hour

Yield: 1 Bottle (1 uses each)

After drinking this pale yellow, yeasty potion, your body begins to lengthen, stretch, and grow thinner. While your your weight is unchanged, your height is increased by 4d12 inches for the duration. Your size is one size larger.

MAJOR

Name: Potion of Growth

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 2nd level

After drinking this bubbling frothy drink you feel a weight settle in your stomach. That weight rushes forth into your limbs as they grow and get heavier. You gain the “enlarge” effect of the *enlarge/reduce* spell.

POTION OF LEVITATION

Difficulty: Master

MINOR

Name: Potion of Levitation

Casting Time: 1 action or 1 bonus action.

Duration: 1 hour

Yield: 1 Bottle (1 uses each)

After drinking this potion, your body becomes light and airy. You feel as if you can walk on air. You gain the effects of the *levitate* spell.

MAJOR

Name: Potion of Flying

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 4th level

After drinking this potion, your body begins to float off the ground. You feel as if you can surge through the air. You gain the effects of the *fly* spell.

POTION OF MEDITATION

Difficulty: Intermediate

MINOR

Name: Potion of Meditation

Casting Time: 1 action

Duration: 48 Hours

Yield: 1 Bottle (1 uses each)

After drinking this dark brown coffee flavored potion, your inner reservoir of energy rejuvenates and feels boundless. For the duration of the potion you can enter a 4 hour trance instead of undergoing a long rest. After completing the trance, you gain the same benefits as if had a long rest.

MAJOR

Name: Potion of the Patient Climber

Casting Time: 1 action

Duration: 24 hours

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 2nd level

After drinking this thick earthy and stick dark brown potion, you feel an innate connection to the walls and ceiling around you. For the duration of the potion, you can climb along walls and the ceiling at of your movement speed.

POTION OF RESILIENCE

Difficulty: Advanced

MINOR

Name: Potion of Resilience

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bottle (1 uses each)

As you drink this potion, your skin toughens and becomes scaly. For the duration of the spell, you gain 1 AC.

MAJOR

Name: Bottled Armor

Casting Time: 1 action

Duration: 8 hours

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 3rd level

After drinking this potion, a faint magical barrier develops around you. You gain the effects of the *Mage Armor* spell for the duration.

POTION OF THE HALFLING'S LUCK

Difficulty: Master

MINOR

Name: Potion of the Halfling's Luck

Casting Time: 1 action

Duration: 2 hours

Yield: 1 Bottle (1 uses each)

As you drink this potion, you feel as the day is going well and sunshine is right around the corner. For the Duration, when you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

MAJOR

Name: Potion of Divination

Casting Time: 1 action

Duration: 24 hours

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 4th level

After drinking this potion, roll two d20s and record the numbers rolled. You can replace any attack, saving throw, or ability check made by you or a creature you can see with one of these dice. Each die may only be used once.

WATER OF THE HANDYMAN

Difficulty: Grandmaster

MINOR

Name: Potion of the Handyman

Casting Time: 1 action

Duration: Instantaneous

Yield: 1 Bottle (1 uses each)

This musky sour liquid must be poured onto raw materials. You cast the *Fabricate* spell using the affected materials.

MAJOR

Name: Water of Animation

Casting Time: 1 action

Duration: 1 minute

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 5th level

This bitter salty liquid must be poured onto an object. You cast the *Animate Objects* spell using the affected object.

POTION OF THE LOWLY HERO

Difficulty: Advanced

MINOR

Name: Potion of the Lowly Hero

Casting Time: 1 action

Duration: 1 minute

Yield: 1 Bottle (1 uses each)

After drinking this potion, a small fire of courage fills your heart. You gain 5 temporary hit points and when you make an attack roll you add +1 to your roll.

MAJOR

Name: Potion of Greater Hero

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 3rd level

After drinking this potion, a bonfire of courage engulfs your heart. You gain 10 temporary hit points and you are under the *bless* spell for the duration.

POTION OF THE SAVAGE

Difficulty: Master

MINOR

Name: Potion of the Savage

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

Yield: 1 Bottle (1 uses each)

As you drink this potion, your heart speeds up and adrenalin begins to flood your system. For the duration, when you roll make a critical attack on an attack roll you may add an additional die to the weapon damage.

MAJOR

Name: Potion of Fury

Casting Time: 1 action

Duration: 1 minute

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 3rd level

As you drink this potion, time seems to slow down for you and blood lust flows through your veins. For the duration, you are under the effects of the *Haste* spell.

POTION OF WYMLING'S BREATH

Difficulty: Varying

MINOR

Name: Potion of Wymling's Breath

Casting Time: 1 action.

Duration: 1 minute

Yield: 1 Bottle (1 uses each)

After drinking this potion, you feel a pressure building in your stomach. The next time you open your mouth, a gout of destructive energy comes rushing out. Rolling a d10 on the *Potion Breath* table determines the type of damage and required save. When you use this breath weapon, each creature in the area of the exhalation must make a saving throw. The DC is equal to 10+ your proficiency bonus. A successful save takes half damage.

Novice: Basic Potion of Wymling's Breath

Targets caught in the breath attack, that fail the required saving throw suffer 2d6 damage.

Intermediate: Greater Potion of Wymling's Breath. Targets caught in the breath attack, that fail the required saving throw suffer 3d6 damage.

Advanced: Greater Potion of Wymling's Breath

Targets caught in the breath attack, that fail the required saving throw suffer 4d6 damage.

Master: Greater Potion of Wymling's Breath

Targets caught in the breath attack, that fail the required saving throw suffer 5d6 damage.

Grand Master: Greater Potion of Wymling's Breath.

Targets caught in the breath attack, that fail the required saving throw suffer 6d6 damage.

MAJOR

Name: Potion of Dragon's Breath

Casting Time: 1 action

Duration: Instant

Yield: 1 Jar (1 uses each)

Spell Slot Cost: Varies

After drinking this potion, you feel a pressure building in your stomach. The next time you open your mouth, a gout of destructive energy comes rushing out. Rolling a d10 on the *Potion Breath* table determines the type of damage and required save. When you use this breath weapon, each creature in the area of the exhalation must make a saving throw. The DC is equal to 10+ your proficiency bonus. A successful save takes half damage.

Novice: Basic Potion of Dragon's Breath

Targets caught in the breath attack, that fail the required saving throw suffer 3d6 damage.

Intermediate: Greater Potion of Dragon's Breath. Targets caught in the breath attack, that fail the required saving throw suffer 4d6 damage.

Advanced: Greater Potion of Dragon's Breath

Targets caught in the breath attack, that fail the required

saving throw suffer 5d6 damage.

Master: Greater Potion of Dragon's Breath

Targets caught in the breath attack, that fail the required saving throw suffer 6d6 damage.

Grand Master: Greater Potion of Dragon's Breath. Targets caught in the breath attack, that fail the required saving throw suffer 7d6 damage.

Potion Breath Table

d10	Damage Type	Breath Weapon
1-2	Acid	5 by 30 ft. Line (Dex Save)
3-4	Cold	15 ft. cone (Con Save)
5	Fire	5 by 30 ft. Line (Dex Save)
6-7	Fire	15 ft. cone (Dex Save)
8-9	Lightning	5 by 30 ft. Line (Dex Save)
10	Poison	15 ft. cone (Con Save)

SACK OF STENCH

Difficulty: Grand Master

MINOR

Name: Sack of Stench

Casting Time: 1 action.

Duration: 1 minute

Yield: 1 Bottle (1 uses each)

This air tight sack may be thrown up to a range of 30 feet where it bursts upon on target area or creature. When this sack is broken or opened, noxious yellow gas begins to spew forth in a 20-foot radius. You cast the *Stinking Cloud* spell without using concentration. The save DC is 16. It lasts 1 minute or until a spell or ability disables it.

MAJOR

Name: Giant Gas

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 5th level

After you drink this potion, your intestines wretch and writhe. A pressure builds in your stomach before releasing in a torrent on noxious wind. A 60 feet long and 10 feet wide line of strong stinking wind blasts forth from you in a direction you choose. After the initial burst, a noxious lingering cloud spreads out in a 20-foot radius on a point of your choice along the line of the blast. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line and then knocked prone. On a successful save, the creature is knocked back 10-feet. As the blast ends, the creature suffers the effect of the *Stinking Cloud* spell until it exits the cloud. The save DC is 16. It

lasts 1 minute or until a spell or ability disables it.

SUPERIOR DROPS OF HEALING

Difficulty: Master

MINOR

Name: Superior Drops of Healing

Casting Time: 1 bonus action.

Duration: Immediately

Yield: 1 Vial (1 uses each)

The red liquid in this vial glimmers in the light. When drinking this vial, you regain 4d4+4 hit points.

MAJOR

Name: Superior Potion of Healing

Casting Time: 1 action

Duration: Immediately

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 2nd level

The red liquid in this bottle glimmers in the light. When drinking this vial, you regain 8d4+8 hit points.

SUPREME DROPS OF HEALING

Difficulty: Master

MINOR

Name: Supreme Drops of Healing

Casting Time: 1 bonus action.

Duration: Immediately

Yield: 1 Vial (1 uses each)

The red liquid in this vial glimmers in the light. When drinking this vial, you regain 4d4+4 hit points.

MAJOR

Name: Supreme Potion of Healing

Casting Time: 1 action

Duration: Immediately

Yield: 1 Bottle (1 uses each)

Spell Slot Cost: 2nd level

The red liquid in this bottle glimmers in the light. When drinking this vial, you regain 8d4+8 hit points.

APPENDIX B:

BREWERY BREW DESCRIPTIONS

The brews are listed in alphabetical order.

ALE OF THE MULE

Difficulty: Novice

Casting Time: 1 action

Duration: 4 hours

Yield: 6 Bottles (1 use each)

This light brown ale refreshes your pallet and quenches your thirst on a hot day. You can carry up to twice your normal amount, without suffering encumbrance.

AMBER TIGER

Difficulty: Grand Master

Casting Time: 1 action

Duration: 1 hour

Yield: 4 Bottles (1 use each)

This full-bodied amber ale is full of flavor and body. Your next 2 Strength saving throws are made with advantage. After the saving throws, the ale is fully metabolized and is not present in your body. You may not use another brew until you take a long rest.

BLACK DIFFIDENCE

Difficulty: Novice

Casting Time: 1 action

Duration: 2 hours

Yield: 1 Pot (4 uses each)

This hot black tea make you feel meek and humble. For the purposes of movement, you may act as small size.

BLACK ROOT

Difficulty: Master

Casting Time: 1 action

Duration: 2 hours

Yield: 1 Pot (4 uses each)

This bold caffeinated tea black tea make you feel like you could capture lightning. You gain resistance to lightning damage. This effect lasts until you suffer lightning damage twice. Afterward, the tea is fully metabolized and is not present in your body.

BLACK STEEL TEA

Difficulty: Grand Master

Casting Time: 1 action

Duration: 4 hours

Yield: 1 Pot (6 uses each)

This mild caffeinated tea black tea helps to give you an impressive bearing. You gain +1 Charisma for the duration. You cannot have more than 20 Charisma using brews. You cannot learn this brew.

BOMBASTIC BLACK

Difficulty: Novice

Casting Time: 1 action

Duration: 2 hours

Yield: 1 Pot (4 uses each)

This hot black tea make you feel large and bold. For the purposes of lifting and dragging, you may act as large size.

BRIGHT LUMINANCE

Difficulty: Master

Casting Time: 1 action

Duration: 2 hours

Yield: 1 Pot (4 uses each)

This soothing white tea causes your mind to feel peaceful and fortified. You gain resistance to psychic damage. This effect lasts until you suffer psychic damage twice. Afterward, the tea is fully metabolized and is not present in your body.

CONCENTRATED BULWARK

Difficulty: Novice

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bottle (2 uses each)

This yellow and sour juice causes your reflexes to shift and shudder and your body writhes in energy. For the purposes of ranged attacks, you gain half-cover. Attacks and spells that ignore cover also ignore this effect. You cannot learn this brew.

DEFT JUICE

Difficulty: Intermediate

Casting Time: 1 action

Duration: 6 hours

Yield: 1 Bottle (1 use each)

This red and sweet juice causes fingers to twitch with excitement. For duration of the effect, weapon die are rolled at one size larger. If your weapon die is currently a d12, then roll 2d8. You cannot learn this brew.

DENSE MESCAL

Difficulty: Grand Master

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bottles (4 uses each)

This heavy full-flavored spirit enriches the body and hardens the immune system. Your next 2 Constitution saving throws are made with advantage. After the saving throws, the spirit is fully metabolized and is not present in your body. You may not use another brew until you take a long rest.

DOG TEA OF THE PRAIRIE

Difficulty: Advanced

Casting Time: 1 action

Duration: 4 hours

Yield: 1 Pot (2 uses each)

This earthy green flavors of this tea seem to open your eyes and ears as the world comes into clearer focus. For duration of the effect, you cannot be surprised if you are conscious. You cannot learn this brew.

DUSTY MILLER

Difficulty: Advanced

Casting Time: 1 action

Duration: 1 hours

Yield: 1 Pot (4 uses each)

This somewhat chalky white tea make your tongue rattle. You lose the ability speak in any language but gain the ability to communicate with beasts for the duration.

ELVEN CALEN TEA

Difficulty: Advanced

Casting Time: 1 action

Duration: 4 hours

Yield: 1 Pot (2 uses each)

This strong minty green flavors of this tea seem to cut through the shadows. For duration of the effect, you gain darkvision to a distance of 30ft. If you already have darkvision the distance is increased by 60ft. You cannot learn this brew.

ENDURANCE LAGER

Difficulty: Novice

Casting Time: 1 action

Duration: 4 hours

Yield: 6 Bottles (1 use each)

This malty lager causes you to be unaware of your physical limitations. When running, you can move an additional 10 feet. When swimming you can move an additional 5 feet. You can only use one benefit per turn.

FOXTAIL

Difficulty: Grand Master

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Pot (4 uses each)

This nutty green tea hones the mind and spirit into something agile. Your next 2 Wisdom saving throws are made with advantage. After the saving throws, the tea is fully metabolized and is not present in your body. You may not use another brew until you take a long rest.

FROSTED ALMOND TEA

Difficulty: Grand Master

Casting Time: 1 action

Duration: 4 hours

Yield: 1 Pot (6 uses each)

This sweet white tea stimulates the mind and causing knowledge to be more readily available. You gain +1 Intelligence for the duration. You cannot have more than 20 Intelligence using brews. You cannot learn this brew.

FULMINATING ALE

Difficulty: Novice

Casting Time: 1 action

Duration: 4 hours

Yield: 6 Bottles (1 use each)

This hop filled ale causes your actions to be more explosive. When jumping, you can jump an additional 5 feet. When climbing you can move an additional 10 feet. You can only use one benefit per turn.

GREEN HAWK

Difficulty: Advanced

Casting Time: 1 action

Duration: 2 hours

Yield: 1 Pot (4 uses each)

This peppery green flavors of this tea seems to deepen your attention on your surrounds. For duration of the effect, you gain +5 passive Perception.

HONEY SCOTCH

Difficulty: Master

Casting Time: 1 action

Duration: 2 hours

Yield: 1 Bottle (4 uses each)

This delicate scotch has notes of honey and makes you feel like you could ignore the natural world and relax. You gain resistance to poison damage. This effect lasts until you suffer poison damage twice. Afterward, the spirit is fully metabolized and is not present in your body.

IMPERIOUS TEA

Difficulty: Intermediate

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Pot (2 uses each)

This peppery black tea leaves a sour aftertaste in your mouth. Your visage is stern and frightful. You have advantage on saving throws made by creatures within 10 feet of you. Creatures making spell attacks within 10 feet of you does so at disadvantage. You cannot learn this brew.

JUGGERNAUT DRAUGHT

Difficulty: Advanced

Casting Time: 1 action

Duration: 2 hours

Yield: 4 Bottles (1 use each)

This malty and nutty beer pushes you to throw off shackles and restraints. When shackled by physical restraints you gain advantage to breaking the restraints. When grappled you have a movement speed of 10.

LEADEN GREY

Difficulty: Grand Master

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Pot (4 uses each)

This heavy black tea bolsters the spirit and fills you with confidence. Your next 2 Charisma saving throws are made with advantage. After the saving throws, the tea is fully metabolized and is not present in your body. You may not use another brew until you take a long rest.

LIFEBLOOM TEA

Difficulty: Master

Casting Time: 1 action

Duration: 2 hours

Yield: 1 Pot (4 uses each)

This delicate green tea causes your body to resist the effects of decay. You gain resistance to necrotic damage. This effect lasts until you suffer necrotic damage twice. Afterward, the tea is fully metabolized and is not present in your body. You cannot learn this brew.

LIZARD ESSENCE

Difficulty: Intermediate

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bottle (6 uses each)

This orange and yellow juice stings the tongue as it goes down. At the beginning of your turn, if you have less than half your life, regain 1 hit point for each use. You may

drink and use Lizard Essence multiple times in one action without brewery sickness.

MAMMOTH PORT

Difficulty: Master

Casting Time: 1 action

Duration: 2 hours

Yield: 4 Bottles (1 use each)

This heavy full bodied dark port fills you with feelings of immobility. You gain resistance to force damage. This effect lasts until you suffer force damage twice. Afterward, the brew is fully metabolized and is not present in your body. You cannot learn this brew.

MAPLE JUICE

Difficulty: Grand Master

Casting Time: 1 action

Duration: 4 hours

Yield: 1 Bottle (6 uses each)

This sugary sweet juice makes your body feel lithe. You gain +1 Dexterity for the duration. You cannot have more than 20 Dexterity using brews. You cannot learn this brew.

NIGHTSHADE

Difficulty: Master

Casting Time: 1 action

Duration: 2 hours

Yield: 1 Pot (4 uses each)

This thin black tea deadens the light around you. You gain resistance to radiant damage. This effect lasts until you suffer radiant damage twice. Afterward, the tea is fully metabolized and is not present in your body. You cannot learn this brew.

OCTOPUS JELLY

Difficulty: Novice

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bottle (2 uses each)

This gelatinous and flavorless juice invigorates your muscles with extra ambidexterity. You can add your ability modifier to your bonus attack if you do not normally. You cannot learn this brew.

OOZING JELLY

Difficulty: Master
Casting Time: 1 action
Duration: 2 hours
Yield: 1 Bottle (4 uses each)

This gelatinous and gooey juice causes you to sweat slimy mucus. You gain resistance to acid damage. This effect lasts until you suffer acid damage twice. Afterward, the tea is fully metabolized and is not present in your body.

ORCISH ABSINTHE

Difficulty: Advanced
Casting Time: 1 action
Duration: 4 hours
Yield: 1 Bottle (2 uses each)

This burning spirit is for the stoutest hearts and its fire drives a strong will to live within you. For duration of the effect, when you are reduced to 0 hit points but not killed outright, you can be reduced to 1 hit point instead. Afterward, the tea is fully metabolized and is not present in your body. You cannot learn this brew.

OTTERBERRY TEA

Difficulty: Grand Master
Casting Time: 1 action
Duration: 4 hours
Yield: 1 Pot (6 uses each)

This tart tea is made from the prickly leaves of the otterberry plant. You gain +1 Wisdom for the duration. You cannot have more than 20 Wisdom using brews. You cannot learn this brew.

OX BOCK

Difficulty: Grand Master
Casting Time: 1 action
Duration: 4 hours
Yield: 6 Bottles (1 use each)

This salty bock makes you feel strong as an ox. Maybe stronger! You gain +1 Strength for the duration. You cannot have more than 20 Strength using brews. You cannot learn this brew.

PABULUM GIN

Difficulty: Intermediate
Casting Time: 1 action
Duration: 24 hours
Yield: 1 Bottle (8 uses each)

This herb infused spirit is everything the body needs to sustain itself, for a time at least. For the duration of the effect, you no longer need to eat or drink but may choose to if you wish.

PHOENIX EMBERS

Difficulty: Intermediate
Casting Time: 1 action
Duration: 1 hour
Yield: 1 Bottle (6 uses each)

This orange and yellow spirit burns the tongue as it goes down. When you use a hit die to regain hit points, you regain twice the amount. Afterward, the spirit is fully metabolized and is not present in your body.

RAM'S STOUT

Difficulty: Intermediate
Casting Time: 1 action
Duration: 4 hours
Yield: 4 Bottles (1 use each)

This dark stout beer has an intense bold flavor. For the duration of the effect, your head is considered a natural weapon and you can attack with it for 1d8 bludgeoning damage.

ROOT JUICE

Difficulty: Advanced
Casting Time: 1 action
Duration: 1 hour
Yield: 1 bottle (4 uses each)

This earthy and gingery juice makes you feel at home with the surrounding environment. When you move through difficult terrain, you can travel at your normal pace without penalty.

ROUSING BLACK

Difficulty: Intermediate
Casting Time: 1 action
Duration: 1 hours
Yield: 1 Pot (4 uses each)

This spicy black tea fills your words with confidence and strength. You can distract enemies and encourage allies with your words alone. You are able to take the help action at a distance of 15 feet away from a target.

SALAMANDER JUICE

Difficulty: Master
Casting Time: 1 action
Duration: 2 hours
Yield: 1 Bottle (4 uses each)

This warm sour juice makes you feel like you can reach into a burning campfire. You gain resistance to fire damage. This effect lasts until you suffer fire damage twice. Afterward, the spirit is fully metabolized and is not present in your body.

SERPENTINE SYRUP

Difficulty: Grand Master

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bottle(4 uses each)

This thick syrupy drink coils your system into a spring. Your next 2 Dexterity saving throws are made with advantage. After the saving throws, the tea is fully metabolized and is not present in your body. You may not use another brew until you take a long rest.

SHROUDED JELLY

Difficulty: Novice

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Bottle (2 uses each)

This vile juice causes you to feel nauseous and blend into the background in obscurity. invigorates your muscles with extra ambidexterity. You pathetic nature allows you to attempt to hide even when only lightly obscured. You cannot learn this brew.

SNOW OWL

Difficulty: Advanced

Casting Time: 1 action

Duration: 2 hours

Yield: 1 Pot (4 uses each)

This cool peppermint flavors of white this tea seems to deepen your ability to reflect on memories. For duration of the effect, you gain +5 passive Investigation.

STAUNCH WHISKEY

Difficulty: Grand Master

Casting Time: 1 action

Duration: 4 hours

Yield: 1 Bottle (6 uses each)

This smokey full bodied whiskey fills you with a greater endurance. You gain +1 Constitution for the duration. You cannot have more than 20 Constitution using brews. You cannot learn this brew.

STONE RUM

Difficulty: Advanced

Casting Time: 1 action

Duration: 2 hours

Yield: 4 Bottles (1 use each)

This spirit contains caramel hints that drive you shrug off the debilitating effects caused by others. You gain advantage to save against poison and charm effects. After the saving throw, the spirit is fully metabolized and is not present in your body.

WHITE LOTUS

Difficulty: Grand Master

Casting Time: 1 action

Duration: 1 hour

Yield: 1 Pot (4 uses each)

This delicate white tea expands your mind and fills it with tranquility. Your next 2 Intelligence saving throws are made with advantage. After the saving throws, the tea is fully metabolized and is not present in your body. You may not use another brew until you take a long rest.

WHITE NOISE

Difficulty: Intermediate

Casting Time: 1 action

Duration: 4 hours

Yield: 1 Pot (2 uses each)

This pasty chalky white tea seems to dry out your tongue. Choose a language. For the duration of the effect you are proficient in that language. You cannot learn this brew.

WHITE TEA OF MINDFULNESS

Difficulty: Novice

Casting Time: 1 action

Duration: 4 hours

Yield: 1 pot (6 uses each)

This earthy white tea spurs the mind to reflect on it's surroundings over the past few hours. You can recall the number of hours left before next sunrise or sunset. You always know which way is north.

WILLOW PILSNER

Difficulty: Master

Casting Time: 1 action

Duration: 2 hours

Yield: 4 Bottles (1 uses each)

This cool pilsner fills you with feelings of flexibility and looseness. You gain resistance to thunder damage. This effect lasts until you suffer thunder damage twice. Afterward, the brew is fully metabolized and is not present in your body.

WINTER BEAR

Difficulty: Intermediate

Casting Time: 1 action

Duration: 1 hour

Yield: 6 Bottles (1 use each)

This clear, cold, and near tasteless spirit burns the tongue as it goes down. Gain 2 temporary hit points for each use of Winter Bear. You may drink and use Winter Bear multiple times in one action without suffering brewery sickness.

YETI BRANDY

Difficulty: Grand Master

Casting Time: 1 action

Duration: 2 hours

Yield: 4 Bottles (1 uses each)

This chilling brandy causes your breath to hiss out in steam. You gain resistance to cold damage. This effect lasts until you suffer cold damage twice. Afterward, the brew is fully metabolized and is not present in your body.

APPENDIX C:

CALLIGRAPHY SCRIPT

DESCRIPTIONS

The scripts are listed in alphabetical order.

ALTERING SCRIPT

Difficulty: Novice

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

Class: Any

After reading these twisting words from the parchment, the world feels just a little slanted or shifted. The damage type of spell you cast changes to a random damage type. Roll a 1d8 to determine the new damage type.

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Lightning
5	Necrotic
6	Poison
7	Radiant
8	Thundering

ASTOUNDING SCRIPT

Difficulty: Master

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

Class: Any

After reading these bold words from the parchment, the world feels loud and booming. Targets affected by the next spell you cast must succeed on a strength saving throw or be moved 10 feet directly away from you. If the spell affects an area, affected targets move 10 feet away from the center of the effect instead.

BROAD SCRIPT

Difficulty: Novice

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

Class: Any

After reading these tall broad-stroked words from the parchment, the world feels a little smaller. The next spell that has a range of 5 feet or more has its range doubled. If the spell has a range of touch, it has a range of 30 feet

instead.

DIVINE MEDITATION SCROLL

Difficulty: Master

Casting Time: 1 action

Duration: Concentration, Instantaneous

Class: Cleric, Druid

After reading these words, you are filled with divine presence. You cast the *Divination* spell.

DUPLICATE SCRIPT

Difficulty: Varying

Novice: 1st level spell

Intermediate: 2nd level spell

Advanced: 3rd level spell

Master: 4th level spell

Grand Master: 5th level spell

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

Class: Any

After reading these jumped, confusing words, the world seems to appear to be split in two. The next spell you cast that normally only targets one creature and doesn't have a range of self, you can target a second creature in range with the same spell. The difficulty of the script determines the level of spell you can duplicate.

ENCIRCLING SCRIPT

Difficulty: Intermediate

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

Class: Any

After reading these spiral, enrapturing words from the parchment, you can barely pull yourself away from the script. The next spell that you cast that targets an area also targets a target that is up to 10 feet out of range. You may use multiple Encircling Scripts during a single action or bonus action.

ENGROSSING SCRIPT

Difficulty: Advanced

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

Class: Any

After reading these riveting words from the parchment, you find the world appears much closer to you. Targets affected by the next spell you cast must succeed on a strength saving throw or be moved 10 feet directly towards you. If the spell affects an area, affected targets move 10 feet towards the center of the effect instead, if possible.

EVIL AND GOOD DETECTION SCROLL

Difficulty: Master

Casting Time: 1 action

Duration: Concentration, Instantaneous

Class: Cleric, Paladin

After reading these words, the world appears in high contrast black and white. You cast the *Detect Evil and Good* spell.

EXTRAMURAL MEDITATION SCROLL

Difficulty: Master

Casting Time: 1 action

Duration: Instantaneous

Class: Druid, Paladin, Ranger

After reading these words, you feel an intense connection with the territory around you. You cast the *Commune With Nature* spell. You only learn two facts.

EXTRAPLANAR MEDITATION SCROLL

Difficulty: Master

Casting Time: 1 action

Duration: Instantaneous

Class: Wizard, Warlock

After reading these words, you feel an intense connection to a world apart from this one. You cast the *Contact Other Plane* spell.

FORTUITOUS SCRIPT

Difficulty: Intermediate

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

Class: Any

After reading these inspiring words from the parchment, the world feels manageable and within your grasp. When you roll damage for the next spell you cast you can reroll a number of dice equal to your primary casting modifier. The primary casting stat is Charisma for bards, sorcerers, and warlocks; Wisdom for clerics, rangers, and paladins; and Intelligence for wizards.

GREATER DETECTION SCROLL

Difficulty: Grandmaster

Casting Time: 1 action

Duration: Concentration, 10 minutes

Class: Bard, Cleric, Druid, Paladin, Warlock, Wizard

After reading these words, the world shifts into clear focus. You cast the *Scrying* spell.

IMPOSING SCRIPT

Difficulty: Advanced

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

Class: Any

After reading these empowering words from the parchment, you find that the denizens of the world are beneath you. The next spell you cast that forces a creature to make a saving throw to resist its effects, the creature must make its first saving throw at disadvantage.

INK ARMOR

Difficulty: Grandmaster

Casting Time: 1 action or 1 bonus action

Duration: 10 minutes

Class: Sorcerer, Warlock, Wizard

After reading these words, the ink flows off the page and wraps around your body. Your base AC becomes 14 + Dexterity modifier.

INK DEVIL

Difficulty: Intermediate

Casting Time: 1 action or 1 bonus action

Duration: Concentration, 1 minute

Class: Druid, Wizard

After reading these words, the ink leaps off the page to a 5-foot cube of air up to 60 feet away. An elemental force of air whirls in the inky cloud for the spell's duration. Any creature that ends its turn in the cloud of ink must make a DC15 Dexterity saving. On a failed save, the creature takes 1d8 slashing damage and is blinded by ink. On a successful save, the creature takes half as much damage and isn't blinded. A creature that is blinded by ink can spend an action to wipe off the ink. As a bonus action, you can move the ink devil up to 30 feet in any direction. Every time you end your turn, the area beneath the ink devil becomes slick with ink and is considered difficult terrain.

INK EYE

Difficulty: Master

Casting Time: 1 action

Duration: Concentration, up to 1 hour

Class: Cleric, Wizard

After reading these words, the ink slowly pools and forms an eye before vanishing. You cast the *Arcane Eye* spell.

INK HOUND

Difficulty: Master
Casting Time: 1 action
Duration: 8 hours
Class: Wizard

After reading these words, the ink spills onto the floor forming a large hound before vanishing. You cast the *Mordenkainen's Faithful Hound* spell. The hound only does 3d8 damage on hit.

INK MARK

Difficulty: Master
Casting Time: 1 action
Duration: Until dispelled
Class: Wizard

After reading these words, the ink pours off the page onto an object weighing 10 pounds or less. You touch the mark with your finger leaving a permanent ink stain. The mark on the object becomes invisible. Crafting slots are unlocked upon initial use of Ink Mark. Each time you use a new *Ink Mark* spell, you may use a new finger for the ink stain. You may mark as many objects and you have fingers. At anytime thereafter, you can use your action to speak the item's name and the ink burns off your finger. The item instantly appears in your hand regardless of physical or planar distances, and the spell ends. If another creature is holding or carrying the item, the ink mark instead swirls and transforms into an arrow that shifts and constantly points towards the object for the next hour. Dispel magic or a similar effect successfully applied to the finger ends the spells effect.

INK OF NIGHTMARES

Difficulty: Grandmaster
Casting Time: 1 action
Duration: Concentration, up to 1 minute
Class: Wizard

After reading these words, a sickening laughter can be heard from the ink as it steams off the page and disappears. You cast the *Phantasmal Killer* spell. The eyes of the creature affected are covered in swirling ink.

INK SERVANT

Difficulty: Master
Casting Time: 1 action
Duration: 1 hour
Class: Bard, Warlock, Wizard

After reading these words, the ink floats off the page form an amorphous semi humanoid shape before disappearing. You cast the *Unseen Servant* spell.

INK WARD

Difficulty: Grandmaster
Casting Time: 1 minute
Duration: 1 day
Class: Cleric

After reading these words, the ink streaks off the page in a blur in every direction. You cast the *Forbiddance* spell.

INTRAMURAL MEDITATION SCROLL

Difficulty: Grandmaster
Casting Time: 1 action
Duration: 1 minute
Class: Cleric, Druid, Paladin, Ranger

After reading these words, you feel an intense connection with the divine deep within you. You cast the *Commune* spell.

LONG-HANDED SCRIPT

Difficulty: Intermediate
Casting Time: 1 action or 1 bonus action
Duration: 1 hour
Class: Any

After reading these broad-stroke bold words from the parchment, you feel that the world begins to speed up as your own time stretches out. The next spell you cast that has a duration of 1 minute or longer doubles its duration, to a maximum of 24 hours.

MAGIC DETECTION SCROLL

Difficulty: Novice
Casting Time: 1 action
Duration: Concentration, up to 10 minutes
Class: Bard, Cleric, Druid, Paladin, Ranger, Wizard

After reading these words, the world appears in faded and desaturated. You cast the *Detect Magic* spell. Magical creatures and objects within 30 feet appear vivid and colorful.

MASTERFUL SCRIPT

Difficulty: Advanced
Casting Time: 1 action or 1 bonus action
Duration: 1 hour
Class: Any

After reading these intense precisely written words from the parchment, you feel taller and more important than you did a moment ago. The next spell you cast is cast at 1 spell level higher.

PAPER DEVIL

Difficulty: Advanced

Casting Time: 1 action

Duration: Concentration, 1 minute

Class: Bard, Warlock, Wizard

After reading these words, the paper begins to multiple and flutter violently before swirling up to 60 feet away and coalescing into a vortex of parchment in a cube 5 feet on each side, centered on a point you choose within range. An elemental force of air whirls in the paper cloud for the spells duration. A creature suffers 4d4 slashing damage when it enters the spells area for the first time or it starts its turn there. You may use a bonus action to move the paper devil up to 20 feet.

PAPER DOLL

Difficulty: Master

Casting Time: 1 minute

Duration: Concentration, 10 minutes

Class: Bard, Cleric, Warlock, Wizard

After reading these words, the paper folds itself into a spy glass. You cast the *Clairvoyance* spell. The sensor is a 1 foot tall paper doll. While in range of the doll you may move the doll up to 30 feet every hour. The doll is invisible and intangible. If the paper doll leaves the range of the spell, it becomes visible and flutters to the ground with its magic ended.

PAPER GRASP

Difficulty: Advanced

Casting Time: 1 action

Duration: Concentration, 1 minute

Class: Wizard

After reading these words, the paper flies of to a 5-foot-square unoccupied space of your choice on the ground that is within 30 feet. You cast *Maximilian's Earthen Grasp* spell, except the hand is formed of thick tight layers of paper and the damage dealt by the hand is 3d6 bludgeoning damage.

PAPER ILLUSION

Difficulty: Intermediate

Casting Time: 1 action

Duration: Concentration, 1 minute

Class: Bard, Warlock, Wizard

After reading these words, the paper flies of to a 10-foot cube unoccupied space of your choice within 60 feet. You cast the *Phantasmal Force* spell, except illusion appears as a giant thin rigid paper sheet to any creature not affected by the spell and the damage caused by the spell is increased by 1d6 slashing damage. If any unaffected creature touches the paper sheet, they take 2d6 slashing damage and the spell ends.

PAPER SHELTER

Difficulty: Intermediate

Casting Time: 1 action

Duration: 8 hours

Class: Bard, Wizard

After reading these words, the paper begins to multiple and spring forth in a 10-foot-radius immobile dome around you. The spell ends if you pull apart the layers of paper from the inside of the dome. Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if it includes a larger creature or more than nine creatures. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. From the outside the paper of the dome changes color and shape to blend in with the environment. If a creature did not see the paper shelter form and attempts to locate the paper shelter, it must succeed a DC15 perception check with disadvantage. The atmosphere inside the space is comfortable and dry, regardless of the weather outside. The dome is opaque from the inside and the outside and the lighting of the interior is dark.

PAPER STEED

Difficulty: Advanced

Casting Time: 1 action

Duration: 2 hours

Class: Wizard

After reading these words, the paper crushes, writhes, and grows larger and larger. You cast the *Phantom Steed* spell, except the horse is made of tightly-woven rigid paper.

POISON AND DISEASE DETECTION SCROLL

Difficulty: Intermediate

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Class: Cleric, Druid, Paladin, Ranger

After reading these words, the world appears hazy and fuzzy. You cast the *Detect Poison and Disease* spell. Diseased, poisoned, and poisonous creatures and objects within 30 feet appear in clear and sharp focus.

PRECISION SCRIPT

Difficulty: Novice

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

Class: Any

After reading these tightly written and neatly formed words from the parchment, you feel a grand sense of order in the chaos of the world. When you cast the next that targets an area, you may choose up to 3 creatures to automatically succeed on its saving throw against the spell.

ROBUST SCRIPT

Difficulty: Master

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

Class: Any

After reading these loose, sloppy, bold words from the parchment, you feel empowered and arrogant. When you cast the next that targets an area, you may choose to double the size of the area that the spell affects.

SHORT-HANDED SCRIPT

Difficulty: Novice

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

Class: Any

After reading these small-stroke quickly written words from the parchment, you feel that the world begins to slow down as your own time begins to quicken. The next spell you cast that has a casting time of 1 action, you can change the casting time to 1 bonus action for this casting. You may only cast this script once per day.

TRAP DETECTION SCROLL

Difficulty: Novice

Casting Time: 1 action

Duration: 1 minute

Class: Cleric, Druid, Ranger

After reading these words, the world appears dim. You cast the *Find Traps* spell. Any traps appear as brilliant light for the duration of the spell.

APPENDIX D:

HERBALISM HERB

DESCRIPTIONS

The herbs are listed in alphabetical order.

BLACK ASH BARK

Difficulty: Master

Casting Time: 1 action

Duration: 1 hour

After eating this herb, your body hums with tension like a coiled spring. Your unarmed attacks increased one die size and do an additional +1 bludgeoning damage. If you do not roll a die normally, your die becomes 1d4 +1 bludgeoning.

Class Specific Bonus: Monk

Monks affected by Black Ash Bark gain 2 ki points.

BLACK PALM

Difficulty: Advanced

Casting Time: 1 action

Duration: 1 hour

After eating this herb, the shadows deepen around your body. You gain +2 to Dexterity stealth ability checks and you add +1 to your attack rolls against a target that you surprise.

Class Specific Bonus: Ranger

The current terrain is favored terrain for Rangers.. Rangers may choose one additional favored enemy for the duration.

BLOODROOT

Difficulty: Grandmaster

Casting Time: 1 action

Duration: 1 hour

After eating this herb, the blood in your body pumps and circulates faster. Your maximum hit points increase by an amount equivalent to your character's level.

Class Specific Bonus: None

BLUE ALOE

Difficulty: Novice

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

After eating this herb, the scent of strong evil becomes much more potent and pungent, while good sounds like harmonic chimes. Until the end of the spell, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type of being whose presence you sense, but not its identity.

Within the same radius, you also detect the presence of any plane or objects that has been consecrated or desecrated.

Class Specific Bonus: Paladin

The radius of Blue Aloe increases to 180 feet for Paladins.

COALWEED

Difficulty: Master

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

After eating this herb, your tongue tastes like ash and charcoal. If a creature provokes an attack of opportunity against you, you may choose to use your reaction to cast a level 3 spell against the creature. Afterward, the effect of the herb ends.

Class Specific Bonus: Warlock

Warlocks may choose to cast a spell of power up to level 3 without consuming a spell slot instead.

COTTONTAIL

Difficulty: Intermediate

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

After eating this herb, you feel energetic and jittery. For the duration of the herb's effect, when you cast a spell that has casting time of 1 action, you may choose to change the casting to 1 bonus action for the casting. Afterward, the effect of the herb ends.

Class Specific Bonus: Sorcerer

Sorcerers affected by Cottontail gain 1 sorcery point.

CYPRENE THISTLE

Difficulty: Master

Casting Time: 1 action

Duration: Instantaneous

After eating this herb, you may choose to reduce your exhaustion level by one or remove one effect that cursed, charmed, petrified, deafened, blinded or poisoned you.

Class Specific Bonus: Druid

Druids gain 2 uses of Wild Shape.

FIREWEED

Difficulty: Intermediate

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

After eating this herb, your tongue burns from the peppery taste. If a creature provokes an attack of opportunity against you, you may choose to use your reaction to cast a level 1 spell against the creature.

Afterward, the effect of the herb ends.

Class Specific Bonus: Warlock

Warlocks may choose to cast a cantrip instead.

FLOSSYTAIL

Difficulty: Master

Casting Time: 1 action or 1 bonus action

Duration: 1 hour

After eating this herb, you feel energetic and jittery. For the duration of the herb's effect, when you cast a spell that has casting time of 1 action, you may choose to change the casting to 1 bonus action for the casting. If you do, roll once on the Wild Magic Surge table. Afterward, the effect of the herb ends.

Class Specific Bonus: Sorcerer

Sorcerers affected by Cottontail gain 2 sorcery points.

FRENZY NUT

Difficulty: Grandmaster

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

After eating this herb, you feel energetic and jittery. Once per turn for the duration of the herb's effect, when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

Class Specific Bonus: None

GINGER ROOT

Difficulty: Novice

Casting Time: 1 action

Duration: 1 hour

After eating this herb, you feel sly and spry. For the duration of the herb's effect, you can take a bonus action on each of your turns to Dash or Disengage.

Class Specific Bonus: Rogue

Rogues affected by Ginger Root can choose the Dodge action for Cunning Action.

GNOMISH TEA BEAN

Difficulty: Advanced

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

After eating this herb, you feel quick and nimble. For

the duration of the herb's effect, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half if you fail.

Class Specific Bonus: Rogue

Rogues affected by Gnomish Tea Bean gain a bonus 1d4 to Dexterity saving throws.

GOLDENHARP

Difficulty: Master

Casting Time: 1 action or 1 bonus action

Duration: 10 minutes

After eating this herb, your tongue vibrates and sings from the sweetness. You gain a 1d6 Bardic Inspiration die to use on attack rolls, ability check, or saving throw. After the duration ends, if the Bardic Inspiration die has not been spent, it is lost.

Class Specific Bonus: Bard

Bards gain a Bardic Inspiration die equal to their current Bardic Inspiration die size. Upon using Goldenharp, a bard may choose to give the inspiration die to a target up to 60 feet away or use the inspiration die for itself.

HARDLEAF

Difficulty: Advanced

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

After eating this herb, you feel a burning anger come over you. For the duration of the herb's effect, you reduce damage taken by bludgeoning, piercing, and slashing effects by 2.

Class Specific Bonus: Barbarian

When a barbarian uses Hardleaf, they may also choose to enter one of its rages during the same action or bonus action.

ICE SPRIG

Difficulty: Grandmaster

Casting Time: 1 bonus action

Duration: Instantaneous

After eating this herb, you feel an icy coolness spread through you. You regain hit points equal to 1d12 + half of your character's level rounded up. You also gain 10 temporary hit points.

Class Specific Bonus: Fighter

When a fighter uses Ice Sprig, it may also choose to use second wind during the same bonus action.

LIFEBLOOM

Difficulty: Grandmaster

Casting Time: 1 action

Duration: Instantaneous

After eating this herb, you feel an overwhelming flood of life energy. You touch a creature that has die within the last minute. It returns to life with 1 hit point.

Class Specific Bonus: None

MAID'S LILY

Difficulty: Advanced

Casting Time: 1 action

Duration: 1 hour

After eating this herb, you feel a touch of innocence and empowerment. For the duration of the herb's effect, add +1 to your saving throws.

Class Specific Bonus: Paladins

Paladins emanate an aura that grants +1 to Wisdom and Charisma saving throws to allies within 10 feet.

MANGROVE GRAPE

Difficulty: Advanced

Casting Time: 1 action

Duration: 1 minute

After eating this herb, you feel intelligent and inherently connected to the arcane. You may cast a wizard ritual spell at the normal casting rate without consuming a spell slot.

Class Specific Bonus: Wizards

Wizards under the effects of the Mangrove Grape may cast Cleric or Druid rituals instead.

MINTSPRIG

Difficulty: Novice

Casting Time: 1 bonus action

Duration: Instantaneous

After eating this herb, you taste an invigorating and relaxing mint flavor. You regain hit points equal to 1d6 + half of your character's level rounded up.

Class Specific Bonus: Fighter

When a fighter uses Mint Sprig, it may also choose to use second wind during the same bonus action.

OAK THISTLE

Difficulty: Intermediate

Casting Time: 1 action

Duration: Instantaneous

After eating this herb, you may remove one effect that deafened, blinded or poisoned you.

Class Specific Bonus: Druid

Druids gain 1 use of Wild Shape.

RAGELEAF

Difficulty: Advanced

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

After eating this herb, you feel a hot anger come over you. For the duration of the herb's effect, you reduce damage taken by bludgeoning, piercing, and slashing effects by 1.

Class Specific Bonus: Barbarian

When a barbarian uses Rageleaf, they may also choose to enter one of its rages during the same action or bonus action.

RED ASH BARK

Difficulty: Intermediate

Casting Time: 1 action

Duration: 1 hour

After eating this herb, your body hums with tension like a coiled spring. Your unarmed attacks increased one die size. If you do not roll a die normally, your die becomes 1d4.

Class Specific Bonus: Monk

Monks affected by Black Ash Bark gain 1 ki point.

SHADE PALM

Difficulty: Novice

Casting Time: 1 action

Duration: 1 hour

After eating this herb, the shadows deepen around your body. You gain +2 to Dexterity stealth ability checks.

Class Specific Bonus: Ranger

The current terrain is favored terrain for Rangers..

SILVERLEAF

Difficulty: Intermediate

Casting Time: 1 action

Duration: 10 minutes

After eating this herb, your tongue feels silvery and sharp. You have advantage on Charisma deception and Charisma performance checks when trying to pass yourself off as a different person. You can also mimic the speech of another person or sound made by other creatures. You must have heard the person speaking, or heard the creature make the sounds, for at least 1 minute. A successful Wisdom insight check contested by your Charisma deception check allows a listener to determine that the effect is faked.

Class Specific Bonus: None

SNOW SPRIG

Difficulty: Advanced

Casting Time: 1 bonus action

Duration: Instantaneous

After eating this herb, you feel a relaxing chill spread through you. You regain hit points equal to 1d12 + half of your character's level rounded up.

Class Specific Bonus: Fighter

When a fighter uses Snow Sprig, it may also choose to use second wind during the same bonus action.

SWAMP GRAPE

Difficulty: Advanced

Casting Time: 1 action

Duration: 1 minute

After eating this herb, you feel smart and a weak connection to the arcane. You may cast a wizard ritual spell as a ritual.

Class Specific Bonus: Wizards

Wizards under the effects of the Swamp Grape may cast Cleric or Druid rituals instead.

SWEETLEAF

Difficulty: Master

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

After eating this herb, you feel a steady warmth of life energy seep into your skin. For the duration of the herb's effect, at the beginning of your turn you gain 2 hit point.

Class Specific Bonus: Cleric

When a Cleric uses Sweetleaf they also gain 4 temporary hit points at the beginning of every turn.

SWEETVINE

Difficulty: Master

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

After eating this herb, you feel a steady warmth of life energy seep into your skin. For the duration of the herb's effect, at the beginning of your turn you gain 1 hit point.

Class Specific Bonus: Cleric

When a Cleric uses Sweetvine they gain 2 hit points at the beginning of every turn instead.

THICK CAP

Difficulty: Intermediate

Casting Time: 1 action

Duration: 10 minutes

After eating this mushroom-like herb, your muscles feel tight and powerful. When you are prone, standing up uses only 5 feet of your movement, climbing doesn't halve

your speed, and you can make a running long jump or running high jump after moving only 5 feet on foot, rather than 10 feet.

Class Specific Bonus: None

WALL LEAF

Difficulty: Grandmaster

Casting Time: 1 action or 1 bonus action

Duration: 1 minute

After eating this large rigid herb, you feel a smoldering and overwhelming anger come over you. For the duration of the herb's effect, you reduce damage taken by bludgeoning, piercing, and slashing effects by 3.

Class Specific Bonus: Barbarian

When a barbarian uses Wall leaf, they may also choose to enter one of its rages during the same action or bonus action.

WHITE FOAM

Difficulty: Master

Casting Time: During Short Rest

Duration: 1 hour

After eating this mushroom-like spongy herb, your wounds feel sticky and squishy. When you roll a hit die to recover hit points during a short rest, reroll any value that is less than half of highest value of the die, until the value is greater than half of the highest value of the die.

Class Specific Bonus: None

WILLOW BLOSSOM

Difficulty: Master

Casting Time: 1 action or bonus action

Duration: 1 minute

After eating this flexible tough herb, your body feels loose and relaxed. You are proficient with improvised weapons and unarmed strikes. When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

Class Specific Bonus: None

YELLOWBELL

Difficulty: Master

Casting Time: 1 action or 1 bonus action

Duration: 10 minutes

After eating this herb, your tongue squirms and your voice sings a harmony. You gain a 1d4 Bardic Inspiration die to use on attack rolls, ability check, or saving throw. After the duration ends, if the Bardic Inspiration die has not been spent, it is lost.

Class Specific Bonus: Bard

Bards gain a Bardic Inspiration die equal to their

current Bardic Inspiration die size. Upon using Yellowbell, a bard may choose to give the inspiration die to a target up to 60 feet away or use the inspiration die for itself.

APPENDIX E:

POISON DESCRIPTIONS

The poisons are listed in alphabetical order.

ACID COAT

Casting Time: 1 action

Duration: 1 minute

Type: Injury or Contact

You coat your weapon with a thick bright yellow oil. The weapon hisses as the smell of ammonia steams off of it. The oil is safe to use on non-magic weapons.

Novice: Basic Acid Coat

When an attack is successful, the target must succeed a DC11 Constitution saving throw or suffer 2d4 acid damage.

Intermediate: Greater Acid Coat

Req: Basic Acid Coat recipe

When an attack is successful, the target must make a DC13 Constitution saving throw. It suffers 3d4 acid damage on a failed save, or half as much on a successful one.

Advanced: Exceptional Acid Coat

Req: Greater Acid Coat recipe

When an attack is successful, the target must make a DC15 Constitution saving throw. It suffers 4d4 acid damage on a failed save, or half as much on a successful one.

Master: Superior Acid Coat

Req: Exceptional Acid Coat recipe

When an attack is successful, the target must make a DC17 Constitution saving throw. It suffers 5d4 acid damage on a failed save, or half as much on a successful one.

Grand Master: Supreme Acid Coat

Req: Superior Acid Coat recipe

When an attack is successful, the target must make a DC19 Constitution saving throw. It suffers 6d4 acid damage on a failed save, or half as much on a successful one.

AFFLICTION POISON

Casting Time: 1 action

Duration: 1 minute

Type: Injury or Ingested

You coat your weapon with a thick brackish mixture. The smell reeks of spoiled meat and putrescence.

Novice: Basic Affliction Poison

When an attack is successful, the target must succeed a DC11 Constitution saving throw or it is poisoned for 1 minute. The target may repeat the saving throw at the

end of its turn.

Intermediate: Greater Affliction Poison

Req: Basic Affliction Poison recipe

When an attack is successful, the target must succeed a DC13 Constitution saving throw or it is poisoned for 1 minute. The target may repeat the saving throw at the end of its turn.

Advanced: Exceptional Affliction Poison

Req: Greater Affliction Poison recipe

When an attack is successful, the target must succeed a DC15 Constitution saving throw or it is poisoned for 1 minute. The target may repeat the saving throw at the end of its turn.

Master: Superior Affliction Poison

Req: Exceptional Affliction Poison recipe

When an attack is successful, the target must succeed a DC17 Constitution saving throw or it is poisoned for 1 minute. The target may repeat the saving throw at the end of its turn.

Grand Master: Supreme Affliction Poison

Req: Superior Affliction Poison recipe

When an attack is successful, the target must succeed a DC19 Constitution saving throw or it is poisoned for 1 minute. The target may repeat the saving throw at the end of its turn.

BLASTING OIL

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a slippery dark purple oil. The weapon begins to rumble in your hand.

Novice: Basic Blasting Oil

When an attack is successful, the target takes an additional 1d4 thunder damage.

Intermediate: Greater Blasting Oil

Req: Basic Blasting Oil recipe

When an attack is successful, the target takes an additional 1d8 thunder damage.

Advanced: Exceptional Blasting Oil

Req: Greater Blasting Oil recipe

When an attack is successful, the target takes an additional 1d12 thunder damage.

Master: Superior Blasting Oil

Req: Exceptional Blasting Oil recipe

When an attack is successful, the target takes an additional 2d8 thunder damage.

Grand Master: Supreme Blasting Oil

Req: Superior Blasting Oil recipe

When an attack is successful, the target takes an additional 2d10 thunder damage.

BLINDING POISON

Casting Time: 1 bonus action

Duration: 1 minute

Type: Injury

You coat your weapon with a purple goo that hisses and gurgles. The steam that pours off your weapon causes your eyes to water. You cannot learn this recipe.

Advanced: Exceptional Blinding Poison

When an attack is successful, the target must succeed a DC15 Constitution saving throw or it is poisoned for 1 minute. The target may repeat the saving throw at the end of its turn. A target that saves cannot be affected by this poison a second time.

Master: Superior Blinding Poison

When an attack is successful, the target must succeed a DC17 Constitution saving throw or it is poisoned for 1 minute. The target may repeat the saving throw at the end of its turn. A target that saves cannot be affected by this poison a second time.

Grand Master: Supreme Blinding Poison

When an attack is successful, the target must succeed a DC19 Constitution saving throw or it is poisoned for 1 minute. The target may repeat the saving throw at the end of its turn. A target that saves cannot be affected by this poison a second time.

CRIPPLING POISON

Casting Time: 1 action

Duration: 1 minute

Type: Injury or Ingested

You coat your weapon with a slippery bright green mixture. The sweet nutty aroma is enticing.

Advanced: Exceptional Crippling Poison

When an attack is successful, the target must succeed a DC17 Constitution saving throw or its movement speed is reduced to 0 for 1 minute. The target may repeat the saving throw at the end of its turn. If the target succeeds on a saving throw, it can no longer be affected by crippling poison.

Grand Master: Supreme Crippling Poison

Req: Exceptional Crippling Poison recipe

When an attack is successful, the target must succeed a DC21 Constitution saving throw or its movement speed is reduced to 0 for 1 minute. The target may repeat the saving throw at the end of its turn. If the target succeeds on a saving throw, it can no longer be affected by crippling poison.

EXHAUSTION POISON

Casting Time: 1 action

Duration: 1 minute

Type: Ingested or Inhaled

The salty concoction can be applied to food and drink or it can be dispersed by misting. The scent is reminiscent of the sea.

Advanced: Exceptional Exhaustion Poison

When an attack is successful, the target must succeed a DC15 Constitution saving throw or it receives 1 additional level of exhaustion for 1 hour. The target may no longer be affected by exhaustion poison additional times.

Master: Superior Exhaustion Poison

Req: Exceptional Exhaustion Poison recipe

When an attack is successful, the target must succeed a DC15 Constitution saving throw or it receives 2 additional level of exhaustion for 1 hour. The target may no longer be affected by exhaustion poison additional times.

EXPLOSIVE OIL

Casting Time: 1 bonus action

Duration: 1 minute

Type: Injury

You coat your weapon with a slippery red oil that rumbles with instability. You cannot learn this recipe.

Novice: Basic Explosive Oil

Your next successful attack will cause an extra 4d4 force damage to the target. You suffer 1d6 force damage from the feedback. After the attack, the oil will evaporate.

Advanced: Exceptional Explosive Oil

Your next successful attack will cause an extra 5d6 force damage to the target. You suffer 2d8 force damage from the feedback. After the attack, the oil will evaporate.

Grand Master: Supreme Explosive Oil

Your next successful attack will cause an extra 6d8 force damage to the target. You suffer 3d10 force damage from the feedback. After the attack, the oil will evaporate.

FLAME OIL

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a clear oily coat that ignites into dim torch light.

Novice: Basic Flame Oil

When an attack is successful, the target takes an additional 1d4 fire damage.

Intermediate: Greater Flame Oil

Req: Basic Flame Oil recipe

When an attack is successful, the target takes an additional 1d4 fire damage. The oil has adhered the target and at the end of its next turn will suffer 1d4 fire damage. This effect does not stack, but a new attack can overwrite an existing stack. The effect ends at the end of the target's turn. A creature can use one of its attack actions or its bonus actions to douse the flame.

Advanced: Exceptional Flame Oil

Req: Greater Flame Oil recipe

When an attack is successful, the target takes an additional 1d6 fire damage. The oil has adhered the target and at the end of its next turn will suffer 1d6 fire damage. This effect does not stack, but a new attack can overwrite an existing stack. This effect lasts and additional turn and will end after 2 turns after being applied or until the flame is doused. A creature can use one of its attack actions or its bonus actions to douse the flame.

Master: Superior Flame Oil

Req: Exceptional Flame Oil recipe

When an attack is successful, the target takes an additional 1d8 fire damage. The oil has adhered the target and at the end of its next turn will suffer 1d8 fire damage. This effect does not stack, but a new attack can overwrite an existing stack. This effect lasts and additional turn and will end after 3 turns after being applied or until the flame is doused. A creature can use one of its attack actions or its bonus actions to douse the flame.

Grand Master: Supreme Flame Oil

Req: Superior Flame Oil recipe

When an attack is successful, the target takes an additional 1d10 fire damage. The oil has adhered the target and at the end of its next turn will suffer 1d10 fire damage. This effect does not stack, but a new attack can overwrite an existing stack. This effect lasts and additional turn and will end after 4 turns after being applied or until the flame is doused. A creature can use one of its attack actions or its bonus actions to douse the flame.

FROST OIL

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a thin pale white oil. Crystals begin to form and crackle off the weapon.

Novice: Basic Frost Oil

When an attack is successful, the target receives an

additional 1d4 frost damage.

Intermediate: Greater Frost Oil

Req: Basic Frost Oil recipe

When an attack is successful, the target receives an additional 1d6 frost damage. The target must succeed on a DC13 Constitution saving throw or its suffers disadvantage on its next attack.

Advanced: Exceptional Frost Oil

Req: Greater Frost Oil recipe

When an attack is successful, the target receives an additional 1d8 frost damage. The target must succeed on a DC15 Constitution saving throw or its suffers disadvantage on its next attack.

Master: Superior Frost Oil

Req: Exceptional Frost Oil recipe

When an attack is successful, the target receives an additional 1d10 frost damage. The target must succeed on a DC17 Constitution saving throw or its suffers disadvantage on its next attack.

Grand Master: Supreme Frost Oil

Req: Superior Frost Oil recipe

When an attack is successful, the target receives an additional 1d10 frost damage. The target must succeed on a DC19 Constitution saving throw or its suffers disadvantage on its next attack.

KEEN OIL

Casting Time: 1 bonus action

Duration: 1 minute

Type: Injury

You coat your weapon with a slippery yellow oil that emanates a dim radiant light. Your hand stings and pricks like pins and needles.

When you learn Basic Keen Oil, you learn all subsequent recipes.

Novice: Basic Keen Oil

Your next attack will cause a critical strike on 19 and 20. After the attack, the oil will evaporate.

Intermediate: Greater Keen Oil

Your 2 next attacks will cause a critical strike on 19 and 20. After the attack, the oil will evaporate.

Advanced: Exceptional Keen Oil

Your 3 next attacks will cause a critical strike on 19 and 20. After the attack, the oil will evaporate.

Master: Superior Keen Oil

Your 4 next attacks will cause a critical strike on 19 and 20. After the attack, the oil will evaporate.

Grand Master: Supreme Keen Oil

Your 5 next attacks will cause a critical strike on 19 and 20. After the attack, the oil will evaporate.

IMMOBILIZING POISON

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a thick tar-like mixture. Care should be taken that particles don't end up sticking to it.

Intermediate: Greater Immobilizing Poison

When an attack is successful, the target must succeed a DC12 Constitution saving throw or it is restrained for 1 minute. The target may repeat the saving throw at the end of its turn. A target that saves cannot be affected by this poison a second time.

Master: Superior Immobilizing Poison

Req: Greater Immobilizing Poison recipe

When an attack is successful, the target must succeed a DC16 Constitution saving throw or it is restrained for 1 minute. The target may repeat the saving throw at the end of its turn. A target that saves cannot be affected by this poison a second time.

INCAPACITATING POISON

Casting Time: 1 action

Duration: 1 minute

Type: Injury or Ingested

You coat your weapon with a cold black scentless liquid. Light seems to be absorbed by the coating.

Intermediate: Greater Incapacitating Poison

When an attack is successful, the target must succeed a DC15 Constitution saving throw or it is incapacitated until it is damaged. The target may repeat the saving throw at the end of its turn. If the target does not save within than 1 minute, it may no longer attempt to save and the effect lasts one hour. A target that saves cannot be affected by this poison a second time. If the poison is ingested and the target is not in combat, the target must succeed a DC17 Constitution saving throw and the effect lasts one hour without additional opportunities to save.

Grand Master: Supreme Incapacitating Poison

Req: Greater Incapacitating Poison recipe

When an attack is successful, the target must succeed a DC21 Constitution saving throw or it is incapacitated until it is damaged. The target may repeat the saving throw at the end of its turn. If the target does not save within than 1 minute, it may no longer attempt to save and the effect lasts one hour. A target that saves cannot be affected by this poison a second time. If the poison is ingested and the target is not in combat, the target must succeed a DC23 Constitution saving throw and the effect lasts one hour without additional opportunities to save.

LIGHTNING OIL

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a slippery oil with white and silver streaks coursing through it. The weapon begins to crackle in your hand.

Novice: Basic Lightning Oil

When an attack is successful, the target takes an additional 1d4 lightning damage.

Intermediate: Greater Lightning Oil

Req: Basic Lightning Oil recipe

When an attack is successful, the target takes an additional 1d4 lightning damage. Choose a new target within 5 feet. That target suffers 1d4 lightning damage.

Advanced: Exceptional Lightning Oil

Req: Greater Lightning Oil recipe

When an attack is successful, the target takes an additional 1d4 lightning damage. Choose a new target within 5 feet. That target suffers 1d4 lightning damage. Choose a target within 5 feet of the 2nd target (excluding the 2nd target). That target suffers 1d4 damage.

Master: Superior Lightning Oil

Req: Exceptional Lightning Oil recipe

When an attack is successful, the target takes an additional 1d4 lightning damage. Choose a new target within 5 feet. That target suffers 1d4 lightning damage. Choose a target within 5 feet of the 2nd target (excluding the 2nd target). That target suffers 1d4 damage. Choose a target within 5 feet of the 3rd target (excluding the 3rd target). That target suffers 1d4 damage.

Grand Master: Supreme Lightning Oil

Req: Superior Lightning Oil recipe

When an attack is successful, the target takes an additional 1d4 lightning damage. Choose a new target within 5 feet. That target suffers 1d4 lightning damage. Choose a target within 5 feet of the 2nd target (excluding the 2nd target). That target suffers 1d4 damage. Choose a target within 5 feet of the 3rd target (excluding the 3rd target). That target suffers 1d4 damage. Choose a target within 5 feet of the 4th target (excluding the 4th target). That target suffers 1d4 damage.

MIND PIERCING POISON

Casting Time: 1 bonus action

Duration: 1 minute

Type: Injury

You coat your weapon with a thick slippery coating that is invisible to normal sight. You cannot learn this recipe.

Novice: Basic Mind Piercing Poison

Your next attack uses the target's Intelligence score as its AC. If the attack is successful it also causes an extra 1d6 psychic damage to the target. After the attack, the poison loses potency.

Master: Superior Mind Piercing Poison

Your next 3 attacks use the target's Intelligence score as its AC. If an attack is successful it also causes an extra 3d6 psychic damage to the target. After these attacks, the poison loses potency.

Grand Master: Supreme Mind Piercing Poison

Your next 5 attacks use the target's Intelligence score as its AC. If an attack is successful it also causes an extra 4d6 psychic damage to the target. After these attacks, the poison loses potency.

OIL OF DEVASTATION

Casting Time: 1 bonus action

Duration: 1 minute

Type: Injury

You coat your weapon with a swirling oily coating. The screams of the dead and dying whisper on the wind. You cannot learn this recipe.

Intermediate: Greater Oil of Devastation

When you roll for an attack, you critical strike on 11, 12, 13, 14, 15, 16, 17, 18, 19, and 20.

After the attack, the poison loses potency.

Advanced: Exceptional Oil of Devastation

Your next attack is a guaranteed critical strike. After the attack, the poison loses potency.

Master: Superior Oil of Devastation

Your next 2 attacks are guaranteed critical strikes. After the attack, the poison loses potency.

QUICKSILVER OIL

Casting Time: 1 bonus action

Duration: 1 minute

Type: Injury

You coat your weapon with a thick swirling mist. Your weapon feels lighter than air. You cannot learn this recipe.

Intermediate: Greater Quicksilver Oil

You gain 1 additional attacks for your attack action. This effect lasts 2 turn. After the attack, the oil evaporates.

Master: Superior Quicksilver Oil

You gain 1 additional attack for your attack action.

This effect lasts 4 turns. After the attacks, the oil evaporates.

Grand Master: Supreme Quicksilver Oil

You gain 2 additional attacks for your attack action. This effect lasts 3 turns. After the attack, the oil evaporates.

POISON COAT

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a dark green gel. The aroma smells earthy and deadly.

Novice: Basic Poison Coat

When an attack is successful, the target takes an additional 1d4 poison damage.

Intermediate: Greater Poison Coat

Req: Basic Poison Coat recipe

When an attack is successful, the target takes an additional 2d4 poison damage.

Advanced: Exceptional Poison Coat

Req: Greater Poison Coat recipe

When an attack is successful, the target takes an additional 3d4 poison damage.

Master: Superior Poison Coat

Req: Exceptional Poison Coat recipe

When an attack is successful, the target takes an additional 4d4 poison damage.

Grand Master: Supreme Poison Coat

Req: Superior Poison Coat recipe

When an attack is successful, the target takes an additional 5d4 poison damage.

SLEEPING POISON

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a hazy gray grease. Your weapon feels heavy and sags.

When you learn Basic Sleeping Poison, you learn all subsequent recipes.

Novice: Basic Sleeping Poison

When you attack is successful, roll 1d8. If the target has less health remaining than the die roll, the target becomes incapacitated for an hour or until it is damaged.

Intermediate: Greater Sleeping Poison

When you attack is successful, roll 2d8. If the target has less health remaining than the die roll, the target becomes incapacitated for an hour or until it is damaged.

Advanced: Exceptional Sleeping Poison

When you attack is successful, roll 3d8. If the target has less health remaining than the die roll, the target becomes incapacitated for an hour or until it is damaged.

Master: Superior Sleeping Poison

When you attack is successful, roll 4d8. If the target has less health remaining than the die roll, the target becomes incapacitated for an hour or until it is damaged.

Grand Master: Supreme Sleeping Poison

When you attack is successful, roll 5d8. If the target has less health remaining than the die roll, the target becomes incapacitated for an hour or until it is damaged.

STONE OIL

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a dark gray, thick liquid. Moving the weapon through the takes much more effort.

Novice: Basic Stone Oil

When an attack is successful, the target must succeed a DC10 Constitution saving throw or it is suffer the affects of the slow spell for 1 round. A target that saves cannot be affected by this poison a second time.

Intermediate: Greater Stone Oil

Req: Basic Stone Oil recipe

When an attack is successful, the target must succeed a DC12 Constitution saving throw or it is suffer the affects of the slow spell for 2 rounds. The target may repeat the saving throw at the end of it's turn. A target that saves cannot be affected by this poison a second time.

Advanced: Exceptional Stone Oil

Req: Greater Stone Oil recipe

When an attack is successful, the target must succeed a DC14 Constitution saving throw or it is suffer the affects of the slow spell for 3 rounds. A target that saves cannot be affected by this poison a second time.

Master: Superior Stone Oil

Req: Exceptional Stone Oil recipe

When an attack is successful, the target must succeed a DC16 Constitution saving throw or it is suffer the affects of the slow spell for 4 rounds. The target may repeat the saving throw at the end of it's turn. A target that saves cannot be affected by this poison a second time.

Grand Master: Supreme Stone Oil

Req: Superior Stone Oil recipe

When an attack is successful, the target must succeed a

DC18 Constitution saving throw or it is suffer the affects of the slow spell for 5 rounds. The target may repeat the saving throw at the end of it's turn. A target that saves cannot be affected by this poison a second time.

SUNDERING GEL

Casting Time: 1 action

Duration: 1 minute

Type: Injury

You coat your weapon with a bright orange paste. The weapon nearly leaps out of your hands as it tries to seek purchase in a target. You cannot learn this recipe.

Novice: Basic Sundering Gel

When an attack is successful, the target must succeed a DC13 Constitution saving throw or its AC is lowered by 1 for 1 round. The target may repeat the saving throw at the end of it's turn. After the initial roll saving throw, when a target rolls for a saving throw the DC lowers by 1 for 1 hour.

Intermediate: Greater Sundering Gel

When an attack is successful, the target must succeed a DC15 Constitution saving throw or its AC is lowered by 1 for 1 round. The target may repeat the saving throw at the end of it's turn. After the initial roll saving throw, when a target rolls for a saving throw the DC lowers by 1 for 1 hour.

Advanced: Exceptional Sundering Gel

When an attack is successful, the target must succeed a DC17 Constitution saving throw or its AC is lowered by 1 for 1 round. The target may repeat the saving throw at the end of it's turn. After the initial roll saving throw, when a target rolls for a saving throw the DC lowers by 1 for 1 hour.

VAMPIRIC GEL

Casting Time: 1 bonus action

Duration: 1 minute

Type: Injury

You coat your weapon with a thick, bone-white gelatinous paste. You cannot learn this recipe.

Novice: Basic Vampiric Gel

Your next successful attack will cause an extra 3d6 necrotic damage to the target. You regain hit points equal to half of the damage done by the necrotic damage. After the attack, the oil will evaporate.

Intermediate: Greater Vampiric Gel

Your next successful attack will cause an extra 4d6 necrotic damage to the target. You regain hit points equal to half of the damage done by the necrotic damage. After the attack, the oil will evaporate.

Grand Master: Supreme Vampiric Gel

Your next successful attack will cause an extra 5d6 necrotic damage to the target. You regain hit points equal to half of the damage done by the necrotic damage. After the attack, the oil will evaporate.

VOID GEL

Casting Time: 1 action

Duration: 1 minute

Type: Injury

When you coat your weapon with this black gel, the blade becomes invisible to the current plane of existence. A voice whispers in your here in an incomprehensible language. You cannot learn this recipe.

Grand Master: Supreme Void Gel

When an attack is successful, the target is banished to a harmless demi-plane for 1 minute. After the attack, the gel slips back into the void where it was spawned from.

APPENDIX F:

TINKERING BLUEPRINT

DESCRIPTIONS

The blueprints are listed in alphabetical order.

ALARM

Difficulty: Novice

Casting Time: 1 action

Duration: 8 hours

This device features a large coil spring, a dial, and bells and hammers. For the duration, whenever a tiny or larger creature comes within 30 feet of the device, the device emits a loud audible ringing sound. Any creature that is inside of the range of the alarm during activation will be recognized by the device and will not set off the alarm.

ALL-PURPOSE WINCH

Difficulty: Advanced

Casting Time: 1 minute of setup

Duration: Until Dismissed

This device features a magically adhering base, a control lever, 100-ft cable of steel, and a hook. Setup time requires adhering the base to an object or structure. A structure must be able to withstand the loading force the winch exerts. When activated, the winch will wind up or spool out cable at a rate of 5 feet per 6 seconds. If the winch experiences a load greater than 1000 pounds it will stall. A force of 2000 pounds will break the cable.

AMMO OF SICKNESS

Difficulty: Master

Crafting Yield: 5

When you craft this ammo, you may choose the form of ammunition created (arrow, bolt, blow dart, etc.)

When a target is hit by this ammunition it must make a DC17 Constitution saving throw or it is poisoned. At the end of each of the target's turns, it can repeat the saving throw. On a success the effect ends.

AMMO OF WEAKNESS

Difficulty: Grandmaster

Crafting Yield: 5

When you craft this ammo, you may choose the form of ammunition created (arrow, bolt, blow dart, etc.)

When a target is hit by this ammunition it must make a DC19 Constitution saving throw or damage dealt by the creature's weapon attacks is halved until the effect ends. At the end of each of the target's turns, it can repeat the saving throw. On a success, the effect ends.

AMMO OF WEB

Difficulty: Master

Crafting Yield: 5

When you craft this ammo, you may choose the form of ammunition created (arrow, bolt, blow dart, etc.)

When this arrow is fired at a creature, object, or area, a thick mass of sticking webbing launches out in a 10 foot radius dome. The webs are difficult terrain and lightly obscure their area. Each creature that starts its turn in the webs or that enters them during its turn must make a DC17 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the web can use its action to make a DC17 strength check. If it succeeds, it is no longer restrained. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 damage to any creature that starts its turn in fire.

AUTO-LOADER

Difficulty: Grandmaster

Casting Time: 1 bonus action of activation

Duration: 12 attacks

This device features a tall rectangular column where ammo is loaded, springs, and an attachment mechanism. When activated, a character can take a special ranged attack action, making up to 4 ranged weapon attacks. When 12 attacks have been made using the special ranged attack action, the device is empty. A range weapon with the Auto-Loader attached may make ranged weapon attacks normally. This device can be used once per long rest. The device must be attached to a weapon during a long rest. During the long rest, 1 hour of time must be spent preparing the device for the next use.

BOOTS OF BUOYANCY

Difficulty: Advanced

Casting Time: 1 minute to don or doff

Duration: Until Dismissed

This device features cumbersome water-skins filled with air. For the duration, a creature wearing this device reduces its movement speed by 5 but may walk on water.

BOOTS OF DOUBLE TIME

Difficulty: Master

Casting Time: 1 minute to don or doff

Duration: Until Dismissed

This device features exceptional traction and highly stylized lightning bolts. For the duration, a creature wearing this device increases its movement speed by 15.

CABLE OF RETRACTION

Difficulty: Advanced

Casting Time: 1 attack action/1 bonus action

Duration: Until Dismissed

Req: All-Purpose Winch, Grappling Hook

This device features a control lever, 100-ft cable of steel, powerfully magically winding springs, and a hook. When activated, a hook shoots off to latch onto an object, creature, or structure. If the target is a creature, make an attack roll against the creature's AC. A successful attack attaches the hook to the creature. A creature may spend an action on its turn to remove the hook. A user of this device may spend a bonus action to release and/or retract the cable. If the targeted structure, object or creature is heavier than the character using the device during retraction, the character hurtles towards the target 60 feet. If the target is lighter than the character using the device, the target hurtles toward the target 60 feet. If the target is equal in weight to the character using the device, both the target and the character move 30 feet toward each other. If the device experiences a load greater than 1000 pounds it will stall. A force of 2000 pounds will break the cable.

CRAFT AMMUNITION

Difficulty: Varying

Novice: Magical +0 damage ammunition

Intermediate: Magical +1 damage ammunition

Advanced: Magical +2 damage ammunition

Master: Magical +3 damage ammunition

Grand Master: Magical +4 damage ammunition

Crafting Yield: 5

When you craft this ammo, you may choose the form of ammunition created (arrow, bolt, blow dart, etc.) Tinkering ammunition involves a lot of guesswork and random materials and components. Some tinkerers have been known to go mad handling hazardous and magical raw materials. When the ammo is created, roll 2d4 and compare the results to the table below to see what type of effect has been crafted. The difficulty of the blueprint determines the level of ammunition you can craft.

2d4	Ammunition Type
2	Double Piercing
3	Lightning
4	Poison
5	Fire
6	Acid
7	Cold
8	Heavy Bludgeoning

Lightning, Poison, Fire, Acid, and Cold ammo replaces the piercing damage type with the new corresponding damage type. Double Piercing ammo hits up to two targets in a line within range. Heavy Bludgeoning ammo replaces the damage type with bludgeoning and adds an extra 1d4 damage but shoots at half the distance.

EARRINGS OF COMMUNICATION

Difficulty: Advanced

Casting Time: 1 action to setup

Duration: Until Dismissed

These small devices resemble three dangling elongated tear drops. You can craft and connect up to 8 earrings that allow communication. A creature that wears an earring may speak or whisper and all other creatures wearing an earring of this set will hear the message. The communication is possible over any distance, though it can't extend to other planes of existence.

ELEMENTAL CAPACITOR

Difficulty: Master

Casting Time: 1 reaction to activate

Duration: Until Dismissed

Req: Instant Barrier

This round device features a small round spiraling metal chest plate, leather straps, and tubing and cables traveling from the plate to gloves covered in metal wires and tubing. When you take acid, cold, fire, lightning, or thunder damage you can activate the device to give yourself resistance to the damage. When you do this, you generate 1 elemental charge of the triggering damage type. You can generate a maximum of 3 charges before the device is filled, at which time it will no longer be able to absorb damage and offer you resistance. Once per long rest, when you hit with a melee attack on your turn, you can expend any number of charges to cause the target to take an extra 1d6 damage of the triggering type.

EXTRA-DIMENSIONAL POCKET

Difficulty: Intermediate

Casting Time: 1 action

Duration: Until Dismissed

This small leather sack features a shoulder strap, a leather flap, rune-etched stone and metal clasps. This bag acts as a bag of holding that can hold up to 200 pounds and a volume not exceeding 20 cubic feet. The bag weighs 5 pounds, regardless of contents. A tinker device that stored inside this bag takes up no room and does not add to the weight of items inside of the bag. If a crafting slot is not being used to arm the bag, the bag may still be accessed for 10 minutes during a long rest.

FIRE ORB

Difficulty: Master

Casting Time: 1 action

Crafting Yield: 3

Req: Storm Orb

Make a ranged attack roll using your strength modifier to a range of 40/60 feet. When a target is hit by device it suffers 3d8 force damage as the device explodes. On a hit or miss, the target and each creature within a 10 foot radius are consumed in the blast and must make a DC17 Dexterity saving throw. On a failure, creatures take 5d6 fire damage and are pushed away from the origin point by 5 feet. On a success, creatures take half as much damage and are not pushed.

FOOD AND DRINK PURIFIER

Difficulty: Novice

Casting Time: 1 action

Duration: Until Dismissed

This flat round device appears as an upside-down shallow bowl. When activated, all nonmagical food and drink with 5 feet of the device is purified and rendered free of poison and disease.

GRAPPLING HOOK

Difficulty: Intermediate

Casting Time: 1 action/1 bonus action

Duration: Until Dismissed

When you craft this device, you may choose the form of ammunition that launches the hook (arrow, bolt, blow dart, etc.) The range of the device is limited to the ammunition and range weapon that launches it.

This spring-loaded device features 3 prongs and 200 feet of rope. When activated, this shoots and firmly affixes itself to an object or structure. If launched at a creature, make a ranged weapon attack against the creature's AC. The hook can be released by using a bonus action to tug and flick the rope in a manner that retracts the hook. If the rope experiences a load greater than 500 pounds or if it is damaged by an attack, it will snap.

INSTANT BARRIER

Difficulty: Advanced

Casting Time: 1 reaction to activate

Duration: Until Dismissed

Req: Thickened Hide Bracer

This round device features a small round dimpled metal chest plate and leather straps. When you are hit by an attack, a shimmering barrier of force springs forth to protect you. Until the start of your next turn, you have +5 bonus to AC, including against the triggering attack. You can do this 2 times per long rest.

LEVITATING DISK

Difficulty: Novice

Casting Time: 1 action

Duration: 1 hour

This 3-foot round 1 inch thick flat device has runes, gears, and whirling fans affixed to the bottom. The disk floats 3 feet above the ground in an unoccupied space of your choice you can see within range and the disk can hold up to 500 pounds. The disk is magically tethered to the one who activated it and while activated it will follow behind the user by a maximum of 20 feet. It can move across uneven or difficult terrain, up and down stairs and slopes, but it cannot cross an elevation change 10 feet or more. If you are separated from the disk by more than 100 feet, the disk deactivates. This device can be used once per short or long rest. During a short or long rest, 10 minutes of time must be spent preparing the device for the next use.

MECHANICAL FAMILIAR

Difficulty: Novice

Casting Time: 1 action to manually control

Duration: 1 hour

When you craft this device, choose between a bat, crab, fish, frog, lizard, raven, scorpion, or spider. Reference the *Find Familiar* spell for rules on how to control the familiar. An eyepiece, earpiece, and small manual controller receive signals and send commands. The familiar created by this craft is a mechanical construct in nature and does not eat or breathe. It cannot be summoned or dismissed. If it is reduced to 0 hit points it can be repaired during a long rest. If a DM allows additional types of familiars such as a cat, they do not breathe and lose bonuses such as keen smell.

PACI-FISTER

Difficulty: Grandmaster

Casting Time: 1 reaction to activate

Duration: Until Dismissed

Req: Elemental Capacitor

This round device features a small round domed chest plate and a spring loaded mechanical fist. When you take weapon damage you can use a reaction to activate the device, launching a massive metal spring loaded fist towards the attacker and reducing the damage to 0. If the attack is from a melee weapon, the attacker takes 2d6 bludgeoning damage and must succeed on a DC18 Strength saving throw or the attacking weapon is knocked 5 feet away. If the attack is from a ranged weapon or projectile, the projectile is caught and launched back at the attacker. The attacker must succeed on a DC18 Dexterity saving throw or take 2d6 piercing damage. This device can be used once per short or long rest. During a short or long

rest, 10 minutes of time must be spent preparing the device for the next use.

PARACHUTE

Difficulty: Novice

Casting Time: 1 action

Duration: Instantaneous

This spring-loaded backpack is filled with a large canvas sheet that catches and fills with air when activated. A creature using the device slows its decent speed to 60 feet per round until reaching the ground or until the device is damaged. If the creature lands at the slow rate, it takes no falling damage and lands on its feet. An action can be spent to dismiss and retract the parachute. This device can be used once per short or long rest. During a short or long rest, 10 minutes of time must be spent preparing the device for the next use.

PIPE OF THE AMBASSADOR

Difficulty: Intermediate

Casting Time: 1 action

Duration: 1 hour

This ornate metal smoking pipe features swirling filigree and a matching earring. When a creature uses this device, they choose a language. For the duration, the earpiece translates the language into common and the pipe fills their mouth with the words of the language. You understand and can speak the language for the duration. Once activated, the device runs for the entire duration before a new language can be used.

PIPE OF THE MERFOLK

Difficulty: Intermediate

Casting Time: 1 action

Duration: 24 hours

This ornate metal smoking pipe features wavy curves and tear drop filigree. This pipe has 10 charges that refill during a long rest. When a creature takes a long pull on this device, a charge is expended and the creature gains the ability to breathe underwater for the duration.

SMOKE ORB

Difficulty: Intermediate

Casting Time: 1 action

Duration: 10 minutes

Crafting Yield: 3

When this round gray orb is activated, it can be thrown to a point up to 50 feet away. Smoke billows out of the orb creating a thick 20-foot-radius sphere of heavy fog. The sphere spreads around corners and its area is heavily obscured. It lasts for the duration of until a wind of moderate or greater speed disperses it.

SPLINTERING AMMO

Difficulty: Grandmaster

Crafting Yield: 5

When you craft this ammo, you may choose the form of ammunition created (arrow, bolt, blow dart, etc.)

When a target is hit by this ammunition, a piece splinters off and hits an additional target. Make another ranged weapon attack roll against this new target. If successful, the new target takes damage identical to the initial target.

STORM ORB

Difficulty: Intermediate

Casting Time: 1 action

Duration: 10 minutes

Crafting Yield: 3

Req: Smoke Orb

When this round black orb is activated, it can be thrown to a point up to 50 feet away. A bright flash and thunder boom burst forth from the orb. All creatures within 10 feet of the orb must succeed on a DC16 Constitution saving throw or be blinded and deafened. A creature repeats the saving throw with advantage at the end of its turn.

THICKENED HIDE BRACER

Difficulty: Intermediate

Casting Time: 1 reaction

Duration: Instantaneous

This thick device attaches to the arm and features multiple layers of cured hide covering a spongy cushion. When you are hit by an attack, you can raise your arm to absorb some of the damage as a reaction. Roll a 1d12 and reduce the damage by the value of the die. This device can be used once per long rest. During a long rest, 1 hour of time must be spent preparing the device for the next use.

TINKER'S BIG FIST

Difficulty: Grandmaster

Casting Time: 1 action

Duration: Instantaneous

Req: Tinker's Spare Appendage

This massive metal and wire covered gauntlet looks like it belongs to a giant. Once per long rest, an action can be taken to use Tinker's big fist to strike an object, structure, or creature. When the strike is against an object or structure, a long windup and whirling fans can be heard before striking the target for 6d8 damage or succeeding on a DC 26 Strength check for pushing or striking. If a creature is targeted, it must succeed on a DC10 dexterity saving throw or suffer 10d8 bludgeoning damage. It takes an additional action to don or doff the device. This device

can be used once per long rest. During a long rest, 1 hour of time must be spent preparing the device for the next use.

TINKER'S LAUNCHER

Difficulty: Intermediate

Casting Time: 1 attack action

Duration: Instantaneous

Req: Tinker's Netter

This hand-held contraption resembles a small catapult with powerful coil springs. The device can be held in one hand. A free hand is required to load an object into the launching receptacle. During your turn, you can use Tinker's Launcher to make ranged weapon attacks by launching improvised weapons and items. The device uses your proficiency and Dexterity modifier and will launch an object up to 25 pounds a distance of 40/60 feet.

TINKER'S NETTER

Difficulty: Intermediate

Casting Time: 1 attack action; loading

Duration: Instantaneous

This two-handed contraption resembles a small catapult with a coil spring and netting. The device uses your proficiency and Dexterity modifier to make a ranged attack and will launch a loaded net a distance of 20/30 feet.

TINKER'S SPARE APPENDAGE

Difficulty: Master

Casting Time: 1 minute setup time

Duration: Until Dismissed

Req: Tinker's Tentacles

This device resembles an arm covered steel cables and leather straps. The spare appendage can be used to hold an item, serve as a free hand for reloading ranged weapons, make somatic gestures, interact with the environment or other minor effects. The device may not attack.

TINKER'S TENTACLES

Difficulty: Advanced

Casting Time: 1 action to activate

Duration: Until Dismissed

Req: Tinker's Launcher

This device resembles a jumble of octopus limbs and metal cables. The actual dexterity of the tentacles is minimal and the device is more designed to lash out in a burst rather than perform sustained precision tasks. When activated all creatures within 10 feet of you must make a DC15 Strength saving throw. On a failed save, a target takes 4d6 slashing damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect. This device requires 10 minutes to strap on and equip. This device can be used once per

long rest. During a long rest, 1 hour of time must be spent preparing the device for the next use.

TRIPPING AMMO

Difficulty: Advanced

Crafting Yield: 5

When you craft this ammo, you may choose the form of ammunition created (arrow, bolt, blow dart, etc.)

When a target is hit by this ammunition, you may spend an attack action to release a trailing cable that lashes out at the creature's legs. You must make a Dexterity check adding your proficiency against the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target choose the ability to use). If you win the contest, the target is knocked prone.

TRIPPING WIRE

Difficulty: Intermediate

Casting Time: 1 minute

Duration: Until Dismissed

This near invisible cable is hard to detect and will trip careless foes. This device can be strung across 15 feet and anchored into the ground or other structure using stakes. A creature wandering through must succeed a DC15 Wisdom (Perception) check or trip and fall prone. Creatures with more than two legs have advantage on this check. Creatures running or dashing through have disadvantage.

VOLCANIC DISK

Difficulty: Grandmaster

Casting Time: 1 minute to setup

Crafting Yield: 3

Req: Fire Orb

This near invisible black disk is hard to detect if buried. A creature wandering through must succeed a DC19 Wisdom (Perception) check to avoid stepping on the disk. The device can be triggered with a ranged weapon attack made at disadvantage against its AC of 18. When it is triggered, creatures within 5 feet take 4d8 force damage as the device explodes. Each creature within a 10 foot radius are consumed in the blast and must make a DC19 Dexterity saving throw. On a failure, creatures take 6d6 fire damage and are pushed away from the origin point by 5 feet. On a success, creatures take half as much damage and are not pushed.