

THE HERBALISM GUIDE

GUIDE TO MAKING POTIONS USING THE HERBALISM KIT.



POTIONS, ELIXIRS AND POISONS FOR YOUR ROLEPLAYING PLEASURE

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POTION GUIDE



This is a guide to a variety of herbal ingredients and brewing rules that can be added to your game. These are divided by D&D 5e Tool Kits, along with appropriate information on the requirements for a player to create these potions. Please note that for any type of Potion work, you must drink it to the last drop.

COST RULES

The cost associated with the potion implies that you buy all the material components to your potion, however this can be negated by gathering the ingredients. Additional costs may include your character's shelter, food, water or utilities; along with the purchase of the Tool Kit if not already owned.

CRAFTING REQUIREMENTS

Potions may require a character to be of a certain level or class in order to successfully create the potion, if this requirement is not met there is a high chance of failure and the resulting consequences.

DIFFERENT PLANES OF EXISTENCE

Some items are inaccessible in the Material Plane that D&D is set in, sometimes the only way to obtain these rare or legendary materials is to travel between planes.

TOOL KITS

HERBALISM KIT

A mortar and pestle are used to create a fine powder by crushing ingredients together, a herbalism kit is mostly manual labor with little need for excess fire or chemicals.

Object	Amount
Pouch to store herbs	2
Clippers	1
Leather gloves	1 pair
Mortar and pestle	1
Jar	1d4 or 2
Vial	1d8 or 4

'To create a potion with my Herbalism kit I ground the ingredients into a powder then extracted the liquid. After being exposed to low temperatures for half a day, my potion was ready.'

Activity	DC
Find plants	15
Identify poison	20

Note: You gain advantage when rolling survival/ nature to find plant-based sources of food.

VARIANT POTION TABLE

Reasons may include; Failed DC check, incorrect measurements of ingredients, incorrect ingredients, mixing two potions together or not using the correct ounces of an ingredient.

FAILED CRAFTING A POTION

d100	Outcome
01	The mixture explodes causing 6d10 force damage to each creature within 5 feet of the mixer
02-08	The mixture becomes a poison of the DM's choice
09-15	The mixture explodes, splashing in a 5 foot radius, causing 2d4 acid damage.
16-25	The mixture becomes an unusable liquid
26-35	You create a juice based drink that has no effect
36-90	You are able to save half the ingredients used, however, the potion created does not work
91-99	The potion works, however, the effect and lasting duration has been halved. If you cannot halve the effect, it's effect is cancelled
100	The potion works as per normal

MIXING POTIONS

d100	Outcome
01	The mixture explodes causing 6d10 force damage to each creature within 5 feet of the mixer
02-08	The mixture becomes a poison of the DM's choice
09-15	Both potions lose their effects and it tastes horrible
16-25	One of the potions loses its effects
26-35	Both potions are successfully combined, however their effects and lasting durations have been halved. If you cannot halve the effect, it's effect is cancelled
36-90	Both potions work normally
91-99	The numerical effects and duration of one of the potions is doubled, if this doesn't apply to the mixture then it works normally
100	The potion works and has an added permanent effect based on what potions were mixed. The effect is simple. For example; healing potion permanently increased the drinker's hit points by 4

MAKING A NEW TYPE OF POTION

d100	Outcome
01	The mixture explodes causing 6d10 force damage to each creature within 5 feet of the mixer
02-08	The mixture becomes a sweet smelling poison of the DM's choice
09-15	The mixture explodes splashing a 5 foot radius, causing 2d4 acid damage
16-25	You craft a potion that has one bad effect
26-35	You're able to craft a potion that has one common effect and one bad effect
36-90	You're able to craft a potion that has one common effect
91-99	You're able to craft a potion with an uncommon effect
100	You're able to create a rare potion

NAVIGATION GUIDE

POTION TYPE

What the finished potion does.

Rarity: How common it is to buy, make or find.

Value: The selling price.

Material cost: The total cost of ingredients if you were to buy them.

Needed materials: What you would be buying or finding.

Crafting time: How long it takes to make this potion.

Minimum level: What level the character has to be in order to make this potion.

Check required: When making this potion you must roll a total of DC Number. This is calculated by rolling a D20, then adding your Wisdom modifier, then adding your proficiency in the tool kit used. If you do not have a proficiency it is up to DM discretion to if they give you disadvantage on the roll.

THE INGREDIENTS THAT YOU NEED IF YOU ARE GOING TO MAKE THE POTION.

The name of the ingredient you are looking for. A description of the ingredient. Extra information on the ingredient.

Where you find the ingredient

Where or when This ingredient is available	DC Survival when looking in different areas	How much of the ingredient you can harvest
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This may be accompanied by an image below.

OPTIONAL RULES

It's up to the DM whether these rules are put into place.

- 1- You may add your proficiency bonus to the amount of ingredients that you harvest.
- 2- Using gardening clippers gives you +1 to the amount you harvest.
- 3- Any poison that isn't a basic liquid poison, is considered illegal in big cities.
- 4- Non-lethal herbs are used as spices in cooking.
- 5- Having an extra crafter with the relevant proficiency helping the creation process, gives you advantage on rolling the 'Check Required' roll.
- 6- Having two crafters, or an assistant allows you to reduce the crafting time by half or a quarter.

GATHERING INGREDIENTS

The material cost is based on how much you would buy the ingredients from a merchant, or potion store. Keep in mind, the material cost is the selling price for all the gathered herbs needed for the potion. Buying the ingredients direct from a farm or herb grower may lessen the price of the ingredients by half or more. However, finding a herb grower is rare due the extreme difficulty in growing and maintaining the herbs, it is much easier to find the herbs in the wild.

In the case you are buying from a farm, they may be willing to part with materials simply for the price of the merchant they sell to. Otherwise they may catch wind you're using it for potions and demand selling price for the items.

STOCK PRICES OF HERBS AND PLANTS

The DM is welcome to decide if there has been an influx of an ingredient sold to merchants or potion sellers, causing the prices to make the potion to drop. Likewise this can also mean the potion in question is more common and therefore less expensive when selling. It's up to DM's discretion if they want to add stock prices to your game.

FRESHNESS

Based on how long you have been storing the ingredients you can gain a bonus to your *Check Required* when finishing the potion. This is an optional rule. The harvested time is from when you pick the herb to when you begin brewing the potion.

FRESH BONUS

Harvested	Bonus
Instantly	Advantage +2
That day	+3
Within 3 days	+1
Good Quality Pickled Herbs	+1
Good Quality Dried Herbs	+1
Within ten days	+0
Pickled or Dried herbs	+0
Rotten 11 days - 15 days	-1
Rotten 15 days +	-3

POTIONS

POTION OF HEALING

Heals: 2d4+2

Rarity: Common

Value: 50 gp

Material cost: 25 gp

Needed materials: Two different components of 12 oz each.

Crafting time: 8 hrs

Minimum level: N/A

Check required: DC 10 = Wisdom Roll + Proficiency in Herbalism Kit

MATERIAL COMPONENTS

Arfandas A thin stemmed plant with pale yellow flowers.

This can be considered a weed in Autumn and Winter.

It's found in shady places near running water.

Time	DC	Harvest
During Summer & Spring	13	2d8 oz
During Autumn & Winter	10	2d10 oz

Cofrêle Pollen A Cofrêle Tree is found in the mountains and grows up to 5 feet tall, it has an array of orange and yellow flowers that produce a vibrant yellow pollen that on its own can heal bruises or ease headaches.

Found in the mountains.

Time	DC	Harvest
During Summer & Spring	10	1d10 oz
During Autumn & Winter	13	1d8 oz

Hélival A small vined flower that bears even smaller raspberry-like fruit. Its juice can heal mosquito bites and small scratches.

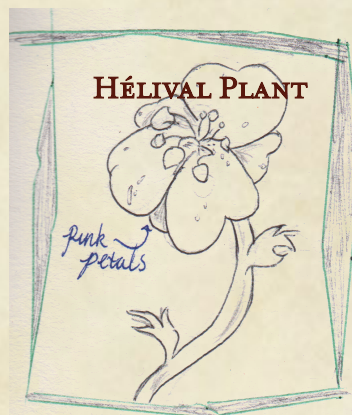
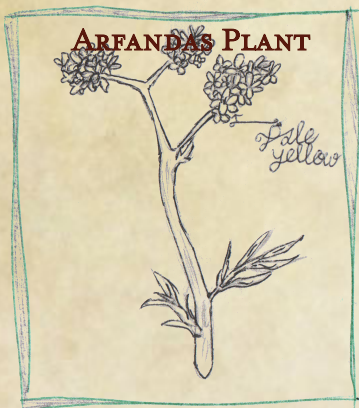
Found in overgrown fields or forests

Time	DC	Harvest
During Autumn & Spring	10	1d10 oz
During Summer & Winter	10	1d6 oz

Wild Sageroot A light pink root that measure 3 to 5 inches in length and have a smooth, fuzzy texture to them.

Found in most terrains

Time	DC	Harvest
During Autumn & Spring	10	2d6 oz
During Summer & Winter	10	1d6 oz



POTION OF GREATER HEALING

Heals: 4d4+4

Rarity: Uncommon

Value: 150 gp

Material cost: 75 gp

Needed materials: Two different components of 10 oz each.

Crafting time: 16 hrs

Minimum level: 3

Check required: DC 14 = Wisdom Roll + Proficiency in Herbalism Kit

MATERIAL COMPONENTS

Turis A large timber wood tree that hides a restorative sap within its tough bark. A DC 15 is required to break the bark away, advantage is given to those who have axes.

Found in the mountains

Time	DC	Harvest
During Autumn & Spring	15	1d6 oz
During Summer & Winter	13	2d6 oz

Blackroot A violet flower with black roots, when cut the roots are white within. The liquid from the roots promotes healing.

Found in hot climates

Time	DC	Harvest
During Summer	13	2d10 oz
During Autumn & Spring	15	1d4 oz
During Winter	20	1d4 oz

Déchale This black fungus spotted with red dots lets off a bad smell and horrid taste. On its own, drinking the essence of the fungus heals 1d8 necrotic damage.

Found in the Marsh lands

Time	DC	Harvest
During Summer & Winter	15	1d6 oz
During Autumn & Spring	13	2d6 oz

Gardax This poisonous blackberry bush with red spines, can cause poisoning if consumed raw in large doses.

Found in the forest

Time	DC	Harvest
During Summer & winter	15	1d6 oz
During Autumn & spring	13	2d6 oz

POTION OF SUPERIOR HEALING

Heals: 8d4+8

Rarity: Rare

Value: 450 gp

Material cost: 225 gp

Needed materials: 10 oz of each ingredient

Crafting time: 40 hrs

Minimum level: 6

Check required: DC 18 = Wisdom Roll + Proficiency in Herbalism Kit

MATERIAL COMPONENTS

Kelventari A yellow shrub that grows in direct light on high hills or low mountains. This can be considered a weed in Autumn and Winter.

Found on mountains or hills

Time	DC	Harvest
During Summer	15	6d4 oz
During Spring	18	3d4 oz
During Autumn & Winter	20	2d4 oz

Mirenne A small tree with white bark that has green leaves like any other tree, however in summer these leaves turn a recognizable orange. Eaten raw, the bark of this tree heals the creature by 2 points per class level, up to a maximum of 20 hp. However when consumed once by any humanoid the effect doesn't re-occur in its raw state.

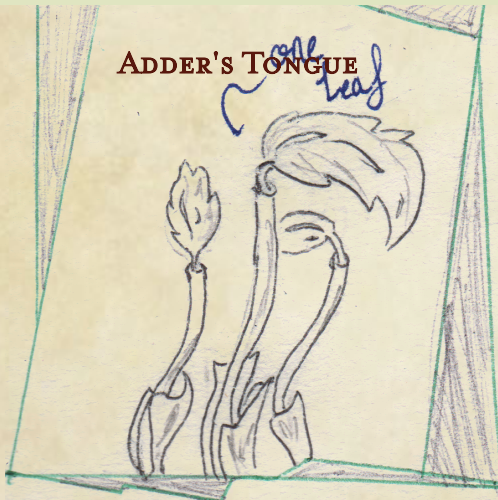
Found the far east mountains.

Time	DC	Harvest
During Summer	15	6d4 oz
During Spring	18	3d4 oz
During Autumn & Winter	20	2d4 oz

Adder's Tongue Each stalk supports only one leaf and can be found only in the summer. Before use in a potion, the leaf must be turned into a paste by boiling it in oil, then dried over the course of 3 days.

Found in thin forests

Time	DC	Harvest
During Summer	16	6d4 oz
During Spring	25	1d4 oz
During Autumn & Winter	30	1d4 oz



POTION OF SUPREME HEALING

Heals: 10d4+20

Rarity: Very Rare

Value: 1350 gp

Material cost: 675 gp

Needed materials: 10 oz one type very rare ingredient, 15 oz of one type of rare ingredient.

Crafting time: 112 hrs

Minimum level: 11

Check required: DC 22 = Wisdom Roll + Proficiency in Herbalism Kitt

MATERIAL COMPONENTS

Balme Bark A black tree with red-black leaves that can grow up to 6ft tall. This tree cannot survive in sunlight or heat and is only found in cold underground environments. The bark of this tree must be boiled for the tree's restorative properties to be unlocked.

Found in the Underdark / deep underground

Time	DC	Harvest
8 Miles under	26	1d4 oz
10 Miles under	22	2d4 oz
15 Miles under	12	3d4 oz

Delrean A White flower on a deep green stem. The flower itself causes extreme itchiness wherever touched, however the stem can be distilled into an oil that, by itself, can heal 1d8 radiant damage.

Found growing on thin ice or high peaks in arctic conditions

Place	DC	Harvest
Thin ice	20	4d4 oz
Blizzard	25	2d6 oz
Mountain peaks	15	2d4 oz



ANTITOXIN

Advantage on poison-based saving throws for 1 hour

Rarity: Common

Value: 50 gp

Material cost: 25 gp

Needed materials: 10 oz of two types of ingredient.

Crafting time: 8 hrs

Minimum level: N/A

Check required: DC 10 = Wisdom Roll + Proficiency in Herbalism Kit

MATERIAL COMPONENTS

Silverbark Sap *A thin tree that grows in thin forests.* This tree is a favorite to birds and tree living animals. Other than its thin stature, this tree is hardly distinguishable from other trees

Found in thin forests

Place	DC	Harvest
Thin forest	13	2d6 oz
Thick forest	18	2d4 oz
Not a forest	30	1d4 oz

Strawberry Leaves *The leaves of a strawberry plant.*

Drunk as a tea on its own, it makes the drinker resistant to poison for 2 minutes.

Found in cultivated farming fields or wild areas.

Place	DC	Harvest
Strawberry farm	N/A	2d8 oz
Hills	15	2d6 oz
Forest	18	1d6 oz

Apple Tree Bark *Ripe apple trees have a very useful bark.*

By boiling the tree bark in hot water the restorative properties release into the water.

Found in cultivated farming fields or wild areas

Place	DC	Harvest
Fruit farm	N/A	2d8 oz
Hills	15	2d6 oz
Forest	18	1d6 oz

Cabbage Leaves *It's a cabbage!* The young leaves of a cabbage when added to a brew can act as a filling ingredient to this specific potion.

Found in cultivated farming fields or wild areas

Place	DC	Harvest
Vegetable farm	N/A	2d8 oz
Hills	15	2d6 oz
Forest	18	1d6 oz

STRAWBERRY LEAVES



ELIXIR OF HEALTH

Cures any disease and can cure blinded, deafened, paralyzed, or poisoned conditions.

Rarity: Rare

Value: 120 gp

Material cost: 60 gp

Needed materials: 12 oz of the following ingredients.

Crafting time: 8 hrs

Minimum level: 6

Check required: DC 18 = Wisdom Roll + Proficiency in Herbalism Kit

MATERIAL COMPONENTS

Feather skin *A flower whose petals look like feathers.* This delicate flower is only found in the depths of a cold jungle.

Found in cold jungles

Place	DC	Harvest
Thin Jungle	25	1d6 oz
Thick Jungle	18	2d6 oz
Cold Thick Jungle	13	3d8 oz

Angelica *A large flower with a hollow stem.* The Angelica can grow up to 8ft tall, it has pointed leaves.

Found in mountains

Place	DC	Harvest
Mountains	13	2d8 oz
Forest	25	1d6 oz
Jungle	30	1d6 oz

FEATHER SKIN



POTION OF WATER BREATHING

Underwater for 1 hour after drinking this potion.

Rarity: Uncommon

Value: 180 gp

Material cost: 90 gp

Needed materials: 8 oz of the following ingredients.

Crafting time: 16 hrs

Minimum level: 3

Check required: DC 14 = Wisdom Roll + Proficiency in Herbalism Kit

MATERIAL COMPONENTS

Belan *A thick trunked tree.* It grows up to 2ft tall and has a very dark hue. When eaten raw the nuts will stop the bleeding of a creature.

Found on an open beach

Place	DC	Harvest
Beach	20	2d6 oz
Not beach	30	1d4 oz
Cold Beach	15	3d8 oz

Crisp Chondrus *A red algae.* It grows in high salted caves where people rarely venture due to high tide. When eaten raw, the creature must make a DC 10 Constitution saving throw, on a successful save the creature regains 2d4 hp. On a failed save you are charmed by the nearest creature that speaks a language you understand.

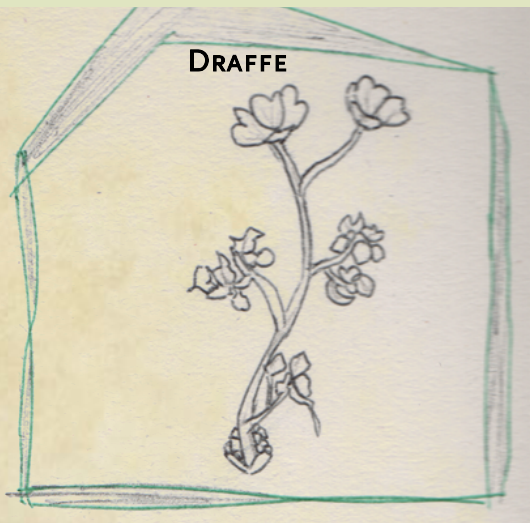
Found in caves connected to the sea

Place	DC	Harvest
Beach cave	13	2d8 oz
Beach	20	1d4 oz

Draffe *A pink flower* that has odd shaped leaves that come in various shapes.

Found in warm climates next to the sea

Place	DC	Harvest
Hot climate by the sea	13	2d10 oz
Warm climate by the sea	20	1d8 oz
Cold climate by the sea	30	1d6 oz



POTION OF ANIMAL FRIENDSHIP

You can cast the Animal Friendship spell (save DC 13) for 1 hour at will

Rarity: Uncommon

Value: 200 gp

Material cost: 100 gp

Needed materials: 6 oz of two ingredients along with one of the special ingredients.

Crafting time: 16 hrs

Minimum level: 3

Check required: DC 14 = Wisdom Roll + Proficiency in Herbalism Kit

MATERIAL COMPONENTS

Special ingredients A fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

Haquedi *A small bush that has green leaves in Spring, red in late Summer, and a coffee colour in Autumn.* It bears fruit that animals quite like, if used raw as a temptation to herbivores, you're able to add +1 to any animal handling roll.

Found in forests

Place	DC	Harvest
Forest	15	2d8 oz
Jungle	25	1d4 oz

Nightshade Berries *A bush that bears light blue berries.* If eaten raw you must make a Constitution saving throw of DC 12 or be poisoned taking 1d4 poison damage. However when dried for two days it becomes an ingredient in this potion.

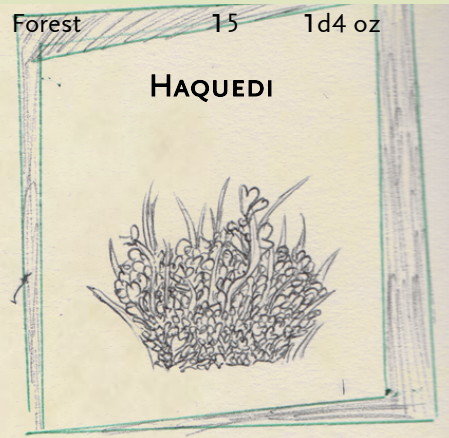
Found in overgrown ruins and forests

Place	DC	Harvest
Overgrown Ruins	13	2d8 oz
Overgrown Forest	15	1d4 oz

Old Man's Friend *A sticky leaf that grows in heights of over 2ft.* It often grows in direct sunlight and is often grown by those who have dogs as pets. Dogs particularly love the smell of this plant as it acts like catnip for canines.

Found hanging above 2ft in thin forests

Place	DC	Harvest
Thin forests	13	2d10 oz
Forest	15	1d4 oz



POTION OF RESISTANCE

When you drink this potion, you gain resistance to one type of damage for 1 hour, Table below.

Rarity: Uncommon

Value: 300 gp

Material cost: 150 gp

Needed materials: 8 oz of the two of the ingredients.

Crafting time: 24 hrs

Minimum level: 3

Check required: DC 14 = Wisdom Roll + Proficiency in Herbalism Kit

MATERIAL COMPONENTS

Volcanic Brambles *A vine bush with foot long thorns and shrivelled brown leaves.* If eaten raw you take 2d10 Necrotic damage. However, when steamed and combined with other ingredients it creates a resistance.

Found in overgrown Jungles

Place	DC	Harvest
Forest	20	1d8 oz
Jungle	15	1d10 oz

Ashine *A climbing parasitic plant that is yellow and spotted.* If eaten raw it gives +2 to your Constitution rolls.

Found on overgrown hills or mountains

Place	DC	Harvest
Mountains	15	1d8 oz
Hills	15	1d6 oz

Belan *A thick trunked tree.* It grows up to 2ft tall and has a very dark hue. When eaten raw, the nuts will stop the bleeding of a creature.

Found on an open beach

Place	DC	Harvest
Beach	20	2d6 oz
Not beach	30	1d4 oz
Cold Beach	15	3d8 oz

TYPE RESISTANCE TABLE

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

POTION OF VITALITY

This removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend.

Rarity: Very Rare

Value: 960 gp

Material cost: 480 gp

Needed materials: 8 oz

Crafting time: 80 hrs

Minimum level: 11

Check required: DC 14 = Wisdom Roll + Proficiency in Herbalism Kit

Slaad Blood *Frog-like creatures native to Limb and to the Supreme Throne.* After harvesting their blood, if you drink the unprocessed blood of a Slaad it acts as poison doing 1d4 damage.

Found in areas affected by the Chaos phage

Slaad	DC	Harvest
Blood	13	2d6 oz

VIAL OF VITALITY



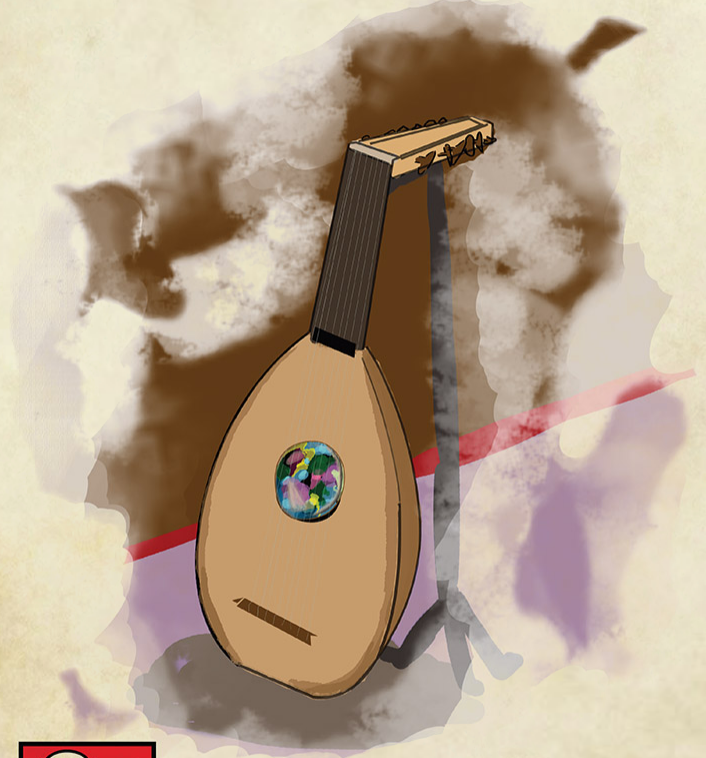
THE ALCHEMIST'S GUIDE

GUIDE TO MAKING POTIONS USING ALCHEMIST'S SUPPLIES.



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BARDIC SONG CREATOR & GUIDE



GUIDE TO CREATING BARDIC SONGS FOR YOUR ROLEPLAYING PLEASURE

THE POISON GUIDE

GUIDE TO MAKING POTIONS AND POISONS USING THE POISONER'S KIT.



POTIONS, ELIXIRS AND POISONS FOR YOUR ROLEPLAYING PLEASURE
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IMPULSIVE BEHAVIOUR

A TABLE THAT ALLOWS YOUR ADVENTURERS TO EXPLORE THEIR CHARACTERS WHILE IMPULSIVELY INDULGING IN THE WORLD.



THANKS FOR YOUR SUPPORT

Works Include:

- Bardic Song Creator
- Common Herbs and Remedies
- Black Market Potions
- Poisoner's Guide
- Alchemist's Guide
- Herblist's Guide
- Potion's Guide
- The Art of Seduction
- Impulsive Behaviour
- Acquiring Skills

REVIEW AND COMMENT

Please leave review.

Improvements, requests & comments are welcomed.

References:

- Xanathar's Guide to Everything 2017 -5e.
- Artificer's Field Guide 2019

