

WALROCK HOMEBREW

TEAS AND TISANES



FIFTH EDITION



TEAS & TISANES

ADDITIONAL ITEM OPTIONS

While adventurers are often famed for delving into dangerous places and retrieving fabled treasures, many find solace in other pursuits, from creating art to crafting culinary masterpieces. Similarly, the brewing and serving of teas is a comfort to many, and wanderers and travelers know of many rare teas from far-off realms yet unknown to most of the world.

Included here is an option for a new set of artisan's tools, the tea set, along with teas that can be brewed by using the tea set. Any character proficient with a set of artisan's tools can exchange that proficiency for proficiency with the tea set, if this would be compatible with their character concept.

BREWING AND DRINKING

The process of brewing tea takes about an hour, and can be done over a short rest. This can take many forms, from a simple kettle bubbling over a campfire to an elaborate tea ceremony full of etiquette and tradition. Brewing tea in this way consumes at least one 1/20 lb. unit of brewable tea, and creates 10 servings of tea per each 1/20 lb. used in brewing.

Drinking a serving of tea is either done over the course of one minute or one hour for maximum enjoyment, or with the Use an Object action if a creature is too

rushed to actually savor the beverage. Unless it is cold tea, drinking tea with the Use an Object action inflicts 1 fire damage from hastily consuming a scalding beverage.

Tea meant to be served hot becomes less enjoyable once it cools. Teas (other than those made to be served cold) lose any beneficial effects once two hours have passed after they have been brewed.

ADDITIONAL ITEMS

The following items can be used to produce various teas. If you are using the *Traders and Merchants* supplement found on the DM's Guild, these items can be purchased from merchants of the listed type and quality (or greater).

ARTISAN'S TOOLS

Tea set. A set of tools and accoutrements for brewing tea and conducting a tea ceremony, including a kettle, tea bowl, portable brazier, wooden box that can contain 5 different tea varieties, a tea scoop, whisk, candles, and tea cups. Proficiency with this set allows for the ceremonial serving of tea, and gives insight into the brewing of beverages, locating brewable herbs, and understanding cultures and locations based on the beverages they produce.

Activity	DC
Conduct an immaculate tea ceremony	10
Locate brewable herbs	10
Discern cultural information from a beverage	15



ADDITIONAL ITEMS

Item	Cost	Weight	Setting	Merchant
<i>Artisan's Tools</i>				
tea set	50 gp	7 lb.	Any	Furniture and Interior Decor (Good)
<i>Brewable Teas</i>				
avlat	1 sp	1/20 lb.	Forgotten Realms	Alcohol and Refreshment (Medium)
Beorunna's cure-all	10 gp	1/20 lb.	Forgotten Realms	Potions, Poisons, and Herbs (Good)
blackthorn	1 sp	1/20 lb.	Forgotten Realms	Alcohol and Refreshment (Medium)
blueleaf	5 cp	1/20 lb.	Forgotten Realms	Potions, Poisons, and Herbs (Medium)
chalthorn	2 sp	1/20 lb.	Forgotten Realms	Potions, Poisons, and Herbs (Medium)
coffee	5 sp	1/20 lb.	Any	Alcohol and Refreshment (Good)
coffee, dwarvish	5 gp	1/20 lb.	Any	Alcohol and Refreshment (Excellent)
earth dragon's eye	3 gp	1/20 lb.	Forgotten Realms	Potions, Poisons, and Herbs (Good)
elkammatt	1 sp	1/20 lb.	Forgotten Realms	Potions, Poisons, and Herbs (Medium)
feverbalm	7 gp	1/20 lb.	Forgotten Realms	Potions, Poisons, and Herbs (Good)
gaeth'ad	5 sp	1/20 lb.	Eberron	Potions, Poisons, and Herbs (Medium)
jethur	3 gp	1/20 lb.	Forgotten Realms	Alcohol and Refreshment (Good)
long jing	5 gp	1/20 lb.	Forgotten Realms	Potions, Poisons, and Herbs (Good)
mallow	7 gp	1/20 lb.	Any	Potions, Poisons, and Herbs (Excellent)
meiriath	7 gp	1/20 lb.	Forgotten Realms	Potions, Poisons, and Herbs (Good)
mother's leaf	10 gp	1/20 lb.	Forgotten Realms	Potions, Poisons, and Herbs (Good)
mourningberry	5 gp	1/20 lb.	Any	Potions, Poisons, and Herbs (Medium)
nararoot	2 gp	1/20 lb.	Forgotten Realms	Potions, Poisons, and Herbs (Medium)
pale jade	1 gp	1/20 lb.	Forgotten Realms	Potions, Poisons, and Herbs (Good)
Par-Salian's blend	5 sp	1/20 lb.	Dragonlance	Potions, Poisons, and Herbs (Medium)
sandberry	5 cp	1/20 lb.	Forgotten Realms	Potions, Poisons, and Herbs (Poor)
talktuth	5 cp	1/20 lb.	Forgotten Realms	Potions, Poisons, and Herbs (Poor)
tal, blackroot	1 sp	1/20 lb.	Eberron	Alcohol and Refreshment (Good)
tal, milian	1 sp	1/20 lb.	Eberron	Alcohol and Refreshment (Good)
three-ashes	1 gp	1/20 lb.	Planescape	Potions, Poisons, and Herbs (Good)
vauge	5 cp	1/20 lb.	Forgotten Realms	Potions, Poisons, and Herbs (Medium)
wild ginger	5 sp	1/20 lb.	Any	Potions, Poisons, and Herbs (Good)
yellowleaf	1 sp	1/20 lb.	Forgotten Realms	Alcohol and Refreshment (Medium)

BREWABLE TEAS

Avlat. Made from leaves of a vine that grows wild in poor soil. Brews a peppery, copper-colored tea that is a bit of an acquired taste, but often is used to accentuate other bold flavors, such as those found in rich wines, sauces, and ales.

Beorunna's Cure-All. Named, oddly enough, for a legendary barbarian queen credited with its discovery, this bitter-tasting tea made from boiled stems located in the Savage Frontier has taken on an austere reputation among healers and herbalists. The first time a creature that consumes this tea regains hit points from any source in the following hour, they regain 2d4 additional hit points.

Blackthorn. Brewed from the leaves of the blackthorn shrub, producing a savory tea with earthy, woody notes, and a fruity, tangy aftertaste. This tea is known to calm an upset stomach, and is remarkably common in the Dragon Coast and Dragon Reach.

Blueleaf. Harvested from the leaves of the bitter-hedge plant, plentiful throughout the Realms and used to ward off common crop parasites. When brewed, creates an off-blue tea that is slightly sweet with an almost minty aftertaste. Many enjoy this tea recreationally, though used medicinally it suppresses nausea and dysentery for 8 hours after consumption.

Chalthorn. Made from grey, furry weeds that plague farmers in Sembia and the Dalelands, this cloudy tea has a dry, chalky taste that is difficult to like. However, when a creature drinks this tea, it becomes unable to taste spice in food for one hour, rendering the most spicy of cuisine palatable.

Coffee. A potent drink with a bold, robust yet bitter flavor, energizing to those that drink it. A creature cannot sleep or be put to sleep by any means for an hour after drinking coffee.

SETTINGS AND AVAILABILITY

Most teas included here are associated with a particular setting. Canonically, this is the world that they are from, and many teas play an important role in the culture and history of that particular setting.

This need not be a limit on where you can find or enjoy a tea, however. Teas from the Forgotten Realms can easily be some of the dozens of varieties of tal found in Eberron, or simply exist as they already are in any other setting.

Conversely, your DM may decide to limit available teas to appropriate settings, or to even further limit access to specific teas unless you are in the location within a setting that such teas would be naturally available. This choice may be more suited to heavily realistic campaigns, or areas of the world in which merchants would be less active.

Coffee, Dwarvish. A thick, sluggish liquid, almost syrupy in texture and black as midnight. It is doubtful if any actual coffee beans are involved. For 8 hours after drinking dwarvish coffee, a creature cannot sleep or be put to sleep by any means.

Earth Dragon's Eye. A rich black tea from Shou Lung in Kara-Tur, slightly acerbic, with a complex earthy aroma. Drinking this tea refreshes you and loosens your muscles, increasing your land movement speed by 5 feet for the next hour.

Elkammatt. Brewed from groundnut husks found in Murghôm, Semphar, Mulhorand, Unther, and Chondath, this brown tea has a woody, bitter, and slightly nutty flavor. Typically served spiced with cinnamon, nutmeg, or more esoteric spices, this tea warms the heart and engenders positive feelings in those who drink it. The drink of choice for the entire eastern Inner Sea.

Feverbalm. This tea is brewed from small multi-colored red, black, and yellow flowers found in the Savage Frontier. Drinking this tea calms the mind and numbs the throat and tongue, suppressing any madness effects the character suffers for one hour.

Gaeth'ad. A tea brewed by the orcs of the Shadow Marches, tasting thick and brackish, with a flavor that stays on the tongue. A versatile if incredibly pungent drink, it can be brewed as a mild stimulant, depressant, or hallucinogenic, depending on methods used when brewing.

Jethur. Purplish and (usually) as savory as broth, this tea is made from dense clusters of fungi known as carpet mushrooms. The taste of this tea is known to shift as one drinks it, and it is renowned by merchants for its ability to induce sobriety and soothe digestion. A creature that drinks this tea suppresses the effects of any alcohol in their system for 2 hours.

Long Jing. A rich and fragrant green tea, grown in Kara-Tur's Zhejiang province. Tradition holds that this tea can help cleanse the body of toxins, granting a creature that drinks it resistance to poison damage for one hour after consumption.

Mallow. This light blue floral tea is popular in Maztica, often finding use as a sleep aid. It carries a light

semi-sweet taste. If a creature drinks this tea before sleeping, they sleep free of nightmares and cannot be affected by the dream spell or similar abilities.

Meiriath. A rich copper-colored beverage tasting of mango and citrus, popular with wealthy residents of Halruaa, Unther, and Mulhorand. Made from carefully-dried leaves of cave-sedge, a grass-like plant that grows in caves and other dark places.

Mother's Leaf. A mellowing concoction, carrying with it strong grass and sage notes, a staple of healers in the Savage Frontier. If a creature that drinks this tea suffers from any diseases, they can make a Constitution saving throw with a DC of 13. On a success, one disease the creature suffers ends gradually after 24 hours. A creature can only attempt this saving throw once, requiring a long rest before attempting it again.

Mourningberry. Traditionally found near graves and other deathly places, the leaves and flowers of this plant can be seeped into a tea, but its berries are mildly toxic. When brewed, the tea acts as a slight depressant, relaxing those that drink it and making them disinterested in conflict or confrontation. Often served ceremonially at funerals.

Nararoot. A shaved-down tuber seeped into a tea, its natural licorice flavor is softened into a musky semi-sweet aroma. This tea functions as a form of birth control; a female humanoid that drinks this tea is rendered infertile for a period of 2 weeks. A similar tea for male humanoids is derived from cassil, though that tea costs 10 gp for every 1/20 lb.

Pale Jade. A light and airy white tea, cultivated in Kara-Tur, primarily within Shou Lung. A popular export, many merchants and tea connoisseurs hold this tea as an excellent introduction to proper tea drinking.

Par-Salian's Blend. A smoky, citrus-rich blend of herbs that soothes the throat, passed down between the magi of Krynn. If a creature drinks this tea, it suppresses any conditions that cause a hacking cough for 24 hours.

Sandberry. These yellow berries grow in the Western Heartlands, proliferating in otherwise barren and ravaged areas. Tea brewed from these berries is yellow in color and has a harsh, bitter, and acidic taste, but nevertheless is favored by travelers as an excellent source of hydration in arid lands.

Talktuth. Made from groundleaf, a hardy plant that is one of the few things which can survive the bitter cold of the North. This tea is slate grey with a metallic tang, and is generally considered unpalatable to those not used to consuming it.

Tal, blackroot. Brewed by the halflings of Khorvaire's Talenta Plains, this beverage is served piping hot and carries a taste of bitter cinnamon. Served traditionally around mid-day, many add a healthy dollop of honey to round out the flavor.

Tal, milian. This chilled purple tea is also brewed by halflings of the Talenta Plains, and has a complex flavor akin to licorice or anise.

Three-Ashes. A bitter tea served stone cold, brewed by the Dustmen of Sigil. Drinking it is said to clear the mind, and dampen emotions. If a creature that is charmed drinks this tea, that condition is suppressed for one hour.

Vauge. Made from the voj-weed that grows wild near Khôltar, this mellow grassy tea has a slight salt after-taste.



Wild Ginger. Brewed from ginger root and a few choice additives, this tea comes in a wide variety of colors, depending on which type of ginger is used. Popular for its use in settling the stomach, and its warm, slightly spicy taste.

Yellowleaf. Concocted from the undried, sword-shaped leaves of the idaya weed, this tea is remarkably common throughout the Shining South. It has a robust and dependable taste, and a pale yellow coloration. Though traditionally served hot, cold yellowleaf tea can be used to remove most stains from clothing and other textiles.

BUT IS IT TEA?

Unbeknownst to many novice tea drinkers, all “true” teas (these being black, green, oolong, white, and pu'erh) come from one plant, *camellia sinensis*. Teas made from any other plant are known as herbal or tisane teas.

For the purposes of this supplement, any beverage brewed using hot water and plant matter is considered to be tea, regardless of its source. While not mechanically relevant, this distinction can be of cultural import (or not) within your games. Tea connoisseurs can take issue with certain beverages being passed off as tea, to the point that it may be outright illegal (as is the case in some real-world locations) to say that these non-teas are tea.

Of the teas included here, the only “true” teas are earth dragon’s eye, long jing, and pale jade. The rest use other plants, and thus are herbal in nature.

TEAS AND ENVIRONMENTS

When locating brewable herbs using the tea set, the brewable tea one finds is determined by the environment that is searched. If you succeed on such a check, roll on the table that corresponds to the area in which you are located, and receive 1d4 × 1/20 lb. of tea of that type.

Making this check takes an hour of effort, and you can only make this check once daily in any given region, with subsequent checks turning up no results. Further, your DM may determine that some of these teas are unavailable in the location or setting you find yourself in. If they do, reroll until you receive an acceptable result.

BARREN

d4	Tea
1	aviat
2-3	sandberry
4	talktuth

GRASSLANDS

d6	Tea
1	blueleaf
2	chalthorn
3	elkammatt
4	mourningberry
5	tal, blackroot
6	tal, milian

MOUNTAINS

d4	Tea
1	blackthorn
2	elkammatt
3	jethur
4	talktuth

SWAMP

d4	Tea
1	feverbalm
2	gaeth’ad
3	mourningberry
4	vauge

TROPICAL

d6	Tea
1	coffee
2	earth dragon’s eye
3	long jing
4	mallow
5	pale jade
6	wild ginger

UNDERGROUND

d4	Tea
1	coffee, dwarvish
2-3	jethur
4	meiriath

WOODLAND

d4	Tea
1	Beorunna’s cure-all
2	feverbalm
3	mother’s leaf
4	nararoot



CREDITS:

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