

Recipe Crafting for Consumables

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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 player gain proficiency with the Alchemist, Brewer, Calligrapher, Tinker tools, or the Herbalist or Poison kit, they begin to gain access and knowledge to a host of new recipes. While the initial selection may be small, they can grow and experiment as artisans. The player beings by choosing 3 recipes from the starter list of 5 and adding them to a recipe book. The player can add new recipes to their book 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 player may wish to craft a known recipe or experiment to discover new recipes. A character's crafting level is tied to its required proficiency bonus so as a character gains experience and levels, their proficiency in crafting also increases. The number of crafting slots a character has is equal to that

character's proficiency bonus. In order to create a crafting, it requires a number of crafting slots equal to the crafting level. A 1st level crafting requires one slot, a 2nd level crafting requires two slots, and so on. These slots are locked until the crafting is consumed or destroyed. A character cannot craft above their crafting level.

For 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 crafting a known recipe or experimenting. (*Example: the DC of a known Novice difficulty recipe is 11*). A character may craft a recipe of their skill level or lower. 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

Much of learning recipes is experimentation and refining technique. Often times, recipes by two different people can look completely different but still result in the same effect. 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 result or may roll a d100 on the Experimentation tables for the respective Crafting level 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. Many recipes will require a lower level recipe in order to properly learn the recipe for an experiment. 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 crafts a lower level recipe, the character rolls twice as choose between the two results.

***Variant:* Critical Success and Devastating Failures**

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 a player is unable to craft in a suitable environment such as an inn or respective place of business, they are unable to properly and productively work. When the perform a *Crafting Skill* check, they must roll 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 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, Potency, 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 minor potions that 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 major or minor counterpart.

When you make a *Crafting skill* check for Alchemy, you must subtract gold from your inventory representing the components necessary for crafting.

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: 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: 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: 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

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-phantasmal 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 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 end, the creature suffers the effect of the *Stinking Cloud* spell until it exists 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.