

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.

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.

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

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 goey 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.