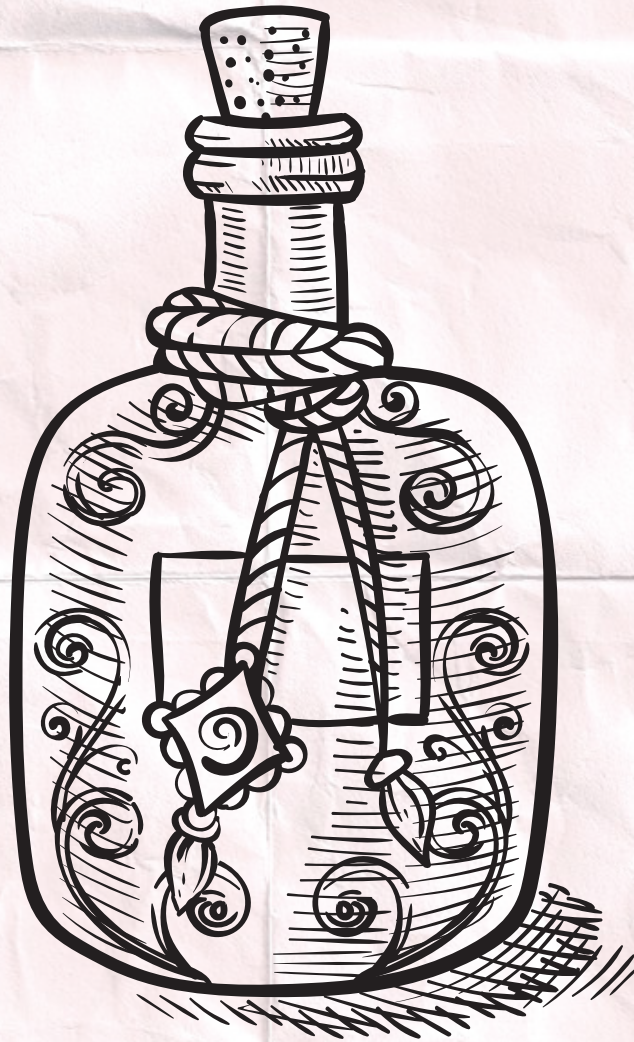


POTION CRAFTING



A SIMPLE EXPANSION TO THE RULES OF
ALCHEMY and A GUIDE FOR CRAFTING POTIONS

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ALCHEMY

Alchemy is the art of turning one or more substances into another particularly useful substance. This specific guide on alchemy focuses specifically on brewing potions of all kinds.

Potion crafting is a long, complicated process in the fiction of the game, but it shouldn't be that way for the players! This guide provides a method of alchemy that players will find simple to understand, yet adequately challenging to accomplish in game. As a player or dungeon master, feel free to use as much or as little of these rules as you see fit! They've been designed for simplicity but they also include enough flavor to inspire a player who's excited about bubbling some beakers as a part time alchemist!

USING ALCHEMIST'S TOOLS

The 5th Edition D&D Player's Handbook is pretty sparse on the details of artisan's tools, and has no real information at all concerning alchemist's supplies. Thankfully, Xanathar's Guide to Everything has a section with useful information on what these supplies are and what they're useful for. The *Tool Proficiencies* section of Chapter 2 of XGtE tells us that Alchemist's Supplies include glass beakers, a frame to suspend them over a flame, stirrers, mortar and pestle, and a pouch of basic alchemy ingredients. The section also lists a few basic items from the Adventuring Gear table in the PHB that can be crafted as part of a long rest. Difficulty classes are not labeled for these items, but we can assume they're simple to make because a character can craft these while resting.

BASIC ALCHEMY

Alchemist's supplies can be used to craft **acid**, **alchemist's fire**, **antitoxin**, **oil**, **perfume** or **soap** with a DC10 Intelligence (Alchemist's Supplies) check and an amount of gold's worth of generic supplies equal to half the item's cost as labeled in the adventuring gear table in the player's handbook.

That's the most basic form of potion crafting that players and dungeon masters can utilize. If it suits you then this is all you need! Take a look at the list of potions, their prices, and craft DC's at the end of this package to find out how much gold you need and how high to roll to make your potions!

SPECIAL INGREDIENTS

If gathering flowers and herbs or hunting unusual beasts for use in potions sounds fun to you then don't skip this section! All potions in D&D have fantastic effects, but where is this magic derived from? The special ingredients section toward the end of the document lists all kinds of potential sources for magical effects. Every ingredient has a rarity, cost in gold, and a description.

RARITY

Some ingredients are common, some are near impossible to find. Common ingredients can always be bought, some could even be gathered in a kitchen pantry. Uncommon ingredients can usually be found in specialized potion shops and apothecaries. Rare ingredients are hard to come by in potion shops. It's fair to assume that a successful potion shop has about a 50% chance of having the rare item you want in stock any given week. Rare items very often need to be sought out in the wilds. Very Rare and Legendary ingredients will always need to be hunted down in the wilds. Each ingredient on the list has a section on how to procure it. Some are as simple as making a nature check to forage; while others may require a monster to be hunted with a survival check, defeated in combat, then meticulously dissected with a medicine check to gather the particular organ that's used in the potion. Every ingredient is a little bit different.

COST

This number is the cost in gold pieces that a character would pay in a shop. Some are labeled with a decimal, meaning that silver might get involved. An ingredient like *spider silk* costs 1.2, meaning you would pay 1 gold piece and 2 silver pieces for a spool of it. Not all ingredients can be bought, but all ingredients have a cost listed; this is so that a character selling the ingredient has an idea of how much coin they can expect from a buyer. When selling to an alchemist merchant, they'll usually only buy the ingredient at a fraction of the price listed.

DESCRIPTION

Each ingredient has a short description to define what it is and why it's used in potions. The effects that each ingredient has is intentionally somewhat vague, but is included to spark a bit of inspiration and lend an idea to players and DMs as to what other potions could possibly be "homebrewed".

FAILED POTIONS

Not everything in alchemy goes according to plan! And when things go wrong in magic, they can go wrong in a very weird way.

When you roll your alchemy supplies check to make your potion there's a chance you'll miss the mark. When that happens, the ingredients are lost and the potion's failure effect comes into play. Usually the more common a potion is, the less dramatic the effect will be. For example, a *potion of healing* has a failure effect that only makes the potion half as potent. It's still a potion that heals, it's simply less effective. On the other end of the spectrum, a *potion of longevity* could transform into a *gibbering mouther* and combat will ensue!

RUINED SUPPLIES

Some failure effects can cause damage to your alchemy supplies, this is usually only a minor setback. A set of alchemy supplies is made up of all types of instruments and apparatus costing a total of 50 gold pieces. You can sort of consider this GP cost as your alchemy supplies' hit points. When a failed potion damages your equipment, it will ask you to roll a few dice that indicate how many GP worth of equipment was lost. For every 5gp of supplies lost, you take a -1 penalty to any roll made to brew a potion. It's wise for beginner alchemists to buy spare supplies to "bolster your set's HP"

SAVING THE BREW

When a brew starts to go wrong, you may still be able to save it! If the alchemy supplies check fails by 10 or less you can make an Intelligence saving throw with a DC equal to the difference between your original alchemist's supplies check and the craft DC of the potion. If you successfully save the potion, you can attempt the brew again. If the second attempt fails, you can attempt to save it again but you take a -5 penalty to the saving throw. This cycle continues with the penalty of each subsequent saving throw increasing by 5 until you fail the saving throw or succeed in brewing the potion.

USING THE TABLES

The remainder of this package is the list of potions followed by the list of potion ingredients.

POTIONS TABLE

The potion table lists every potion in the Dungeon Master's Guide sorted alphabetically. Each potion is accompanied by additional information such as:

Cost: Suggested retail price; which is calculated as:

$$\text{Cost} = (\text{Cost of ingredients} \times 2) + (\text{Craft DC} \times 4)$$

Ingredients: The items required to craft the potion.

Ingredient Cost: The cost of the ingredients.

Craft DC: The difficulty class that must be reached by the character's Intelligence (Alchemy Supplies) check to successfully brew the potion.

The craft DC is also used to determine how long the potion takes to brew. It's calculated as:

$$\text{Brew Time in Minutes} = \text{Craft DC} \times 5$$

Failure Effect: The bad stuff that happens when a character doesn't pass the Alchemy Supplies check.

INGREDIENTS TABLE

The ingredients table is listed alphabetically and has the following columns:

Ingredient: The name of the item.

Cost: The price in gold pieces that a merchant would sell the item for.

Rarity: How difficult it is to come across this item.

Description: A definition of the item and its use.

Procurement: The method used to obtain the item.

POTION RECIPES

Potion of...	Rarity	Cost	Ingredients	Cost	Craft DC	Failure Effect
Animal Freindship	U	45gp	Hummingbird Tongue	1	11	The potion begins to emit a horrible noxious gas, creatures within 50 feet that can smell the gas must succeed a DC10 Constitution saving throw or vomit from the smell
			Rainbow Trout Scales	0.2		
			Pine Needles	0.1		
Clairvoyance	R	2306gp	Eye of Gold Dragon	1000	25	The eye dissolves the instant it's added to the mixture and a jet of flame bursts from the container's opening. You must succeed a DC17 Dexterity saving throw or take 2d4 fire damage. 2d8 gp worth of alchemist's supplies must be replaced.
			Redwood Sap	2		
			Carbonated Salt Water	1		
			Fey Blood	100		
Climbing	C	54gp	Spider Silk	1.2	6	Sticky foam bursts from the container, 1d4 gp worth of alchemist's supplies need to be replaced.
			Fir Tree Resin	0.9		
Cloud Giant Strength	VR	4496gp	Cloud Giant Saliva	1200	24	The boiling potion begins to lift out of the container and starts to float away, as it cools down it splatters to the floor and congeals.
			Cloud Giant Fingernail	900		
			100% Alcohol	10		
			Stone Giant Blood	90		
Diminuation	R	2374gp	Whole Pixie	1000	23	A bead forms in the container and absorbs the ingredients, the bead then shrinks into non-existence.
			Deep Well Water	15		
			Dragon Acid	25		
			Fey Blood	100		
Elixir of Health	R	376gp	Platinum Flecks	30	19	Bubbles start to form at the top and fall to the bottom, the potion turns green and suddenly melts through it's container. Lose 1d6 gp worth of alchemist's supplies.
			Red Chamomile	0.9		
			Goldenseal	20		
			Fey Blood	100		
Fire Breath	U	118gp	Skin of Salamander	0.4	16	The potion begins to foam up, bubbles fall onto the burner and erupt flames. Creatures within 5 feet must succeed a DC13 Dexterity saving throw or take 2d4 fire damage. 1d10 gp worth of alchemist's supplies need are lost.
			Phoenix Savina Pepper	0.8		
			Carbonated Acid	30		
Fire Giant Strength	R	674gp	Fire Giant Saliva	120	18	The potion heats up rapidly and explodes the container. Lose 1d12 gp worth of alchemy supplies.
			Fire Giant Fingernail	90		
			100% Alcohol	10		
			Frost Giant Blood	90		
Flying	VR	7450gp	Pixie Dust	1200	25	The potion dries out in an instant, and the remaining powder scatters at the slightest breeze.
			Mountain Fog	75		
			Cloud Giant Blood	900		
			Breath of Air Elemental	1500		
Frost Giant Strength	R	700gp	Frost Giant Saliva	120	20	The potion freezes while you stir it, the container and stirrer turn to solid ice and your hand nearly does too! Make a DC15 Dexterity saving throw or take 1d6 cold damage. 1d4 gp worth of alchemist's supplies are lost.
			Frost Giant Fingernail	90		
			100% Alcohol	10		
			Fire Giant Blood	90		
Gaseous Form	R	7846gp	Ectoplasm	300	24	The container assumes a gaseous form, it begins to float skyward and to the west. Lose 1d4 gp worth of alchemist's supplies.
			Mountain Fog	75		
			Breath of Air Elemental	1500		
			Vampire Fang	2000		
Greater Healing	U	70gp	Red Chamomile	9	10	The potion ingredients don't dissolve correctly, the chunky potion is only half as effective as it should be.
			Witch Hazel	5		
			Calendula Leaf	1.2		
Growth	U	180gp	Giant Heartstring	35	15	A tiny bead forms in the bottle and begins to bounce rapidly within it until the bottle shatters. You must succeed a DC13 Dexterity saving throw or take 1 bludgeoning damage. Lose 1d4 gp worth of alchemist's supplies.
			Dragon Acid	25		
			Salt Water	0.1		
Healing	C	56gp	Red Chamomile	0.9	7	The potion ingredients don't dissolve correctly, the chunky potion is only half as effective as it should be.
			Witch Hazel	0.5		
Heroism	R	1824gp	Carbonated Acid	30	20	The potion begins to shake violently as a black pudding forms within the bottle. In two rounds the black pudding will be at full size. Lose 5d10 gp worth of alchemist's supplies.
			Pulverized Silver	1		
			Hill Giant Rum	90		
			Ball of Monstrosity	750		
Hill Giant Strength	U	256gp	Hill Giant Saliva	50	14	The potion never begins to boil... somehow the nail has dissolved and the ingredients combine to sludge.
			Hill Giant Fingernail	40		
			100% Alcohol	10		
Invisibility	VR	4908gp	Ectoplasm	300	26	The potion turns a deep dark blue suddenly, then fizzles away slowly emitting a horrifying goan. Each creature nearby must succeed a DC15 Wisdom saving throw or become frightened by the potion until it has completely fizzled 1 minute later. Nightmares haunt anybody that was frightened for the next 24 hours, preventing long rests.
			Oni Blood	2000		
			Carbonated Acid	30		
			Goldenseal	20		

POTION RECIPES

Potion of...	Rarity	Cost	Ingredients	Cost	Craft DC	Failure Effect
Invulnerability	R	4838gp	Juniper Oil	5	22	The liquid begins to expand rapidly, pouring out of it's container uncontrollably, it stops after a full minute. 1d4 gp worth of equipment needs to be replaced.
			Goldenseal	20		
			Fey Blood	100		
			Troll Blood	250		
			Oni Blood	2000		
Longevity	VR	11,108gp	Unicorn Blood	3000	27	The addition of the unicorn blood goes wrong, the three other major components begin to swirl violently, and a vicious gibbering moulder bursts forth from the brew. Lose 2d20 gp worth of alchemist's supplies.
			Living Heart of Faerie	2000		
			Fang of Adder	100		
			Black Widow Venom	400		
Mind Reading	R	3376gp	Pulverized Platinum	100	24	The container begins to sing a resonating note which increases in pitch and volume until it and most of the glass within 30 feet of it shatters. Creatures within 30 feet must succeed a DC16 Constitution saving throw or take 2d6 psychic damage. 2d12 gp worth of alchemist's supplies are lost.
			Deep Well Water	15		
			Dragon Acid	25		
			Illithid Brain	1500		
Oil of Ethereality	R	750gp	Ectoplasm	300	22	The potion begins to swirl nicely before phasing through the container and falling through the ground.
			Dry Ice	25		
			Pulverized Iron	1		
			Juniper Oil	5		
Oil of Sharpness	VR	2294gp	Pulverized Platinum	100	21	The liquid never thickens. When you pour it out, the liquid unexpectedly bounces in barbed droplets like a hundred tiny flails. Creatures within 15 feet must succeed a DC15 Dexterity saving throw or take 1d6 piercing damage.
			Bottled Gelatinous Cube	1000		
			Juniper Oil	4		
			White Nightshade	1		
Oil of Slipperiness	U	48gp	Crude Oil	1.3	11	Something goes wrong and the oil hardens into a slippery peice of stone trapped in it's container. 1d4 gp worth of alchemist's supplies need to be replaced
			Pulverized Elm Bark	0.9		
			Stripped Duck Feather	0.2		
Philter of Love	U	117gp	Rose Oil	0.8	16	The potion begins to emit a sweet smelling gas, the gas attracts a swarm of insects, rats, or similar creatures that linger for 1d6 days.
			Champagne	1		
			Hair or Nail of Siren	30		
Poison	U	45gp	Red Chamomile	0.9	10	The potion becomes a foggy white and smells strongly of nightshade, it's still a deadly poison but in no way resembles a potion of healing
			Witch Hazel	0.5		
			White Nightshade	0.9		
Resistance	U	187gp	Oat Oil	0.5	14	After adding the dragon scale, the potion sparks, freezes, erupts or bubbles uncontrollably. Creatures within 10 feet must succeed a DC15 Dexterity saving throw or take damage of the dragon's type (red dragon = fire, blue dragon = lightning, etc) 1d12 gp worth of alchemy equipment needs to be replaced.
			Crushed Dragon Scale	50		
			Snake Venom	15		
Superior Healing	R	158gp	Red Chamomile	0.9	17	The potion ingredients don't dissolve correctly, the chunky potion is only half as effective as it should be.
			Witch Hazel	0.5		
			Calendula Leaf	1.2		
			Goldenseal	20		
Speed	VR	6,200gp	Blood of Megapede	1500	25	While stirring the potion it starts to boil, shake rapidly, and then slow, becoming a thin liquid that moves slowly. It instead has become a potion of slowness.
			Breath of Air Elemental	1500		
			Tail of Timberwolf	20		
			Carbonated Acid	30		
Storm Giant Strength	L	44,710gp	Storm Giant Saliva	12000	30	This potion requires you to get out your most gigantic reinforced crystal flask. Everything goes according to plan until the storm giant's nail drops into the brew. In an instant, <i>chain lightning</i> is cast from the flask, targeting the nearest creature within 75 feet. This occurs every round for 6d10 rounds.
			Storm Giant Fingernail	9000		
			Cloud Giant Blood	900		
			Stone Giant Blood	90		
			Fire Giant Blood	90		
			Frost Giant Blood	90		
			Hill Giant Blood	75		
			100% Alcohol	50		
Supreme Healing	VR	350gp	Red Chamomile	0.9	21	The potion ingredients don't dissolve correctly, the chunky potion is only half as effective as it should be.
			Witch Hazel	0.5		
			Calendula Leaf	12		
			Goldenseal	20		
			Fey Blood	100		
Vitality	VR	1,040gp	Fey Blood	100	25	The potion begins to flash dimly, calling a heartbeat to mind, it then flashes faster and faster until going dark, becoming innert.
			Troll Blood	250		
			Ruby Chamomile	90		
			Carbonated Acid	30		
Water Breathing	U	146gp	Shredded Seaweed	0.3	16	The jellyfish dies once submerged in the potion, and it loses it's magic
			Minute Jellyfish	40		
			Fish Oil	0.9		

POTION INGREDIENTS

Ingredient	Cost	Rarity	Description	Procurement
100% Alcohol	10	C	A chemical used mostly to kill bacteria in a substance, but has hundreds of other applications!	A common ingredient available at any alchemy shop.
Ball of Monstrosity	750	VR	An actual testicle of a monstrosity type creature which contain a substance known to stifle the instinctual effects of fear in a creature.	Can be derived from a recently killed monstrosity challenge rating 1 or higher
Black Widow Venom	400	R	While black widows are common in the world, the venom of these creatures can be hard to find. It takes a very skilled spider ranchers weeks to extract enough venom from black widows to fill the small vial required to brew potions.	Can be bought in some alchemy shops, but otherwise requires a series of 14 half hour spider milking exercises requiring a DC15 Wisdom (Animal Handling) check. Only one successful check can be made with a single spider each day.
Blood of Megapede	1500	L	A megapede is a creature about the size and length of a boa constrictor that features 10 rows of 100 legs. this ingredient has an effect on humanoids that drastically increase the blood's capacity to transport oxygen.	The megapede can be hunted underground or in tropical forests with a DC20 Wisdom (Survival) check. It has the statistics of a giant centipede but can dash each round as a bonus action.
Bottled Gelatinous Cube	1000	L	An actual living chunk sliced off of a gelatinous cube.	Score a critical hit against a gelatinous cube using a slashing weapon, then catch a portion of the sliced off bit using a crystal bottle worth 25gp before the end of your next turn.
Breath of Air Elemental	1500	L	The air that makes up an air elemental. It has magical properties that provide effects that pertain to flight, speed, and freedom of movement.	Land a melee attack against an air elemental using an enchanted silver lined sack worth 500gp. This deals 1d12 damage to the elemental. If the sack is opened afterwards, the air bursts out in a forceful shot that could easily knock a person down.
Calendula Leaf	1.2	U	The leaf of a Marigold, which can be made into a poultice that helps scratches and shallow cuts to heal faster, and can help prevent infection.	A common ingredient available at any alchemy shop. It can also be foraged in any place that flowers grow with a DC15 Intelligence (Nature) check.
Carbonated Acid	30	U	An acid derived from any of a myriad of natural sources that has had a carbon dioxide tablet dissolved in it.	A common ingredient available at any alchemy shop. Carbon dioxide tablets can be purchased in achemy shops for 5sp and added to any acid in order to create carbonated acid from scratch.
Carbonated Salt Water	1	C	Salty water that has had a carbon dioxide tablet dissolved in it.	A common ingredient available at any alchemy shop. Carbon dioxide tablets can be purchased in achemy shops for 5sp and added to any salt water in order to create carbonated salt water from scratch.
Champagne	1	C	Sparkling wine. Used commonly for an attractive appearance and flavor for potions.	A common ingredient available at any alchemy shop, or even the general store in larger towns and cities.
Cloud Giant Blood	900	L	The blood of a Cloud Giant, used in potions of strength.	Can be derived from a recently killed or cunningly convinced cloud giant.
Cloud Giant Fingernail	900	L	The nail of a Cloud Giant, used in potions of strength.	Can be derived from a recently killed or cunningly convinced cloud giant.
Cloud Giant Saliva	1200	L	The spit of a Cloud Giant, used in potions of strength.	Can be derived from a recently killed or cunningly convinced cloud giant.
Crude Oil	1.3	C	A naturally occurring, yellowish-black liquid found in geological formations beneath the planet's surface.	A common ingredient available at any alchemy shop.
Crushed Dragon Scale	50	R	The scales of a dragon type creature that have been crushed with adamantine tools. Most commonly wyvern or pseudodragon scales.	Can be derived from any medium sized dragon. Dragons smaller than medium will only yeild partial portions, so more than one will have to be hunted. The scales must then be crushed with adamantine tools worth at least 75gp.
Deep Well Water	15	U	Groundwater that is found at least 1,000 feet below the surface of the earth. This type of water contains more dense, rich minerals than common groundwater.	A 1,000 foot deep well can be dug over the course of 10 full days of work. Alternatively, deep well water can be found in subterranean lakes in the underdark.
Dragon Acid	25	R	Acid from the breath attack of a black dragon. Some of the most volitile naturally occuring acid available. Only a small vial is nessessary for most alchemical purposes.	A small but sufficent amount can be caught in a glass container by a creature that is the target of a black dragon's breath attack. Or a large amount can be extracted from the body of a recently killed black dragon with a DC16 Intelligence (Medicine) check.

POTION INGREDIENTS

Dry Ice	25	R	The solid form of carbon dioxide. A substance colder than common ice that sublimates at normal temperatures, creating a thick fog that floats across the floor for a while before fading away. Cold enough to cause damage if not handled properly.	Can be bought in some alchemy shops, but otherwise must be crafted with 10gp worth of common alchemy materials and a DC13 Intelligence (Alchemists Tools) check.
Ectoplasm	300	VR	A transparent or translucent gelatinous substance that Oozes and incorporeal beings like ghosts and specters are made of. This substance has properties that can grant effects of incorporeality, invisibility, and the like to potions crafted with it.	An ooze or any creature with the Incorporeal Movement trait leaves behind a pile of ectoplasm after it's been destroyed.
Eye of Gold Dragon	1000	L	The eye of a gold dragon has magical properties that grant powers of divination.	Can be derived from a recently killed or cunningly convinced ancient gold dragon.
Fang of Adder	100	R	The venom delivering tooth of a poisonous snake. Hard to come by for the great skill required to correctly harvest them.	Can be bought in some alchemy shops, but otherwise must be derived from a recently killed poisonous snake with a DC17 Intelligence (Medicine) check
Fey Blood	100	VR	About a gallon of blood from a fey creature that has been boiled to a deep tarry reduction. It has many uses in alchemy, famously in potions of longevity.	Can be derived from a recently killed elf or fey creature. Fey smaller than medium will only yield partial portions, so more than one will have to be hunted.
Fir Tree Resin	0.9	C	The sticky sappy substance that some fir trees can excrete. Potions that use this grant effects of stickiness	A common ingredient available at any alchemy shop. It can also be foraged in any alpine forest with a DC12 Intelligence (Nature) check.
Fire Giant Blood	90	VR	The blood of a Fire Giant, used in potions of strength.	Can be derived from a recently killed or cunningly convinced fire giant.
Fire Giant Fingernail	90	VR	The nail of a Fire Giant, used in potions of strength.	Can be derived from a recently killed or cunningly convinced fire giant.
Fire Giant Saliva	120	VR	The spit of a Fire Giant, used in potions of strength.	Can be derived from a recently killed or cunningly convinced fire giant.
Fish Oil	0.9	U	Fish oil is the fat or oil that's extracted from fish tissue. It usually comes from oily fish, such as herring, tuna, anchovies, and mackerel.	An ingredient available at any alchemy shop. It can also be derived from any caught fish with a DC12 Intelligence (Nature) check.
Frost Giant Blood	90	VR	The blood of a Frost Giant, used in potions of strength.	Can be derived from a recently killed or cunningly convinced frost giant.
Frost Giant Fingernail	90	VR	The nail of a Frost Giant, used in potions of strength.	Can be derived from a recently killed or cunningly convinced frost giant.
Frost Giant Saliva	120	VR	The spit of a Frost Giant, used in potions of strength.	Can be derived from a recently killed or cunningly convinced frost giant.
Giant Heartstring	35	VR	A specific strand of sinew derived from the heart of a hill giant that grants heightened constitution.	Can be derived from a recently killed hill giant but must be surgically removed with a DC16 Intelligence (Medicine) check.
Goldenseal	20	R	A perennial herb in the buttercup family. It can be distinguished by its thick, yellow knotted rootstock, wide ivy-like leaves and tiny white flowers.	A common ingredient available at any alchemy shop. It can also be foraged in any place that flowers grow with a DC17 Intelligence (Nature) check.
Hair or Nail of Siren	30	R	The hair or claws of a siren, which have alluring magical properties.	Can be derived from a recently killed or cunningly convinced siren.
Hill Giant Blood	75	VR	The blood of a Hill Giant, used in potions of strength.	Can be derived from a recently killed or cunningly convinced hill giant.
Hill Giant Fingernail	40	VR	The nail of a Hill Giant, used in potions of strength.	Can be derived from a recently killed or cunningly convinced hill giant.
Hill Giant Rum	90	R	A nasty brew that's toxic to humanoids. It's created by hill giants and if left to distill for too long, black pudding can grow from it.	Can be derived from a recently killed or cunningly convinced hill giant.
Hill Giant Saliva	50	VR	The spit of a Hill Giant, used in potions of strength.	Can be derived from a recently killed or cunningly convinced hill giant.
Hummingbird Tongue	1	U	The tiny thin tongue of a hummingbird, used in common animal friendship potions, and a delicacy in some nations.	A common ingredient available at any alchemy shop, or even the general store in larger towns and cities.

POTION INGREDIENTS

Illithid Brain	1500	L	The brain of an Illithid, more commonly known as a mind flayer. This ingredient has innate psionic properties, the full alchemical potential of illithid brain is still unknown.	Can be derived from a recently killed illithid but must be surgically removed with a DC20 Intelligence (Medicine) check. A failed attempt to remove the brain results in a psionic blast, each creature within 15 feet of the brain must succeed a DC13 Intelligence saving throw or take 2d8+2 psychic damage.
Juniper Oil	5	U	Oil extracted from the berry-like cones of juniper trees. It has many uses in health, comfort, and hospitaity. It's also used in more intense potions to take some of the edge off.	A common ingredient available at any alchemy shop. The cones be foraged in any place that coniferous trees grow with a DC13 Intelligence (Nature) check, but must be processed into oil with a DC13 Intelligence (Alchemy Tools) check.
Living Heart of Faerie	2000	L	The still beating heart of a pixie, which as many alchemists argue, is basically a faerie. These pure tiny hearts have unexpectedly powerful innate magical properties.	Can be derived from a recently killed pixie but must be surgically removed with a DC23 Intelligence (Medicine) check, then revived with a spell like revivify, and preserved with a DC18 Intellegence (Alchemy Tools) check.
Minute Jellyfish	40	R	A very tiny breed of magical jellyfish that can be found in blooms, shimmering near the surface of a calm sea in the moonlight.	A common ingredient available at any alchemy shop near the sea, further inland they can be a rarity. The jellies can be spotted at night on the sea in calm waters with a DC18 Wisdom (Perception) check and gathered in jars with a DC13 Intelligence (Nature) check.
Mountain Fog	75	R	The morning mist of a high mountain. A bit of natural magical energy can be used in the mist to grant effects pertaining to flight, wind, or gaseousness.	Camp for the night with an enchanted silver lined sack with 500gp hanging open on a rack or from a tree branch. In the morning, the sack will have captured enough to use in a potion.
Oat Oil	0.5	U	Oil derived from oats. Apart from being a useful binding reagent, it has many nutritional and cosmetic uses.	A common ingredient available at any alchemy shop, or even the general store in larger towns and cities.
Oni Blood	2000	L	The thick black blood of an oni. It can embue a potion with effects that reflect the oni's own devastating powers.	Can be derived from a recently killed oni. The blood must be tightly sealed in a crystal container worth at least 25gp, if not properly contained, the blood can cause anyone sleeping near it restless nights consumed by bad dreams.
Phoenix Savina Pepper	0.8	U	While this pepper is not the hottest in the world (at only 500,000 scoville), it is famous for its reproductive cycle, bursting into flame after falling from the vine and growing anew from the ashes that scatter on the wind.	A common ingredient available at any alchemy shop, or even the general store in larger towns and cities. Fresh peppers can be foraged in dense tropical forests with a DC16 Wisdom (Survival) check. A similar looking fruit is 10 times spicer, and has 0 magical properties.
Pine Needles	0.1	C	The needles of a pine tree, mostly used to give whatever they're used in a pleasant, fresh aroma.	A common ingredient available at any alchemy shop. It can also be foraged in any place that coniferous trees grow with a DC10 Intelligence (Nature) check.
Pixie Dust	1200	VR	The fine golden sparkling dust that falls wherever a pixie flies. It can grant flight on its own with a little positive energy from the user's part.	Pixie dust can only be gathered or given, a stressed or scared pixie won't produce any pixie dust. Fallen dust can be found with a DC25 Wisdom (Perception) check in a place where pixies are common, but it must be cleaned in a lengthy process with a DC18 Intelligence (Alchemy Tools) check. The easiest way to get pixie dust is to just bring gifts and ask nicely if you're lucky enough to find a pixie.
Platinum Flecks	30	U	Glitter-like shavings of pure platinum. This metal is commonly used in the forging of magic items for it's natural "arcane conductivity". With the use of some common acids it can be turned into a solution suitable for magic potions.	A common ingredient available at any alchemy shop. It can be crafted in a simple but lengthy process with a DC10 Intelligence (Smith's Tools) check.
Pulverized Elm Bark	0.9	C	The bark of an elm tree which has been shredded again and again until it becomes powder. A good binding agent when combined with oil.	A common ingredient available at any alchemy shop. It can be crafted in a simple but lengthy process with a DC10 Intelligence (Nature) check.
Pulverized Iron	1	C	Iron that has been ground down to dust again and again until it becomes extremely soft and fine. It has reliable stablizing effects that help with more volatile potions.	A common ingredient available at any alchemy shop. It can be crafted in a simple but lengthy process with a DC10 Intelligence (Smith's Tools) check.
Pulverized Platinum	100	U	Platinum that has not been dissolved but ground down to dust again and again until it becomes extremely soft and fine. This metal is commonly used in the forging of magic items for it's natural "arcane conductivity".	A common ingredient available at any alchemy shop. It can be crafted in a very lengthy process with a DC15 Intelligence (Smith's Tools) check.

POTION INGREDIENTS

Pulverized Silver	1	C	Silver that has been ground down to dust again and again until it becomes extremely soft and fine. Silver is famous for its healing properties, so it makes its way into many potions that would otherwise be toxic.	A common ingredient available at any alchemy shop. It can be crafted in a very lengthy process with a DC15 Intelligence (Smith's Tools) check.
Rainbow Trout Scales	0.2	U	Scales of a rainbow trout. Unfortunately they aren't actually rainbow colored.	An ingredient available at any alchemy shop. It can also be derived from a caught rainbow trout with a DC8 Intelligence (Nature) check.
Red Chamomile	0.9	C	A simple looking red flower with magical healing power that has saved countless lives and sealed more wounds still. The main ingredient in potions of healing	A common ingredient available at any alchemy shop. It can also be foraged in any place that flowers grow with a DC11 Intelligence (Nature) check.
Rose Oil	0.8	C	The essential oil of a rose. A common ingredient in perfumery.	A common ingredient available at any alchemy shop. The flowers can be foraged in any place where roses grow with a DC13 Intelligence (Nature) check, but must be processed into oil with a DC13 Intelligence (Alchemy Tools) check.
Ruby Chamomile	90	R	A mutant variant of Red Chamomile distinguishable by its deeper red, translucent petals. The healing properties of ruby chamomile are far more potent. Potions of healing brewed with ruby chamomile are guaranteed to heal at their highest potential.	These are often available at alchemy shops but can be hard to come by. They can be found any place where red chamomile is found, but they're only about 5% as common. You'll find a ruby chamomile by looking for red chamomile and rolling a natural 20 on your nature check to forage.
Salt Water	0.1	C	This is water... but with salt in it.	A common ingredient available at any alchemy shop. It can be crafted in a very simple process with a DC2 Intelligence (Alchemy Tools) check.
Sequoia Sap	2	U	The sap of a giant redwood tree. Though these trees are difficult to find, the sap is widely distributed for its stabilizing properties.	A common ingredient available at any alchemy shop. It can also be foraged in any place that redwood sequoias grow with a DC11 Intelligence (Nature) check.
Shredded Seaweed	0.3	U	Seaweed that has been finely chopped or pulled apart. An important ingredient for potions that need a little taste of the sea.	A common ingredient available at any alchemy shop near the sea, further inland they can be a rarity.
Skin of Salamander	0.4	C	The slippery skin of a salamander, which has properties of fire protection.	An ingredient available at any alchemy shop. It can also be derived from a caught salamander with a DC12 Intelligence (Nature) check. Salamanders are commonly found in forests, living in rotted logs near bodies of water.
Snake Venom	15	U	The potent, fang borne poison of a snake. Usually only harmful when injected into the bloodstream.	An ingredient available at any alchemy shop. It can also be derived from a caught poisonous snake with a DC15 Intelligence (Nature) check.
Spider Silk	1.2	C	More commonly known as spider webs. This sticky substance is most commonly used in potions of climbing.	A common ingredient available at any alchemy shop. It can be found wherever spiderwebs are common with a DC12 Wisdom (Perception) check. With a failed perception check you're still likely to find some... annoyingly attached to your face.
Stone Giant Blood	90	VR	The blood of a Stone Giant, used in potions of strength.	Can be derived from a recently killed or cunningly convinced stone giant.
Storm Giant Fingernail	9000	L	The nail of a Storm Giant, used in potions of strength.	Can be derived from a recently killed or cunningly convinced storm giant.
Storm Giant Saliva	12000	L	The spit of a Storm Giant, used in potions of strength.	Can be derived from a recently killed or cunningly convinced storm giant.
Stripped Duck Feather	0.2	C	The vane of a duck's feather stripped away from the shaft. Achemists are unsure why oils of slipperiness just aren't the same without it	An ingredient available at any alchemy shop. It can also be derived from a caught duck with a DC8 Intelligence (Nature) check.
Tail of Timberwolf	20	U	The fur of a wolf's tail can grant effects of heightend perception and reflexes.	An ingredient available at any alchemy shop. It can also be derived from a caught duck with a DC8 Intelligence (Nature) check.
Troll Blood	250	R	The blood of a troll is famous for its powerful regenerative properties. Excessive heat will neutralize this effect.	Can be derived from a recently killed troll. If fire was used against the troll, it only yeilds half the amount as normal.
Unicorn Blood	3000	L	The blood of a unicorn has legendary restorative properties, it's even been known to magically reverse age.	Can be derived from a recently killed or cunningly convinced unicorn.
Vampire Fang	2000	L	The fang of a vampire is a potent container of many of their dreadful powers.	Can be derived from a recently killed vampire. It's essence has to be extracted with a DC18 Intelligence (Arcana) check.
White Nightshade	0.9	U	A beautiful flower containing deadly poison. It has a strong smell, but there are ways to mask it.	A common ingredient available at any alchemy shop. It can also be foraged in any place that flowers grow with a DC15 Intelligence (Nature) check.
Whole Pixie	1000	L	The body of an entire pixie contains more innate magical potential than most warlocks do. All kinds of strange effects can be derived from them.	The pixie must be recently killed, its magic fades after only 13 hours. When ready, the body must be dissolved in a solution of carbonated acid and ultrapulverized silver. Then processed with a DC22 Intelligence (Alchemy Tools) check.
Witch-Hazel	0.5	C	Strange looking flowers that grow on deciduous shrubs. They have protective properties and are the complement to red chamomile in every potion of healing.	A common ingredient available at any alchemy shop. It can also be foraged in any deciduous forest with a DC13 Intelligence (Nature) check.