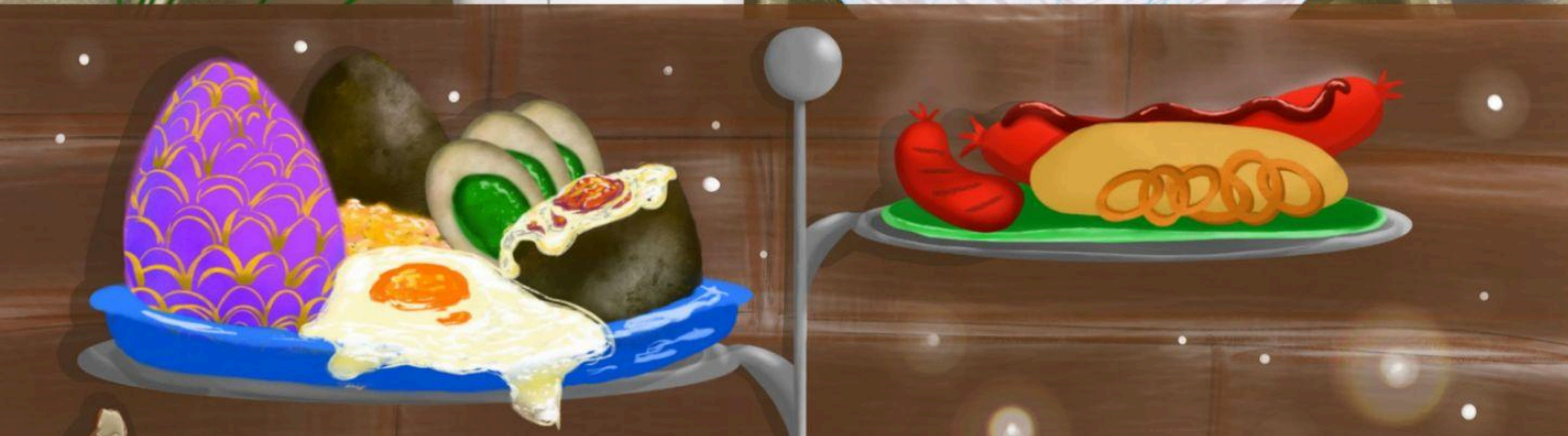
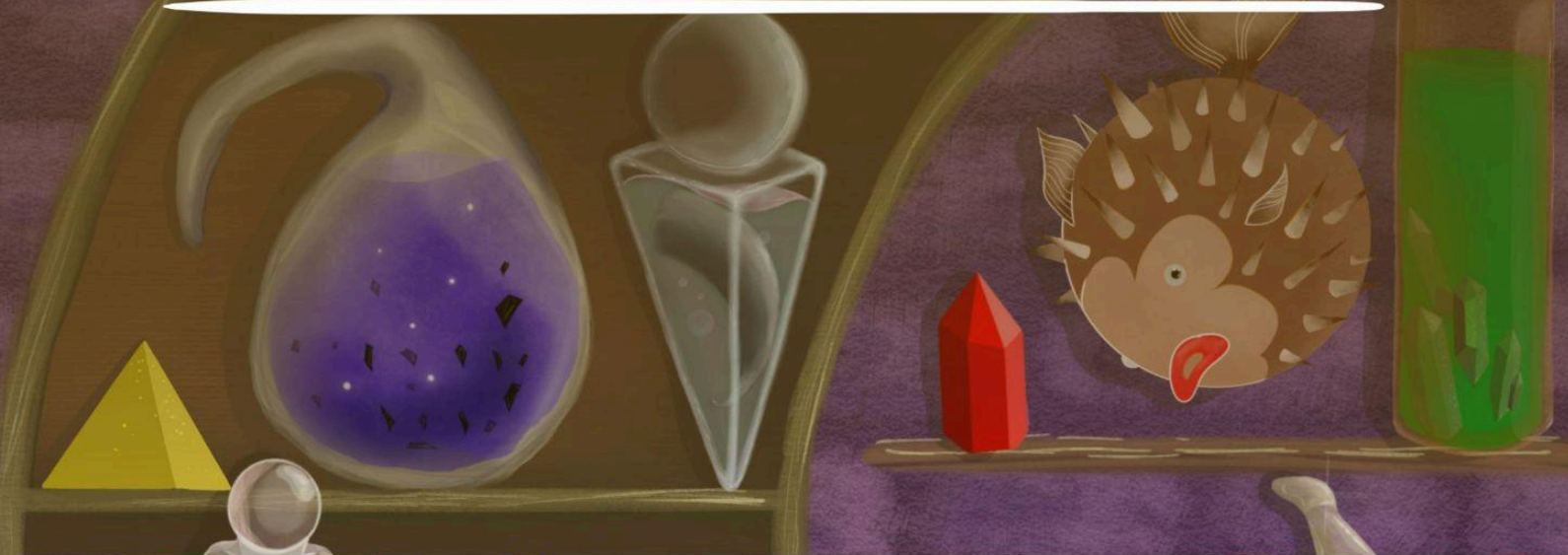


A Catalogue - of - Consumables



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Name: Booming

Key Ingredient: Resonance Crystal

Rank: Common

Appearance:

This potion is opaque and has a bluish white colour. It is created with resonance crystals found in very large underground spaces. It tastes very rich- a mixture of metallic tang and earthy undertone.

Potion

This potion enhances the voice of the consumer tenfold. Any whispers will become shouts, but any shouts become an intense bellow and have the potential to rattle walls, deal damage and can be heard from up to 1000 ft away. If someone is within 15 ft of the consumer when such a bellow is produced, they must make a constitution saving throw of 13. On a failed save, any in the area take 1D10 force damage, or half that on a successful save. The effects last for 10 minutes.

Shouting in this way would be classed as an action.

Flask

This flask, when broken, explodes in a 10 ft radius, coating the area in a thin bluish white liquid. Anyone who fails a DC 13 dexterity saving throw is covered in this liquid, which amplifies all sounds they make by 5x volume. This includes footsteps, breathing, talking etc. reducing their stealth modifier by 3. Any who walk in the area get loud footsteps for 200 ft, imposing the same -3 modifier. The effects last for 10 minutes.

Name: Pack Mule

Key Ingredient: Ogre Toe

Rank: Common - Legendary

Appearance:

This green/brown liquid is thick and goes down slowly leaving the taste of old shoe leather in the mouth of the consumer for a while.

Potion

Drinking this potion allows the consumer to carry a further 5x/10x/15x/20x/30x their strength score depending on the rank of potion. The effects last for 1 hour and do not stack if more than one is consumed.

Flask

If a flask is thrown then anyone within a 5 ft radius gets half of the value (rounded up) of 5x/10x/15x/20x their strength score as extra carry weight for 1 hour. The rankings for a flask start at uncommon.



Name: Mana

Key Ingredient: Water Elemental
Essence

Rank: Common - Legendary

Appearance:

This vial is small, and the liquid inside ranges from pale blue to deep navy depending on the strength. It has a thin consistency, tastes clean, and cleanses the palette.

Potion/Flask

This can be thrown, affecting a 5 ft radius –with the blue mist attaching to the spellcasters in the area– or it can be drunk as a potion. Upon consumption, the consumer will regain a spell slot equal to the level of the potion. They will recover the highest possible spell slot first, and any residual levels will recover the appropriate amount.

For example, if you had a legendary 9th level mana potion, you are missing all of your spell slots, with the highest being level 5, then you would recover a level 5 and a level 4 spell slot. You cannot gain any additional spell slots by using this potion. A flask will split the spell slot levels equally between those affected, randomly giving one of the targeted mages any remaining spell slot levels. This potion does not affect non-magical beings.

Name: Stamina

Key Ingredient: Ent's Acorn

Rank: Uncommon

Appearance:

This green potion has the consistency of single cream and has a sweet floral and nutty taste and smell. It leaves the consumer satisfied and rejuvenated.

Potion

Drinking this potion makes the consumer immune to exhaustion effects and unable to gain any more levels of it. It increases movement speed by 10 ft and grants climbing and swimming speed equal to movement for 4 hours. After the effects wear off, the consumer has every level of exhaustion they started with plus another level.

Salve

This can be used as a salve, giving great endurance to the part of the body it is used on. This allows any appropriate athletics checks to EITHER be made with advantage OR add a D6 to the roll. This must be determined before use.

EG: Using it on your hands and forearms when climbing a rock face.

Flask

This flask shatters in a green mist, removing one level of exhaustion from anyone within a 5 ft radius, and providing them advantage on their next athletics check if made within 1 minute.



Potions

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Name: Cauterisation

Key Ingredient: Fire Crystal Powder

Rank: Uncommon

Appearance:

This fast-running potion looks like liquid fire. The bright oranges and yellows emerge from each other in a dance-like motion. It's spicy with an earthy taste.

Potion

Drinking this potion grants the consumer 1 minute of resistance to slashing damage, and immunity to bleeding/laceration damage as any cut they suffer is instantly singed shut and cauterised.

Salve

Comes with 3 applications. This can be used to stabilise anyone who has fallen below 1HP from slashing damage, or used to stop bleeding or laceration damage. It can also be used to seal wounds which are susceptible to infection.

Flask

This flask erupts in a red mist which settles on the skin of anyone in a 5 ft radius. Those affected gain resistance to slashing damage for 1D4 rounds, and instantly closes any open wounds.

Name: Featherfall

Key Ingredient: Griffon's Tailfeather

Rank: Uncommon

Appearance:

This off-white liquid looks almost gaseous and seems to be convecting upwards within the bottle. The balm is a lighter-than-air mousse with no resistance as your fingers scoop it up.

Potion

Consuming this potion causes your falling rate to be 5 ft per second. This effect lasts for 10 minutes.

Salve

Coating your feet with this salve means that the next time the consumer falls more than 20 ft, they will decelerate to the rate of 5 ft per second until they land. This effect ends after it has been activated and the user lands.

Flask

Throwing this flask causes a cloudlike, tangible mist to form in a 10 ft radius which will last for 1 minute. Anything that lands in the mist takes no fall damage and lands gently, having their falling speed reduced to 1 foot per second. If this is shattered mid-air, the sphere of mist will remain suspended and reduce the fall rate within its area.



Potions

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Name: Liquid Repellant

Key Ingredient: Deepsea Fish's Tail

Rank: Uncommon

Appearance:

Shake well before use! This potion is split into a rusty orange bottom layer and a turquoise top. It has a salty sweet taste and must be consumed after shaking, otherwise the consumer will simply float half in and half out of the water like a buoy.

Potion

Drinking this potion will cause the consumer to walk, run, lay and sit on water as though it were a solid surface. Their items may get wet or sink, but the consumer's body will be unable to sink below the surface. This effect lasts for 4 hours. If consumed under water, the consumer takes 1D6 force damage for every 30 ft they travel as they rapidly ascend to the surface.

Salve

This salve can be used on items to make sure that they don't sink. The heavier the item the more salve is used. 1 application can repel up to 15 lbs of weight from the surface of the water. This item will not get wet. This effect lasts for 24 hours.

Flask

When this flask shatters, any water within a 20 ft radius will repel any object which lands on it. It will act as a solid surface and can be used as a ledge. Anything that emerges from underneath it is immediately pulled above it. This effect lasts for 1 minute. When used underwater, a 10 ft radius bubble will appear and float upwards.

Name: Liquid Shadow

Key Ingredient: Ectoplasm from a Wraith

Rank: Uncommon

Appearance:

This off-white liquid has an ethereal quality about it. Unless looking directly at it, or knowingly looking for it, it's easy to miss. It tastes like sour milk, and goes down quickly.

Potion

Drinking this potion causes a palpable darkness to shroud the consumer. In dim light, this gives the consumer +10 to any stealth check made, and lowers anybody's passive perception in regards to the consumer by 4. If in bright light, the consumer makes their stealth checks with a -4 penalty as the shadows surrounding them are more noticeable. This effect lasts for 15 minutes.

Salve

Coating an item with this will make it harder to detect, requiring a passive or active perception check of at least 16 when in plain sight. This effect lasts until it is wiped off.

Flask

When this flask shatters, a 20 ft radius area is consumed by shadow for 1 minute. This counts as magical darkness.



Potions

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Name: Reflex

Key Ingredient: Faerie Wings

Rank: Uncommon-Rare

Appearance:

Iridescent wisps glisten and swirl, intertwining in an amber liquid. It tastes like lavender honey, but runs as fast as water.

Potion

Drinking this potion means that the consumer can't be surprised, and can use dodge as a free action for 1D4(uncommon)/D4+2(rare) rounds per encounter. This effect lasts for 30 minutes.

Flask

This flask shatters in an amber haze and affects those in a 10 ft radius of the impact zone, granting them the ability to dodge as a free action for 1D4+1(rare) rounds.

Name: Regeneration

Key Ingredient: Fire Gecko's Tail

Rank: Rare

Appearance:

This red-orange liquid is thick and oily. It goes down quickly, but the metallic taste lingers in the mouth.

Potion

Drinking this potion will heal the consumer for 1HP per character level + their constitution modifier (minimum 1) for 1D4 +2 rounds.

Salve

Used as a salve, it can be used to quickly regenerate damaged organic tissue. Usually applied to a wound to close it quickly, or on a damaged tree to prevent it from dying. If recurring applications are used, it can also regenerate missing limbs at the rate of 1 inch per day, for two applications per day. Fingers & toes are regenerated after 2 applications. The salve also heals 1D4+their constitution modifier per application.

Flask

When this flask shatters, anyone within a 5 ft radius will receive 1D4 HP every round for 1D4 rounds. Anyone within a 10 ft radius of this will heal half as much for as many rounds.



Name: Pure Sight

Key Ingredient: Hags Eye

Rank: Rare

Appearance:

This pink-red liquid/paste is thick, smells of mulched autumn leaves and comes in a small acorn sized pot or vial.

Potion

Drinking this potion removes the blinded condition from the consumer (unless permanent), and allows them to see invisible things for 15 minutes. If they are permanently blind, then they are able to see grey silhouettes of true forms which are hidden by illusion.

Salve

Using the salve on the skin causes a magical eye to form there after 30 minutes. This eye grants the ability to see out of it even when blinded (or blind). The eye can see invisible things, and can see through illusions. This salve usually lasts for 2 hours, but has a 1% chance to be permanent, leaving the eye on the skin (rolling a 1 on the D100).

Flask

When this flask shatters, pink mist settles on everything in the area, both corporeal and incorporeal, but dispels any illusions. Anything in a 15 ft radius has their blindness condition removed (unless permanent) and anything within this radius can no longer turn invisible for 1 minute.

Name: Polymorph

Key Ingredient: Doppler Blood

Rank: Rare

Appearance:

This potion is very dark green, bordering black. It's thick in consistency and comes out in one slug-like glob. The taste is both sour and bitter and doesn't go down well.

Potion

This potion needs a component from the creature you wish to morph into to be added before consumption. It changes the consumer physically, and they gain only the physical attributes of the creature (ability to fly, claws etc, but not magical capabilities). They take on the form of an identical copy of the creature which sourced the extra component. The duration of the potion depends on the size difference between the consumer and the creature. For something in the same size category the duration of the potion lasts $1D2 + \text{constitution modifier}$ hours (minimum 1 hour). For a size category smaller or higher (unless tiny or gargantuan) it lasts for 30 minutes x constitution modifier (minimum 30 minutes). For gargantuan or tiny creatures the duration is 1 minute x constitution modifier (minimum 1).

Flask

When used as a flask, the 5 ft radius is coated in a thick green goop which absorbs quickly into living flesh. Anything in the area must make a constitution saving throw of 14 (they can choose to fail) or be polymorphed into the predetermined creature. This lasts for 1D4 minutes, or until they succeed the save, which can be made again at the start of every turn.



Name: Thorns

Key Ingredient: Dryad's Finger

Rank: Rare

Appearance:

This woody brown liquid tastes like dirt and mulch. It has a milky quality in both appearance and texture.

Potion

Drinking this causes large magical thorns to protrude from whatever flesh is exposed, which will then cover their entire body. The thorns move with the consumer; they don't hinder their movement but do deal 1D4 damage to anything that melee attacks or touches the target. This effect lasts for 1 minute.

Salve

Coating something with this salve causes nothing to happen immediately, but after 5 minutes the effect will set in. The next time it is touched, large thorny spikes will eject from the coated area dealing 1D12 damage to anything in a 5 ft radius of the object. A successful dexterity saving throw of 16 would allow the target to receive half damage. A successful investigation throw of 16 will reveal that the item is coated in a substance.

Flask

Throwing this flask causes a 10 ft radius and 5 ft high area to become entangled with writhing animated thorns. Anything in the area when the flask smashes or thereafter must make a strength saving throw of 14 or become entangled. Anything that is in the area upon smashing takes 1D4 piercing damage. The area is classed as rough terrain, and a DC 12 dexterity check must be made or the target takes 1D4 further damage while moving through it.

Name: Plane Traversal

Key Ingredient: A natural component sourced from the plane to be travelled to

Rank: Very Rare

Appearance:

This translucent purple liquid has a twilight spiral through its centre which remains no matter which way it is rotated. It's fizzy and tasteless with a silky texture.

Potion

This potion causes the consumer to appear in another plane of existence, dependent on the plane the potion is aligned to (i.e., what component has been added). As soon as it is drunk, the consumer will fade away, and within 6 seconds appear in a random place, or their current place if it is a mirror plane.

Flask

This flask, when shattered, opens a 10 ft diameter portal for 6 seconds to the determined plane. This purple spiralling rift causes anyone traversing to make a constitution saving throw with a DC 10 or arrive unconscious and prone.

NOTE: This is a one-way potion, unless a second one is brought for the plane they wish to return to.



Name: Living Weapon

Key Ingredient: Mimic Flesh

Rank: Very Rare

Appearance:

This beige coloured potion has veins of deep purple streaking through it. It has a thick consistency and an unpleasant taste of bitter blood and dirt.

Effect:

Their arms begin to elongate and transform into ferocious weapons made of warped flesh as hard and sharp as if weapons themselves. Roll a D4 for each arm, which determines the weapon it morphs into:

1 = Warhammer, 2 = Greatsword, 3 = Greataxe, 4 = Heavy Crossbow (regenerating bone splints for arrows). The damage is equal to regular weapon damage.

Potion & Flask

This can be drunk as a potion, or used as a flask which explodes in a thick beige smoke surrounding the closest creature. Instantly the consumer/target falls prone and is wracked with pain (but takes no damage) until the effect kicks in on both arms. The consumer can attack with each arm per turn. This effect lasts for 5 minutes.

Salve

Coating a limb, or an area with a missing limb with this salve will cause it to mutate over 1 minute. This effect lasts for 1 hour.

Name: Elemental Fury

Key Ingredient: A component from each type of elemental monster

Rank: Very Rare

Appearance:

This potion looks like a storm in a bottle. Flashes of blue, green, red, and white can be seen like lightning bolts within the grey cumulus-like liquid. It has an earthy taste and is mildly spicy.

Potion

Drinking this potion causes any elemental spell attack to have 50% more damage, and gives any spell needing a saving throw a +2 to its DC. This effect lasts for 30 seconds.

Salve

Applying this salve to an elementally enchanted weapon makes it deal a further 50% elemental damage for 1D4+1 strikes.

Flask

When this flask shatters, a dark storm cloud rises 20 ft in the air and affects a 10 ft radius below it. Each round, any creature in the area takes 1D8 damage. Anyone in the area when the flask is shattered must make a dexterity saving throw with a DC of 15 or take damage. On a failed save they take half damage. If a creature moves into the area, or starts their turn in the area then they take damage. Roll a D6 at the start of each round to determine the damage type:

1=Acid, 2=Cold, 3=Fire, 4=Poison, 5=Lightning, 6=Thunder



Name: Critical Thinking

Key Ingredient: Adult Dragon Heart

Rank: Very Rare/Legendary

Appearance:

This tiny vial contains a deep carmine liquid that looks solid when still, but swirls around with a translucent purple hue when disturbed. It has the taste of metallic grapes with a powdery after effect coating the tongue.

Potion

Drinking this potion at the legendary rank will cause the consumer's next attack or ability check to be classed as a natural 20 if their roll is above a 3. If the roll is 3 or below, then it will be classed as a natural 1.

Consuming the very rare variant of this potion causes the next roll for an attack or ability check to be classed as a natural 20 if 10 or above is rolled, or a natural 1 if 9 or below is rolled.

Name: Righteous Defence

Key Ingredient: Holy Water

Rank: Legendary

Appearance:

This potion exudes a sense of sacredness. It emits a warm, golden glow and has a taste sweeter than honey with an afterburst of citrus.

Potion

Drinking this potion will heal any necrotic conditions, as well as giving the consumer immunity to necrotic damage for 1D4 rounds and resistance for one minute.

Salve

Using this salve on a body part which is afflicted with a necrotic condition removes its effect. Worse conditions may require more applications. The salve also grants the user resistance against necrotic damage for 10 minutes. The salve takes 5 minutes to apply.

Flask

Using this as a flask has no benefit to the living but, when thrown, it erupts with intense golden light, dealing 10D6 radiant damage to any undead within 10 ft and produces a 10 ft radius sphere of bright light which can cut through magical darkness for 1D4 +1 rounds.



Potions

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Name: Death Defiance

Key Ingredient: Lich's Bone Marrow

Rank: Legendary

Appearance:

This liquid seems to consume light. Its blackness is mesmerising. The tar-like substance coats the mouth and tastes incredibly bitter, leaving a foul aftertaste.

Effect:

Once the effect of the potions have been completed, the consumer must make a DC 15 constitution saving throw. If they fail, then any healing received for the next 24 hours is halved.

Potion

Drinking this potion means that the consumer cannot drop below 1HP for 1D2+2 rounds.

Salve

When you apply this black paste to your skin, it absorbs instantly. The next time you take damage which would drop you below 1HP, you remain on 1HP instead. Once activated, this effect lasts until the start of your next turn.

Flask

As a reaction, you can throw this flask, causing the black tar to coat whatever it lands on. If the target is a creature, living or undead, they cannot fall below 1HP for 1D2 rounds.

Name: Liquid Luck

Key Ingredient: Fools Gold & Honey
from Extreme Altitude

Rank: Legendary

Appearance:

This golden orange liquid/balm glistens and shimmers when it moves. It has a sweet citrus flavour and a grounding earthy aftertaste, instilling confidence in the consumer.

Potion

The potion gives the consumer advantage on any ability checks and saving throws for 5 minutes.

Salve

This salve has 2 applications. You can apply the balm to the part of the body being used for an ability check (such as mouth for persuasion, legs for acrobatics, hands for lockpicking etc). The consumer then gains advantage on the check and adds a D6 to the roll.

Flask

When thrown, this flask shatters and explodes in a glistening cloud. Anyone within a 5 ft radius of this flask when shattered adds a D6 to any 1 roll in a round, for D4 rounds.





Poisons

Name: Elemental Flask

Key Ingredient: Elemental Crystals

Rank: Common-Legendary

Appearance:

Whilst not technically a poison, they're usually sold by the more nefarious vendors but can also be traded above board. These spherical flasks look like a swirling vortex with a saturated hue of the colour resembling the element which it contains: red, blue, purple, yellow, or white, respectively.

Effect:

A dexterity saving throw of 13/14/16/17/18 must be made by anyone in range of the flask when shattered. A successful save halves the damage received and no additional effect occurs. These flasks range in damage and radius depending on the rarity, which is:

- Common: 5 ft radius and 1D6 damage
- Uncommon: 10 ft radius and 3 D6 damage,
- Rare: 15 ft radius and 5D6 damage,
- Very Rare: 15 ft radius and 7 D6 damage,
- Legendary: 20 ft radius with 10D6 damage.

Each flask Rare or higher has an additional effect if a DC 15/17/19 constitution saving throw is failed:

- Fire (fire damage): The area is engulfed in intense flames. If the flask is ranked Rare or higher, then any creature which fails the constitution saving throw takes a further 1/2/3 D6 damage over 4 rounds as burning damage. This fire ignites anything flammable in its range.
- Ice (cold damage): A storm of ice and snow erupts from the flask and viciously swirls around the area. If the flask is ranked Rare or higher and a creature in range fails the constitution saving throw, they freeze solid until a strength saving throw, DC 13/15/17, is made. Each round that they are frozen, they take 1D6 cold damage.
- Shock (lightning damage): Countless sparks and lightning bolts explode from the flask, zapping every target in range. If the flask is ranked Rare or higher, then creatures which fail the saving throw have a 20/40/60% chance to flinch when attacking, causing them to miss. This lasts for 1D4 +0/1/2 rounds. Wearing metal armour increases damage by 50%.
- Earth (bludgeoning damage): Stones and pebbles erupt from the flask, pelting all targets in range. At Rare or higher, the ground is littered with sharp rocks, becoming rough terrain, and quakes. The constitution save is swapped for a dexterity save. Anyone who fails falls prone and takes a further D6 piercing damage each time they land on the jagged rocks. This save must be made every time they stand up and/or before moving for 1D4+0/1/2 rounds.
- Air (force damage): This flask once exploded projects an intense gale, dealing force damage to anything in its range. If a Rare or higher potion, the constitution saving throw is swapped to a dexterity throw and anything in its area is pushed 10/20/30 ft beyond the edge of its range.



Name: Rabid Truth

Key Ingredient: A Flake of Pure Gold

Rank: Common

Appearance:

This poison is a milky gold colour and has a thick texture. It is tasteless, and pales any drink that it is added to, thus requiring a DC 14 investigation check to see if the drink is poisoned.

Tincture

To use this poison, a component must be added to the tincture before consuming or mixing it in with a drink. This component must relate to what the poisoner wishes to know the truth about. E.g., a hair, skin flake, nail of a person, a sample from a locked door or lock. The consumer must then make a DC 14 constitution saving throw. If failed, when they lie to a question relating to the component, they take 1D4 acid damage and foam at the mouth. This effect lasts for 5 minutes. The DC for the saving throw increases by 1 for every dose of poison used, as does the acid damage. Example questions are "Where is this person?" "Where/what is the key to this lock?" "How do you access the vault?"

Name: Blinded fury

Key Ingredient: Rabid Wolf Saliva

Rank: Uncommon

Appearance:

This deep orange liquid stains what it touches and resembles concentrated dye. Its scent and taste is of strong vinegar. A DC 11 investigation check will reveal the poison if used in a drink before tasting.

Effect:

While affected, the target starts attacking whatever is closest to them in a wild rage. The saving throw can be made at the start of each turn to end the effect of berserk.

Tincture

Drinking this poison will cause the consumer to make a DC 14 constitution saving throw or go berserk. The following saving throws are made with disadvantage for D4 rounds.

Coating

This coating is usually reserved for ranged ammunition. Upon being pierced by a weapon coated with this poison, the target must make a DC 13 constitution saving throw. Upon failure they go berserk.

Flask

When shattered, this flask explodes causing splats of thin orange liquid to land on anything within a 5 ft radius. It burns on the skin and eyes causing any creature within this area to make a DC 12 constitution saving throw or go berserk.



Name: Guilty Conscience

Key Ingredient: Unicorn Blood

Rank: Uncommon

Appearance:

This is a pinkish white liquid with a crimson sheen when in the light. It tastes sweet and floral but has a very bitter aftertaste. A DC 12 investigation check will reveal that a drink is poisoned.

Tincture

Drinking this poison causes the consumer to make a DC 14 constitution saving throw. Upon a failure, they see visions of any ill deeds they have been a part of. Whether it is someone they had a part in killing, a trinket they stole laying in the open, a beggar they neglected or even an accomplice to a crime lurking nearby. These will appear in the consumers vision throughout the day and begin within a minute of drinking the poison. The consumer may then feel compelled to leave or even begin talking to the visions, offloading information that shouldn't be heard.

Coating

A target hit with a coated weapon must make a DC 13 constitution saving throw. Upon a failure the target will fall prone on their next turn, taking 2D4 psychic damage as they are wracked with visions of all of their past transgressions. This lasts for 1D4 rounds. If the target is particularly bad, then this damage/ effect can be doubled or tripled at the discretion of the GM.

Flask

Anyone within a 5 ft radius of this flask when smashed will be forced to make a constitution saving throw with a DC 12. Upon failure, the target takes 1D6 psychic damage and falls prone for 1 round as they are bombarded with visions of their past ill transgressions. People who are particularly bad may have the effect doubled/tripled at the discretion of the GM.

Name: Rend

Key Ingredient: Dragon Talon

Rank: Rare

Appearance:

This is a clear, watery liquid. It has no flavour itself, but accentuates the flavour of the drink which it is mixed with. An investigation check with a DC 16 will reveal that a drink containing this is poisoned as it adds a pearlescent shine to the drink.

Effect:

This poison causes the consumer/target to become vulnerable to the next damage they receive.

Tincture

This effect lasts for 10 minutes upon a failed constitution saving throw with a DC 16.

Coating

Being cut with a weapon coated in this causes the effect to last for 1D4+1 rounds. If a constitution saving throw with a DC 14 is failed, the damage received after the initial attack will be the type that the target becomes vulnerable to.

Flask

This shatters in a 5 ft radius. Anyone within this area must make a DC 14 constitution saving throw or become vulnerable to the next received damage for 1D4+1 rounds.



Poisons

17

Name: Sweet Release

Rank: Rare

Key Ingredient: A part of any
Oozing Monster

Appearance:

This peach coloured liquid is thick, and needs stirring well if used in a drink. Its taste is so sweet that it is often used over multiple doses as most people wouldn't consume it all at once. An investigation check with a DC of 14 shows that this drink is poisoned.

Tincture

This tincture is usually split into 4 separate doses in order to effectively administer it without causing the consumer to stop drinking it. If a constitution saving throw with a DC of 14 fails, then the next saving throw against the poison is made with disadvantage. If one saving throw succeeds, they do not progress to the next stage. The doses must be administered no more than 24 hours after the previous one, and any effects last for 24 hours.

There are four stages to this poison, and the effects of each stage are cumulative.

1 - the consumer begins to sweat profusely out of every pore in their body. The sweat and subsequent slime smells sickeningly sweet. They have disadvantage on charisma checks.

2 - The sweat stops beading, and starts congealing around the body, but it does not stop pouring from the skin-leaving slimy blobs as it drips from the consumer. This gives disadvantage to charisma checks, dexterity checks and saving throws.

3 - The slime is oozing from the consumer at an alarming rate, clogging their senses. Their vision is blurred, hearing is dampened - all they can smell or taste is the sickly sweet slime. Their movement is halved, they have disadvantage on any perception checks made, have a 50% chance to drop what they are holding, and a 25% chance to fall when moving.

4 - The slime gets thicker and clogs up the consumer's mouth and nose, making it almost impossible to breathe. A constitution saving throw, DC 10, must be made every minute to be able to breathe.

Drinking the whole tincture at once means the consumer must make a constitution saving throw with a DC of 20. If it fails, the consumer will be instantly affected to stage 4, and has a 5% chance to transform them into a sickly sweet ooze monster, still sentient and themselves, but unable to speak and only living in the form of an apparent boneless slimy mass.

Coating

Being pierced by a weapon coated in this poison will cause the target to make a constitution saving throw with a DC 15 or begin producing thick slime from their skin. The following round, the target will have disadvantage on dexterity checks and saving throws, the round after that will half their movement speed, and the third round after will have them suffer disadvantage on attacks. Any melee attacks made against the target will be made at disadvantage after the second round. This effect lasts for 1 minute.

Flask

When smashed, this flask explodes in a 15 ft radius, coating everything within the area in a thick, sickly sweet slime. Anyone who fails a dexterity saving throw with a DC 16 is coated, having their movement speed halved and a 25% chance to become disarmed. Picking up their weapon again has a 50% chance to fail. This lasts 1 minute or until washed off.



Name: Density

Key Ingredient: Platinum Flakes

Rank: Rare

Appearance:

This vial is small and heavy. It contains a shiny silver oil which sinks in a drink and is hard to mix. It tastes very metallic and leaves an earthy aftertaste. A DC 16 investigation check will reveal that a drink is poisoned.

Tincture

Consuming this tincture and failing a DC 14 constitution saving throw will cause the consumer to gain 5% of their body weight every minute as their bodies become increasingly more dense. This will be the case for one hour, eventually causing them to become incapacitated with their weight, depending on their strength. After this time, the effect will be reversed by 1% per minute until after 5 hours when the poison will wear off completely.

Flask

When this flask shatters, a silver powder erupts, coating a 10 ft radius. Anyone within range must make a DC 13 constitution saving throw or be affected by the poison. If affected, the target gains 50% of their body weight every round for D6 rounds as their bones and flesh become rapidly more dense. Depending on their strength and the amount of rounds effected, they will fall prone.

Name: Terrifying Love

Key Ingredient: Wraith Ectoplasm

Rank: Rare

Appearance:

This poison smells of fresh strawberries, and is a light pink liquid. The taste is equally pleasant, but rapidly degrades to that of rotting meat. A DC 15 investigation will reveal if a drink is poisoned.

Effect:

While affected, the target will begin to see allies as monsters, and/or things they fear. The more the target is emotionally attached to someone, the more horrifying that someone will appear, causing a wisdom saving throw DC to be raised. Ally: DC 12, Friend: DC 14, Best friend: DC 16, Love: DC 18, Infatuated: DC 20. Those affected suffer the frightened condition.

Tincture

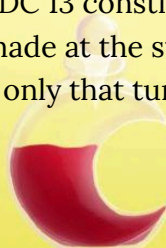
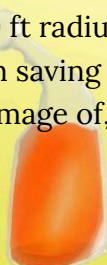
Anyone who consumes this must make a constitution saving throw with a DC 15 or be affected for D4 hours. A wisdom saving throw can be made every half hour against each separate creature which takes on a monstrous image, but must be made again if they leave and come back.

Coating

Upon being pierced by a coated weapon, the target must make a DC 13 constitution saving throw or be affected for 1 minute. A wisdom saving throw can be made at the start of each turn for each creature the poison twists the image of, but it lasts for only that turn.

Flask

Anyone within a 10 ft radius must make a DC 13 constitution saving throw or become affected for 1 minute. A wisdom saving throw can be made at the start of each turn for each creature the poison twists the image of, but it lasts for only that turn.



Name: Jellybones

Key Ingredient: Roper's Tendril

Rank: Rare

Appearance:

This brown/red liquid tastes of blood and dirt. Its flavour is hard to cover up, and its thick consistency is easy to spot if investigated - a DC 13 check will reveal that a drink is poisoned.

Tincture

If drunk, the consumer must make a DC 16 constitution saving throw or be affected by the poison, which causes all of their bones to become soft and floppy. They move successfully in a similar manner to an invertebrate if they make a successful DC 18 dexterity saving throw, otherwise they are prone. This effect lasts 5xD6 minutes. Whilst affected, the consumer is able to slip through extremely small spaces, with the risk of causing a negative effect as their head is being squashed. There is a 20% chance the consumer will suffer from one permanent effect:

1 - Sight based perception checks are made with disadvantage, and the consumer's sight is reduced to 30 ft.

2 - Their intelligence score is reduced by 2.

3 - Their wisdom score is reduced by 2.

4 - They forget one of their languages (chosen randomly).

Coating

If a target fails a DC 15 constitution saving throw after being cut with coated weapon, then the targeted limb, head or spine, becomes floppy as the bones turn to jelly. This lasts for 1D4 rounds. If an arm is hit, they will be unable to use it, and drop what they're holding. If a leg is hit, they must make a dexterity check with DC 18 to walk or attack using their one good leg without falling prone. If their torso is hit then they are classed as prone as they flop down from their midsection. If their head is hit, they have disadvantage on any attack rolls, ability checks or saving throws as their head struggles to retain its shape.

Flask

If this flask is thrown, a rust-coloured gas explodes in a 10 ft radius. Any living creature within that area must make a DC 14 constitution saving throw. If they roll between 10 and 13, then one random body part is affected (see coating for effects). If they roll between a 5 and 9, then 2 body parts are affected. If they roll between 2 and 4, their whole body is affected, falling prone, and are counted as paralysed. If they roll a 1, they have disadvantage on subsequent saving throws and their whole body is affected. This effect ends once the saving throw succeeds, and is made at the end of their turn.



Name: Lycan Blood

Key Ingredient: Werewolf Blood

Rank: Rare

Appearance:

This deep crimson liquid is thick, smells like wet dog and tastes like raw meat and metal. An investigation on check with a DC 14 will reveal this poison in a drink.

Tincture

Drinking this and failing a constitution saving throw of 12 will cause the consumer to contract the lycanthropy curse.

Coating

Being pierced by a coated weapon and failing a DC12 constitution saving throw will cause the target to contract the lycanthropy curse.

Flask

Anyone within a 10 ft radius of this flask when it smashes is surrounded in a deep red mist. They must make a DC 10 constitution saving throw or contract the lycanthropy curse, transforming straight away. A wisdom saving throw with a DC 14 must then be made or they will go savage, attacking any living thing in range.

Name: Bloating

Key Ingredient: A Puffer Fish

Rank: Rare-Legendary

Appearance:

This yellow-orange liquid smells of salt and bile, but looks refreshing. The deeper the orange the rarer the poison, and the worse the effect. A DC 14/16/18 (dependent on rarity) investigation check reveals that a drink is poisoned.

Effect:

The effect of the poison has up to 5 stages. A failed constitution save causes the consumer to progress to the next stage. A successful save regresses the effect by 1 stage. For the effect to end, they must succeed in a saving throw whilst in stage 1. The saving throws are made at the start of each turn and it takes that turn for the stage to regress. The stages are as follows:

- 1 - Their body begins to swell, lowering their dexterity modifier and AC by 1.
- 2 - They swell further, resulting in a -3 dexterity penalty and taking force damage if wearing armour. 1D4 for light, 1D8 for medium, 1D12 for heavy.
- 3 - They take force damage again, their armour is destroyed and they fall prone.
- 4 - If the victim fails a constitution saving throw by more than 4, they cannot breathe for that round.
- 5 - If they fail 3 constitution saving throws in a row, then they pop and die.

Tincture

The constitution saving throw each round is 14/16/18. The stages reachable for each are 3/4/5.

Flask

The flask shatters with a yellow powder exploding in a 5 ft radius. Anyone in range who fails a DC 12/14/16 constitution saving throw is affected and the stages available for a flask are 2/3/4.



Name: Slowing

Key Ingredient: Giant Snail Slime

Rank: Very Rare

Appearance:

This is a thick green-brown liquid that tastes and smells of musk and mildew. Alcohol nullifies this taste. A DC 15 investigation check will reveal that a drink is poisoned.

Tincture

Drinking this and failing a DC 17 constitution saving throw will cause the consumer's body to completely tense up. They will move at 1/10th of their regular pace for 1 hour. After that hour they will suffer 1 level of exhaustion.

Flask

This flask explodes in a 10 ft radius, covering the area in a thick mucus-like slime. Anyone within range who fails a DC 14 dexterity saving throw is coated in the slime, which absorbs into their skin and slows them to 1/5th of their regular speed for 1D6 rounds.

Name: Mage's Bane

Key Ingredient: Black Diamond Dust
and Volcanic Glass

Rank: Very Rare

Appearance:

This navy blue liquid is semi-translucent, with shining black speckles suspended within. It has a sharp and sour flavour which can be nullified with a sweet enough paired drink. An investigation check with a DC 16 will reveal that a drink containing this is poisoned.

Tincture

If a magic user consumes this poison and fails a constitution saving throw with a DC 18, they will expend 1D4 spell slots. Roll a D6 for each lost spell slot to determine the levels that are consumed. These are expended with no magical effect occurring.

Coating

Being cut with a blade coated in this poison causes the magic user to be required to make a DC 16 constitution saving throw. Those who fail will have a spell slot expended with no magical effect occurring, and the level of which will be determined by a D4. This coating lasts for 2 hits after application.

Flask

This flask shatters in a 10 ft radius and leaves a navy blue mist with sparkling black powder floating in the air. Any magic user within this area must make a constitution saving throw with a DC 15 or be unable to cast any cantrips for 1D6 rounds.

Note: Any surplus levels will remove the next applicable spell slot. Eg rolling a 6 will remove a level 4 and a level 2 spell slot, if the magic user has no spells above level 4 available to them.



Poisons

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Name: Chord shredder

Key Ingredient: Gelatinous Ooze

Rank: Very rare

Appearance:

This off-white liquid is like a gel when sealed, housing stationary bubbles. When opened, it begins to turn thin and translucent with an iridescent quality. A DC 15 investigation check will reveal a drink to be poisoned. It tastes acidic and its effects work within seconds.

Tincture

Drinking this and failing a DC16 constitution saving throw will inflict 2D10 poison damage. If the consumer rolls below 12 on their saving throw, then their throat will begin to swell with blisters growing and popping. They take a further 1D8 poison damage and are unable to talk for 1 day, only making raspy noises when they try. If the constitution saving throw is below a 3, then this effect is permanent, or until healed with a greater restoration spell. This will affect vocal component spells.

Flask

When smashed, this flask causes anyone within a 5 ft radius to make a DC 13 constitution saving throw. Anyone who fails takes 1D10 poison damage. If a target rolls below an 8 in their saving throw, then their throat will begin to swell, and rapidly grow bursting blisters, taking a further 1D8 poison damage and are unable to talk for 1 minute. If they roll a natural 1, then the effect is permanent until healed with a greater restoration spell. This will affect vocal component spells.

Name: Ageing

Key Ingredient: Ancient Bone

Rank: Very Rare

Fragment

Appearance:

This very small volume of watery poison is a grey/brown colour and smells like putrid flesh, until mixed in a drink. A DC 16 investigation check can reveal that a drink is poisoned.

Tincture

After consuming this, a constitution saving throw with a DC 16 must be made. Upon a failure, the target will age 1 year per minute for D8+4 minutes. After this time, the constitution save is attempted again, with the same outcome. This effect ends after 1 hour, or until the save is made.



Name: Bone Fusion

Rank: Very Rare

Key Ingredient: Minerals from an

Earth Elemental

Appearance:

This viridian liquid smells of dirt, and tastes like sand. An investigation check with a DC 16 can be made to determine whether a drink is poisoned with this.

Tincture

Drinking this poison, and failing a DC 16 constitution saving throw, will slowly cause the consumer's bones to grow and meld together. This causes discomfort when moving, and when any limbs have been rested for 1 hour, a strength check with a DC 14 must be made to move them again. This inflicts 1D8+4 force damage upon success. For each hour rested, the DC for the save increases by 2 and the damage taken upon a success increases by 1D8. The continual fusing lasts for 24 hours, but anything fused during that time is permanently fused.

Coating

Slicing a limb with this coating will cause the joints of that limb to rapidly cease up and fuse together. Having this happen causes the limb to become immobile. Affected legs result in a -2 dexterity modifier and half their movement speed per leg, while affected arms will result in disadvantage or inability to attack with them. (GM discretion)

Flask

This flask causes anyone within a 10 ft radius to make a DC 14 constitution saving throw. Upon failure, the targets will rapidly grow calcium around all of their joints, paralysing them. A strength check with a DC 13 must be made at the start of each turn in order to move again. Once successful, the target takes 2D8 force damage and is no longer affected by the poison.

Name: Maiming Slime

Rank: Very Rare

Key Ingredient: Demonic Ichor

Appearance:

This thick slime is black and has a toxic green shine to it. If somebody applies the slime with their bare hands, then they must make a DC 10 constitution saving throw or lose 1D4 fingers in the process. It smells like sulphur and rotted meat.

Coating

Targeting a specific extremity with this coating will cause the one pierced by the weapon to make a constitution saving throw dependent on the area which is attacked. The DC increases by 4 if the blow is a critical hit, or if the attacker dedicates 1 whole turn to attack a restrained target (including bonus action, any extra attacks and a minimum of half movement speed). Failing the saving throw will cause the targeted extremity to go limp, turn black and fall off, leaving an infected wound. This takes place over the course of 1 minute.

Fingers/toes: DC 18

Hands/feet: DC 15

Arms/Legs: DC 11

Neck: DC 1 constitution saving throw



Poisons

24

Name: Hidden Death

Rank: Legendary

Key Ingredient: Bile from a

Powerful Undead

Appearance:

This colourless, scentless liquid has a foul necrotic taste that can however be completely counteracted with a teaspoon of sugar. A DC 20 investigation check will reveal a slight shimmer on the surface.

Tincture

The consumer must make a DC 18 constitution saving throw each day for D4+3 days. Each failed saving throw causes them to take 5D10 +6 poison damage. If they survive, then they have a 20% chance to fall incapacitated for 24 hours. If the saving throw succeeds, they have no effect but must still make the save each day until the end of the D4+3 days. However, upon the first failure of a throw until the end of the effect, the consumer can only heal for 50% of their missing HP each day.

Coating

Coating a blade with this poison will last three successful strikes and causes the target to make a DC 16 constitution saving throw. Upon failure, they receive 4D10+10 poison damage and receive only 50% of any healing effects.

Flask:

When this flask shatters, a black/green noxious gas erupts and covers a 10 ft radius for 30 seconds. Anyone within the affected area when it smashes, or starting their turn in the gas must take a DC 16 constitution saving throw. Upon a failed save, they take 2D10+10 poison damage and receive 50% of healing effects for 1 minute. Upon a successful save, only half damage is taken and there is no further effect.



Poisons

25

Name: Wither

Key Ingredient: Blighted Ent Bark

Rank: Legendary

Appearance:

This is a deep purple liquid which makes most who look upon it feel uneasy. It smells of death and decay. Touching this coating with your bare hand will cause it to begin to atrophy and blacken upon a failed constitution saving throw with a DC 13. Its smell can be covered up with any potent drink, and a DC 18 investigation check will reveal that a drink is poisoned.

Tincture

After drinking this poison, the consumer must make a constitution saving throw, DC 16, every 6 hours for 72 hours. 3 consecutive successful saving throws will stop the progression of the poison, but not reverse its effects. Every failed constitution saving throw will reduce the consumer's HP maximum by 10%. They will become more gaunt and decrepit until they resemble the husk of a corpse, and every 15 hours the consumer will gain a level of exhaustion. Legendary restoration magic must be used to counter the poison and purge it from the consumer. Anyone who is reduced to 0HP from this poison will shrivel into a black husk and not be revivable by anything short of a wish spell.

Coating

Being pierced by a weapon coated in this, and failing a DC 16 constitution saving throw, will apply one level of exhaustion and deal 8D8+8 necrotic damage split over 3 rounds. A saving throw for each of the three rounds can be made to resist the added exhaustion, but not the damage. Anyone who is reduced to 0HP from this poison will shrivel into a black husk and not be revivable by anything short of a wish spell.

Flask

This flask, when shattered, causes a thick black smog to fill a 10 ft radius. Everything within that smog must make a constitution saving throw with a DC 16 or take 3D12+12 necrotic damage, and suffer 1 level of exhaustion. Rolling a 1 on this save causes the target to take a further 2D12 damage as temp damage, which lasts 1D4 rounds or until dead. They also suffer a further level of exhaustion. Anyone who is reduced to 0HP from this poison will shrivel into a black husk and not be revivable by anything short of a wish spell.



Poisons

26

Name: Madness

Key Ingredient: Mercury

Rank: Legendary

Appearance:

This liquid pulsates erratically with a combination of colours in no particular pattern. Staring into the vial will be enough to make your head spin and make you uneasy. Its taste changes for each person, being a pleasant nostalgic flavour at first, but leaving a heavily metallic ethanol aftertaste. A DC 20 investigation check will reveal that a drink is poisoned.

Tincture

Drinking this poison will reduce the wisdom attribute of the consumer by 1 for every failed DC 15 constitution saving throw, which is made every 6 hours for 1 week. If their wisdom falls below, or is naturally below 10, then they begin to hallucinate and become paranoid. If it falls below 5, then they become unable to construct proper sentences and usually fail to register the presence of anyone in particular. Often breaking out into fits of laughter or screaming, other times they will babble to themselves. This poison can be purged by using legendary restoration magic, but any effects suffered are permanent until their wisdom attribute is raised higher than 5/10 again.

Flask

When this flask shatters, a kaleidoscope of colours in a misty vortex consumes a 10 ft radius. Anyone who fails a dexterity saving throw with a DC 16 is affected by the flask and suffers 1 of 4 effects (roll a D4) for 1D4+3 rounds. The save can be attempted each round.

- 1 - Uncontrollable laughter, falling prone.
- 2 - Irrational fear, running away from every living thing as fast as possible, taking risks which could harm them.
- 3 - Savage bloodlust, attacking whatever living thing is closest with extreme malice.
- 4 - Dazed babbling, walking in random directions, not interacting with anything or anyone even whilst being attacked.





Apothecary

Name: Pulpal Bulb Eye Drops

Rank: Common

Ingredients Description:

The pulpal plant has a thick stem which grows blue tubular flowers along it. Its black, spherical root is the component with beneficial properties.

Ingredients Location:

The pulpal plant is found in most marshland areas where the ground is particularly boggy.

Product Description:

This small glass bottle contains a translucent navy liquid. It feels cool and rejuvenating when applied.

Effect:

Using these eyedrops grants enhanced dark vision. The consumer can see clearly in dim light as though it were bright light, and can see in total darkness (non-magical) up to 120 ft (180 if you already have dark vision). In total darkness things are only visible in shades of grey.

Name: Rotbane

Rank: Common

Ingredients Description:

Rotbane has long, thin leaves that are green-black with a white stalk shooting through the middle. They grow upward from the ground, surrounding a needle thin stem with a single, small flower balancing on top. It has wide, dark purple petals and a white centre.

Ingredients Location:

These plants are usually found in rocky crevices in the mouth of caves, where no sunlight touches them.

Product Description:

The flowerhead of Rotbane is made into a salve, or chewed up in more dire circumstances, which is a pastel purple colour.

Effect:

Rotbane cures minor poisons, or halts the effects of more severe poisons for 1D4 hours (1D2 if it is chewed). It also heals a creature which has suffered necrotic damage, healing up to 1D6+4 of necrotic damage per application (1D6 if chewed).



Name: Flutter Pod

Rank: Common

Ingredients Description:

These densely packed seed pods are taken from the tops of giant grass stalks. The pods themselves are about 4 inches in diameter.

Ingredients Location:

Flutter pods are native to Giant's meadows, but are grown throughout the world.

Product Description:

Usable flutter pods are hazel in colour when ready to harvest, at which point they are carefully packed for transportation to apothecaries. They can usually be handled easily, but not roughly. However, if they are black, they are unstable and may activate with very little disturbance.

Effect:

Flutter pods can be split to release all of the fluffy seeds inside. They are densely packed and when released, explode in a 15 ft radius, obscuring vision in the area for up to 1 minute or until blown away by strong winds.

Name: Primed Broca's Leech

Rank: Common - Legendary

Ingredients Description:

These leeches are tiny, about ¼ of an inch, and a sickly green colour. While feeding they crawl through the nose or ear and attach to the language centre of the target's brain, and absorb that knowledge before dropping out of the nose or ear.

Ingredients Location:

The Broca's Leech is found in virtually any wet climate, the dampness allowing them to easily move from prey to prey, but are especially common in swamps, stagnant ponds and lakes.

Product Description:

This tiny leech is kept in a small glass bottle filled with thick transparent fluid. A consumer must place the leech either into their ear or nose in order for it to find their language centre and bestow its effect. Prices will range depending on which languages the leeches are primed with. Any language can be absorbed by the leech, from commonplace, to animals, giants and demonic. It just needs to have access to the language centre of the creature and to survive after its feeding.

Effect:

While the leech feeds on a target, the target gains the ability to understand every language that the leech has absorbed through previous prey. If they have the capability, they will also be able to speak it and read it. If not already learned, the leech will absorb the target's language as well. The leech will feed for 4 hours, and the consumer will take 1D4 psychic damage each hour. Once fed, its now-plump body will make its way out of the nose or ear. The consumer retains all previous languages known, but is no longer able to understand the ones that the leech granted.



Name: Crawler Lotion

Rank: Uncommon

Ingredients Description:

This is made from Giant Spider silk, very sturdy and adhesive to catch large prey.

Ingredients Location:

This is found where Giant Spiders live, usually dark caves and caverns or shrouded forests.

Product Description:

The lotion is greyish white and is the consistency of glue. It is used on bare hands and/or feet, where it is absorbed into the skin.

Effect:

This lotion gives the consumer a climbing speed equal to their movement speed for 1 hour. They are able to climb vertically and upside down on smooth surfaces using their bare hands and feet.

Name: Sobering Stalks

Rank: Uncommon

Ingredients Description:

These hard and thin stalks look like smooth, straight twigs. They grow long leaves at their tip surrounding a small seed head.

Ingredients Location:

These water plants are found in particularly dirty bodies of water such as stagnant and polluted ponds, lakes or rivers.

Product Description:

These stalks are harvested and cut into small sections of about 3 inches long.

Effect:

Chewing on a sobering stalk ends any effects from common or uncommon poison, intoxication, potions and apothecary remedies (they do not end exhaustion or kill flesh worms or other parasites). They also grant a +2 to any constitution saving throw in relation to these effects.



Name: Shokun Tea

Rank: Uncommon

Ingredients Description:

These small mushrooms grow in clusters and have a pointed beige cap with a cream underside and stalk.

Ingredients Location:

These mushrooms are found along riverbanks in warm, wet climates.

Product Description:

These mushrooms are sliced and dried out, ready to be steeped in water to make a tea. The tea smells and tastes nutty and goes down smooth.

Effect:

Shokun tea allows the consumer to travel up to 48 hours straight without the need to sleep, and without suffering from exhaustion.

Name: Heartpetal Balm

Rank: Uncommon

Ingredients Description:

This flower has pink heart-shaped petals with a white centre and leaves which grow along its deep green stem.

Ingredients Location:

This plant is found at high altitudes in mineral rich soil.

Product Description:

This baby pink balm usually comes in small two-dose pots and smells sweet and floral

Effect:

This balm heals for 1D4+4 HP when applied to a wound from physical damage. When applied onto any such wounds received within the last minute, the healing effect is 50% more potent.



Name: Lava Lily Balm

Rank: Uncommon

Ingredients Description:

This bright orange lily has a strong, green stem and a long, bright orange stigma.

Ingredients Location:

These lilies are only found on the rim of active volcanoes.

Product Description:

This red-orange balm gives off gloopy bubbles continually. It is warm to touch and has a pungent floral musk to it

Effect:

Using this balm gives the consumer resistance to fire damage until it has negated 30 HP of damage. It takes around 5 minutes to apply, but the effects last for up to 12 hours. Multiple applications can be stacked to a maximum of 3 times, taking 10 minutes to apply and granting resistance to fire damage for up to 90 HP over 12 hours.

Name: Activated Obsidian Powder

Rank: Rare

Ingredients Description:

Activated obsidian is jet black with an opalescent sheen.

Ingredients Location:

Activated obsidian is found in and around volcanoes, or where volcanoes have erupted. It only becomes activated when it has been re-formed over multiple eruptions.

Product Description:

It is a very fine, sparkling black powder. It comes in sacks of varying sizes.

Effect:

This powder is used in blacksmithing. When worked into a metal, it increases the item's durability. When worked into metal armour or shields, the AC rating is increased by 1. When worked into other objects such as weapons, the holder's HP is multiplied by 4. When worked into things like bear traps, strength checks required to free themselves increases by 2.



Name: Robust Robe Wax

Rank: Rare

Ingredients Description:

This wax is derived from Iron Tree sap. The trees have dark grey bark, black wood and small cream coloured leaves. The sap emerges slowly from broken boughs and branches, which is a rare occurrence naturally as they are extremely hardy trees.

Ingredients Location:

Iron Trees are found on the underside of cliff faces, growing around and up the edge. The sap is usually sourced from specialist Iron Tree farmers.

Product Description:

The sap is formed into a wax bar which takes on a matte grey appearance. It is heated to make it more malleable and used to rub into cloth.

Effect:

This wax is used to strengthen cloth and clothing, usually by wizards. When robes, or long cloaks are covered in this wax, it gives the wearer +1 to their AC. If applied to clothes, both trousers and tops must be covered to gain the +1 AC benefit. One application takes 1 hour to apply and set, and the effects last for around 1 week.

Name: Activated Fire/Ice/Lightning Salts

Rank: Rare

Ingredients Description:

These salts are made from the magical crystals corresponding to their type. They look like shards of glass with animated light within them relating to their element: orange and red/white and pale blue/bright blue and purple.

Ingredients Location:

These crystals can be found in the elemental planes that they relate to, on the bodies of elemental creatures, or at extreme elemental places in the world such as: inside volcanoes or on the floor after an eruption, in the coldest regions of the world, or on mountains where lightning storms are common.

Product Description:

These salts glow but do not produce outward light, resembling embers. They are kept in small pouches and used in the smithing of weapons.

Effect:

When a weapon is forged with these salts worked into the metal, it adds +1 (fire/cold/lightning) damage to it. One pouch works on 1 weapon, or 20 arrowheads.



Name: Jure Incense

Rank: Rare

Ingredients Description:

Jure leaves are large - up to a foot long and a half foot wide, and deep green. They are thick, rubbery leaves and their plant does not grow flowers.

Ingredients Location:

These leaves are found in thick bushels at the base of trees in old growth forests.

Product Description:

They can be used in a more rustic fashion, e.g burned as bundles of dried leaves, or they can be processed into fine powder and used as incense. The incense has a scent like bitter pine, and the smoke it creates is a light grey.

Effect:

Jure incense is said to ward off evil spirits. The smoke makes the area unable to be scried upon, and stops incorporeal creatures from being able to move into the area if the smoke is thick enough, or halves their movement speed if not.

Name: Cognate Parasol Chew

Rank: Rare

Ingredients Description:

This medium-sized mushroom has a grey stalk and a broad dome cap which is also grey on top, but hides a rainbow of bold and bright colours on its underside.

Ingredients Location:

These mushrooms are found in places saturated in magic, such as magical forests, or the realms of faeries.

Product Description:

These mushrooms are dehydrated and shrink to the size of about 1 ½ inches. They retain the same boldness of colour on the underside and the bland top.

Effect:

When this dehydrated mushroom is chewed for 1 minute, the consumer can smell colours, see sounds and scents, hear the trees grow and taste the lingering presence of things. They are able to focus these effects for great results. If something that the consumer had contact with before has been where they are now within the last 48 hours, then they can follow its trail. They know how long ago the thing they are tracking was there, how fast it was travelling and, if they are a creature, its emotional state whilst being there. This effect lasts for 2 hours. However, if the environment becomes too busy, the consumer becomes painfully overstimulated (e.g. a busy market, natural disaster, manic crowds or herds etc). They also take 1D4 of psychic damage for each round of combat, or each minute whilst in a harsh environment, and have disadvantage on any rolls until they are out of the situation or the effects wear off. Each round/minute they may make a constitution saving throw with a DC 14 to negate the effects for that time.



Name: Bagk'Nori Berries

Rank: Very Rare

Ingredients Description:

The berries are very small, and blood red with a black line circling them. They grow very sparsely on Orange Thorny bushes and the bushes themselves are rare.

Ingredients Location:

Bagk'Nori, or Orange Thorny bushes are found exclusively by oases in the most arid of deserts.

Product Description:

These expensive berries come as they are found and are usually singularly packaged in a metal container. They are useless if damaged.

Effect:

The consumer must swallow the undamaged berry whole. After 5 minutes, they cannot feel pain, they will not flinch or become debilitated from pain. Their HP maximum is increased by 25% for 2 hours, and they gain a further 25% of their maximum HP in temporary HP.

Name: Lung Algae Lozenge

Rank: Very Rare

Ingredients Description:

The algae used for this product is pale blue and gathers in very large amounts, rapidly multiplying and often covering the entire body of water it is found on.

Ingredients Location:

Lung algae is found in shaded or dark bodies of water in high altitudes. Oftentimes they are found just below the surface of frozen ponds and lakes atop mountain ranges, making the ice take on a magical blue hue.

Product Description:

The algae is dried and condensed into a thin, wide, pale blue tablet which is placed under the tongue.

Effect:

The tablet lasts for 15 minutes x constitution modifier (minimum 15 minutes). While dissolving, the tablet releases oxygen into the bloodstream meaning the consumer doesn't need to breathe. It also releases a chemical to the brain which halts the automatic breathing function, allowing the consumer to be able to survive in places with no or low oxygen, and survive asphyxiation for the time the tablet is in effect.



Name: Dried Carnivorous Flesh Worms

Rank: Very rare

Ingredients Description:

These flesh worms are blood red and about half an inch long when active. They drive deep into flesh when given the chance, targeting organs inside the body. They multiply incredibly fast when feeding through a process similar to mitosis. These worms can live for thousands of years whilst dormant and in this state, they resemble woodshavings. They become active when wet.

Ingredients Location:

Carnivorous flesh worms are found dormant in mummies, or on the bones of ancient corpses, usually in deep caves from unfortunate spelunkers, or preserved within tombs.

Product Description:

This nefarious worm is kept by the morally black vendors of the world and is illegal to possess. They come in small water-tight containers and look like whittler's scraps inside. Once wet, they leap onto the first flesh they can sense - so be careful!

Effect:

When these flesh worms bury themselves into a body, the target doesn't take any damage for the first 12 seconds, although they would be very aware that they are being bitten and tunnelled into. After 12 seconds, they are deep enough in the body to begin multiplying and start to target the organs. This deals 1D4 piercing damage, cumulatively, every 12 seconds (2D4, then 3D4, then 4D4 etc) meaning after 1 minute, they have taken 10D4 piercing damage, and take another 5D4 12 seconds later.

These worms can be killed by drinking poison of any strength, taking radiant damage or with lesser restoration spells. If the target has illness in their blood, the damage taken is halved and the worms die after 1 minute.

Name: Snailstem Root

Rank: Very Rare

Ingredients Description:

These flowers grow along the floor, and the broad leaves following behind it resemble a shell. The two long stamens protruding from the flower further add to its snail like appearance. They die off quickly when dry, but grow and bloom from the same bulb equally as fast in wet conditions.

Ingredients Location:

These plants are often found bordering forest clearings or in meadows which have lots of other types of flora. This plant can be hard to find given its location and fickle life cycle.

Product Description:

When found, the root is trimmed and kept submerged in saltwater to prevent it from growing. The root itself is long, thin and has lots of bristles.

Effect:

When eaten raw, the snailstem root reduces the consumer's heart rate to a very slow pace for 1 hour. Poison damage is taken over 4 turns instead of 1, bleeding/laceration damage is halved, and death saves are made every 2 rounds instead of 1.



Name: Phoenix Feather Paste

Rank: Very Rare

Ingredients Description:

The ingredient for this is the bright red tailfeather of an adult phoenix.

Ingredients Location:

The elusive phoenix is found in mountains within desert regions. Its tail feathers may be found in the location around its nest or plucked from the bird directly.

Product Description:

This is a thick bitty paste used by pulping the feather repeatedly. It has a fiery orange hue and is placed into small pots for sale.

Effect:

Phoenix feather paste regenerates organic matter. When applied onto a living thing, any dead or diseased matter still clinging to it will turn to ash and flake away and from what is left, new parts will grow. This can be applied to any dying, but not dead plants, or even a maimed creature causing limbs to regrow. The process is slow. 1 week per portion missing (hand, forearm, upper arm each being a portion) but only 1 application is needed.

Name: Vitriolic Cream

Rank: Very rare

Ingredients Description:

The ingredient for this comes from naturally forming acidic pools, bright green in colour and smelling of pure sulphur.

Ingredients Location:

The special acids for this are found in barren, arid locations with lots of volcanic activity which only the most resilient creatures and monsters inhabit.

Product Description:

Vitriolic cream is housed in a special glass pot, disguised as face cream and usually looks ornate and upper class to mask its insidious purposes. It is a white substance but has a green sheen to it.

Effect:

This cream is initially cool to the touch, and stays cool for around 1 minute. After which, the acid begins to take effect. Every 6 seconds following the first minute, the cream deals 1D4 acid damage as it burns the skin. After 30 seconds of damage, the skin begins to bubble, after 1 minute, and a total of 10D4 acid damage, irreparable damage is done, and the effects wear off.





Monstrous Meals

Name: Dire Wolf Stew

Rank: Common

Description:

This stew is slow cooked using a broth made from dire wolf bones and with only the most prime of meat from the creature, diced and cooked until tender. Its hearty and rich flavour will leave your stomach satisfied and your senses sharp.

Effect:

For 24 hours the consumer gains advantage on any survival checks relating to tracking and hunting, and any perception checks that can be based on smell.

Name: Minotaur Rump Steak

Rank: Uncommon

Description:

A huge steak seasoned with pepper and garlic, basted in a rich butter and cooked to your taste. It is served with a side of homemade chips and a boat of mushroom gravy.

Effect:

For 24 hours, the consumer gains a ram attack. Using half of their movement speed, they can travel up to their total movement speed, charging and headbutting a target dealing 1D6+strength modifier. This is classed as an unarmed attack. The target must make a dexterity saving throw with a DC of 14 or be knocked prone. Creatures a size category larger than the consumer have advantage on the saving throw, any larger cannot be knocked prone.

Name: Mimic Jelly

Rank: Uncommon

Description:

This delightfully playful dessert is sticky, full of fruity flavour and topped with ice cream. Don't worry if it smiles back... it's part of the aesthetics I'm sure.

Effect:

For 24 hours after eating it, the consumer gains the adhesive properties of a mimic. They can climb and stick to walls and ceilings (moving at half their movement speed) and, when hit by a melee weapon, there is a 15% chance that weapon will stick to them, requiring a strength check of DC 14 to pull it free.



Monstrous Meals

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Name: Basilisk Bourguignon

Rank: Uncommon

Description:

This basilisk bourguignon is a best seller with the boldest of the bourgeoisie. Braised in the finest red wine and slow cooked to perfection, it will melt in your mouth and deliver a rich and unique flavour.

Effect:

The consumer gains the ability to speak draconic and other lizard/serpentine languages including the ability to commune with animals, beasts and monsters of the species. They also gain advantage on any charisma checks made against creatures of this type, including humanoids and dragons.

Name: Elemental Soup

Rank: Uncommon

Description:

This soup looks like a swirling cumulus of an array of colours. Its flavours change on the tongue, from palette cleansing, to earthy and pungent, spicy and aromatic, zingy and refreshing, and more. To those who aren't very decisive, get the whole range of flavours with this soup made from a specialist broth using components of creatures from each elemental plane.

Effect:

The consumer of this meal becomes resistant to the next elemental damage you take for 1D4 minutes+constitution modifier (minimum 1).

Name: Shambling Salad

Rank: Uncommon

Description:

This earthy salad is low calorie but very filling. Made from the freshest pickings off a shambling mound, and mixed with other crisp leaves and vegetables, the colourful combination leaves your belly full and your body revitalised.

Effect:

The next 1D4 times the consumer takes lightning damage within 24 hours, they'll heal for that amount instead.



Monstrous Meals

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Name: Hellhound Hot Dogs

Rank: Uncommon

Description:

Using ground meat from these infernal hounds mixed with a specially selected range of spices, these foot-long hot dogs bring a fire to your belly which, whilst intense, is curbed by its magical fire retardant nature, bringing no pain before or after, just the intense experience and indulgent flavours of the spicy sausage. Served in a freshly baked soft baguette and topped with crispy onions.

Effect:

The consumer of this hotdog will be granted fire resistance for 24 hours.

Name: Will-o-the-Wafer

Rank: Rare

Description:

This wafer packs a lot of flavour despite its light, almost ethereal composition. Expertly crafted from will-o-the-wisp essence, they are delicate, minty and crisp. They bring a sense of clarity which only the wisps could. Perfect as a palette cleanser, or for a light desert.

Effect:

Consumers of these wafers can see a faint ethereal trail leading to their most desired/needed place. Wisps lead you to your fate, and these wafers will show the way to your destiny. Be it a current quest, or dredging something from the past. The consumer will find closure for something one way or another... Provided that they get there within 24 hours. It's a good job you can get these snacks to go.

Name: Pickled Gorgon Hair

Rank: Rare

Description:

Served as a side or with a main, usually with burgers or tossed in a salad, these serpentine delicacies have been de-boned, had the heads removed and have been purified from any venom before being submerged in a secret pickling solution and matured in-house. The strong flavour and unique texture brings a party to your palette.

Effect:

If the consumer fails a saving throw against being petrified within 24 hours, they can re-roll and add a D4. This can be done 3 times.



Monstrous Meals

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Name: Wyvern Tail Soup

Rank: Rare

Description:

A hearty soup with corn and root vegetables made from the stock and meat of a wyvern and garnished with a tail fin.

Effect:

For 24 hours, whenever the consumer uses the dash action, they can move 3x their movement speed, and for every second round of combat they get an extra attack.

Name: Braised Blink Dog

Rank: Rare

Description:

A delicious stew with root vegetables and potatoes in a rich gravy with tender melt-in-your-mouth blink dog fillet. The monster may be tough, but this meal is the opposite. Bursting with flavour and satiating the appetite whilst having some marvellous effects on the consumer. Served with a crunchy, buttered baguette.

Effect:

After eating this meal, for 24 hours the consumer can see into the ethereal plane but does not transport there. There is a 1 hour cooldown once they bring their gaze back to the material plane, but there is no limit for how long they can look into the ethereal. The consumer can also transport themselves to the ethereal plane and back once within those 24 hours. If they are in that plane after the 24 hours are up, then they will have to return through other means.

Name: Owl Bear Fillet

Rank: Rare

Description:

Basted and roasted to perfection, this juicy fillet with a crispy outer layer is an experience all on its own. Its unique taste is matched perfectly with a cheese and herb mashed potato and roasted winter vegetables.

Effect:

After eating this meal, the consumer gains advantage on perception checks based on sight, and doesn't have disadvantage on ranged attacks whilst in their long range.



Monstrous Meals

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Name: Battered Aboleth Rings

Rank: Rare

Description:

Fried in a homemade batter, these crispy rings house a delectably salty aboleth middle. The perfect side to go with any main, or as a special psychic snack.

Effect:

For 24 hours, consumers of this food gain telepathy, but are only able to communicate in their known languages. They also gain advantage on rolls against charming effects.

Name: Dragon Thighs

Rank: Rare-Legendary

Description:

A selection of thighs are available, from the fresh and tender young dragon, the mature and rich adult dragon and even the hearty and bold ancient dragon. A variety of colours for your acquired tastes.

Effect:

For 24 hours the consumer gains resistance against the type of damage dealt by the dragon which they have eaten, as well as +1/2/3 AC and 15/35/65 temporary HP.

Name: Unicorn Ribs

Rank: Very Rare

Description:

These large and tender ribs are served with a side salad (pickled gorgon hair is an optional extra). Cut from the elusive unicorn, the flavour is just as precious as they are. Served as they are without seasoning or marinade, the unique flavour is something to behold.

Effect:

Eating these ribs grants the consumer a shimmering translucent shield which glows around them granting +2 to their AC for 24 hours. Once within this timeframe, they can teleport, as a reaction, up to 1,000 ft away... along with anything they may be touching.



Monstrous Meals

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Name: Manticore Medley

Rank: Very Rare

Description:

A platter of roasted potatoes, mixed vegetables and one of each portion of the manticore: poached and de-shelled scorpion tail, pulled lion fillet and spicy marinated wings.

Effect:

For 24 hours, the consumer is resistant to poison damage and can use dash as a bonus action (double dash if a rogue), once per encounter. They also gain 35 temporary hit points.

Name: Banshee Biscotti

Rank: Very Rare

Description:

This supernatural snack will leave you screaming for more! Made with genuine banshee ectoplasm, perfectly purified and infused into the almond biscuits which are then dipped into a luxury dark chocolate. The delicate balance of rich chocolate and light almond biscuit has been masterfully pinpointed for your eating pleasure.

Effect:

Usable once for 24 hours after eating, the consumer is able to wail like a banshee. Any living creature that can hear and is within 30 ft of the consumer, must make a DC 13 constitution saving throw. Upon a failure, the creature falls to 0 HP. Those who succeed take 3D6 psychic damage.

Name: Lemon-Hydra Meringue Pie

Rank: Legendary

Description:

A sweet and tart delicacy. The meringue is made with genuine hydra eggs giving it more density without the gooey texture. Their unique flavour goes perfectly with the zingy lemon. Garnished with fresh zest and frosted hydra scales.

Effect:

Any missing limbs begin to regenerate and are fully formed within 24 hours. During this time, when the consumer enters combat, they regenerate 50% of the damage received from their last round at the beginning of their next turn for 1D4+constitution modifier rounds (minimum 1).



Monstrous Meals

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Name: Kraken Calamari Linguine

Rank: Legendary

Description:

Due to its immense size, only the tips of baby kraken tentacles are used in the calamari, they are also the freshest and most flavourful part. They are sautéed in a creamy parsley and garlic sauce and paired with a special freshly made linguine.

Effect:

For 24 hours, the consumer can breathe underwater and water pressure has no effect on them. They gain dark vision within up to 120 ft and a +4 to their strength modifier.

Name: Egg Salad

Rank: Legendary

Description:

This delectable assortment of eggs from a diverse range of beasts leaves you with a full stomach, warm heart, bristling with energy, and maybe more than a bit windy. It comes with a heavy price tag, but one cannot truly put a price on such eggcelence...

Scrambled griffon egg, fried basilisk egg, poached phoenix egg and boiled dragon turtle egg boasts a wide range of flavours, with some eggstravagant side effects!

Effects:

Consumers of this meal gain 25% of their HP in temporary HP, lasting until depleted, +2 AC and advantage on saving throws against petrification for 24 hours. If they die within 24 hours, they will turn to ash, and rise again, at half their age, and having lost D2 character levels.



Consumables: Expanded ⁴⁶

Name: Cloud Fizzer

Key Ingredient: Cloud Vapour

Appearance:

This white vapour swirls and crackles inside its bottle where heavy condensation collects, drops and evaporates in a cycle.

Potion

Breathing in the bottle contents causes the user to feel lighter and more mobile. The distance they can jump is doubled for 1 hour and they add 1D6 to their acrobatics skill checks.

Flask

Breaking this flask causes everything in a 10 ft radius that is untethered and under 1,000 lbs (any creature large and under) to float upwards. They are lifted up to 30 feet in the air at a rate of 10 ft per round. After 3 rounds the effect will end abruptly, and fall damage will apply.

Name: Unstable Air Djinn

Key Ingredient: Air Elemental Essence

Appearance:

This pale grey liquid is constantly agitated. It swirls and sloshes inside with no particular pattern and rocks around as if trying to fall.

Disclaimer: There is no Djinn inside this bottle.

Potion

When ingested, the consumer will lift 5 ft from the ground. At the start of every turn, they must make a DC 13 wisdom saving throw. If they succeed, they can choose to travel up to 2x their movement in any direction of their choice. If they fail, they are thrust the full distance in a random direction. Roll a D6:

1 - North

2 - East

3 - South

4 - West

5 - Up

6 - Down.

If they hit a solid surface from being thrust into it, they take 3D10 bludgeoning damage.

Flask

Upon smashing this flask, a furious air elemental will be summoned and attack the closest creature to it. Upon its death a small whirlwind will travel in a 20 ft diameter circle over 3 rounds before dissipating. This whirlwind lifts everything in the medium category or smaller 30 ft into the air and deals 4D8 force damage before they fall back down.

Supplier: Mike bradfish

Rank: Rare

Supplier: Pauketsjr

Rank: Rare

Consumables: Expanded⁴⁷

Name: Potion of Zombification

Key Ingredient: Ground Zombie Bone

Supplier: Jim Fetzner

Rank: Rare

Appearance:

This pasty grey liquid has a moderate viscosity and releases nose-tingling bubbles when disturbed. The scent and taste is that of an old floral musk with an underlying sweetness to it.

Potion

Drinking the liquid causes the consumer to rapidly degenerate into the form of a zombie for 1D4+constitution modifier hours. The change is only partial, as the consumer still maintains some mental functionalities in their zombified body. They still understand and can process information, albeit more slowly, but their communication is limited to nudges and groans. In all other respects, they react as a standard zombie for the duration. All other undead see the consumer as one of them for the duration of the potion, which wears off after the allotted time over 5 minutes.

Name: Elixir of Borrowed Time

Key Ingredient: Bones from Reanimated Undead

Supplier: Wakezjw

Rank: Rare/Very Rare

Appearance:

When the lush red liquid in this palm sized vial is disturbed and then returns to still, it will reverse the motions which it had undertaken without being moved again.

Potion

After drinking this potion, the consumer's maximum HP will be reduced by 8D6 HP. In return, the potion grants twice the value in temporary HP. The effects are reversed after a long rest. They will return to their normal maximum HP, but will take magic damage equal to the value of missing temporary HP.

Salve (Very Rare)

If this salve is rubbed onto a broken item, it will revert to its former pristine condition. Weapons coated with this elixir will quickly transform into a state of peak performance. Whilst in this state, any damage rolls on the lower half of the range are counted as half. After 1 minute, the weapon or item falls into a state of complete disrepair.

Name: Moresight

Key Ingredient: Chameleon Eyes

Supplier: Dan Dittmer

Rank: Uncommon

Appearance:

This salve resembles liquid chalk. An off-white paste which crumbles away after being rubbed on the skin.

Salve

This paste dries out the skin and flakes it away, revealing a small chameleon's eye wherever the salve was used. This eye has dark vision up to 60 ft and can rotate exactly the same way that the chameleon rotates its eye.

Consumables: Expanded⁴⁸

Name: Phase Poison

Key Ingredient: Phase Spider Blood

Supplier: Canyon Cappola

Rank: Very Rare

Appearance:

This small flask of pulsing, pearlescent liquid is thin enough to be consumed, but thick enough to be spread onto a weapon. Its potency causes the thing tainted with this to take on its pearlescent quality, meaning a successful DC 13 investigation will show that it has been tainted.

Tincture

Drinking the Phase Poison causes the consumer to make a DC 15 constitution saving throw.

Upon failure, the creature takes 4D8 poison damage and is poisoned for 1 minute. Upon success, they take half that damage and are not poisoned. A failure by 5 or more also causes the consumer to be banished to a harmless demi-plane for 1 minute.

Coating

Applied to a weapon, the Phase Poison lasts for 1 hour, or 3 successful hits. The ethereal shift of the coating grants the weapon +2 to attack rolls. On a successful hit, the creature must make a DC 15 constitution save. On a failure, the creature takes 3D8 poison damage and is poisoned for 1 minute. Upon a success, they take half of that damage and aren't poisoned.

Flask

When shattered, a 5 ft radius is coated in the liquid, and the area acts as a lure for creatures bordering the ethereal plane. Anyone in the area can make a dexterity saving throw with a DC 14 to avoid getting coated. Those coated are prioritised by the lured creatures. 1D4 creatures appear within 30 seconds of the shattering, determined by a D6:

1 - Blink Dog / 2 - Phase Spider / 3 - wraith / 4 - Ghost / 5 -Ghost / 6 - Night Hag

Name: Grappler's Mash

Key Ingredient: Leaves from a Dryad

Supplier: Mike bradfish

Rank: Uncommon

Appearance:

This dark green mixture seems to swirl and writhe inside its bottle. Ensure it is tightly sealed while stored.

Coating

When coated onto a piercing/slashing weapon, Grappler's Mash will cause wounds to expand and rapidly sprout vines that restrain the victim and knock them prone. The target takes an additional 1D6 poison damage and must succeed a DC 13 strength saving throw to break out of the vines.

Flask

Breaking this flask causes vines to erupt in a 5 ft radius. Targets must make a DC 13 dexterity saving throw or become restrained and fall prone. A DC 13 strength saving throw can be made at the start of their turn to break free

Consumables: Expanded⁴⁹

Name: Wizard's Bane

Key Ingredient: Hellwasp Honey

Appearance:

This is a viscous red-brown liquid and tastes sweet and metallic. It is odourless and can be mixed into a drink, but a DC 15 investigation check will reveal that the drink is poisoned.

Tincture

When consumed, the target must make a DC 15 constitution saving throw. If the poison takes effect, for the next hour the consumer must make a wisdom saving throw each time they attempt to cast a spell. The DC is 11+the level of spell being attempted. A failed save has no effect and uses the spell slot. Additionally, any concentration saves are made at disadvantage.

Supplier: Wakezjw

Rank: Rare

Name: Macknowly's Fizzle Wraps

Rank: Common

Ingredients Description:

Vampire vines have crimson thorns on a chalk-white vine. They have no leaves, but the thorns embed in other organic matter and absorb the nutrients. These vines will need to be stripped of its thorns.

Ingredients Location:

They grow in areas of forest which get little to no sunlight, wrapping around trees and other plants.

Product Description:

A salve is made with the fleshy middle of the vine, mixing it with a small amount of water. Sold as either the salve, or pre-saturated dressings.

Effect:

When wrapping a wound with this remedy, any effects of poison and/or infection from the dressed injury are suspended. If the player is in death saving throws, then the dressing will stabilise them. It also heals 2 HP each round for 5 rounds. If the target is stabilised with these wraps, then they will regain consciousness with 1 HP after 5 rounds unless more damage has been sustained.

Supplier: Wakezjw



Consumables: Expanded⁵⁰

Name: Ecto Stew

Rank: Uncommon

Supplier: Wakezjw

Description:

This one is an acquired taste but for those with the inclination, it is full of depth and flavour. It is an eerie stew made of fresh root vegetables and dire beast meat. It is served in a viscous broth seasoned with blood root spices, and concentrated ectoplasm sourced from extraplanar beings. The broth is almost translucent beside a mild green tint, making the food appear as though it is floating in the bowl on its own.

Effect:

For 24 hours, the consumer takes on a deathly pale complexion and has an ethereal aura about them. The stew allows the consumer to see incorporeal undead entities in and out of the ethereal plane, even if they are invisible. In addition, undead enemies must succeed a DC 13 wisdom saving throw. Upon failure, they believe the consumer to be undead and will not attack.

Name: The Crustacean Crucible

Rank: Uncommon

Supplier: Grinley

Description:

This bowl of steamed Giant Crab is worthy of many a fisherman's feast and is often accompanied by other seafood. Popular choices are oysters, salmon, shrimp, and crayfish. For the deep sea adventurers, this salty spread is a staple.

Effect:

The consumer gains 10 temporary HP, and can breathe underwater for 8 hours. For 24 hours, all crabs are neutral towards them, but all lobsters encountered will be outright hostile.

Name: Starskipper Konpeito

Rank: Very Rare

Supplier: Dungeon-Raided

Description:

These sweets are made with a specialist sugar, crafted with stardust obtained from the Astral Plane. A translucent, firm, star-shaped jelly covers the still twinkling star-sugar crystal in its centre. These beautiful treats are sure to take you out of this world!

Effect:

For 24 hours after eating one konpeito, the consumer gains a twinkling aura. Once during that time, for 10 minutes per konpeito consumed, they are able to gain the full effects of the Astral Projection spell. The consumer cannot end the projection early as an action, and will end by their astral body entering another plane or by their physical body having dispel magic cast on it, or be dropped to 0 HP. Their astral form, when projected via one of these sweets, appears as if sprinkled with twinkling stardust.

Consumables: Expanded⁵¹

Name: Cinnamon Roll of Nostalgia

Rank: Common

Supplier: Saltiest Unicorn

Description:

This enchanting, or rather disenchanting, dough is sprinkled with sprite dust before kneading. The pastries feel warm and fresh no matter how long they have been left. The flaky pastry with a doughy sweet cinnamon centre is glazed with glistening icing. Eating one of these perfect pastries will bring back the pleasant memories of childhood.

Effect:

The pastries fill the consumer with a sense of warmth and security. For 24 hours, their minds are protected with their precious memories. Charming and illusion saving throws are made with advantage for the duration.

Name: Lightning Lizard Stew

Rank: Uncommon

Supplier: Mike Bradfish

Description:

This electrifying stew has arcs of electricity coming from the bowl. Made with seared and braised lightning lizard meat, exotic vegetables and a light broth, it extracts the best flavours and properties from the monster and culminates in a zingy and refreshing meal.

Effect:

The consumer gains lightning resistance for 24 hours after consumption.

Name: Island Thunder Cocktail

Rank: Very Rare

Supplier: SJR

Description:

Fresh, tangy pineapple juice, a dash of lightning essence, a quart of clear alcohol. Served in a coconut with a hibiscus flower garnish. This potent cocktail electrifies your body and promises a good time! A popular drink among tourists of the tropics!

Effect:

Consumers of this cocktail gain resistance to lightning damage for 24 hours after consumption. They may also take 2D12 from any thunder damage received within that time.

Acknowledgements

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- | | | | |
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