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# MORTAR & PESTLE



BREW COUNTLESS POISONS, POTIONS, AND ELIXIRS  
FOR THE WORLD'S MOST POPULAR ROLEPLAYING GAME

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# CONTENTS

<b>1. ALCHEMICAL APTITUDE.... 4</b>	Rare Recipes ..... 43	Grazlin Hovath ..... 109
Using Mortar & Pestle..... 4	Very Rare Recipes ..... 51	Ally..... 109
Taking the Initiative! ..... 5	Legendary Recipes ..... 57	Rival ..... 110
Extended Tests..... 5	Recipe Index..... 60	Contact Quests..... 110
Hirelings..... 7		GM Advice..... 110
Commissions..... 7	<b>3. ALCHEMICAL</b>	Inga Stonebane..... 112
Campcraft..... 8	<b>REAGENTS..... 64</b>	Ally..... 112
Brew a Potion ..... 8	Can I Find It? ..... 65	Rival ..... 113
Refine a Component..... 8	Components Descriptions..... 66	Contact Quests..... 113
Downtime Activities ..... 9	Flora ..... 67	GM Advice..... 113
Brew a Batch of Potions ..... 10	Common Flora..... 67	Matti Roriksson ..... 115
Build a Garden ..... 10	Uncommon Flora..... 68	Ally..... 115
Develop Your Garden..... 11	Rare Flora..... 70	Rival ..... 116
Experimental Alchemy..... 11	Very Rare Flora ..... 71	Contact Quests..... 116
Forage..... 11	Legendary Flora ..... 72	GM Advice..... 116
Hunt a Dangerous Monster ..... 12	Fauna..... 73	Odira Mossmantle..... 118
Hunt Beasts..... 12	Common ..... 73	Ally..... 118
Master a Recipe ..... 13	Uncommon..... 74	Rival ..... 119
Mine..... 14	Rare..... 75	Contact Quests..... 119
Refine a Batch of Components..... 14	Very Rare..... 76	GM Advice..... 120
Research Components..... 15	Legendary ..... 77	Quercus..... 121
Research Recipes..... 15	Minerals..... 78	Ally..... 121
Tend to the Garden..... 15	Common..... 78	Rival ..... 122
Feats..... 16	Uncommon..... 79	Contact Quests..... 122
Brewing Expert..... 16	Rare..... 80	GM Advice..... 123
Experimenter..... 16	Very Rare..... 81	Ruhen Neriphyra ..... 124
Explosives Expert..... 17	Legendary ..... 83	Ally..... 124
High Tolerance..... 17	Esoteric..... 83	Rival ..... 125
Hunter ..... 17	Common Esoteric..... 83	Contact Quests..... 125
Miner ..... 17	Uncommon Esoteric..... 84	GM Advice..... 126
	Rare Esoteric..... 85	Vyktra Navoris ..... 127
<b>2. TOXINS AND TINCTURES.. 18</b>	Very Rare Esoteric ..... 87	Ally..... 128
Use a Recipe ..... 19	Legendary Esoteric ..... 88	Rival ..... 128
1. Ready Your Tools ..... 19	Components Lists..... 89	Contact Quests..... 128
2. Choose Your Recipe ..... 20		GM Advice..... 128
3. Gather Components..... 21	<b>4. CULTIVATED GARDENS... 94</b>	
4. Follow the Recipe..... 22	Garden Sheet..... 95	<b>APPENDIX ..... 130</b>
Create an Experimental Concoction 23	Garden Features..... 95	Hunt a Dangerous
1. Theory ..... 24		Monster (Expanded)..... 130
2. Supplies ..... 25	<b>5. EXPERTS</b>	Running A Monster Fight ..... 131
3. Experimentation ..... 25	<b>AND VENDORS..... 105</b>	Discovery and Anticipation... .. 131
Additional Effects ..... 27	Carrion Ishero..... 106	Fight or Flight..... 131
List of Effects ..... 28	Ally..... 106	
Alchemical Recipes ..... 32	Rival..... 106	<b>INDEX..... 133</b>
Common Recipes..... 32	Contact Quests..... 106	
Uncommon Recipes ..... 36	GM Advice..... 108	<b>SPECIAL THANKS..... 134</b>



# ALCHEMICAL APTITUDE

The Material Plane is suffused with magical power. It runs through the rocks and earth, through the trees and flowers, animals and monsters. Understanding this power is the realm of the alchemist.

Students of alchemy can be found in every village, town, and city you pass through on your adventures. Local herbalists who treat the sick in their community, ambitious mages who crave knowledge, and unscrupulous investigators of poisonous toxins — all dabble in alchemical concoctions of one sort or another. The applications of alchemical research are nearly endless, and canny adventurers can use the right acrid poultice or hissing flask to turn the tide in a moment of need!

Alchemy is an ancient study. Although it is as much art as science, the past discoveries of reckless innovators and wise elders provide a wealth of advice and warnings. Careful research of dust-laden tomes and daring experimentation can lead an intrepid individual to unlock great magical potential, but pursuing new discoveries is never without risk. There are countless secrets for diligent alchemists to uncover, and many dream of unlocking the next world-changing breakthrough. The secrets of alchemy are yours to unlock!

## USING MORTAR & PESTLE

The rest of this chapter introduces a few simple new rules for your alchemical crafting:

- ☞ Extended Tests resolve long or complex tasks, like refining ingredients and Brewing Potions.
- ☞ Hiring alchemists to help you, for a fee.
- ☞ Campcraft rules to Brew a Potion or experiment with ingredients during an adventure.
- ☞ Downtime Activities happen between adventures, and let you experiment, batch-Brew Potions, forage for components and more!
- ☞ Feats to specialise your skills as a master brewer