



POTION BREWING

Magic abounds on Obojima. It permeates the landscape, and it pools in certain objects. Over the generations, sages discovered that this latent magic can be unleashed through what has become the honored craft of potion brewing. The craft is mysterious, wondrous, and more than a bit chaotic. Most people don't even attempt it. Seasoned brewers can't be entirely certain about what kind of potion will result when combining ingredients. Even so the tradition remains among the island's proudest.

This chapter discusses how to gather ingredients, how to brew potions, and what kind of potions one can make.

Potion Types and Rarities

Potions come in one of three categories based on their function. **Combat** potions provide abilities or buffs that prove helpful in a fight. **Utility** potions are generally useful both in and out of combat. Finally, **whimsical** potions embody peculiar and sometimes playful effects.

Potions also come in different rarities. A potion's rarity is determined by the rarity of the ingredients used to brew it. A potion can be **common**, **uncommon**, or **rare**.

Common potions are familiar enough to be used by many people in their day-to-day lives. However, they are not so plentiful as to be considered mundane.

Uncommon potions are potent concoctions and likely the upper end of power that folks would expect to encounter.

Rare potions do truly marvelous things and most folk on Obojima live their lives without ever experiencing their effects.

The people of Obojima might not describe potions in the categories and rarities outlined above, but they are useful terms meant to help players understand how the potion system works.

Ingredients

At the heart of potion brewing are ingredients. A vast variety of objects scattered all throughout the island. Some ingredients are plentiful and easy to find, while others are seldom seen and might require a dangerous quest to obtain. Ingredients come in various types including plants, minerals, creatures and creature parts, as well as human-made things such as machine parts, toys, and food.

Like potions, ingredients have different rarities: common, uncommon, or rare. To locate all 130 known ingredients, a potion brewer must be skilled both behind the cauldron and in the field.

Common ingredients are abundant and generally easy to come by with a little bit of knowledge and effort.

Uncommon ingredients are harder to come by and require a bit more specialized knowledge about where to find them.

Rare ingredients are another story altogether. Obtaining them is a matter of great effort, and might require an expedition devoted to finding just one.

Tracking down a rare ingredient makes for a fun adventure hook.

Identifying and Gathering Ingredients

Only certain objects are potent enough to be ingredients for the purpose of brewing potions. The Potion Ingredients section below features a comprehensive list of ingredients. Many objects players hope to brew into potions don't carry within them the necessary magic, therefore it's important that players have a way to determine what is and isn't a proper ingredient. That's where Arcane Detection Kits and almanacs come in handy. Bear in mind that the GM can amend the ingredients list as they see fit.

Foraging and Salvaging

Characters might happen upon useful ingredients while adventuring, but many ingredients demand a more active search. The nature of the ingredient determines what skill will be tested.

- ♦ If an ingredient grows or is naturally found in the wild, you might roll a Wisdom (Survival) check to determine its location.
- ♦ If an ingredient is found amongst abandoned machinery, you might roll a Intelligence (Salvage) check to disassemble and locate the part needed.

Any character who spends at least 1 hour foraging can make the appropriate check. The DC of the check is determined by the table below. Not all ingredients show up in each region with the same frequency. See the regional ingredients list on page (\$\$) to determine what ingredients are native there.

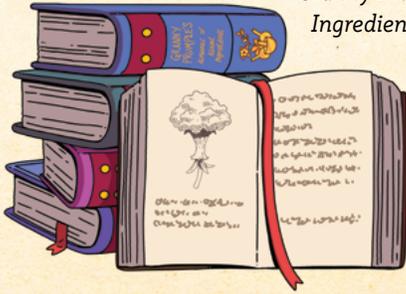
You can find information on the new salvage skill on page (\$\$)

Finding Ingredients DCs

Ingredients Foraged or Salvaged	Suggested DC
Common ingredients native to area	10-15
Uncommon ingredients native to area & common ingredients not native to area	16-20
Uncommon ingredients not native to area	21-25
Rare ingredients aren't normally found through foraging/salvaging. See each rare ingredient entry for information on how to find them.	



Almanacs



Granny Prumple's Almanac of Island Ingredients: The How-Tos and What-Fors on the Craft of Potions, in Seven Volumes—or simply *Almanac* for short—has been the definitive guide to ingredients for the past several decades. The information is not readily available, however.

Many years ago, witch covens managed to divide the volumes, secreting them away across Obojima to guard jealousy in their own lairs and covet the ones they don't possess. Every major coven has one, except for the distinguished Fish Head Coven, which has somehow come into the possession of two!

Characters foraging or salvaging ingredients get advantage on their rolls if they have access to the volume for the region they are in. Additionally, players with access to an almanac are aware of the attributes associated with each ingredient listed in the book.

Almanac Volumes by Region and Coven

1. Brackwater Wetlands: The Crowsworn
2. Coastal Highlands: League of the Gilded Gourd
3. Gale Fields: Fish Head Coven
4. Gift of Shuritashi: The Tall Hats
5. Land of Hot Water: Patchwork Robe Coven
6. Mount Arbora: Cloud Cap Coven
7. The Shallows: Fish Head Coven

Heroes may be able to find copies of almanac pages in local shops, libraries, or witch huts. Finding a single almanac page will give information about one ingredient in particular.

Testing Ingredients

Arcane Detection Kits, or ADKs, are used to determine if something has the properties necessary to be a potion ingredient. As a downtime activity, characters can spend an hour using their ADK to test up to six substances. Once a test is complete, the DM shares which substances are ingredients and the attributes those ingredients hold.

ADKs are listed in the equipment section in this book.

Alternatively, witches are usually willing to identify ingredients for a meager donation of coin or as part of a trade.

Ingredients of Circumstance

A few ingredients can't be foraged in the wild or salvaged from derelict machines. Instead they appear through circumstance. Rubble from a rubble golem, for example, must be harvested from the creature of the same name, which first requires the golem to exist. Other ingredients can only be found as the result of a strange occurrence, such as Essence of Ill Omen, which can randomly appear as a byproduct of divination magic. These ingredients might require more effort or a bit of luck to acquire.

Buying or Trading for Ingredients

Ingredients like pink candle wax, flash paper, and Haku-mon's ramen broth aren't found in the wilderness. Artisans make them, so they must be procured from the source, or purchased from merchants. Common ingredients are typically found at local markets, uncommon ingredients require an in with a special dealer, and rare ingredients are so scarce that finding a dealer is an accomplishment in itself. For characters looking to buy and trade ingredients follow these general guidelines.

Cost. Merchants and artisans generally know what their ingredients are worth. For ingredients that are typically sold, feel free to assign a cost as you see fit, or consult the table below for a suggested cost.

Making a Trade. Some folks are reluctant to give up an ingredient. The rarer the ingredient, the tougher the coaxing will be. You are encouraged to roleplay the transaction. The table below offers suggested DCs for Charisma (Persuasion) checks to successfully convince hesitant or shrewd sellers to go through with the trade, though it's up to the DM whether the terms of the trade are reasonable.

Ingredients for Sale or Trade	Suggested Cost	Suggested DC
Common ingredients native to area	1-5 gp	10-15
Uncommon ingredients native to area & common ingredients not native to area	5-10 gp	16-20
Uncommon ingredients not native to area	20-25 gp	21-25
Rare ingredients	DM's discretion	DM's discretion

Brewing Potions

Ingredient Attributes

Each ingredient holds a unique set of attributes that help determine what type of potion it will be used to craft. These attributes are combat, utility, and whimsy.

These three attributes have a number associated with them, which vary by ingredient. The boom beri for example has a whimsy score of 1, a combat score of 7, and a utility score of 6.

Boom Beri		
Whimsy	Combat	Utility
1	7	6

Recipes

Potions require recipes. Every potion recipe has three main ingredients, which determines the type of potion the recipe will result in. Ingredients in a recipe must be unique, meaning there can't be duplicates of one ingredient in the same recipe. Recipes can be discovered through experimentation or they can be found throughout Obojima—usually in the hands of potion experts.

To understand which potion a recipe will brew, follow the steps for brewing below:

1. Select three ingredients.
2. Determine the three ingredients' attribute numbers. At the end of this step you should have a total of nine numbers.
3. Find the sum of the three combat scores, three utility scores, and three whimsy scores. At the end of this step you should have three new numbers, each associated with one attribute.
4. Determine which of these three attribute scores has the highest number associated with it. The winning attribute determines the list the potion comes from, and the number determines which potion on that list the recipe will create. If there is a tie between attribute scores, the potion brewer can choose between the two winning attributes.

Example: You've decided to create a potion using these three common ingredients. A handful of boom beris, a couple sheets of flash paper, and a rust crab. You start by pulling out an ADK and determine that these are the associated attribute scores for each of your ingredients.



Boom Beri

Combat

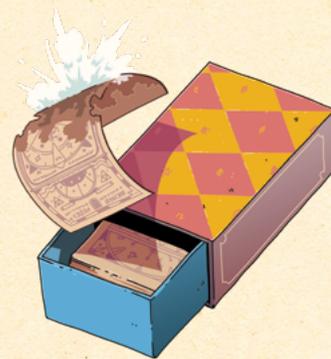
7

Utility

6

Whimsy

1



Flash Paper

Combat

6

Utility

9

Whimsy

1



Rust Crab

Combat

8

Utility

4

Whimsy

2

You then find the sum of all three combat attribute scores, utility attribute scores, and whimsy attribute scores. Which looks something like this:

Combat

7+6+8=21

Utility

6+9+4=19

Whimsy

1+1+2=4

Now that you have three new numbers associated with the three attributes, all you need to do is determine which attribute's number is the highest. In this case it looks like it is Combat at 21.

That means if you were to brew this potion you will have brewed the 21st potion on the combat potion list.

How to Brew Potions

After collecting ingredients and crafting a recipe, characters can start brewing. To successfully brew a potion, a character must have access to, and be proficient with **alchemy supplies**. Next, they must craft the base mixture to all potions: a strange liquid known by witches and brewmasters as muk—a fine mixture of herbs, mud, candle wax, gold dust, and a plethora of other simple substances. Muk is what unlocks the latent magic in ingredients and makes it ready for brewing. Mixing up a batch is easy enough, so long as they have the gold needed to make it. Crafting muk consumes gold, and each potion requires an amount of muk based on the rarity.

With all the necessary ingredients, the right amount of muk, and **alchemy supplies** a potion can be made in 10 minutes.

Common Potion	15 Gold worth of Muk
Uncommon Potion	75 Gold worth of Muk
Rare Potion	300 Gold worth of Muk

Using Potions

Each potion has magical effects that occur when imbibed, poured out, or thrown. These effects last for a specified amount of time, which is noted in a potion's description. Unless otherwise noted, it takes a bonus action to use the potion and gain its benefits.

Multiple Potions at Once

Desperate, reckless, or curious characters will inevitably try to use more than one potion at the same time or in rapid succession. In most cases, potions don't have stacking effects. The most recent potion imbibed negates any previous ones.

There are exceptions, however. Some potions are **permanent**, which means their effects persist even when other potions are used. To see if a potion has this property, check its description for the **permanent** keyword.

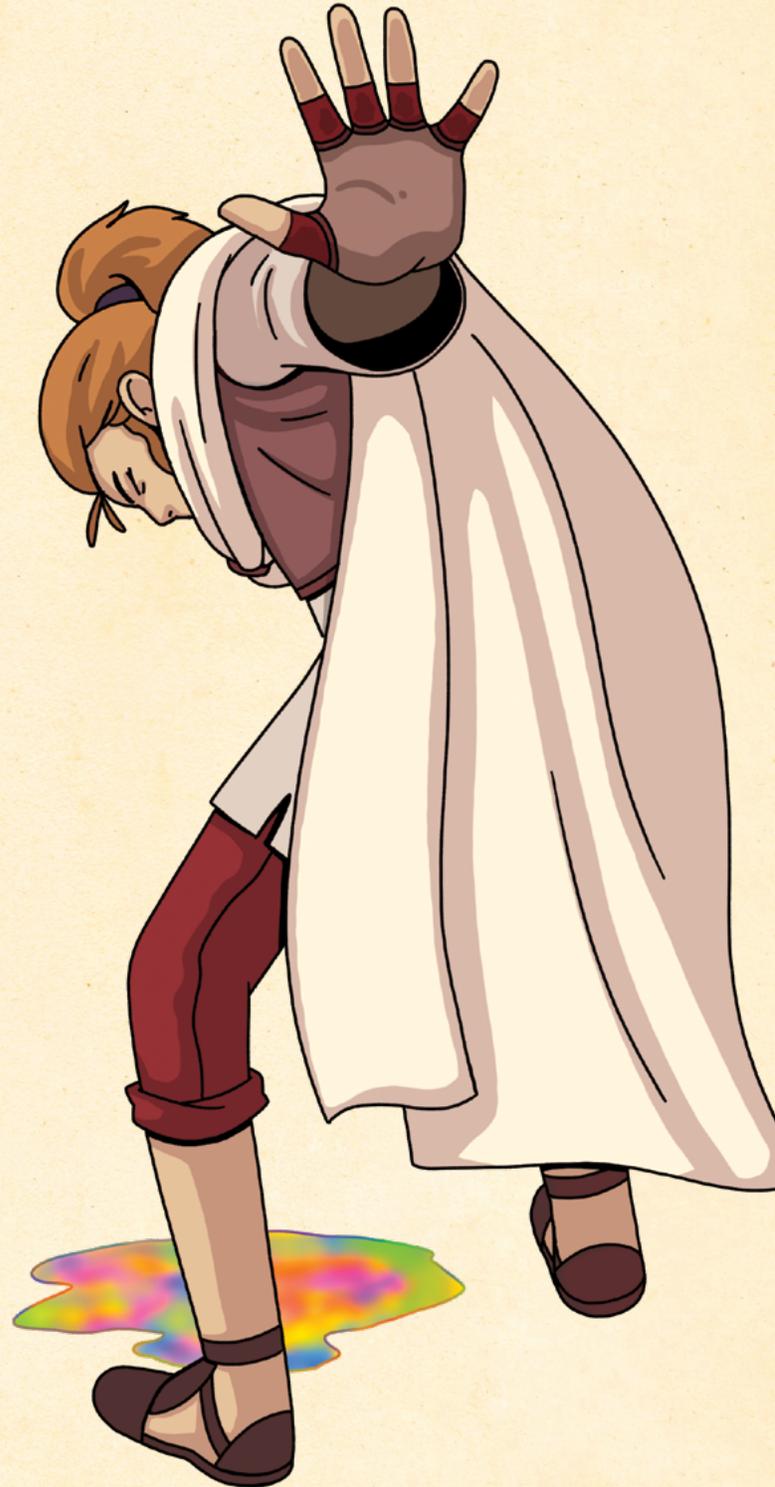
Potion Sickness & Mishaps

This is an optional rule for DMs to add into their game as they see fit.

Using multiple potions also comes with the risk of succumbing to Potion Sickness, a very unpleasant affliction that comes on at a moment's notice. Characters who decide to use more than one potion in a day must first pass a DC 13 Constitution saving throw or fall violently ill. In place of the special effects the potion would normally grant the character instead vomits as the strange concoction of magical elixirs swirls inside their stomach. The DC for this

save increases by 2 for each potion successfully used in a singular day. Thrown potions do not count when calculating for potion sickness.

If a character is persistent and continues to use multiple potions in a day, they might stumble into a potion mishap. These random magical effects occur when a character fails a potions sickness check after already successfully using 3 potions that day. In addition to potion sickness, this character would also roll on the potion mishaps table on the following page.



Potion Mishaps Table

d10

Result

1

Sand fills your mouth, making it impossible to speak. This effect lasts for 1 minute.

2

You lose the ability to use your arms as they turn jelly like in nature. This effect lasts until the end of your next turn.

3

Your vision blurs then pops back into clarity, only now all creatures look exactly the same to you and are indistinguishable except by touch. This effect lasts for 1 minute.

4

In a blur of magic, you shift into one of the following adorable critters, as if the spell Polymorph was cast on you. (roll 1d6):

Kitten	Songbird	Puppy	Black bear cub	Piglet	Otter pup
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5

In a blinding flash of light and a sonic boom, you are teleported away. Roll 1d4 to determine direction with "1" being cardinal north and moving clockwise. Then roll 1d4 to determine how many hundred of feet that you are teleported to.

6

You can no longer control your voice, causing it to randomly change in volume as you speak. This effect lasts for 1 hour.

7

Eels grow in your gut for the next hour. Every so often you cough one up.

8

For the next week, the sight of potions makes you sick. You must succeed on a DC 15 Constitution saving throw to drink a potion.

9

Being within 5 feet of any kind of magic causes you to instantly break out in itchy hives, reducing any Charisma checks by -2. This allergy lasts for 1d4 days.

10

You gain the effect of a random common whimsy potion.

Regional Ingredient Lists

Coastal Highlands

COMMON

Blue-Backed Salmon
Boom Beri
Bora Bug
Bundle of Driko Twigs
Chicken Egg
Creeping Bolete
Earwax
Fish Head
Flash Paper
Green Slime
Jumping Bonfire
Jack-O-Lantern Bits
Kojo Root
Mountain Ox Dung
Mouse Tree
Pink Candle Wax
Poison
Sheep Dragon Wool
Spindle Leg Spider Webs
Snap Vine Sap
Venus Fly Rat
Yuma Shrub

UNCOMMON

Bottle Cap
Essence of Glumbug
Kojobi Fruit
Lions Blume
Nakudama Spice
Noodle Eel
Petrified Alligator
Spark Plug
Spring
Vinyl Record

Gale Fields

COMMON

Apper Carrot
Blue-Backed Salmon

Bora Bug
Bundle of Driko Twigs
Camp Mite
Chicken Egg
Clay Snake Tail
Cloud Horn
Earwax
Fish Head
Green Slime
Hakuma Sapwood
Hill Dragon Egg
Howler Fur
Itchi Beri
Jumping Bonfire
Jack-O-Lantern Bits
Nobbwort
Monkey's Coil
Poison
Pyramid Melon
Rattle Shoot
Sheep Dragon Wool
Spindle Leg Spider Webs
Ube
Windbloom
Witch's Broom
Yugi Sap

UNCOMMON

Bottle Cap
Dragon Root
Feather Rock
Glow Worms of the Vale
Kojobi Fruit
Living Spud
Noodle Eel
Petrified Alligator
Spark Plug
Spring
Sun Shroom
Vinyl Record
Wolfenite

Gift of Shuritashi

COMMON

Apper Carrot
Bamboo
Bashu Powder
Blue-Backed Salmon
Boom Beri
Bora Bug
Bundle of Driko Twigs
Camp Mite
Chicken Egg
Cloud Horn
Creeping Bolete
Earwax
Fish Folk Tooth
Fish Head
Flash Paper
Green Slime
Hakuma Sapwood
Jumping Bonfire
Jack-O-Lantern Bits
Knobble Leaf Seaweed
Lovers Vine
Mellowort (plant)
Nobbwort
Narutomaki
Pink Candle Wax
Queen's Dilemma
Scalefruit Rind
Seashell
Sea Water
Spindle Leg Spider Webs
Varrow
Yugi Sap

UNCOMMON

Bottle Cap
Dawn Petal
Fizzing Green
Happy Joy Cake
Kojobi Fruit

Laughing Moss
Munchanka Root
Nakudama Spice
Noodle Eel
Petrified Alligator
Shadowroot
Spark Plug
Spring
Toka Truffle
Vinyl Record
Wychwood

Land of Hot Water

COMMON

Amber
Bamboo
Bashu Powder
Blue-Backed Salmon
Boom Beri
Brush Reed
Bundle of Driko Twigs
Chicken Egg
Clay Snake Tail
Earwax
Fish Folk Tooth
Fish Head
Flash Paper
Gohaku Rice
Jumping Bonfire
Oporion Glass
Origami Crane
Pink Candle Wax
Poison
Raka Paste
Seashell
Sea Water
Varrow
Windbloom
Noodle Eel

UNCOMMON

Bottle Cap

Crackling Jasper
 Gargoyle Powder
 Kojobi Fruit
 Molted Lizard Skin
 Petrified Alligator
 Spark Plug
 Spirit Tea
 Spark Plug
 Spring
 Vinyl Record
 Yellow Slime

Mount Arbora

COMMON

Amber
 Blue-Backed Salmon
 Boom Beri
 Bora Bug
 Bundle of Driko Twigs
 Clay Snake Tail
 Earwax
 Fish Head
 Hakuma Sapwood
 Howler Fur
 Mandrake Root
 Nobblewort
 Oporion Glass
 Peeping Willow
 Poison
 Queen's Dilemma

Raka Paste
 Spirit Root
 Windbloom
 Yugi Sap
 Yuma Shrub
 Noodle Eel
UNCOMMON
 Black Cinnamon
 Bottle Cap
 Dawn Petal
 Essence of Glumbug

Forge Slag
 Gargoyle Powder
 Mountain Snail
 Opu Opu Spring Water
 Petrified Alligator
 Spark Plug
 Spring
 Vinyl Record
 Wolfenite

Shallows

COMMON

Blue-Backed Salmon
 Brush Reed
 Fish Folk Tooth
 Fish Head
 Knobble Leaf Seaweed
 Oporion Glass
 Pungent Sea Foam

Seashell
 Rust Crab
 Sea Water
 Squid Ink
 Tangle Weed
 Witch's Eye Coral
UNCOMMON
 Black Pearl
 Bottle Cap
 Noodle Eel
 Pek Pek Flakes
 Petrified Alligator

Brackwater Wetlands

COMMON

Bamboo
 Blue-Backed Salmon
 Bora Bug
 Brush Reed
 Bundle of Driko Twigs
 Camp Mite
 Chicken Egg
 Clay Snake Tail
 Creeping Bolete
 Earwax
 Fish Folk Tooth
 Fish Head
 Green Slime
 Gohaku Rice

Howler Fur
 Kloth Leech
 Knobble Leaf Seaweed
 Lovers Vine
 Mellowort (plant)
 Narutomaki
 Poison
 Queen's Dilemma
 Raka Paste
 Ribbon Rot
 Scalefruit Rind
 Seashell
 Sea Water
 Varrow

UNCOMMON

Bottle Cap
 Corrupted Seawater
 Corrupted Slime
 Hakumon's Ramen Broth
 Laughing Moss
 Mournshade
 Night Thistle
 Noodle Eel
 Petrified Alligator
 Shadowroot
 Scumweed
 Spark Plug
 Spring
 Vinyl Record
 Wolfenite

COMMON INGREDIENTS

Common ingredients are found all across Obojima and are widely used in and out of potion making. The average islander is most likely aware of, or can identify a handful of common ingredients, though they likely use them for alternate purposes. As the name would suggest, common ingredients are much easier to come by than their uncommon or rare counterparts, but the ratio at which the different ingredients can be found are often shocking.

There are 69 known common ingredients. It's been reported by the Fish Head coven that their witch apprentices find one uncommon ingredient for every five common ingredients when exploring the wilderness. That makes it roughly five times easier to find a common ingredient than it is to find an uncommon ingredient.

	<h3 style="text-align: center;">Amber</h3>	Combat 9	Utility 5	Whimsy 4
<p>This chunk of petrified tree sap is prized for its color and gem-like luster and is often used in jewelry. Some arcane jewelers claim that it has special properties, especially if an ancient insect is trapped within it. Amber can be found in rocky areas where petrified wood is found, and it has been known to wash up on certain beaches.</p>				
	<h3 style="text-align: center;">Apper Carrot</h3>	Combat 0	Utility 3	Whimsy 1
<p>The Apper Carrot is well known throughout Obojima as a superior strain of carrot that has a delicious flavor and a hearty crunch. Its bulbous top peeks out from the soil when it's ready for harvesting, making it easy for foragers to spot Apper Carrots in the wild. They can be found in most grassy lowland areas.</p>				
	<h3 style="text-align: center;">Bamboo</h3>	Combat 3	Utility 3	Whimsy 3
<p>Used in everything from building material to drinking vessels and musical instruments, bamboo is perhaps the most versatile material on the island. Patches of bamboo can be found in most places on Obojima, however there are a few bamboo forests in the foothills and mountainous regions where it can grow as thick as a tree.</p>				
	<h3 style="text-align: center;">Bashu Powder</h3>	Combat 2	Utility 0	Whimsy 0
<p>This russet powder is made from the ground seed pods of the bashu tree. Bashu powder is used commonly by chefs who want to add a spicy yet smoky flavor to their dishes. Most Obojimans believe that bashu powder also helps alleviate minor ailments like coughs and colds. Bashu trees are found inland in the warm and arid regions of Obojima.</p>				
	<h3 style="text-align: center;">Blue-Backed Salmon</h3>	Combat 3	Utility 4	Whimsy 7
<p>The fat-marbled, delicious flesh of the blue-backed salmon are a staple in many villages across the island. A fully grown salmon can reach up to almost two meters in length and any fisherman will tell you that they are crafty, hard to catch, and can deliver a nasty bite. Blue-backed salmon are found in rivers all across Obojima and in the deepest parts of the surrounding reef.</p>				
	<h3 style="text-align: center;">Boom Beri</h3>	Combat 0	Utility 3	Whimsy 1
<p>These small red berries are a delicious sweet treat for roughly three weeks of the year. Before or after that time they're quite disgusting and left untouched by forest dwellers. They're often found near the base of mountains or cliff faces.</p>				
	<h3 style="text-align: center;">Bora Bug</h3>	Combat 4	Utility 8	Whimsy 3
<p>These hazelnut-sized beetles can be found sipping the sugary sap from trees or drinking the juice from overripe fruit that has fallen to the forest floor. Obojimans crush up dried bora bugs to produce a beautiful turquoise dye. Bora bugs are usually found on or around any tree that produces fruit or a sweet sap.</p>				
	<h3 style="text-align: center;">Brush Reed</h3>	Combat 1	Utility 10	Whimsy 6
<p>Aside from making a nifty hairbrush, brush reed also is well-known for its potion making properties. Brush reeds can be found next to ponds and lakes in the lowland areas.</p>				

	<h3>Bundle of Driko Twigs</h3>	Combat 1	Utility 1	Whimsy 2
<p>The aromatic wood of the driko tree is a common scent in temples, shrines, and village markets on Obojima. Many woodcutters dry stacks of driko twigs in the sun making the summer months smell fantastic. Aside from being able to get driko twigs in almost any village, there are an abundance of driko trees all over the island.</p>				
	<h3>Camp Mite</h3>	Combat 6	Utility 4	Whimsy 8
<p>These small, spherical bugs are covered in stiff hairs that enable them to stick to fabric and even skin. They are drawn to the warmth of campfires and bedrolls; a fact attested to by anyone who's spent more than a couple of nights sleeping under the stars.</p>				
	<h3>Chicken Egg</h3>	Combat 1	Utility 1	Whimsy 2
<p>While to some, an egg is an egg, there are Obojiman chicken farmers who can discuss late into the night the various qualities and virtues of the perfect egg.</p>				
	<h3>Clay Snake Tail</h3>	Combat 8	Utility 6	Whimsy 5
<p>Clay snakes are fairly docile and non-venomous, which makes catching one a fairly easy task. The tips of a clay snake's tail are in high demand from witches and potion makers, and luckily for the clay snakes, their tails grow back within a few weeks. Clay snakes are found by riverbanks and lakeshores where there are rich deposits of clay, but the most desirable ones are found in the Land of Hot Water.</p>				
	<h3>Cloud Horn</h3>	Combat 1	Utility 0	Whimsy 0
<p>Cloud horn flowers bloom in the spring. In the late summer months, a seed pod in the middle of the flower cracks open and a light, fibrous fluff emerges—a fluff that is highly sought after by potion makers and brewers. Cloud horns are usually found in meadows and grasslands, and prefer dry climates.</p>				
	<h3>Creeping Bolete</h3>	Combat 3	Utility 10	Whimsy 6
<p>These colorful mushrooms are constantly on the move, creeping through the forest floor. No one knows exactly what they are looking for, if anything, or if they're just spreading their spores.</p>				
	<h3>Dorrin Plate</h3>	Combat 7	Utility 8	Whimsy 4
<p>Dorrin plate is a naturally occurring stone that can be broken off in large sheets and used as roof tiles, crockery, or building material. Potion makers have discovered that Dorrin plate is filled with minute crystals that are good for enhancing magic properties. Dorrin plate is found in rock formations near the mountain town of Dorrin.</p>				
	<h3>Dried Fruit</h3>	Combat 2	Utility 1	Whimsy 4
<p>Dried fruit is plentiful on Obojima but there are certain artisans who know how to preserve and concentrate the flavor and vibrancy of the fruit in such a way that it borders on mysticism. Although dried fruit can be bought at markets and from farmers from all over Obojima, the best dried fruit for making potions is from fruit trees that grow around the base of Mt. Arbora.</p>				

	<h3 style="text-align: center;">Earwax</h3>	Combat 0	Utility 0	Whimsy 0
<p>An unpleasant truth is that the role of earwax in potion making is more important than people like to discuss. Though earwax is plentiful, it's not all the same in potion mixing terms, and some varieties come at a steeper price than others.</p>				
	<h3 style="text-align: center;">Fish Folk Tooth</h3>	Combat 9	Utility 4	Whimsy 3
<p>Fish folk teeth have long been used by witches in making potions, especially those used for breathing underwater. Fish folk go through many teeth in their lifetimes and over the centuries, thousands of discarded teeth have washed up on the coastline near their underwater caves and grottoes. But a word to the wise, most fish folk are very territorial and are not fond of interlopers idly beachcombing on their shores.</p>				
	<h3 style="text-align: center;">Fish Head</h3>	Combat 4	Utility 5	Whimsy 4
<p>For potion brewing, any old stinky fish head will do.</p>				
	<h3 style="text-align: center;">Flash Paper</h3>	Combat 6	Utility 9	Whimsy 1
<p>This highly combustible paper can be procured during the numerous festivals that villages all over Obojima celebrate during the various seasons. Because of these festivals, there is a tradition of making flash paper and every village makes a different variation from ones that burn in bright, vivid colors to others that sizzle and whistle.</p>				
	<h3 style="text-align: center;">Green Slime</h3>	Combat 8	Utility 6	Whimsy 7
<p>Green slime appears as a viscous green mass with weak acidic properties. Healers favor green slime as an unguent in topical ointments. Howlers often keep globules of green slime tucked in their cheeks. The substance green slime is cultivated from larger, living omnivorous monsters of the same name.</p>				
	<h3 style="text-align: center;">Chisuay's Heavenly Tea</h3>	Combat 2	Utility 7	Whimsy 5
<p>Even outside of potion brewing circles, the properties of Chisuay's Heavenly Tea is talked about in reverent tones, and there are many competitions around the island to see who makes the best blend of tea, and Chisuay's Heavenly Tea blend always takes first place. Although wild tea is found throughout the highlands of Obojima, the highest-quality tea is found in fields where heirloom tea is cultivated and raised with great attention and care.</p>				
	<h3 style="text-align: center;">Gohaku Rice</h3>	Combat 3	Utility 2	Whimsy 3
<p>For some reason, the lustrous and plump rice grown in the Gohaku region is always of exceptional quality and taste. At some point, the magical properties of the rice were discovered, a fact that Gohaku rice farmers talk about with a certain amount of pride.</p>				
	<h3 style="text-align: center;">Hakuma Sapwood</h3>	Combat 5	Utility 1	Whimsy 9
<p>Hakuma sapwood is a fragrant and combustible wood that comes from the center of the hakuma tree. It is burned at shrines and sacred sites throughout Obojima, delivering a complex and pleasing incense that clears the mind and soothes the soul. Hakuma trees are quite common across the island, but unless you are a priest, a druid, or know the proper rituals, most Obojimans frown on taking limbs from these trees.</p>				

	<p align="center">Hill Dragon Egg</p> <p>Looking like pumpkin-sized acorns, hill dragon eggs can remain dormant in the ground for a year or more before they hatch. Hill dragon eggs are usually buried out of sight, but certain flowers like to grow around burial pits giving their positions away and egg-hunting hogs can be trained to sniff them out. Not known for powerful maternal instincts, hill dragons lay their eggs in clutches all across the plains, dales, and rolling hills of Obojima.</p>	<p align="center">Combat 9</p>	<p align="center">Utility 3</p>	<p align="center">Whimsy 8</p>
	<p align="center">Howler Fur</p> <p>Howler fur has certain arcane properties that are sought after by witches and warlocks for their various brews. Some Obojimans believe that a tuft of howler fur that is burned in a fireplace can ward off evil spirits. Howler fur can be found snagged on bramble thickets, along game trails, and near howler camps within and around the forests and caves where they dwell.</p>	<p align="center">Combat 10</p>	<p align="center">Utility 5</p>	<p align="center">Whimsy 4</p>
	<p align="center">Itchi Beri</p> <p>Itchi berries can be harvested in clusters from under the vibrant green leaves of the Itchi plant, which are known to cause severe rashes on exposed skin. The berries themselves are harmless and sweeten when reduced to a jam. Itchi plants are most often found on riverbanks, their leaves pointing toward the peak of Mt. Arbora. Sages have speculated about this phenomenon for generations, but no conclusive evidence has laid the matter to rest.</p>	<p align="center">Combat 0</p>	<p align="center">Utility 1</p>	<p align="center">Whimsy 0</p>
	<p align="center">Jumping Bonfire</p> <p>This brightly colored flower is well-known throughout Obojima for the unique way that it propagates its seeds. When the flower of a jumping bonfire plant is knocked by a passerby, its petals begin to wriggle about mimicking flames and the seeds within it shoot out from the central stem with an audible popping sound like logs cracking on a fire. The jumping bonfire plant is the delight of children all over Obojima, and every village is sure to have one.</p>	<p align="center">Combat 6</p>	<p align="center">Utility 4</p>	<p align="center">Whimsy 10</p>
	<p align="center">Jack-O-Lantern Bits</p> <p>Many witches say that the process of carving a Jack-o'-lantern bestows a certain amount of magic into the pumpkin, and lighting a candle within it absorbs the energy of the special time of the fall season when most witches agree that magic is at its most potent. Thus, pieces of a Jack-o'-lantern are imbued with eldritch energies that are key to certain potions and magics.</p>	<p align="center">Combat 2</p>	<p align="center">Utility 1</p>	<p align="center">Whimsy 3</p>
	<p align="center">Kloth Leech</p> <p>Kloth leeches are approximately the size of a handkerchief and come in a variety of colors. They tend to gather in groups made up of leeches of different colors, forming what resembles clumps of patchwork cloth. There are druidic communities in the Gale fields who have learned to make entire garments from trained kloth leeches.</p>	<p align="center">Combat 1</p>	<p align="center">Utility 1</p>	<p align="center">Whimsy 1</p>
	<p align="center">Knobble Leaf Seaweed</p> <p>There are many different kinds of seaweed on and around Obojima, most of which are quite tasty and nutritious, but none is more sought after than knobble weed. Many cooks use knobble weed in their soups and salads, and there are some witches and warlocks that use it for spells. Knobble weed can be found washed up on the beaches of Obojima and growing in thick kelp beds along the sea floor surrounding the island.</p>	<p align="center">Combat 1</p>	<p align="center">Utility 1</p>	<p align="center">Whimsy 1</p>
	<p align="center">Kojo Root</p> <p>You can find kojo root hanging within every shrine and temple on Obojima as it is considered good luck. Dried kojo root is also ground into a powder and used as seasoning in many dishes across the island.</p>	<p align="center">Combat 6</p>	<p align="center">Utility 3</p>	<p align="center">Whimsy 2</p>

	<h3>Lovers Vine</h3>	Combat 0	Utility 0	Whimsy 2
<p>The lovers vine is actually two distinct vines that have developed a symbiotic relationship where one draws nutrients from the soil and the other provides a strong stem and ability to grasp and climb. Singly, neither vine provides a medicinal or magical effect, but when both are boiled together, their mixed properties are truly potent. Lovers vine can be found in most forests but it is especially fond of marshy areas.</p>				
	<h3>Mandrake Root</h3>	Combat 8	Utility 5	Whimsy 2
<p>This hardy root is difficult to process and is often boiled for hours before being used medicinally. Once softened the crimson root can be used in a number of balms and elixirs. It is often found in shady areas near the base of shrubs and trees.</p>				
	<h3>Mellowort</h3>	Combat 4	Utility 8	Whimsy 7
<p>Go into any hot spring or spa and the scent of Mellowort is sure to be wafting around with its soothing aroma. There are many songs written by bards about the benefits and relaxing properties of this flowering plant. Mellowort is a tall, slender plant that is found in the lowlands of Obojima.</p>				
	<h3>Monkey's Coil</h3>	Combat 2	Utility 0	Whimsy 1
<p>Monkey's Coil is a tiny flower that sprouts a spiraling growth wound so tightly that it can only be forced open with tremendous strength. Among a local guild of sages from the Coastal Highlands there are those to claim to know the secret of releasing the coil in a less forceful manner. The flower grows on a kind of ivy that links monkey coil flowers together into a lattice that farmers often plant in place of hedgerows.</p>				
	<h3>Mountain Ox Dung</h3>	Combat 10	Utility 3	Whimsy 8
<p>In the hands of a skilled potion crafter, a nice, sun-dried, ox dung pie has many uses. Mountain oxen roam wild in the foothills and are quite grumpy, so caution is advised.</p>				
	<h3>Mouse Tree Nut</h3>	Combat 4	Utility 6	Whimsy 5
<p>Despite its overall nutritiousness, the bitter, grittiness of the mouse tree nut often precludes it from being eaten as a snack by most folk. However, the mouse tree nut is beloved across the island because of its shell, which is used to make instruments like castanets or a type of flute called a "mouse kisser." Mouse tree nuts grow on stout, gnarly trees that grow in normally unsuitable areas, such as cliff sides or inside ruined buildings.</p>				
	<h3>Narutomaki</h3>	Combat 0	Utility 0	Whimsy 0
<p>These delicious narutomaki cakes are made in markets and taverns all over the island of Obojima. Many villages have naruto competitions to see who can make the most tasty and aesthetically pleasing naruto cakes, all in honor of the local guardian spirit or to celebrate a good season of fishing or a bountiful harvest.</p>				
	<h3>Nobblewort</h3>	Combat 3	Utility 1	Whimsy 2
<p>Nobblewort is a fairly common lichen whose bumpy, knobby texture gives it its name. You can often see a bundle of nobblewort hanging from the eaves of many village houses as it is said to ward off bad luck and mischievous spirits. Nobblewort can be found clinging to most deciduous trees across the island.</p>				

	<h3>Oporion Glass</h3>	Combat 1	Utility 10	Whimsy 0
<p>This translucent glass can be found in many different colors and is often used by swordsmiths as sharpening stones because of its high durability and fine polish that it leaves on the blade. It is often found underwater or in caves.</p>				
	<h3>Origami Crane</h3>	Combat 6	Utility 0	Whimsy 10
<p>Obojiman wizards say that due to their focus and intention, origami artists weave subtle energies into the folds and shapes of their creations so that even a simple crane contains a bit of magic. However, the best and most useful cranes are found in sky kite village.</p>				
	<h3>Pink Candle Wax</h3>	Combat 2	Utility 2	Whimsy 0
<p>Wax tinted pink is part of the folk magic tradition associated most closely with the villages of the Gift of Shuritashi. According to such traditions, minor prayers or blessings are inscribed in the wax. When a candle made from pink wax is lit, it is believed that the magic is released, increasing the likelihood that the prayer will be fulfilled. The practice remains common in rural communities, while brewers across Obojima seek the wax for their own trade. Pink candle wax is found in most herbalist and wizarding shops.</p>				
	<h3>Peeping Willow</h3>	Combat 0	Utility 0	Whimsy 1
<p>The peeping willow is known for its peculiar peeper flowers, which bear an unsettling resemblance to eyeballs. Unless dried, the flowers are poisonous to eat. The “eyelid” petals are prized by clothiers as a source of deep red dye.</p>				
	<h3>Poison</h3>	Combat 9	Utility 8	Whimsy 0
<p>There's nothing like a good old-fashioned poison to spice up a potion.</p>				
	<h3>Pungent Sea Foam</h3>	Combat 5	Utility 7	Whimsy 5
<p>Collected from the seashore in corrupted areas, this sea foam is toxic to the touch. Only the most skillful of potion makers can use its magic properties without causing harm.</p>				
	<h3>Pyramid Melon</h3>	Combat 2	Utility 2	Whimsy 2
<p>Some druids claim that the pyramid melon gets its shape from the forces that form the cosmos, and to contemplate the melon will reveal secrets beyond space and time. Most children, however, simply enjoy the tart fruit and make a game of spitting the seeds.</p>				
	<h3>Queen's Dilemma</h3>	Combat 7	Utility 5	Whimsy 3
<p>Long ago, when the nakudama ruled the land, it is said that Queen Okumi was tricked by a wicked beast who sought to steal her heart. As they were about to be betrothed, a mushroom spirit sacrificed itself to poison the beast and reveal his true nature. Because of the mushroom's courage, Queen Okumi spread its spores throughout Obojima, and that is why queen's dilemma mushrooms are so plentiful.</p>				

	<h3 style="text-align: center;">Raka Paste</h3>	Combat 4	Utility 10	Whimsy 0
	<h3 style="text-align: center;">Rattle Shoot</h3>	Combat 10	Utility 8	Whimsy 7
	<h3 style="text-align: center;">Ribbon Rot</h3>	Combat 5	Utility 3	Whimsy 9
	<h3 style="text-align: center;">Rust Crab</h3>	Combat 8	Utility 4	Whimsy 2
	<h3 style="text-align: center;">Scalefruit Rind</h3>	Combat 4	Utility 2	Whimsy 2
	<h3 style="text-align: center;">Seashell</h3>	Combat 0	Utility 0	Whimsy 1
	<h3 style="text-align: center;">Sea Water</h3>	Combat 1	Utility 0	Whimsy 0
	<h3 style="text-align: center;">Sheep Dragon Wool</h3>	Combat 10	Utility 8	Whimsy 7

	Spindle Leg Spider Webs	Combat 5	Utility 9	Whimsy 6
<p>The silky, strong webs of the spindle leg spiders are woven in thick hammock-like nets under bushes and in dense tall grass. The webs are strong enough to catch small animals which the spindle web spiders wrap and hang in their silken larder. Spindle leg spiders are found in forests, under large bushes, and in areas where the grass grows tall.</p>				
	Snap Vine Sap	Combat 0	Utility 2	Whimsy 0
<p>Snap vines are carnivorous plants with a thick central stalk and many thinner grasping, hook-like tendrils that they use to ambush unsuspecting birds and small rodents. The sap is a viscous orange-red fluid.</p>				
	Spirit Root	Combat 6	Utility 0	Whimsy 9
<p>Spirit root is called such because many Obojimans believe that if you leave it under your pillow at night it will remove any bad spirits—especially those who plague children with nightmares. Some villagers also believe that spirit roots are where dara come from. Spirit root can be found growing out from between rocks in and around mountainous and seemingly desolate areas.</p>				
	Squid Ink	Combat 4	Utility 9	Whimsy 7
<p>Squid ink is highly sought after by calligraphers and fine clothiers as the ink makes for excellent writing ink and a rich, colorful dye for the finest clothes. Some chefs also prize the ink to add some color and a unique flavor to their soups and dishes. Squid ink can be found in the many different kinds of squid that live in the waters surrounding Obojima.</p>				
	Tangle Weed	Combat 8	Utility 8	Whimsy 4
<p>Fisherfolk are at constant war with these plants, which snare fishing lines. It is commonly believed that tangle weed is not natural but is a species bewitched by [fishfolk] to torment land dwellers who come too close to the water. This invasive species can be found clumped together throughout the Shallows.</p>				
	Ube	Combat 2	Utility 6	Whimsy 5
<p>Ube has long been eaten as a staple by Obojimans and there is rarely a festival feast that doesn't feature ube cooked in a variety of ways. Many villages have a shrine with offerings dedicated to the spirit of the ube, usually in the form of a jolly spirit yam. While ube grows wild, there are many farmers who cultivate it to create new, more delicious varieties, especially in the western foothills and lowlands where the climate is just right.</p>				
	Varrow	Combat 0	Utility 1	Whimsy 0
<p>Every Obojiman has fond memories of the scent of varrow on summer days as the plant secretes a fragrant resin to protect its leaves on days when the sun is hot. Many Obojimans use varrow as flavoring in teas or as an incense as its smoke has a distinct and pleasant aroma. Along with its medicinal properties, Varrow, fresh or dried, is a good base for any magic potion. Varrow grows almost everywhere on Obojima but is commonly found near the coast.</p>				
	Venus Fly Rat	Combat 9	Utility 2	Whimsy 8
<p>Named after a strange document found in the ancient observatory, the Venus fly rat can draw blood from an unwary beast without any sensation, using its needle-sharp teeth and numbing saliva. Swarms of Venus fly rats have been known to kill livestock, making them the bane of farmers everywhere. Venus fly rats live in caves near the Observatory where the first of their kind was found. They echo-locate in the darkness using their ears and sensitive pronged tails.</p>				

	Windbloom	Combat 6	Utility 7	Whimsy 0
<p>These miniature sweet-smelling flowers drift in vast clouds, staying aloft for weeks riding wind currents. It is not uncommon for windbloom clouds to attract various swarms of pollinating insects. Though they are most commonly found in their airborne state in the Gale Fields and the Land of Hot Water, windblooms originate on the slopes of Mt. Arbora, clinging to sparse patches of earth.</p>				
	Witch's Broom	Combat 3	Utility 0	Whimsy 5
<p>The thick, straight stalks of witch's broom are perfect for enchanting as they don't warp or shatter when imbued with powerful magic—especially the kind used for flying brooms. But other parts of witch's broom—the leaves and flowers—are used as well for making potions and herbal concoctions. Witch's broom can be found in abundance along roadsides and pathways of Obojima.</p>				
	Witch's Eye Coral	Combat 1	Utility 0	Whimsy 10
<p>This coral is seen as a bad omen by most Obojiman fisher folk. Some say that a new clump of witch's eye coral grows every time a curse is uttered. Witch's eye coral can be found after some underwater searching in most parts of the Shallows.</p>				
	Yugi Sap	Combat 0	Utility 4	Whimsy 2
<p>Though yugi sap is commonly found seeping from trees of every species, it is not a naturally occurring substance. Spirits who retreat into a tree have a transformative effect on it. Leaves might grow in a different shape or color, or a dazzling new fruit might emerge. However, every tree inhabited by a spirit produces yugi sap. This sticky substance is often used as a sweetener. However, some canny craftspeople know the secret to making strong glass-like vessels from it.</p>				
	Yuma Shrub	Combat 5	Utility 8	Whimsy 4
<p>The leaves of the yuma shrub secrete a strong, pleasant-smelling oil that is known to repel biting insects and flies. Most soapmakers use yuma shrub oil in their soaps, and dogs and cats are often seen with a cluster of yuma leaves tied to their collars to keep fleas and ticks away. Once the smell of the yuma shrub is experienced, then they are quite easy to find by their smell alone and they can be found all over the island.</p>				

UNCOMMON INGREDIENTS

Like their common counterparts, uncommon ingredients are found all across Obojima, though their uses outside of potion making are often more eclectic. The average islander is most likely aware of, or can identify a single uncommon ingredient. One such reason islanders are less aware of these more uncommon ingredients is often due to their affiliation with more dangerous locations or creatures.

There are 45 known uncommon ingredients. It's been reported that the Fish Head coven believes uncommon ingredients are roughly one hundred times easier to locate and procure than a rare ingredient. This would make a rare ingredient five hundred times more difficult to obtain than a common ingredient.



Black Pearl

Combat

13

Utility

14

Whimsy

15

Nothing is more coveted by purveyors of magic than the dreamlike luster of a black pearl. Some magicians claim that gazing into the swirling iridescence of a black pearl can bring you visions of a possible future event or help you find a missing object. Black pearls are found inside the giant hornshell clams that are found in the Shallows around Obojima, and most of these are guarded fiercely by [gorlup] warriors.



Black Cinnamon

Combat

16

Utility

12

Whimsy

11

For some reason that is unknown, black cinnamon trees emanate a subtle magic and one in every hundred or so cinnamon trees across Obojima gains this special trait. There are many legends surrounding the first black cinnamon tree. Kuroki village tells the tale of a wizard who walked into a cinnamon tree, turning it black—the sacred tree still stands to this day in the center of Kuroki Temple.



Bottle Cap (Supa-Fizz!)

Combat

11

Utility

13

Whimsy

16

Perhaps the metal of the bottle cap is why they contain latent magic so sought after by potion makers... or perhaps is simply the power of Supa-Fizz! With a bit of knowledge and some diligent digging, these bottle caps can be found in and around the more habitable areas of Obojima.



Crackling Jasper

Combat

17

Utility

15

Whimsy

12

Some say that crackling jasper contains restless fire spirits that incessantly battle among one another causing the stones to spit sparks, shoot tiny flames, and sometimes burst apart with a bang. Obojimans are known to put crackling jasper into tin cans tied to poles during festivals to scare away mischievous spirits. Crackling jasper is found near hot springs and lava tubes within the Land of Hot Water.



Corrupted Seawater

Combat

17

Utility

11

Whimsy

14

Only the most advanced brewers or the most demented witches and warlocks are willing to expose themselves to corrupted seawater as there is still little known about it. This purplish water has the corruption's signature sickly, acrid stench. For those who are intrepid enough to venture to the eastern side of Obojima, corrupted seawater is easy enough to find, but be sure to bring a container that can keep the noxious fluid from spreading its contamination.



Corrupted Slime

Combat

16

Utility

14

Whimsy

13

Slime that has become affected by the Corruption becomes opaque and inky, staining things it comes in contact with. Corrupted slime retains its viscosity but it's quite sticky. By all accounts, being near corrupted slime is uniquely unpleasant and those who touch it have been known to become lethargic and listless. Corrupted slime can be cultivated from slime monsters that have themselves been corrupted.



Hakumon's Ramen Broth

Combat

12

Utility

14

Whimsy

17

The ramen broth made by master ramen chef, Hakumon, is legendary among chefs and potion makers alike for its particularly potent effects. Many ramen competitors and potion makers have been known to pay a high price to secure a container-full of broth from Hakumon's famed ramen shop. But be warned! For Hakumon, ramen is no laughing matter, and the master chef takes great pains to ensure that thieves and miscreants cannot steal his broth so easily.



Dawn Petal

Combat

11

Utility

13

Whimsy

17

The petals of the dawn blossom petals are admired by Obojimans for their unique shape, fragrance, and golden luster. Dawn blossom trees don't propagate like other trees as each dawn blossom tree has been planted by a nature spirit that then inhabits the tree. Despite the efforts of ambitious horticulturists, dawn blossom trees only grow where they are planted by their host spirit. Because of this, they are quite uncommon and considered sacred by most villagers.



Dragon Root

Combat
14

Utility
15

Whimsy
16

There is no discernable rhyme or reason for where dragon root is located on Obojima. But like all such mysteries, legends abound. The story most often repeated regarding dragon root claims that wherever it is found, it marks the footfalls of a spirit dragon from a bygone age named Runivarish. Whether or not this is true, or whether it simply takes its name from its resemblance to a dragon may never be proven, though it is peculiar that dragon root, once harvested, will grow in the exact same spot.



Essence of Ill Omen

Combat
16

Utility
12

Whimsy
11

There is great debate among witches whether this mercurial substance is caused by or is the cause of evil tidings, though it is understood that this ashy residue is a potent component in warding magic or spells associated with fortune. Essence of Ill Omen is created spontaneously as a kind of magical feedback from divination magic, which manifests as a puff of sooty vapor that can be captured in any kind of airtight vessel.



Essence of Glumbug

Combat
11

Utility
11

Whimsy
17

Whoever first learned the art of glumbug tickling has been lost to time, but there are a few old-timers left who are willing to teach a willing pupil a few tricks. Glumbug ticklers are the only ones who know how to extract the glowing glumbug essence, as it cannot be gathered by squashing or dissecting the shiny bugs. Glumbugs are mostly found under stones and in caves.



Feather Rock

Combat
13

Utility
17

Whimsy
15

As its name suggests, feather rock is a paradoxical stone with a peculiar nature that seems to contradict the pull of gravity. These spindle-shaped stones always reach skyward, while remaining anchored to the ground on a tapered point. Even if these stones are tipped over, they return to their "reaching" position. Howlers covet feather rock. Small chunks of feather rock are distributed across the island, but larger stones are found in deposits primarily in the Gale Fields.



Fizzing Green

Combat
12

Utility
14

Whimsy
12

Deep within the forests of Obojima, there is a very special plant called a spiral fern that is the source of fizzing green. Only a few druids and naturalists know the secret to getting a spiral fern to release fizzing green, and they are reluctant to tell, but will gladly go and harvest the strange, effervescent substance for a trade.



Forge Slag

Combat
15

Utility
14

Whimsy
11

Forge slag can be gathered at any foundry or blacksmithing forge, but the slag created by the fire and hammer strokes of a master smith is what potion makers are searching for, as there is always latent magic in the work of a master.



Gargoyle Powder

Combat
15

Utility
16

Whimsy
13

Gargoyle powder comes from ground-up dragon eggs that have been encased in ash from ancient eruptions. Grinding up these eggs releases the magic within their bones and is often used in petrification spells, hence the name. Gargoyle powder can be bought or traded only with merchants and wizards who specifically deal with such materials. Other than that, seeking out petrified eggs in the ancient ash fields on the sides of the volcano is a much more difficult and perilous task.



Glow Worms of the Vale

Combat
12

Utility
15

Whimsy
14

Glow worms are found in caves and marshes across Obojima and work fine as ingredients in potions, but intrepid potion brewers have discovered that the wildly-colored glow worms found in the Vale of Abundance have a much greater potency.

	<h3>Happy Joy Cake</h3>	Combat 12	Utility 13	Whimsy 12
<p>The makers of Happy Joy Cake are a secretive family and it is believed that at least one of them is a spirit, but Obojimans are nevertheless in love with the small, bite-sized treats whose recipe has been handed down for generations. Although Happy Joy Cakes are made only in Gooma Village, there are a few trusted traveling merchants who are allowed to distribute them across the island.</p>				
	<h3>Kojobi Fruit</h3>	Combat 14	Utility 14	Whimsy 14
<p>Almost every village has a couple of kojobi trees in it but they only fruit every two or three years. When a kojobi tree bears fruit it is a cause for celebration and everyone comes to take part in a Kojobi Festival where the abundant fruit is made into all kinds of dishes and beverages to be enjoyed by all.</p>				
	<h3>Laughing Moss</h3>	Combat 11	Utility 16	Whimsy 16
<p>Laughing moss is well-known amongst naturalists and woodcutters. As it's fairly easy to find when you know what you're looking for. To find a patch of this moss is quite simple, as all you need to do is head to the woods and listen for the distinctive sounds of hearty laughter emanating from a campsite in the evening. Along with finding it in the wild, laughing moss is sold in special apothecaries around the island.</p>				
	<h3>Living Spud</h3>	Combat 14	Utility 12	Whimsy 17
<p>Every now and then, a spud pops out of the ground and begins a long meandering trek. Obojiman farmers call them "living spuds" and they are objects of curiosity and reverence. Wagons will stop on roads and people in crowded markets will make way to let a living spud trundle through. But whatever it is that animates these wayward potatoes, that magic is desired by potion brewers who will use even the smallest snip of a living spud to power their brews.</p>				
	<h3>Lions Blume</h3>	Combat 17	Utility 13	Whimsy 16
<p>This carnivorous flower is characterized by a maw at the center of its array of honey-colored petals. Beekeepers consider the flower an invasive weed that devours bee populations. Lions blume grows in patches known as prides on the high moors of the Coastal Highlands. Each pride has its own lineage which tries to choke out other prides growing nearby. Brewers seek out lions blume because of the flower's milky sap as well as its "teeth."</p>				
	<h3>Magic Monk's Rice Wine</h3>	Combat 16	Utility 12	Whimsy 15
<p>Magic Monk's Rice Wine is a delicious and refreshing high-end spirit. Many who imbibe it say it stimulates the intellect and afterward their dreams are far more vivid. On each of the solstices, a delivery of Magic Monk's Rice Wine is handled by teams of spirits who mysteriously appear and distribute it to the taverns and temples of Obojima. Magic Monk's Rice Wine is brewed and distilled in some unknown location within the spirit realm.</p>				
	<h3>Molted Lizard Skin</h3>	Combat 15	Utility 12	Whimsy 12
<p>For maximum results, try to find a whole skin that has been thoroughly dried by the sun. The crispier the better.</p>				
	<h3>Mountain Snail</h3>	Combat 14	Utility 15	Whimsy 12
<p>As a potion ingredient, the mountain snail's value is in its shell, which when pulverized into a powder, is used in magics associated with protection. However, it's a perilous pursuit cultivating mountain snails, for they tend to live in the lairs of dangerous predators who live in mountain caves. There, the snails feed off meat scraps left behind. The snails avoid detection by masquerading as stones, though they are drawn to music.</p>				



Mourshade

Combat
14

Utility
15

Whimsy
12

As a potion ingredient, the mountain snail's value is in its shell, which when pulverized into a powder, is used in magics associated with protection. However, it's a perilous pursuit cultivating mountain snails, for they tend to live in the lairs of dangerous predators who live in mountain caves. There, the snails feed off meat scraps left behind. The snails avoid detection by masquerading as stones, though they are drawn to music.



Munchanka Root

Combat
17

Utility
11

Whimsy
11

The root of the deadly munchanka plant must be handled and processed with skill and care, for it is said that those who have eaten the wrong parts of this plant have been driven mad. Munchanka root can be found in dry, arid regions.



Nakudama Spice

Combat
12

Utility
15

Whimsy
14

With its distinct earthy flavor, this spice was once part of a culinary fad among nakudama. It has since fallen out of fashion, but the name remains. The spice comes from the zelk bean, which grows from a species of pond lily. These beans are harvested, fermented, and then dried before being ground into a purple powder. A few nakudama farmers continue to make it, but because the process of producing nakudama spice is time-consuming and labor-intensive, it isn't cheap.

Night Thistle

Combat
14

Utility
17

Whimsy
16

It is said that the night thistle came with the corruption and only grows on the graves of restless spirits. It blooms only on the darkest night of the new moon, putting forth an eerily skeletal, bioluminescent flower that attracts nocturnal pollinators. Night thistles are only found near and within corrupted regions making it dangerous to collect.



Noodle Eel

Combat
13

Utility
12

Whimsy
16

Every now and then, a ramen chef finds a gorged noodle eel sleepily coiled in an empty bowl of ramen. All ramen chefs see them as pests as apparently noodle eels have a rather refined palate and don't come to just any bowl of ramen, seeking only to slurp down the finest ramen—a major irritant to serious chefs. This makes catching one difficult as it requires good ramen and no self-respecting chef will sacrifice their quality ramen for bait.



Opu Opu Spring Water

Combat
11

Utility
16

Whimsy
14

The sacred water from the Opu Opu Spring has always been famous for its healing properties. Villagers would come from all around and make the long trek up into the mountains to collect the spring water, but recently a large troll has moved into the area and the villagers have been too afraid to travel there. Because of this, supplies of the spring water are now at an all-time low.



Pok Pok Flakes

Combat
13

Utility
14

Whimsy
13

For those potion makers who have a culinary flair, using dried flakes from the pok pok fish is a way to give a savory and sorcerous kick to any brew. Pok pok fish are notoriously hard to catch, but there are a few fisherfolk on the island who know all the tricks of the trade. They usually sell their wares direct to potion makers or market shops that specialize in potion ingredients and spell components.



Petrified Alligator

Combat
15

Utility
16

Whimsy
13

Bards speak of the mad druid Fennistrix, who had a penchant for petrification along with a bizarre alligator obsession that resulted in almost all of the alligators on Obojima being petrified and displayed. Legend says that when Fennistrix's taxidermy hut exploded, petrified alligator parts scattered all over the island. It's rare nowadays to find a foot or a head, let alone an entire alligator, but even a small amount of it ground up releases some of Fennistrix's potent magic.



Rubble from a Rubble Golem

Combat
16

Utility
11

Whimsy
15

When the animus of a rubble golem falls silent, some amount of magic continues to radiate from the chunks of debris that its body was formed from. At night, occasional motes of white light shoot off from these broken bits. Brewers seek this material for its inherent magical quality, which they can use for various purposes.

Shadowroot

Combat
15

Utility
13

Whimsy
12

This small, knobby root only grows where its black leaves are left in perpetual shadow. Once harvested, the root must be wrapped or sealed away from light or it will rapidly wither and



Scumweed

Combat
11

Utility
12

Whimsy
11

Whether it was brought by the corruption or a local plant was mutated by it, scumweed has appeared on the corrupted coastlines of Obojima and is creeping further inland along sloughs and marshes that are affected by the encroaching corruption. Scumweed is slimy and thick. Dried scumweed can even make hardy armor in a pinch and more than a few monsters and witches have been known to use it for precisely that purpose.



Sleeping Merchant

Combat
13

Utility
13

Whimsy
13

Known for its naturally soporific effects, the sleeping merchant got its name through its use by traveling traders who traditionally drink its dried blossoms as a tea after a busy day of hawking their wares. This water lily can be identified by the nodding white blossom under a leafy umbrella. The sleeping merchant only grows in certain ponds and lakes which has made attempts to grow sleeping merchant plants in other bodies of water impossible. Thus, the demand for this plant is high among the tea vendors of Obojima.



Spark Plug

Combat
11

Utility
17

Whimsy
11

Spark plugs are used by potion makers to add in a small charge of magic, just enough to be a catalyst for a specific reaction. Most Obojimans still have no idea what these strange items are, let alone where they come from but the rangers and rogues who do keep the information to themselves.



Spirit Tea

Combat
11

Utility
11

Whimsy
17

There are many fine teas to be tried all over Obojima, but only a few are legendary. One such tea is made by the master tea blender, Chiyosei. It is said that Chiyosei leaves his body and brews this tea in the Border Ethereal, then, through powerful magic, he brings this delicate spiritual brew back into the Material Plane. Spirit tea can only be found at Chiyosei's teahouse.



Spring

Combat
14

Utility
17

Whimsy
15

Springs come in various sizes from different machines. Because of their spiral shape and ferrous material, they are prized by magic users to channel energies into spells and potions. Merchants who deal in arcana are always looking for springs found within the ruins of those who came before.



Sun Shroom

Combat
13

Utility
16

Whimsy
14

Discovered by the wizard known as Karoglin the Sleepless, the sun shroom allows those who consume it to stay awake for long periods of time. Overuse can lead to extended bouts of uncontrollable laughter and eventually deep restless sleep. Sun shroom has a briny taste and is most commonly consumed by mixing it in tea. Sun shrooms tend to grow near the roots of trees in the Wandering Forest, a fact that has led some to speculate that energizing mushrooms are what keep the trees on the move.

	<h3>Toka Truffle</h3>	Combat 15	Utility 12	Whimsy 14
<p>Toka truffles are the goal of every truffle hunter as their pungency and deliciousness are renowned. But it was only recently that potion makers discovered the magic properties of the truffle, making competition to find these valuable delicacies even more heated. Toka truffles are found underground near oak trees. Apart from magic spells or items, prized truffle hunting hogs are the best way to find these hidden treasures.</p>				
	<h3>Vinyl Record</h3>	Combat 15	Utility 15	Whimsy 15
<p>These black disks are covered in a continuous spiral that moves to the center of the disk—believed to be an ancient and lost way of recording knowledge. Some sages know how to unlock the messages within the grooves, while many Obojiman potion makers grind or melt these “records” to release the magic they contain. These objects are found in caches where they are often stacked like plates in a restaurant. But discoveries are few and far between, and merchants are sure to drive a hard bargain.</p>				
	<h3>Wolfenite</h3>	Combat 11	Utility 17	Whimsy 11
<p>Wolfenite is found high in the mountains in cracks and crevices between the granite boulders. For those who are more intrepid and willing to take the risk, sneaking into a howler den is another way to find a cache of this rare mineral as they are for some reason drawn to this rare mineral.</p>				
	<h3>Wychwood</h3>	Combat 14	Utility 13	Whimsy 15
<p>The twisted, spined branches of a wychwood tree are well known by wizards and those who practice magic involving spirits. Many warlocks and druids use wychwood wands for their spellcasting. It is said that wychwood trees only grow in a few groves where spirits are plentiful, places where magic flows from the ground, and where the light of the full moon can touch their branches.</p>				
	<h3>Yellow Slime</h3>	Combat 17	Utility 11	Whimsy 11
<p>Only those with iron constitutions or equipped with the right protective gear can withstand the nausea often brought on by the slime’s ripe, vinegary stench. Brewers have spent generations learning how to neutralize the unpleasant smell because yellow slime also possesses the ability to metabolize many venoms and poisons. The substance yellow slime is cultivated from larger, living omnivorous monsters of the same name.</p>				

RARE INGREDIENTS

Rare ingredients are unlike common and uncommon ingredient in many ways. The average islander has most likely never heard of a rare ingredient, and if they have its unlikely they’re aware of the fact that it can be used in potion crafting. When using a rare ingredient, you’re often utilizing a resource with limited or no capabilities of replenishing itself, making it even hard for the next potion brewer in need of said ingredient.

There are 21 known rare ingredients, each of which are unlisted in any recorded witch almanac. In order to find a rare ingredient, potion brewers are often required to chase down rumors or offer up heavy trades to get an idea of a rare ingredients location.

	<h3>Blossom of Spirit Vine</h3>	Combat 18	Utility 18	Whimsy 19
	<h3>Bottled Lightning</h3>	Combat 20	Utility 20	Whimsy 18
	<h3>Bubble Gum</h3>	Combat 18	Utility 19	Whimsy 20
	<h3>Coal From The Spirit Train</h3>	Combat 19	Utility 19	Whimsy 20
	<h3>Crimson Octopus Ink</h3>	Combat 19	Utility 18	Whimsy 19
	<h3>Dragon Fang of Yutro</h3>	Combat 20	Utility 18	Whimsy 19

There are three cryptic alchemical tomes on Obojima that speak of the arcane energies of spirit vine and its uses. Only the most expert potion makers understand how to work with this plant, and of those, only a few can fully release its power. Spirit vine only grows in the Spirit Realm, where it is abundant. However, what makes this plant unique is the blossom. At any given moment, there is only one blossom in existence. When it wilts or is harvested, another one will form on another vine in a random location.

Few wizards attempt such a feat and even fewer succeed at bottling lightning. The method, magic, and equipment used in achieving bottled lightning are all closely guarded secrets. For those wishing to get some of this crackling power, be warned that wizards charge a hefty fee for even the smallest bottle. Wizards who bottle lightning can be found, usually by hearing stories of their mountaintop towers or their mad wandering into lightning storms.

Though its flavors are many, all bubble gum is rare. It is most commonly found stuck to walls or floors in ruined buildings or stuck to the bottoms of shoes. Rarer still is bubble gum found un-chewed and still in its foil wrapper. The chew-it-but-don't-swallow-it nature of bubble gum is confounding to many on the island, and academics on the island refer to the delightful substance as "masticant."

As the Spirit Train trundles across the island, the occasional bit of coal that feeds its boiler bounces out, landing by the side of the track. These fist-sized chunks resemble mundane coal in most respects, but they have bright blue iridescent flecks in them and they vibrate sporadically. As there are no coal mines on Obojima, the origin of this coal remains a mystery.

Artisans and scribes who use ink from the rare crimson octopus profess it makes the highest quality ink and dye on the island. But potion makers have found arcane uses for the ink as well, and sometimes there are heated arguments about who deserves to use the extremely rare and prized ink more. There are only three known crimson octopuses in the Shallows and the Lionfish King feverishly guards one of them. To make matters even more difficult for would-be poachers or ink harvesters, crimson octopuses are intelligent, wary masters of camouflage who rarely come out during the day.

In a bygone age, the dragon Yutro tormented Obojima from its lair on the [Mt. Mujin]. It threatened to eat every last living creature on the island unless each family sent one member as a sacrifice. Ineh, a young nakudama metalsmith, was sent to represent her family. But she brought with her a hammer, for she had no intention of being eaten. A battle ensued. Aided by many spirits, Ineh smashed the fangs from Yutro's maw, scattering them to the far corners of the island. Fangless, Yutro surrendered to Ineh and retreated into the mountain. To this day, however, Yutro's fangs can be found in random places on Obojima, often embedded in the earth, in trees, or even in stone.



Fairy Willow

Combat
18

Utility
18

Whimsy
20

The fairy willow grows in the Spirit Realm but it appears in the physical world when it is time to bloom their soft catkins in early spring. There is a botanical society on Obojima that tries to predict every year where the fairy willow will bloom, and they haven't yet chosen the same place twice in a row.



Giant Koi Fish Scale

Combat
18

Utility
20

Whimsy
18

The giant flying koi lazily drift among the clouds where the sun reflects on their glistening scales. Every now and then, one of these scales flakes off and floats down to the ground, sometimes landing on a rooftop which is almost always seen as a good omen and cause for celebration. There are many temples and shrines that have giant koi scales as venerated objects, and some have scenes painted on them by master artisans.

Golden Root

Combat
18

Utility
18

Whimsy
18

There are only a few ancient trees with roots that stretch into the deepest depths of the heart of Obojima. These roots absorb the harmonious energy of the natural world, which turns them into gold. Gathering them requires a respectful and cooperative relationship with the forest spirits that guard these ancient trees. Only then will they offer a golden root to a worthy potion maker

Hand of Eryo

Combat
9

Utility
5

Whimsy
4

These extremely rare mushrooms are the most desired of all the edible mushrooms on Obojima. They tend to grow in the uppermost branches, where they appear to be grasping at the sky. Forest spirits who locate one of these mushrooms will descend on it with ravenous frenzy, so foragers who hope to harvest some of their own might find stiff competition.

Irimbi Chrysalis

Combat
9

Utility
5

Whimsy
4

Every ten years, deep in the forests of Obojima, the rare irimbi caterpillar climbs to the highest branches to make a jade-green chrysalis in which it transforms into an irimbi butterfly. The chrysalis feels like delicate rice paper to the touch, and finding one intact is almost impossible due to tree mites, which tend to make quick work of their favorite meal.

Lionfish Poison

Combat
20

Utility
0

Whimsy
0

Only the Lionfish king or one of his royal line is capable of producing this potent poison, and to procure even a tiny bit of it is a treasure indeed. Many who have tried to steal such a prize have wound up shark food or washed up on shore—poisoned by the very substance they sought to steal.

	<h3>Nokumai's Frozen Breath</h3>	Combat 0	Utility 0	Whimsy 20
	<h3>Orange Slime</h3>	Combat 20	Utility 20	Whimsy 20
	<p>Use with caution. Handle with care. You have been warned. Orange slime is highly combustible, even in small globules. It is also quite volatile. With the slightest agitation, the sticky, gelatinous substance can reduce stone and concrete to rubble. Most towns and villages prohibit orange slime, and its discovery is often met with panic. If orange slime is discovered, there's usually a designated mage nearby who can be summoned to contain or dispose of it. The substance orange slime is cultivated from larger, living omnivorous monsters of the same name. It is exceedingly rare, as orange slime monsters appear only in a handful of caverns near the peak of Mt. Abrora.</p>			
	<h3>Ota Lantern Oil</h3>	Combat 0	Utility 20	Whimsy 0
	<h3>Plumage of a Running Kirio</h3>	Combat 18	Utility 18	Whimsy 19
	<p>The Running Kirio is a rare bird of paradise with brilliant red plumage that appears only when an elder spirit is nearby. For the extremely lucky forager, the running kirio bird may shed a tail feather with all its vigorous sprinting and hopping when heralding the manifestation of an elder spirit, but many of those tail feathers are collected by the druids who, after a sighting of an elder spirit, are sure to scour the area for this most exotic of prizes.</p>			
	<h3>Ronin Neko Figurine</h3>	Combat 0	Utility 19	Whimsy 18
	<h3>Sage Arol's Beetle</h3>	Combat 18	Utility 20	Whimsy 0
	<p>These beetles were made famous by the legendary sage, Arol, for his use of their mandibles as quills for his pen. But potion makers began to use the beetles for potion crafting when a witch from the Fish Head coven began to see the rare bug in her dreams. Sage Arol's Beetles live deep underground, fleeing even the dimmest light. On rare occasions, they come to the surface, though the reason remains a mystery.</p>			

	<h3 style="text-align: center;">Starstone</h3>	Combat 18	Utility 0	Whimsy 19
<p>Starstone is a glittering crystalline rock that came from an ancient comet that broke up over Obojima long ago and scattered fragments across the island. Nakudama sages talk of this event in their sacred books, saying it was an auspicious omen, and ever since that time, the hunt for fragments of this Starstone has been undertaken. Starstone is very rare and is found lying on the ground or embedded in the earth. It is identified by its signature teardrop shape and magical shimmer.</p>				
	<h3 style="text-align: center;">Tears of the Moon</h3>	Combat 18	Utility 18	Whimsy 18
<p>On certain nights, a cloud in the Spirit Realm passes into the physical world and is struck by the moon's rays which crystallizes it into a glittering mist known as moonbreath. On rare occasions, moonbreath may form into larger crystals known as tears of the moon, that fall to the earth to be discovered by a lucky traveler.</p>				
	<h3 style="text-align: center;">Wufu Whisky</h3>	Combat 19	Utility 19	Whimsy 19
<p>The location of the Wufu Distillery is a mystery, but the master distiller, Wufu, is well-known throughout Obojima where once every year he is seen buying the highest quality grains for his masterful Wufu whiskey. Master Wufu only sells a few bottles of his whiskey to the highest bidder or gives them as gifts to old friends. Some think he is a spirit or a wizard as all attempts to track him have failed. Wufu whiskey is kept in beautiful earthenware jars, sealed with the Wufu emblem. Those who have tasted the legendary whiskey are said to have tasted the spirit of kings.</p>				