

Shizen's Book To Alchemy

Hello everyone this is my introduction to this probably terrible idea I've had in mind at 2 am. I wanted to make my own way for people to be able to feel like an actual alchemist by being able to make a variety of potions in dnd.

Getting Started

First, to be able to craft potions you'll have to do it as a downtime activity, each day during downtime you can make the potions once a day, with down below explaining further on how many you can make, what rarity, and the price for each rarity. You may also spend a day during a regular game to make some potion(s) by getting the gold needed for the material needed for it with each rarity taking different time lengths to make, but I will explain better below in the respective areas. If you are proficient with alchemist supplies or herbalism kit and own the items on your character then you can make potions! The two different items make different kinds of potions though so make sure you read further to figure out between the two which you'd most likely want to be proficient with first or both if you can and want.

Bonus: If you are an Artificer that Sub-classes into an alchemist then you have advantage when rolling for the amount of potions you make, you can make them without proficiency in the equipment because alchemy is their whole thing. Though the DM can forfeit the last part if they choose too, so they only have advantage when rolling for potion crafting.

Herbalism Kit

Common

- Antitoxin
- Potion of healing
- Potion of watchful rest

Uncommon

- Philter of love
- Potion of growth
- Potion of poison
- Potion of healing (Greater)

- Potion of resistance (all varieties)

Rare

- Elixir of health
- Potion of healing (superior)

Very Rare

- Potion of longevity
- Potion of vitality
- Potion of healing (Supreme)

Alchemist supplies

Common

- Acid (Vial)
- Alchemist fire (flask)
- Alchemist Doom
- Antitoxin
- Soap
- Perfume (vial)
- Oil (flask)
- Potion of climbing
- Potion of comprehension

Uncommon

- Potion of resistance (all varieties)
- Bottled breath
- Oil of slipperiness
- Philter of love
- Potion of advantage
- Potion of fire breath
- Potion of Hill giants strength
- Potion of water breathing

Rare

- Oil of etherealness
- Potion of aqueous form

- Potion of clairvoyance
- Potion of diminution
- Potion of gaseous form
- Potion of heroism
- Potion of invulnerability
- Potion of maximum power
- Potion of mind control (humanoid)
- Potion of mind control (beast)
- Potion of mind reading
- Potion of frost giant strength
- Potion of fire giant strength
- Potion of stone giants strength

Very Rare

- Potion of flying
- Oil of sharpness
- Potion of cloud giants strength
- Potion of invisibility
- Potion of mind control (monster)
- Potion of possibility
- Potion of speed

Legendary

- Potion of Storm giants strength
- Potion of Dragon's Majesty
- Potion of Giant Size

Extra

- oil (flask)
- soap
- perfume
- Acid (vial)
- Alchemist Doom
- Alchemist fire
- Blasting Powder
- Tangler Grenade
- Grenade, Fragmentation
- Grenade, Smoke

Making The Potions!

Okay now at this point I'm sure you're wondering "How do we make the potions though?" Well this is where I explain the "How" to the whole thing.

Firstly, Depending on the rarity of the potion you want to make will depend on the amount you can make and how much Gp you'll need to make them. First with the amount then cost.

Amount per rarity

Okay, to start off with everything. If you choose to make a common potion then you can roll a d6 to figure out how many to craft, For Uncommon it's a d4, for Rare it's a d4, Very Rare potions are much more difficult to make so you can only make Two(2) of them, then for Legendary potions you can only make One(1). To note, you must decide which potion you are gonna make then roll the die depending on the potions rarity. You cannot make different kinds at the same time, you have to focus on making one specific potion then roll for how many of those you are gonna create. If you roll a D6 to make common healing potions then get a Three then you've made Three potions and other 3 that make up the are considered failed potions and don't give off the effect of the potion you were making. The failed potions taste and smell horrible, like a disgusting marshy swamp water. You may use those as you please, maybe to cause a smelly distraction or hide your scent in certain areas. Though I should note it's impossible to fail making a very rare and Legendary potion because your putting every single second and sweat into making those potions, although if the DM wants they can make it so whenever someone intervenes/disturbs your potion making, then you have to make a Dexterity saving throw of 14 or higher or else you drop 1 of the potions and then it gets ruined leaving you with only less or none depending on the amount your making.

- Extra (d4)
- Common potions (d4+1)
- Uncommon potion (d4)
- Rare potion (d4)
- Very rare potion (2)
- Legendary potion (1)

A different variation to figuring out how many potions you craft (if the DM prefers this method) is that you can roll a flat D20 and if you get a Nat 1 you get 0 potions made, if you get a 2-9 you get 1 potions crafted, 10-15 you get 2, 16-19 you get 4, and a nat 20 you get all

potions made during the crafting. Though if u are making a very rare potion then you gotta roll 10-15 for 1 and 16-20 for 2. Same for Legendary except it's 16-20 to get 1 potion. Again the method for the amount of potion making varies if the DM prefers to make their own method on how many to get using this guide to help.

Price's of Potions

The prices for getting the materials for the potion varies depending on the rarity of the potions. So the better potions will cost more, making them harder to make so make sure to save your money and use your money wisely.

When using GP the player is going through a town/kingdom/village to buy materials with the gold used for the potions during the downtime activity.

The DM may change the pricing if they see that it's too low or too high. I want my Guide to be used to help in any way, even if it only was used as a base and altered for others' help.

- Non Magical items/Extra = 50 Gp
- Common Potions = 100 Gp
- Uncommon Potion = 150 Gp
- Rare Potion = 250 Gp
- Very Rare Potion = 350 Gp
- Legendary Potion = 500 Gp

Time Brewing

All potions need time remember! So these are the times I believe fit best for their rarity's and for campaigns that do not enjoy potions to take weeks to craft but still useful time being taken. Though a DM may change the timing to better fit their campaign and simply use mines as a base if needed.

- Extra - 1 hour
- Common potions - 2 hours
- Uncommon potion - 4 hours
- Rare potion - 6 hours
- Very rare potion - 12 hours
- Legendary potion - 24 hours

Other Method

If for example you want to make a potion during a time where your out of a kingdom/village, while you are in the middle of nature (Forests, Swamps, Etc) you normally wouldn't be able to, due to the fact you have no place to buy the resources like you would normally in a city or town, but during by spending some time in a day you can spend a number of hours searching through the area for any resources such as Herbs and Mushrooms that have medicinal/Alchemical effects. The amount you gain and use varies, lets begin with how many Alchemy resources you can gain.

Gaining Resources

A Method of getting materials to make potions is by gathering them yourself; Many Alchemist at times have to find the materials if they are in a situation where they cannot simply create them, so depending on the potion made will require you to look for specific materials to make them (The DM decides what material(s) you need to make the potion(s), since different campaigns have different settings and environment for things.), so for example if you want a Potion of hills giants strength then the DM would inquire you to obtain a toe nail or hair strand from a hill giant as the main ingredient for the potion then use your tools and water to start brewing it. Though besides a main ingredient every potion needs herbs and such, so you can roll a Nature check and spend an hour to find some Basic herbs to add onto the materials needed to make the potion.

- Dc 5 Nature = 0 Herbs
- Dc 10 Nature = 5 Herbs
- Dc 15 Nature = 10 Herbs
- Dc 20 Nature = 15 Herbs

Alternative

Though let me say that some Dms prefer not using skill checks for finding the herbs so instead you can spend an hour looking/obtaining the resources in the wild, then after each hour you spend searching roll 1d6 to see how many herbs you find. This way is much simpler and easier for both players and DMs and so I believe many people should use this method.

Using Resources Found

Once you have the ingredients needed for the potion you desire, you can start making the potion(s) during a long rest or as a downtime activity. The amount you can make equals the amount of the main ingredient plus herbs you have on you at the time. In the case of a Legendary Potion you can only create one at a time per day during downtime activity or long rest, and 2 Very Rares during a long rest or downtime activity.

- 1 Potion = 1 Main ingredient + 5 Herbs
- 2 Potions = 2 Main ingredient + 10 Herbs
- 3 Potions = 3 Main ingredient + 15 Herbs
- 4 Potions = 4 Main ingredient + 20 Herbs