Component Collecting and Potion Crafting Guide

Author's Note: I have written this as a rough guide for basic gathering and crafting of potions with an eye to D&D 5e. My goals were: 1) take the onus off the DM for simply making up numbers each day I ask "I go gathering...what did I find?" or "I search for crafting recipes, do I find anything?", 2) stop taking too much time away from fellow players with gathering, shopping, and brewing, 3) making something approaching a logical progression for a potion brewer as levels increase, 4) create one resource for gathering, crafting, and selling potions that will not require a person to range into every biome of the world.

I will say I am relatively inexperienced in tabletop RPG, so I am going largely off assumptions on what will and will not be useful and balanced at higher levels. Some things may be under or over-valued/powered. I have drawn inspiration (including names for ingredients and potions) from a number of other homebrew guides which dealt with ingredients, or crafting, or recipes, or some other component. Each of these guides were better organized, more thorough, and prettier than this in their own way. However, none of the guides provided a cohesive system for gathering AND crafting without some severely limiting factor (like prohibitive amounts of travel or too few recipes). I will provide links to those resources as best I can at the end of this guide. The mechanics set out in this guide are more technical than most in 5e (probably like 3.5e or Pathfinder lite). If you follow this guide, it will take a lot of rolls for each gathering session, as well as tracking brewing times.

This guide is considered open source and anyone may alter it as they see fit. Just please make a copy of the google doc/sheet if you do. If you do change it, please tag me on any reddit post: u/wookiechops. Also feel free to send me criticisms, ideas, or questions via reddit!

Proficiencies:

I made this guide for my 5th level Druid who is proficient in Alchemy and Herbalism and has kits for each. Here are **Recipes** for potions, including components, values, crafting times, and effects. Each potion has five versions based on rarity. I have attempted to level up potions in a non-linear fashion to make it worthwhile to craft at higher levels. It would be logical to remove potions if a character does not have one of those proficiencies just as it would make sense to add items if a character had proficiency with Poisoning. I may alter this at a later date to include poisons or additional potions.

Ingredients:

There are three types of potion ingredients: standard, converters, and catalysts.

Standard Ingredients:

There are eight standard potion ingredients, each corresponding to a class of potion (health, strength, dexterity, constitution, intelligence, wisdom, charisma, damage). Classes are rough, with some simply assigned to round out a category. All standard ingredients are common and can be found in all terrains. From an operational standpoint, this is done for the sake of simplicity and an ability to actual brew basic any type of potion without having to travel to the ends of the earth. From a lore standpoint, it is believable you would find some "strength" based component in any kind of terrain and various strength based components would be interchangeable. If you want to make things more detailed and lore-based, you could come up with different components for different terrains. To collect Standard and Converter Ingredients, you must pass the Common DC.

Converters:

Converters are used to produce a specific potion from standard ingredients. All converters are common for the same reasons set forth under "Standard Ingredients." There are seven converters, each of which works with each type of standard ingredient except damage. Damage has its own ten converters which correspond to ten types of damage. The table for "Find Rolls" sets forth each type of converter and what rolls will yield each converter. To collect

Standard and Converter Ingredients, you must pass the Common DC. The Recipe spreadsheet has each converter assigned to a specific potion. Converters were assigned randomly.

Catalysts:

Catalysts are the only ingredients that are not common. To collect a Catalyst, you must first be of a level where you are capable of finding a catalyst, (See Table 1 Below. 1-4: None; 5-8: Uncommon; 9-12: Rare; 13-16 Very Rare; 17-20: Legendary). pass the DC associated with the level of Catalyst according the the Gathering and Crafting table below. For example, to find a Rare Catalyst you must first be at least level 9 and you must roll an unmodified 18 or higher. On levels 13-16, you must roll an unmodified 15 or higher to find a Rare Catalyst. You may only find one Catalyst per search (see Gathering Rules below). If you roll a higher catalyst, but wish to take a lower level Catalyst, you may do so. Please note that if you are not on a level capable of brewing a specific rarity of potion, you cannot find that rarity of Catalyst e.g. at level 5 you can begin brewing uncommon potions and that is the earliest you may find uncommon catalysts.

Gathering Rules:

These gathering rules attempt to provide coherent, consistent guidelines for searching while at rest or travelling, using magic aids or not, and being assisted and not. The Gathering Die increases with your level and is rolled once per gathering session. Both Standard and Converter Ingredients are taken from the Gathering Die i.e. only one die is rolled. Catalysts are gathered in addition to the Gathering Die. No proficiencies are added to either the Gathering Die or Gathering DC rolls.

Gathering Without Magic: Each gathering session is 4 hours with up to 3 sessions per day. Roll 1d20 for the DC. If you pass the common DC, you roll the gathering die. For each number of the Gathering Die, roll a Find Die to determine what type of ingredient you find. If you are of the correct level and pass an Uncommon or Higher DC, you collect one Catalyst of the DC passed or lower.

Example: You are level 9. You search for eight hours (two sessions). Roll 1d20 once for your first four hour session and get an 18. You can receive one Rare Catalyst, but choose to receive an Uncommon Catalyst if you wish. You roll 1d4+3 for 1+3 or a total of 4 common ingredients, then roll 4d100 yielding 5 15, 25, and 95, which would result in receiving one ingredient each for Strength, Dexterity, and Constitution. For the 95 roll, you then roll 1d10 for the converter, resulting in 8, which then requires a damage Converter Roll. Repeat from 1d20 roll for the second four hours.

Without Magic While Traveling: May roll once per day. Roll 1d20, Subtract 5 from the DC Die as penalty for traveling. Roll the Gathering Die and follow steps same as Gathering Without Magical Aid. Fir example, you are a level 7 and you look for plants by the roadside while you travel. You roll a 19 on the DC, which after the -5 traveling penalty yields 14. You are able to gather normal ingredients with one gathering roll, but do not find a catalyst.

With Magic: Choose one Standard Ingredient or Converter to look for. Roll Gathering Die per four hours searching. You cannot find any plant other than what you previously named, including Catalysts.

With Magic while Traveling: Same as searching with Magic, but roll only on Gathering Die per day.

Assisted by Proficient: Other person searches separately, making all rolls at level 5.

Assisted by Non-Proficient: Add 1 to DC Roll and Gathering Die.

DC Roll of Nat 20 below level 17 = Double Amount of Standard and Catalysts Gathered

Table 1 - Gathering and Crafting DC = 1d20 (No Proficiency to Gathering, but Proficiency added to Crafting)

Level	Potions Known	Gathering Die	Proficiency/Brew Crafting Slots	Common DC (1 Slot)	Uncommon DC (2 Slots)	Rare DC (3 Slots)	Very Rare DC (4 Slots)	Legendary DC (5 Slots)
1-4	2	1d4	2	10	-	-	-	-
5-8	+3	1d4+1	3	6	16	-	-	-
9-12	+6	1d4+3	4	2	12	18	-	-
13-16	+10	1d6+3	5	1	8	15	20	-
17-20	+13	1d8+4	6	1	4	12	17	20
	Converter Cost	10	Catalyst Cost	5	25	100	300	1000

Table 2 - Find Dice:

Initial Rolls	1d100	Converter Rolls	1d8	Damage Converters	1d10
Strength	1-10	Genko Bush	1	Acid	1
Dexterity	11-20	Hyacinth Nectar	2	Cold	2
Constitution	21-30	Spider Egg	3	Fire	3
Intelligence	31-40	Blisterwort	4	Force	4
Wisdom	41-50	Luna Moth Wing	5	Lightning	5
Charisma	51-60	Dragon's Tongue	6	Necrotic	6
Damage	61-70	Basilisk Breath	7	Radiant	7
Health	71-85	Damage Conv.	8	Bludgeoning	8
Converter	86-100			Piercing	9
				Slashing	10

Finding Ingredients in Shops:
Roll DC and Inventory die for each Ingredient Type requested, including converters. For Catalysts roll the DC from Table 4. Inventory is 1 for each DC passed. You can exchange gathered ingredients for desired ingredients for 10% markup up if inventory is available.

Table 3 - Inventories and Recipes in Civilizations

Town Size	Inventory Die	Generic DC	Generic Inv. Mod	Converter DC	Converter Inv. Mod
Small	1d6	10	+1	12	-2
Medium	1d8	6	+5	8	+1
Large	1d20	-	+10	-	+5

Table 4 - Catalysts and Recipes in Civilizations

Town Size	Uncommon DC	Rare DC	Very Rare DC	Legendary DC	Catalyst Inv. (Min. 1)	Potions Recipe DC	Recipe Die
Small	14	16	18	20	1	15	1d4-1
Medium	10	12	14	18	1	10	1d8
Large	6	8	12	14	-12	5	1d12+2

Crafting Rules:
General: You may craft a number of potions to total the Crafting Slots (equal to your Proficiency Bonus). For example, if you are level 15, you Crafting Slots equal 5, so you can brew 5 Common potions at once, or one Rare potion and two Common potions at once. Where you craft will affect the number of potions you can craft and the likelihood of success.

Wilderness: Roll DC to determine if you are successful in brewing. Each potion requires double the Slot Level (Common Potions require 2 slots, etc.)

Town: Roll DC + Proficiency to determine if you are successful in brewing, You can brew a number of potion slots equal to proficiency bonus.

Brewing Help: For potions over 16 hours, help is required. Help can be hired most anywhere for 5 gold per day if the character spends at least 8 hours working on potion. Character may hire out non-consecutive days of potion making at 15 gold per day, but cannot hire out the first or last day of crafting. Character can hire out entirety of brewing for half price of potion.

Learning New Potions: You learn new potions automatically every 4 levels as outlined in the Gathering and Crafting table above. At the appropriate level, you choose five potions you automatically learn. Once chosen a potion to learn, you cannot remove or replace a potion.

You can also learn new potions by finding them in the world and testing the recipes. Your DM can hide potion recipes as they see fit. The table for “Finding Ingredients in Shops” gives a rough guide for how you might roll for the existence of a potions book and the number of recipes within a book based on town size. Your DM may allow for multiple books to be found within a single town. Recipes could be populated in the book based on random rolls from the recipe list (See Converter Guide). If you roll a potion you already know, you do not reroll.

Once you copy a recipe, you must practice with the recipe four times in order to learn how to brew it. You may brew from gathered or bought ingredients.

INGREDIENT INVENTORY TRACKING

Standard								
Healing (Healwell)	Strength (Bloodgrass)	Dexterity (Spidergrass)	Constitution (Deathbell)	Intelligence (Fennel Silk)	Wisdom (White Cap)	Charisma (Lavenedeer)	Damage (Bee)	Vials

Converters						
Genko Bush	Hyacinth Nectar	Spider Egg	Blisterwort	Luna Moth Wing	Dragon's Tongue	Basilisk Breath

Acid	Cold	Fire	Force	Lightning	Necrotic	Radiant	Bludgeon	Piercing	Slashing

Catalysts									
			Uncommon	Rare	Very Rare	Legendary			

Potion Brewing Tracker					
Slot 1	Slot 2	Slot 3	Slot 4	Slot 5	Slot 6

POTION INVENTORY TRACKER

Potions					
	Healing	False Life	Alchemist's Fire	Smoke	Acid
Common					
Uncommon					
Rare					
Very Rare					
Legendary					
	Flash	Speed	Animal Handling	Armor	Damage
Common					
Uncommon					
Rare					
Very Rare					
Legendary					

Crafting Guides Consulted in Formulating This Guide:

https://www.dmsguild.com/product/209241/Groms-Guide-to-Potion-Brewing

https://img.4plebs.org/boards/tg/image/1474/13/1474131348302.pdf

https://www.gmbinder.com/share/-L7N3qQqUZNNLIeVT5Zx

https://donjon.bin.sh/5e/magic_items/

https://www.5esrd.com/gamemastering/magic-items/potions-oils/

https://www.reddit.com/r/DnD/comments/815w76/5th_edition_i_made_a_potions_reference_table/

http://www.giantitp.com/forums/showthread.php?424243-Sane-Magic-Item-Prices