

# DUNGEON DECKS: 5E ALCHEMY

MANY ALCHEMISTS LOSE THEMSELVES IN THE END, so too happened to the great Alfred Godhelming in his search to perfect his healing draught. None now remember his recipe. So take heed aspiring Alchemist, let not your greed drive you to a fruitless doom.

—Falko Whitmane, *On the wonders of Alchemy*

## INTRODUCTIONS

During your party's adventures they will come across fast forrests, deep caverns and smouldering deserts. All these locations are filled not just with monsters to slay, but magical flora to be used in the ancient art of Alchemy.

This document will guide you in finding these magical ingredients in order to start making your own recipes and brewing potions of your own design.

## ALCHEMY RULES

Making your own potions requires just a few steps:

- Finding ingredients
- Harvesting ingredients
- Making your recipe
- Brewing your potion

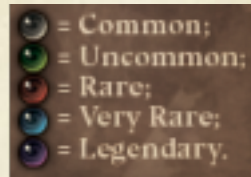
### CARD EXPLANATION

Before we start hunting for ingredients we should first understand how they work. To do so we have an example card below.



### 1. RARITY

Rarity is an easy way to see how valuable and exotic an ingredient is. The rarity of an ingredient is marked on its card by a gem at the top left as seen below. More rare ingredients are more powerful and will be worth more when trading them.



### 2. DIFFICULTY CLASS

Every ingredient has a difficulty class (DC). This number is used when harvesting an ingredient and when it is used while brewing a potion.

### 3. NAME

An ingredients name is displayed on the center of the card. Once an ingredient is known to your character you might search for it in the markets and bazaars of the towns you visit.

### 4. TYPE

There are three types of ingredients. *Base*, *Effect* and *Modifier*. Every potion consists of 1 base ingredient that determines how many effect and modifier ingredients may be added.

### 5. EFFECTS

Ingredients have a wide variety of effects. All of these will combine into the final potion when brewed. Base ingredients have 2 effects that are exclusive to them: *Absorption* and *Coating*.

*Absorption* determines how many other ingredients may be added to the potion recipe. A base ingredient like the *Saffron Fieldcap* with an absorption of 3 may include effect and or modifier ingredients.

A base ingredient with a *Coating* value allows the potion to be used as a weapon balm. A weapon coated in said potion uses the potions effect for a number of attacks equal to the coating value. Alternatively you can coat pieces of ammunition equal to the coating value of the potion.

## FINDING INGREDIENTS

The first step to making any potion is finding the required ingredients. When you want to look for ingredients you will have to make a herbalism check with the DC being determined by the environment you are currently in.

### ENVIRONMENT DC

Terrain	DC
Wilderness	10
Cultivated	15
Barren	20

#### MAKING A HERBALISM CHECK

**Herbalism modifier** = WIS or INT Mod + Proficiency if you are using a Herbalism Kit.

- *Favoured Terrain*: You gain a +3 bonus when looking for ingredients in your favorite terrain.
- *Locate Animals or Plants*: You gain a +5 when looking for ingredients targeted by the spell.

When you beat the target DC of the environment you are in you find 3 ingredients that you can try and harvest. For every 5 points of success above the DC of the environment you find 1 additional ingredient.

You can only roll for ingredients in this way once per adventuring day. Additionally you may find ingredients in locations you visit at the DM's discretion.

## HARVESTING INGREDIENTS

Once ingredients have been found they still need to be successfully harvested in order to be useable. To harvest an ingredient a character must make a herbalism check.

#### HARVESTING CHECK

To harvest an ingredient make a *Herbalism Check*.  
The DC = 8 + ingredient DC

For example: A *Saffron Fieldcap* will have a harvesting DC of 8 (base difficulty) + 2 (ingredient DC) = DC 10.

Upon a success the ingredient is added to the character inventory. Upon a failure the ingredient is destroyed and can no longer be used.

### GROVE'S GRACE

*Wondrous item (knife), Uncommon*

This small knife is gleaming sharp blade edge is not made for combat but for master herbalists. It slides through branches like butter and leaves barely any damage to the plants it touches.

While using this knife to make a harvesting check you gain advantage on the roll.

## MAKING YOUR RECIPE

When it becomes time to turn your harvested ingredients into potions, a recipe must first be made. This is done in 2 simple steps:

### CHOOSING A BASE

Every potion recipe starts with 1 base ingredient. The base ingredient will have an absorption value. This number determines how many additional effect and modifier ingredients may be added to the potion. In case of the *Saffron Fieldcap* you may add 3 effect and modifier ingredients.

### ADDING EFFECTS AND MODIFIERS

Once you have picked a base ingredient you can add effect and modifier ingredients to your recipe. You can add multiple of the same ingredients and their effects will stack.

### EFFECT MIXING

If you want to add different effect ingredients to 1 potion you will need to use certain modifier ingredients like the *Azalea Root*. Ingredients like this allow the mixing of two or more different effect ingredients within the same potion.

## BREWING YOUR POTION

Once your recipe is complete only one thing remains, brewing your potion! To do so your character requires access to alchemy supplies and 2 hours of time.

#### MAKING AN ALCHEMY CHECK

**Alchemy modifier** = WIS or INT Mod + Proficiency if you are using Alchemist's Supplies.

- *Alchemy Lab*: You gain a +5 bonus when using a fully furnished alchemy lab.
- *Trained Assistant*: You gain advantage when assisted by someone trained in the Alchemy skill.

To brew a recipe into a potion a Brewing check must be made using the Alchemy skill.

#### BREWING CHECK

To brew a potion make an *Alchemy Check*.  
The DC = 8 + DC of all ingredients in the potion recipe.

For example: A potion with a *Saffron Fieldcap* and a *Darkshade Lavender* will have a Brewing DC of 8 (base difficulty) + 4 (combined ingredient DC) = DC 12.

On a success the potion is made. On a failure all the ingredients are lost.

## POTION USAGE

MANY A SKIRMISH HAS BEEN DECIDED BY DRAUGHT, rather than blade. A Khandish phalanx supplied with ample healing potions is nigh onbreakable. While a Findoran ambush aided by potions of invisibility is almost undetectable. Use the potions you brew well and you need not taste defeat in a hundred clashes of arms.

— Falko Whitemane, *On the wonders of Alchemy*

## COMBAT USAGE

While not always the case, most potions are drunk in or preceding combat. To do so the character drinking or administering the potion has to spend an action. The potion takes effect immediately unless otherwise stated by its effects.

## POTION BELT

*Wondrous item (belt), Common*

This ornate leather belt is decorated with brass leaves and a buckle in the shape of a potion. It has 2 straps on either side capable of holding a potion.

While wearing this belt any potion stored in one of the 4 carrying slots can be drunk as a bonus action instead of a normal action.

## POTION SICKNESS

Many aspiring adventurers have, in their ignorance, overdosed on potions. Seeing the effect of 1 potion they thought: “Why not use the whole batch?” The answer is potion sickness. Whenever a character drinks a second potion while still under the effect of another they have to make a potion sickness check. Failing will cause a level of exhaustion as the body struggles to adept to the many different effects happening in the body.

### POTION SICKNESS CHECK

To make a potion sickness check roll a *Constitution Save*.  
The DC = 10 + 4 per potion currently effecting the player.

For example: A character that is under the effect of 2 potions that decides to drink a 3rd potion will have a Potion Sickness DC of 10 (base difficulty) + 8 (2 potion currently effecting the character) = DC 18.

## TRADING

MANY RICHES ARE HIDDEN IN ANCIENT DUNGEONS, not all of them are made of gold. Many a daring herbalist has made his fortune seeking out the rare flora of this world and selling it for exorbitant prices.

— Falko Whitemane, *On the wonders of Alchemy*

Not every alchemist will have the bravado to go out into the wild to collect his own ingredients. Similarly not all herbalists fancy making their own potions.

Thus these 2 groups will trade with eachother hoping to make a profit in the exchange. Below are guidelines to use when haggeling over the price of your *Emerald Saddle* or *Jungle Sprout*.

## INGREDIENT PRICES

Rarity	Low Price	High Price
Common	5 gp	15 gp
Uncommon	15 gp	40 gp
Rare	40 gp	100 gp
Very Rare	100 gp	250 gp
Legendary	250 gp	1000 gp

Ingredients can be worth high prices to an alchemist low on supply. To a normal merchant they might not be worth buying at all.

## POTION PRICES

Potency	Low Price	High Price
DC 8-15	40 gp	100 gp
DC 15-20	100 gp	300 gp
DC 20-25	300 gp	750 gp
DC 25-30	750 gp	1500 gp
DC 30+	1500 gp	5000 gp

Alchemy potions vary wildly in price. Common buyers are nobles, adventurers and military companies. Some potions are so dangerous and potent that many cities require a licence for those selling potions at all.

## INGREDIENT LISTS

Below are all the ingredients that make up the 5e Alchemy system. Many more possibilities exist so don't hesitate to make your own.

### BASE INGREDIENTS

Name	Rarity	Effect	DC	Biome
Saffron Fieldcap	Common	Absorption: 3	+2	Forests, Swamps
Mansia Seed	Common	Absorption: 1	+0	Fields, Hills
Saphorian Seed	Common	Absorption: 2 - Coating: 5	+2	Forests, Fields
Middlemist Sprig	Uncommon	Absorption: 2	+0	Fields
Amaronath Cap	Uncommon	Absorption: 2 - Coating: 10	+3	Swamps, Mountains
Sage Root	Rare	Absorption: 4	+4	Fields, Forests
Wisp Stock	Rare	Absorption: 4	+2	Swamps, Jungle
Kendari Vineleaper Gland	Rare	Absorption: 3 - Coating: 5	+4	Swamps, Jungle
Paridian Juice	Very Rare	Absorption: 5	+6	Desert
Soulweave Lotus	Legendary	Absorption: 6 - Effect Mixing: 2	+8	Feywild

### EFFECT INGREDIENTS

Name	Rarity	Effect	DC	Biome
Darkshade	Common	2d4 Healing	+2	Fields
Lavender				
Emerald Saddle	Common	1d6 healing per round for 1 minute	+3	Swamps
Soul Flower	Common	Restore 1 spend hit dice	+3	Hills
Ember Leaf	Common	Fire resistance for 1 minute	+2	Forest
Vermilion Moss	Common	60ft of darkvision for 1 minute	+2	Caverns
Lepus Ear	Common	Gain 10ft extra movement for 1 minute	+2	Fields
Mouse Tail	Common	Polymorph into a mouse for 1 minute	+2	Cities
Marmer Dust	Common	+1 AC for 1 minute	+2	Mountains
Jungle Sprout	Common	30ft climbing speed for 1 minute	+3	Jungle
Bull Marrow	Common	+2 strength for 1 minute	+2	Fields
Kethric Berry	Common	Poisoned for 1 minute	+2	Forest
Lepidella	Common	1d4 poison damage	+3	Swamp
Deathrattle Venom	Common	DC 10 CON save or lose 2 STR	+2	Jungle
Akarri Crawler	Common	DC 10 CON save ore lose 2 WIS	+2	Desert
Tongue				
Night Bloom	Uncommon	Removal of poisoned status	+4	Hills
Ambrosian Nectar	Uncommon	Restore 1 spell slot	+3	Forest
Cindorin	Uncommon	For 1 minute, as a bonus action. breath weapon 1d6 fire damage in a 15ft cone. Avoid with DC 12 Dex Save.	+3	Desert
Sahuagin Pearl	Uncommon	Water Breathing for 1 minute	+3	Coastline
Cloud Cap	Uncommon	Transform into a misty cloud for 1 minute	+3	Forest
Hogweed Sap	Uncommon	DC 10 CON save or become blinded for 1 minute	+4	Fields
Dreadlock	Uncommon	DC 10 CON save ore become paralysed for 1 minute.	+5	Swamp
Caladium Berry	Uncommon	1d6 Poison damage	+4	Forest
Kylsaka Pepper	Uncommon	DC 10 WIS save or become frightened for 1 minute	+4	Desert
Ghorlock Tentacle	Uncommon	DC 10 CON save or gain 1 level of exhaustion	+4	Caverns
Ironheart Leaves	Rare	Magic resistance for 1 minute	+5	Hills
Ghost Vine	Rare	10ft of truesight for 1 minute	+5	Jungle
Hippogriff Feather	Rare	30ft flying speed for 1 minute	+5	Mountains
Thiefsmantle	Rare	Invisibility for 1 minute	+5	Forest
Cat Tooth	Rare	Polymorph into a cat for 1 minute	+5	Cities
Sabha Tusk	Rare	3d8 healing	+5	Desert
Wyvern Venom	Rare	1d8 poison damage	+5	Forest
Basilisk Eye	Rare	DC 10 CON save, after 3 fails target becomes petrified	+6	Caverns

## EFFECT INGREDIENTS (CONT.)

Name	Rarity	Effect	DC Biome
Darkstone	Very Rare	Target is only able to speak truths for 1 minute	+6 Caverns
Drake Scale	Legendary	Polymorph into a wyvern for 1 minute	+8 Mountains
Purple Worm Poison	Legendary	1d10 poison damage	+9 Caverns
Nightreaper	Legendary	DC 16 CON save, on a fail the target's hit point maximum drops by 5 every night until cured	+9 Jungle
Meteor Dust	Legendary	Gain the effects of a long rest	+8 Mountains
Tarrasque Heart	Legendary	Invulnerability to all damage types, excluding psychic damage, for 10 minutes	+8 Caverns
Myconid Spores	Legendary	Mind reading on any lower intelligence creature for 10 minutes	+8 Caverns
Unicorn Horn-Dust	Legendary	Revives any creature that has been dead for no more than 1 minute	+8 Feywild
Fairy Wishbone	Legendary	Add 1d10 to all your rolls for 1 minute	+8 Feywild
Kraken Tendril	Legendary	Ignore all damage resistances for 1 minute	+8 Ocean
Dragon's Blood	Legendary	If killed within the next year, be reborn in a place of destiny	+8 Mountains
Beholder Eye	Legendary	You cannot miss on attack rolls for 1 minute	+8 Caverns
Astral Gemstone	Legendary	Immediately teleport to any place you have previously visited	+8 The Fade

## MODIFIER INGREDIENTS

Name	Rarity	Effect	DC Biome
Thondril Bark	Common	Double potion effect duration	+2 Forest
Aster Berries	Common	Add your alchemy skill mod to any dice rolled	+2 Hills
Heartache Fungi	Common	Increase absorption by 2	+2 Swamp
Poison Oak Leaves	Common	Increase coating by 5	+3 Forest
Tendril Vine	Uncommon	Delays potion effect by 1 minute	+3 Jungle
Azalea Root	Uncommon	Effect mixing 2	+3 Hills
Grimstalker Stinger	Uncommon	Effect DC is increased by 2	+4 Desert
Gryphon's Mane	Rare	Effect mixing 3	+5 Forest
Dragon Ant Venom	Rare	Add alchemy skill mod to any damage done	+5 Caverns