

Integratable Alchemy System for D&D 5e

In vanilla fifth edition D&D there is little to no sense of an alchemy system. Players must substitute immersion for typically a simple nature/arcana check when they want to create a potion. But even then, there is no explanation as to why potion vendors charge so much for potions and why it is so hard to create them.

In this packet, a lot of interest has been placed in the monsters of the fantasy world. While magic may exist in the world, a monster or creature could easily be considered the physical manifestation of magic on the material realm. Through intense study your player characters can slowly unravel the formulaic secrets that make up alchemy.

Suggestions for Dungeon Masters:

It is very difficult, if not impossible, to provide accurate measurements in the world of dungeons and dragons. To account for that, vague language has been used in each of the formulas to make the system easier to use. Account for players to ask whether or not they have enough of the material components to create said potion/poison. I am on the side of just barely enough, knowing that I regulate the influx of certain ingredients in and out of the world.

Keep in mind, players should still have alchemy kits and training. This is designed as guidelines to allow an alchemist playstyle to develop in your gaming world.

Ingredients list:

Phosphorus
Firefly
Phosphorescent moss
Mistletoe
Water
Blood (human)
Blood (Gorgon)
Holy Water
Diamonds
Mercury
Giant's toe
Ooze jelly
Dragon heart scales
Dragon pharynx
Troll heart
Vampire ash
Blood (Lycanthrope)
Blood (Vampire)
Blood (Unicorn)
Azer ash
Merfolk tear
Ilithid mucus
Gold
Ear (Elf)
Ent twigs
Beholder eye
Phoenix tailfeather
Angel feather
Basalisk eye
Essence of a ghost
Dragon soul
Flesh of a Doppelganger
Heart of a dryad
Fomorian evil eye
Nails of a ghoul
Goblin teeth
Blood (hag)
Backbone of a hellhound
Lich Finger
Medusa Venom
Mycanoid spores
Owlbear feather
Pixie dust
Roc egg yolk
Rust monster saliva
Placenta of a Succubus
Umberhulk Chiten
Umberhulk eye
Unicorn Horn
Vampire burial dirt
Wyvern poison
Bat Wing
Death dog saliva
Crocodile lung
Phase spider webbing
Balor oil
Blood (innocent)
Volcanic ash
Fine sand
Marble
Blood (Umberhulk)
Cyclops eye
Holy oil
Milk from a goat
A cat claw
Hummingbird tongue
Fish scale
Squirell hair
Adder fang
Dead spider
Child's heart
Ankeg savatory glands
Milk from a cow

Formulas:

Healing potion:

Water vial + Minced troll heart + pinch of fine sand = 2d4+2

Amplify: Angel feather = 4d4+4

Cure Disease: Cures all Diseases affecting the creature

Water vial + Holy water vial + boiled over Azer ash

Glow Solution: (Light cantrip equivalent)

1 firefly + pinch of phosphorus + Milk from a goat + Phosphorescent moss

See invisibility: 1 minute

Backbone of a hellhound + water vial + 2 pinches of Marble dust

Amplify: Fomorian evil eye mixed in = Truesight for the duration

Paralysis: 1 Round, DC 15 Con save on hit.

3x ghoul nail + pinch of Marble dust + 2 vials of Blood of an Umberhulk

Amplify: 200gp of gold dust = 3 rounds

Animal Friendship: (Animal Friendship spell equivalent)

Vial of water from a stream + fish scale + hummingbird tongue + cat claw + squirrel hair

Potion of Climbing: 1 hour

Phase spider Webbing + Mistletoe + Cows milk

Invisibility Potion: 1 hour

Vampire ash + Pixie dust + goats milk

Potion of Fire Breath: DC 18 DEX save or 14d6 fire damage, half damage on a success.

Ent twigs + Powdered Red dragon Pharynx + Human Blood vial

Potion of Flying: 1 hour

Pixie dust + Bat wing + Water vial

Amplify: 8 hours if mixed with Roc egg yolk

Potion of Longevity: 1d6+6 years less; 10% opposite effect

(1 part amber + 3 parts water) + Scorpion tail + Adder fang + a dead spider + a child's heart

Amplify: Lich finger or Phoenix tailfeather + Unicorn blood = 1d6+25 years less

Potion of Mind Reading: Detect thoughts DC 13

Illithid mucus vial + Mycanoid spores

Amplify: Elf ear = DC 17

Potion of Poison: 3d6 DC13 Con poison Water vial + Death Dog Saliva + Volcanic ash

Amplify: Wyvern poison = 3d10 instead, Medusa Poison=DC16

Potion of Water breathing: 1 hour

Fish scale + Crocodile lung + Water vial

Philter of love: 24 hours, DC 18 Charisma save

1 Merfolk tear + Hag blood vial

Amplify: Placenta of a Succubus = Forever

Potion of Acid: 2d6 acid

Rust monster Saliva + Azer ash + water vial

Amplify: Ankeg savatory glands= 4d6 acid

Potion of Shapechanging: 8 hours

Flesh of a doppleganger + Blood of a

lycanthrope vial + Mycanoid spores

Amplify: Vampire ash + 500gp worth of gold

dust= 7 days