Potions Plus v.1

As you may have collected, not everyone is a fan of poison as it stands in Dungeons and Dragons right now. Some think it underwhelming and others may be unimpressed with the way it's handled in general. This guide should hopefully give you a new angle on poisons and a way to enjoy them once again!

The Main Idea

The purpose of these pages is to breath some new life into poison crafting by implementing a light-weight, customizable system for you to use. The best part about it is that the same rules can be applied to normal potions, but for the purposes of brevity, we're going to be focusing on the poison aspects of it for the time being.

Step Overview

Poison crafting under this system has just 2 main steps. Acquiring the ingredients and putting them together, no different then the normal rules, right? Well, a majority of what makes this system unique is what falls under the *putting them together* part. Under this system there are 3 ingredients required to make a properly potent poison. A base, the poison itself, and the bolstering agent.

Let's go into greater detail concerning the ingredients.

The Base

Simply put, a base can be anything that holds the other ingredients.

Each Base ingredient carries with it a **Detection DC**, this represents how difficult the poison is to detect when mixed in with other things, such as food or drink. Some poisons have a very low detection DC, as they're not meant to be delivered stealthily, others have a very high DC, making them perfect for subtle operations.

Like most of the ingredients that you'll read about later, some bases can only hold their form when mixed with the right ingredients. This means that for a powder base to hold it's "powderiness", it needs to be mixed with other powders, or else the poison becomes a paste, which while not inherently a bad thing, may not be what you're looking for. More on this later.

Furthermore, the cheaper the base, the larger the potency debuff it accrues on the final product. Conversely, the more expensive the base, the greater the potency buff.

The Poison

No poison is complete without the, well, poison.

Like the base, poisons come in a variety of different forms, each needing to be matched with a similar form to maintain the original. This ingredient applies the Poisoned condition and decides the **Save DC** that must be passed in order to not only stave off the poisoned condition, but also the effects of the bolstering agent. It also dictates the duration that the creature will be poisoned for.

Some poisons grant a higher DC, but a shorter duration, others grant a lower DC, but a longer duration. There *are* poisons that grant higher numbers for both, but these are *greatly* expensive.

Note: All poisons allow the target to reattempt the save after each turn, unless stated otherwise

The Bolster

The Bolstering Agent works to grant the poison it's secondary effects

The effects granted by the bolster could be as simple as dealing damage over the duration or a large spike of damage at the beginning to opening cuts all over the subjects body or freezing extremities. Each bolster has 3 possible effects, each broken up into 3 roll ranges. The lower range produces a weaker effect, the middle range produce the standard effect and the high range goes above and beyond, elevating the poison to a much more powerful tier.

Converting Ingredients

As stated before, all ingredients come as a preexisting form. This can be either a powder or a liquid. In order for a poison to remain in one of these two states, one must make sure that the form of the base matches the form of the poison.

This can all be circumvented with the proper preparation, however. If one has **Alchemists Tools**, they would be able to convert the ingredient's type, taking an amount of time correlating to it's gold value.

This is exemplified on the table:

Conversion Time

Gold Value (GP)	Time Required
10 or lower	30 minutes
11-15	1 hour
16-35	2 hours
36-65	6 hours
66-85	12 hours
86-100	24 hours

Anything costing more than 100 GP takes 24 hours and an additional 2 hours for each 10 GP extra.

Delivery Methods

Consolidating things down, the form a poison ends up in dictates it's delivery method, as explained by this table.

Form	Delivery
Powder	Contact, Inhaled, Ingested
Liquid	Contact, Injury, Ingested

Putting It All Together

Now that you've acquired all 3 ingredients, it's time to take them to a proper alchemy station. This can be as light weight as **alchemist's supplies** or as heavy duty as an alchemy lab in a castle, you just need *somewhere* to put these things together. For all rolls, make a flat **intelligence check** to determine the result, adding proficiency if proficient with **alchemist's supplies**.

Base Stability

Beginning with the base, roll a on this table to determine any adjustments to a poison's stats.

Stability

Roll	Outcome
1-15	Nothing out of the ordinary
16-19	+1 Detection DC
20+	+2 Detection DC

Poison Potency

When creating your poison, roll on this table to determine the effectiveness of your poison ingredient.

Potency

Roll	Outcome
1	**Save DC** and effective time are halved!
2-10	Effective time reduced by **-1d3 minutes**
11-15	Nothing out of the ordinary
16-19	Effective time increased by **+1d3 minutes**
20-24	Victim can't remake the save for the duration
25+	**Save DC** increased by 2

   Furthermore, when calculating the damage that a potion could do and you're proficient with **alchemist's supplies**, you can add your proficiency bonus to any damage "ticks" the target may take.
   If, as a result of this table, a poison's duration falls under 1 minute, it is only active for 1 round.

The Bolstering Rolls

Each bolstering agent has it's own table to roll on, and as such, there isn't one listed here. When rolling for tables, consult these two and the consult the chosen bolster's associated table.

The Two Methods of Crafting

There are two applicable methods for successfully creating poisons. It's up to you which you use, but both have their benefits and detriments.

Method One, All for One

When you've lined up all your ingredients, you can choose to make one **Alchemist's Supplies** roll, using the same value for all 3 ingredients tables

Method Two, One by One

When you've got all your ingredients together, you can also choose to make an **Alchemist's Supplies** roll for each individual component, using each unique number on it's corresponding table.

Activating Poisons

Normally, poisons reveal their duration once used on a target, but during this crafting process, you can now choose to activate a poison, meaning that rather than rolling for duration when you use it, you'd roll it during the creation process. You'd then use whatever number you rolled during creation after you use the poison.

Example Poison

Let's say that **Theon Trollsbane** is attempting to create a poison
   He's got all his ingredients together and has them laid out on his alchemist's table.
   First, he'll have to roll on the base table. He rolls a 14 for his base of water. Nothing of note takes place, but he makes note of the -3 that the base gives later potency rolls.
   Next, he'll roll on the poison table to produce the effects of the Wolf Spider Venom, his second ingredient. He rolls a 12, and then adds on the -3 debuff that water gave. This totals to a final roll of 9, which means that his poison will now suffer a 1d4 subtraction from it's total effective time (in minutes). So, when it's rolled to see how long the poison stays in effect for, 1d3 will be subtracted off the result.
   Finally, he'll need to roll for the bolstering table. He shelled out the cash to get his hands on some Green Dragon's Breath and threw it in, rolling a 15. Not bad. This means that every round, on the victim's turn, they'll take 1d8 poison damage for the duration of the poison.
   At the very end of it, he's going to choose to activate the poison. He rolls a 2 minute duration, rolls and subtracts the 1d3 potency reduction for a final duration of 1 minute.

Theon's Green Bloom
Crafted Poison

Save DC: 11 Constitution
Duration: 1 minute (Activated)
Detection DC: 17 Wisdom (Perception)

   Failing the save, the victim is Poisoned for 1 minute. While poisoned, the target takes 1d6 poison damage at the start of each of their turns. The victim can repeat the saving throw at the starts of each of their turns, ending the effect on a success.

Pretty cool, right? That about wraps up what you need to know about crafting the poisons, so I'm gonna let you go take a peek around in the ingredients and get to making your own poisons!

Base Ingredients

Water, Liquid
- **Cost:** 1 sp
- **Detection DC:** 17 Wisdom (Perception)
- **Potency Debuff:** -3 from poison table roll
- **Not Convertible**

Purified Water, Liquid
- **Cost:** 5 sp
- **Detection DC:** 17 Wisdom (Perception)
- **Potency Debuff:** -1 from poison table roll
- **Not Convertible**

Crushed Bone, Powder
- **Cost:** 1 gp
- **Detection DC:** 14 Wisdom (Perception)
- **Potency Debuff:** -1 from poison table roll

Crushed Shardroot, Powder
- **Cost:** 10 gp
- **Detection DC:** 17 Wisdom (Perception)
- **Potency Buff:** +1 to poison table roll

Chimera's Ichor
- **Cost:** 10 gp
- **Detection DC:** 12 Wisdom (Perception)
- **Potency Buff:** +2 to poison table roll

Poison Ingredients

Wolf Spider Venom, Liquid
- **Cost:** 1 gp
- **Save DC:** 11 Constitution
- **Poison Duration:** 1 minute

Lumberjacket Venom, Liquid
- **Cost:** 2 gp
- **Save DC:** 12 Constitution
- **Poison Duration:** 2 minutes

Red Mistress, Liquid
- **Cost:** 15 gp
- **Save DC:** 15 Constitution
- **Poison Duration:** 1d4+1 minutes

Naylar's Sand, Powder
- **Cost:** 2 gp
- **Save DC:** 13 Constitution
- **Poison Duration:** 1 minute

Ocselia's Longing, Powder
- **Cost:** 25 gp
- **Save DC:** 13 Constitution
- **Poison Duration:** 2d4 minutes

Bolstering Ingredients

Ifrit's Kiss, Liquid
- **Cost:** 25 gp

Effects

Roll	Outcome
10 & Lower	Victim becomes vulnerable to fire damage for the duration
11-19	Victim takes 1d4 fire damage when damaged by melee for the duration
20+	Victim takes 3d4 fire damage when damaged by melee for the duration

Basilisk Saline, Liquid
- **Cost:** 25 gp

Effects

Roll	Outcome
10 & Lower	Victim can't take reactions for the duration
11-19	Victim's speed becomes 5 for the duration
20+	Victim becomes Petrified for the duration

Blessed Garlic Powder, Powder
- **Cost:** 1 gp

Effects

Roll	Outcome
10 & Lower	Victim takes 1d4 radiant damage on contact
11-19	Victim takes double damage from silver for the duration
20+	Victim can be turned/smited as undead + mid-range effects

Green Dragon's Breath, Liquid
- **Cost:** 125 gp

Effects

Roll	Outcome
10 & Lower	Victim takes 2d6 poison damage on contact
11-19	Victim takes 1d8 poison damage at the end of their turn for the duration
20+	Victim takes 2d10 poison damage on contact + mid-range effects

Red Dragon's Breath, Liquid

- **Cost:** 125 gp

Effects

Roll	Outcome
10 & Lower	Victim takes 2d6 fire damage on contact
11-19	Victim takes 1d8 fire damage at the end of their turn for the duration
20+	Victim takes 2d10 fire damage on contact + mid-range effects

White Dragon's Breath, Liquid

- **Cost:** 125 gp

Effects

Roll	Outcome
10 & Lower	Victim takes 2d6 cold damage on contact
11-19	Victim takes 1d8 cold damage at the end of their turn for the duration
20+	Victim takes 2d10 cold damage on contact + mid-range effects

Boggle Oil, Liquid

- **Cost:** 10 gp

Effects

Roll	Outcome
10 & Lower	The target is disarmed, their weapon falling in a random location, 10 feet away
11-19	If the target moves more than half their movement in a round, they fall prone
20+	Victim gains disadvantage on Dexterity and Strength saves for duration

Processed Twig Blight, Powder

- **Cost:** 50 gp

Effects

Roll	Outcome
10 & Lower	The target gains vulnerability to fire damage for the duration
11-19	The target takes 1d8 poison damage per round for the duration
20+	Low + Mid-range effects take place

Pixie Dust, Powder

- **Cost:** 50 gp

Effects

Roll	Outcome
10 & Lower	Persuasion checks against the victim are made at advantage for the duration
11-19	Saving throws against being charmed are made at disadvantage for the duration
20+	The target fails the next saving throw against being charmed

Rendered Green Slime, Liquid

- **Cost:** 25 gp

Effects

Roll	Outcome
10 & Lower	Victim takes 2d4 acid damage
11-19	Victim's speed is halved for duration
20+	Mid-Range effect and the victim takes 2d4 acid damage each round for the duration

Suspended Ectoplasm, Liquid

- **Cost:** 35 gp

Effects

Roll	Outcome
10 & Lower	Victim gains vulnerability to radiant damage
11-19	At the beginning of their turn, the victim must roll a d6. On a 4 or lower, they're forced into the Ethereal plane until their next turn
20+	Victim is forced into the Ethereal plane for the duration

Magnifica's Muscle Melter, Liquid

- **Cost:** 45 gp

Effects

Roll	Outcome
10 & Lower	Victim gains disadvantage on all attacks
11-19	Victim gains 1 level of exhaustion
20+	Victim gains 2 levels of exhaustion

Beastnip, Powder

- **Cost:** 50 gp

Effects

Roll	Outcome
10 & Lower	Victim gains disadvantage on Charimsa checks and saves
11-19	Victim gains disadvantage on stealth checks
20+	Victim gains vulnerability to damage from Beasts

Tracker's Foul, Powder

- **Cost:** 70 gp

Effects

Roll	Outcome
10 & Lower	Perception checks against the target are made at advantage
11-19	Victim can't benefit from invisibility
20+	Poisoner knows the exact direction and distance of the victim for the duration