DUALINK

Alchemist's Kit



Everything you need to become an alchemist

The Witcher Edition

Potion Mastery

Feat, Prerequisite: Proficiency in the Alchemist's Supplies

Your skill in the alchemical arts has grown to rival that of master herbalists from distant lands. You've learned to swiftly mix and consume potions with potent and precise effects. The following benefits apply when you use this feat:

Swift Consumption. You can use a bonus action, rather than an action, to drink or administer a potion.

Potent Potions. When you drink a potion that restores hit points or deals damage, roll one additional die of the same type used by the potion. For other potions, you can extend the duration by 50% (rounded down).

Alchemical Fortitude. You are immune to the detrimental side effects normally caused by potions. Poison damage or negative conditions that some potions might impose after their beneficial effects wear off are null.

Secone version: you can select this version of this feat should you prefer it:

Ability Score Increase. Increase your Intelligence or Constitution score by 1, up to a maximum of 20.

Swift Consumption. You can use a bonus action, rather than an action, to drink or administer a potion.

Potent Potions. When you drink a potion that restores hit points, roll one additional die of the same type used by the potion.

"To brew is to believe; a single drop can change everything."

Alchemist's Kit

Wondrous Item, rarity: ***very rare***

This sophisticated kit contains rare herbs, specialized vials, and potent alchemical ingredients that are often used in the secretive practices of monster hunters. This kit enables the crafting of extraordinary potions and concoctions not commonly known to typical herbalists or alchemists.

Enhanced Crafting. While proficient with alchemist's supplies and using this kit, you gain a +2 bonus to checks made to craft potions and bombs. This bonus increases to +3 if you have the Potion Mastery feat.

Secret Compartment. The kit contains a hidden compartment where special ingredients or formulas can be securely stored. This compartment is magically concealed and can only be opened by you or someone you designate.

Alchemy Resonance. Once per long rest, when you craft a potion or bomb using this kit, you can choose to make it resonant. A resonant potion or bomb has its effects amplified in a minor but significant way (e.g., increased duration by 50%, enhanced range or area of effect, or an additional secondary effect).

Potion Reclamation. Once per day, after drinking a potion, you can perform a 1-minute ritual to reclaim the residual magical energies from the empty vial. This ritual restores one expended use of a potion or bomb, allowing it to be reused.



Mechanics

Magic Requirement: A spellcaster is still required for potions that necessitate specific spell effects. However, if a potion's effect can be derived from general alchemical knowledge the need for specific spell prerequisies can be bypassed.

- *Common Potions*: 50g (material cost) and 1 day of crafting.
- *Uncommon Potions*: 250g (material cost) and 3 days of crafting.
- *Rare and Higher*: Follows standard DMG guidelines.

Potion of Vital Resilience

Potion, ***Very Rare***

This potion creates a pool of stamina points for the user, which can be used to perform actions. Upon drinking this potion, the user gains a number of stamina points equal to twice their Constitution modifier (minimum of two points).

As an action, the user can spend one stamina point to gain one of the following benefits:

- Take the Dash action as a bonus action.
- Gain advantage on one Strength, Dexterity, or Constitution ability check.

Reduce exhaustion level by one, which cannot be used again until the user finishes a long rest.

Resonant Variation. The user gains stamina points equal to three times their Constitution modifier and regenerates one stamina point at the start of each of their turns, up to the maximum number of points gained from this potion.

The potions lasts for 1 hour or until all stamina points are used.

Specter Veil Decoction

Potion, ***Rare***

This potion grants advantage on saving throws against spells and resistance to necrotic damage. It lasts for 1 hour.

Resonant Variation. Additionally, once per duration, the user can become ethereal for 1 round as a reaction when hit by an attack, potentially causing the attack to miss.

Beast's Burden Bomb

Bomb, ***Uncommon***

When thrown, this bomb creates a zone of primal fear in a 10-foot radius. Creatures of intelligence 4 or less in the area must succeed on a Wisdom saving throw or be frightened for 1 minute.

Resonant Variation. The radius increases to 15 feet, and affected creatures also suffer disadvantage on attack rolls for the duration.



Drowner's Draught

Potion, ***Uncommon***

This potion allows the user to breathe underwater and grants a swim speed equal to their walking speed. It lasts for 1 hour.

Resonant Variation. The user also gains a +2 bonus to attack and damage rolls against creatures that have a swim speed.

Wyvern Wind Elixir

Potion, ***Rare***

This potion grants the user a flying speed of 30 feet. Additionally, the first attack made while airborne deals an extra 2d6 poison damage. It lasts for 10 minutes.

Resonant Variation. The flying speed increases to 40 feet, and the additional poison damage affects all attacks made while airborne during the first minute.

Griffin's Grit Tonic

Potion, ***Uncommon***

When consumed, this potion gives the user the ability to cast the thunderwave spell as a bonus action without using a spell slot, with the spell's save DC equal to 8 + proficiency bonus + Constitution modifier. It lasts for 1 hour or until the spell is cast.

Resonant Variation: The potion grants two uses of the thunderwave spell, and each time the spell is cast, the user gains temporary hit points equal to the damage dealt.

