

POTIONEERING

SUBCLASS OPTIONS FOR THE FIGHTER, RANGER, AND ROGUE

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Three subclasses allowing versatile styles of utility, for players that want to venture in alchemy and potion-making.

POTIONEERING

POTIONEERING IS A TECHNOLOGY DEVELOPED BY adventurers who needed ways to practise alchemy, while never settling in one place for too long. The main purpose of a potioneer is to *simulate* the effects of potions, with ingredients found easily and everywhere.

Potioneers use multiple variations of alchemical processes, to create concoctions that can have controlled effects. Their brews might approach the effects of ordinary alchemists, but the recipes differ in critical ways.

Firstly, the ingredients are non-specific. Instead of looking for particular plants or extracts, potioneers use the closest approximation available to them. This, combined with the expedited brewing process means that the resulting brew is unstable, and might be toxic if imbibed in quantity.

The process for brewing these potions also sacrifices precision for speed. Normal alchemists' potions might require brewing for days before the desired effect is properly extracted, whereas potioneers utilize methods of *expediting* this process. In doing so, over years of research, potioneers have developed ways to brew recipes much faster, though this means that their created concoctions do not keep their properties for too long. Usually, potioneers' brews maintain their desired effects for the short duration of a day, after which they are rendered useless, and are discarded.

These methods have become integrated into the career of many adventurers, as a versatile tool to enhance the abilities they already exercise. In doing so, adventurers have to develop a tolerance to such mixtures, enabling them to withstand the toxicity they would otherwise suffer.

Many iterations of potioneering exist, though the more popular have become standardized in the classes where they find most utility. While each class begins with the basics of potioneering; the ingredients and methods for brewing remain the same, they use the benefits in different ways, and so each class might have different needs for delving deeper into the potential of potioneering.

Some focus their knowledge into enhancing their own abilities, whereas others use their potions to benefit others in moments of need. Some work on discovering the ultimate potential of their brewed potions, but in other applications some prefer to instead explore ways to better administer their brews, learning more recipes of different kinds.

The classes that most commonly adopt this science are the fighter, the ranger, and the rogue. The subclass options given by these applications are presented in the following chapter.



BASIC PRINCIPLES OF POTIONEERING

FORAGING AND BREWING

These are the rules followed by all subclasses, regarding how they collect ingredients, how many recipes they know at a time, and how many potions they can brew each time.

Firstly, the amount of recipes a character knows is based on their Proficiency Bonus. As they advance in levels, they uncover more recipes that they can brew overnight.

Secondly, all potioneer brews are concocted as part of a long rest. They begin that rest by foraging for materials, making a Wisdom (survival) check. The result of their roll is the amount of ingredients they collect. These ingredients are things like flowers, mushrooms, mineral dust, or even insects or worms. For this purpose, ingredients are nondescript things found in any environment, used to determine how many potions a character can brew overnight.

Using the collected ingredients, the potioneer chooses which of their known recipes they brew. Each recipe has a cost: an amount of non-specific ingredients needed to craft each one. By spending harvested ingredients, a potioneer brews any number of potions their ingredients can afford.

They can brew multiple potions of the same kind, but unspent ingredients become useless and can't be used to brew potions the next time they brew potions.

ADVANCEMENT

Potioneer recipes, though quick and indefinite, can vary in their complexity. Potioneers who delve into experimentation with such methods will eventually learn to harness additional properties into the same brews.

Based on this potential, three distinctions, or *tiers* of brews are defined: Basic, advanced, and masterful.

Classes gain the ability to brew advanced potions at the same time, but not all reach the ability to craft their masterful versions.

In some cases, potioneers uncover ways to reverse their potions' effects, turning them into harmful counterparts with nasty effects.

TOXICITY

Lastly, there is a limit to how many potions each person can drink. The potions are by design tentative, so they inherently have negative effects if consumed in excess. Potioneers develop a natural tolerance over time, allowing them to withstand the toxic effects, but non-potioneer individuals can't consume more than one potioneer brew without succumbing to toxicity's effects.

SUCCUMBING TO TOXICITY

Creatures can safely drink only one potioneer's brew between long rests. The next time they drink one before they finish a long rest, they must succeed on a Constitution saving throw or become poisoned until they finish a long rest. If a creature drinks a potioneer's brew while poisoned, the potion has no effect, and they become incapacitated until the end of their next turn.

ADMINISTERING POTIONS

You can administer a potion to another creature if it is willing as an action (though some subclasses get the option to do it faster).

If the creature is unwilling, it must be stunned, incapacitated, paralyzed, or otherwise unable to resist taking the potion. The DM has final say on whether the creature is unable to resist taking the potion, and might require a contest of ability checks to resolve such an attempt.

SELLING POTIONS

To those unfamiliar with potioneers' brews, they seem to be no more than filthy, nasty-smelling water. Their appearance makes them unable to be bought by any merchant or trader who does not know what their true potency is, and even if they do, knowing of their limited duration might affect the price as well.

FIGHTER

At 3rd level, fighters get the *Martial Archetype* feature, which offers the choice of a subclass. The *Draught Soldier* is an additional option for that feature.

DRAUGHT SOLDIER

Fighters who adopt the methods of potioning become called the *Draughted*, as an internal play on words on soldier conscriptions. Such fighters delve into the practicality of potioners' brews, and the advantage they give one in combat.

Draught Soldiers study their potions to their full potential, and work on building up their tolerance, so they can take multiple potions at the same time, combining multiple effects to optimize the effects' timing.

POTIONEERING

3rd-level Fighter feature

When you select this archetype as a subclass at level 3, you become proficient with *Alchemists' Supplies* and the *survival* skill, if you are not already proficient in them. Additionally, you are given a set of *Alchemists' supplies*, which you use to brew your potions as part of a long rest.

You can brew and consume potions using the following rules:

KNOWN RECIPES

You choose a number of options from the recipes presented at the end of this chapter, equal to your Proficiency Bonus. You know those recipes and can craft potions from among them by spending materials equal to their cost. The number of recipes you know increases when your proficiency bonus does. Whenever you gain a level in this class, you may replace one of your known recipes with another of your choice.

FORAGING

Whenever you begin a long rest, you may make a Wisdom (*survival*) check. You collect a number of ingredients equal to the result. You may spend those ingredients to craft potions from your known recipes. Unspent ingredients lose their properties and become useless.

POTIONS BREWED

As part of the long rest, you create a number of potions you can based on the ingredients you collected through *Foraging*. You can use a bonus action to drink a potion you have brewed, or an action to administer the potion to another creature within 5 feet of you. Potions brewed this way lose their properties after 24 hours.

TOXICITY

Creatures can't consume more than one of your potions between long rests. Whenever a creature consumes a second potion before they finish a long rest since they drank one, they must succeed on a Constitution saving throw or become poisoned until they finish a long rest. The saving throw DC is equal to 8 + your Wisdom modifier + your Proficiency bonus. If a poisoned creature attempts to drink another of your potions, that potion has no effect, and the creature becomes incapacitated until the end of their next turn.

IMPROVED TOLERANCE

3rd-level Fighter feature

Starting at 3rd level, by taking your brewed mixtures in adrenaline-fueled conditions, you begin to develop a resistance to their toxic side effects.

The number of potioners' brews you can drink before you succumb to *toxicity*, is increased by a number equal to your Proficiency Bonus.

ADVANCED RECIPES

7th-level Fighter feature

As you progress your study of potioning, you discover ways to harness more properties from the potions you brew.

Starting at 7th level, potions you brew have the effects of *Advanced* potions.

QUICK SWILLS

7th-level Fighter feature

Starting at 7th level, when you take the attack action on your turn, you can forgo one of those attacks to drink one of your potions. You can choose to do this even if you use a bonus action on the same turn to drink a potion.

