

# ALCHEMIST'S SUPPLIES

Alchemy is the skill of exploiting unique properties of certain plants, minerals, and creature parts, combining them to produce fantastic substances. This allows even non-spellcasters to mimic minor magical effects, although the creations themselves are nonmagical. This set of equipment includes beakers, mixing and measuring containers, and a miscellany of chemicals necessary for alchemical crafting. Proficiency with these tools allows you to extract the alchemical elements from a variety of ingredients, and allows you to add your proficiency bonus to any ability checks you make to craft items with them. While proficiency with these tools is required to craft these items, they may be given to and used by other characters who are not proficient.

## FORAGING INGREDIENTS

Make an Intelligence check, adding your proficiency with alchemist's supplies, against the appropriate DC from the table below. You spend 1 hour per foraging attempt. Availability of ingredients may be adjusted by the DM.

### DC Method of Search

- 10 Dedicated search without traveling
- 15 Traveling at a slow pace
- 18 Traveling at a normal pace
- 21 Traveling at a fast pace

On a failure, you find nothing. On a success, you recover one ingredient by rolling on the Common Ingredients table. On an 11 or 12, reroll on the Special Ingredients table. Harvested ingredients can be preserved indefinitely using containers included in your alchemist's supplies.

At the DM's discretion, ingredients can be harvested from dead or incapacitated creatures. Harvesting requires 1d6 minutes followed by a DC 20 Intelligence check, adding your proficiency with alchemist's supplies. If you fail this check, you are unable to extract any ingredients.

## CRAFTING FROM ALCHEMICAL RECIPES

There are four primary essences that can be extracted from potent herbs, fungi, or animal parts for use as alchemical components: **earth** (▲), **water** (●), **air** (≡), and **fire** (☹). Additionally, some rare ingredients harbor one of two forms of energy, **positive** (☼) and **negative** (☾), which can be used to enhance your creations.

The "Alchemical Recipes" section lists several formulae well-known to anyone proficient with alchemist's supplies. Each recipe denotes the types and quantities of alchemical essence needed to craft a substance. Any selection of raw ingredients can be used, as long as the required combination of elements is fulfilled.

When crafting is initiated, all chosen ingredients are immediately consumed. Alchemy must be performed in uninterrupted 4-hour sessions, with one complete session required per 25 gp value of the item being crafted. At the end of your final 4-hour session, make an Intelligence check, adding your proficiency with alchemist's supplies. The DC for this check equals 6 + twice the number of raw ingredients. On a success, you craft the desired item. On a failure, your work is fruitless. Note that Special Ingredients contain two essences, and will result in a lower DC.

Any item with a value of 25 gp or less can be crafted in the field. A more costly item is too unstable and requires a safe workshop environment such as a room at an inn.

## COMMON INGREDIENTS

d12	Ingredient	Element
1-2	Rockvine	▲
3-4	Amanita Cap	●
5-6	Fennel Silk	≡
7-8	Lightningbug Thorax	☹
9	Radiant Synthseed	☼
10	Voidroot	☾
11-12	Roll on Special Ingredient table	—

## SPECIAL INGREDIENTS

d8	Ingredient	Element	d8	Ingredient	Element
1	Ironwood Heart	▲+▲	5	Blue Toadshade	▲+●
2	Hydrathistle	●+●	6	Frozen Seedling	●+≡
3	Wisp Stalks	≡+≡	7	Luminous Cap	≡+☹
4	Drakus Flower	☹+☹	8	Wrackwort Bulb	☹+▲



## CUSTOM ALCHEMICAL BOMBS

Even without instructions, a clever alchemist can use the untamed qualities of alchemical essences to deadly effect. Rather than follow an established recipe, you can use your alchemy sessions to make 25 gp of progress toward an alchemical bomb: a flask of volatile liquid that can be thrown at a point up to 20 feet away, shattering and releasing its contents. Any creature within 5 feet of that point must make a DC 12 Dexterity saving throw or suffer the effects of the bomb. You can combine the essences of up to 6 raw ingredients in this way, selecting the effects from the General Alchemical Effects table. The bomb has a value of 10 gp, plus 15 gp for each effect beyond the first.

## GENERAL ALCHEMICAL EFFECTS

### Essences Effect

- ▲+▲ Release a burst of stinging dust. Affected targets are blinded for the next round.
- +● Release a puddle of slippery oil. Affected targets immediately fall prone.
- ≡+≡ Deal 1d4 lightning damage on contact. Double damage to targets touching a metal surface or using metal weapons or armor.
- ☹+☹ Deal 1d4 fire damage on contact. Double damage to targets with cloth or leather armor.
- ▲+● Release gel that sticks to targets. Each round, any damage-dealing effects continue to deal 1 damage each until an action is used to remove the gel with a DC 10 Dexterity check.
- +≡ Deal 1d4 cold damage on contact. Reduce target speed by 10 feet for the next round.
- ≡+☹ Release concentrated mist in all directions. Increase the radius of all effects by 5 feet.
- ☹+▲ Deal 1d8 acid damage on contact.
- ☼ Roll double the number of all damage dice.
- ☾ Increase the DC to avoid bomb effects by 2.

## ALCHEMICAL RECIPES

**Alchemist's Fire (50 gp)** 🔥×2 ▲×1 💧×1 ☀️×1. This sticky, adhesive fluid ignites when exposed to air. As a ranged attack, you can throw this flask up to 20 feet, shattering it on impact. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

**Breath Bottle (20 gp)** 🌬️×3. This oversized bottle contains a spongy substance in which a quantity of concentrated breathable air has been dissolved. Useable underwater up to a depth of 30 feet, or in any other environment that lacks breathable air, a character can unstopper this bottle and suck clean, fresh air out, enabling her to breathe directly and continuously from the bottle for up to 1 minute, after which the bottle's supply is exhausted. The bottle can be re-stoppered to save unused air – it need not be used all at once.

**Dust of Dryness, 3 uses (60 gp)** ▲×3 ☾×2. You can use an action to sprinkle a pinch (one use) of dust from this small pouch over water, shrinking a cube of water 15 feet on a side into one marble-sized pellet, which floats or rests near where the dust was sprinkled. The pellet's weight is negligible. Someone can use an action to smash the pellet against a hard surface, causing the pellet to shatter and release the stored water. Doing so ends that pellet's effect. An elemental composed mostly of water that is exposed to a pinch of the dust must make a DC 13 Constitution saving throw, taking 10d6 necrotic damage on a failed save, or half as much damage on a successful one.

**Firesnuff (10 gp)** 🔥×1 ☾×1. This ashen powder, when cast as an action upon a small fire such as a lit torch or a small campfire instantly extinguishes it. It also puts out *Alchemist's Fire* with one application. In addition, *firesnuff* can injure fire elementals, causing them to take 1d8 necrotic damage if hit with a melee attack. *Firesnuff* has no effect on lava or magma-based creatures, or ones that are merely hot rather than flaming.

**Flash Pellet, 2 uses (25 gp)** 🔥×2 ☀️×1. This tiny, brittle object is often disguised as a button or decoration. As an action, you can throw a flash pellet up to 10 feet. When thrown against a hard surface, it bursts with a bright flash. All creatures within 5 feet must make a DC 15 Constitution check or be blinded for 1 round.

**Gashglue (25 gp)** 💧×2 ☀️×1. This thick gray glue takes a full minute to apply to the bare skin. The glue temporarily holds damaged tissue together for up to 4 hours, at which point it dries up and flakes off. If applied within 10 minutes of receiving any bludgeoning, piercing, or slashing damage, up to 15 points of that damage is restored in the form of temporary hit points. The wound cannot be healed normally until the *gashglue* is washed away.

**Instant Rope (75 gp)** ▲×2 💧×2 ☾×1. This large waterskin bladder is filled with blue, pudding-like goop. By bursting the bladder and exposing the contents to air for 1 minute, the material hardens into a high-quality rope which disintegrates into a fine powder 2 hours later. *Instant rope* can be snapped with a DC 20 Strength check. Each pouch holds enough material to make 300 ft. of rope.

### DOWNTIME CRAFTING COMPATIBILITY

The rules presented in this work are intended to replace the existing crafting rules found on PHB p. 187. For each day of downtime spent, a player can make up to 25gp of progress toward an item, which includes time spent collecting ingredients.



**Melt Powder, 2 uses (25 gp)** ▲×1 🔥×2. This fine powder shimmers like tiny rubies even in darkness. As an action, one use of this powder can be spread over an icy surface, instantly melting up to 1 cubic foot of ice. If a creature composed of ice ingests this power, it must immediately make a DC 13 Constitution saving throw, taking 2d6 acid damage on a failure or half as much damage on a success.

**Night Eyes (25 gp)** 💧×1 🔥×1 ☾×1. As an action, this thick, greasy gel can be applied to the naked eye, granting darkvision of 60 feet for 10 minutes. The eyes become extremely sensitive to light for the duration. While exposed to bright light, the user has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Noxious Smokestick (40 gp)** 🌬️×2 🔥×2 ☾×1. A variation of the smokestick, this item spews forth a cloud of extremely foul-smelling smoke when snapped in half and thrown up to 30 feet as an action. Along with lightly obscuring a 10-foot cube area, it causes nausea in all creatures in range who fail a DC 15 Constitution check, incapacitating them for 2 rounds while the smoke remains.

**Smokestick (20 gp)** 🌬️×2 🔥×1. This alchemically treated wooden stick instantly creates thick, opaque smoke when snapped in half and thrown up to 30 feet as an action. The smoke fills a 10-foot cube making the area heavily obscured. The stick is consumed after 2 rounds, at which time the smoke dissipates naturally.

**Snappowder, 5 uses (25gp)** ▲×2 ☀️×1. One use of this colourless, semi-transparent powder covers a 5-foot-square area. Any Small or larger creature that steps on it sets off tiny harmless explosives with a snapping sound and a tiny flash of light. The effect reveals any sneaking creatures, and moving creatures can be automatically located, even if invisible or hidden by darkness. Creatures standing perfectly still can't be detected. The strewn powder can be detected with a DC 18 Intelligence (Investigation) check. It can be swept up without setting it off.

**Tanglefoot Bag (50 gp)** ▲×2 💧×2. This fragile canvas sack contains coiled strands of fibrous goo that expand and become sticky when exposed to air. As an action, you can throw the bag up to 30 feet, causing an effect identical to the *web* spell except only filling a 5-foot cube and with a duration of 1 minute. The tanglefoot bag has no effect on creatures that are Huge or larger, formless, or incorporeal.

**Titan Gum (55 gp)** ▲×2 💧×1 ☀️×1. As an action, this ceramic tube can be broken off at the top to pour a particularly strong and fast-setting form of glue, bonding completely after 1 round. Bonded objects require a DC 20 Strength check to separate and can support up to 500 lbs before breaking.

**Zabelle's Torpor (25 gp)** 🌬️×2 ☾×1. A square of cloth is soaked in this quickly-evaporating liquid and stored in a leather tube. As long as the cloth is held over the nose and mouth (such as during a successful grapple), the target must make a DC 14 Constitution saving throw each round. On a failure, the target falls unconscious for 1 minute. The sleeper wakes up if it takes damage, or someone uses an action to shake or slap the sleeper awake. The liquid fully evaporates after being exposed to air for 3 rounds.