



## ALCHEMY

Alchemy is a crafting art that almost all adventures have some degree of interest in the results of. The source of the ever in demand Potion of Healings, it is a versatile trade that fuels (sometimes quite literally) the adventuring life.

It doesn't take many experiences with the powers of potions for an adventurer to consider if they can get away with simmering a Potion of Healing next to the stew over that night's cooking fire... of course it's easier said than done for the result of such things to come away not poisonous.

Alchemy tends to be a very quick form of crafting, but with this comes additional risks with most crafts resting on a single roll, and failure resulting in the loss of all materials. Although taking that chance is frequently worth it during a busy adventuring season, consider the "Taking 10" option outlined in the craft introduction when speed is not of the essence.

### RELATED TOOL & ABILITY SCORE

Alchemy works using alchemist's supplies. Attempting to craft a potion without these will almost always be made with disadvantage, and proficiency with these allows you to add your proficiency to any alchemy crafting roll.

Alchemy uses your choice of your Intelligence or Wisdom modifier.

### QUICK REFERENCE

While each step will go into more depth, the quick reference allows you to at a glance follow the steps to make a potion in its most basic form:

- Select a potion that you would like to craft from the "Potions Crafting Table".
- Acquire the items listed in the materials column for that potion.
- Use your alchemist's supplies tool to craft the potion using the number of hours listed in the Crafting Time column, or during a long rest using the crafting camp action if the crafting time is 2 hours or less. Alchemy items must be crafted in a single session.
- For every 2 hours, make a crafting roll of  $1d20 + \text{your Intelligence or Wisdom modifier (your choice)} + \text{your proficiency bonus}$  with alchemist's supplies. You can abort the craft after a bad crafting roll if you wish, this counts as a failure.
- On success, you mark 2 hours of completed time. Once the completed time is equal to the crafting time, the magic item is complete. On failure, the crafting time is lost and no progress has been made during the 2 hours. If you fail 3 times in a row, the crafting is a failure and all materials are lost.

## SHELF LIFE & EXPIRED POTIONS

A unique attribute to alchemy, potions once crafted have a shelf life of 1 year before coming expired. This shelf life is shortened to 1 month if the potion contains any reactive ingredient.

If an expired potion is used or consumed within double its shelf life, roll a d4. On a 1, you become poisoned for 1 minute. On a 2 or 3, the potion will work with reduced effect; its duration will be halved if it had a duration, and damage or healing it dealt will be halved. On a 4, it works as expected.

Any potion that is older than twice its shelf life has no effect besides causing the imbiber to become poisoned for 1 minute.

## CRAFTING ROLL

Putting that together means that when you want to work on Alchemy, your crafting roll is as follows:

**Alchemy Modifier** = your Alchemist's Supplies proficiency bonus + your Intelligence or Wisdom modifier (your choice)

## SUCCESS AND FAILURE

For Alchemy, after you make the crafting roll and succeed mark your progress on a crafting project. If you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item). Checks for Alchemy must be consecutive, meaning that if you wish to continue after a failed craft, you need to extend your crafting time.

Failure means that no progress is made during that time. Once an item is started, even if no progress is made, the components reserved for that item can only be recovered via salvage. If you fail three times in a row, all progress and materials are lost and can no longer be salvaged.

## ALCHEMY SAVING THROW

Some alchemical creations trigger a saving throw. In instances that they do, the following is the formula for calculating the saving throw. The saving throw is calculated at the time of creation based on the creators attributes and proficiency, and doesn't change once it is created.

**Alchemy DC** = 8 + your Alchemist's Supplies proficiency bonus + your Intelligence or Wisdom Modifier (your choice)

### HERBALIST'S LIMITED ALCHEMY

While herbalism is primarily used for gathering herbs, a creature with proficiency with herbalism kits has a limited proficiency in creating potions in addition to gathering herbs. You can use proficiency with an herbalism kit in place of alchemist's supplies when creating *potions of healing*, antidotes, antitoxins, and vials of poison.

When crafting in this way, you use an herbalism kit and proficiency with it in place of alchemist's supplies. This crafting otherwise works the same as using alchemist's supplies.

You can add additional reagent modifiers when crafting in this way.

### CRAFTING WALK THROUGH: ALCHEMY

Here's a quick example of how alchemy will often play out in a game.

Caius the Wizard is saved from being eaten by a giant plant monster. He wants to know if his suffering was worth anything, so he asks the GM if there was any loot. There wasn't. Was there anything to harvest from the monster? Well, that's always possible. The GM asks for a d100. Caius rolls a 54.

It was just a CR 4 monster, so the GM consults the table and asks for a DC 8 Nature Check. Fortunately Caius the Wizard has a +3, so only needs a 5, and rolls an 8. Harvesting successful and now he has 1 common curative reagent.

Knowing that he's going to need some healing potions to survive the next plant monster, he consults the table and realizes that with just 2 more curative reagents and a glass vial he'd have enough materials.

Next time they walk through a forest, Caius the Wizard asks the GM if there are any reagents about. Slowing down to a slow pass, he can make a gathering check with disadvantage, and attempts to gather reagents. Rolls the d100, and comes up with a 73. The GM asks for a DC 10 gathering check using herbalism kit, with disadvantage as they were travelling. Caius doesn't have proficiency, but has +1 wisdom, so needs a 9 or higher. He rolls a 14!

The results in 1d4 common curative reagents. He rolls a 2. That's all the curative reagents he needed! He cleans out the remains of an old healing potion to get a glass vial, and next time they camp, he spends his camp action (2 hours) trying to make a healing potion.

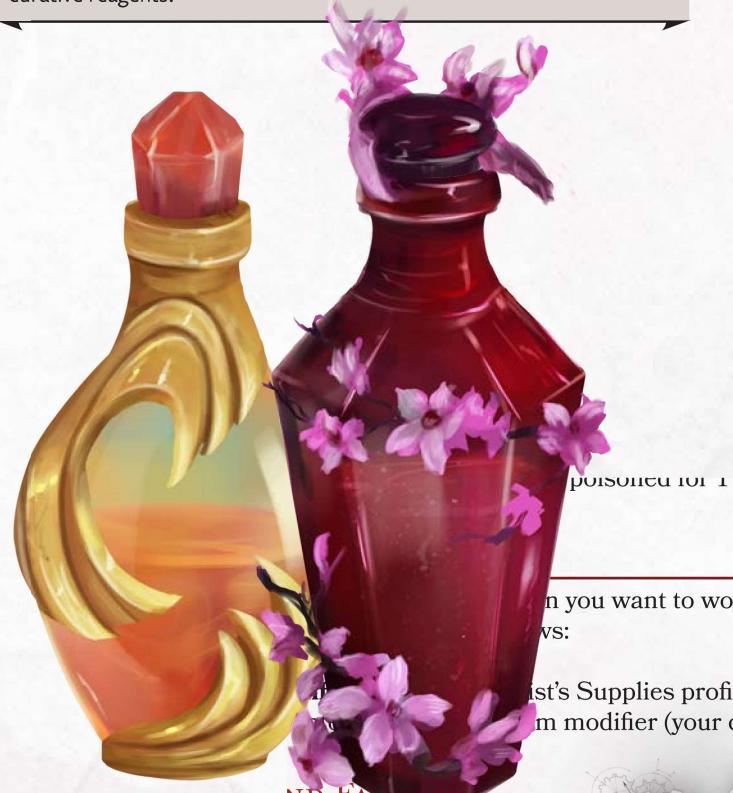
He needs to succeed only once, DC 13. Fortunately he has proficiency in alchemist's supplies, and a +3 Intelligence, meaning his check is at +5. He needs an 8 or higher.

...He rolls a 3. This a failure! But all is not lost, he can keep trying until he fails 3 times in a row... but he's already spent his 2 hours, and alchemy checks must be made consecutively.

Not wanting to lose his precious hard won reagents, he stays up late making another check. He rolls a 10! This results in a 15! He's successfully made a Healing Potion!

Unfortunately he's stayed up too late, but the next morning the party lets him sleep in to avoid the level of exhaustion.

Two days later, Vandrin the Cleric, the groups only healer, is on death's door! A quick swig of the healing potion gets him back on his feet, and the day is won thanks to the hard work of making a potion, and adventurers keep a keen eye out for more of those curative reagents!



SCROLLSCRIBING | WANDWHITTLING | LEATHERWORKING | WOODCARVING | RUNECARVING | ENGINEERING | VALUE ITEM CRAFTING | APPENDICES  
After you make the crafting roll and succeed on a crafting project, If you succeed

## POTIONS CRAFTING TABLE

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Antitoxin	2 common curative reagent 1 common poisonous reagent 1 glass vial	2 hours	1	DC 13	common	50 gp
Potion of Climbing	1 common reactive reagent 1 common poisonous 1 uncommon reactive reagent 1 glass vial	2 hours	1	DC 14	common	85 gp
Potion of Healing	3 common curative reagent 1 glass vial	2 hours	1	DC 13	common	50 gp
Potion of Animal Friendship	2 common reactive reagent 1 common poisonous reagent 1 uncommon curative reagent 1 primal common essence 1 glass vial	2 hours	1	DC 13	uncommon	145 gp
Potion of Firebreath	1 common reactive reagent 1 uncommon reactive reagent 1 glass vial	2 hours	1	DC 15	uncommon	75 gp
Potion of Growth	1 common reactive reagent 1 uncommon curative reagent 1 uncommon reactive reagent 1 glass vial	2 hours	1	DC 14	uncommon	115 gp
Potion of Greater Healing	1 common curative reagent 2 uncommon curative reagent 1 glass vial	2 hours	1	DC 15	uncommon	120 gp
Potion of Poison	1 common poisonous reagent 1 uncommon poisonous reagent 1 glass vial	2 hours	1	DC 13	uncommon	65 gp
Potion of Resistance	1 uncommon primal essence 1 uncommon reactive reagent 1 common curative reagent 1 glass vial	2 hours	1	DC 15	uncommon	240 gp
Potion of Water Breathing	1 common reactive reagent 1 uncommon poisonous reagent 1 uncommon reactive reagent 1 glass vial	2 hours	1	DC 15	uncommon	120 gp
Potion of Hill Giant Strength	1 uncommon primal essence 1 uncommon reactive reagent 1 uncommon curative reagent	4 hours	2	DC 15	uncommon	260 gp
Potion of Clairvoyance	1 uncommon reactive reagent 1 uncommon poisonous reagent 2 rare reactive reagent 1 common arcane essence 1 glass vial	2 hours	1	DC 16	rare	570 gp
Potion of Gaseous Form	2 uncommon reactive reagent 1 rare curative reagent 1 rare reactive reagent 1 glass vial	2 hours	1	DC 16	rare	560 gp
Potion of Diminution	1 uncommon curative reagent 1 rare curative reagent 1 rare poisonous reagent 1 glass vial	2 hours	1	DC 15	rare	480 gp
Potion of Heroism	1 uncommon curative reagent 1 uncommon reactive reagent 2 rare curative reagent 1 common divine essence 1 glass vial	2 hours	1	DC 15	rare	480 gp

Potion of Mind Reading	1 <i>uncommon poisonous reagent</i> 1 <i>uncommon reactive reagent</i> 1 <i>rare poisonous reagent</i> 1 <i>rare reactive reagent</i> 1 <i>glass vial</i>	2 hours	1	DC 16	rare	550 gp
Potion of Superior Healing	2 <i>uncommon curative reagent</i> 2 <i>rare curative reagent</i> 1 <i>glass vial</i>	4 hours	2	DC 15	rare	525 gp
Draught of Damnation <sup>K</sup>	1 <i>rare reactive reagent</i> 1 <i>rare poisonous reagent</i> 1 <i>uncommon arcane essence</i>	4 hours	2	DC 16	rare	680 gp
Potion of Supreme Healing	1 <i>uncommon curative reagent</i> 1 <i>rare curative reagent</i> 2 <i>very rare curative reagent</i> 1 <i>uncommon divine essence</i> 1 <i>crystal vial</i>	4 hours	2	DC 18	very rare	5000 gp
Potion of Flying	2 <i>uncommon reactive reagent</i> 2 <i>rare curative reagent</i> 2 <i>very rare reactive reagent</i> 1 <i>uncommon primal essence</i> 1 <i>uncommon arcane essence</i> 1 <i>crystal vial</i>	4 hours	2	DC 19	very rare	5,500 gp
Potion of Invisibility	2 <i>uncommon reactive reagent</i> 2 <i>rare curative reagent</i> 1 <i>very rare reactive reagent</i> 1 <i>very rare curative reagent</i> 1 <i>crystal vial</i>	4 hours	2	DC 19	very rare	5,200 gp
Potion of Speed	2 <i>uncommon reactive reagent</i> 2 <i>rare reactive reagent</i> 1 <i>very rare reactive reagent</i> 1 <i>very rare curative reagent</i> 1 <i>rare arcane essence</i> 1 <i>crystal vial</i>	4 hours	2	DC 20	very rare	6150 gp
Panacea <sup>K</sup>	1 <i>legendary curative reagent</i> 2 <i>very rare curative reagents</i> 1 <i>legendary divine essence</i> 1 <i>crystal vial</i>	8 hours	4	DC 24	legendary	54,000 gp
Potion of Storm Giant Strength	1 <i>legendary reactive reagent</i> 1 <i>legendary curative reagent</i> 1 <i>very rare primal essence</i> 1 <i>crystal vial</i>	8 hours	4	DC 23	legendary	25,000 gp

### CONCOCTIONS CRAFTING TABLE

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Alchemical Acid <sup>K</sup>	2 <i>common reactive reagent</i> 1 <i>common poisonous reagent</i> 1 <i>glass flask</i>	2 hours	1	DC 13	common	50 gp
Alchemical Fire <sup>K</sup>	3 <i>common reactive reagent</i> 1 <i>glass flask</i>	2 hours	1	DC 13	common	50 gp
Alchemical Napalm <sup>K</sup>	3 <i>common reactive reagent</i> 1 <i>common curative reagent</i> 1 <i>glass flask</i>	2 hours	1	DC 14	common	70 gp
Bottled Wind <sup>K</sup>	2 <i>common reactive reagents</i> 1 <i>glass flask</i>	2 hours	1	DC 14	common	40 gp

Potent Alchemical Acid <sup>K</sup>	<i>2 uncommon reactive reagent 1 uncommon poisonous reagent 1 glass flask</i>	2 hours	1	DC 15	uncommon	140 gp
Potent Alchemical Fire <sup>K</sup>	<i>3 uncommon reactive reagent 1 glass flask</i>	2 hours	1	DC 15	uncommon	140 gp
Sticky Goo Potion <sup>K</sup>	<i>Either (a) 1 finely shredded scroll of web or (b) 2 uncommon poisonous reagents 1 uncommon reactive reagent 1 glass flask</i>	2 hours	1	DC 14	uncommon	140 gp
Powerful Alchemical Acid <sup>K</sup>	<i>2 rare reactive reagent 1 rare poisonous reagent 1 glass flask</i>	2 hours	1	DC 17	rare	690 gp
Powerful Alchemical Fire <sup>K</sup>	<i>3 rare reactive reagent 1 glass flask</i>	2 hours	1	DC 17	rare	690 gp
Liquid Lightning <sup>DS</sup>	<i>2 rare reactive reagent 1 uncommon primal essence 1 glass vial</i>	2 hours	1	DC 16	rare	640 gp

## MAGICAL DUST

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Dust of Disappearance	<i>1 handful of sand 1 common arcane essence 2 common reactive reagent 1 common curative reagent</i>	4 hours	2	DC 15	uncommon	130 gp
Dust of Dryness	<i>1 handful of sand 1 common primal essence 1 common reactive reagent 1 common poisonous reagent</i>	4 hours	2	DC 14	uncommon	100 gp
Dust of Sneezing and Choking	<i>1 uncommon poisonous reagent 1 common reactive reagent 1 common poisonous reagent</i>	4 hours	2	DC 14	uncommon	95 gp

## EXPLOSIVES

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Dwarven Alcohol	<i>1 flask of alcohol 1 common reactive reagents 1 sturdy metal flask</i>	8 hours	4	DC 12	common	20 gp
Packet of Blasting Powder	<i>2 common reactive reagent</i>	2 hours	1	DC 14	common	40 gp
Smoke Powder	<i>2 common reactive reagent</i>	2 hours	1	DC 15	common	40 gp
Simple Explosive	<i>2 packets blasting powder 1 common reactive reagent</i>	2 hours	1	DC 15	common	120 gp
Grenade Casing	<i>2 parts 1 fancy parts 1 glass flask</i>	4 hours	1	DC 15	uncommon	50 gp
Potent Explosive	<i>4 packets blasting powder 1 common reactive reagent</i>	2 hours	1	DC 17	uncommon	250 gp
Nail Bomb	<i>3 parts 2 uncommon reactive reagent 1 packet of blasting powder</i>	2 hours	1	DC 17	uncommon	275 gp
Powerful Explosive	<i>8 packets blasting powder 1 rare reactive reagent</i>	4 hours	2	DC 19	rare	750 gp



## MAGICAL INK

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Common Magical Ink	1 common alchemical reagent 1 glass vial	2 hours	1	DC 10	common	15 gp
Uncommon Magical Ink	1 uncommon alchemical reagent 1 glass vial	2 hours	1	DC 12	uncommon	40 gp
Rare Magical Ink	1 rare alchemical reagent 1 glass vial	2 hours	1	DC 14	rare	200 gp
Very Rare Magical Ink	1 very rare alchemical reagent 1 glass vial	4 hours	2	DC 16	very rare	2,000 gp
Legendary Magical Ink	1 legendary alchemical reagent 1 glass vial	8 hours	4	DC 18	legendary	5,000 gp

## OILS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Burning Oil <sup>K</sup>	2 common reactive reagents 1 glass vial	2 hours	1	DC 13	common	40 gp
Frost Oil <sup>K</sup>	1 common reactive reagents 1 common primal essence 1 glass vial	2 hours	1	DC 14	common	75 gp
Silver Oil <sup>K</sup>	4 silver scraps 1 common reactive reagent 1 glass vial	2 hours	1	DC 12	common	20 gp
Flametongue Oil <sup>K</sup>	2 uncommon reactive reagents 1 common arcane essence 1 glass vial	2 hours	1	DC 16	uncommon	170 gp
Oil of Sharpness	1 rare poisonous reagent 2 very rare reactive reagent 300 gp of precious metal flakes 1 crystal vial	4 hours	2	DC 19	very rare	5,200 gp

## MISCELLANEOUS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Restorative Ointment	1 common divine essence 2 uncommon curative reagent 3 common curative reagents	8 hours	4	DC 15	uncommon	250 gp
Sovereign Glue	1 legendary curative reagent 1 legendary reactive reagent 1 very rare divine essence	16 hours (2 days)	8	DC 22	legendary	25,000 gp
Universal Solvent	1 legendary poisonous reagent 1 legendary reactive reagent 1 very rare primal essence	16 hours (2 days)	8	DC 22	legendary	25,000 gp

# POTIONS

## DRAUGHT OF DAMNATION<sup>K</sup>

*Potion, rare*

This sticky red liquid has a living viscosity to it, churning slowly within the flask. When you drink this potion, you become a fiend (as if by the spell *shapechange* for 1 hour). The type of fiend you become is determined by your level. The new form is a random fiend with a Challenge Rating equal to your level, up to a maximum of 10. If there are multiple options at that Challenge Rating, roll to determine which option is selected.

When the effect ends and you revert to your normal form, you take 1d6 necrotic damage equal to the CR of the fiend who's form you assumed as the toxins of pure evil attempt to destroy your body before relinquishing control of it. If this damage kills you, your soul is dragged to the realm of the fiends by the malignant will of the fiend.

## HEALING POTION

*Potion, common*

You regain  $2d4 + 2$  Hit Points when you drink this potion. The potion's red liquid glimmers when agitated.

Quality	Rarity	Hit Points Restored
Common	Common	$2d4 + 2$
Greater	Uncommon	$4d4 + 4$
Superior	Rare	$8d4 + 8$
Supreme	Very Rare	$10d4 + 20$

## PANACEA<sup>K</sup>

*Potion, legendary*

When you drink this potion, you regain all lost hit points, all status effects are removed, all reductions to ability scores are removed, any missing limbs are restored, all diseases are cured, all curses are removed, and all levels of exhaustions are removed, and you cease to age for 1 year. This potion can remove effects that can otherwise only be removed by wish.

If you ever drink a second panacea potion, make a DC 30 Constitution saving throw. On failure, you gain no benefits from it and die.

## POTION OF ANIMAL FRIENDSHIP

*Potion, uncommon*

When you drink this potion, you can cast the *animal friendship* spell (save DC 13) for 1 hour at will.

A murky, muddy potion, it leaves various animal shapes and tracks on the side of the container as it swirls.

## POTION OF CLAIRVOYANCE

*Potion, rare*

When you drink this potion, you gain the effect of the clairvoyance spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.



## POTION OF CLIMBING

*Potion, uncommon*

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

## POTION OF DIMINUTION

*Potion, rare*

When you drink this potion, you gain the “reduce” effect of the *enlarge/reduce* spell for  $1d4$  hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

## POTION OF FLYING

*Potion, very rare*

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

## POTION OF FIRE BREATH

*Potion, uncommon*

After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking  $4d6$  fire damage

on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed. This potion's orange liquid flickers, and smoke fills the top of the container and wafts out whenever it is opened.

### POTION OF GASEOUS FORM

*Potion, rare*

When you drink this potion, you gain the effect of the *gaseous form* spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

### POTION OF GROWTH

*Potion, rare*

When you drink this potion, you gain the “enlarge” effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

### POTION OF HEROISM

*Potion, rare*

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bless* spell (no concentration required). This blue potion bubbles and steams as if boiling.

### POTION OF INVISIBILITY

*Potion, very rare*

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The



effect ends early if you attack or cast a spell.

### POTION OF RESISTANCE

*Potion, uncommon*

When you make this potion, you can make it resist one particular damage type. For necrotic or radiant resistance, substitute an uncommon divine essence for the primal essence. For force resistance, substitute an uncommon arcane essence. For psychic, substitute an uncommon psionic essence.

The color of the potion depends on what kind of resistance it is, often having that element swirling within it.

When you drink this potion, you gain resistance to the selected damage type of the potion for 1 hour.

### POTION OF SPEED

*Potion, very rare*

When you drink this potion, you gain the effect of the *haste* spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own.

### POTION OF WATER BREATHING

*Potion, uncommon*

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

### POTION OF MIND READING

*Potion, rare*

When you drink this potion, you gain the effect of the *detect thoughts* spell (save DC 13, no concentration required) for 1 hour. The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

### POTION OF POISON

*Potion, uncommon*

This concoction looks, smells, and tastes like a potion of healing or other beneficial potion. However, it is actually poison masked by illusion magic. An identify spell reveals its true nature.

If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

# CONCOCTIONS

## ALCHEMICAL ACID<sup>K</sup>

*Concoction, common*

A small flask of burbling acid, a strange hissing green viscous liquid. It deals 4d4 acid damage when poured on an object. Can be used as a simple ranged weapon with the thrown (20/60) property, dealing 4d4 acid damage on hit. You do not add your modifier to the damage roll.

Quality	Rarity	Acid Damage
Common	Common	4d4
Potent	Uncommon	6d4
Powerful	Rare	8d4

## ALCHEMICAL FIRE<sup>K</sup>

*Concoction, common*

A small flask of volatile orange liquid. It deals 2d10 fire damage when poured on an object. Can be used as a simple ranged weapon with the thrown (20/60) property, dealing 2d10 fire damage on hit. You do not add your modifier to the damage roll.

Quality	Rarity	Fire Damage
Common	Common	2d10
Potent	Uncommon	3d10
Powerful	Rare	4d10

## ALCHEMICAL NAPALM<sup>K</sup>

*Concoction, common*

A vicious sticky flammable substance. It deals 3d4 fire damage when poured on an object. Can be used as a simple ranged weapon with the thrown (20/60) property, dealing 3d4 fire damage on hit. You do not add your modifier to the damage roll.

On hit, the target creature or object continues to burn for one minute, taking 1d4 fire damage at the start of their turn (or at the start of your turn for an object without a turn) until a creature spends an action to put the flames out.

## BOTTLED WIND<sup>K</sup>

*Concoction, common*

As an action, you can open this casting *gust* without verbal or somatic components. Alternatively, you can breath from it, letting out only a little bit at a time, breathing directly from the bottle, but each time you must make a DC 5 athletics checks. On failure, you cast *gust* as above and all the air is lost. You can get 10 minutes of breathable air from one bottle.



## LIQUID LIGHTNING<sup>DS</sup>

*Concoction, rare*

Drinking this potion allows you to zip around for 1 minute as pure electricity. As a bonus action on each of your turns before the effect ends, you can transform into a bolt of lightning and instantly travel in a straight line to an unoccupied space you can see within 30 feet. This movement doesn't provoke opportunity attacks and you are immune to lightning damage while in this form.

You can pass through small holes, narrow openings, and even mere cracks, as well as through conductive materials such as metal. Each creature in your travel path must succeed on a DC 15 Dexterity saving throw, or take 3d6 lightning damage. You immediately revert to your normal form upon reaching the destination. This potion's stormy liquid arcs with tiny bolts of lightning and it numbs the tongue when sipped.

## STICKY GOO<sup>K</sup>

*Concoction, common*

When broken and exposed to air, it creates a very sticky rapidly expanding web like foam, with the effect of the spell *web* centered on where the flask breaks. You can reliably throw the flask to a target point within 30 feet, shattering it on impact.

# OILS

## BURNING OIL<sup>K</sup>

*Oil, common*

As an action, you can coat a weapon in this oil and ignite it. For 1 minute, the ignited weapon burns, dealing an extra 1d4 fire to attacks made with it, and providing bright light in a 20-foot radius and dim light for an additional 20 feet.

## FROST OIL<sup>K</sup>

*Oil, common*

As an action, you can coat a weapon in this oil, causing it to freeze over, covered in icy crystals. For 1 minute, the weapon deals an extra 1d6 cold damage on hit.

## FLAMETONGUE OIL<sup>K</sup>

*Oil, uncommon*

As an action, you can coat a weapon in this oil and ignite it. For 1 minute, the ignited weapon burns, dealing an extra 2d6 fire to attacks made with it, and providing bright light in a 20-foot radius and dim light for an additional 20 feet.

## OIL OF SHARPNESS

*Oil, very rare*

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.



## SILVER OIL<sup>K</sup>

*Oil, common*

A sparkling chromatic oil. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is considered silvered.

# EXPLOSIVES

## BLASTING POWDER

*Explosive, common*

A fine grey powder with large grains and the faint smell of sulfur and charcoal that comes in small packets weighing 1/2 pound.

When ignited by 1 or more fire or lightning damage, it explodes violently. All creatures within 10 feet of it must make a DC 14 Dexterity saving throw. On failure, they take 1d4 fire + 1d4 thunder damage, or half as much on a success. The amount of damage increases by 1d4 (both the fire and thunder) and the radius increases by 5 feet for each additional packet of Blasting Powder detonated in the same spot, up to a maximum of five packets. Deals double damage to buildings and structures. Creatures in range of more than one stack of up to 5 explosives at the same time take damage only from the highest damage effect.

Frequently used for mining and other responsible things... until adventurers get their hands on it.

## DWARVEN ALCOHOL

*Explosive, common*

Only dwarves really know if the name of this liquid explosive is a joke or not, but must assume it is an acquired taste. An explosively flammable liquid that comes in a flask, this flask can be splashed across a 5 foot square within 5 feet. Once splashed, it can be ignited by 1 or more fire or lightning damage. When ignited it explodes in a plume of fire, dealing 2d4 fire damage to all creatures within 5 feet of the container, or within a square that has been soaked with it.

## GRENADE CASING

*Explosive, uncommon*

A simple construction of a two chambered projectile (typically made of glass). When you add an Alchemist Fire and an Explosive to its separate compartments, it becomes an incredibly dangerous device. As an action, a character can light this bomb and throw it at a point up to 60 feet away. Creatures within the range of the explosive used must make a Dexterity saving throw against the DC of the explosive used, or take damage equal to the explosion + 1d4 piercing damage + 1d4 fire damage.

**NAIL BOMB***Explosive, uncommon*

A brutal instrument, this mixes explosive powder and nails to create a devastating fragmentation device. An exceedingly dangerous device. Heavier and more deadly than other explosives, the primary damage comes from the metal shrapnel (nails) flung in all directions. It can be detonated by dealing 1 fire or lightning damage to it. As an action, a packet of this explosive can be accurately thrown 20 feet, but will not detonate on impact (usually). When it detonates, all creatures within 20 feet of the target point must make a Dexterity saving throw with a DC equal to the crafter's Alchemy DC. On failure, they take 8d4 piercing damage, or half as much on a success.

You can fuse your explosives. When fused, intentionally dealing fire damage to the explosives (or otherwise lighting the fuse) causes it to detonate on a delay, selected from: short (the end of your turn), medium (the start of your next turn), and long (2 rounds, at the start of your turn).

**SMOKE POWDER***Explosive, common*

A fine grey powder with large grains and the faint smell of sulfur and charcoal that comes in small packets weighing 1/2 pound.

When ignited by 1 or more fire or lightning damage, it releases a blast of thick black smoke that fills a 20-foot radius. Everything in this smoke is heavily obscured for 2d4 rounds. At the start of your next turn after the number of rounds rolled, the smoke begins to fade leaving everything within the radius lightly obscured, and it clears completely at the start of your next turn after that.

Additional uses of the smoke powder extend the duration of heavy obscurement for an extra 1d4 rounds.

**SIMPLE/POTENT/POWERFUL EXPLOSIVE***Explosive, common/uncommon/rare*

A bundled explosive alchemical preparation. It can be detonated by dealing 1 fire or lightning damage to it. As an action, a packet of this explosive can be accurately thrown 20 feet, but will not detonate on impact (usually). When it detonates, all creatures within 10 feet (for common) of the target point must make a Dexterity saving throw with a DC equal to the crafter's Alchemy DC. On failure, they take 1d8 fire + 1d8 thunder damage, or half as much on a success. Creatures in range of more than one explosive take damage only from the highest damage effect.

**MISCELLANEOUS****MAGICAL INK***Component, common/uncommon/rare/very rare/legendary*

Magical ink that is used by Enchanters to create scrolls, made by rendering down magical alchemical ingredients.

Name	Radius	Damage
Common	10 feet	1d8 fire + 1d8 thunder.
Potent	15 feet	2d8 fire + 2d8 thunder.
Powerful	20 feet	4d8 fire + 4d8 thunder.

You can fuse your explosives. When fused, intentionally dealing fire damage to the explosives (or otherwise lighting the fuse) causes it to detonate on a delay, selected from: short (the end of your turn), medium (the start of your next turn), and long (2 rounds, at the start of your turn).

## ALCHEMY MODIFIERS

The following are alchemical modifiers that can be applied to a potion. All alchemical modifiers require approval from the GM if the modifier will work with a given potion or creation.

Modifier	Difficulty Modifier	Effect
Aerosol	+8	Requires two additional reactive reagents of equal rarity to the rarest reagent of the potion. Rather than drinking it, when uncorked or broken (as an action) it effects all creatures in a 5-foot radius as if they'd consumed it.
Celestial	+3	Requires a common divine essence. Adds the effect of lesser restoration to the potion.
Divine	+6	Requires a rare divine essence. Adds the effect of greater restoration to the potion.
Endothermic	+4	Any fire damage the potion does becomes cold damage
Expansive	+5	Requires an additional common reactive reagent. Expands the area of effect of any area of effect the potion has by 5 feet.
Insidious	+3	The effect of the potions becomes shrouded from magic such as identify. You can make the potion appear as another potion of the same rarity. Another alchemist can identify it by making an Alchemy Check against your Alchemy DC

## ADDITIONAL MATERIALS

You can simply load more reagents into any potion, increasing its potency in different ways, though it increases the difficulty. You can make a “custom potion” simply by using these modifiers with no base potion. When you do so, the base DC is 8.

Additional Reagent	Difficulty Modifier	Effect
Common Curative	+2	The potion restores +1d4 hit points when consumed.
Common Reactive	+2	The potion deals +1d4 fire damage when shattered (or consumed).
Common Poisonous	+2	The potion deals +1d4 poison damage when consumed.
Uncommon Curative	+3	The potion restores +2d4 hit points when consumed.
Uncommon Reactive	+3	The potion deals +2d4 fire damage when shattered (or consumed).
Uncommon Poisonous	+3	The potion deals +2d4 poison damage when consumed.
Rare Curative	+4	The potion restores +3d4 hit points when consumed.
Rare Reactive	+4	The potion deals +3d4 fire damage when shattered (or consumed).
Rare Poisonous	+4	The potion deals +3d4 poison damage when consumed.
Very Rare Curative	+5	The potion restores +4d4 hit points when consumed.
Very Rare Reactive	+5	The potion deals +4d4 fire damage when shattered (or consumed).
Very Rare Poisonous	+5	The potion deals +4d4 poison damage when consumed.
Legendary Curative	+6	The potion restores +5d4 hit points when consumed.
Legendary Reactive	+6	The potion deals +5d4 fire damage when shattered (or consumed).
Legendary Poisonous	+6	The potion deals +5d4 poison damage when consumed.