

Alchemy:

Defined, Refined, and Usable

From the highly trained wizard in his lofty tower to the holy cleric in her temple to the apothecary in the common bazaar, the knowledge of alchemy spans the world in a variety of forms. Though the wizard may craft strange brews to grant quasi-magical powers to the imbibers of his elixirs while the cleric preoccupies her time with the transformation of metals to grant her sect the favor of their deity and the apothecary trades his wares to fill his coin purse, they share a bond in the arcane secrets of alchemy, each learning from a variety of experiments, teachers, and texts to further themselves in their craft. The use of alchemy is as widespread as any other craft in the world and equally useful to those whom master it.

The tool “Alchemist’s Supplies” (PHB 154) has no definition in the Player’s Handbook. The set of alchemy supplies contains the following items; alchemist book, alchemist ink, alchemist’s scale, 2 beakers, 2 flasks, 1 oil lamp, 1 lamp oil flask, 4 vials. This supply kit can be used to craft items using the alchemy skill.

The alchemist’s supply kit allows for the creation of multiple items; elixirs, items, oils, and materials. Players can use their skill to create any of these items providing they have the knowledge and materials to craft them. Most items mimic magic in a less potent form, though some work equally well as magic and can actually mimic magic so well they are indistinguishable from the real thing.

Characters with proficiency in alchemy possess a book with their known alchemical formulas written in gold ink and the following skills:

- Identify animals, herbs, metals, and minerals which are ingredients to items they know how to craft without making a check
- Identify animals, herbs, metals, and minerals which are ingredients to items they do not know how to craft with a successful Knowledge Craft (INT) check, DC15
- The ability to craft the following items, providing they possess the requisite material: Acid, Alchemist’s Fire, Alchemist’s Ink, Potion of Healing (common), and Tindertwigs
- Learn the formula for new alchemical items through the following methods: discovery of new formulas through adventuring, formal training from another alchemist, barter/trade formulas with other alchemists, personal research and development, or distillation of an alchemical item

Alchemist’s Book

The creation of an item requires a formula, essentially this is a step by step set of directions that gives specific instructions on crafting an item. Formulas can be any mixture of ingredients, as long as the directions lead to the successful creation of an item it is a formula. There are known formulas, forgotten formulas, and those yet to be discovered. Characters can gain additional formulas through a myriad of means; discovery, distillation, invention, trade, and training. Any formula a character possesses can be used to craft an item of that formula providing the character has the requisite ingredients to satisfy the formula.

A character can have as many formulas in their alchemist’s book as they can collect, there is no limit to the amount of items a character can know how to craft with the alchemy skill. The alchemist’s book is not a magical item and is not required to be anything more than a collection of pages they keep notes in for later reference. A character can have as many or as few alchemist books as they choose and may make as many copies of it as they wish. Most alchemists choose to write in a special alchemist’s ink, called “Liquid Gold”, which is gold in color and made from pyrite; this ink is believed by the uninitiated to be real gold and is a display of the wealth and power of the alchemist.

If a character loses their alchemist book or it is destroyed, they can attempt to recreate it and all the formulas contained in the book. This is done with an Intelligence check (DC15), and the character can add all modifiers including their proficiency bonus. Each formula they attempt to remember requires a separate check. Any item the character has crafted using the alchemy skill and needs to distill to regain the formula automatically succeeds and they can regain the formula.

Items by Type

There are several different types of items an alchemist can craft. Each is used in a different way, to better serve its purpose. The type of items an alchemist crafts are:

Elixir: This is a liquid for drinking, it is kept in a standard size vial and must be consumed all at once to be effective.

Item: This is an object whose use is not predicated upon being ingested, it can be any number of alchemical creations, from Purple Ink to Tindertwigs to Glue or anything in between.

Material: This is an alloy or substance that an alchemist crafts to be used by other craftsmen to create items of their trade.

Oil: This is a liquid which is applied to an item or person. It is usually stored in a flask and needs to be used all at once to be effective.

Ingredients

The ingredients of the trade are limitless, alchemists can utilize almost any naturally occurring substance in the use of the trade. The most widely recognized ingredients are inorganic materials like minerals and ores, but that is not a prohibition against the use of plant or animal material as well. Some of the most potent creations of alchemy are crafted with both organic and inorganic ingredients. Almost any material has a limitless possibility of mixing with another ingredient to form something more than the sum of its parts; in fact it is the basis of alchemy that the proper mixture of ingredients brings forth a new creation.

There are of course, standard ingredients, those whose uses are well known and time tested. These ingredients are categorized by their elemental association, sphere of influence, and rarity. There are 4 common elemental association categories: Air, Earth, Fire, and Water. There are 15 sphere of influence categories: Abjuration, Charisma, Constitution, Dexterity, Divination, Energy, Enchantment, Fortitude, Healing, Intelligence, Pigment, Polymer, Resistance, Strength, and Wisdom. Finally, there are 5 levels of rarity categories: Common, Uncommon, Rare, Special, and Extraordinary.

The elemental association represents the primary element that an ingredient is related to in regards to the sense of its powers. Air is primarily a wet and secondarily hot element, Fire is primarily a hot and secondarily dry element, Earth is primarily a dry and secondarily cold element, and Water is primarily a cold and secondarily wet element. The best creations of alchemy balance the 4 elements with equal parts of each. This does not bar formulas wherein all 4 elements are not utilized, many creations are not amalgams of all 4 elements. Many creations have a focus on the sphere of influence to achieve an effect, but even though they are working creations which achieve an effect they are less potent than the creations which balance all 4 elements.

Sphere of Influence

The sphere of influence refines the primary element association category, giving a more poignant reflection of the effects an ingredient achieves. The spheres are loose and the actual effects can vary widely among different ingredients within the same sphere. Although all ingredients within a field pertain to the same type of effect, not all ingredients will produce as potent an effect or even the same exact effect. For example, an ingredient in the Fortitude sphere may be well suited to strengthen metal but poorly suited to strengthen living creatures; such an ingredient would be an excellent part of a material crafting but a poor choice for a strengthening elixir. The discovery of this type of knowledge is the art of alchemy; trial and error possibly, skill at deciphering patterns for ingredient usages, or even research into the lore of ingredients. Each sphere of influence is loosely defined as follows:

Abjuration: This sphere of influence concerns protection in all forms, even aggressive protection. Ingredients from this sphere may have effects that strengthen barriers, negate harmful effects, or prevent damaging effects. They could be used to craft an impenetrable substance.

Charisma: This sphere of influence concerns the ability to interact with others. Ingredients from this sphere may have effects that alter one's ability to perform, cast spells, or speak in public. They could be used to craft an elixir that raises a character's ability score.

Constitution: This sphere of influence concerns health, stamina, and vital force. Ingredients from this sphere may have effects that alter a character's ability to resist damage, disease, or illness. They could be used to craft an elixir that raises a character's ability score.

Dexterity: This sphere of influence concerns agility and speed. Ingredients from this sphere may have effects that grant bonus actions, allow extra movement, or advantage on skill checks. They could be used to craft an oil that performs as "Haste".

Divination: This sphere of influence concerns the acquiring of knowledge. Ingredients from this sphere may have effects that allow astral travel, make a ghost visible, or hide someone from scrying. They could be used to craft an elixir that grants a character advantage on investigation checks.

Energy: This sphere of influence concerns energy in its raw form. Ingredients from this sphere may have effects that utilize acid, cold, electricity, fire, or sound. They could be used to craft an item that explodes in a violent display of lightning.

Enchantment: This sphere of influence concerns the control of minds. Ingredients from this sphere may have effects that warp a creature's view, lower its inhibitions, or alters their behavior. They could be used to craft an item which makes a creature friendly.

Fortitude: This sphere of influence concerns resilience. Ingredients from this sphere may have effects that strengthen steel, create new metal alloys, or degrade metal. They could be used to craft an oil which rusts iron in seconds.

Healing: This sphere of influence concerns restoring injury from hit points to limbs. Ingredients from this sphere may have effects that mend wounds, heal wounds, or cure disease. They could be used to craft an elixir which restores lost hit points.

Intelligence: This sphere of influence concerns mental acuity and reason. Ingredients from this sphere may have effects that broaden the mind to new ideas, help characters remember things, or others to forget things. They could be used to craft an elixir that raises a character's ability score.

Pigment: This sphere of influence concerns color and dye. Ingredients from this sphere may have effects that alter the color of an item or remove it. They could be used to craft a material as strong as steel but blood red in color.

Polymer: This sphere of influence concerns adhesives and lubricants. Ingredients from this sphere may have effects that create bonds between objects, reduce friction. They could be used to craft a material which prevents all movement.

Resistance: This sphere of influence concerns negating damage. Ingredients from this sphere may have effects that boost protection from armor, allow half damage from attacks, or immunity to an energy type. They could be used to craft an elixir that negates fire damage.

Strength: This sphere of influence concerns bodily power. Ingredients from this sphere may have effects that increase damage, make foes weak, or add bonuses to strength scores. They could be used to craft an elixir that raises a character's ability score.

Wisdom: This sphere of influence concerns intuition and perceptiveness. Ingredients from this sphere may have effects that create a calm mind, raise awareness, or disrupt harmony. They could be used to craft an elixir that raises a character's ability score.

Rarity Level

In addition to the elemental association and sphere of influence each ingredient has a level of rarity associated with it. An ingredient can be common, uncommon, rare, special, or extraordinary. The levels of rarity determine how easily an ingredient can be found in the world, some ingredients are easy to procure while others are very difficult to find. Also, an ingredients rarity effects the value of the ingredient, more common ingredients are lower value and cheaper to purchase than uncommon ones, in turn uncommon ingredients are lower value and cheaper to purchase than rare ones, and thus it goes.

The rarity of an ingredient also effects the potency in an item crafted from it. In general the rarer an ingredient is the more potential that its power will have a dramatic effect in the crafted item. In creating formulas, the more pronounced an alchemist desires an effect to be the more likely the alchemist will use higher rarity level ingredients from the desired sphere of influence. For example, a formula which has ingredients of rarity level; rare, special, and extraordinary from the Abjuration sphere is not very likely to produce a Polymer effect.

Many ingredients can be purchased, their common market price is a function of their rarity level. The more common the ingredient the lower the market value, however not all ingredients can be purchased. Ingredients that are rarity level special or extraordinary are seldom found in the marketplace, excepting the exotic marketplaces of the far planes, and they must be found throughout the world. The common market value of an ingredient is included in its description, but the general function of a rarity level cost is explained in the following chart.

Rarity Level	Average Cost per Ounce	Actual Cost per Ounce	Average Cost per Pound	Actual Cost per Pound
Common	4gp	2d4gp	64gp	2d4x16gp
Uncommon	8gp	2d8gp	128gp	2d8x16gp
Rare	12gp	2d12gp	192gp	2d12x16gp
Special	Varies*	Varies*	Varies*	Varies*
Extraordinary	Varies*	Varies*	Varies*	Varies*

*If purchasable

Ingredient Storage

Any ingredient, whether bought or found, must be stored if it is to be used later. The proper storage of an ingredient ensures that it will last until it is needed to craft an item. The proper way to store an ingredient depends on the type of ingredient, but all ingredients need proper storage. An ingredient that is stored properly remains usable for quite some time, ingredients stored improperly last much shorter times. For example, Pyrite dust that is kept in a sack will leak out and become contaminated, the alchemist will lose a great deal of it and what is left will not be very useful- if at all.

For the purposes of storage all ingredients are classified as one of the following types; animal, mineral, or plant. Each of these categories has a different method for storage and each has a different expectancy of shelf life. The table below denotes the proper storage mediums for each type and the expected shelf life using the appropriate methods.

Animal Ingredients

Storage Method	Average Shelf Life	Actual Shelf Life
Open Air	1 Day	1d2 Days
Semi Sealed Container (Not Glass)	3 Days	1d6 Days
Semi Sealed Container (Glass)	1 Week	1d2 Weeks
Air Tight Container	2 Weeks	1d4 Weeks
Magical Container	Indefinite	Indefinite

Mineral Ingredients

Storage Method	Average Shelf Life	Actual Shelf Life
Open Air	1 Month	1d2 Months
Semi Sealed Container (Not Glass)	1 Year	1d2 Years
Semi Sealed Container (Glass)	5 Year	1d10 Years
Air Tight Container	Indefinite	Indefinite
Magical Container	Indefinite	Indefinite

Plant Ingredients

Storage Method	Average Shelf Life	Actual Shelf Life
Open Air	2 Days	1d4 Days
Semi Sealed Container (Not Glass)	1 Week	1d4-1 Weeks
Semi Sealed Container (Glass)	2 Weeks	1d4 Weeks
Air Tight Container	4 Weeks	2d4 Weeks
Magical Container	Indefinite	Indefinite

When an ingredient passes its shelf life and is no longer a usable ingredient an alchemist knows the ingredient is no longer good, the ingredient may appear desiccated, contaminated, or be a different color from the norm. This knowledge does not require a check, it is automatic when the alchemist sees the ingredient they know it is no longer usable.

In the case of purchasing an ingredient from an alchemy/apothecary/herbalist type shop, there is no shelf life penalty applied to the ingredient; it is assumed that such shops have a viable means to store their ingredients. The actual shelf life does not start until the alchemist takes the ingredient from the protected environment.

Crafting Items

Crafting an item requires a formula, alchemist's supplies, workspace, all requisite ingredients, and the appropriate time. The formula can be a known formula or a research and development attempt at a formula. The alchemist's supplies are the standard kit from the Player's Handbook. The workspace can be anything from an actual lab in a wizard's tower or apothecary's store to a humble kitchen in a house or inn. The requisite ingredients are at least one ounce of all ingredients required by the formula to craft the item, but as in the case of material crafting could be pounds of each ingredient.

The requisite ingredient amount varies by creation and formula, there is no set amount that applies to all alchemy creations only the minimum 1 ounce. In the case of elixirs, a standard elixir formula requires only 1 ounce of each ingredient to be crafted. For example, if there is an elixir which requires 4 ingredients, 1 ounce of each ingredient is required even though the final elixir is only 1 ounce itself. To craft an item is a bit trickier to calculate as some items would appear to not need a full ounce to make, but in these instances the end creation is more than one of the crafted item; as such the formula will require 1 ounce. For example to make a single 1 ounce vial of ink may require 3 ingredients, which is 3 ounces of ingredients; thus 3 ink vials will be created. Material crafting is a function of the amount of material required at the end of the crafting, wherein the amount of each required ingredient is derived by dividing the total end resultant material by the number of ingredients to craft it. For example, if the goal is 1 pound of material and there are 16 ingredients, the required amount of each ingredient is 1 ounce.

The time required to craft the item is a function of the formula's value, the time required to craft an item is 1 day per 50gp base value of the item; wherein base value is determined as the cost of all ingredients multiplied by 2. The character is expected to work for 8 hours per day on the item and can pursue other activities during the other time, but cannot leave an item unattended for more than 16 hours without risking that the creation processes become unstable and go awry resulting in a total loss of the item and ingredients.

Any item in the creation process left unattended for more than 16 hours has a cumulative failure rate of 25% per 8 hours left unattended; thus the first 8 hour period unattended has a 25% chance of failure, the second 8 hour period has a 50% chance of failure, the third 8 hour period has a 75% chance of failure, and the fourth 8 hour period has a failure chance of 100%. This check is made at the end of each 8 hour period. Once an item fails a check, the item is useless and all ingredients are expended.

Learning New Formulas

There are a great many other items to craft aside from the original 5 each character knows, the process of learning formulas for new items is a mixture of time and exposure. Adventurers may come across new formulas in the treasure troves of adversaries, or meet other alchemists in their travels with whom they can swap formulas. There are possibly some alchemists whose knowledge of alchemy may span generations willing to teach characters new formulas in exchange for rare ingredients, new lore, or even gold. Characters can attempt to discover new items by researching the craft and trying new formulas to see what happens. Lastly characters can distill a formula from an item. Regardless, of the method by which a character gains a formula; once they have the formula they can write it in their alchemist book and forever keep it to use as they will. There is no limit to the amount of formulas a character can learn or know.

Discovery: Characters can find new formulas throughout the world; temple libraries, tomes of lore, or treasure troves. A character who finds a formula in such a manner need only copy this formula into their alchemy book to craft the item at a later time.

Distillation: Characters who find new items can attempt to learn a crafting formula by distillation, provided the creator has crafted the item using the alchemy skill. In distilling an item, the character breaks the item and reverse engineers the formula. To distill a formula a character needs; the item to be distilled, alchemist's supplies, workspace, and time. The distillation process takes twice as long as the crafting time of the item distilled; thus it is a function of the base value, wherein the time required to distill the item is equal to 4 times the base value. The base value of an item is the cost of all ingredients multiplied by 2.

Also, as in crafting an item the distillation process must be monitored and requires 8 hours of work daily. It cannot be left unattended for more than 16 hours. Any item in the distillation process left unattended for more than 8 hours has a cumulative failure rate of 25% per 8 hours left unattended; thus the first 8 hour period unattended has a 25% chance of failure, the second 8

hour period has a 50% chance of failure, the third 8 hour period has a 75% chance of failure, and the fourth 8 hour period has a failure chance of 100%. This check is made at the end of each 8 hour period. Once an item fails a check, the distillation is a failure. The item is ruined and the character does not know the formula to craft the item

At the end of the process the character makes an alchemy skill check (DC15) using intelligence and proficiency modifiers. Success on this check means the character has successfully distilled the formula to craft this item and can write a formula in their alchemy book to craft the item, failure on this check means the character has not distilled a formula and cannot craft this item. A character is aware of the success or failure of the distillation process and immediately knows if they have a formula for the item. Regardless of success or failure, the item distilled is ruined and its ingredients are worthless.

Research: Characters can use their time to research into alchemy and attempt to devise their own formulas for items. To begin this process, players choose the type of item they want to craft; elixir, item, oil, or material and what effect it creates. Next, they look into the available ingredients and what sort of effects the ingredients generally create. After that they choose a list of ingredients and attempt to craft the item.

Players choose ingredients from the spheres of influence which create effects they want the item to create, most formulas involve ingredients from more than one sphere of influence with the predominant sphere of influence being two or more ingredients from different levels of rarity. In developing a new formula, players choose the item type and the desired effect, they then discuss the item with the DM. The DM has the final call about an item, determining if it is too powerful, if it requires ingredients not listed, or if the formula will have effects other than the player's desired effect.

After mutually agreeing with the DM on the formula and effect, the character attempts to craft the item using the normal procedures of crafting with the added step of the success determination roll at the end of the crafting process. The success determination roll is a d% roll made at the very end of the crafting process and determines whether the formula is a failure, success, or has an unintended outcome.

The type of item the alchemist crafts determines which table is used for the success determination roll. Each type of creation that an alchemist crafts has its own table and its own set of mitigating factors which add or subtract from the roll. Players must roll the success determination roll and then apply all mitigating factors using the final resultant number as their score on the success determination outcome table.

Elixir Success Determination Outcome

d% Roll	Success Determination Outcome
10 or less	Poison, DC15, 1d6 Con damage
11-20	Formula works as intended, but leaves user with 2 levels of exhaustion after its effect ends
21-30	Formula works as intended, but leaves user with 1 level of exhaustion after its effect ends
31-98	Formula works as intended
99	Formula works as intended, but this attempt and no other crafts 2x the expected amount
00 or higher	Formula works as intended, but this formula produces 2x the expected amount

Elixir Success Determination Outcome Mitigating Factors

Mitigating Factor	d% Adjustment
Crafter is Elf	+10%
Crafter is Dwarf	-10%
Crafter is Spell caster	+10%
Crafter has Int score of 13 or higher	+5%
Crafter has Int score of 10 or lower	-5%
Crafter has Proficiency Bonus of 5 or higher	+5%
Crafter has Proficiency Bonus of 4 or lower	-5%
Formula utilizes all 4 Elemental Associations	+5%
Formula utilizes all 5 Rarity Levels	+5%

Item Success Determination Outcome

d% Roll	Success Determination Outcome
15 or less	Formula explodes in creation process 2d6 damage
16-25	Formula is worthless and expends all ingredients
26-98	Formula works as intended
99	Formula works as intended, but this attempt and no other produces twice the expected amount
00 or higher	Formula works as intended, but this formula produces 2x the expected amount

Item Success Determination Outcome Mitigating Factors

Mitigating Factor	d% Adjustment
Crafter is human	+10%
Crafter is Halfling	-10%
Formula utilizes all 4 Elemental Associations	+5%
Formula utilizes all 5 Rarity Levels	+5%

Material Success Determination Outcome

d% Roll	Success Determination Outcome
20 or lower	Formula is worthless and expends all ingredients
21-99	Formula works as intended
00 or higher	Formula works as intended, but produces 2x the expected amount

Material Success Determination Outcome Mitigating Factors

Mitigating Factor	d% Adjustment
Crafter is dwarf	+10%
Crafter is elf	-10%
Crafter is proficient in at least 1 other craft	+10%
Crafter is not proficient in any other craft	-10%
Formula utilizes all 4 Elemental Associations	+10%
Formula utilizes all 5 Rarity Levels	+10%

Oil Success Determination Outcome

d%	Success Determination Outcome
10 or less	Formula explodes in creation process deals 2d6 damage
11-20	Formula creates acid which deals 1d6 damage to objects (except Glass) and 1d6 to living material
21-90	Formula works as intended
91-99	Formula works as intended, but this attempt and no other produces 2x expected amount
00 or higher	Formula works as intended, but this formula produces 2x expected amount

Oil Success Determination Outcome Mitigating Factors

Mitigating Factor	d% Adjustment
Crafter is gnome	+10%
Crafter has Int score 10 or less	-10%
Formula utilizes all 4 Elemental Associations	+10%
Formula utilizes all 5 Rarity Levels	+5%

The Success Determination roll is only made on the first attempt to create a specific formula, and its result is always applied to this specific formula. The results of the success determination roll are permanent, they always apply to a formula that a character has attempted to create; thus if a character attempts a formula and receives a result of poison, that particular formula always creates poison. If a character attempts a formula and receives a result of works as intended, this formula always works as intended.

For example, if a character makes a formula for an elixir and at the end of crafting makes the success determination roll and rolls 08% on the dice with the mitigating factor (Elf, Spell caster, Proficiency Bonus 3) +15%; the final roll is 23%; this formula works as intended but leaves the user with 2 levels of exhaustion after its effects wear off and all future creations of this formula will produce the exact same result. A character who creates a formula for an item makes their Success Determination Outcome Roll at the end of the crafting and has 42% on the dice, they add the mitigating factors (none apply); this formula works as intended and will always work as intended in all future crafting. If the first character attempted to invent a formula for a material, they would follow the normal crafting rules and then roll the Success Determination Outcome roll. This time they roll a 12% and add the mitigating factors (elf, no other crafts) -08% is the final Success Outcome Determination; this formula is worthless and expends all the ingredients, it will never work and all the ingredients are used and worthless. The second character creates a formula for an oil, the roll for Success Determination is 85%, they apply the mitigating factors (Gnome, 4 Elemental Associations, 5 Rarity Levels) the final roll is 110%; this formula works as intended and produces twice the expected amount of oil, all future crafting with this formula will result in a working oil and the formula yield 2 uses for what was expected to only be one use when the formula was designed.

Research Formula Sample

Lisa plays a bard, she wants to craft an elixir that grants advantage on her performance checks. First she looks at the spheres of influence and decides she wants ingredients that affect: Charisma and Enchantment, but she also wants to be extra perceptive to how the crowd responds to her so she picks a Wisdom ingredient as well. She wants the main effect to be Charisma, so she chooses to ingredients from that sphere of influence each a different rarity level; Amazonite (rare) and Spider Venom (common); she picks an uncommon ingredient for Sphere of Influence Enchantment: Ivory, last she chooses a Sphere of Influence Wisdom: Ametrine.

Lisa then approaches her DM, Lisa explains her plan and gives the DM the list of ingredients. The DM decides that such an elixir should be possible, but thinks that this will be quite expensive for such a simple benefit. He reviews the ingredients and decides Ametrine is not needed; after all, Amazonite and Spider Venom both are sphere of Influence: Charisma/Wisdom. Adding that Ivory is Sphere of Influence: Enchantment/Wisdom, all the Sphere of Influences Lisa is looking for are incorporated.

Lisa agrees, she collects 1 ounce of each ingredient and attempts to craft the elixir. The base value of this elixir is 42gp so to craft it will take 1 day; base value is calculated by the formula: [(Amazonite) 10gp+ (Ivory) 8gp+ (Spider Venom) 3gp] x2=42gp. After the process is complete Lisa rolls her Success Outcome Determination Roll, she rolls 45% and applies the mitigating factors: +15% (Spell caster, Intelligence score 13+) to have a final Success Outcome Determination of 60%. This formula is a success, it works as intended and every attempt to craft it from this point forward will work as well.

Jeff is a ranger, he finds that as he escorts people through the woods often and knows they get upset if a camp fire is not roaring immediately upon the setting of camp. He wants to make an item that will instantly ignite a fire. He researches the Sphere of Influence and thinks he needs energy and nothing else; further he wants fire which is an Elemental Association. He chooses 3 ingredients from Sphere of Influence: Energy; all of them from the Elemental Association: Fire; Flint, Phosphorous, Pitch. Jeff realizes that this item will be expensive to craft, even though his ingredient list is short and there is nothing from Rarity Level: Rare or higher, he decides this item will need to produce many fires to be effective. He does not have a good solution so he asks the DM for advice.

The DM thinks that what Jeff wants is feasible, but it needs to be modified to work, the DM suggests the item be less powerful; create a small flame, similar to a candle, which will ignite dry tinder without fail and get a fire to start. With that in mind the DM suggests that such an item could be a single use item, but the formula to craft it could create many of them; wherein the single item would cost only 1gp, but to produce it would require the production of many to make it feasible. Jeff looks at his ingredient list and figures the value to be 19gp and the base value to be 38gp; he wants the cost to be 1 sp per item. The DM thinks that is too cheap for an item that starts fire and rules the item should cost 1gp per item. Jeff wants the item, but needs it be cheap enough to justify using it often, he asks the DM to meet him in the middle. The DM considers the situation; he decides if Jeff adds Pine to the ingredient list, it raises the value to 20gp, base value to 40gp, and the formula will craft 50 pine twigs that ignite to a flame the size of a candles and burn for 1 minute.

Jeff collects 1 ounce of each ingredient and attempts to craft the item at the end of the crafting time, 1 day because he can craft 50gp of base value/day and the base value is 40gp, he makes his Success Determination Outcome Roll and rolls 85% he applies the mitigating factors (None apply), so the final roll is 85%. This formula is successful, it works as intended and will work as intended each time that Jeff uses it to craft this item.

Susan is a fighter, she wants to craft a material to make armor which will grant resistance to bludgeoning attacks. She looks at the Sphere of Influences and decides she needs choose ingredients from the spheres: Constitution, Fortitude, and Resistance. She decides to choose one ingredient from each Rarity Level: Alabaster, Heliodor, Nephrite, Amethystine Agate,

and Meteorite. Many of the ingredients cover more than one Sphere of Influence she wants, also she has incorporated all 4 Elemental Associations.

Susan approaches the DM with her idea and shows her ingredient list. The DM thinks that this material could be useful, but only if it were full plate mail armor; this means Susan will need 65 pounds of her material (the weight of a suit of plate mail) to craft the suit. Susan collects 11 pounds of each ingredient and she attempts the crafting and at the end makes her Success Determination Outcome roll and rolls 61% applies mitigating factors (Dwarf, Craft Proficiency in another craft, 4 Elemental Associations, and 5 Rarity Levels) to make the final roll 101%. This formula works as intended and creates twice the amount expected, therefore Susan has enough material for 2 suits of armor, 130 pounds, and the next time she uses this formula she produces twice the amount of material as determined by the amount of ingredients used.

Bobby is a rogue, he wants to craft an oil that grants advantage on sleight of hand checks. He looks at the Sphere of Influence list and decides he only needs Sphere of Influence: Dexterity, he also wants this to be a very inexpensive creation so he can use it often so decides to choose only ingredients of Rarity Level common and uncommon. He chooses: Animal Cat Hair, Animal Cat Sinew, Animal Rabbit Blood, and Tiger Iron.

Bobby takes his idea and ingredient list to the DM, the DM thinks there is not enough diversity of ingredients to justify the effect Bobby wants; but that the formula could work with a few adjustments. Bobby chooses to only use Animal Cat Hair, Animal Rabbit Blood, Tiger Iron, and adds Iron Pyrite. The DM agrees to the switch and notes that because Animal Cat Hair and Animal Rabbit Blood are only usable by the pound all the other ingredients must be by the pound as well; though this creation will now make 16 ounces should it work, only 1 ounce is necessary amount per use.

Bobby collects the requisite ingredients and attempts to craft the oil. At the end of the crafting he rolls a Success Determination Outcome roll and rolls a 19% he applies mitigating factors (None apply) so the roll stands at 19%. This formula is a failure, it produces acid which deals 1d6 damage to objects and creatures and can only be stored in glass. This formula will always create acid, every time Bobby uses it he will produce this acid- which as Bobby knows is quite useful for a rogue.

Trade: Alchemists can swap knowledge or lore freely, though many trade formula knowledge on a formula for formula basis. Providing that both alchemists have a common language copying from one alchemist book to another is not an issue.

Train: The ability to train may present itself in any manner; academy, apprenticeship, guild, or school. Regardless of the form or formalness of the training characters can acquire new formulas by training. In general the cost of a formula is twice the value of the item and takes 1 day per 50gp base value of the item to learn.

Formulas

The following is a list of common items that can be found or purchased from an alchemist, apothecary or herbalist. These items can be crafted by a character with the alchemist skill, who meets all the requirements of crafting the item. The list is not complete as there are countless items yet to invent or items whose knowledge is lost.

When a character uses an item the same basic rules are applied, regardless of the characters class, level or the item's effects. Each item description starts with a block of information that gives the item's name, type, cost, ingredients, and effect.

Type: This is the type of alchemist item which the described item is, (E) Elixir, (I) Item, (M) Material, or (O) Oil. In the following formula list, the type is expressed as a single letter referencing the first letter of the type.

Cost: This is the market price of the item expressed in gold pieces (gp), it is the price a character would expect to pay for the item. It is not the cost to craft the item.

Ingredients: These are the requisite ingredients required to craft the item, unless specified otherwise the minimum necessary amount of the ingredient required is 1 ounce. A character may possess all the ingredients for an item, but not be able to craft it because they do not have the formula.

Effect: This is the effect the item creates, it will contain all the relevant game data to effectively play the use of the item.

Acid Flask, Lesser (I)	10gp
<i>Ingredients: Ammonia, Potash, Salt</i>	
<i>Effect:</i> This flask is hurled as a grenade like weapon. As an Action, you can throw this flask up to 20 feet, where it spreads its contents upon impact. Make a ranged attack against a creature, treating the Acid Flask as an improvised weapon. Upon a successful hit, the creature it strikes takes 1d6 acid damage.	
Acid Flask, (I)	25gp
<i>Ingredients: Ammonia, Potash, Salt, Satin Spar Gypsum</i>	
<i>Effect:</i> As page 148 Player's handbook describes.	
Adamantine, (M)	428gp/lb.
<i>Ingredients: Astrophyllite, Herkimer Diamond, Spectrolite, Sunstone, Tiger Iron</i>	
<i>Effect:</i> This extremely hard metal is used to craft weapons and armor. Weapons crafted from adamantite have a +1 enhancement bonus on attack rolls and overcomes Object Armor Class or Damage Threshold 23 or lower when damaging objects. Armor crafted from adamantite negates critical hit damage, so critical hits are treated as normal hits for the wearer.	
Alchemical Silver (O)	50gp
<i>Ingredients: Aqua Aura, Silver, Sugilite, Sunstone</i>	
<i>Effect:</i> This oil is spread onto weapons and grants them the properties of silvered weaponry for 24 hours	
Alchemist Fire (I)	50gp
<i>Ingredients: Brimstone, Flint, Phosphorous</i>	
<i>Effect:</i> As page 148 Player's Handbook describes.	
Arrow, Acidic (I)	11gp
<i>Ingredients: Ammonia, Arrow Shaft, Potash, Salt</i>	
<i>Effect:</i> This arrow deals 1d6 acid damage, plus 1 point acid damage per round in addition to normal damage for its type.	
Arrow, Fiery (I)	11gp
<i>Ingredients: Arrow shaft, Brimstone, Flint, Phosphorous,</i>	
<i>Effect:</i> This arrow deals 1d4 fire damage per round in addition to normal damage for its type.	
Aqua Vitea (O)	120gp
<i>Ingredients: Aventurine, Balm of Gilead, Lavender Zirconium, Lime</i>	
<i>Effect:</i> This oil is spread over creatures, if it is spread over a dead creature the creature receives 3 new death saving throws, if it is spread over a dying creature the creature immediately receives 1 hit point, and if it is spread on a living creature the creature gains advantage on all necromantic effects which all saves for 1 hour.	
Bull's Strength (E)	35gp
<i>Ingredients: Black Obsidian, Ox Sweat, Zeolite</i>	
<i>Effect:</i> This elixir raises a character's Strength score +2 for 1 hour.	
Blade of Fire (O)	20gp
<i>Ingredients: Flint, Unakite, Zincite</i>	
<i>Effect:</i> This oil is applied to a weapon and grants it the ability to deal fire damage in addition to normal damage for its type. This effect lasts for 5 minutes.	
Blade of Frost (O)	20gp
<i>Ingredients: Amazonite, Icewind Spar, White Mother of Pearl</i>	
<i>Effect:</i> This oil is applied to a weapon and grants it the ability to deal cold damage in addition to normal damage for its type. This effect lasts for 5 minutes.	
Cat's Reflexes (E)	35gp
<i>Ingredients: Malachite, Violet Scapolite, Watermelon Tourmaline</i>	
<i>Effect:</i> This elixir raises a character's Dexterity score +2 for 1 hour.	

Daylight Oil (I)	125gp
<i>Ingredients: Sardonyx, Tanzanite,</i>	
<i>Effect:</i> This oil when applied to an object glows as daylight for 72 hours, illuminating a 60' foot sphere brightly and another 60' beyond that dimly.	
Dust of appearance (I)	360gp
<i>Ingredients: Amethyst, Charoite, Cuprite, Hiddenite, Phantom Quartz</i>	
<i>Effect:</i> This dust is thrown into the air and covers everything within a 10' cube, within its effect revealing anything invisible and negating effects like blur, displacement, mirror image, and projected images. Anything covered by the dust remains coated for 5 minutes, even if it is removed from the area of effect anything coated has a disadvantage on hide checks and any creature attempting to perceive it has advantage on perception.	
Dust of Dryness (I)	170gp
<i>Ingredients: Alabaster Gypsum, Clay, Cream Mother of Pearl, Green Titanite, Goldstone, Ivory, Turritella Agate, Rhodochrosite, White Mother of Pearl</i>	
<i>Effect:</i> This dust can be thrown onto any type of water, it will absorb up to 100 gallons of water and become a small pellet that floats/rests where it was thrown. If the pellet is thrown on the ground it will break and release the same amount of water as it contains. If this dust is thrown at a water elemental the creature must make a Con save DC 15 or be destroyed, if it successfully saves it takes 5d6 damage. This dust does not affect any substance except water.	
Dye, Bleach (M)	16gp
<i>Ingredients: Lye, Salt</i>	
<i>Effect:</i> This liquid will remove the color from any cloth, ounce of lye and 1 pound of salt make enough to bleach 20 yards of fabric.	
Dye, Green (M)	15gp
<i>Ingredients: Ammonia, Lime</i>	
<i>Effect:</i> This liquid will dye any material green, up to 20 yards of fabric or 2 cubic feet of a substance	
Dye, Indigo (M)	15gp
<i>Ingredients: Ammonia, Blue Topaz</i>	
<i>Effect:</i> This liquid will dye any material blue, up to 20 yards of fabric or 2 cubic feet of substance	
Dye, Orange (M)	15gp
<i>Ingredients: Ammonia, Lemon, Strawberry</i>	
<i>Effect:</i> This liquid will dye any material orange, up to 20 yards of fabric or 2 cubic feet of substance	
Dye, Red (M)	15gp
<i>Ingredients: Ammonia, Strawberry</i>	
<i>Effect:</i> This liquid will dye any material red, up to 20 yards of fabric or 2 cubic feet of substance	
Dye, Violet (M)	15gp
<i>Ingredients: Ammonia, Blue Topaz, Strawberry</i>	
<i>Effect:</i> This liquid will dye any material violet, up to 20 yards of fabric or 2 cubic feet of substance	
Dye, Yellow (M)	15gp
<i>Ingredients: Ammonia, Lemon</i>	
<i>Effect:</i> This liquid will dye any material yellow, up to 20 yards of fabric or 2 cubic feet of substance	
Eagle's Splendor (E)	35gp
<i>Ingredients: Brown Titanite, Sodalite, Stibnite</i>	
<i>Effect:</i> This elixir raises a character's Charisma score by +2 for 1 hour.	
Glue, Average (M)	20gp
<i>Ingredients: Alabaster Gypsum, Animal Horse Hoof, Pine Sap</i>	
<i>Effect:</i> This adhesive will bind 2 items together requiring a strength check DC 10 to break them apart.	

Glue, Strong (M)	40gp
<i>Ingredients: Alabaster Gypsum, Animal Horse Hoof, Pine Sap, Rhodochrosite</i>	
<i>Effect: This adhesive will bind 2 items together requiring a strength check DC 20 to break them apart.</i>	
Glue, Weak (M)	10gp
<i>Ingredients: Animal Horse Hoof, Pine Sap</i>	
<i>Effect: This adhesive will bind 2 items together requiring a Strength check DC 5 to break them apart.</i>	
Fox's Cunning (E)	35gp
<i>Ingredients: Azurite, Cerrusite, Serpentine</i>	
<i>Effect: This elixir raises a character's Intelligence score by +2 for 1 hour.</i>	
Healing, Common (E)	50gp
<i>Ingredients: Athelas, Banana, Balm of Gilead, Strawberry</i>	
<i>Effect: This elixir heals 2d4+2 hit points of damage.</i>	
Hyde (E)	625gp
<i>Ingredients: Chimera Sinew, Gold, Jet, Lotus Flower, Nitre</i>	
<i>Effect: This elixir raises a character's strength score to 20 and lowers the character's intelligence to 3. The elixir also alters a character's preferred weapon to an unarmed strike dealing 1d4+5 bludgeoning damage upon which any successful attack allows a bonus action grapple attempt. Each round the character starts their turn with a creature successfully grappled they can inflict 2d4+5 bludgeoning damage. While the effect persists the character has resistance to bludgeoning damage and vulnerability to piercing damage. The elixir's effect lasts 1d8 hours and for that time the character retains no memory of their actions. At the end of the elixir's effects the character has 2 levels of exhaustion.</i>	
Impervium (M)	761gp/lb.
<i>Ingredients: Alabaster, Amethystine Agate, Heliodor, Meteorite, Nephrite</i>	
<i>Effect: This ultra-hard metal is used to craft weapons and armor. Weapons made from it have an enhancement bonus of +1 on all attack rolls and overcome any Object Armor Class or Damage Threshold when damaging objects. Armor from this material absorbs damage from physical attacks, 1 point for light armor, 2 points for medium armor, and 3 points for heavy armor.</i>	
Ink, Alchemist's (Liquid Gold) (M)	10gp
<i>Ingredients: Pyrite, Stibnite</i>	
<i>Effect: This creates a gold colored ink for writing on parchment</i>	
Ink, Moon (M)	21gp
<i>Ingredients: Crafting Diamond, Moonstone, Stibnite</i>	
<i>Effect: This ink is for writing on parchment and the ink can only be seen in the light of the moon.</i>	
Ink, Scroll (M)	30gp
<i>Ingredients: Dragon Blood, Gold, Lodestone, Sodalite, Turquoise</i>	
<i>Effect: This ink is of pure enough quality and strong enough magic to be used for scroll creation.</i>	
Ink, Vanishing (M)	15gp
<i>Ingredients: Clear Tourmaline, Fluorite, Smithsonite</i>	
<i>Effect: This ink vanishes after drying, it reappears when the parchment is heated showing silver; after 5 minutes it vanishes again.</i>	
Keen Edge (O)	150gp
<i>Ingredients: Angelite, Demon Blood, Flint, Rhyolite, Rose Quartz</i>	
<i>Effect: This oil is applied to a slashing or piercing weapon and grants a critical hit on a 19 or 20 for 1 hour.</i>	

Mithral (M)	210gp/lb.
<i>Ingredients: Flawed Diamond, Silver, Tektite, Tiger Iron</i>	
<i>Effect:</i> This metal looks like steel, but is lighter and stronger. Mithral is used to craft weapons and armor. Weapons made from it have an enhancement bonus of +1 on all attack rolls and overcome Object Armor Class and Damage Threshold of 21 or lower when damaging objects. Armor from this material does not impose a speed penalty due to strength nor does it impose disadvantage on stealth.	
Owl's Wisdom (E)	35gp
<i>Ingredients: Fluorite, Geode, Violet</i>	
<i>Effect:</i> This elixir raises a character's Wisdom score +2 for 1 hour.	
Perception (E)	50gp
<i>Ingredients: Red Tiger Eye, Tanzanite, Turquoise</i>	
<i>Effect:</i> This elixir grants advantage on all perception checks for 1 hour.	
Poison, Asylum (E)	135gp
<i>Ingredients: Athelas, Citrine, Dioptase, Herkimer Diamond</i>	
<i>Effect:</i> Ingested poison, a creature subjected to this poison must make a DC 12 Constitution saving throw. A successful save negates all effects, failure results in immediate insanity. This insanity remains in effect until the subject successfully saves, each full moon they are allowed a new save attempt.	
Poison, Death Knell (O)	400gp
<i>Ingredients: Aqua Aura, Astrophyllite, Bismuth, Bloodstone</i>	
<i>Effect:</i> Contact poison, a creature subjected to this poison must make a DC16 Constitution saving throw. A successful saving throw takes 5d6 poison damage and a failure is death.	
Smokestick (I)	30gp
<i>Ingredients: Ammonia, Flint, Petrified Wood</i>	
<i>Effect:</i> This wooden stick is thrown into a square and immediately fills a 10' cube with thick grey smoke, any creature in the smoke has total cover from any creature outside of the smoke; likewise any creature outside the smoke has total cover from any creature outside the smoke. Creatures inside the smoke are blind.	
Sunrod (I)	2gp
<i>Ingredients: Brimstone, Petrified Wood</i>	
<i>Effect:</i> A wooden rod about 1' long, it brightly illuminates a 30' sphere and glows for 6 hours	
Tanglefoot Bag (I)	50gp
<i>Ingredients: Clay, Pitch, Satin Spar Gypsum, Smithsonite</i>	
<i>Effect:</i> This bag of alchemical goo is thrown as a grenade like weapon. As an Action, you can throw this bag up to 20 feet, where it spreads its contents upon impact. Make a ranged attack against a creature, treating the Tanglefoot Bag as an improvised weapon. Upon a successful hit, the creature it strikes is restrained. The glue quickly hardens and a restrained creature must succeed on a DC 18 Strength or deal 15 points of damage to the goo to break free on their turn.	
Thunderstone (I)	50gp
<i>Ingredients: Lavender Zirconium, Nitre, Unakite, Sardonyx, Selenite Gypsum,</i>	
<i>Effect:</i> This small black stone explodes in a 10' radius when it breaks, all creatures in the area make a DC 13 Dexterity saving throw. On a failure, a creature takes 2d6 force damage and is deafened. On a success, the damage is halved and the creature is not deafened.	
Tinder Twig (I)	1gp
<i>Ingredients: Flint, Pine, Pitch, Phosphorous</i>	
<i>Effect:</i> This small twig ignites to a flame the size of a candle's and burns for 1 minute, the flame is hot enough to ignite any flammable materials.	

Ingredients: Balm of Gilead, Clear Tourmaline, Wood Aloes

Effect: This oil can be applied to any matter that was once living (paper, parchment, wood, flesh, etc.) and the matter no longer suffers the ravages of time. For each year of actual time which passes the matter which has been treated ages as if only one day has passed.

Ingredients

The following is a list of well-known ingredients, these ingredients can be used to create a nearly limitless amount of items using the Alchemy Skill. This list is not the entirety of ingredients that an alchemist can use to craft items with an Alchemist Kit, such ingredients not appearing on this list are under the direction of the DM as usable ingredients.

Each ingredient description starts with a statistic block giving its Name, Elemental Association, Rarity Level, and Sphere of Influence.

Elemental Association: In capital letters after the ingredient's name is a single letter identifier which denotes an ingredient's elemental association Air (A), Earth (E), Fire (F), or Water (W)

Rarity Level: After the ingredient's Elemental Association is a single letter identification of the Rarity Level; Common (C), Uncommon (U), Rare (R), Special (S), or Extraordinary (E).

Sphere of Influence: After the Rarity Level, each Sphere of Influence the ingredient is associated with is listed.

Abalone: W/U; Divination, Pigment, Wisdom	10gp/oz., 160gp/lb.
Aboleth Slime: W/E; Intelligence	580gp/oz., 9,280gp/lb.
Agate: A/C; Abjuration, Constitution, Healing, Intelligence	4gp/oz., 64gp/lb.
Alabaster: A/C; Fortitude, Pigment, Strength	2gp/oz., 32gp/lb.
Alexandrite: A/R; Enchantment, Healing, Resistance	500gp/oz., 8,000gp/lb.
Aloes, Wood: E/S; Abjuration, Wisdom	17gp/oz., 272gp/lb.
Amazonite: W/R; Charisma, Energy, Wisdom	10gp/oz., 160gp/lb.
Amber: F/S; Charisma, Enchantment, Resistance	100gp/oz., 1,600gp/lb.
Amblygonite: A/S; Charisma, Fortitude, Intelligence, Resistance	18gp/oz., 288gp/lb.
Amethyst: A/R; Charisma, Divination, Fortitude, Intelligence, Pigment, Wisdom	100gp/oz., 1600gp/lb.
Amethystine Agate: W/S; Energy, Fortitude	12gp/oz., 192gp/lb.
Ametrine: A/S; Charisma, Intelligence, Wisdom	16gp/oz., 256gp/lb.
Ammonia: A/C; Energy, Pigment, Polymer, Resistance	2gp/oz., 32gp/lb.
Angel Hair, Solar: W/E; Abjuration, Resistance, Wisdom	8,000gp/oz., 128,000gp/lb.
Angelite: A/S; Fortitude, Resistance	16gp/oz., 256gp/lb.
Animal, Cat Hair: F/C; Dexterity	1gp/lb.
Animal, Cat Sinew: E/C; Dexterity, Pigment, Polymer	1gp/lb.
Animal, Horse Hoof: E/C; Dexterity, Polymer, Strength	5gp/oz., 80gp/lb.
Animal, Ox Sweat: W/C; Strength	1gp/lb.
Animal, Rabbit Blood: E/C; Dexterity, Polymer	1gp/lb.
Ankheg, Acid: W/S; Polymer	60gp/oz., 960gp/lb.
Apophyllite: E/E; Divination, Resistance	80gp/oz., 1,280gp/lb.
Aqua Aura: W/R; Pigment, Resistance, Wisdom	14gp/oz., 224gp/lb.
Aquamarine: W/U; Abjuration, Divination, Intelligence, Pigment, Wisdom	500gp/oz., 8,000gp/lb.
Aragonite: F/S; Enchantment, Energy, Wisdom	16gp/oz., 256gp/lb.
Astrophyllite: F/E; Fortitude, Resistance, Strength	45gp/oz., 720gp/lb.
Athelas: E/C; Constitution, Divination, Healing, Intelligence, Wisdom	2gp/oz., 32gp/lb.
Aventurine: E/R; Abjuration, Healing	14gp/oz., 224gp/lb.
Azurite: A/U; Charisma, Intelligence, Pigment, Wisdom	10gp/oz., 160gp/lb.
Balm of Gilead: F/S; Abjuration, Healing, Resistance	20gp/oz., 320gp/lb.
Banana: W/U; Healing, Pigment	4gp/oz., 64gp/lb.
Barite: A/C; Enchantment, Energy, Intelligence	2gp/oz., 32gp/lb.
Benitoite: W/E; Charisma, Enchantment, Wisdom	130gp/oz., 2,080gp/lb.
Beryl: A/R; Abjuration, Divination, Energy	10gp/oz., 160gp/lb.
Bezoar: A/R; Constitution, Healing	11gp/oz., 176gp/lb.

Bismuth: A/E; Energy, Healing, Pigment	300gp/oz., 4,800gp/lb.
Bloodstone: E/S; Divination, Healing	50gp/oz., 800gp/lb.
Blue Laced Agate: A/C; Charisma, Pigment	3gp/oz., 48gp/lb.
Bodhi: W/S; Abjuration, Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom	450gp/oz., 7,200gp/lb.
Boltsana Agate: A/R; Enchantment, Healing	12gp/oz., 192gp/lb.
Brimstone: F/C; Energy, Polymer, Strength	2gp/oz., 32gp/lb.
Calcite, Gold: A/C; Healing, Pigment	4gp/oz., 64gp/lb.
Calcite, Green: A/U; Enchantment, Pigment	9gp/oz., 144gp/lb.
Calcite, Orange: A/R; Wisdom, Pigment	10gp/oz., 160gp/lb.
Carnelian: F/S; Charisma, Divination, Intelligence, Wisdom	50gp/oz., 800gp/lb.
Cat's Eye: W/C; Divination, Wisdom	1gp/lb.
Celestite: A/S; Healing, Resistance	17gp/oz., 272gp/lb.
Cerrusite: E/C; Charisma, Intelligence, Wisdom	2gp/oz., 32gp/lb.
Chalcedony: E/S; Pigment, Polymer	50gp/oz., 800gp/lb.
Chalcopyrite: F/U; Energy, Pigment	10gp/oz., 160gp/lb.
Charoite: W/S; Abjuration, Intelligence	18gp/oz., 288gp/lb.
Chialtolite: A/E; Energy, Resistance	25gp/oz., 400gp/lb.
Chimera Sinew: W/E; Constitution, Strength	200gp/oz., 3,200gp/lb.
Chrysocolla: W/C; Intelligence, Strength	2gp/oz., 32gp/lb.
Chrysolite: F/S; Abjuration, Energy	70gp/oz., 1,120gp/lb.
Chrysoprase: E/S; Charisma, Divination, Enchantment	50gp/oz., 800gp/lb.
Citrine: F/E; Healing, Resistance	50gp/oz., 800gp/lb.
Clay: W/C; Enchantment, Healing, Pigment, Polymer	1gp/lb.
Coral: W/S; Abjuration, Divination, Wisdom	100gp/oz., 1,600gp/lb.
Couatl Feather: W/E; Abjuration, Resistance, Wisdom	120gp/oz., 1,920gp/lb.
Cuprite: E/S; Divination, Pigment, Polymer	20gp/oz., 320gp/lb.
Cyclops Hair: W/E; Strength	200gp/oz., 3,200gp/lb.
Danburite: E/S Intelligence, Wisdom	16gp/oz., 256gp/lb.
Death Knight Bone: E/E; Charisma, Strength	360gp/oz., 5,760gp/lb.
Demon Blood: W/E; Charisma, Strength	30gp/oz., 480gp/lb.
Desert Rose: F/E; Energy, Strength, Wisdom	80gp/oz., 1,280gp/lb.
Devil Blood: F/E; Charisma, Intelligence, Dexterity, Strength, Wisdom	30gp/oz., 480gp/lb.
Diamond, Astral: F/E; Abjuration, Divination, Enchantment, Energy	10,000gp/oz., 160,000gp/lb.
Diamond, Crafting: F/U; Healing, Pigment, Polymer	10gp/oz., 160gp/lb.
Diamond, Flawed: F/R; Fortitude, Resistance	12gp/oz., 192gp/lb.
Diamond, Gemstone: F/S; Charisma, Constitution, Dexterity, Strength, Wisdom	5,000gp/oz., 80,000gp/lb.
Diopside: A/C; Intelligence, Pigment, Polymer	3gp/oz., 48gp/lb.
Diopase: W/C; Healing, Resistance, Strength	4gp/oz., 64gp/lb.
Displacer Beast Hair: W/E; Abjuration	90gp/oz., 1,440gp/lb.
Dragon Blood: F/E; Abjuration, Charisma, Constitution, Divination, Dexterity, Energy, Enchantment, Fortitude, Healing, Intelligence, Resistance, Strength, Wisdom	60gp/oz., 960gp/lb.
Dragon Claw: W/E; Abjuration, Resistance	60gp/oz., 960gp/lb.
Dragon Hide: A/E; Abjuration, Polymer, Pigment, Resistance	60gp/oz., 960gp/lb.
Dragon Tooth: E/E; Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom	60gp/oz., 960gp/lb.
Emerald: E/S; Abjuration, Divination, Strength, Wisdom	1,000gp/oz., 16,000gp/lb.
Empyrean Sweat: W/E; Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom	800gp/oz., 12,800gp/lb.
Ettercap Venom: A/E; Abjuration, Healing, Strength	60gp/oz., 960gp/lb.
Feldspar: W/C; Charisma, Constitution, Divination, Dexterity, Intelligence, Strength	3gp/oz., 48gp/lb.
Flint: F/C; Abjuration, Energy	3gp/oz., 48gp/lb.
Fluorite: A/C; Abjuration, Charisma, Divination, Intelligence, Wisdom	5gp/oz., 80gp/lb.
Galena: E/R; Constitution, Healing, Resistance	14gp/oz., 224gp/lb.

Garnet: F/S; Abjuration, Constitution, Divination, Energy	100gp/oz., 1,600gp/lb.
Geode: E/R; Charisma, Wisdom	12gp/oz., 192gp/lb.
Gold: E/U; Abjuration, Charisma, Constitution, Divination, Dexterity, Energy, Enchantment, Fortitude, Healing, Intelligence, Pigment, Polymer, Resistance, Strength, Wisdom	4gp/oz., 50gp/lb.
Goldstone: F/E; Intelligence, Strength	20gp/oz., 320gp/lb.
Goshenite: A/C; Abjuration, Divination	6gp/oz., 96gp/lb.
Gypsum, Alabaster: E/C; Dexterity, Polymer, Resistance	4gp/oz., 64gp/lb.
Gypsum, Satin Spar: E/U; Dexterity, Energy, Polymer	6gp/oz., 96gp/lb.
Gypsum, Selenite: E/R; Dexterity, Energy, Polymer, Resistance	12gp/oz., 192gp/lb.
Hawk's Eye: E/C; Abjuration, Divination, Wisdom	1gp/lb.
Heliodor: A/U; Abjuration, Divination, Enchantment, Fortitude, Pigment	8gp/oz., 128gp/lb.
Heliotrope: F/S; Abjuration, Enchantment, Wisdom	60gp/oz., 960gp/lb.
Hematite: F/C; Abjuration, Energy, Fortitude, Pigment, Resistance	10gp/oz., 160gp/lb.
Herkimer Diamond: A/R; Divination, Healing, Resistance	11gp/oz., 176gp/lb.
Hiddenite: A/S; Charisma, Divination, Healing, Intelligence, Wisdom	17gp/oz., 272gp/lb.
Icewind Spar: A/U; Abjuration, Energy, Polymer	10gp/oz., 160gp/lb.
Iolite: W/E; Abjuration, Charisma, Enchantment, Energy, Intelligence, Wisdom	45gp/oz., 720gp/lb.
Iron Pyrite: F/C; Charisma, Constitution, Divination, Dexterity, Enchantment, Healing, Intelligence, Strength	4gp/oz., 64gp/lb.
Ivory: E/U; Abjuration, Constitution, Enchantment, Polymer, Wisdom	8gp/oz., 128gp/lb.
Jacinth: A/S; Abjuration, Charisma, Resistance, Polymer	5,000gp/oz., 80,000gp/lb.
Jade, Green: E/S; Abjuration, Charisma, Divination, Healing, Pigment	100gp/oz., 1,600gp/lb.
Jade, White: E/S; Abjuration, Charisma, Constitution, Divination, Healing, Intelligence, Pigment	100gp/oz., 1,600gp/lb.
Jade, Yellow: E/E; Abjuration, Charisma, Constitution, Divination, Healing, Intelligence, Pigment, Wisdom	35gp/oz., 560gp/lb.
Jasper, Brecciated: E/C; Fortitude, Wisdom	4gp/oz., 64gp/lb.
Jasper, Colorless: E/E; Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom	65gp/oz., 1,040gp/lb.
Jasper, Leopard Skin: E/S; Abjuration, Enchantment, Healing	85gp/oz., 1,360gp/lb.
Jasper, Picture: E/S; Energy, Wisdom	50gp/oz., 800gp/lb.
Jasper, Red: E/U; Charisma, Pigment, Resistance	9gp/oz., 144gp/lb.
Jet: E/S; Abjuration, Constitution, Divination, Resistance, Strength	100gp/oz., 1,600gp/lb.
Labradorite, Clear: A/S; Intelligence, Wisdom	16gp/oz., 256gp/lb.
Labradorite, Gray: A/R; Intelligence, Wisdom, Pigment	11gp/oz., 176gp/lb.
Lapis Lazuli: A/U; Abjuration, Energy, Pigment, Resistance	10gp/oz., 160gp/lb.
Larimar: W/C; Healing, Pigment	4gp/oz., 64gp/lb.
Lazurite: A/C; Fortitude, Healing, Wisdom	2gp/oz., 32gp/lb.
Lemon Verbana: F/R; Abjuration, Pigment, Polymer	13gp/oz., 208gp/lb.
Lemon: W/C; Healing, Pigment, Polymer	2gp/oz., 32gp/lb.
Lepidolite: A/U; Abjuration, Healing, Pigment, Resistance	6gp/oz., 96gp/lb.
Lime: W/U; Constitution, Dexterity, Energy, Healing, Pigment, Polymer, Wisdom	5gp/oz., 80gp/lb.
Lodestone: F/C; Abjuration, Divination, Enchantment, Polymer, Resistance	6gp/oz., 96gp/lb.
Lotus Flower: W/R; Abjuration, Charisma, Constitution, Divination, Dexterity, Energy, Enchantment, Fortitude, Healing, Intelligence, Pigment, Polymer, Resistance, Strength, Wisdom	10gp/oz., 160gp/lb.
Lye: W/U; Constitution, Energy, Fortitude, Pigment, Polymer, Resistance	6gp/oz., 96gp/lb.
Malachite: F/C; Abjuration, Constitution, Dexterity, Wisdom	10gp/oz., 160gp/lb.
Mandrake: E/U; Healing	3gp/oz., 48gp/lb.
Mandrake, Root: F/U; Abjuration, Charisma, Divination, Healing, Intelligence, Resistance	7gp/oz., 112gp/lb.
Marcasite: F/U; Divination, Fortitude, Intelligence, Resistance	8gp/oz., 128gp/lb.
Meteorite: F/E; Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom	85gp/oz., 1,360gp/lb.
Mimitite: A/U; Charisma, Divination, Wisdom	10gp/oz., 160gp/lb.

Moldavite: F/E; Divination, Energy	90gp/oz., 1,440gp/lb.
Moonstone: W/S; Divination, Healing, Intelligence, Wisdom	50gp/oz., 800gp/lb.
Morganite: A/C; Divination, Pigment, Polymer, Wisdom	4gp/oz., 64gp/lb.
Moss Agate: E/C; Charisma, Divination, Enchantments, Resistance	10gp/oz., 160gp/lb.
Mother of Pearl, Cream: W/U; Abjuration, Charisma, Energy	6gp/oz., 96gp/lb.
Mother of Pearl, White: W/R; Abjuration, Charisma, Energy	13gp/oz., 208gp/lb.
Nephrite: E/R; Constitution, Resistance, Strength	12gp/oz., 192gp/lb.
Nitre: F/C; Constitution, Dexterity, Energy, Healing, Resistance, Strength	4gp/oz., 64gp/lb.
Obsidian, Black: F/U; Divination, Energy, Resistance, Strength	10gp/oz., 160gp/lb.
Obsidian, Mahogany: F/R; Divination, Energy, Strength	14gp/oz., 224gp/lb.
Obsidian, Snowflake: F/S; Energy, Strength	18gp/oz., 288gp/lb.
Obsidian, Tear: E/S; Abjuration, Divination, Healing	14gp/oz., 224gp/lb.
Onyx, Banded: E/S; Abjuration, Enchantment, Intelligence, Wisdom	50gp/oz., 800gp/lb.
Onyx, Black: E/S; Abjuration, Enchantment, Energy, Wisdom	50gp/oz., 800gp/lb.
Opal: F/U; Abjuration, Divination	1,000gp/oz., 16,000gp/lb.
Pearl: W/S; Charisma, Divination, Healing, Intelligence, Wisdom	100gp/oz., 1,600gp/lb.
Peridot: A/S; Abjuration, Charisma, Constitution, Divination, Healing, Resistance	500gp/oz., 8,000gp/lb.
Phenacite: A/R; Dexterity, Intelligence, Wisdom	13gp/oz., 208gp/lb.
Phosphorous: F/U; Energy	8gp/oz., 128gp/lb.
Pine Sap: A/C; Polymer	1gp/lb.
Pine: F/C; Abjuration, Divination, Polymer, Pigment, Resistance	1gp/lb.
Pitch: F/U; Energy, Polymer	8gp/oz., 128gp/lb.
Potash: F/C; Abjuration, Fortitude, Healing, Pigment, Polymer, Resistance	3gp/oz., 48gp/lb.
Praziolite: E/S; Intelligence, Wisdom	17gp/oz., 272gp/lb.
Purple Worm Acid: W/E; Polymer	230gp/oz., 3,680gp/lb.
Purple Worm Sinew: W/R; Pigment, Strength	230gp/oz., 3,680gp/lb.
Quartz, Clear: A/S; Divination, Energy	50gp/oz., 800gp/lb.
Quartz, Green: A/R; Abjuration, Energy, Pigment, Wisdom	12gp/oz., 192gp/lb.
Quartz, Orange: A/E; Abjuration, Fortitude, Pigment, Resistance	30gp/oz., 480gp/lb.
Quartz, Phantom: A/E; Divination, Energy	24gp/oz., 384gp/lb.
Quartz, Purple: A/U; Abjuration, Charisma, Enchantment, Pigment	6gp/oz., 96gp/lb.
Quartz, Rose: A/S; Abjuration, Energy, Pigment, Resistance	15gp/oz., 240gp/lb.
Quartz, Rutilated: E/U; Abjuration, Healing, Resistance, Strength, Wisdom	8gp/oz., 128gp/lb.
Quartz, Smokey: E/S; Divination, Charisma, Energy, Healing, Wisdom	50gp/oz., 800gp/lb.
Quartz, Snow: A/S; Abjuration, Energy, Healing, Resistance, Strength	50gp/oz., 800gp/lb.
Quartz, Yellow: A/C; Abjuration, Charisma, Constitution, Enchantment, Healing, Pigment	4gp/oz., 64gp/lb.
Residium: A/E; Abjuration, Charisma, Constitution, Dexterity, Divination, Energy, Enchantment, Fortitude, Healing, Intelligence, Pigment, Polymer, Resistance, Strength, Wisdom	31,250gp/oz., 500,000gp/lb.
Rhodochrosite: W/C; Dexterity, Fortitude, Pigment, Polymer, Resistance, Strength	10gp/oz., 160gp/lb.
Rhyolite: E/U; Constitution, Energy, Fortitude, Healing, Resistance, Strength	10gp/oz., 160gp/lb.
Ruby: F/S; Enchantment, Energy, Pigment, Wisdom	5,000gp/oz., 80,000gp/lb.
Salt: W/C; Abjuration, Divination, Energy, Polymer, Resistance	5cp/lb.
Sapphire, Black: F/S; Divination, Wisdom	5,000gp/oz., 80,000gp/lb.
Sapphire, Blue: F/S; Abjuration, Charisma, Intelligence, Wisdom	1,000gp/oz., 16,000gp/lb.
Sapphire, Lotus: F/E; Abjuration, Charisma, Constitution, Divination, Fortitude, Intelligence, Resistance, Wisdom	2,000gp/oz., 32,000gp/lb.
Sapphire, Star: F/S; Abjuration, Resistance, Wisdom	1,000gp/oz., 16,000gp/lb.
Sapphire, White: F/S; Constitution, Fortitude, Wisdom	1,000gp/oz., 16,000gp/lb.
Sardonyx: F/S; Charisma, Energy, Enchantment, Strength, Wisdom	50gp/oz., 800gp/lb.
Scapolite, Clear: E/E; Intelligence, Wisdom	30gp/oz., 480gp/lb.
Scapolite, Gray: E/U; Charisma, Dexterity, Intelligence, Strength, Wisdom	9gp/oz., 144gp/lb.

Scapolite, Pink: A/R; Charisma, Dexterity, Intelligence, Wisdom	11gp/oz., 176gp/lb.
Scapolite, Violet: E/C; Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom	4gp/oz., 80gp/lb.
Scapolite, Yellow: E/S; Charisma, Intelligence, Wisdom	16gp/oz., 256gp/lb.
Seraphinite: A/R; Abjuration, Healing, Resistance	12gp/oz., 192gp/lb.
Serpentine: E/C; Divination, Enchantment, Intelligence, Resistance, Wisdom	4gp/oz., 64gp/lb.
Silver: E/U; Abjuration, Charisma, Energy, Intelligence, Wisdom	5gp/lb.
Slaad Blood: F/E; Healing	160gp/oz., 2,560gp/lb.
Smithsonite: W/C; Abjuration, Constitution, Divination, Energy, Fortitude, Intelligence, Polymer, Resistance	4gp/oz., 64gp/lb.
Soapstone: E/C; Abjuration, Dexterity, Resistance	2gp/oz., 32gp/lb.
Sodalite: W/U; Abjuration, Charisma, Constitution, Intelligence, Wisdom	9gp/oz., 144gp/lb.
Spectrolite: A/C; Divination, Constitution, Strength	2gp/oz., 32gp/lb.
Spinel: F/S; Abjuration, Healing, Pigment, Resistance	100gp/oz., 1,600gp/lb.
Stibnite: F/C; Abjuration, Charisma, Energy, Pigment, Resistance	2gp/oz., 32gp/lb.
Strawberry: A/C; Healing, Pigment	2gp/oz., 32gp/lb.
Sugilite: A/U; Divination, Fortitude, Strength, Wisdom	8gp/oz., 128gp/lb.
Sunstone: F/C; Charisma, Divination, Fortitude, Strength, Wisdom	3gp/oz., 48gp/lb.
Tanzanite: W/R; Divination, Intelligence, Wisdom	13gp/oz., 208gp/lb.
Tektite: F/U; Energy, Polymer, Strength	8gp/oz., 128gp/lb.
Tiger iron: F/C; Dexterity, Fortitude, Resistance, Strength, Wisdom	6gp/oz., 96gp/lb.
Tiger's Eye, Gold: A/C; Divination, Energy, Intelligence, Pigment, Strength	4gp/oz., 64gp/lb.
Tiger's Eye, Red: A/C; Divination, Energy, Pigment, Strength, Wisdom	2gp/oz., 32gp/lb.
Titanite, Brown: E/C; Charisma, Intelligence, Wisdom	6gp/oz., 96gp/lb.
Titanite, Green: E/R; Wisdom	13gp/oz., 208gp/lb.
Titanite, Yellow: E/U; Intelligence, Wisdom	8gp/oz., 128gp/lb.
Topaz, Blue: F/U; Divination, Enchantment, Pigment, Strength	6gp/oz., 96gp/lb.
Topaz, Gold: F/S; Energy, Wisdom	500gp/oz., 8,000gp/lb.
Tourmaline, Black: E/C; Abjuration, Divination, Enchantment, Intelligence, Pigment, Resistance	4gp/oz., 64gp/lb.
Tourmaline, Blue: E/S; Constitution, Energy, Healing, Polymer, Wisdom	100gp/oz., 1,600gp/lb.
Tourmaline, Clear: E/R; Abjuration, Divination, Energy, Enchantment	12gp/oz., 192gp/lb.
Tourmaline, Green: E/S; Abjuration, Constitution, Dexterity, Enchantment, Healing, Pigment, Resistance, Wisdom	100gp/oz., 1,600gp/lb.
Tourmaline, Pink: E/U; Charisma, Divination, Energy, Fortitude, Intelligence, Polymer, Strength	10gp/oz., 160gp/lb.
Tourmaline, Watermelon: E/C; Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom	3gp/oz., 48gp/lb.
Troll Blood: W/E; Healing	160gp/oz., 2,560gp/lb.
Turquoise: A/U; Abjuration, Divination, Pigment, Wisdom	10gp/oz., 160gp/lb.
Turritella Agate: W/U; Charisma, Enchantment, Polymer	8gp/oz., 128gp/lb.
Unakite: F/R; Charisma, Energy	14gp/oz., 224gp/lb.
Unicorn Horn: E/E; Charisma, Intelligence, Wisdom	160gp/oz., 2,560gp/lb.
Vampire Dust: E/E; Charisma, Constitution, Dexterity, Healing	1,300gp/oz., 20,800gp/lb.
Variscite: E/U; Divination, Energy, Wisdom	7gp/oz., 112gp/lb.
Venom, Snake: E/C; Healing, Resistance	5gp/oz., 80gp/lb.
Venom, Spider: E/C; Charisma, Intelligence, Dexterity, Strength, Wisdom	3gp/oz., 48gp/lb.
Vivianite: E/S; Divination, Intelligence, Wisdom	15gp/oz., 240gp/lb.
Witch Hazel: W/S; Polymer	16gp/oz., 256gp/lb.
Wood, Petrified: E/U; Abjuration, Divination, Resistance, Strength, Wisdom	1gp/lb.
Zeolite: F/R; Energy, Strength	14gp/oz., 224gp/lb.
Zincite: F/S; Charisma, Constitution, Energy	16gp/oz., 256gp/lb.
Zircon: A/S; Charisma, Energy, Intelligence, Wisdom	50gp/oz., 800gp/lb.
Zirconium, Lavender: A/E; Energy, Healing	24gp/oz., 384gp/lb.
Zirconium, Pink: A/E; Charisma, Energy	28gp/oz., 448gp/lb.
Zirconium, White: A/E; Strength, Energy	28gp/oz., 448gp/lb.

Abjuration

Common

Agate
Flint
Fluorite
Goshenite
Hawk's Eye
Hematite
Lodestone
Malachite
Pine
Potash
Quartz, Yellow
Salt
Smithsonite
Soapstone
Stibnite
Tourmaline, Black

Uncommon

Aquamarine
Gold
Heliodor
Icewind Spar
Ivory
Lapis Lazuli
Lepidolite
Mandrake, Root
Mother of Pearl, Cream
Opal
Quartz, Purple
Quartz, Rutilated
Silver
Sodalite
Turquoise
Wood, Petrified

Rare

Aventurine
Beryl
Lemon Verbana
Lotus Flower
Mother of Pearl, White
Quartz, Green
Seraphinite
Tourmaline, Clear

Special

Aloes, Wood
Balm of Gilead
Bodhi
Charoite
Chrysolite
Coral
Emerald
Garnet
Heliotrope
Jacinth
Jade, Green
Jade, White
Jasper, Leopard Skin
Jet
Obsidian, Tear
Onyx, Banded
Onyx, Black
Peridot
Quartz, Rose
Quartz, Snow
Sapphire, Blue
Sapphire, Star
Spinel
Tourmaline, Green

Extraordinary

Angel Hair, Solar
Couatl Feather
Diamond, Astral
Displacer Beast Hair
Dragon Blood
Dragon Claw
Dragon Hide
Ettercap Venom
Iolite
Jade, Yellow
Quartz, Orange
Residuum
Sapphire, Lotus

Charisma

Common	Uncommon	Rare	Special	Extraordinary
Blue Laced Agate	Azurite	Amazonite	Amber	Benitoite
Cerrusite	Gold	Amethyst	Amblygonite	Death Knight Bone
Feldspar	Jasper, Red	Geode	Ametrine	Demon Blood
Fluorite	Mandrake, Root	Lotus Flower	Bodhi	Devil Blood
Iron Pyrite	Mimitite	Mother of Pearl, White	Carnelian	Dragon Blood
Moss Agate	Mother of Pearl, Cream	Scapolite, Pink	Chrysoprase	Dragon Tooth
Quartz, Yellow	Quartz, Purple	Unakite	Diamond, Gemstone	Empyrean Sweat
Scapolite, Violet	Scapolite, Gray		Hiddenite	Iolite
Stibnite	Silver		Jacinth	Jade, Yellow
Sunstone	Sodalite		Jade, Green	Jasper, Colorless
Titanite, Brown	Tourmaline, Pink		Jade, White	Meteorite
Tourmaline, Watermelon	Turritella Agate		Pearl	Residuum
Venom, Spider			Peridot	Sapphire, Lotus
			Quartz, Smokey	Unicorn Horn
			Sapphire, Blue	Vampire Dust
			Sardonyx	Zirconium, Pink
			Scapolite, Yellow	
			Zincite	
			Zircon	

Constitution

Common	Uncommon	Rare	Special	Extraordinary
Agate	Gold	Bezoar	Bodhi	Chimera Sinew
Athelas	Ivory	Galena	Diamond, Gemstone	Dragon Blood
Feldspar	Lime	Lotus Flower	Garnet	Dragon Tooth
Iron Pyrite	Lye	Nephrite	Jade, White	Empyrean Sweat
Malachite	Rhyolite		Jet	Jade, Yellow
Nitre	Sodalite		Peridot	Jasper, Colorless
Quartz, Yellow			Sapphire, White	Meteorite
Scapolite, Violet			Tourmaline, Blue	Residuum
Smithsonite			Tourmaline, Green	Sapphire, Lotus
Spectrolite			Zincite	Vampire Dust
Tourmaline, Watermelon				

Dexterity

Common

Animal, Cat Hair
Animal, Cat Sinew
Animal, Horse Hoof
Animal, Rabbit Blood
Feldspar
Gypsum, Alabaster
Iron Pyrite
Malachite
Nitre
Rhodochrosite
Scapolite, Violet
Soapstone
Tiger iron
Tourmaline, Watermelon
Venom, Spider

Uncommon

Gold
Gypsum, Satin Spar
Lime
Scapolite, Gray

Rare

Gypsum, Selenite
Lotus Flower
Phenacite
Scapolite, Pink

Special

Bodhi
Diamond, Gemstone
Tourmaline, Green

Extraordinary

Devil Blood
Dragon Blood
Dragon Tooth
Empyrean Sweat
Jasper, Colorless
Meteorite
Residuum
Vampire Dust

Divination

Common

Athelas
Cat's Eye
Feldspar
Fluorite
Goshenite
Hawk's Eye
Iron Pyrite
Lodestone
Morganite
Moss Agate
Pine
Salt
Serpentine
Smithsonite
Spectrolite
Sunstone
Tiger's Eye, Gold
Tiger's Eye, Red
Tourmaline, Black

Uncommon

Abalone
Aquamarine
Gold
Heliodor
Mandrake, Root
Marcasite
Mimitite
Obsidian, Black
Opal
Sugilite
Topaz, Blue
Tourmaline, Pink
Turquoise
Variscite
Wood, Petrified

Rare

Amethyst
Beryl
Herkimer Diamond
Lotus Flower
Obsidian, Mahogany
Tanzanite
Tourmaline, Clear
Hiddenite
Jet
Moonstone
Peridot
Quartz, Smokey
Sapphire, Black
Vivianite

Special

Bloodstone
Carnelian
Chrysoprase
Coral
Cuprite
Emerald
Garnet
Sapphire, Lotus
Jade, Green
Jade, White
Obsidian, Tear
Pearl
Quartz, Clear

Extraordinary

Apophyllite
Diamond, Astral
Dragon Blood
Jade, Yellow
Moldavite
Quartz, Phantom
Residuum

Enchantment

Common	Uncommon	Rare	Special	Extraordinary
Barite	Calcite, Green	Alexandrite	Amber	Benitoite
Clay	Gold	Boltsana Agate	Aragonite	Diamond, Astral
Iron Pyrite	Heliodor	Lotus Flower	Chrysoprase	Dragon Blood
Lodestone	Ivory	Tourmaline, Clear	Heliotrope	Iolite
Moss Agate	Quartz, Purple		Jasper, Leopard Skin	Residuum
Quartz, Yellow	Topaz, Blue		Onyx, Banded	
Serpentine	Turritella Agate		Onyx, Black	
Tourmaline, Black			Ruby	
			Sardonyx	
			Tourmaline, Green	

Energy

Common	Uncommon	Rare	Special	Extraordinary
Ammonia	Chalcopyrite	Amazonite	Amethystine Agate	Bismuth
Barite	Gold	Beryl	Aragonite	Chiaistolite
Brimstone	Gypsum, Satin Spar	Gypsum, Selenite	Chrysolite	Desert Rose
Flint	Icewind Spar	Lotus Flower	Garnet	Diamond, Astral
Hematite	Lapis Lazuli	Mother of Pearl, White	Jasper, Picture	Dragon Blood
Nitre	Lime	Obsidian, Mahogany	Obsidian, Snowflake	Iolite
Salt	Lye	Quartz, Green	Onyx, Black	Moldavite
Smithsonite	Mother of Pearl, Cream	Tourmaline, Clear	Quartz, Clear	Quartz, Phantom
Stibnite	Obsidian, Black	Unakite	Quartz, Rose	Residuum
Tiger's Eye, Gold	Phosphorous	Zeolite	Quartz, Smokey	Zirconium, Lavender
Tiger's Eye, Red	Pitch		Quartz, Snow	Zirconium, Pink
	Rhyolite		Ruby	Zirconium, White
	Silver		Sardonyx	
	Tektite		Topaz, Gold	
	Tourmaline, Pink		Tourmaline, Blue	
	Variscite		Zincite	
			Zircon	

Fortitude

Common

Alabaster
Hematite
Jasper, Brecciated
Lazurite
Potash
Rhodochrosite
Smithsonite
Sunstone
Tiger iron

Uncommon

Gold
Heliodor
Lye
Marcasite
Rhyolite
Sugilite
Tourmaline, Pink

Rare

Amethyst
Diamond, Flawed
Lotus Flower

Special

Amblygonite
Amethystine Agate
Angelite
Sapphire, White

Extraordinary

Astrophyllite
Dragon Blood
Quartz, Orange
Residuum
Sapphire, Lotus

Healing

Common

Agate
Athelas
Calcite, Gold
Clay
Diopase
Iron Pyrite
Larimar
Lazurite
Lemon
Nitre
Potash
Quartz, Yellow
Strawberry
Venom, Snake

Uncommon

Banana
Diamond, Crafting
Gold
Lepidolite
Lime
Mandrake
Mandrake, Root
Quartz, Rutilated
Rhyolite

Rare

Alexandrite
Aventurine
Bezoar
Boltsana Agate
Galena
Herkimer Diamond
Lotus Flower
Seraphinite

Special

Balm of Gilead
Bloodstone
Celestite
Hiddenite
Jade, Green
Jade, White
Jasper, Leopard Skin
Moonstone
Obsidian, Tear
Pearl
Peridot
Quartz, Smokey
Quartz, Snow
Spinel
Tourmaline, Blue
Tourmaline, Green

Extraordinary

Bismuth
Citrine
Dragon Blood
Ettercap Venom
Jade, Yellow
Residuum
Slaad Blood
Troll Blood
Vampire Dust
Zirconium, Lavender

Intelligence

Common

Agate
Athelas
Barite
Cerrusite
Chrysocolla
Diopside
Feldspar
Fluorite
Iron Pyrite
Scapolite, Violet
Serpentine
Smithsonite
Tiger's Eye, Gold
Titanite, Brown
Tourmaline, Black
Tourmaline, Watermelon
Venom, Spider

Uncommon

Aquamarine
Azurite
Gold
Mandrake, Root
Marcasite
Scapolite, Gray
Silver
Sodalite
Titanite, Yellow
Tourmaline, Pink

Rare

Amethyst
Labradorite, Gray
Lotus Flower
Phenacite
Scapolite, Pink
Tanzanite

Special

Amblygonite
Ametrine
Bodhi
Carnelian
Charoite
Danburite
Hiddenite
Jade, White
Labradorite, Clear
Moonstone
Onyx, Banded
Pearl
Praziolite
Sapphire, Blue
Scapolite, Yellow
Vivianite
Zircon

Extraordinary

Aboleth Slime
Devil Blood
Dragon Blood
Dragon Tooth
Empyrean Sweat
Goldstone
Iolite
Jade, Yellow
Jasper, Colorless
Meteorite
Residuum
Sapphire, Lotus
Scapolite, Clear
Unicorn Horn

Pigment

Common

Alabaster
Ammonia
Animal, Cat Sinew
Blue Laced Agate
Calcite, Gold
Clay
Diopside
Hematite
Larimar
Lemon
Morganite
Pine
Potash
Quartz, Yellow
Rhodochrosite
Stibnite
Strawberry
Tiger's Eye, Gold
Tiger's Eye, Red
Tourmaline, Black

Uncommon

Abalone
Aquamarine
Azurite
Banana
Calcite, Green
Chalcopyrite
Diamond, Crafting
Gold
Heliodor
Jasper, Red
Lapis Lazuli
Lepidolite
Lime
Lye
Quartz, Purple
Topaz, Blue
Turquoise

Rare

Amethyst
Aqua Aura
Calcite, Orange
Labradorite, Gray
Lemon Verbana
Lotus Flower
Purple Worm Sinew
Quartz, Green

Special

Chalcedony
Cuprite
Jade, Green
Jade, White
Quartz, Rose
Ruby
Spinel
Tourmaline, Green

Extraordinary

Bismuth
Dragon Hide
Jade, Yellow
Quartz, Orange
Residuum

Polymer

Common	Uncommon	Rare	Special	Extraordinary
Ammonia	Diamond, Crafting	Gypsum, Selenite	Ankheg, Acid	Dragon Hide
Animal, Cat Sinew	Gold	Lemon Verbana	Chalcedony	Purple Worm Acid
Animal, Horse Hoof	Gypsum, Satin Spar	Lotus Flower	Cuprite	Residuum
Animal, Rabbit Blood	Icewind Spar		Jacinth	
Brimstone	Ivory		Tourmaline, Blue	
Clay	Lime		Witch Hazel	
Diopside	Lye			
Gypsum, Alabaster	Pitch			
Lemon	Tektite			
Lodestone	Tourmaline, Pink			
Morganite	Turritella Agate			
Pine				
Pine Sap				
Potash				
Rhodochrosite				
Salt				
Smithsonite				

Resistance

Common	Uncommon	Rare	Special	Extraordinary
Ammonia	Gold	Alexandrite	Amber	Angel Hair, Solar
Diopside	Jasper, Red	Aqua Aura	Amblygonite	Apophyllite
Gypsum, Alabaster	Lapis Lazuli	Diamond, Flawed	Angelite	Astrophyllite
Hematite	Lepidolite	Galena	Balm of Gilead	Chiaistolite
Lodestone	Lye	Gypsum, Selenite	Celestite	Citrine
Moss Agate	Mandrake, Root	Herkimer Diamond	Jacinth	Couatl Feather
Nitre	Marcasite	Lotus Flower	Jet	Dragon Blood
Pine	Obsidian, Black	Nephrite	Peridot	Dragon Claw
Potash	Quartz, Rutilated	Seraphinite	Quartz, Rose	Dragon Hide
Rhodochrosite	Rhyolite		Quartz, Snow	Quartz, Orange
Salt	Wood, Petrified		Sapphire, Star	Residuum
Serpentine			Spinel	Sapphire, Lotus
Smithsonite			Tourmaline, Green	
Soapstone				
Stibnite				
Tiger iron				
Tourmaline, Black				
Venom, Snake				

Strength

Common

Alabaster
Animal, Horse Hoof
Animal, Ox Sweat
Brimstone
Chrysocolia
Diopase
Feldspar
Iron Pyrite
Nitre
Rhodochrosite
Scapolite, Violet
Spectrolite
Sunstone
Tiger iron
Tiger's Eye, Gold
Tiger's Eye, Red
Tourmaline, Watermelon
Venom, Spider

Uncommon

Gold
Obsidian, Black
Quartz, Rutilated
Rhyolite
Scapolite, Gray
Sugilite
Tektite
Topaz, Blue
Tourmaline, Pink
Wood, Petrified

Rare

Lotus Flower
Nephrite
Obsidian, Mahogany
Purple Worm Sinew
Zeolite

Special

Bodhi
Diamond, Gemstone
Emerald
Jet
Obsidian, Snowflake
Quartz, Snow
Sardonyx

Extraordinary

Astrophyllite
Chimera Sinew
Cyclops Hair
Death Knight Bone
Demon Blood
Desert Rose
Devil Blood
Dragon Blood
Dragon Tooth
Empyrean Sweat
Ettercap Venom
Goldstone
Jasper, Colorless
Meteorite
Residuum
Zirconium, White

Wisdom

Common

Athelas
Cat's Eye
Cerrusite
Fluorite
Hawk's Eye
Jasper, Brecciated
Lazurite
Malachite
Morganite
Scapolite, Violet
Serpentine
Sunstone
Tiger iron
Tiger's Eye, Red
Titanite, Brown
Tourmaline, Watermelon
Venom, Spider

Uncommon

Abalone
Aquamarine
Azurite
Gold
Ivory
Lime
Mimitite
Quartz, Rutilated
Scapolite, Gray
Silver
Sodalite
Sugilite
Titanite, Yellow
Turquoise
Variscite
Wood, Petrified

Rare

Amazonite
Amethyst
Aqua Aura
Calcite, Orange
Geode
Labradorite, Gray
Lotus Flower
Phenacite
Quartz, Green
Scapolite, Pink
Tanzanite
Titanite, Green

Special

Aloes, Wood
Ametrine
Aragonite
Bodhi
Carnelian
Coral
Danburite
Diamond, Gemstone
Emerald
Heliotrope
Hiddenite
Jasper, Picture
Labradorite, Clear
Moonstone
Onyx, Banded
Onyx, Black
Pearl
Praziolite
Quartz, Smokey
Ruby
Sapphire, Black
Sapphire, Blue
Sapphire, Star
Sapphire, White
Sardonyx
Scapolite, Yellow
Topaz, Gold
Tourmaline, Blue
Tourmaline, Green
Vivianite
Zircon

Extraordinary

Angel Hair, Solar
Benitoite
Couatl Feather
Desert Rose
Devil Blood
Dragon Blood
Dragon Tooth
Empyrean Sweat
Iolite
Jade, Yellow
Jasper, Colorless
Meteorite
Residuum
Sapphire, Lotus
Scapolite, Clear
Unicorn Horn

Shameless Self Promotion

Check out some of my other work:

Herbalism: Defined, Refined, and Usable

dmsguild.com

Tom's Tale: Slytherin's Heir

inkitt.com

Many more titles to come.....

Seriously, I work my tail off to bring the best at every turn and you are sure to love these as much as you do this; which you must if you made it this far into it. I mean, you are reading a promotional piece now and still into it. Think about it for a second, you are reading a commercial, we invented DVR's to skip this BS on TV, but you are expending valuable time and the precious resource of your brain power to read one. What better proof that you will enjoy my stuff?

Yeah, you might endure a scantily clad sex object cooing on TV about some product to ogle them, but there is no sexy here; only my words that amuse and delight. Every word specifically chosen to ensnare the senses and bring a little more dopamine to your brain. Tom's Tale can be read for free, enjoy it; you will beg for the next installment or I will give you a hardy shrug and a non-committal grunt.

In the gaming realm there are many more pieces to come; 2 different and completely new monsters, a spell compendium of over 50 new spells for all spell casting classes, and (if I can figure out to scan/download or whatever the hell I need to do to get it on my computer) a fully developed continent with cities, dungeons, towns, and unique features as never before seen in the gaming world. The plans to get more excitement into our game has no limit, I sleepwalk through this world of cold economics, politics, and stagnation dreaming of our world; the gaming world where our dreams come to life and every day is an adventure as beautiful, exotic, and amazing as us.

Now, let's roll some dice and some fun.... (After you finish reading my stuff!)

Stay Awesome,

Chris