

ALCHEMIST'S SUPPLIES



Alchemical items include magical medicines, potions, poisons and concoctions made from not only plants, but caustic chemicals, acids and what some might consider dangerous or illegal substances.

ALCHEMIST'S SUPPLIES

Alchemist's supplies contains a variety of instruments such as vials, burners, flasks and other components needed to pursue alchemy. Proficiency with this kit allows you to add your proficiency bonus to any Intelligence checks you make for your alchemical concoctions.

CRAFTING ALCHEMICAL ITEMS

To craft an alchemical item, you must have proficiency in the use of alchemist's supplies and you must know the recipe for the item you wish to craft. After choosing the item to craft, you then must gather the required ingredients and then begin crafting the item.

Alchemical items come in three qualities: Minor, Moderate, and Masterwork. Generally, the higher the quality, the more potent the item. Alchemical items do not lose their potency unless they are purposely mixed with other ingredients like water. Many alchemical items and recipes may be purchased from local alchemists, but as these items may take a while to produce, they could be very expensive when purchasing.

ALCHEMY RECIPES

If you know the recipe for a particular item, you know which ingredients are required to craft an alchemical item, where those ingredients are likely to be found, and how to prepare them. You even know enough to substitute ingredients based on what's available in the local area.

Every alchemy recipe specifies the DCs required to craft Minor, Moderate, and Masterwork quality versions of that item. It also specifies any unique ingredients you must have access too. Those ingredients must be acquired through special means, either through purchase or during the course of an adventure.

CRAFTING THE ITEM

Once you have gathered the appropriate materials, it generally takes several hours to craft the item and you need a safe place to conduct these experiments. Sometimes you can leave the item alone after the initial set up, other items might need constant tending to and could take a hit to their potency or be completely unfunctional if you are unable to tend to them.

If an item requires Constant attention, than you must be available to check in or work on your alchemical item multiple times ever hour. If an item requires sparse attention, then all that is required is the initial setup and you can come back after a set number of hours.

LEARNING NEW RECIPES

If you are proficient with the alchemical supplies, there are a number of ways you can learn new recipes. Alchemists can easily teach each other recipes in just a few minutes. If you discover an alchemist's notes, you can also learn any recipes they had recorded.

In addition, if you acquire an alchemical item, you can use your alchemist's supplies to analyze the item. It takes one hour of quiet, careful work to analyze an alchemical item and the item is destroyed in the process. At the end of the work period, roll an Intelligence check and add your proficiency bonus for your use of the alchemist's supplies. If you meet or exceed the DC required to craft the item at Masterwork quality, you learn the recipe. Otherwise, you have learned nothing and the item is destroyed.

EXAMPLE CRAFTED ITEMS

| Item | Crafting Time | Cost to Craft |
|-------------------|---------------|---------------|
| Acid | 8 Hours | 15 gp |
| Alchemist's Fire | 8 Hours | 25 gp |
| Potion of Healing | 8 Hours | 25 gp |
| Smoke Powder | 4 Hours | 10 gp |
| Truth Serum | 3 Days | 100 gp |

ALCHEMICAL RECIPES

ACID

A generic bottle of acid ideal for tricky situations when you just need to dissolve things like wood, stone or metal. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, roll damage equal to the quality of the acid.

Material Cost: 15 gp per attempt

Crafting Time: 8 hours

Attention: Sparse

Craft DC: 8 (Minor) / 10 (Moderate) / 13 (Masterwork)

Minor: deals 1d4 acid damage; dissolves up to 5 sqft of wood or 2 sqft of stone

Moderate: deals 2d4 acid damage; dissolves up to 7 sqft of wood, 3 sqft of stone or small chunks of metal

Masterwork: deals 2d6 acid damage; dissolves up to 10 sqft of wood, 5 sqft of stone or 1 sqft of metal

ALCHEMIST'S FIRE

Fire is always the answer, at least to some alchemists that holds true. This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes fire damage and continues to take fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames or the flames will extinguish themselves in 1 minute.

Material Cost: 25 gp per attempt
Crafting Time: 8 hours
Attention: Constant
Craft DC: 10 / 12 / 15
Minor: deals 1 fire damage
Moderate: deals 1d2 fire damage
Masterwork: deals 1d4 fire damage

ASSASSIN'S BLOOD

This viscous green goo-like mixture is death itself. If a creature ingests the poison, they can become poisoned for up to a day unless they are subjected to a *lesser restoration* spell.

Cost: 75 gp per attempt
Crafting Time: 1 day
Attention: Constant
Craft DC: 13 / 15 / 18
Minor: A creature must make a DC 10 Constitution saving throw. On a failed save, it takes 3 (1d6) poison damage and is poisoned for 6 hours. On a success, the creature takes half damage.
Moderate: A creature must make a DC 12 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 12 hours. On a success, the creature takes half damage.
Masterwork: A creature must make a DC 15 Constitution saving throw. On a failed save, it takes 12 (2d12) poison damage and is poisoned for 24 hours. On a success, they creature takes half damage.

DETECT MAGIC SMELLING SALTS

Mixing together ammonia, perfumes and certain rare oils. As an action, you can inhale this vile mixture and be able to discern the location of any magical item as if you are under the effects of a *Detect Magic* spell, though you do not see an aura of magic, as you can only smell it.

Material Cost: 10 gp per attempt
Crafting Time: 4 hours
Attention: Constant
Craft DC: 8 / 10 / 13
Minor: lasts for 1 minute
Moderate: lasts for 5 minutes
Masterwork: lasts for 10 minutes

POTION OF HEALING

A potion of healing is the main bread and butter for any alchemist. It cost 25 gold in raw costs and once learned, is easy to reproduce consistently. A mixture of water, common herbs and certain chemicals that are the off-product of most herbalist and metal forging productions. All reports are that it's perfectly safe to drink.

Material Cost: 25 gp per attempt
Crafting Time: 8 hours
Attention: Sparse
Craft DC: 8 / 10 / 13
Minor: restores 1d4 Hit Points
Moderate: restores 2d4 Hit Points
Masterwork: restores 2d4+2 Hit Points

SMOKE POWDER

The ability to craft explosive powder for firearms and explosives like grenades. It's a coarse, black powder that must be kept dry once crafted. Created from the off-product of mining facilities, it must be milled down with sodium and charcoal into a highly volatile powder. Its best to not work with this around candles, lanterns, or campfires.

Material Cost: 10 gp per attempt
Crafting Time: 4 hours
Attention: Constant
Craft DC: 10 / 12 / 15
Minor: produce 3 shots
Moderate: produce 8 shots
Masterwork: produce 15 shots
Grenade: To create a grenade, you need an additional 8 gold for a metal or ceramic orb, and then you need enough Smoke Powder for 30 shots. As an action you can throw it up to 60 feet and each creature within 10 feet of the detonation must make a DC 12 Dexterity saving throw, taking 2d6 fire and 1d6 piercing damage on a failed save, or half as much damage on a successful one.
Keg: To create a keg of smokepowder, you need 100 shots and an additional 14 gold for the keg to store it in. You can either throw it or roll it up to a range of 15ft and then roll initiative for the keg. On its initiative it explodes, and each creature within 20 feet of it must succeed on a DC 15 Strength saving throw or take 3d6 fire and 2d6 bludgeoning damage and they fall prone. If they succeed, they take half damage.

SMOKESTICK

A black rod of alchemical clay that can be lit as an action and releases a haze of obscuring smoke. All creatures inside of the smoke are lightly obscured. A strong wind can end the effect early.

Material Cost: 25 gp per attempt

Crafting Time: 8 hours

Attention: Sparse

Craft DC: 10 / 12 / 15

Minor: The smoke creates a 5 foot radius cloud that lasts until the start of your next turn.

Moderate: The smoke creates a 10 foot radius cloud that lasts for 1d4 rounds.

Masterwork: The smoke creates a 20 foot radius cloud that lasts for 2d4 rounds.

THUNDERSTONE

This clay sphere is packed with powerful reagents that create a deafening boom and enough volatile energy that can knock creatures back. As an action, this sphere can be thrown up to 20 feet away.

Material Cost: 30 gp per attempt

Crafting Time: 4 hours

Attention: Sparse

Craft DC: 10 / 12 / 15

Minor: All creatures within 5 feet of the sphere must succeed on a DC 10 Constitution saving throw. On a failure, the creature is deafened for 1 minute and they are knocked back 5 feet. They can repeat the saving throw at the end of their turn to end the effect early. On a successful save, a creature is unaffected.

Moderate: All creatures within 10 feet of the sphere must succeed on a DC 12 Constitution saving throw. On a failure, the creature takes 1d4 thunder damage, is deafened for 2 minutes and they are knocked back 10 feet. They can repeat the saving throw at the end of their turn to end the effect early. On a successful save, a creature takes half damage and suffers no other effects.

Masterwork: All creatures within 15 feet of the sphere must succeed on a DC 15 Constitution saving throw. On a failure, the creature takes 2d4 thunder damage, is deafened for 10 minutes and they are knocked back 15 feet. They can repeat the saving throw at the end of their turn to end the effect early. On a successful save, a creature takes half damage and suffers no other effects.

TRUTH SERUM

One of the hardest things for a practicing alchemist to get right, and to get it strong enough to work. Its also only for alchemists that have coin to spare, as the cost of such a thing is high. Mixed with the crushed seeds of a flower that grows in certain tropics, it goes through months of processing until its outer coating dissolves and the delicate oils are able to be harvested. When ingested, one is unable to speak a lie as if they are under the spell *Zone of Truth*. This takes 3 days to produce one vial, and you have to make the check at the end of every day. The lowest quality you roll for any of the days will determine the quality of the *Truth Serum*.

Material Cost: 75 gp per attempt

Crafting Time: 3 days

Attention: Constant

Craft DC: 13 / 15 / 18

Minor: Upon a creature ingesting the serum, they must succeed on a DC 11 Constitution saving throw or take a -2 to all Charisma, Wisdom & Intelligence ability checks for 1 hour.

Moderate: Upon a creature ingesting the serum, they must succeed on a DC 13 Constitution saving throw or a creature becomes poisoned for 1 hour.

Masterwork: Upon a creature ingesting the serum, they must succeed on a DC 15 Constitution saving throw or a creature becomes poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a *zone of truth* spell.