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# The Secrets of Alchemy



A 5th Edition guide to the  
Alchemical Arts

# THE SECRETS OF ALCHEMY

## A 5<sup>TH</sup> EDITION GUIDE TO THE ALCHEMICAL ARTS

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# THE SECRETS OF ALCHEMY

Alchemy is seldom understood, but frequently put to use. Many alchemists, both accomplished and otherwise, take advantage of the benefits of secret formulas and chemical concoctions. Though most adventures would remain content with simply purchasing these alchemical products from vendors of potions and oils, some may desire to create them from rare reagents.

In this product you will find simple and no nonsense rules for crafting alchemical items, as well as new alchemical creations, feats, magic items, and a background to help with the creation and use of alchemy. The current system is simple, and the use and creation of alchemical items should be too! Enjoy this simplified but effective treatise on rudimentary alchemy.



## THE ALCHEMIST'S SUPPLIES

Fundamental in the practice of alchemy is the proficiency with alchemist supplies. There are exceedingly few character choices that allow proficiency with artisan's tools (and by extension, alchemist's supplies), but there are a number of ways in which to gain that proficiency. There are a few simple and elegant solutions, provided below.

This proficiency is not terribly well explained by the default rules, but having it allows for your character to create and alter various alchemical items, as well as to properly identify the alchemical creations of others. The rules for creating

## HOW TO DO ALCHEMY

Gaining proficiency in alchemist's supplies can be a simple tweak to your character concept, or a generous portion of it. Consider the following simple rules that would allow a character to start with or gain a proficiency in the alchemist's tool kit. Those who are proficient are then able to unlock the mysteries of alchemy, though not all at once. There are certain secrets that rely on a mastery of the craft, and as the proficiency bonus increases, so too do the wonders that can be achieved. Refer to the following chart that details the required proficiency bonus needed to create a given alchemical item. Descriptions for alchemical items are given in a section below.

**Table- Alchemical Supplies**

Item	Bonus	Ingredient
Acid (vial)	+2	C
Alchemist's fire	+2	C
Alchemist's assistant	+2	C
Antitoxin	+4*	C
Conducting gel	+3	C
Dessication powder	+2	U
Miracle hair elixir	+3	U
Monstrous glue	+3	U
Ooze guard	+3	R
Panacea	+5	U
Phoenix tonic	-6	R
Poison, basic	+4*	U
Polar vial	+3	R
Potion of healing	+4*	C
Oozing Solvent	+4	U
Smokestick	+2	C
Stomach pills	+2	C
Sunrod	+3	C
Thunderstone	+3	C
Tindertwig	+2	C
Water orb	+3	U

The required ingredient determines the difficulty and rarity of the ingredients needed to make an alchemical item. The cost and time required to make an item is based on the ingredient rarity. A common item typically costs between 5-50 gp, an uncommon item can range between 75-200 gp, and a rare item's price starts at 500 gold, but can easily command much higher prices. Some alchemical items can be made more efficacious through the use of rarer ingredients. An item's description will detail if it can be improved in this way. Uncommon and rare ingredients may require specific ingredients rather than just gathering a certain gp worth of ingredients, at your GM's discretion.

\*Though these can be created with proficiency with another tool kit, they are presented here as options through a higher mastery of alchemy. Your GM may decide to allow other tool kits to similarly mimic alchemist items at higher levels of proficiency, or they may similarly decide that alchemy cannot make these items.

## GATHERING MATERIALS

To gather alchemical supplies, you can either purchase them directly from most settlements, or you can gather them from nature. You can spend your downtime to gather an amount of alchemical ingredients worth 5 gp. At your GMs discretion, you may even find alchemical supplies as treasure, whether it be through harvesting the organs of an aberration, or finding a cache of alchemical reagents in the lab of a wizard.

Whenever you try to harvest alchemical ingredients from a source other than gathering from nature, make an Intelligence (Arcana) check. On a result of 8 or lower, you gain only 50% of the total value of the alchemical ingredients. On a result of 9-14, you gain 75% of the total value. On a 15-20, you gain 100% of the value, and you find an uncommon ingredient. On a natural 20, you gain 100% of the value, and find a rare ingredient.

## ALCHEMY BY MENTOR

You can learn from a mentor after having spent at least 100 days of downtime with him, and you must pay a minimum of 5 gold per day that you spend learning, unless you have done some commensurate service for the alchemist (i.e. fulfilled a quest). Whether these days must be consecutive is up to your GM. After the 100 days of apprenticeship, you gain proficiency in alchemist's supplies.

Your GM may also require that you either join an alchemist's guild, or agree to pay a portion of your earnings (as an alchemist) to your mentor for a certain amount of time. Alchemists guard their secrets carefully, and while they may trust you with the craft, they seek to exert control over their former students. This may not be as prevalent with adventurers that travel far and wide, but could play a prominent role in an urban campaign.



## ALCHEMY BY FEAT

There are many feats associated with alchemy and those that practice these arts. One of the most common is listed below.

### PRACTICED ALCHEMIST

*You have become trained in the arts of alchemy, and gain the following benefits.*

- Increase your Intelligence Score by 1, to a maximum of 20.
- You gain proficiency in alchemist supplies.
- When making alchemical items, you multiply your crafting progress in gp by your proficiency bonus. For example, if your proficiency bonus is +2, your daily yield when crafting alchemical items is 10 gp. (See “Downtime Activities: Crafting” in the SRD)
- You have advantage on Intelligence (Arcana) checks when rolling to extract alchemical supplies.

## ALCHEMY BY BACKGROUND

Alchemists come from many different backgrounds. Some are trained in schools while others are mad dabblers who often blow up their laboratories while creating their highly unusual brews.

### ALCHEMIST'S APPRENTICE

A significant part of your life has been spent in the presence of an alchemist mentor. Whether your mentor was benevolent or otherwise, they saw your potential in the alchemical arts, and has instructed you in the rudimentary concepts and formulas of the art. Though for now you are merely an apprentice, you may soon outpace your mentor as an alchemical genius.

Though it is not necessary for this background, you can elect to be part of an alchemist's guild. This does not affect the background or your character outside of providing interesting character elements to draw from. As always, consult your GM with any questions.

**Skill Proficiencies:** Arcana, Nature

**Tool Proficiencies:** Alchemist's Supplies

**Languages:** One of your choice

**Equipment:** Alchemical supplies, 5 containers for gathering ingredients, an ingredient book, pruning shears, a set of common clothes, and 5 gp.

### Feature: Efficient Alchemist

You have learned a great number of tricks growing up with an alchemist as a mentor. More importantly, you've seen with fresh eyes all of the motions and recipes that your older mentor took for granted. With your insight, you have intuited a more efficient means of creating various potions. Your alchemical items are made 10% cheaper than their standard price. In addition, you can choose to spend a day of downtime searching for a specific ingredient. When you do so, make an Intelligence (Arcana) check. On a 13 or higher, you find an uncommon ingredient. An exceptional roll may yield a rare ingredient, at your GM's discretion.



## ALTERNATE FEATURE

### ALCHEMIST BROTHERHOOD

You have been indoctrinated into the brotherhood of alchemists, a secret group that has branches in every major population center. Nearly every alchemist's shop is a part of this group, and you can rely on them to lend you aid, extend credit on the purchase of common or uncommon alchemist items, and even share recipes and formulas with you. In exchange, you are expected to tithe to them approximately 100 gold each year, though the brotherhood is eager to waive fees in lieu of services provided in the form of quests bequeathed by the guild.

## SUGGESTED CHARACTERISTICS

Alchemists are an odd lot, and many are distrusted in their communities. Despite this, they are seen as a necessary oddity, as they provide an invaluable service that is difficult to replicate outside of expensive and rare magics. This leads many alchemists to be insulated, cantankerous, and self important. Though this is not always the case, these tendencies tend to be mirrored both in the way that alchemists see outsiders, and outsiders see alchemists.

d8	Personality Trait
1	My eating habits are bizarre, usually consisting of pickled foods or salads composed of medicinal herbs.
2	I make my customers feel welcome, though I come on a bit strong.
3	I prefer to avoid social situations, and communicate through intermediaries when able.
4	Although my hearing is fine, an alchemical mishap has left me unable to speak quietly.
5	I can't form relationships that aren't based in cynical sarcasm. It's how I was raised.
6	I'm better than everyone.
7	I am obsessed with a supernatural creature (dragon, sphinx, etc).
8	I am impeccably clean. You should be too.

d6	Ideal
1	Power. My position amongst other alchemists is the only thing that matters. (Lawful)
2	Tradition. Alchemy is unfit for the masses, and our the worthy can practice it. (Lawful)
3	Truth. Alchemy is hiding a dark secret, and I intend to uncover it. (Good)
4	Greed. Alchemists get rich, and I will too. (Evil)
5	Innovation. I want to change the face of Alchemy. (Chaotic)
6	Retribution. I will get my revenge on my mentor, and those like him. (Evil)

d6	Bond
1	I have one family member left, and I'd give anything for them.
2	My apprentice is important. I won't be around forever.
3	My craft will be the mark I leave upon the world.
4	The community is who I work for. I would be nothing without them.
5	The brotherhood of alchemists is my family.
6	Someone I love is waiting for me to invent the cure.

d6	Flaw
1	I do not simply hand out my wares, even in emergencies, unless I am promised payment.
2	I find it hard to trust those not in my inner circle.
3	None. I point out the flaws in others.
4	Every problem should have an alchemical solution.
5	Practical jokes make alchemy fun.
6	I'm always looking for test subjects.

## ALCHEMY BY ARCHETYPE A WIZARD TRADITION

Wizardry and alchemy are inexorably tied, as both deal with strange studies of the forbidden and arcane. While there may be some overlap in the fields, they are in fact extremely distinct. There is some synergy, however, as a wizard can integrate alchemical knowledge into their spellcasting to excellent effect. Your ability to blend the two disciplines makes you a formidable foe, fueled by magic and science as you are.

### BONUS PROFICIENCIES

When you select this tradition at level 2, you gain proficiency in alchemical supplies. If you are already proficient with alchemist's supplies, you instead gain an additional exotic language.



## EXPERT ALCHEMIST

Beginning at 2nd level, you can create alchemical items faster. You can expend twice as many resources per day as normal, gaining 10 gp of progress each day rather than 5 gp. This amount increases by 5 gp at levels 6, 12, and 16, and 20. This benefit does not stack with other such increases to crafting speed.

In addition, you gain the following cantrip.

### POTENT ALCHEMY

*Evocation cantrip*

**Casting Time:** 1 bonus action

**Range:** Special (See text)

**Components:** V, M (the alchemical item used up in the casting)

**Duration:** Instantaneous

You fling an alchemical item, causing it to glow with arcane power. This spell enhances an alchemical item. If used against a specific target, you make a ranged spell attack. If the alchemical item causes the target to make a saving throw, they must save against your spell save DC. Alchemical items that deal damage are double their damage dice for the first turn that they affect the target (tripled if it is a critical hit). If the item deals no damage and requires no saving throw, this cantrip has no effect.

## ALCHEMICAL SPELL COMPONENT

When you reach level 6, you can use your alchemical items as spell components in addition to any required material components, depending on the spell. Alchemical items used in this way are destroyed as part of the casting of the spell. Only specific alchemical items have additional effects, as follows.

**Acid Vial:** When used in a spell that deals acid damage, this spell is considered one slot higher, if the spell can be cast at a higher level for an added effect.

**Alchemist's Fire:** When used in a spell that deals with or affects fire, the spell is considered one slot higher, if the spell can be cast at a higher level for an added effect.

**Conducting Gel:** When used in a spell that deals lightning damage, this spell is considered one slot higher, if the spell can be cast at a higher level for an added effect.

**Panacea:** When used in a spell that removes a condition, you can remove an additional condition with the same casting.

**Polar Vial:** When used in a spell that deals with or affects cold damage or ice, that spell is cast at two slots higher, if the spell can be cast at a higher level for an added effect.

## SPELL SUBSTITUTION

At level 10, you gain the ability to use a spell slot to duplicate the effect of an alchemical item. As a bonus action, you sacrifice a 1st level spell slot, and make a ranged spell attack that has the same effect as the alchemical item without expending the item. You can use the *potent alchemy* cantrip as part of this attack or action. For an uncommon alchemical item, you must expend a 4th level or higher spell slot, and for a rare alchemical item, you must use a 9th level spell slot. Using a higher spell slot than necessary does not increase the effectiveness of the alchemical item. You must have the alchemical item in your hand when using this ability. Rare alchemical items used for this effect have a 10% chance of being consumed each time they are used in this way.



## MASTER TRANSMUTER

Upon reaching level 14, you become a master of alchemical transmutation. You can use alchemical items as ingredients to craft different alchemical items. With one hour of effort, you can transmute one or more alchemical items into another alchemical item of equivalent value. For instance, you can use two alchemist's fires to craft a polar vial with one hour's worth of effort, and no added cost. Items that require a rare ingredient can be crafted in this way, but still require the rare ingredient to craft, or the transmutation fails, leaving you with your original items intact.

Additionally, you learn the following spell. This spell can only be understood and cast through mastery of both alchemy and wizardry. It cannot be taught or learned by other wizards that are not part of this tradition.

### ALCHEMICAL FABRICATION

*4th-level transmutation*

**Casting Time:** 10 minutes

**Range:** 120 feet

**Components:** V, S, M (100 pounds of lead, consumed by the casting)

**Duration:** Instantaneous

You convert raw materials into products of the a different material. For example, you can fabricate a stone bridge from a pile of wood, a steel knife from a patch of hemp, and silk from flax or wool.

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a quantity of raw material that is double in volume of the final product. If you the final product is composed of metal, stone, or other mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). Items of special quality or value, such as gold or precious gems are crafted raw, and can only be made in increments of up to 1 cubic foot per casting, and require 10 times the materials to create.

Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

## ALCHEMICAL ITEM DESCRIPTIONS

**Acid (vial), (Common).** 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, the target takes 2d6 acid damage. Acid vials can be created at a higher rarity with more expensive ingredients, increasing the damage dice to 3d6 for an uncommon ingredient or 5d6 for a rare ingredient.

*Uncommon Ingredient:* Essence of one gelatinous cube.

*Rare Ingredient:* Essence of six gelatinous cubes.

**Alchemist's Fire (Common).** 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 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames. Alchemist's fire can be created at a higher rarity with more expensive ingredients, increasing the damage dice to 4d4 for an uncommon ingredient or 6d4 for a rare ingredient, this damage bonus occurs on the first turn, and recurring damage is the normal 1d4 per additional turn.

*Uncommon Ingredient:* A small ruby touched by a fire elemental.

*Rare Ingredient:* 1 pound of hellhound dung.

**Alchemist's Assistant (Common).** This tonic is purported to have a variety of effects. It is used as a potent cleaning agent, to cure skin conditions, applied with dies to permanently stain



**Table: Alchemical Items**

Alchemist Item	Cost
Acid (vial)	25 gp
Alchemist's Fire	50 gp
Alchemist's Assistant	5 gp
Antitoxin	50 gp
Conducting gel	20 gp
Dessication powder	100 gp
Miracle hair elixir	75 gp
Monstrous glue	10 gp
Ooze guard	500 gp
Panacea	200 gp
Phoenix tonic	Immeasurable (1000 gp to craft)
Poison, basic (vial)	100 gp
Polar vial	100 gp
Potion of healing	50 gp
Oozing solvent	75 gp
Smokestick	5 gp
Stomach pills	5 gp
Sunrod	15 gp
Thunderstone	25 gp
Tindertwig	2 gp
Water orb	10 gp

fabrics and hair, as well as a number of other excellent uses. Though the formula and effects vary, this alchemical item is the staple of most alchemists, acting as a catch all label for any minor alchemical effect that are suitable for everyday use. When used with uncommon and rare ingredients, this tonic can do such amazing things like remove warts, cause rapid weight loss, relieve anxiety, and even restore heirlooms to new condition. The limit to these conditions is up to your GM, but a baseline for uncommon effects can be limited to wizard cantrips, while a rare effect can mimic a 1st level spell. None of these effects can mimic a damaging effect in and of themselves. Aesthetic changes made by this tonic are often permanent, but not immutable; weight loss is permanent, but weight can be gained back.

Uncommon Ingredient: 2 molted fairy wings.

Rare Ingredient: 20 molted fairy wings.

## INCREASED RARITY

Each alchemical item that can be improved have a listing of what constitutes a rare ingredient. These are meant as guidelines, as well as to instruct on the difficulty of gathering such ingredients. Maybe the players can find one gelatinous cube with ease, but finding six will be difficult or at least time consuming. It is likely that some quantity of the ingredients will have to be purchased, and that is intended to offset the impressive benefits to the search. In some cases, rare ingredients can be harvested from a single rare or powerful creature, like a more powerful ooze in this case. This can be an alternate reward for monsters that may not have treasures, and something that will keep your alchemist player's interested, as well as allowing you to control what ingredients are presented in play.

Although there are rules for creating alchemical items with an increased rarity, it is very important to note that uncommon ingredients can double the cost of an item, and are hard to get, while rare ingredients are valuable in a way comparable to magic items. A player must spend an inordinate amount of time purchasing or gathering the ingredients that allows an acid flask to do more damage, and the benefit is outweighed by the investment.

You do not need to allow the increase of an item by ingredient rarity, and you can similarly restrict their access to a character by saying that a specific item does not exist or is harder to find, such as a reagent that specifically increases the potency of an acid vial. Whatever you decide is up to you, and remember that alchemy, like most character options, is a resource that requires careful planning and expenditure. It may seem like a lot to let a non-spellcaster deal loads of elemental damage, but some characters enjoy using feats, gold, and downtime to prepare for and use alchemical items. If this does not suit the balance or themes of your campaigns, be sure to veto any or all of these optional rules.

Players: Listen to your GMs, they know what's good for you. Mostly...



**Antitoxin (Common).** A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

**Conducting Gel (Common).** Conducting gel is a viscous substance that can be put into a bladder and thrown at an enemy, coating them in the strange goo. The gel attracts electricity, and causes it to move efficiently over a surface. This can be beneficial to certain devices in special applications, but against a creature coated in the substance, any lightning damage dealt to them is increased by 50%. This extra damage is applied after damage dice has been rolled, and is rounded down. The gel can be removed with an action, though it sloughs off on its own after 1d4+1 rounds.

**Desiccation Powder (Uncommon).** This odd and caustic substance must be handled safely, and can cause severe burns if exposed to the skin of most creatures. Desiccating powder is made to swiftly catalyze with water and render it into its component gases, causing severe chemical burns to creatures that are not acclimated to extreme arid conditions. Throwing a handful of this sandy substance can deal 1d6 fire damage to most creatures, and 4d6 damage to creatures that are amphibious, water breathing, plants or elementals of the water type. Despite the dangers of this powder, it is primarily used to remove water from underground locations, and to combat mold.

Uncommon Ingredient: Intact fire breathing gland from a chimera.

**Miracle Hair Elixir (Uncommon).** This fantastic fluid is made to cure baldness not caused by curse or magic. Any creature, man or woman, finds themselves growing a thick mane of hair. For most individuals, this hair growth is permanent, but those afflicted by some genetic baldness, the hair lasts for a lunar month (or approximately 28 days). If crafted with a rare ingredient, even those with

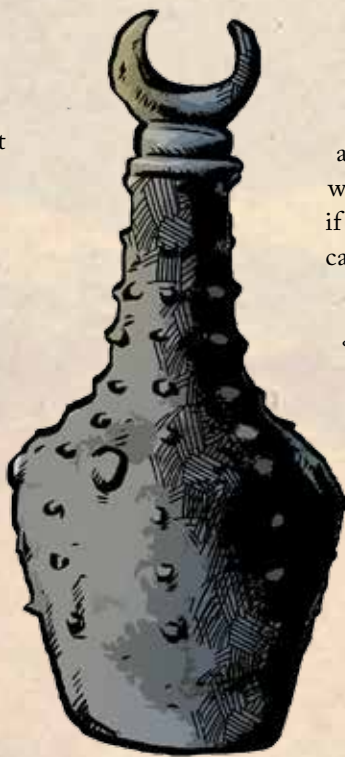
permanent baldness can be cured with a single elixir, and a cursed individual can receive a new saving throw to end the curse and regrow hair. This elixir does not function on any other curses or effects not related to hair growth.

Uncommon Ingredient: Chin hair from a bugbear.

Rare Ingredient: Chin hair from a hag.

**Monstrous Glue (Uncommon).** This glue can be crafted in small quantities from the glands of creatures that secrete sticky substances. Monstrous spiders and ettercaps are the most common sources, but there are a variety of creatures that can provide ingredients for this glue. The glue is difficult to remove once applied, and a DC 16 Strength check is necessary to pry or remove an object that is affixed with the glue. The glue was made with fools in mind, and does no harm if ingested or applied to living tissue other than causing an irritating rash.

Uncommon Ingredient: An intact spider silk gland.



**Ooze Guard (Rare).** This material can be used to coat mundane materials, and render them immune to the ravages of acid and slime attacks. This protection lasts for 1d6x10 minutes. Weapons protected in this way are not damaged when attacking slime creatures and can even be dipped into a vat of powerful acid. This protection does not protect against rust, rust monsters, or magic that specifically targets weapons, armor, and equipment.

Rare Ingredient: A pound of mineral ore harvested from an earth elemental.

**Panacea (Uncommon).** This cure all is sometimes confused for snake oil, but the wonder potion really can cure various effects. At its base potency, it can remove the deafened and poisoned conditions, or 1 level of exhaustion. If crafted with a rare ingredient, it can remove any one condition other than charmed, petrification, and curses based conditions. Certain potent diseases may not be cured with this panacea, at the DM's discretion.

Uncommon Ingredient: The stinger of a wyvern.

Rare Ingredient: Four celestial feathers.



**Phoenix Tonic (Rare).** Among the rarest and most sought after alchemical items, some relegate this treasure to the realm of legend and myth. The phoenix tonic can only be crafted with the feather of a phoenix still in its first life cycle, as well as other very hard to get materials. Many seek out such items, as this potion can reverse a person's age by a decade! This process will never reduce someone's age past their physical prime (roughly 16-20 for humans), and is wasted if used on anyone at that age or younger. However, the potion can also revive creatures who have been dead for no less than 1d6 hours, functioning in a manner similar to the *revivify* spell. These fantastic properties make the phoenix tonic have immeasurable value, often selling for a king's ransom if it is for sale at all.

Rare Ingredient: *The feather of a newly hatched phoenix.*

**Polar Vial (Rare).** This potent chemical can coat a substance, and drop its temperature to below freezing within seconds. One small vial can be used to freeze up to 100 gallons of water, and can afflict a living creature with a terrible freezing cold. Creatures exposed to the contents of the vial take 4d6 cold damage, or double if they ingest it. A creature submerged in water that is exposed to the polar vial takes 6d6 cold damage, and must make a DC 12 Dexterity saving throw or become restrained. A restrained creature must make a DC 12 Strength saving throw each round, breaking free of the ice on a success.

Rare Ingredient: *A chunk of ice from a glacier (the ice must be frozen and preserved).*

**Poison, Basic (Uncommon).** You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Uncommon Ingredient: *The venom sack of a giant scorpion.*

**Potion of Healing (Common).** A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action. When crafted with an uncommon ingredient, you can instead create a greater healing potion (4d4+4), and a rare ingredient can yield

a superior healing potion (8d4+8).

Uncommon Ingredients: *One troll liver*

Rare Ingredient: *Three troll livers.*

**Oozing Solvent (Common).** This amazing solvent can be harvested from oozes, and acts as both a mild acidic formula, as well as a potent solvent against coagulants. Each vial of oozing solvent has 10 doses. This solvent will dissolve most glues without harming other materials if used in small doses. Five doses are necessary when to dissolve monstrous glue. If crafted with a rare ingredient, this solvent can even work on spells of 2nd level and lower, such as *web*, though doing so expends all 10 doses.

**Smokestick (Common).** This stick can be thrown and broken, causing a large amount of smoke to cover a small area. The smoke emanates to an area roughly 20 cubic feet in size and shape. The smoke persists for 1d10 rounds, or 1 round in the presence of a strong wind.

**Stomach Pills (Common).** These wonder pills are valued by many physicians and explorers. Not only do they cure stomach problems related to bad food and drink, but they also kill stomach parasites, and allow for the consumption of food that would otherwise be unfit for digestion. A character that is poisoned, diseased, or gained exhaustion levels due to a mild poison or food can relieve their symptoms for 1 hour by taking these pills. If the pills are taken in conjunction with a long rest, they either remove the condition entirely, or have advantage on any saving throws necessary to end the condition. This medicine does not function on effects that are magical in origin.

**Sunrod (Common).** This rod made of gold and copper can be struck against a hard surface to glow intensely out to 30 feet of bright light, and 30 feet of dim light beyond that. This light produces no heat, and lasts for up to 6 hours before becoming inert. An alchemist can recharge this item for half the price if the sunrod is intact.

**Thunderstone (Common).** This glittering stone is crafted from minerals that have been struck by lightning, or exposed to powerful electrical or sonic effects. It can be thrown out to 60 feet, and it causes a thunderous cacophony.

ny out to a radius of 10 feet from where it lands. Affected creatures must make a DC 11 Constitution saving throw or become deafened for 1d4 rounds, and have disadvantage on sound based Perception checks for 1 hour. When crafted with an uncommon ingredient, the thunderstone deals 1d8 thunder damage to all affected creatures who fail their saving throws, and half to those that succeed. This damage is increased to 3d8 if a rare ingredient is used, and the Constitution saving throw DC is 15 instead of 11.

***Uncommon Ingredient:** An object struck by lightning over 100 times.*

***Rare Ingredient:** The preserved vocal chords of a manticore.*

**Tindertwig (Common).** This alchemical material is typically placed on the end of a small stick. The stick is then rubbed swiftly against a rough surface, creating fire on the stick to be used in making camp fires or lightning candles. Though these sticks can only be used once, they can be made in large quantities. An alchemist makes roughly 200 tindertwigs at a time for 2 gp. Some alchemists make these sticks and sell them for a few copper each, and maintain their business on the otherwise minor alchemical concoction.

**Water Orb (Uncommon).** This amazing alchemical creation is crafted from the base gases that compose water. The water orb is a leather bladder that contains the separate gases along with a catalyzing chemical agent. When ruptured (usually as a result of being thrown), the components mix instantly. The resulting chemical chain reaction creates a large splash of water that covers an area of 10 square feet. If thrown into a basin or container, the resulting water measures out to approximately 10 gallons. This effect is doubled in humid climates, and halved in arid climates. Applying this effect to creatures that are vulnerable to water deals 3d6 cold damage.

***Uncommon Ingredient:** The tail of a sahuagin.*

## EVERYDAY ALCHEMY

Although alchemical items may seem expensive and suited only for rich patrons and adventurers, an alchemist can be an integral part of many metropoli and even smaller townships. While many of the items presented here are fantastical and often require strange ingredients, alchemists can often be employed to solve simple problems, such as brewing a pain relieving medicine, or creating a contraceptive potion. These less obvious uses of alchemy are not readily codified for adventurers, but are in high demand by the day to day folk that inhabit a town or city. Some examples, such as the miracle hair elixir, are ready examples of daily alchemy that may not be as handy to adventurers, but could provide excellent plot hooks to spur players into action.

As such, even if your players never take up the mantle of alchemist, they may yet find one in certain population centers, and purchase their wares, or even call upon their expertise. An alchemist may even pay for certain hard to find ingredients, rendering them a situational ally and minor patron. Remembering these things helps the alchemist not appear to exist in a vacuum, or to be dependent on sporadic purchases of exotic potions. An alchemist NPC could even be an integral and cohesive part of a community, respected and involved with the prominent personalities that move and shake the social landscape. With this in mind, you have a variety of seamless options for including alchemy within your game.

## MAGIC ITEM

### Alchemical Mixing Cauldron

*Wondrous item, rare, (requires attunement)*

This ornate iron pot is large enough to fit a human head into, and weighs roughly 50 pounds. It is magically capable of mixing and crafting alchemical items, removing the need for standard alchemist's supplies. In addition, the magic of the cauldron allows a proficient alchemist to craft alchemical items as though their proficiency was one higher (to a maximum of +6). In addition, the time necessary to craft an item can be reduced by a factor of 7, as long as the full cost of crafting is paid. This ability can be used once, but the cauldron regains the ability to do so after 7 consecutive days of disuse.



# Call to Arms

Adventure awaits, are you ready to answer the Call?



The Call to Arms book line feature both reviews of existing as well as brand new and expanded rules and alternatives centered around a specific type of item or object, giving gamemasters and players alike added options to augment their game. From humble powders and magical dusts, to powerful mantles of power, to extensive options for firearms, javelins, to even fantastic technologies, there is likely a Call to Arms book about some item you know and love.

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# Uncover the Secrets of Alchemy

Alchemy is seldom understood, but frequently put to use. Many alchemists, both accomplished and otherwise, take advantage of the benefits of secret formulas and chemical concoctions. Though most adventures would remain content with simply purchasing these alchemical products from vendors of potions and oils, some may desire to create them from rare reagents.

In this product you will find simple and no nonsense rules for crafting alchemical items, as well as new alchemical creations, feats, magic items, and a background to help with the creation and use of alchemy. The current system is simple, and the use and creation of alchemical items should be too! Enjoy this simplified but effective treatise on rudimentary alchemy.



Ismael Alvarez   Rick hersbey

