

Guide to Alchemy

Materials and Methods

Introduction: This document is meant to supplement the already existing crafting rules by giving further insight and options for use with the alchemy crafting skill and tools.

Typically when the topic of alchemy is brought up the idea of potion brewing is the first thing that people seem to think of. Though alchemy would likely have some limited ability in this area, that is primary the realm of the herbalist. For example, an alchemist might produce oils, such as *Oil of Sharpness*, and products similar to industrial compounds, like *Universal Solvent* and *Sovereign Glue*, but they should not be thought of as producing all types of potions.

Instead alchemy should focus far more on the processing of materials, especially to enhance crafting.

by Matthew Smith



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This document will purpose three different rule sets for how one might use alchemy:

- Assisting in Crafting Magical Items
- Producing Damage Inducing Substances
- Producing Special Non-magical Materials.

Assisting in Crafting Magical Items

This is perhaps the most straight forward rule set discussed here. In simple terms, an alchemist can assist in the production of any magical item to a limited degree, even when they are not skilled in the tool set directly associated with the item type being crafted.

This is possible as the alchemist can help prepare materials that will be used in the crafting process. When functioning in this way, the alchemist contributes 15 gp worth of work per day toward the completion of the item, instead of the normal 25 gp.

The alchemist cannot function in this way unless there is another crafter who is skilled in the associated tool set. The number of alchemist assistants also cannot exceed the number of workers skilled in the associated tool set either.

Producing Damage Inducing Substances

Damage inducing substances can take any number of forms and produce nearly any damage type. For example, an alchemist may produce a bomb dealing fire damage or a substance that electrocutes any creature that comes into contact with it. A player should discuss the specific form this substance takes with their DM first, but the following are some general rules for how to handle crafting such an item including: damage amount, splash damage radius, and skill level requirements.

In general terms crafting such a substance will follow the normal rules for crafting nonmagical items. The table below lists out the values based on damage amount. It should be noted that this assumes that there will be a 5 foot splash radius as well, more on that soon.

Damage	CR	Value (gp)	Damage	CR	Value (gp)
1	1	15	6d6	21	300
1d2	2	20	4d10	22	315
1d3	2	30	5d8	23	320
1d4	3	35	9d4	23	320
1d6	4	50	7d6	25	350

1d8	5	65	10d4	25	360
2d4	5	70	4d12	26	370
1d10	6	80	6d8	27	385
1d12	7	90	5d10	27	390
2d6	7	100	11d4	27	390
3d4	8	110	8d6	28	400
2d8	9	130	12d4	30	430
4d4	10	140	3d20	31	450
1d20	11	150	7d8	31	450
3d6	11	150	9d6	31	450
2d10	12	160	5d12	32	465
5d4	13	180	13d4	32	465
2d12	13	185	6d10	33	470
3d8	14	190	10d6	35	500
4d6	14	200	14d4	35	500
6d4	15	215	8d8	36	515
3d10	17	235	15d4	37	535
5d6	18	250	7d10	38	550
4d8	18	260	11d6	38	550
3d12	20	280	6d12	39	560
8d4	20	290	16d4	40	570
2d20	21	300			

You will also note that there is a Challenge Rating (CR) listed as well. This can be handled in one of several ways, based on the DM's preference. The recommended way this should be handled is to use this value to determine the maximum damage of a product that a given alchemist can produce. A character, who is proficient with Alchemy Tools, can produce anything on the list with a value equal to or less than 10 + their proficiency bonus + their Intelligence modifier. The reason why the DC values are listed to such a high level should become clear after referencing how splash radii would be handled. However, some CR values are only possible when double the proficiency bonus is applied, such as with the Expertise skill, with a few still only possible with further enhancement or when using alternative methods for using the CR value.

Alternatively, a DM may choose to have a character roll for each day of work. In this case the CR should be used to determine the roll necessary to progress each day. The DM may also choose to require a recipe to produce any given damage amount, where the CR can be used to determine the difficulty of finding that specific recipe.

Slash Radii

Altering the splash radius for a given product is handled by modifying the CR value per the table below.

Radius (feet)	Splash Radius Modifier
Target only	0.75
5	1
10	2
15	3
20	4
25	5
30	6

This would mean that a character that can produce a bomb that deals 6d4 damage with a 5 foot splash radius can also produce one with no splash radius that deals 8d4 damage or one that deals 3d6 to a range of 10 feet.

If an alternate method is being used, the DM should keep the modified CR rating in mind and use it how best fits with the method being utilized.

Producing Special Non-magical Materials

The materials that might be produced through alchemy will be listed after this section. These materials will enhance products produced by other craftsmen, using another type of tool set. They are each given a cost modifier, the type of crafts that might be associated with the material, and the rarity is also given for each.

This in way is meant to lock a DM into specific scope of use for each of these, but is meant to serve as a guide to allow quick reference and ease of use.

When producing an item of any of these special types, the normal crafting rules will be used, using the base price of the item + the added cost associated with the material. For example, a Blood Iron Longsword can be produced through the combined effort of a Smith and an Alchemist. Each worker would contribute 5 gp per day, 10 gp per day in total, and the associated value of the item would be 1515 (15 gp + 500 gp/lb x 3 lb). This means such an item would require 152 days to produce for the pair of them. [A DM may choose to forgo the base cost and just use the total cost of the special material for non-magical items if they so choose]

Magical items can also be produced using these special materials. Simply add the cost associated with the material to that associated with the magical item that is to be produced. Use the weights associated with the item's non-magical equivalent to determine the cost of

producing that material.

It should also be noted that each of these, even those listed as common, are intended to actually be quite rare in the world. The more common of which will likely be generally known, but few would have access to them, while the more rare may only come up in fabled stories and their existence generally thought to be mythic only, or even completely unknown to all but a very select few. The sale and purchase of such items should be handled in a similar manner as magical items as their rarity would make a specific market for unheard of.

Special Materials:

Arandur

Added Cost: 100 gp/lb

Other Crafting Tools: Smith

Rarity: Rare

This material has a silver-blue appearance with a green reflective sheen to it. Vibrations and sound seem to dampen with this material.

Armor made of this material no longer has the stealth penalty associated with heavier armor types. Heavy armor also reduces thunder damage to the wearer by 1d4 points, while medium armor and shields made of this material reduces it by 1 point.

Aururum

Added Cost: 200 gp/lb

Other Crafting Tools: Smith

Rarity: Very Rare

This steel-like material gleams with hues of pink and indigo.

Objects made of this material function the same as if they were made of normal iron, but if such an object is broken the fragmented pieces can be brought together and the pieces immediately fuse back together seamlessly. These objects will only fuse if placed in exactly the correct configuration and result in an object that is whole, as though it had never been broken.

Baatorian Green Steel

Added Cost: 100 gp/lb

Other Crafting Tools: Smith

Rarity: Rare

A replication of green flecked iron normally only mined in the Nine Hells, this material allows for a weapon to maintain an unimaginably sharp edge or point.

Slashing and piercing weapons made of this material gain a nonmagical +1 to damage rolls.

Blended Quartz

Added Cost: 250 gp/lb

Other Crafting Tools: Smith or Jeweler

Rarity: Very Rare

This material appears as steel with opaque, white crystalline veins running through it. This material seems to have the ability to focus arcane energies, allowing spellcasters to increase the potency of their spells.

When a spellcaster uses an object made of this material as a focus, regardless of its form, the spell's save DC and Attack Modifier both increase by +1. The cost of enchanting an item made of this material is also halved.

Blood Iron

Added Cost: 500 gp/lb

Other Crafting Tools: Smith

Rarity: Legendary

Objects made with this material have a similar banded appearance as folded steel, but instead of the normal dark bands they appear to be a red reminiscent of either rust or dried blood. This material seems to cling to whatever touches it, not so much sticking as gripping.

Weapons made of this material deal greater than normal damage as a result, use the table below to determine the new damage dealt by the weapon. For example, a longsword made of blood iron will deal 2d6 damage.

Armor made of this material will halt some attacks that would normally slide past the metal into unprotected parts of the body, such as into joints. As a result one wearing such armor gains a +1 to their final AC value.

Normal Damage	Blood Iron Damage	Normal Damage	Blood Iron Damage
1	1d2	2d4	2d6
1d2	1d3	1d10	2d8
1d3	1d4	1d12	3d6
1d4	1d6	2d6	3d6
1d6	1d8	2d8	3d8
1d8	2d6	2d10	4d8

Blue Ice

Added Cost: 150 gp/lb

Other Crafting Tools: Smith

Rarity: Rare

This opaque, dark blue ice is quite cold to the touch. The material is able to quickly conduct the heat away from objects it comes in contact with, without melting.

When a weapon made of this material deals damage to a creature, the target takes an extra 1 point of cold damage on top of the normal damage the weapon would deal.

Armors made of this material grant the wearer resistance to fire damage, as it draws the heat away from them.

Bronzewood

Added Cost: 50 gp/lb

Other Crafting Tools: Woodcarver or Carpenter

Rarity: Uncommon

This was originally normal wood of any common variety that now has a metallic appearance along the grains. The wood has been chemically altered through alchemy to a hardness that rivals fine steel. This allows for the production of products usually only possible with metals, using instead this wood, such as weapons and armor. Chain mail cannot be made from this material, however.

The statistics of such weapons and armor are the same as their metal counterparts, but they weigh half as much.

Like Ironhide, this material is revered as a usable alternative to metal by druids who dislike its use for armor.

Crysteel

Added Cost: 500 gp/lb

Other Crafting Tools: Glassblower or Jeweler

Rarity: Legendary

This fine silvery crystalline material resonates with psionic energy.

Though no different than normal in the hands of most creatures, a creature with psionic abilities can choose to channel a small amount of these energies into the weapon, causing it deal more damage than usual. The number of damage dice dealt under these conditions is doubled. For example, a crysteel longsword in the hands of a psionic creature can deal 2d8 slashing damage, instead of the normal 1d8 damage.

Elukian Clay

Added Cost: 50 gp/lb

Other Crafting Tools: Potter

Rarity: Uncommon

This rough gray stone-like material is formulated after a substance found in the Elemental Plane of Water. As such, it seems to have a particular affinity towards water. This substance seems perfectly buoyant in water of any kind, making it seem weightless when used underwater.

Armor made of this material allows the wearer to swim without the normal restrictions armor would normally impose.

Entopium

Added Cost: 100 gp/lb

Other Crafting Tools: Smith

Rarity: Rare

Though it weighs the same amount as normal metals, this material seems to shift and move in such a way that assists the user's movements in such a way that they don't feel as cumbersome.

Weapons made of this material lose the heavy characteristic, if they had it.

Heavy armor made of this material allows for a Dexterity bonus of up to +2 to be added to the AC value and Medium armor no longer has a maximum Dexterity bonus limitation, as though they were one weight category lighter.

Fever Iron

Added Cost: 150 gp/lb

Other Crafting Tools: Smith

Rarity: Rare

This metal almost seem to have a faint reddish glow to it. This material focuses the heat from its surroundings toward any object it comes into contact with.

Weapons made of Fever Iron deal an extra 1 point of fire damage on top of the normal damage the weapon would deal.

Armors made from this material also grant the wearer resistance to cold damage, as it funnels heat toward the chilled area.

Gehennan Morghulth Iron

Added Cost: 100 gp/lb

Other Crafting Tools: Smith

Rarity: Rare

This material simulates rare volcanic materials.

Weapons made of this material have a greenish tint to

them and appear pocked and pitted, like the material is self destructing. It is also toxic to most creatures. Any creature hit with a weapon made of this material must make a DC 15 Constitution saving throw or be poisoned for 1 minute. The saving throw can be repeated at the end of each of the targets turns, ending the effect on a success.

While wearing armor made of this material, a creature is perpetually poisoned.

Githyanki Silver

Added Cost: 500 gp/lb

Other Crafting Tools: Smith

Rarity: Legendary

This appears to be a normal silver weapon, but when a weapon made of this material is held it shifts as though it were something between liquid and smoke. When such a melee weapon is drawn, the wielder must make a DC 25 Wisdom saving throw to align their mind with the material. On a successful save, the weapon seems to shift to assist the wielder and provides a +3 to attack rolls. On a failed save, its motions are unpredictable and random, imposing a -3 penalty to attack rolls. Creatures with psionic abilities have advantage on this save and Githyanki automatically succeed on it.

It is also the only known material that is able to cut the silvery cord that connects the astral body of a creature under an effect such as the *astral projection* spell to their physical body. The wielder of a Githyanki Silver blade can choose to do this when they deal critical damage to such a creature.

Weapons made of this material also carry the silvered characteristic for the purposes of bypassing damage resistance to non-silvered weapons.

Hardstone

Added Cost: Doubled construction cost

Other Crafting Tools: Stone carver

Rarity: Common

This hardened stone is much harder and stronger than normal. It has a dull, almost chalky appearance to it.

Stone structures made of this material have double the normal hit points than normal and gain +5 to their damage threshold value.

Heartwire

Added Cost: 75 gp/lb

Other Crafting Tools: Smith

Rarity: Uncommon

This incredibly fine, flexible material that is amazingly

durable. It is useful for reinforcing the vulnerable spots of armor, such as in joints.

When a creature rolls a critical hit against a target wearing armor reinforced with heartwire, they must make another attack roll. If they meet or exceed the target's AC with this roll, they deal critical damage as normal, but if they don't they deal the normal damage for that weapon type instead.

Hizagkuur

Added Cost: 200 gp/lb

Other Crafting Tools: Smith

Rarity: Very Rare

This pale, silvery gray metal resists the effects of magical energies, with a chance of sending those energies back toward their original source.

The wielder of a weapon made of this material has a 5% chance of sending spells that target them back toward the spell's caster. Shields have a 10% chance of doing so and armor made of this material has a 15% chance. This only has an effect when a spell specifically targets the creature wielding an object made of this material and has no effect on area of effect spells that spread to where the creature is.

This material also makes it impossible to enchant the object it is made from, as it reflects any magical energy meant to imbue it back toward the enchanter, dealing 1d6 electrical damage for each spell slot level used to attempt to create the enchantment.

Ironhide

Added Cost: 100 gp/lb

Other Crafting Tools: Leather worker

Rarity: Rare

Hides can be chemically altered to become extremely strong, while still somewhat flexible. This material resembles normal hide, but has a sheen to it that resembles polished metal.

Armor can be made with this material, allowing it to be treated as one weight category lighter than normal and reducing its weight by half. This material cannot be used to produce chain mail but can be used to make other armors typically only possible with metal.

Like Bronzewood, this material is revered as a usable alternative to metal by druids who dislike its use for armor.

Living Metal

Added Cost: 100 gp/lb

Other Crafting Tools: Smith

Rarity: Rare

Though not actually alive in the technical sense, this metal seems to have a mind of its own and slowly shifts and molds itself to the one using it.

A melee weapon made of this material gains a +1 to attack rolls after it has been wielded for at least 24 hours, it has a -1 penalty until that time elapses.

Medium and Heavy Armor made of this material likewise allows for an extra +1 Dexterity bonus after being worn for 24 hours and likewise has a -1 penalty before that time. That means that Medium Armor limits the application of a Dexterity bonus of +1 for the first 24 hours, and +3 after that time. Heavy armor has a base -1 penalty to AC for the first 24 hours, and allows for a Dexterity bonus of up to +1 after that period.

Items remain formed for a specific wielder for 48 hours or until it mold itself to another creature. If the item is not used within that period of time it reverts to imposing the -1 penalty until used for another 24 hours.

Mullite

Added Cost: 20 gp/lb

Other Crafting Tools: Potter

Rarity: Common

This is a white alchemical, porcine-like material. Pottery, and other such objects, can be made of this material, but are far more resilient than normal. They are considered resilient instead of fragile, increasing the object's hit points. Reference page 247 of the Dungeon Master's Guide for more information about object hit points and resilience.

Pandemonic Silver

Added Cost: 50 gp/lb

Other Crafting Tools: Smith

Rarity: Uncommon

This material seems to almost vibrate lightly when held, but when it is thrust through the air, as with a weapon attack, these subtle vibrations elevate into a high pitched noise reminiscent of a blood curdling scream of pure terror.

When a weapon made of this material strikes a creature, the target of that attack must make a DC 12 Wisdom saving throw or become frightened of the weapon's wielder until the beginning of the wielder's next turn.

Weapons made of this material also carry the silvered characteristic for the purposes of bypassing damage

resistance to non-silvered weapons.

Pearl Steel

Added Cost: 50 gp/lb

Other Crafting Tools: Smith

Rarity: Uncommon

This material has a seaweed green hue to it and is far more buoyant than normal metal. This allows the wearer of armor made of this material to swim without the normal hindrance from wearing metal armor. It is also resistant to rust from exposure to water. This material functions otherwise normally.

Rimfire Ice

Added Cost: 250 gp/lb

Other Crafting Tools: Wood carver or Carpenter

Rarity: Very Rare

This pale blue ice material glows softly and doesn't melt, but instead is equally as flammable as wood. When it burns however, the flames are not hot, but cold, dealing cold damage instead of fire damage.

This material can also be worked in a similar manner normal wood, so anything normally made of wood could be made from this material.

Any items made of this material sheds dim light in a 10-foot-radius. Weapons made of this material also deal an extra 1 point of cold damage, in addition to the weapon's normal damage.

Serren

Added Cost: 200 gp/lb

Other Crafting Tools: Wood carver or Carpenter

Rarity: Very Rare

Wood made into this material has a ghostly appearance to it. It seems to be on the brink of fading from view, though it is not transparent in any way.

The material itself extends into the ethereal plane and as such, weapons made of this material can be used to strike and damage ethereal creatures.

Incorporeal creatures and objects also cannot pass through this material, it is treated as solid to them.

Silvered

Added Cost: 20 gp/lb

Other Crafting Tools: Smith

Rarity: Common

An alchemist is able to imbue a metal object with silver.

This only has the effect of adding the silvered property to it for the purposes of bypassing damage resistance to non-silvered weapons.

Thinaun

Added Cost: 200 gp/lb

Other Crafting Tools: Smith

Rarity: Very rare

Thinaun is a dark, glittering steel alloy. It has an attraction to the stuff of souls.

If not enchanted, a weapon made of this material deals 1 damage of the appropriate type to ethereal creatures. If enchanted it deals an additional +1 damage to them.

When a creature is slain with a weapon made of this material, their soul becomes bound to the weapon. This means that that creature cannot be revived or resurrected until its soul is released from that weapon or the weapon is destroyed.

A weapon can only have a single soul bound to it. If another creature is killed with a weapon already binding a soul, the bound soul is released and the soul of the newly killed creature becomes bound to the weapon instead.

Truesteel

Added Cost: 300 gp/lb

Other Crafting Tools: Smith

Rarity: Very Rare

This modified silvery mithral material of elvish design almost seems to magically improve a warrior's luck in combat, though it is not considered magical.

Weapons made of this material have an improved critical range by 1 (for example, dealing critical damage on a roll of 19 or 20, instead of just 20).

Armors made of this material also gain a +1 to AC.

Urdrugar

Added Cost: 500 gp/lb

Other Crafting Tools: Smith

Rarity: Legendary

This dark metal, modeled after rare minerals found deep in the Underdark, is resistant to divination magic.

While wearing or carrying objects made of this material you gain a +2 to saving throws against divination magic for every 5 pound of the material, with a maximum of +4.