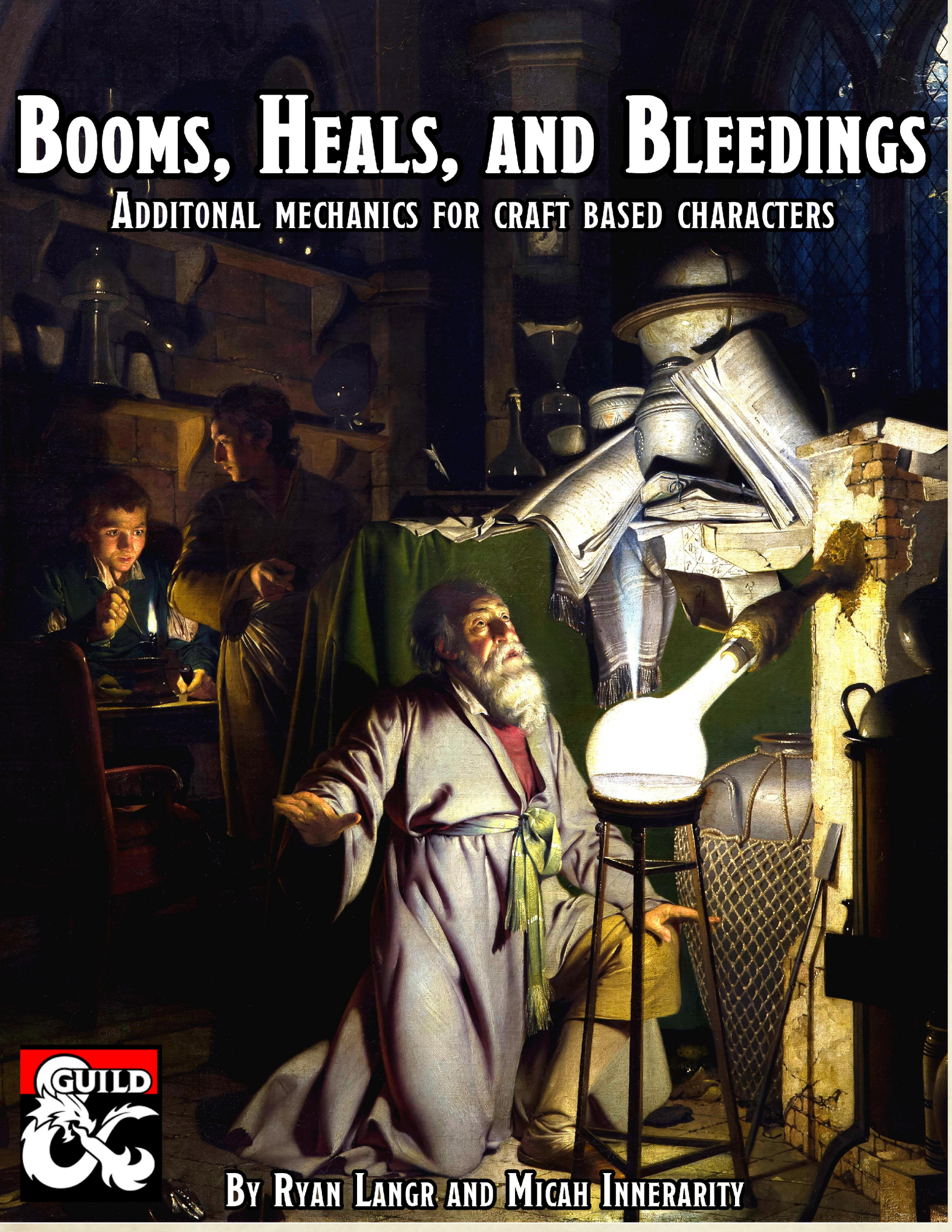# Booms, Heals, and Bleedings

Additonal mechanics for craft based characters

By Ryan Langr and Micah Innerarity

CREDITS

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Harvesting and Gathering Techniques

Much of the needed equipment, potions, and poisons can be crafted by the competent adventurer. This requires that the person possesses the appropriate ingredients or materials.

While it is taken for granted that all of these ingredients and materials can be bought from various merchants, or found as loot, many of them can also be found in mines, in the environment, or on creatures. The harvesting, mining, and gathering mechanics show how to obtain these ingredients much more cheaply than buying them. It also provides approximate costs for buying them.

Rarity

Rarity is important in establishing how much an ingredient, material, equipment, or consumable is worth. Rarity is affected by many things including: availability of resources, desirability of product, legal status of the product, and difficulty of production or acquisition.

Rarity is both in general (ie as an item overall), and in comparison (very common gems may still be a relatively uncommon item). If the DM wishes, rarity may also change throughout the campaign as the world's economy changes.

Availability of a component differs exponentially between tiers (the difference in availability between common and uncommon is not as great as between uncommon and rare). For example, if a normal person has a 75% chance to see a very common gem during their life, they may have a 50% of seeing a common gem, a 20% chance of seeing an uncommon, a 5% chance of seeing rare, and a .5% chance of seeing a very rare. Details are up to the DM to decide.

As a rule, the rarity of a *specific* item trumps the *general* rarity rules. The **Rarity Table** outlines, in general, how much an item of a given rarity is worth.

Ingredient Rarity Table (General)

Rarity	Value (in gp)
Very Common/Simple	<50g
Common	50-100g
Uncommon	100-500g
Rare	500-1,250g
Very Rare	1,250-2,500g
Legendary	2,500-5,000g
Epic	5,000g+

Harvesting

Rarity is also used to establish how easy an ingredient is to harvest from an unconscious creature. A creature that is alive may increase the DC significantly depending on its CR. This can also be used to gather herbs, berries, and food. The DM establishes rarity if it is not found in the lists provided. When harvesting poisonous items, failing the harvest DC by more than 5 may inflict the poison on you, at the DM's discretion.

Harvesting Table

Rarity	Survival DC for (x) unit/oz
Very Common/Simple	5(1),10(2),15(3),20(4)
Common	8(1),16(2),24(3)
Uncommon	12(1),18(2),24(3)
Rare	15(1),20(2),27(3)
Very Rare	18(1),26(2)
Legendary	21(1),28(2)
Epic	25(1),30(2)

For additional or alternative harvesting mechanics please check out the Creature Harvest Index for *Beasts* and *Aberrations*

Mining

Mining can be used to find rare gems and ores. When you find an ore, you can smelt two of them together to get 1 lb. (unit or ingot) of said metal.

Mining must be done with a pickaxe. Various qualities of pickaxes will give greater "attack" modifiers. Ores and gems can be found by stating what you are looking for, and if it is available in the environment, rolling the appropriate DC to locate 1-4 ores/gems.

Once the ore/gem is found, the character must make an appropriate Attack (Mining Check) roll to extract it equal to

Roll + Strength Modifier + Pickaxe Modifier + Proficiency Bonus

You do not receive your proficiency bonus if you are not proficient with Mining Tools (or the exotic Pickaxe). A character can make a number of Attacks (Mining Check) equal to **1 + Constitution Modifier** per short rest, or risk suffer the next level of exhaustion.

Smelting the ore can be done by any player with access to a smeltery, and takes 1d6 hours per level of rarity.

Mining Table

Rarity	DC Surv to find (1) unit/lb	Attack Roll to extract 1 unit
Very Common/Simple	5(1),10(2),15(3),20(4)	10
Common	8(1),16(2),24(3)	12
Uncommon	12(1),18(2),24(3)	15
Rare	15(1),20(2),27(3)	18
Very Rare	18(1),26(2)	21
Legendary	21(1),28(2)	24
Epic	25(1),30(2)	27

Bombs

More science than magic, bombs are naturally available to those classes that specialize in the mechanical and chemical aspects of weaponry–Artificers in particular.

Much like brewing poisons and potions, bomb making takes specific knowledge and materials. While in general they are cheaper and faster to make than potions and poisons, they have the ability to deal moderate damage–provided you can stock the appropriate materials and your throwing arm is good enough.

Throwing a Bomb

Bombs are simple ranged weapons with the following properties: Finesse, Light, Thrown (range 30/120). The DC for avoiding a bomb's *Extra Effect* is based on the creature who throws it, not the one who creates the bomb:

Extra Effects DC = 8 + Proficiency Modifier + Strength or Dex Modifier.

> **Bomb.** *Ranged Weapon Attack:* range 30/120 ft., 10 ft radius. *Hit:* 7 (1d12) bludgeoning damage. Hit or miss, the bomb explodes. Each creature within 10 feet of the bomb must succeed on a Dexterity saving throw, suffering the Bomb's **Extra Effects** on a failure. On a success, the creature takes half the extra damage and no condition is imposed.

The DM decides where the bomb lands if you miss. Certain features or situations may prevent the bomb from exploding on a miss.

Making a Bomb

Mechanist* Artificers are naturally able to make bombs, but other classes may gain the ability to do so through a feat or training. To make a batch (4) of bombs, you must be proficient in **Tinker's Tools**, and spend a **Long Rest** mixing the following:

10 oz. of gunpowder

10 ounces of gunpowder is created by mixing 1 oz coal, 2 oz sulfur, 7 oz saltpeter, which takes 10 minutes.

Artificers and Bombardiers both have pouches that magically produce at least 10 ounces of gunpowder a day.

> ***** Some references in this supplement are for future products still in production by Realmwarp Media. These are denoted by an asterisk. Elements that are already available will be noted by the Title Abbreviation in parenthesis (PHB).

Catalysts

Even the most basic of bombs need a catalyst–an extra element which the gunpowder ignites. A basic bomb needs only a *flask of oil* (or a DM approved substitute), but more advanced bombs need rarer ingredients for which you may need to harvest.

Standard Bomb

1 Flask of Oil

- *Extra Effects:* Creatures take 7 (1d12) force damage and are knocked prone.

Acid Bomb

1 Flask of Acid:

- *Extra Effects:* Creatures take an additional 13 (2d12) acid damage. If used on an item (metal door/wall) it burns a 10 foot hole in it.

Banishment Bomb

2 Bags of Holding (Makes only 1 Bomb):

- *On Explosion:* Dexterity saves against this bomb fail automatically. All creatures and objects within a 10-foot-radius are sucked into a one-way gate to the Astral Plane.

Concussion Bomb

1 Giant's Finger:

- *Extra Effects:* Creatures are stunned until the start of your next turn.

Fire Bomb

1 Flask of Alchemist Fire:

- *Extra Effects:* creatures take an additional 13 (2d12) fire damage and burn for 2 (1d4) damage for three turns. Any creature can use an action to extinguish the fire and end the effect.

Flash Bomb

1 Essence of Will o Wisp:

- *Extra Effects:* Creatures are blind until the start of your next turn.

Ice Bomb

1 Flask of Yeti Blood:

- *Extra Effects* Creatures take an additional 7 (1d12) cold damage, and their speed is reduced to 0 until the end of their next turn.

Pipe Bomb

100 Ball Bearings:

- *Extra Effects:* Creatures take an additional 13 (2d12) bludgeoning damage.

Radiant Bomb

1 Flask of Holy Water:

- *Extra Effects:* Creatures take an extra 7 (1d12) radiant damage. Fiends and undead make the saving throw at disadvantage.

Shadow Bomb

1 Ectoplasm (undead):

- *Extra Effects:* Creatures take an additional 13 (2d12) necrotic damage.

Time Bomb

1 Modron Gear:

- *Extra Effects:* Creatures are under the effects of the *slow* spell for 1d4 rounds.

Weak Petrification Bomb

2 Basilisk Eyes:

- *Extra Effects:* Creatures take an extra 7 (1d12) poison damage. At the start of their next turn, they must succeed on a DC 10 Constitution saving throw or be restrained for 1 minute as their legs turn to stone.

> For additional or alternative Bomb mechanics, check out Bombs and Grenades

Alchemy

A mixture of magic and science, Alchemy is naturally available to classes like the Combat Medic and the Artificer. Any other class can learn to make potions with a simple feat. With enough patience and materials, the potentially expensive and time consuming practice of Alchemy can open up boundless possibilities for the adventurer–from healing to invisibility.

The Art of Alchemy

Not to be confused with the pseudoscientific practice of transmuting metals (lead into gold, for example), Alchemy in the true sense is, **the method by which different natural elements are combined into a consumable, magical, reactant to body or environment.**

Although poisons are mixed to provide consumable reactants, they are not magic and as such cannot be made using Alchemical principles.

Creating Consumables

One may create alchemical products only by following the method outlined below.

1) Proficiency with an Alchemist's Kit: To create consumables, the person must both possess an Alchemy Kit *and* have proficiency with it.

2) Possess the appropriate ingredients: Each consumable possesses distinct ingredients which only the Alchemist knows how to combine to produce the desired effects. Ingredients may be bought if their rarity does not preclude it, or they may be found through the appropriate Survival check, or by harvesting it from the appropriate creature. In some cases, substitutes for certain ingredients may be discovered by experimentation or research (at the DM's discretion, or by suggestions in this book).

3) Brew for the appropriate time: Because alchemical effects are potent, their ingredients take time to come together. Based on the potion's complexity, an Alchemist must spend the amount of time brewing indicated on the *brewing table*:

Brewing Time

Rarity	Cooking Time
Simple	2 days
Common	8 days
Uncommon	16 days
Rare	32 days
Very Rare	64 days
Legendary	120 days

The alchemist does not need to be actively brewing the potion the whole time, and with proper precautions they may travel with a brewing potion (at their own risk). However, it takes roughly 2 hours of intensive work to initiate the process of brewing. Certain research may reduce brewing or initiation time. You may simultaneously brew a number of batches equal to your **proficiency modifier**.

4) Intelligence Checks: Because alchemical products are so particular, an appropriate application of the intellect must be made. To finish a product, use your Alchemy Tools to roll from the DC INT table (apply proficiency bonus):

Rarity	DC
Simple	Not Necessary
Common	10
Uncommon	15
Rare	20
Very Rare	25
Legendary	27

Consumable worth

Alchemy is a lucrative business if you can find your own ingredients. In some cases, selling a single potion could provide for you the rest of your life. However, they are hard to sell, and most people cannot afford them. The *value table* breaks down the value you can typically sell them for.

Rarity	Value (in gp)
Simple	10
Common	50
Uncommon	250
Rare	500
Very Rare	1,250
Legendary	2,500

It is important to note, the individual ingredients may cost (or be worth more) than the potion itself. This is because consumables, since they are only used once, are significantly decreased in value than other magic items of the same rarity. Nevertheless, for the shrewd Alchemist, it can provide a substantial living.

A Note to DM's.

According to RAW, potions take an action to consume. In general, my personal games require only a Bonus action to drink a potion under normal circumstances. Except in cases where the use of a normal action is expressed (usually for balance reasons), the time needed for using a potion is up to the DM.

Index of Alchemy Consumables

What follows in a comprehensive guide concerning each consumable: It's ingredients, rarity, batch size (amount/brew), and effect.
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Acid Flask

- *Rarity.* Simple
- *Batch Size.* 2
- *Ingredients.* 1 Rust Monster Antenna
- *Effect.* (PHB 148)

Variations

Substitute Ingredients are not found in the Ingredient index, but a well learned alchemist may know them, and be able to discover more (DMs should feel free to add ingredients from monsters in any supplements not mentioned in the resource).
A commonly known substitute for **Rust Monster Antenna** includes:

- *Gray Ooze Muck*
- *Gibbering Mouther Sludge*

Alchemist's Fire

- *Rarity.* Common
- *Batch Size.* 6
- *Ingredients.* 1 oz Azer blood, 1 Flask of Oil
- *Effect.* (PHB 148-149)

Variations

Commonly known substitutes for **Azer Blood** include:

- *Essence of Fire Elemental*
- *Salamander Blood*

Antidote

- *Rarity.* Simple
- *Batch Size.* 2
- *Ingredients.* 1 Bundle of Efficacious Herbs
- *Effect.* Drinking this potion removes a single poisonous effect, and makes you immune to that specific poison for 24 hours.

Antitoxin

- *Rarity.* Simple
- *Batch Size.* 2
- *Ingredients.* 1 Bundle of Efficacious Herbs
- *Effect.* (PHB 151)

Blurring Ointment

- *Rarity.* Common
- *Batch Size.* 2
- *Ingredients.* 1 Cloaker Tail, 1 Eye of Displacer Beast
- *Effects.* This bottle vibrates rapidly. As an action, you can apply this ointment to a creature. The creature is under the effect of the *blur* spell *(PHB 219)*.

Comatose Concoction

- *Rarity.* Rare
- *Batch Size.* 1
- *Ingredients.* 1 Bundle of Efficacious Poisonous Plants, 1 oz Mimic Adhesive, 1 Jasper
- *Effects.* This black liquid tastes like tar, but is as smooth and viscous as water. When you drink this potion, you are under the effect of the *feign death* spell *(PHB 240)* for 24 hours, but cannot be woken except by drinking a Potion of Vitality.

Draught of Sleep

- **Rarity.** Common
- **Batch Size.** 1d4
- **Ingredients.** 1 Bundle Efficacious Herbs
- **Effect.** This potion is colorless and tasteless, but has a very faint odor, which can be smelled with a DC 14 Perception check, and identified with a DC 14 Nature check. When a creature ingests this potion, they must succeed on a DC 14 Constitution saving throw, or fall unconscious for 1 hour, or until a creature uses an action to shake them awake.

Drink of Elven Ears

- **Rarity.** Uncommon
- **Batch Size.** 2
- **Ingredients.** 1 Elf Ear
- **Effects.** This pale white liquid has a sweet, woody taste. When you drink this potion, you have advantage on Wisdom (Perception) checks based on hearing for 1 hour.

Dust of Disappearance

- **Rarity.** Uncommon
- **Batch Size.** 1
- **Ingredients.** 1 oz of Diamond Dust, 1 Obsidian.
- **Effect.** (DMG 166)
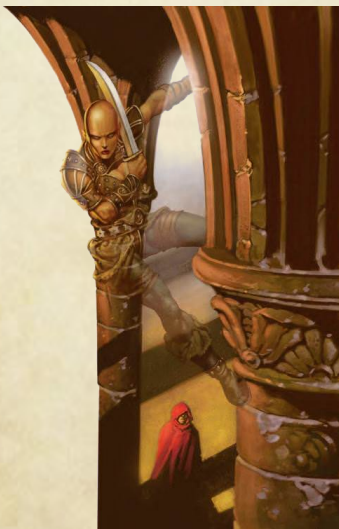
Dust of Dryness

- **Rarity.** Uncommon
- **Batch Size.** 1d6 + 4
- **Ingredients.** 1 oz of Diamond Dust, 1 Mystic Sponge Plant
- **Effect.** (DMG 166)

Dust of Sneezing and Choking

- **Rarity.** Uncommon
- **Batch Size.** 1
- **Ingredients.** 1 oz Diamond Dust, 1 Onyx
- **Effect.** (DMG 166)

Eagle Eye Elixir

- **Rarity.** Common
- **Batch Size.** 2
- **Ingredients.** 1 Eye of Giant Eagle
- **Effect.** This purple potion contains chunks of eagle eye in it. When you drink this potion, you gain advantage on Wisdom (Perception) checks using sight for 8 hours.

Universal Ingredients

Some ingredients, like water, are used almost universally in potions and are "assumed ingredients". It is up to the DM to decide if a shortage or restriction of water prohibits alchemical creations. Other such resources might include: glass bottles/vials and access to open flame. Some things may be included in the Alchemists tools, according to your DM's wishes.

Felix Major

- **Rarity.** Very Rare
- **Batch Size.** 1 (Roll a d20, on a 20, the batch size is doubled)
- **Ingredients.** 1 Hafling Foot, 1 oz Diamond Dust, 1 lb Gold
- **Effect.** This potion glitters gold and tastes like unctuous butter. You may drink this potion as an action. For the next 24 hours, you are under the *Lucky* effect of the Halfling race *(PHB 28)*.

Felix Minor

- *Rarity.* Rare
- *Batch Size.* 2 (Roll a d100, on a 98-100, the batch size is doubled)
- *Ingredients.* 1 Hafling Foot, 1 oz Diamond Dust, 1/2 lb Gold
- *Effect.* This potion glitters gold and tastes like unctuous butter. You may drink this potion as an action. For the next 8 hours, you are under the *Lucky* effect of the Halfling race *(PHB 28).*

Go-Flame

- *Rarity.* Common
- *Batch Size.* 1d4
- *Ingredients.* 1 oz Azer Blood
- *Effects.* This red stick is about 6 inches long. When you snap it, it glows with brightness equivalent to a torch, with a flame appearing at the end. It uses neither heat nor oxygen, and cannot be extinguished. It can be covered or hidden, but burns for 8 hours before fizzling out.

Greater Pill of Popping

- *Rarity.* Very Rare
- *Batch Size.* 1d4+1
- *Ingredients.* 1 Blink Dog Paw, 2 oz Diamond Dust, 1 oz Quicksilver, 1 oz Vampire Blood
- *Effects.* This pink pill is slightly larger than its lesser counterpart. When you take this pill you may teleport up to 30 feet to an unoccupied space that you can see.

Haughty Draught of Hiding

- *Rarity.* Uncommon
- *Batch Size.* 2
- *Ingredients.* 1 oz Blood of a Doppelganger
- *Effects.* This potion is a different color depending on who is looking at it. When you drink this potion, you gain the effects of the *disguise self* spell *(PHB 233)* for 24 hours. When you drink this potion, roll a number of d20's equal to your Intelligence modifier (Minimum of 1). If the total number is under 16, instead of the *disguise self* you are afflicted with one of the following effects until the potion wears off:

Roll (d10)	Affliction
1	Large, pustuous boils.
2	Turned into a giant cat.
3	Blindness.
4	You grow a beard and ear hair down to your knees.
5	You *appear* naked to everyone who looks at you.
6	You make your transformation, but as the opposite sex you intended.
7	Everyone who looks at you sees you as their worst nightmare.
8	Everyone who sees you comes under the *philter of love* effect.
9	You emit a horrific stench.
10	Instead of your appearance, your voice changes. Only dogs can hear you.

Variations

Instead of blood of a doppleganger, the Alchemist may use the same amount of blood from any single creature that can shapeshift or appear as a humanoid other than itself (Reaper Scout *(RPS)*, Gold Dragon, etc.).

Insta-Mend Jelly

- *Rarity.* Simple
- *Batch.* 1d6+1
- *Ingredients.* 1 oz Spider Silk, 1 oz Ochre Jelly Ooze
- *Effects.* This beige jelly can mend most simple surfaces. You may use it in place of the *mending* cantrip, meeting the same requirements for surface type and area.

Jelly of Softening

- *Rarity.* Uncommon
- *Batch Size.* 2
- *Ingredients.* 1 oz Gibbering Mouther Sludge, 1 oz Bundle of Potent Herbs
- *Effects.* This reddish, chunky jelly takes a creatures movement and action to apply. When applied, a creature who is partially or fully petrified is cured of the condition after 1d4 rounds. A creature who applies the jelly and is not already petrified, has advantage on Constitution checks against petrification for 10 minutes.

Jug of Astral Drink

- *Rarity.* Legendary
- *Batch Size.* 1
- *Ingredients.* 1 Star Ruby, 1 Githyanki Lung, 1 Aboleth Eye
- *Effects.* Up to 8 creatures can drink this silvery cloudy drink. When you drink this potion, you are under the effects of the *astral projection* spell.

Keoghtom's Ointment

- *Rarity.* Uncommon
- *Batch Size.* 1d4+1
- *Ingredients.* 1 oz Diamond Dust, 1 oz Basilisk Blood, 1 Bundle of Strong Herbs
- *Effect.* (DMG 179)

Lesser Pill of Popping

- *Rarity.* Rare
- *Batch Size.* 1d4+1
- *Ingredients.* 1 Blink Dog Paw, 1 oz Diamond Dust, 1 oz Quicksilver
- *Effects.* This pink pill could save you from danger...or throw you in the middle of it! When you take this pill you are immediately transported in a random direction (1d8) a random number of feet equal to 20 (1d6 x 5) ft.

Molotov

- *Rarity.* Uncommon
- *Batch Size.* 1d4
- *Ingredients.* 2 Essence of Fire Elemental, 2 Flasks of Oil
- *Effects.* This bubbling liquid pulses with a faint light and heat, and is activated by contact with air. As an action you can remove the cork that plugs this vial. At the start of 1d4 of your turns after activation (6-24 seconds), the vial explodes, dealing 21 (6d6) fire damage in a 30-foot-radius sphere. The fire spreads around corners and through walls. Creatures in the affected area can make a DC 15 Dexterity saving throw to take half damage. Picking up and throwing the vial, or replacing the cork, requires an action.

Necromancer's Nectar

- *Rarity.* Uncommon
- *Batch Size.* 1d4
- *Ingredients.* 2 oz Bone Dust, 1 oz Vampire Blood
- *Effects.* This opaque, white potion emits a faint shriek when opened. As an action, you can pour this liquid over a pile of bones or a dead body of a Medium or smaller humanoid. The target is under the effect of the *Animate Dead* spell.

Vampire's Blood

Whether or not Vampires have blood has been debated since before Bram Stoker's Dracula. Therefore, Vampire blood can either be blood directly takien from the "veins" of a Vampire, *or* blood recently consumed by a Vampire and removed from its stomach before digestion--DM's call.

Oil of Etherealness

- *Rarity.* Rare
- *Batch Size.* 1
- *Ingredients.* 1 oz Diamond Dust, 1 oz Phase Spider Venom, 1 Flask of Oil
- *Effect.* (DMG 183-184)

OIL OF SLIPPERINESS

- *Rarity.* Uncommon
- *Batch Size.* 1
- *Ingredients.* 1 oz Diamond Dust, 1 oz Black Pudding Muck, 1 oz Couatl Feathers
- *Effect. (DMG 184)*

PHILTER OF LOVE

- *Rarity.* Uncommon
- *Batch Size.* 1
- *Ingredients.* 1 Dragon Heart, 1 Bundle of Efficacious Herbs, 1 Lapis Lazuli
- *Effect. (DMG 184)*

POLYMORPH POTION

- *Rarity.* Legendary
- *Batch Size.* 1
- *Ingredients.* 1 Ancient Gold Dragon Heart, 1 Doppleganger Heart, 1 oz Diamond Dust, 1 oz Quicksilver.
- *Effects.* This potion is always changing shape, size, and color. When you drink this potion, roll a number of d4's equal to one fourth your level (rounded down, minimum of 1). You transform into a creature (not limited to beast) of that CR. The DM decides which creature you polymorph into, as long as its of equal CR. The effect lasts for 1 hour, and you cannot save against it, since you chose to drink the potion. You follow all other rules of the *polymorph* spell.

POLYSTENCH SPREAD

- *Rarity.* Simple
- *Batch Size.* 1d4
- *Ingredients.* 8 oz Animal Droppings.
- *Effects.* This potion is sludgy brown and smells like a wet dog. One vial of this spread can cover 4 medium creatures. When you complete a batch of this sludge, you choose a beast of CR 5 or lower. Any creature that spreads this over their body emits a stench as though they were that animal.

POTION OF ANIMAL FRIENDSHIP

- *Rarity.* Uncommon
- *Batch Size.* 1
- *Ingredients.* 1 oz Piranha Scales, 1 Wolf Heart, 1 Eyes of Giant Eagle, 1 oz Giant Wolf Spider Venom, 1 Zircon
- *Effect. (DMG 187)*

POTION OF CLAIRVOYANCE

- *Rarity.* Rare
- *Batch Size.* 1
- *Ingredients.* 1 Hag's Eye, 1 oz Unicorn Blood, 1 Amethyst
- *Effect. (DMG 187)*

POTION OF CLIMBING

- *Rarity.* Common
- *Batch Size.* 1
- *Ingredients.* 1 Tabaxi Claw, 1 Malachite, 1 Bundle of Efficacious Herbs
- *Effect. (DMG 187)*

POTION OF DIMINUTION

- *Rarity.* Rare
- *Batch Size.* 1
- *Ingredients.* 1 oz Diamond Dust, 1 Gnome Ear, 1 Eye of Sprite, 1 Jasper, 1 Tourmaline
- *Effect. (DMG 187)*

Potion of Fire Breath

- *Rarity.* Uncommon
- *Batch Size.* 2
- *Ingredients.* 1 Adult Red Dragon Tongue, 1 oz Fire Newt Saliva
- *Effect. (DMG 187)*

Variation
While it is normally the gland of the dragon that gives its breath a specific elemental power, no one knows why it is the tongue of an Adult Red Dragon that is used in this potion.

It is theorized that the tongue of any Adult Dragon that breathes fire could be substituted in this potion.

Potion of Flying

- *Rarity.* Very Rare
- *Batch Size.* 1
- *Ingredients.* 1 Angel Feather, 1 Emerald, 1 Topaz
- *Effect. (DMG 187)*

Potion of Gaseous Form

- *Rarity.* Rare
- *Batch Size.* 1
- *Ingredients.* 1 Essence of Air Elemental, 1 Vial of Acid, 1 oz Quicksilver, 1 Essence of Will-o-Wisp
- *Effect. (DMG 187)*

Essences (and Ectoplasm)
Essences are used in many different formulas. They are sometimes left behind when an incorporeal or otherwise elemental creature is killed. It is similar in nature to the goopy, gel-like substance of Ectoplasm, which is left behind by ghosts and the like. In some cases the term is interchangeable, though Ectoplasm tends to be used exclusively for undead. Some potions calls for a specific type of Ectoplasm or Essence.

DM Note. When a creature that can drop Ectoplasm or Essence is killed, roll a d20. On a 13 or higher, the creature leaves behind 1 oz. of the substance per size tier of the creature.

Potion of Giant Strength (Hill)

- *Rarity.* Uncommon
- *Batch Size.* 1
- *Ingredients.* 1 Hill Giant Finger
- *Effect. (DMG 187)*

Potion of Giant Strength (Frost/Stone)

- *Rarity.* Rare
- *Batch Size.* 1
- *Ingredients.* 1 Frost or Stone Giant Finger
- *Effect. (DMG 187)*

Only One Ingredient
One ingredient potions may be deceptively hard to brew. While the formula of materials may be obvious, only an appropriately skilled alchemist will know how to mash, brew, and properly stir the potion so it turns out correctly. Don't underestimate simple ingredients... for brewing a potion is in the minute details.

Potion of Giant Strength (Fire)

- *Rarity.* Rare
- *Batch Size.* 1
- *Ingredients.* 1 Fire Giant Finger
- *Effect. (DMG 187)*

Potion of Giant Strength (Cloud)

- *Rarity.* Very Rare
- *Batch Size.* 1
- *Ingredients.* 1 Cloud Giant Finger
- *Effect. (DMG 187)*

Potion of Giant Strength (Storm)

- *Rarity.* Legendary
- *Batch Size.* 1
- *Ingredients.* 1 Storm Giant Finger
- *Effect. (DMG 187)*

Potion of Giant Strength (Fire)

- *Rarity.* Rare
- *Batch Size.* 1
- *Ingredients.* 1 Fire Giant Finger
- *Effect. (DMG 187)*

Potion of Giant Strength (Cloud)

- *Rarity.* Very Rare
- *Batch Size.* 1
- *Ingredients.* 1 Cloud Giant Finger
- *Effect. (DMG 187)*

Potion of Giant Strength (Storm)

- *Rarity.* Legendary
- *Batch Size.* 1
- *Ingredients.* 1 Storm Giant Finger
- *Effect.* (DMG 187)

Potion of Growth

- *Rarity.* Uncommon
- *Batch Size.* 1
- *Ingredients.* 2 oz Quicksilver, 1 Treant Root
- *Effect.* (DMG 187)

Potion of Healing

- *Rarity.* Common
- *Batch Size.* 2
- *Ingredients.* 4 Bundles of Weak Herbs
- *Effect.* (DMG 187-188)

Herbs
Herbs are found in various tiers (weak, efficacious, strong, and potent) and are used *primarily* in healing potions. They do have other uses, however.

The terms are just groupings that function to describe the strength of various herbs. For the purpose of narrative, the alchemist only needs to know the strength of the herb bundle, not the specific herbs used in the potion they are creating.

Potion of Healing (Greater)

- *Rarity.* Uncommon
- *Batch Size.* 1
- *Ingredients.* 1 Bundle Efficacious Herbs, 1 Naga Tooth, 1 Bloodstone
- *Effect.* (DMG 188)

Potion of Healing (Superior)

- *Rarity.* Rare
- *Batch Size.* 1
- *Ingredients.* 1 Bundle of Strong Herbs, 1 Naga Tooth, 1 oz Hydra Blood, 1 Bloodstone
- *Effect.* (DMG 188)

Potion of Healing (Supreme)

- *Rarity.* Very Rare
- *Batch Size.* 1
- *Ingredients.* 1 Bundle of Potent Herbs, 1 Naga tooth, 1 oz Hydra Blood, 1 Troll Claw
- *Effect.* (DMG 188)

Potion of Heroism

- *Rarity.* Rare
- *Batch Size.* 1
- *Ingredients.* 1 oz Diamond Dust, 1 Flask of Holy Water, 1 Unicorn Horn
- *Effect.* (DMG 188)

Potion of Incorporealness

- *Rarity.* Simple
- *Batch Size.* 3
- *Ingredients.* 3 oz Ectoplasm
- *Effect.* When you drink this potion, for 1 minute you can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object.

Potion of Insight

- *Rarity.* Uncommon
- *Batch Size.* 1d6+1
- *Ingredients.* 1 oz Dragon Blood
- *Effects.* When you drink this potion, you have advantage on Wisdom (Insight) checks for 1 hour.

Potion of Invisibility

- *Rarity.* Very Rare
- *Batch Size.* 1
- *Ingredients.* 1 oz Diamond Dust, 1 oz Quicksilver, 1 Oni Heart
- *Effect.* (DMG 188)

Potion of Longevity

- *Rarity.* Very Rare
- *Batch Size.* 1
- *Ingredients.* 1 Vampire Heart, 1 Eye of Mummy Lord, 1 Black Pearl
- *Effect.* (DMG 188)

Potion of Mind Reading

- *Rarity.* Rare
- *Batch Size.* 1
- *Ingredients.* 1 Tentacle of Mindflayer, 1 Nothic Eye, 1 oz Quicksilver, 1 Pseudodragon Brain, 1 Tiger Eye Gem
- *Effect.* (DMG 188)

Potion of Neutrality

- *Rarity.* Common
- *Batch Size.* 1d4
- *Ingredients.* Heart of any Neutral or Unaligned Creature.
- *Effects.* This potion appears a neutral beige. When you drink this potion, any attempt to read your alignment shows up as neutral. Additionally, any effects based on alignment treat you as though you were neutral. Your true alignment does not change.

Potion of Resistance

- *Rarity.* Uncommon
- *Batch Size.* 1
- *Ingredients.* 1 oz Dragon Scales, 1 oz Blood of a Lycanthrope
- *Effect.* (DMG 188)

Potion of Speed

- *Rarity.* Very Rare
- *Batch Size.* 1
- *Ingredients.* 10 oz Diamond Dust, 1 Tip of Dragon wing, 1 Garnet, 1 Horse Heart
- *Effect.* (DMG 188)

Potion of Vitality

- *Rarity.* Very Rare
- *Batch Size.* 1
- *Ingredients.* 1 oz Ruby dust, 1 oz Diamond dust, 1 Bundle Potent Herbs
- *Effect.* (DMG 188)

Potion of Water Breathing

- *Rarity.* Uncommon
- *Batch Size.* 2
- *Ingredients.* 1 Merrow Heart, 4 oz. Piranha Scales, 1 Pearl
- *Effect.* (DMG 188)

Purifying Potion

- *Rarity.* Simple
- *Batch Size.* 1d4+1
- *Ingredients.* 1 Flask of Holy Water, 1 Bundle of Weak Herbs
- *Effects.* The liquid in this potion bubbles while corked. While uncorked the vial gives off a faint, refreshing mist, which acts like a *purify food and drink* spell. You may only use the potion once.

Quietism Potion

- *Rarity.* Legendary
- *Batch.* 1
- *Ingredients.* 1 Mind Flayer Tentacle, 1 Finger of Clay Golem, 1 Rakshasa Claw
- *Effects.* This potion holds a floating mind flayer tentacle. Drinking this potion grants you the effects of the *mind blank* spell for 24 hours

Rage Rum

- *Rarity.* Common
- *Batch Size.* 1d6+1
- *Ingredients.* 1 Revenant Heart
- *Effects.* This blood-red potion bubbles when it senses anger. Drinking this potion induces the *rage* feature in the creature for 1d4 rounds. When the effect ends, the creature must succeed on a DC 15 Constitution saving throw or suffer 1 level of exhaustion.

Resurrection-Aide

- *Rarity.* Uncommon
- *Batch Size.* 1d6+1
- *Ingredients.* 1 oz Gelatinous Cube Goo, 1 oz Quicksilver.
- *Effects.* This sticky, red liquid smells like cherries. You may pour this potion over a corpse or other remains. The target is under the effects of the *gentle repose* spell for 1d4 weeks.

Slow Fall Slurry

- *Rarity* Common
- *Batch Size.* 1d6
- *Ingredients.* 1 oz. manure, 1 Eagle Feather
- *Effects.* This potion floats in a bubble-like orb within its jar, though flecks of manure also float inside the bubble. You may drink this as a reaction when you fall. You are under the effects of the *feather fall* spell *(PHB 239)* for 1 minute.

Smoke Stick

- *Rarity.* Simple
- *Batch Size.* 1d6+1
- *Ingredients.* Essence of Fire or Air Elemental
- *Effect.* This stick produces a thick cloud of smoke. As an action, you break it open and can choose to either hold on to it, or throw it to a point up to 30 feet away. The area in a 10-foot-radius around the stick is filled with thick smoke that blocks vision. The stick smokes for 1 minute and then disappears.

Variations

A commonly known substitute for Fire or Air Elemental Essence is the Essence of a Djinni or Efreeti. If either of these are used, the *Batch Size* becomes 2d6+2.

Swift Step Draught

- *Rarity.* Simple
- *Batch Size.* 1d4+1
- *Ingredients.* 1 Blink Dog Paw
- *Effect.* This vial holds a bubbling brown liquid, which a creature can drink as an action. Doing so increases the creature's speed by 20 feet for 1 minute.

Tanglefoot Bag

- *Rarity.* Simple
- *Batch Size.* 1d4+1
- *Ingredients.* 1 oz. Black Pudding Muck
- *Effect.* This bag is filled with writhing, sticky, black tar. As an action, you can throw it at a point on the ground within 30 feet of you. The bag bursts on impact and covers the ground in a 5-foot radius with sticky goo. The area becomes difficult terrain for 1 minute, and any creature that starts its turn on the ground in that area has its speed halved for that turn.

Thunderstone

- *Rarity.* Simple
- *Batch Size.* 2d6+3
- *Ingredients.* 3 Strands Storm Giant's Hair
- *Effect.* As an action, you can hurl this crystalline shard at a creature, object, or surface within 30 feet of you. The shard shatters on impact with a blast of concussive energy. Each creature within 10 feet of the point of impact must succeed on a DC 13 Constitution saving throw or be knocked prone and pushed 10 feet away from the point.

Universal Solvent

- **Rarity.** Legendary
- **Batch Size.** 1
- **Ingredients.** 5 oz Basilisk Blood, 2 oz Red Dragon Blood, 1 Alexandrite
- **Effect.** (DMG 209)

Veritas Smoke

- **Rarity.** Uncommon
- **Batch Size.** 1
- **Ingredients.** 1 Smoke Stick, 1 flask of Holy Water
- **Effects.** When you snap this stick, it smokes for 10 minutes in a 15-foot-radius sphere. The smoke is light and can be easily seen through. Everything within the smoke is under the effects of the *zone of truth* spell.

Vision Vapors

- **Rarity.** Very Rare
- **Batch Size.** 1
- **Ingredients.** 1 Eye of Angel
- **Effects.** When this smoky vial is opened, every creature within 10 feet must succeed on a DC 20 Constitution saving through or fall unconscious for 1 minute. While unconscious, each creature has visions of one of their possible futures.

Wolfsbane

- **Rarity.** Uncommon
- **Batch Size.** 2
- **Ingredients.** 1 oz Blood of Lycanthrope, 1 Bundle Potent Herbs
- **Effects.** When a lycanthrope ingests this potion, they are unable to transform into their hybrid or animal forms for 24 hours.

X-Ray Draught

- **Rarity.** Rare
- **Batch Size.** 1
- **Ingredients.** 2 0z Ectoplasm (Banshee), 2 oz Ruby dust
- **Effects.** This clear liquid has a faint cloudiness to it, else it would look like air. Drinking this potion grants you X-ray vision for 8 hours. As a Bonus action, you can activate the X-ray vision to see through most surfaces. The target surface area can be up to 5 feet, which you choose when activating the ability. The surface appears faint and translucent to the viewer and anything on the other side appears as normal. The vision is blocked by 3 feet of stone, 1 inch of common metal, a thin sheet of lead, or 5 feet of wood or dirt.

Poison Making

Consisting of mostly scientific and naturalistic methods of extraction and brewing, poison making tends to be practiced with evil intent in mind. While having a little medicinal value (anaesthetisation for surgery, for example), most poisons are damaging and considered evil and taboo. It is hard to find them outside the black market. Therefore, while they are hard to sell, a knowledgeable practitioner can make exceptional money from the concoctions.

Creating Consumables

One may create poisonous products only by following the method outlined below.

1) Proficiency with a Poisoner's Kit: To create consumables, the person must both possess a Poisoner's Kit *and* have proficiency with it.

2) Possess the appropriate ingredients: Each poison requires distinct ingredients which only the proficient brewer knows how to combine to produce the desired effects. Ingredients may be bought if their rarity does not preclude it, or they may be found through the appropriate survival check, or by taking it from the appropriate creature. In some cases, substitutes for certain ingredients may be discovered by experimentation or research.

3) Brew for the appropriate time: Because poisonous effects are potent, their ingredients take time to come together. Based on the potion's complexity, a poison maker must spend the amount of time brewing as indicated on the *brewing table*:

Brewing Time

Rarity	Cooking Time
Common	2 days
Uncommon	6 days
Rare	20 days
Very Rare	40 days
Legendary	80 days

The poisoner does not need to be actively brewing the potion the whole time, and with proper precautions they may travel with a brewing poison (at their own risk), however, it takes 2 hours of intensive work initiate the process of brewing. Certain research may reduce brewing or initiation time. You may have a number of potions brewing simultaneously equal to your **Intelligence modifier**. Even when a poison is harvested directly from a creature, it must still be cooked for an adequate amount of time.

4) Kit Checks: Because poisons are so particular, an appropriate application of the Poison Kit must be made. To finish a product, roll from the DC table using your (applying proficiency bonus):

Kit Check DC

Rarity	Intelligence DC
Common	10
Uncommon	15
Rare	20
Very Rare	25
Legendary	27

Unfortunately there is no way to lower the difficulty of creating such particular and deadly consumables, but through certain research and studies, the Poisoner may be able to make them easier. Failing the check may produce undesirable effects (including, but not limited to, creating a different poison).

Consumable worth

Poison-making is a lucrative business if you can find your own ingredients. In some cases, selling a single creation could provide for you the rest of your life. However, they are hard and illegal to sell, and most people could not afford them. Still, the *value table* breaks down worth based on value you can sell them for.

Value Table

Rarity	Value (in gp)
Common	100-499
Uncommon	500-999
Rare	1,000-1,499
Very Rare	1,500-1,999
Legendary	2,000+

It is important to note, however, that the individual ingredients may cost (or be worth more) than the potion themselves. This is because consumables, since they are only used once, are significantly decreased in value than other magic items of the same rarity. Nevertheless, for the shrewd Poisoner, it can provide a substantial living.

Poisons

What follows in a comprehensive guide concerning each consumable: It's ingredients, rarity, batch size (amount/brew),and effect.

Assassin's Blood

- *Rarity.* Common
- *Value.* 150g
- *Type.* Ingested
- *Batch Size.* 4
- *Ingredients.* 1 Bundle Weak Poisonous Plants
- *Effect.* (PHB 258).

Bakhtak's* Blood

- *Rarity.* Uncommon
- *Value.* 500g
- *Type.* Ingested
- *Batch Size.* 2
- *Ingredients.* 1 oz Bakhtak Blood
- *Effect.* A creature that ingests this poison becomes invisible for 1 minute. They must also succeed on a DC 13 Constitution saving throw or become paralyzed for 1 minute. They can repeat the saving throw at the end of each of their turns.

Basilisk Venom

- *Rarity.* Rare
- *Value.* 1,000g
- *Type.* Injured
- *Batch Size.* 1
- *Ingredients.* 1 oz Basilisk Blood, 2 Basilisk Eyeballs.
- *Effect.* A creature who is injured by this poison must make a DC 12 Constitution saving throw or take 7 (2d6) poison damage, and become poisoned. If they fail by 5 or more they begin to turn to stone and are restrained. It must repeat the throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by a *greater restoration* spell or other magic.

Bayot's Grasp

- *Rarity.* Uncommon
- *Value.* 750g
- *Type.* Injured
- *Batch Size.* 2
- *Ingredients.* 1 oz Bayot Venom
- *Effect.* A creature who is injured by this poison must succeed on a DC 12 Constitution saving throw or fall unconscious. They are unconscious until another creature takes an action to wake them up.

Burnt Othur Fumes

- *Rarity.* Uncommon
- *Value.* 500g
- *Type.* Inhaled
- *Batch Size.* 2
- *Ingredients.* 3 Bundles Efficacious Poisonous Plants
- *Effect.* (PHB 258).

Brain Rot

- *Rarity.* Very Rare
- *Value.* 1,500g
- *Type.* Injury
- *Batch Size.* 1
- *Ingredients.* 1 Brainrot Plant
- *Effect.* A creature injured by this poison must succeed on a DC 20 Constitution saving throw or lose 1 Intelligence point at the end of each long rest. A creature may repeat the saving throw at the end of each long rest, before the poison takes effect again, to avoid losing the Intelligence point. This poison can only be cured when the creature succeeds on three total saves. A creature who dies from this poison (when their Intelligence score reaches 0) turns into a zombie 1d4 days later.

Brain Rot

Brainrot is roughly 3 feet tall, with 2 sets of 3 black flowers at its top. Its stalk is covered in inch-long thorns, which will inflict the poison upon the careless traveler as it lashes out, or if the check to harvest it fails by more than 5 (12 or less).

It is typically found in dark caves, but can survive anywhere with high moisture and little light. It is spread when a zombie or skeleton is killed and the remains are not burned and salted.

Carrion Crawler Mucus

- *Rarity.* Common
- *Value.* 200g
- *Type.* Contact
- *Batch Size.* 4
- *Ingredients.* 3 oz Carrion Crawler Mucus
- *Effect.* (PHB 258).

Chasme Venom

- *Rarity.* Rare
- *Value.* 1,300g
- *Type.* Ingested
- *Batch Size.* 1
- *Ingredients.* 2 oz Chasme Venom
- *Effect.* The creature who ingests this poison must make a DC 15 Constitution saving throw or have its maximum hit points reduced by 24 (7d6). If this reduced the target to 0 hit points, they die. The effect ends after a long rest, or when *greater restoration* or similar spell is cast.

Chuul Blood

- *Rarity.* Uncommon
- *Value.* 800g
- *Type.* Injured
- *Batch Size.* 2
- *Ingredients.* 2 Chuul Tentacles
- *Effect.* A creature injured by this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the throw at the end of each of its turns, ending the effect on itself on a success.

Cockatrice Saliva

- *Rarity.* Common
- *Value.* 200g
- *Type.* Injured
- *Batch Size.* 4
- *Ingredients.* 2 oz Cockatrice Saliva
- *Effect.* When injured by this poison, the target must succeed on a DC 11 Constitution saving throw. On a fail the target begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a failure, the creature is petrified for 24 hours.

Couatl Bite

- *Rarity.* Uncommon
- *Value.* 999g
- *Type.* Ingested
- *Batch Size.* 1
- *Ingredients.* Couatl Tongue
- *Effect.* A creature injured by this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Demilich Dust

- *Rarity.* Legendary
- *Value.* 2,200g
- *Type.* Contact
- *Batch Size.* 1
- *Ingredients.* 1 Demilich Eye
- *Effect.* A creature that comes in contact with this poison must succeed on a DC 15 Constitution saving throw. On a fail, they are blinded for one minute. Their maximum hit points are reduced by 10 (3d6), and if they are reduced to 0 in this way, they die. A creature's maximum hit points can be restored through a *greater restoration* or similar spell.

Devil's Beard

- *Rarity.* Rare
- *Value.* 1,000g
- *Type.* Injury
- *Batch Size.* 1
- *Ingredients.* 1 Devil's Beard
- *Effect.* When a creature is injured by this poison, they must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. A creature poisoned in this way cannot regain hit points. It can repeat its saving throw at the end of each of its turns.

Devil's Bite

- *Rarity.* Legendary
- *Value.* 2,500g
- *Type.* Injury
- *Batch Size.* 1
- *Ingredients.* 2 oz Pit Fiend's Blood
- *Effect.* A creature injured by this poison must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dragon's Breath

- *Rarity.* Legendary
- *Value.* 2,100g
- *Type.* Inhaled
- *Batch Size.* 1
- *Ingredients.* 1 Dragon Gland (Ancient/Adult Green)
- *Effect.* Any creature which inhales this poison in a 30-ft radius must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a fail, or half as much damage on a success.

Dream Breath

- *Rarity.* Rare
- *Value.* 1,000g
- *Type.* Inhaled
- *Batch Size.* 1
- *Ingredients.* 1 Bundle Poisonous Plants (Strong)
- *Effect.* when thrown, this poison explodes in a 15 foot radius. All creatures in the area must succeed on a DC 16 Constitution saving throw or fall unconscious and take 3 (1d6) psychic damage as they are haunted by their worst nightmares. The creature takes the damage at the beginning of each turn. They remain unconscious until they succeed on the saving throw at the end of their turn, or another creature spends an action to shake them awake.

Dretch Gas

- *Rarity.* Common
- *Value.* 150g
- *Type.* Inhaled
- *Batch Size.* 4
- *Ingredients.* 1 Dretch Anal Gland
- *Effect.* Any creature which inhales this poison in a 10 foot radius must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned this way, creatures are under the effects of the *slow* spell.

Drow Poison

- *Rarity.* Common
- *Value.* 200g
- *Type.* Injury
- *Batch Size.* 4
- *Ingredients.* 4 oz Drow Blood, This poison must be created in darkness
- *Effect.* (PHB 258).

Essence of Ether

- *Rarity.* Common
- *Value.* 300g
- *Type.* Inhaled
- *Batch Size.* 2
- *Ingredients.* 4 Bundles Poisonous Plants (Weak)
- *Effect.* (PHB 258).

Ettercap Venom

- *Rarity.* Common
- *Value.* 300g
- *Type.* Injury
- *Batch Size.* 3
- *Ingredients.* 2 oz Ettercap Venom
- *Effect.* A creature injured by this poison must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Flumph Stench

- *Rarity.* Common
- *Value.* 150g
- *Type.* Inhaled
- *Batch Size.* 3
- *Ingredients.* 2 Flumph Tendrils
- *Effect.* Each creature in a 10-foot-radius of this poison must make a DC 10 Constitution saving throw or be poisoned and coated in this fetid gas for 4 hours. Any creature within 5 feet of a poisoned creature is poisoned until they move away. The gas can be removed by bathing during a short rest.

Fungus Spore

- *Rarity.* Uncommon
- *Value.* 600g
- *Type.* Inhaled
- *Batch Size.* 2
- *Ingredients.* 3 Fungus Gas Spores
- *Effect.* Each creature within a 20-foot-radius must make a DC 15 Constitution saving throw or take 10 (3d6) poison damage and become infected with a disease. Spores invade an infected creature's system, killing the creature in a number of hours equal to **1d12 + Constitution Score** unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

Ghoul Poison

- *Rarity.* Common
- *Value.* 300g
- *Type.* Injured
- *Batch Size.* 3
- *Ingredients.* 2 Ghoul or Ghast Claws
- *Effect.* A creature injured by this poison must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Gnoll Saliva

- *Rarity.* Common
- *Value.* 250g
- *Type.* Injury
- *Batch Size.* 4
- *Ingredients.* 1 oz Gnoll Fang of Yeenoghu Saliva.
- *Effect.* A creature injured by this poison must make a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

Grell Venom

- *Rarity.* Uncommon
- *Value.* 500g
- *Type.* Injury
- *Batch Size.* 2
- *Ingredients.* 1 Grell Tentacle
- *Effect.* A target injured by this poison must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Imps Venom

- *Rarity.* Common
- *Value.* 400g
- *Type.* Injury
- *Batch Size.* 4
- *Ingredients.* 2 Imp Stingers
- *Effect.* A creature injured by this poison must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a fail, or half as much damage on a success.

Lamia's Curse

- *Rarity.* Uncommon
- *Value.* 750g
- *Type.* Contact
- *Batch Size.* 2
- *Ingredients.* 1 Lamia Finger
- *Effect.* When a creature comes in contact with this poison they become magically cursed for 1 hour. Until the curse ends, they have disadvantage on Wisdom saving throws and all ability checks.

Lich's Curse

- *Rarity.* Legendary
- *Value.* 2,000g
- *Type.* Contact
- *Batch Size.* 1
- *Ingredients.* 1 Lich Finger
- *Effect.* When creature comes in contact with this poison they must Succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lycanthropic Touch

- *Rarity.* Rare
- *Value.* 1,400g
- *Type.* Ingested
- *Batch Size.* 1
- *Ingredients.* 3 oz Blood of a Lycanthrope
- *Effect.* When a creature ingests this poison they must succeed on a DC 13 Constitution saving throw or be inflicted with a random type of Lycanthrope.

Madness Bloom

- **Rarity.** Very Rare
- **Value.** 1,500g
- **Type.** Ingested
- **Batch Size.** 1
- **Ingredients.** 1 Bundle of Potent Poisonous Plants
- **Effect.** A creature who ingests this poison must succeed on a DC 18 Intelligence save or suffer one effect of *Long Term Madness*. If a creature fails by more than 5, they suffer one *Indefinite Madness* effect, instead.

Malice

- **Rarity.** Common
- **Value.** 250g
- **Type.** Inhaled
- **Batch Size.** 2
- **Ingredients.** 4 Bundles of Weak Poisonous Plants
- **Effect.** *(PHB 258).*

Midnight tears

- **Rarity.** Very Rare
- **Value.** 1,500g
- **Type.** Ingested
- **Batch Size.** 1
- **Ingredients.** 2 Bundles of Potent Poisonous Plants
- **Effect.** *(PHB 258).*

Naga's Bite

- **Rarity.** Rare
- **Value.** 1,300g
- **Type.** Injury
- **Batch Size.** 1
- **Ingredients.** 2 Naga Tooth
- **Effect.** When a creature is injured by this poison, they must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much on a success.

Nightmare's Revenge

- **Rarity.** Rare
- **Value.** 1,250g
- **Type.** Inhale
- **Batch Size.** 1
- **Ingredients.** 2 oz Ectoplasm (Nightmare)
- **Effect.** When this vial is broken or uncorked, all creatures within a 20-foot-radius must make a DC 16 Intelligence saving throw, taking 22 (4d10) psychic damage on a failed save, or half as much on a success. All targets have hallucinations of their worst fear for 1 minute.

Oil of Taggit

- **Rarity.** Common
- **Value.** 400g
- **Type.** Contact
- **Batch Size.** 4
- **Ingredients.** 4 Bundles of Efficacious Poisonous Plants
- **Effect.** *(PHB 258).*

Otyugh's Bite

- **Rarity.** Uncommon
- **Value.** 800g
- **Type.** Injury
- **Batch Size.** 2
- **Ingredients.** 1 Otyugh's Tooth
- **Effect.** A creature injured by this poison must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction is reversed once the disease is cured.

Pale Tincture

- *Rarity.* Common
- *Value.* 250g
- *Type.* Ingested
- *Batch Size.* 4
- *Ingredients.* 4 Bundles of Weak Poisonous Plants
- *Effect.* (PHB 258).

Purple Worm Poison

- *Rarity.* Legendary
- *Value.* 2,000g
- *Type.* Injury
- *Batch Size.* 1
- *Ingredients.* 1 Purple Worm Tooth
- *Effect.* (PHB 258).

Quasit Blood

- *Rarity.* Common
- *Value.* 150g
- *Type.* Injury
- *Batch Size.* 3
- *Ingredients.* 2 Quasit Claws
- *Effect.* A creature injured by this poison must succeed on a DC 10 Constitution saving throw or take 5 (2d4) damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Rakshasa's Curse

- *Rarity.* Very Rare
- *Value.* 1,900g
- *Type.* Contact
- *Batch Size.* 1
- *Ingredients.* 1 Rakshasa Claw
- *Effect.* A creature who comes in contact with this poison is cursed the next time it takes a long or short rest, filling its thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.
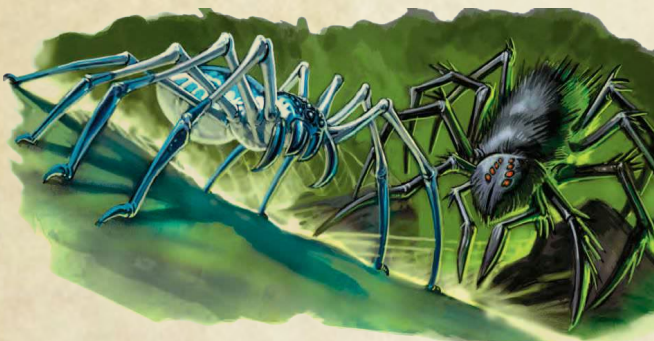
Serpent Venom

- *Rarity.* Common
- *Value.* 200g
- *Type.* Injury
- *Batch Size.* 4
- *Ingredients.* 2 Giant Poisonous Snake Fangs
- *Effect.* (PHB 258).

Silencing Shot

- *Rarity.* Uncommon
- *Value.* 500g
- *Type.* Injury
- *Batch Size.* 1d4
- *Ingredients.* 4 Bundles of Efficacious Poisonous Plants
- *Effect.* A creature injured by this potion must succeed on a DC 13 Constitution saving throw, or become unable to speak for 1 minute.

Slaad's Phage

- *Rarity.* Rare
- *Value.* 1,450g
- *Type.* Injury
- *Batch Size.* 1
- *Ingredients.* 1 Blue Slaad Claw
- *Effect.* A humanoid target must succeed on a DC 15 Constitution saving throw or be infected with the disease Chaos Phage. While infected, the target can't regain hit points , and its hitpoint maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a *wish* spell can reverse the transformation.

Specters Drain

- *Rarity.* Common
- *Value.* 150g
- *Type.* Contact
- *Batch Size.* 4
- *Ingredients.* 2 oz Ectoplasm (Specter)
- *Effect.* A creature who comes in contact with this poison must succeed on a DC 10 Constitution saving throw or have its maximum hit points reduced by 10 (3d6). This reduction lasts until the creature finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Spider Venom

- *Rarity.* Common
- *Value.* 150g
- *Type.* Injury
- *Batch Size.* 4
- *Ingredients.* 3 oz Venom (Giant Wolf Spider)
- *Effect.* A creature injured by this poison must make a DC 11 saving throw, taking 9 (2d8) poison damage on a failed save, or half as much on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

On Spider Venom

Many different species of spider have venom, and all of them could be used to make this poison. The CR of the spider should determine the harvest DC, how much can be harvested, how many ounces are needed, and the batch size. It's feasible that the venom from a CR 8 spider could make a single batch of 8 with a single oz. For balance reasons, we suggest not changing the potency of the actual poison.

Thri's Bite

- *Rarity.* Common
- *Value.* 200g
- *Type.* Injury
- *Batch Size.* 2
- *Ingredients.* 1 Thri-Kreen Beak
- *Effect.* A creature injured by this poison must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Torpor

- *Rarity.* Uncommon
- *Value.* 600g
- *Type.* Ingested
- *Batch Size.* 2
- *Ingredients.* 4 Bundles Poisonous Plants (Strong)
- *Effect.* (PHB 258).

Truth Serum

- *Rarity.* Common
- *Value.* 150g
- *Type.* Ingested
- *Batch Size.* 2
- *Ingredients.* 2 oz Blood of Fey
- *Effect.* (PHB 258).

Vampire's Bite

- *Rarity.* Very Rare
- *Value.* 1,900g
- *Type.* Ingest
- *Batch Size.* 1
- *Ingredients.* 1 Vampire Heart
- *Effect.* A creature who ingests this has its maximum hit points reduced by 10 (3d6). The reduction lasts until the target finishes a long rest. If this reduces the target's hit points to 0 they die, and if buried in the ground, it rises the following night as a vampire spawn, but not under a vampire's control.

Wight's Touch

- *Rarity.* Uncommon
- *Value.* 700g
- *Type.* Contact
- *Batch Size.* 2
- *Ingredients.* 2 oz Ectoplasm (Wraith or Wright)
- *Effect.* When a creature comes in contact with this substance, it must succeed on a DC 14 Constitution saving throw or have its hit point maximum reduced by 18 (4d8). This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Wyvern Poison

- *Rarity.* Rare
- *Value.* 1,200g
- *Type.* Injury
- *Batch Size.* 1
- *Ingredients.* 1 Wyvern Stinger
- *Effect.* (PHB 258).

Yochlol Mist

- *Rarity.* Rare
- *Value.* 1,300g
- *Type.* Inhaled
- *Batch Size.* 1
- *Ingredients.* 3 oz Yochlol Sludge.
- *Effect.* All creatures within 5 feet of the mist must succeed on a DC 14 Constitution saving throw or be poisoned until the start of their next turn. While poisoned in this way, the target is incapacitated.

Yuan-Ti's Bite

- *Rarity.* Rare
- *Value.* 1,000
- *Type.* Injury
- *Batch Size.* 1
- *Ingredients.* 1 Yuan-Ti's Fang
- *Effect.* When a creature is injured by this poison, it takes 10 (3d6) poison damage.

Creating your Own Poison

This list of poisons is by no means exhaustive. Any creature that produces a negative effect can be turned into a poison. To create your own poison, follow these steps:

- **Establish rarity:** how much damage and how debilitating is the poison? What CR is the creature it comes from? What is the saving throw?
- **Establish Ingredients:** What part of the creature causes the effect? If its plant based, what could it be mixed with?

With these two primary characteristics established, you have the basis of a working, in-game poison for your players to work with.

Ingredients

Ingredients are defined as **anything that is used in the crafting and creating of consumables for Alchemy and Poisons.** It includes gems that are used in recharging magical items and artifacts. All gems and metals will also be included in the **Materials** section of this expansion.

Term Meanings

Term	Meanings	Note
(h)	harvested from	use harvesting/mining mechanics
g( )	rarity (vc/s,c,uc,r,vr,l,e)	use rarity table

A

Ingredient	cost	Found	Use
Aboleth Eye	1,000g(vr)	Aboleth(h)	Jug of Astral Drink
Acid (vial)	25g(c)	Rust Monster (h)	Potion of Gaseous Form
Alexandrite	500g(r)	Mining	Universal Solvent
Amethysts	100g(uc)	Mining	Potion of Clairvoyance
Azer Blood	50g/oz(uc)	Azer (h)	Alchemist's Fire, Go-Flame
Angel Feather	1,000g(vr)	Angel (h)	Potion of Flying

B

Ingredient	cost	Also found in	Use
Bakhtak's Blood	100g/oz(uc)	Bakhtak(h)	Bakhtak's Blood Poison
Basilisk's Blood	100g/oz(r)	Basilisk (h)	Basilisk Venom, Keoghtom's Ointment, Universal Solvent
Bayot's Blood	500g/oz(uc)	Bayot(h)	Bayot's Grasp
Black Pearl	500g(r)	Giant Black Clam (h)	Potion of Longevity
Black Pudding Muck	50g/oz(uc)	Black Pudding (h)	Potion of Clairvoyance, Tanglefoot Bag
Blink Dog Paw	30g (vc)	Blink Dog(h)	Swift Step Draught, Lesser/Greater Pill of Popping
Bloodstone	50g(uc)	Mining	PoGH, PoSH
Blood of Doppelganger	200/oz(r)	Doppleganger	Haughty Draught of Hiding
Blood of Fey	100g(r)	Any Fey(h)	Truth Serum
Blood of Lycanthrope	100g/oz(uc)	Lycanthrope (h)	Potion of Resistance, Lycanthropic Touch, Wolfsbane
Bone Dust	5g/oz (vc)	Bone(h*)	Necromancer's Nectar
Brain Rot Plant	1,000g (vr)	Gathering	Brain Rot Poison

C

Ingredient	cost	Also found in	Use
Carrion Crawler Mucus	50g/oz(c)	Carrion Crawler(h)	Carrion Crawler Mucus
Chuul's Blood	100g/oz	Chuul(h)	Chuul Blood
Cloaker Tail	50g(c)	Cloaker(h)	Blurring Ointment
Cockatrice Saliva	50g/oz(c)	Cockatrice(h)	Cockatrice Saliva
Couatl Feathers	100g/oz(uc)	Couatl (h)	Oil of Slipperiness
Couatl Tongue	500g(r)	Couatl(h)	Couatl Bite

D

Ingredient	cost	Also found in	Use
Devil's Beard	500g(r)	Bearded Devil(h)	Devil's Beard
Diamond Dust	500g/oz(vr)	Diamond(h*)	Dust of Dis., Dust of Dry., Dust of Sneez.., Elixir of Heath, Felix Major/Minor, Greater Pill., Keoghtom's., Lesser Pill., Oil of Eth., Oil of Sharp., Oil of Slip., Polymorph Pot., Potion of Dim., Potion of Hero., Potion of Inv., Potion of Sp., Potion of Vit.
Doppelganger Heart	400g(uc)	Doppelganger(h)	Polymorph Potion
Dragon's Blood	1,000g/oz(vr)	Dragon(h)	Potion of Insight, Universal Solvent(Red)
Dragon's Gland	1,500g(vr)	Dragon(h)	Dragon's Breath (Adult/Ancient Green)
Dragon's Heart	500g(r)	Dragon(h)	Philter of Love, Polymorph Potion (Ancient G Dragon)
Dragon Scale	200g(uc)	Dragon(h), Gathering(vr)	Potion of Resistance
Dragon Tongue	500g/oz(r)	Dragon (h)	Potion of Fire Breath(Red)
Dragon Wing Tip	1,000g (vr)	Dragon (h)	Potion of Speed
Dretch Anal Gland	50g(c)	Dretch(h)	Dretch Gas
Drow Poison	100g/oz(uc)	Drow(h,r)	Drow Poison

E

Ingredient	cost	Also found in	Use
Eagle Feather	1g(vc)	Eagle(h)	Slow Fall Slurry
Ectoplasm	10g/oz(vc)	Ghost, Specter,Wraith, Wil-o-Wisp, etc.(h)	Potion of Incorp., Potion of Gaseous., Nightmare's Rev., Specters Drain, Wight's Touch, X-Ray Draught
Elemental Essence	500g(r)	Any Elemental(h)	Potion of Gaseous Form(Air), Smokestick (Air/Fire), Molotov (Fire)
Elf Ear	150g (uc)	Elf/Half-Elf (h)	Drink of Elf Ears
Emerald	1,000g (vr)	Mining	Potion of Flying
Eye, Angel	1,000g (vr)	Angels (h)	Vision Vapors
Eye, Basilisk	200g(uc)	Basilisk(h)	Basilisk Venom
Eye, Demilich	3,000g(l)	Demilich(h)	Demilich Dust
Eye, Displacer Beast	50g(c)	Displacer Beast	Blurring Ointment
Eye, Giant Eagle	100g(uc)	Giant Eagle(h)	Eagle Eye Elixir, Potion of Animal Friendship
Eye, Hag	100g(uc)	Hag(h)	Potion of Clairvoyance
Eye, Mummy Lord	2,500g(l)	Mummy Lord(h)	Potion of Longevity
Eye, Nothic	100g(uc)	Nothic(h)	Potion of Mind Reading
Eye, Sprite	30g(vc)	Sprite(h)	Potion of Diminution

F

Ingredient	cost	Also found in	Use
Finger of Clay Golem	50g(c)	Clay Golem(h)	Quietism Potion
Fire New Saliva	50g/oz(uc)	Fire Newt(h)	Potion of Fire Breath
Flumph Tendril	50g(c)	Flumph(h)	Flumph Stench

G

Ingredient	cost	Also found in	Use
Garnet	100g(uc)	Mining	Potion of Speed
Gas Spore	100g(uc)	Gas Spore(h)	Fungus Spore
Gelatinous Cube Ooze	50g/oz(c)	Gelatinous Cube(h)	Resurrection-Aide
Ghast/Ghoul Claw	150g(uc)	Ghast/Ghoul(h)	Ghoul Poison
Giant Finger (Various)	500-5kg(r->e)	Gaint(h)	Potions of Giant Strength(Various)
Gibbering Mouther Sludge	100g/oz (uc)	Gibbering Mouther (h)	Jelly of Softening
Githyanki Lung	100g(uc)	Githyanki(h)	Jug of Astral Drink
Gnoll Saliva	200g(uc)	Gnoll Fang Of Yeenoghu(h)	Gnoll Saliva
Gnome Ear	20g(uc)	Gnome(h)	Potion of Diminution
Gold	3g/oz (vc)	Mining	Felix Major, Felix Minor
Grell Tentacle	250g(uc)	Grell(h)	Grell Venom

H

Ingredient	cost	Also found in	Use
Halfling Foot	50g(uc)	Halfling(h)	Felix Major, Felix Minor
Herbs, Weak	10g/bundle (vc)	Gathering	Philter of Love, Potion of Climbing, Potion of Healing, Purifying Potion
Herbs, Efficacious	25g/bundle(c)	Gathering	Antidote, Antitoxin, Comatose Concoction, Draught of Sleep Keoghtom's Ointment, Potion of Greater Healing
Herbs, Strong	50g/bundle(uc)	Gathering	Elixir of Health, Potion of Superior Healing, Potion of Vitality
Herbs, Potent	100g/bundle(r)	Gathering	Jelly of Softening, Potion of Supreme Healing, Wolfsbane
Horse Heart	100g(c)	Horse(h)	Potion of Speed
Hydra Blood	1,000g/oz(vr)	Hydra(h)	Elixir of Health, Potion of Superior Healing, Potion of Supreme Healing

I

Ingredient	cost	Also found in	Use
Imp Stinger	50g(c)	Imp(h)	Imp Venom

J

Ingredient	cost	Also found in	Use
Jasper	50g(c)	Mining	Comatose Concoction, Potion of Diminution

L

Ingredient	cost	Also found in	Use
Lamia Finger	500g(r)	Lamia(h)	Lamia's Curse
Lapis Lazuli	10g(vc)	Mining	Philter of Love
Lich's Finger	5,000g(l)	Lich(h)	Lich's Curse

M

Ingredient	cost	Also found in	Use
Malachite	10g(vc)	Mining	Potion of Climbing
Merrow Heart	100g(c)	Merrow(h)	Potion of Water Breathing
Mimic Adhesive	200(uc)	Mimic(h)	Comatose Concoction
Mind Flayer Tentacle	1,500(vr)	Mindflayer(h)	Quietism Potion
Mystic Sponge Plant	100g(uc)	Gathering	Dust of Dryness

N

Ingredient	cost	Also found in	Use
Naga Tooth	200g(uc)	Naga(h)	Naga's Bite, PoGH, PoSH, PoSH+

O

Ingredient	cost	Also found in	Use
Obsidian	10g(vc)	Mining	Dust of Disappearance
Ochre Jelly Ooze	10g/oz (vc)	Ochre Jelly(h)	Insta-Mend Jelly
Oni Heart	1,000g(vr)	Oni(h)	Potion of Invisibility
Onyx	50g(c)	Mining	Dust of Sneezing and Choking
Otyugh's Tooth	200g(uc)	Otyugh(h)	Otyugh's Bite

P

Ingredient	cost	Also found in	Use
Pearl	100g(uc)	Giant Clam(h)	Potion of Water Breathing
Piranha Scales	25g/oz(c)	Piranha(h), Gathering(uc)	Potion of Animal Friendship, Potion of Water Breathing
Pit Fiend Blood	3,000g(l)	Pit Fiend(h)	Devil's Bite
Poisonous Plants, Weak	50g(c)	Gathering	Essence of Ether, Malice, Pale Tincture
Poisonous Plants, Efficacious	100g(uc)	Gathering	Assass. Bld, Burnt Oth., Comat. Conc., Slnc sht., Oil of T.
Poisonous Plants, Strong	500g(r)	Gathering	Madness Bloom, Torpor
Poisonous Plants, Potent	1,000g(vr)	Gathering	Dream Breath, Midnight's Tears
Pseudodragon Brain	50g(uc)	Pseudodragon(h)	Potion of Mind Reading
Purple Worm	1,000g(vr)	Purple Worm(h)	Purple Worm Poison

Q

Ingredient	cost	Also found in	Use
Quasit Blood	50g/oz(c)	Quasit(h)	Quasit Blood
Quicksilver	100g/oz (uc)	Cinnabar Ore(Mining*)	Elixir of H., Greater Pill., Lesser Pill., Oil of Sharp., Polymorph Pot., Potion of Gas., Potion of Gr., Potion of Inv., Potion of Mind., Resurrect.

R

Ingredient	cost	Also found in	Use
Rakshasa's Claw	1,500g(vr)	Rakshasa(h)	Rakshasa' Curse, Quietism Potion
Revenant Heart	250g (uc)	Revenant (h)	Rage Rum
Ruby dust	100g/oz(uc)	Ruby(h*)	Potion of Vitality, X-Ray Draught
Rust Monster Antennae	25g(vc)	Rust Monster(h)	Acid Flask

S

Ingredient	cost	Also found in	Use
Slaad Claw	1,000g(vr)	Slaad(h)	Slaad's Phage(Blue)
Snake Fangs	50g(c)	Giant Poisonous Snake(h)	Serpent Venom
Spider Web	1g/oz(vc)	Spiders(h)	Insta-Mend Jelly
Spinel	100g(uc)	Mining	Oil of Sharpness
Star Ruby	1,000g (vr)	Mining	Jug of Astral Drink
Storm Giant's Hair	50g (c)	Storm Giant(h)	Thunderstone

T

Ingredient	cost	Also found in	Use
Tabaxi Claw	50g (r)	Tabaxi(h, uc)	Potion of Climbing
Tentacle of Mindflayer	500g(r)	Mindflayer(r)	Potion of Mind Reading
Thri-Keen's Beak	50g(c)	Thri-Keen(h)	Thri's Bite
Tiger Eye Gem	10g(vc)	Mining	Potion of MindReading
Topaz	500g(r)	Mining	Oil of Sharpness, Potion of Flying
Tourmaline	100g(c)	Mining	Potion of Diminution
Treant Root	100g(c)	Mining	Potion of Growth
Troll Claw	100g(c)	Troll(h)	PoSH+

U

Ingredient	cost	Also found in	Use
Unicorn Blood	500g(l)	Unicorn(h(r))	Potion of Clairvoyance
Unicorn Horn	300g(r)	Unicorn(h)	Potion of Heroism

W

Ingredient	cost	Also found in	Use
Wolf heart	50g(vc)	Wolf(h)	Potion of Animal Friendship
Wyvern's Stinger	500g(r)	Wyvern(h)	Wyvern Poison

V

Ingredient	cost	Also found in	Use
Vampire Blood	600g/oz(r)	Vampire(h)	Greater Pill of Popping, Necromancer's Nectar
Vampire Heart	1,000g(r)	Vampire(h)	Potion of Longevity, Vampire's Bite
Venom, Chasme	600g/oz(r)	Chasme(h)	Chasme Venom
Venom, Ettercap	50g/oz(c)	Ettercap(h)	Ettercap Venom
Venom, Giant Wolf Spider	50g/oz(c)	Giant Wolf Spider(h)	Potion of Animal Friendship, Spider Venom
Venom, Phase Spider	100g/0z(uc)	Phase Spider(h)	Oil of Etherealness

Y

Ingredient	cost	Also found in	Use
Yochlol Sludge	500g/oz(r)	Yochlol(h)	Yochlol Mist
Yuan-Ti's Fang	500g(r)	Yuan-Ti(h)	Yuan-Ti's Bite

Z

Ingredient	cost	Also found in	Use
Zircon	50g(c)	Mining	Potion of Animal Friendship

Look for our other supplements:

Four Horsemen of the Apocalypse (FHA)

Reapers (RPS)

Magic and Science Backgrounds (MSB)
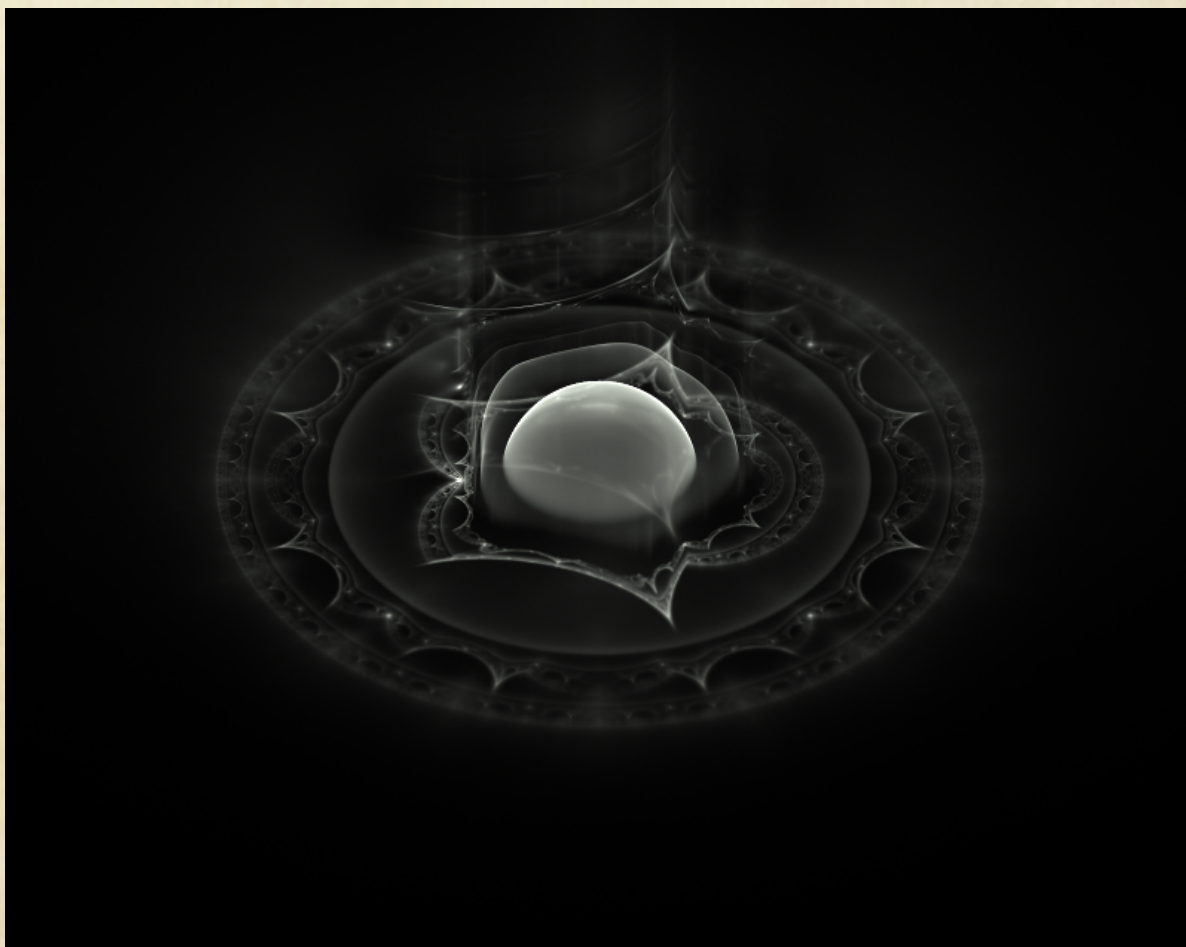
The Melded (MLD)

Expanded Tool Options (ETO)

Coming Supplements Related to Alchemy:

Epic Dragon Expansion
Elemental Creatures
Nightmare Monster Companion
Revised Artificer

Materials and Equipment

This section is *experimental*. It has not yet been playtested, though we have heard no complaints as to its balance. The goal is to provide a relatively complicated mechanic as simplisticly as possible. Perhaps the most difficult element of balance is the gold value of each material. If you have *any* suggestions as to how to improve this section, please contact us!

What is "Equipment"?

Equipment, in a strict sense, is anything used in the non-combat situations that arise while adventuring. Pickaxes for mining, lumber axes and saws, and gem cutting tools for jewelers name only a few examples.

In a broader sense, most adventurers would probably refer to their weapons, armor, and shields as part of their equipment, as it is essential for their livelihood. Therefore, this section will attempt to cover both (in subsequent editions), but will focus on those tools which are used for harvesting vital crafting materials.

What are "Materials."

Materials are anything used to produce a non-consumable item. It is the wood for handles, bows, and arrow shafts. It is the metal for weapons and tool heads. It is the gems used to augment weapons or adorn magical items. Some materials are also ingredients, and many materials are organic in nature.

Crafting

Many materials, depending on durability and reliability, can be used to craft equipment directly. Stone, Iron, Steel, and Diamond are all common "tool heads" that can be used effectively to increase the effectiveness of tools or the deadliness of weapons.

Other materials, like wood for example, are used as mounts or handles for tools. They may not provide any specific benefit to the tool, but are still required to make them.

Plating and Augmenting

Most gems and metals are not able to fully form into an effective weapon. In this case, any mundane weapon or equipment can be augmented through the use of metal plating or inlaying a jewel. While gold may not make for the most durable armor, plating your chest piece with it may give you an extra edge in convincing your allies of your influence and riches.

Magical Gems

The basis behind these Gem Mechanics assumes that most gems possess some form of magical power. No matter what your reasoning for such imbued power, allowing them to augment weapons and armor grants an additional use over and beyond alchemical or mercantile.

Augmentation Restrictions

In order to assure that a weapon's power is not too extreme (thus overloading the mundane weapon with magical power and destroying it completely), certain restrictions must be followed:

1. Magical weapons and items, no matter how simple or weak the nature of the enchantment, cannot be plated or inlaid.

2. To receive or benefit from the bonus on a shield, armor, weapon, or other item, you must be wielding it (it must be worn or carried in your hand, etc.).

3. Armor and shield bonuses cannot stack (unless otherwise noted). If, for example, you have an armor bonus of +2 to Dexterity saving throws, and a shield bonus of +1 to Dexterity saving throws, you take the greater of the two bonuses. As always, resistances or immunities cannot stack.

4. An item may only have one augmentation, either metal or jeweled, unless otherwise noted in the material. You cannot change augmentations without destroying the weapon.

5. Only the augmented damage is magical, rather than the whole weapon. In other words, the weapon itself cannot bypass mundane weapon resistance.

Process

The specific requirements (tools, hours of work, etc.) for actually creating or augmenting these items is up to the DM or whatever other mechanics used in conjunction with this supplement. The following is simply used as an index of the material's effects, difficulty to harvest, and value. A gem must be cut and polished if it is used for augmentation (but not for recharging). With Jewelers Kit, this **DC = Mining Attack Roll - 5**. If you pay someone to do it, the base cost is 10% of the total worth of the gem.

Equipment

Harvesting Weapons

Pickaxes are used primarily in the mining of raw metals and gems, but may also be used as weapons in an emergency.

> **Pickaxe.** *Melee Weapon.* Versatile--1d4 (1d6) piercing damage. Costs 10g.

Because the Pickaxe is primarily a tool, you must be proficient in Mining Tools or exotic weapons to add your proficiency bonus to attacks or mining checks.

Augmenting the pickaxe cannot give it any special effects besides a mining check modifier or an attack/damage modifier of three or less. The attack modifier is dependant on the *rarity* of the material you use to augment the pickaxe.

Pickaxe Augmentations

Rarity	Mining Check Mod	Attack/Damage Mod	Price increase from Base
Simple/Common	+0	+0	+0%
Uncommon	+1	+1	+50%
Rare	+2	+1	+200%
Very Rare	+3	+2	+1000%
Legendary	+4	+3	+2000%
Epic	+5	+3	+4000%

Lumber Axe

> **Lumber Axe.** *Melee Weapon.* Versatile--1d4 (1d6) slashing damage. Costs 10g.

Anyone who is proficient in handaxes can use this tool to add their proficiency bonus to harvest wood with this tool.

Augmenting the Lumber Axe cannot give it any special effects besides a harvesting (Survival) check modifier, or an attack/damage modifier of three or less. The attack modifier is dependant on the *rarity* of the material you use to augment the axe.

Lumber Axe Augmentations

Rarity	Harvesting Check Mod	Attack/Damage Mod	Price increase from Base
Simple/Common	+0	+0	+0%
Uncommon	+1	+1	+50%
Rare	+2	+1	+200%
Very Rare	+3	+2	+1000%
Legendary	+4	+3	+2000%
Epic	+5	+3	+4000%

Harvesting Knife

> **Harvesting Knife.** *Melee Weapon.* Finesse, Light--1d4 piercing damage. Costs 10g.

Anyone who is proficient in daggers can use this tool to add their proficiency bonus to harvest plants and animals with this tool.

Augmenting the harvesting dagger cannot give it any special effects besides a harvesting (Survival) check modifier, or an attack/damage modifier of three or less. The attack modifier is dependant on the *rarity* of the material you use to augment the dagger.

Pickaxe Augmentations

Rarity	Mining Check Mod	Attack/Damage Mod	Price increase from Base
Simple/Common	+0	+0	+0%
Uncommon	+1	+1	+50%
Rare	+2	+1	+200%
Very Rare	+3	+2	+1000%
Legendary	+4	+3	+2000%
Epic	+5	+3	+4000%

Books

While books *can* be crafted quite easily, they are presented here more as a function for your group to gain additional information. The following are suggestions for books your party may find, along with mechanics for using them and estimated value/rarity.

Bestiaries and 'nomicons

These books are compendiums of information on beasts and other creatures like demons, celestials, fey, dragons, or whatever they may encounter.

- Uncommon, 50g.
- As an action, the holder of this book may make an Intelligence (Investigation) check. At the DM's discretion, they receive information appropriate to the roll. A low roll may mean they didn't find the information they were looking for, while a high roll may reveal anything from the creature's weakness/resistance to its strong saving throws or ability scores. If the character has spent the apprpriate time reading the book before, they can make the check with advantage.

Atlases

These books contain maps of various land masses, dungeons, or towns.

- Common, 25g.
- The holder of this atlas makes Survival checks for navigation at advantage when it applies to an area covered in the atlas.

Skill Books

These books contain instruction in a new skill or other proficiency. They are particularly useful for creatures that have the intelligence to absorb the information.

- Common, 25g.
- Once per day, requiring a complete short rest, the reader of this book can roll a DC 15 Intelligence check. On a success, they may roll a number of d20's equal to their Intelligence modifier. The total roll is added to your "skill bank". When the total of the "skill bank" reaches 5,000, the reader gains proficiency in that skill.

Pantheons

These books contain knowledge of pantheons, gods, their beliefs, followers, and maybe even temple locations.

- Common, 25g.
- As an action, the reader may make an Intelligence (Investigation) check. At the DM's discretion, they receive information appropriate to the roll. A low roll may mean they didn't find the information they were looking for, while a high roll may reveal anything from the tenets the followers adhere to, or even the location of the closest temple. If the character has spent the apprpriate time reading the book before, they can make the check with advantage.

Summoning/conjuring books

These books are use to summon creatures to aid in combat or mundane tasks. While they take a modicum of magical knowledge, any adventurer can use them if they're feeling lucky enough.

- Very Rare, 200g
- These books come in varieties based on creature types, but are all considered very rare. Rather than including information on the beasts they summon, they provide rituals for summoning a temporary companion.
- **Creature Summoning:** Beast, Aberration, Monstrosity, Celestial, Elemental, Fiend, and Undead editions. All types of that monster are explained how to conjure through rituals. To conjure:
  - Spend 1 hour in ritual/ CR of creature.
  - Succeed on an Arcana check **DC = 10 + CR**
  - Only summons a single creature. The creature remains for a number of days equal to its CR, or until it drops to 0 hit points.
  - Each dawn, you must make a contested Charisma check to retain control of the creature. If a character loses control of the summoned creature, the creature acts according to its alignment and nature.
  - The creature acts on its own initiative, and follows your commands to the best of its ability. Creatures will attempt to flee once they are down to 10% of their total hit points.

Multiclass books

These books are primarily used as roleplaying devices for players who want to multiclass. They teach the character how to gain a single level in the class about which the book is written.

- Rare, 100g
- These books contain training on a different combat method. A creature who spends a number of long rests equal to **10 + ½ Character Level** (rounded down) can take the next level in the class detailed in this book the next time they gain a level.
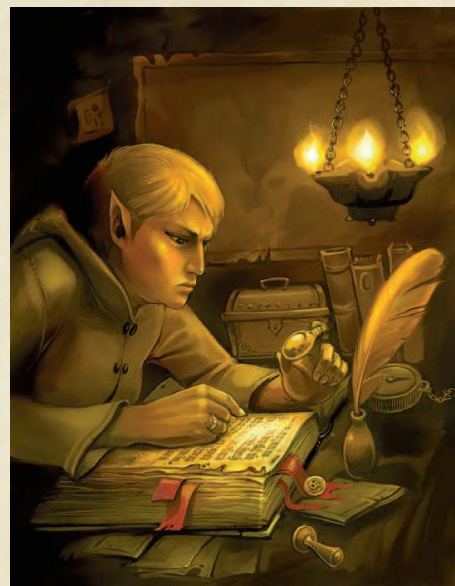
Tents

While most characters may be resigned to sleeping in a bag under the open stars, a tent is a viable and relatively cheap option. While RAW contains tents, our version ads a bit more specificity and mechanics to them.

Unless otherwise stated all tents:

- Take a DC 10 Passive Perception to spot.
- Allow you to sleep in armor with no penalty
- Holds 2 medium creatures
- Take 10 minutes to set up or take down
- Imposes disadvantage on attacks into and out of.
- When used to take a long rest, grants temporary hit points equal to your proficiency modifier.
- Weigh 10 lbs
- Cost 2g

One Person Tents

- **Occupancy:** 1 Medium creature
- **Weight:** 5 lbs
- **(De)Construction:** 5 minutes.
- **Cost:** 1g

Three Person Tents

- **Occupancy:** 3 Medium creatures
- **Weight:** 15 lbs
- **(De)Construction:** 15 minutes
- **Cost:** 3g
- **Special:** Contains a window you can cover or uncover as an item interaction. Allows you to keep watch from inside the tent.

Lodge Tents

This tent is used to sleep 1 squad of soldiers comfortably and is used as an all-purpose campsite.

- **Detection:** DC 5 Perception check
- **Occupancy:** 12 Medium creatures
- **Weight:** 50 lbs
- **(De)Construction:** 1 hour
- **Cost:** 12g.
- **Special:** This tent contains 4 windows, 1 knotable door (1 action to tie/untie), is resistant to fire damage, contains enough room for a small campfire, and contains a meshed smoke flap on tap.

Arctic Tent:

A tent that is made of thick canvas insulated with a thick wool on the inside. The tent is essential for overnight camping in cold climates.

- **Detection:** DC 12 Perception check while in snow.
- **Cost:** 3g
- **Special:** Any creature sleeping in this tent can survive temperatures down to -120 degree F. without making saving throws.

Camouflage tent:

Any tent can be made camouflaged for an additional 2g. Camouflage adds +5 to the Perception roll needed to see them.

Ropes

These ropes made of organic and special material may add a bit of variety. All prices are for 50 feet of rope.

Spider Silk Rope

- **Weight:** 5 lbs
- **Strength Check to Burst:** DC 21
- **Durability:** 5 HP, resistance to bludgeon, piercing, and slashing from nonmagical weapons.
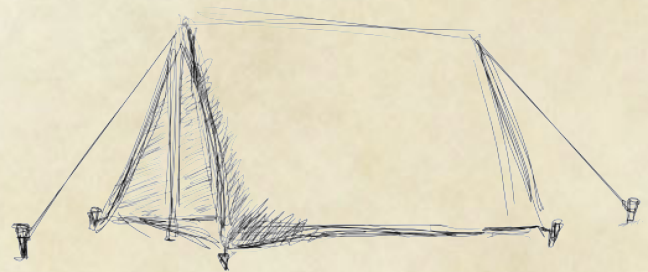- **Cost:** 20g

Dragon Tendon Rope

- **Weight:** 10 lbs
- **Strength Check to Burst:** DC 25
- **Durability:** 10 HP, resistance to bludgeon, piercing, and slashing damage from nonmagical weapons. Cost 25g

Unicorn Hair Rope

- **Weight:** 2 lbs
- **Burst DC:** 22
- **Durability:** AC 22, Hp 5
- **Cost:** 20g

Gems, Minerals, and Stone

For "Recharge Mechanics" (**even _more_ ways to use Gems**) check the Appendix IV! If a weapon or armor are not listed under a gem, the gem cannot be used for it. Some gems have no use, but are still listed.

Alexandrite
- **Value and Rarity:** 500g, Rare (adds 7 recharges)
- **Requirement for 1 Unit:** DC 15 to find (_Mountains near aluminum, or riverbeds_), Pickaxe attack roll: 18
- **Description:** Transparent dark green
- **Armor/Shields:**
  - _3 gems:_ you gain resistance to poison.
- **Weapons:**
  - _Any melee Weapon, 2 gems:_ +1d4 poison damage.
  - _Arrows (1 gem = 5 arrowheads crafted):_ +1d4 poison damage.

Amber
- **Value and Rarity:** 100g, Uncommon (adds 5 recharges)
- **Requirement for 1 Unit:** DC 12 to find (_near coal, primarily near coastlines_), Pickaxe attack roll: 15
- **Description:** Transparent watery gold to rich gold.
- **Armor/Shields:**
  - _5 gems:_ resplendent in radiant gold amber, you gain advantage in all Persuasion checks against merchants and traders.

Amethyst
- **Value and Rarity:** 100g, Uncommon (adds 5 recharges)
- **Requirement for 1 Unit:** DC 12 to find (_Anywhere_), Pickaxe attack roll: 15
- **Description:** Transparent deep purple
- **Armor/Shields:**
  - _2 gems:_ You are immune to the effects of drunkenness.

Aquamarine
- **Value and Rarity:** 500g, Rare (adds 7 recharges)
- **Requirement for 1 Unit:** DC 15 to find (_mountain peaks_), Pickaxe attack roll: 18
- **Description:** Transparent pale blue-green
- **Armor/Shields:**
  - _3 gems:_ you may breathe under water as though you had the _amphibious_ trait.
- **Weapons:**
  - _Any melee weapon, 2 gems:_ +1d4 cold damage.
  - _Arrows (1 gem = 5 arrowheads crafted):_ +1d4 cold damage.

Azurite
- **Value and Rarity:** 10g, Very Common (adds 1 recharge)
- **Requirement for 1 Unit:** DC 5 to find (_In open air in deserts, near Malachite_), Pickaxe attack roll:10
- **Description:** Opaque mottled deep blue
- **Armor/Shields:**
  - _10 gems:_ You gain a swim speed equal to your movement speed.

Banded Agate
- **Value and Rarity:** 10g, Very Common (adds 1 recharge)
- **Requirement for 1 Unit:** DC 5 to find (_Modern or ancient dried lava streams_), Pickaxe attack roll:10
- **Description:** Translucent striped brown, blue, white, or red

Black Opal
- **Value and Rarity:** 1,000g, Very Rare (adds 9 recharges)
- **Requirement for 1 Unit:** DC 18 to find (_globally_), Pickaxe attack roll: 21
- **Description:** Translucent dark green with black mottling and gold flecks.
- **Armor/Shields:**
  - _2 gems:_ Advantage on Stealth checks.
- **Weapons:**
  - _Any melee weapon, 2 gems:_ +1 Attack and Damage Rolls, +1d6 Necrotic Damage.
  - _Arrows (1 Gem = 10 arrowheads):_ +1d6 necrotic damage.

Black Pearl
- **Value and Rarity:** 500g, Rare (adds 7 recharges)
- **Requirement for 1 Unit:** DC 15 to find/Harvest in a Giant Black Clam.
- **Description:** Opaque pure black
- **Armor/Shields:**
  - 4 gems: Can cast _Greater Invisibility_ on self 1/Long Rest.
- **Weapons:**
  - _Any melee weapon, 3 gems:_ +1d4 Necrotic Damage.
  - _Arrows (1 Gem = 5 arrowheads):_ +1d4 necrotic damage.

Black Sapphire

- **Value and Rarity:** 5,000g, Epic (fully recharges)
- **Requirement for 1 Unit:** DC 25 to find (*alluvial deposits and under river beds*), Pickaxe attack roll: 27
- **Description:** Translucent lustrous black with glowing highlights.
- **Armor/Shields:**
  - *1 gem:* may cast *greater invisibility* on self 1/long rest.
- **Weapons:**
  - *Any melee weapon, 1 gem:* +2 to attack and damage rolls, +1d6 necrotic damage.

Bloodstone

- **Value and Rarity:** 50g, Common (adds 3 recharges)
- **Requirement for 1 Unit:** DC 8 to find (*globally*), Pickaxe attack roll: 12
- **Description:** Opaque dark gray with red flecks.
- **Weapons:**
  - *Any melee weapon, 4 gems:* regain 1 hit point when an attack hits.

Blue Quartz

- **Value and Rarity:** 10g, Very Common (adds 1 recharge)
- **Requirement for 1 Unit:** DC 5 to find (*globally*), Pickaxe attack roll:10
- **Description:** Transparent pale blue
- **Armor/Shields:**
  - *10 gems:* may walk on water

Blue Sapphire

- **Value and Rarity:** 1,000g, Very Rare (adds 7 recharges)
- **Requirement for 1 Unit:** DC 18 to find (*alluvial deposits and under river beds*), Pickaxe attack roll: 21
- **Description:** Transparent blue-white to medium blue.
- **Armor/Shields:**
  - *2 gems:* Resistance to cold damage
- **Weapons:**
  - *Any melee weapon, 2 gems:* +1 to attack and damage rolls, +1d4 cold damage.
  - *Arrows (1 gem = 10 arrowheads):* +1d4 cold damage.

Blue Spinel

- **Value and Rarity:** 50g, Common (adds 3 recharges)
- **Requirement for 1 Unit:** DC 8 to find (*globally*), Pickaxe attack roll: 12
- **Description:** Transparent deep blue
- **Weapons:**
  - *Any melee weapon, 4 gems:* +1d4 cold damage.
  - *Arrows (1 gem = 1 arrowhead):* +1d4 cold damage.

Carnelian

- **Value and Rarity:** 50g, Common (adds 3 recharges)
- **Requirement for 1 Unit:** DC 8 to find (*globally*), Pickaxe attack roll: 12
- **Description:** Opaque orange to red-brown
- **Armor/Shields:**
  - *2 gems:* shines dim light to 30 ft.
- **Weapons:**
  - *Any melee weapon, 4 gems:* +1d4 lightning damage.
  - *Arrows (1 gem = 5 arrowhead):* +1d4 lightning damage.

Chalcedony

- **Value and Rarity:** 50g, Common (adds 3 recharges)
- **Requirement for 1 Unit:** DC 8 to find (*globally*), Pickaxe attack roll: 12
- **Description:** Opaque white.
- **Weapons:**
  - *Any melee weapon, 4 gems:* +1d4 radiant damage. - *Arrows (1 gem = 1 arrowhead):* +1d6 radiant damage.

Chrysoberyl

- **Value and Rarity:** 100g, Uncommon (adds 5 recharges)
- **Requirement for 1 Unit:** DC 12 to find (*Mountains near aluminum, or riverbeds*), Pickaxe attack roll: 15
- **Description:** Transparent yellow-green to pale green.
- **Armor/Shields:**
  - *4 gems:* resistance to Acid damage.
- **Weapons:**
  - *Any melee weapon, 2 gems:* +1d4 acid damage.
  - *Arrows (1 gem = 2 arrowheads):* +1d6 acid damage.

Chrysoprase

- **Value and Rarity:** 50g, Common (adds 3 recharges)
- **Requirement for 1 Unit:** DC 8 to find (*globally*), Pickaxe attack roll: 12
- **Description:** Translucent Green.

Citrine
- **Value and Rarity:** 50g, Common (adds 3 recharges)
- **Requirement for 1 Unit:** DC 8 to find (*globally*), Pickaxe attack roll: 12
- **Description:** Transparent pale yellow-brown.
- **Armor/Shields:**
  - *2 gems:* Shines bright light 15 ft, and dim light for an additional 15 ft.

Coal
- **Value and Rarity:** 10g/lb, Very Common
- **Requirement for 1 Unit:** DC 5 to find (*globally*), Pickaxe attack roll:10
- **Description:** Black and dusty
- **Used in:**
  - gunpowder (1oz), Golem fuel* (1/4->8lbs/hour).

Coral(Gem)
- **Value and Rarity:** 100g, Uncommon (adds 5 recharges)
- **Requirement for 1 Unit:** DC 12 to find (*Ocean/Sea floors*), Pickaxe attack roll: 15
- **Description:** Opaque Crimson
- **Armor/Shields:**
  - *4 gems:* You are immune to vampirism, health drain, and other effects that would transfer health from you to another person.
- **Weapons:**
  - *Any melee weapon, 4 gems:* You regain +2 hit points every time your weapon hits.

Crystal
- **Value and Rarity:** 500g, Rare (adds 7 recharges)
- **Requirement for 1 Unit:** DC 15 to find (*bedrock or glaciers*), Pickaxe attack roll: 18
- **Description:** A glasslike gem, cloudier than a diamond, but still clear.
- **Armor/Shields:**
  - *4 gems:* whenever you take damage from a single target spell, you may reduce the damage by 1d6 and reflect it (1d6) back at the caster.
- **Weapons:**
  - *Staff or wand only, 3 gems.* After each long rest, you may choose a Level 2 spell or lower from the Wizard spell list. You may cast that spell once, without components or a spell slot, once before your next long rest. Intelligence is your spell casting ability for this spell.

Diamond
- **Value and Rarity:** 5,000g, Legendary (fully recharges)
- **Requirement for 1 Unit:** DC 21 to find (*90+ miles below the surface*), Pickaxe attack roll: 24
- **Description:** Transparent blue-white, canary, pink, brown, or blue.
- **Armor/Shields:**
  - *1 gem:* +2 AC, advantage on stealth checks, cannot suffer a critical strike except from diamond or adamantine weapons.
- **Weapons:**
  - *Any melee weapon, 2 gems:* +3 attack, +1 base attack dice.
  - *Arrows (1 gem = 5 arrowheads):* +3 attack, +1 base attack dice.
- **Used In:**
  - May be ground up to gain 10 oz. of Diamond dust.

Emerald
- **Value and Rarity:** 1,000g, Very Rare (adds 7 recharges)
- **Requirement for 1 Unit:** DC 18 to find (*globally*), Pickaxe attack roll: 21
- **Description:** Transparent deep bright green
- **Armor/Shields:**
  - 2 gems: resistance to poison damage and advantage on Constitution throws against poison.
- **Weapons:**
  - *Any melee weapon, 2 gems:* +1 to attack and damage rolls, +1d6 poison damage.
  - *Arrows (1 gem = 10 arrowheads):* +1d8 poison damage.

Eye Agate
- **Value and Rarity:** 10g, Very Common (adds 1 recharge)
- **Requirement for 1 Unit:** DC 5 to find (*Modern or ancient dried lava streams*), Pickaxe attack roll:10
- **Description:** Translucent striped brown, blue, or green.

Fire Opal
- **Value and Rarity:** 1,000g, Very Rare (adds 7 recharges)
- **Requirement for 1 Unit:** DC 18 to find (*globally*), Pickaxe attack roll: 21
- **Description:** Translucent fiery red.
- **Armor/Shields:**
  - *2 gems:* Resistance to fire damage.
- **Weapons:**
  - *Any melee weapon, 2 gems:* +1 to attack and damage rolls, +1d6 fire damage.
  - *Arrows (1 gem = 10 arrows):* +1d8 fire damage.

Flint

- **Value and Rarity:** 5s, Very Common (adds 1 recharge)
- **Requirement for 1 Unit:** DC 5 to find (*globally*), Pickaxe attack roll:10
- **Description:** Dark grey, black, green, white or brown in colour, and often has a glassy or waxy appearance
- **Weapons:**
    - *Arrows (1 stone = 1 arrow):* A flint arrow deals an extra 1d6 piercing damage against a lightly or unarmored foe. A flint arrow gains -3 to attack and damage rolls against a medium or heavy armored foe. When a flint arrow critically strikes, it deals x2 the full amount of damage, but shatters, making the owner unable to use it again.
- **Used In:**
    - *Fire Starting Kit** (+2 to survival checks to starting fire in adverse conditions)

Garnet

- **Value and Rarity:** 100g, Uncommon (adds 5 recharges)
- **Requirement for 1 Unit:** DC 12 to find (*globally*), Pickaxe attack roll: 15
- **Description:** Transparent red, brown-green, or violet.

Glass

- **Value and Rarity:** 10g/lb, Very Common
- **Requirement for 1 Unit:** 2 lbs of sand, smelted.
- **Description:** clear
- **Armor:**
    - *Light Armor, 10 lbs:* (12+ Dex modifier) All piercing and slashing attacks have disadvantage against you, but all bludgeoning attacks roll with advantage against you. If a bludgeoning weapon scores a critical strike against you, your armor gains -1 AC. If it reaches a total of -3 AC it breaks.
- **Weapons:**
    - *Piercing and slashing weapons, 10 lbs:* Deals an extra damage dice of slashing or piercing, and the weapon is finesse even if it normally wouldn't be.
    - *Staves, 8 lbs:* You may cast the scrying spell 1/long rest, and are immune to scrying effects.
    - *Wands, 5 lbs:* You may cast shield 3 times per long rest.
    - *Arrows (1 lb=4 arrows):* Your arrows deal an extra 1d4 piercing damage. If the arrow critical strikes, it shatters, bleeding the target for 1d4 necrotic damage at the start of each of its turns for 1 minute, and preventing any healing from occurring until it is healed by a level 3 or greater spell or a healer's kit. The glass arrow is lost if this occurs.

Granite

- **Value and Rarity:** 40g/lb, Very Common
- **Requirement for 1 Unit:** DC 5 to find (*globally*), Pickaxe attack roll:10
- **Description:** Various mottled colors
- **Weapons:**
    - *Any melee weapon, 10lbs:* The weapon does an additional 1d4 poison damage.
    - *Arrows (1 lb=4 arrowheads):* +1d4 poison damage.
- **Radioactive.** Granite is radioactive, which gives it its poison damage quality. Any creature that wields or uses this weapon must succeed on a DC 10 Constitution saving throw after each long rest or gain 1 level of exhaustion and does not receive the benefits of the long rest.

Hematite

- **Value and Rarity:** 10g, Very Common (adds 1 recharge)
- **Requirement for 1 Unit:** DC 5 to find (*globally*), Pickaxe attack roll: 10
- **Description:** Opaque, grey-black
- **Armor/Shields:**
    - *Any, 10 gems:* +1 AC.

Jacinth

- **Value and Rarity:** 5,000g, Epic (fully recharges)
- **Requirement for 1 Unit:** DC 25 to find (*only among sand*), Pickaxe attack roll: 27
- **Description:** Transparent fiery orange.
- **Armor/Shields:**
    - *Any, 1 gem:* Resistance to fire damage.
- **Weapons:**
    - *Any melee weapon, 1 gem:* +3 to attack and damage rolls, +1d6 fire damage.

Jade

- **Value and Rarity:** 100g, Uncommon (adds 5 recharges)
- **Requirement for 1 Unit:** DC 12 to find (*globally*), Pickaxe attack roll: 15
- **Description:** Translucent light green, deep green, or white.
- **Armor/Shields:**
    - *4 gems:* You can speak draconic and have advantage on Persuasion checks against any dragon or person with draconic ancestry.
- **Weapons:**
    - *Any melee weapon, 4 gems:* +1 to attack and damage rolls against dragons.

Jasper

- **Value and Rarity:** 50g, Common (adds 3 recharges)
- **Requirement for 1 Unit:** DC 8 to find (*globally*), Pickaxe attack roll: 12
- **Description:** Opaque blue, black, or brown.

Jet

- **Value and Rarity:** 50g, Common (adds 3 recharges)
- **Requirement for 1 Unit:** DC 8 to find (*globally*), Pickaxe attack roll: 12
- **Description:** Opaque deep black blue.
- **Armor/Shields:**
    - *2 gems:* May cast darkness spell 1/short rest.
- **Used In:**
    - Burns at half the efficiency of coal

Limestone

- **Value and Rarity:** 25g Very Common (adds 1 recharge)
- **Requirement for 1 Unit:** DC 5 to find (*globally*), Pickaxe attack roll:10
- **Description:** Grainy pale

Malachite

- **Value and Rarity:** 10g, Very Common (adds 1 recharge)
- **Requirement for 1 Unit:** DC 5 to find (*deep mountain caves, near azurite*), Pickaxe attack roll:10
- **Description:** Opaque striated light and dark green

Magma

- **Value and Rarity:** 40g, Very Common (adds 1 recharge)
- **Requirement for 1 Unit:** DC 15 to find and collect
- **Description:** Orange, quite hot.
- **Used In:**
    - *Golem powering:* 1/16-->2 gallons/hour.

Marble

- **Value and Rarity:** 50g, Common (adds 3 recharges)
- **Requirement for 1 Unit:** DC 8 to find (*globally*), Pickaxe attack roll: 12
- **Description:** Marbled

Moonstone

- **Value and Rarity:** 50g, Common (adds 3 recharges)
- **Requirement for 1 Unit:** DC 8 to find (*Ancient and modern cooled lava veins, next to lakes*), Pickaxe attack roll: 12
- **Description:** Translucent white with a pale blue glow.
- **Armor/Shields:**
    - *2 gems:* Casts dim light in 30-foot-radius.
- **Weapons:**
    - *Any melee weapon, 4 gems:* +1d4 radiant damage. - *Arrows (1 gem = 1 arrowhead):* +1d6 radiant damage.

Moss Agate

- **Value and Rarity:** 10g, Very Common (adds 1 recharge)
- **Requirement for 1 Unit:** DC 5 to find (*globally*), Pickaxe attack roll:10
- **Description:** Translucent pink or yellow-white with mossy gray or green markings.

Obsidian

- **Value and Rarity:** 10g, Very Common (adds 1 recharge)
- **Requirement for 1 Unit:** DC 5 to find (*Ancient or modern cooled lava flows*), Pickaxe attack roll:10
- **Description:** Opaque bands of black and white, or pure black or white.
- **Weapons:**
    - *Arrows (1 gem = 1 arrow):* An obsidian arrow deals an extra 1d6 necrotic damage against a lightly or unarmored foe. The arrow suffers disadvantage to attack and damage rolls against a medium or heavy armored foe. When the arrow critically strikes, it deals x2 the full amount of damage, but shatters, making the owner unable to use it again.

Onyx

- **Value and Rarity:** 50g, Common (adds 3 recharges)
- **Requirement for 1 Unit:** DC 8 to find (*globally*), Pickaxe attack roll: 12
- **Description:** Opaque bands of black and white
- **Armor/Shields:**
    - *Any, 6 gems:* You have advantage on Wisdom saving throws against fear effects.

Opal

- **Value and Rarity:** 1,000g, Very Rare (adds 7 recharges)
- **Requirement for 1 Unit:** DC 18 to find (*globally*), Pickaxe attack roll: 21
- **Description:** Translucent pale blue with green and golden mottling
- **Armor/Shields:**
    - *Any, 2 gems:* Resistance to cold damage. You do not suffer a rough terrain penalty or need to make Dexterity checks while on ice.
- **Weapons:**
    - *Any melee weapon, 3 gems:* +1 to attack and damage rolls, +1d6 cold damage, reduces enemy movement speed by 10 feet.
    - *Arrows (1 gem = 10 arrowheads):* +1d6 cold damage, reduces enemy movement speed by 10 feet.

Pearl

- **Value and Rarity:** 100g, Uncommon (adds 5 recharges)
- **Requirement for 1 Unit:** Must be harvested (DC 12)from a clam or giant glam.
- **Description:** opaque lustrous white, yellow, or pink
- **Armor/Shields:**
    - *Any, 5 gems:* You may breathe under water as though you had the *amphibious* trait.

Peridot

- **Value and Rarity:** 500g, Rare (adds 7 recharges)
- **Requirement for 1 Unit:** DC 15 to find (*Meteorites, lava flows*) Pickaxe attack roll: 18
- **Description:** Transparent rich olive green
- **Armor/Shields:**
    - *Any, 3 gems:* You may cast *animal friendship* 3 times per long rest.
- **Weapons:**
    - *Any melee weapon, 3 gems:* +1 to attack and damage rolls against beasts.
    - *Arrows (1 gem = 5 arrowheads):* +1d8 piercing damage against beasts.

Quartz

- **Value and Rarity:** 50g, Common (adds 3 recharges)
- **Requirement for 1 Unit:** DC 8 to find (*globally*), Pickaxe attack roll: 12
- **Description:** Transparent white, smokey grey, or yellow
- **Weapons:**
    - *Staff or wand, 3 gems:* +1d6 damage to radiant spell damage.

Rodochrosite

- **Value and Rarity:** 10g, Very Common (adds 1 recharge)
- **Requirement for 1 Unit:** DC 5 to find, (*High altitudes and low temperatures*) Pickaxe attack roll:10
- **Description:** Opaque light pink

Ruby

- **Value and Rarity:** 5,000g, Legendary (fully recharges)
- **Requirement for 1 Unit:** DC 21 to find (*globally*), Pickaxe attack roll: 24
- **Description:** Transparent clear red to deep crimson.
- **Armor/Shields:**
    - *Any, 1 gem:* You are immune to necrotic damage
- **Weapons:**
    - *Any melee weapon, 1 gem:* You regain 1d4 hit points when you hit with this weapon.

Saltpeter (Niter)

- **Value and Rarity:** 5g/oz, Very Common
- **Requirement for 1 Unit:** Harvested (DC 5) from Bat Guano.
- **Description:** White powder
- **Used In:**
    - Gun powder--7 oz.

Sand

- **Value and Rarity:** 1g/lb, Very Common
- **Requirement for 1 Unit:** No DC to find or collect
- **Description:** who doesn't know what sand looks like?
- **Used in:**
    - Glass: 2 lbs.
    - Sandstone: 1 lb.

Sandstone

- **Value and Rarity:** 5g, Very Common
- **Requirement for 1 Unit:** DC 5 to find (*Sandy or dry terrains*), Pickaxe attack roll:10. Or compacting 1 lb of sand by expending two lvl 1 spell slots.
- **Description:** Like sand, only hard
- **Weapons:**
    - *Arrow Only (1 stone = 10 arrowheads):* These arrowheads are magical for purposes of resistance. They disappear when they hit.

Sardonyx
- **Value and Rarity:** 50g, Common (adds 3 recharges)
- **Requirement for 1 Unit:** DC 8 to find (*globally*), Pickaxe attack roll: 12
- **Description:** Opaque bands of red and white
- **Armor/Shields:**
  - *Any, 10 gems*: Advantage on persuasion rolls.

Spinel
- **Value and Rarity:** 100g, Uncommon (adds 5 recharges)
- **Requirement for 1 Unit:** DC 12 to find (*globally*), Pickaxe attack roll: 15
- **Description:** Transparent red, red-brown, or deep green.
- **Armor/Shields:**
  - *Any, 5 gems:* Resistance to acid damage.
- **Weapons:**
  - *Any melee weapon, 4 gems:* +1d4 acid damage.
  - *Arrows (1 gem=2 arrowheads)* +1d6 acid damage.

Star Rose Quartz
- **Value and Rarity:** 50g, Common (adds 3 recharges)
- **Requirement for 1 Unit:** DC 8 to find (*globally*), Pickaxe attack roll: 12
- **Description:** Translucent rosy stone with white star-shaped center.
- **Armor/Shields:**
  - *Any, 10 gems*: Advantage to survival rolls to navigate unknown environments.

Star Ruby
- **Value and Rarity:** 1,000g, Very Rare (adds 7 recharges)
- **Requirement for 1 Unit:** DC 18 to find (*globally*), Pickaxe attack roll: 21
- **Description:** Translucent ruby with white star-shaped center.
- **Armor/Shields:**
  - *Any, 1 gem:* You have advantage on Survival checks made to navigate or find your way.
- **Weapons:**
  - *Any melee weapon, 2 gems:* +1 to attack and damage rolls, +1d6 radiant damage:
  - *Arrows (1 gem = 10 arrowheads):* +1d6 radiant damage.

Star Sapphire
- **Value and Rarity:** 1,000g, Very Rare (adds 7 recharges)
- **Requirement for 1 Unit:** DC 18 to find (*alluvial deposits and under river beds*), Pickaxe attack roll: 21
- **Description:** Translucent ruby with white star-shaped center.
- **Armor/Shields:**
  - *Any, 1 gem:* You have advantage on survival checks made to navigate or find your way.
- **Weapons:**
  - *Any melee weapon, 2 gems:* +1 to attack and damage rolls, +1d6 radiant damage:
  - *Arrows (1 gem = 10 arrowheads):* +1d6 radiant damage.

Sulfur
- **Value and Rarity:** 5g/lb, Very Common (adds 1 recharge)
- **Requirement for 1 Unit:** DC 5 to find (*alluvial deposits and under river beds. Refined from Cinnabar.*), Pickaxe attack roll:10
- **Description:** yellow and stinky
- **Used in:**
  - Gunpowder: 2oz

Tiger Eye
- **Value and Rarity:** 10g, Very Common (adds 1 recharge)
- **Requirement for 1 Unit:** DC 5 to find (*globally*), Pickaxe attack roll:10
- **Description:** Translucent brown with a gold center

Topaz
- **Value and Rarity:** 500g, Rare (adds 7 recharges)
- **Requirement for 1 Unit:** DC 15 to find (*globally*), Pickaxe attack roll: 18
- **Description:** Transparent golden yellow
- **Armor/Shields:**
  - *Any, 2 gems:* You have resistance to lightning damage
- **Weapons:**
  - *Any melee weapons, 3 gems:* +1 to attack and damage rolls, +1d6 lightning damage.
  - *Arrows (1 gem = 5 arrowheads):* +1d6 lightning damage.

Tourmaline
- **Value and Rarity:** 100g, Uncommon (adds 5 recharges)
- **Requirement for 1 Unit:** DC 12 to find (*globally*), Pickaxe attack roll: 15
- **Description:** Transparent pale green, blue, brown, or red

Turquoise

- **Value and Rarity:** 10g, Very Common (adds 1 recharge)
- **Requirement for 1 Unit:** DC 5 to find (*globally*), Pickaxe attack roll:10
- **Description:** Opaque light blue-green

Yellow Sapphire

- **Value and Rarity:** 1,000g, Very Rare (adds 7 recharges)
- **Requirement for 1 Unit:** DC 18 to find (*alluvial deposits and under river beds*), Pickaxe attack roll: 21
- **Description:** Transparent fiery yellow or yellow green
- **Armor/Shields:**
    - *Any, 2 gems:* You gain immunity to fire damage
- **Weapons:**
    - *Any melee weapon, 2 gems:* +2 to attack and damage rolls, +1d6 fire damage.
    - *Arrows (1 gem = 10 arrowheads):* +1d6 fire damage.

Zircon

- **Value and Rarity:** 50g, Common (adds 3 recharges)
- **Requirement for 1 Unit:** DC 8 to find (*sand and desert environments*), Pickaxe attack roll: 12
- **Description:** Transparent pale blue-green

Metals

Ore tends to be about 20% cheaper than the standard rate for rarity. Equipment is generally just plated with the metal. A character cannot gain benefits from both metal and gem/stone. To obtain a usable ingot (unit), you must have 2 ore and smelt it. Generally, you cannot do anything with ore except sell or smelt.

Abyssium

- **Value and Rarity:** 800g/ore; 1,600g/Ingot (Rare)
- **Requirement for 1 Unit:** DC 18 to find (*The Abyssal Plane, Meteorites*), Pickaxe attack roll: 21
- **Description:** A blue-green metal that gives off a great deal of energy.
- **Global Effects:** Any creature who wields or carries abyssium or an abyssium-plated item must make a DC 12 Constitution saving throw after each long rest. On a failure, the creature takes 10 (3d6) poison damage and gains 1 level of exhaustion. On a success, the creature takes half damage and does not suffer exhaustion.
- **Armor/Shields:**
  - *1 Ingot:* Emits dim light in a 30 foot radius. Demons suffer disadvantage when they attack you. You gain resistance to, and advantage on saving throws against poison damage not caused by Abyssium.
- **Weapons:**
  - *Any melee weapon, 2 ingots:* +2 to attack and damage rolls, +1d12 poison damage.
  - *Arrows (1 ingot = 10 arrowheads):* +2d6 poison damage.
- **Used in:**
  - Golem Power*: .01-->.25 ingots/hour

Adamantine

- **Value and Rarity:** 4,500g/ore; 10,000g/Ingot (Epic)
- **Requirement for 1 Unit:** DC 25 to find (*Meteorites, space*), Pickaxe attack roll: 27. Can only be smelted by prolonged dragon fire or by special dwarven smiths. Can only be forged by the finest dwarven or elven smiths.
- **Description:** Ruby red, harder than diamonds.
- **Armor/Shields:**
  - *Costs x2 normal armor:* +2 to AC. Cannot suffer a critical hit. Resistance to all non-magical damage. Disadvantage on Dexterity saving throws.
- **Weapons:**
  - *costs x2 normal:* +3 to attack and damage rolls. +1 to critical strike range (stacks with other critical increases), +1 dice of damage.
  - *Arrows (1 ingot = 10 arrowheads):* +1 to attack and damage rolls, +1 to critical strike range (stacks with other critical increases), +1 dice of damage.
- **Used in:**
  - Adamantine Golem: 100 Ingots

Bronze

- **Value and Rarity:** 10g/ingot, Very Common
- **Requirement for 1 Unit:** 2 copper ore, 1 tin ore.
- **Description:** Bronze colored
- **Armor/Shields:**
  - *Medium or Heavy/Shields:* Costs 25% of their iron and steel counterparts (a bronze breastplate is 100g), and are 50% the weight, but causes a vulnerability to fire and lightning damage.
- **Weapons:**
  - *Any melee weapon/Arrows:* Costs 20% of their iron and steel counterparts (a bronze longsword costs only 3gp), and 30% of the weight, but takes a -1 to attack and damage rolls.
- **Used in:**
  - Bronze Golem*: 60 Ingots.

Cinnabar

- **Value and Rarity:** 5g/ore, Very Common
- **Requirement for 1 Unit:** DC 5 to find (*Active lava veins and hot springs*), Pickaxe attack roll: 8
- **Description:** Red Crystal
- **Used In:**
  - When smelted yields 1 oz. quicksilver and 1 oz. sulfur.

Copper

- **Value and Rarity:** 4g/ore; 5g/ingot (1 ore required), Very Common
- **Requirement for 1 Unit:** DC 5 to find (*globally*), Pickaxe attack roll:10
- **Description:** reddish-orange
- **Used in:**
  - Bronze: 2 ore.;
  - Copper coins, 500 pieces/ingot.

Elysium

- **Value and Rarity:** 4,000g/ore; 8,000g/ingot, Legendary
- **Requirement for 1 Unit:** DC 21 to find (*Plane of Elysium*), Pickaxe attack roll: 24. 2 ore per ingot.
- **Description:** Glowing white
- **Armor/Shields:**
  - *1 Ingot:* You gain resistance to radiant damage, and the ability to speak and understand celestial.
- **Weapons:**
  - *Any melee weapon, 2 Ingots:* +1 to attack and damage rolls against evil-aligned creatures. +1d6 radiant damage.

Gold
- **Value and Rarity:** 25g/ore; 50g/ingot, Common
- **Requirement for 1 Unit:** DC 8 to find (*globally*), Pickaxe attack roll: 12
- **Description:** Gold, shiny, relatively soft
- **Armor/Shields:**
  - *4 ingots:* Advantage to persuasion checks.
- **Used In:**
  - Gold coins: 50 pieces per ingot.

Iron
- **Value and Rarity:** 40g/ore;80g/Ingot, Common
- **Requirement for 1 Unit:** DC 8 to find (*globally*), Pickaxe attack roll: 12
- **Description:** Greyish
- **Armor/Shields:**
  - Most standard armors are made of Iron. Iron armor gains no special properties. Anyone wearing it has disadvantage on persuasion checks against fey.
- **Weapons:**
  - Most weapons are already made from iron. Iron weapons act as +1 weapons against fey creatures, and the wielder has disadvantage on persuasion checks against fey.
- **Used in:**
  - Iron Golem (100 ingots).

Lead
- **Value and Rarity:** 100g, Uncommon
- **Requirement for 1 Unit:** DC 12 to find (*globally*), Pickaxe attack roll: 15
- **Description:** Silvery Sheen
- **Armor/Shields:**
  - Costs 10% more than the standard and weighs twice as much. Is immune to radiation effects (like from abyssium) and grants the wearer advantage to Constitution saving throws against injury and touch poisons. The wearer is also immune to any effect, like scrying, which would be stopped by lead.

Mythril
- **Value and Rarity:** 750g/ore; 1,500g/ingot, Very Rare
- **Requirement for 1 Unit:** DC 18 to find (*Mountain depths*), Pickaxe attack roll: 21
- **Description:** Shiny grey
- **Armor:**
  - Cost twice the cost of standard, but weigh 80%. You gain +1 AC, and do not suffer disadvantage for stealth checks.
- **Weapons:**
  - Cost twice the cost of standard, but weigh 80%. They count as silver for purposes of resistance, and if they are slashing or piercing, gain +1 to attack and damage rolls.

Platinum
- **Value and Rarity:** 1,000g/ore; 2,000g/ingot, Very Rare
- **Requirement for 1 Unit:** DC 18 to find (*globally*), Pickaxe attack roll: 21
- **Description:** Shiny silvery
- **Used In:**
  - Platinum coins: 200 pieces/ingot

Silver
- **Value and Rarity:** 10g/ore; 25g/ingot, Very Common
- **Requirement for 1 Unit:** DC 8 to find (*globally*), Pickaxe attack roll: 12
- **Description:** Silvery
- **Used In:**
  - Silver Coins: 250 pieces/ingot

Steel
- **Value and Rarity:** 100g/ingot, Common
- **Requirement for 1 Unit:** 2 iron ore, 1 coal.
- **Description:** Light grey
- **Armor/Shields:**
  - Steel armor and shields cost 10% more than their iron counterparts. They are immune to rust effects such as those from a rust monster, and cause half damage from the *heat metal* spell.
- **Weapons:**
  - Steel weapons cost 10% more than their iron counterparts. They are immune to rust effects such as those from a rust monster, and takes half damage to the *heat metal* spell.
- **Used In:**
  - Steel Golem (100 ingots)

Tin
- **Value and Rarity:** 2g/ore, Very Common
- **Requirement for 1 Unit:** DC 5 to find (*globally*), Pickaxe attack roll:10
- **Description:** pale grey
- **Used In:**
  - Bronze Ingot: 1 ore

Organics

Organic materials are items like wood, hair strings, and bones. The are usually gathered using harvesting mechanics. You may (usually) only have one of these effects on a weapon (a bow cannot be made from a special hair *and* special wood), and these effects cannot be combined with gem or metal effects, unless otherwise stated.

Bone

- **Value and Rarity:** 1g/oz, Very Common
- **Requirement for 1:** DC based on animal from which it's harvested.
- **Description:** Off-white and brittle unless hardened.
- **Armor/Shields:**
    - Bone Armor and Shields weigh and cost 50% of their normal counterparts. You gain an additional +1 AC (stackable). If a bludgeoning weapon scores a critical hit against bone armor or shield, it gains -1 AC. If it reaches a total of -3 AC, it breaks. **This shield and armor *can* be enchanted or augmented.**
- **Weapons:**
    - *Any slashing Weapon (requires 1/2 normal weight in bone):* +1 to attack and damage rolls, +1d6 necrotic damage.
    - *Staves (2 lbs):* You are resistant to necrotic damage. After each long rest, you may choose 1 *necromancy* spell of 3rd level or lower. You may cast that spell once without any components or spell slot.
    - *Arrows (4 oz = 1 arrowhead):* +1d6 Necrotic damage.

Dragon Scales

- **Value and Rarity:** 200g/oz, Uncommon
- **Requirement for 1:** DC based on dragon from which it's harvested.
- **Description:** Various colors depending on the dragon.
- **Armor:**
    - *Light Armor (1/2 the normal weight in dragon scales):* A dragon scale light armor weighs half the normal weight and adds +2 to AC. If it is made entirely from the same color dragon scales, the wearer gains resistant to the type of damage that dragon breathes.

Greenwood

- **Value and Rarity:** 1500g/lb, Very Rare
- **Requirement for 1:** DC 18 to harvest from living tree animated by a Treant.
- **Description:** An inherently magical, very flexible wood with a greenish hue.
- **Weapons:**
    - *Bows (2 lbs):* A bow crafted from Greenwood has its minimum and maximum ranges increased by 50% (100/300 becomes 150/450). The bows get +1 to attack and damage rolls, and increase its critical range by 1 (stackable).
    - *Staves (4 lbs):* A quarterstaff crafted from Greenwood gets +1 to attack and damage rolls, and gains the "finesse" quality. After each long rest, you may choose 1 Ranger or Druid spell of level 3 or lower. You may cast that spell once without any components or spell slot.

Petrified Wood

- **Value and Rarity:** 50g/lb, Common
- **Requirement for 1:** DC 8 to harvest from a petrified tree.
- **Description:** Wooden in appearance, but stone in feel.
- **Weapons**:
    - *Bows (2 lbs):* A bow crafted from Petrified Wood is inflexible but strong. The maximum and minimum range is halved, but it gains a +2 to attack and damage rolls.
    - *Clubs (2 lbs):* A club crafted from Petrified Wood ignores any resistance to nonmagical bludgeoning damage.
    - *Staves (4 lbs):* A Quarterstaff crafted from Petrified Wood ignores any resistance to nonmagical bludgeoning damage. Once per long rest, the staff can cast stone *stoneskin* without any material components. The spell does not take concentration, but lasts only 30 seconds.

Phasewood

- **Value and Rarity:** 250g/lb, Uncommon
- **Requirement for 1:** DC 12 to harvest from an Ethereal three
- **Description:** A whisp-like tree whose solid state changes between the material and ethereal plane. When solid, it's bark is white like a cedar.
- **Weapons:**
  - *Bows (2 lbs):* A bow crafted from Ethereal Wood deals force damage instead of piercing damage.
  - *Clubs (2 lbs):* A club crafted from Ethereal Wood deals force damage instead of bludgeoning damage.
  - *Staves (4 lbs):* Quarterstaffs crafted from Ethereal Wood deal force damage instead of bludgeoning damage. Once per short rest, you may cast level 1 *magic missile*.

Phoenix Feather

- **Value and Rarity:** 1500g/oz, Very Rare
- **Requirement for 1:** DC based on the phoenix from which it's harvested
- **Description:** Crimson red to orange feathers.
- **Armor:**
  - *Light armor (¼ the normal weight in phoenix feathers):* Phoenix feather armor weighs a quarter the normal weight and costs five times as much. It grants an additional +2 AC and resistance to fire.
- **Weapons:**
  - *Arrows (1 oz = 15 arrows):* +2d6 fire damage. On a critical strike the arrow explodes, dealing +2d6 fire damage to each creature within 5 feet.

Shadow Wood

- **Value and Rarity:** 600g/lb, Rare
- **Requirement for 1:** DC 15 to harvest from a Shadowfell tree.
- **Description:** Black wood with a black, swamplike sap. Found only in the shadowfell.
- **Weapons:**
  - *Bows (2 lbs):* A bow crafted from Shadow Wood deals an additional 1d6 necrotic damage and has advantage on attack rolls against celestials.
  - *Clubs (2 lbs):* A club crafted from Shadow Wood deals an additional 1d6 necrotic damage.
  - *Staves (4 lbs):* A Quarterstaff crafted from Shadow Wood deals an additional 1d6 necrotic damage. Once per short rest, you can cast the *darkness* spell using no components. It does not require concentration, but only lasts 30 seconds.

Unicorn Hair

- **Value and Rarity:** 250g/oz, Uncommon
- **Requirement for 1:** DC 12 to harvest from a willing or dead Unicorn.
- **Description:** Beautiful gold flowing in silky strands.
- **Clothes:**
  - Clothes and other textiles woven with unicorn hair weighs half the normal weight, and cost four times as much. While wearing any textile made by unicorn hair, when you receive healing from any source, you may re-roll any 1's. This only applies to the healing you receive. You also can understand and read celestial, but cannot speak it.
- **Weapons:**
  - *Bow string (requires 1 oz of hair):* A bow strung with unicorn hair counts as a magical weapon against fiends and undead, and has advantage on attack rolls against them. **Bows strung with unicorn hair can be augmented with wood, but not with gems, metals, or enchantments.**
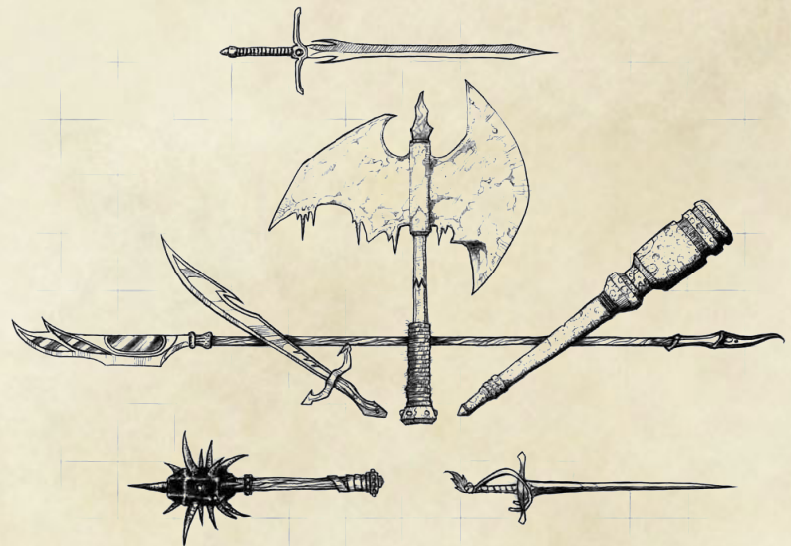
Appendix I: Fighter Archetype (Bombardier)

The bombardier is a master of thrown weapons. One of the few classes with the ability to make bombs, they can produce large amounts of Area of Effect damage by combinging bombs with their extra attacks. Though they specialize in throwing bombs, they have the versatility of any fighter, and throw just about anything, as well as perform reasonably well in melee.

Additional Fighting Style

Thrown Fighting = When you throw a weapon, you are considered proficient in it (including improvised weapons) for the sake of the ranged attack roll. When you throw a weapon with the "light" property, it can be considered "finesse" even if it wouldn't be otherwise.

Bomb Maker

At level 3, you become proficient with tinker's tools. You can craft bombs like an artificer. You gain a magical pouch that produces 10 oz of gunpowder at the beginning of a long rest (which you can use to make bombs), and 6 basic bombs after each short or long rest.

Quick Throw

Also at level 3, when you use an Attack or Bonus action to throw an object with the "light" property, drawing the object does not use your item interaction. During your movement action, if you pass any item you have previously thrown, you may pick it up as part of your movement.

Throwing Arm

At level 7, your maximum throwing distance is increased by 20 feet (30/120 becomes 20/140). When you miss with an item, it lies dormant rather than breaking or exploding unless you roll a 1 on the attack roll.

Improved Bomb Making

Also at level 7, you can make 2 bombs (½ a batch) during a short rest. This still requires 10 oz of gunpowder. Your pouch generates 20 oz of gunpowder each time, and 8 normal bombs per short or long rest.

Mass Production

At level 10, your maximum throwing range increases by an additional 10 feet. Your pouch now makes 30 oz of gunpowder each time, and 10 normal bombs per short or long rest. Your bombs do an additional 7 (1d12) bludgeoning damage.

Catching Items: Potions, poisons, bombs, and blunt weapons can be caught by the target. Any creature who is targeted by these thrown items can use their reaction to attempt to catch it. They must roll an Acrobatics check equal contested by the attack roll. Items intended for the target to catch can be willing thrown at disadvantage.

On Thrown Weapons

While most thrown weapons are normally melee weapons with the thrown property, this supplement opens up many more opportunities, especially for the bombardier:

Thrown Property: Handaxes, Daggers, Javelins, etc., are all weapons that can normally be thrown. For these weapons, nothing changes from the original rules, unless modified by fighting style, feat, or class feature.

Improvised Weapons: Anything that is not a bomb, normal weapon, potion, or poison is considered an improvised weapon (a rock, a chair, a plate, etc). Nothing changes from the original rules, unless modified by a feat or class feature. The DM decides the type of damage (bludgeoning, piercing, slashing) that an improvised weapon deals, and if the object has the "light" property.

Bombs: The instructions for throwing bombs is as written in the Bomb section above.

Potions: Potions are considered light, finesse weapons. Throwing a potion does not cause bludgeoning or slashing damage, but rather causes damage based on the potion inside the vial. Therefore not all potions can be thrown. Any potion who's effect is triggered by touch, gas, or explosion (alchemist's fire, Acid flask, ointments, thunderstone, etc.) can be thrown. Potions thrown with a failed attack roll, or not meeting these requirements, may break to no effect, or fail to break, depending on the discretion of the DM.

Poisons: Poisons are considered light, finesse weapons if they are in a container. Throwing a poison does not cause bludgeoning or slashing damage, but rather causes damage based on the poison inside the container. A potion can be thrown for damage if it can be inhaled or touched for effect. Ingestion or injury poisons do not meet these requirements. Poisons thrown with a failed attack roll, or not meeting these requirements, may break to no effect, or fail to break, depending on the discretion of the DM.

Trick Throws

Also at level 10, you can choose two of the following Trick Throws. You gain more options, and can pick more, at level 15. You may only use one trick throw per attack.

Ricochet Throw: You may choose to take -5 to your attack roll to target a creature behind full cover or around a corner.

Shielding Throw: When you throw anything that does damage in an area of effect, you may use your reaction to choose a number of creatures equal to one half your proficiency bonus to ignore the damage.

Precision Throw: When you throw an item that does slashing or piercing damage, you choose to take a -5 on the attack roll. You score a critical hit if you roll an 18-20 for that throw.

Distracting Throw: You may choose to impose disadvantage on your thrown attack. If you hit, any creature that takes damage has disadvantage on their next attack roll, ability check, or saving throw.

Forceful Throw: When you throw anything that deals damage to a single target, you may choose to take -5 to the attack role. On a hit, the target must make a Strength saving throw (**DC = 8 + Strength Modifier + Proficiency Bonus**) or be knocked prone.

Blitzkrieg

At level 15, your maximum throwing range increases by an additional 10 feet. Your pouch now makes 40 oz of gunpowder each time, and 14 normal bombs per short or long rest. Your base bombs do an additional 7 (1d12) bludgeoning damage.

Improved Tricks

You may choose another two Trick Throws, including any from the list below. You may also exchange one trick which you picked at the previous level.

Delayed Explosion: You may choose throw your bomb to a specific location, rather than at a target, doing so takes the precision of a DC 20 Ranged Attack Roll. On a hit, the bomb rolls to a stop at your target location. When any creature moves within the explosion radius of the bomb, you may use your reaction to detonate it.

Stunning Throw: When you throw anything that deals bludgeoning damage to a single target, you may choose to take -5 to the attack role. On a hit, the target must make a Constitution saving throw (**DC = 8 + Strength Modifier + Proficiency Bonus**) or be stunned until the end of their next turn.

Shortfuse Throw: When you throw a bomb, you may choose to take disadvantage on the attack roll. When the bomb detonates, it's DC is increased by 4. This trick is not affected by your *throwing arm* feature, and explodes no matter where it lands.

Crippling Throw: When you throw anything that deals damage to a single target, you may choose to take -5 to the attack role. On a hit, the target must make a Constitution saving throw (**DC = 8 + Strength Modifier + Proficiency Bonus**) or have their movement speed reduced to 0 until the end of their next turn.

Apendix II: Feats

Advanced Alchemy

Prerequisite: Alchemy Feat or ability to make Potions.

Your experience in brewing potions has given you additional benefits:

- You may brew Alchemical Consumables in half the normal time.
- You have advantage on Intelligence checks made to produce potions.

Advanced Bomb Making

Prerequisite: The ability to make bombs

Your experience in bomb making has given you additional benefits:

- When you make bombs, you now make double the amount.
- You may use a short rest to make a single bomb (½ batch, still uses 10 oz of gunpowder). If you have the *Improved Bombmaking* Class Feature, you can now make a normal batch during a short rest.
- Your bombs have a 15 foot explosion radius.

Advanced Toxicology

Prerequisite: Toxicologist Feat

Your experience in poison brewing has given you additional benefits:

- You brew poisons in half the time.
- You have advantage on Poison Kit checks to brew potions.
- If you roll a natural 20 when checking to brew poison, you make double the batch.

Bomb Making

Your study of basic chemical interactions has made Bomb making possible:

- You may now use the bomb making mechanics for artificers.
- You become proficient in Survival. If you are already proficient, you may add double your proficiency bonus when searching for materials.
- You have advantage to Survival checks made to find materials for bombs.

Harvester

You are adept at obtaining plants and animal parts without damaging them.

- You gain +1 Wisdom, up to a maximum of 20.
- When you roll to harvest a plant or animal ingredient, you always obtain at least 1 unit of that item.
- You are able to sell ingredients you have personally harvested for 1d100% more than the base price.

Miner

You have learned to swing a pickaxe with maximum effectiveness.

- You gain +1 Strength, up to a maximum of 20.
- You are proficient in Mining Tools if you not already.
- You have advantage on all attack rolls made to harvest a gem or metal.

Pitcher

You are more adept at throwing items with accuracy.

- You gain +1 Dexterity, up to a maximum of 20.
- You gain +1 to all thrown attack rolls that use Dexterity.
- Attacking at long range doesn't impose disadvantage on your thrown ranged attack rolls.

Toxicologist

Prerequisite: Intelligence of 12 or higher

Your frequent experimentation with poisons have given you the following benefits:

- You gain proficiency with the poisoner's kit. If you are already proficient with it, you may add twice your proficiency modifier to checks made with it.
- You are immune to poison damage and the poisoned condition.

Appendix III: Magic Items

Jug of Poison
Wonderous item, rare (requires attunement)

This Ceramic Jug resembles a *Jug of Alchemy* but, can hang on a belt and produces a random poison. The Jug can hold 6 charges and regains 6 charges at dawn. As a Bonus action, you can expend a charge to dip a piece of ammunition or one-handed piercing or slashing weapon into the jug. The DM rolls on the table below to determine which poison your weapon is coated with.

d12	Poison
1	Imps Venom
2	Silencing Shot
3	Ettercap Venom
6	Bayot's Grasp
7	Cockatrice Saliva
8	Chuul's Blood
9	Naga's Bite
10	Lycanthropic Touch

Cloak of Flak Protection
Cloak, uncommon (requires attunement)

This cloak is made of thick, overlapping sheets of reinforced cloth, but feels as light as silk. While wearing it you have +1 AC. When you attune to this cloak, you have resistance to bludgeoning and force damage from area of effect sources. You have advantage on Dexterity saving throws made to reduce damage from bombs and potion effects.

Mystical Drinking Jug
Wonderous item, rare (requires attunement)

This Ceramic Jug resembles a *Jug of Alchemy* but, can hang on a belt and produces a random potion effect. The Jug can hold 6 charges and regains 6 charges at dawn. As a Bonus action, you can expend a charge to drink from the jug. The DM rolls on the table below to determine which potion effect you gain.

d12	Potion Effect
1	Comatose Concoction
2	Rage Rum
3	Healing Potion
4	Polymorph Potion
5	Potion of Incorporealness
6	Potion of Invisibility
7	Swift Step Draught
8	Potion of Hill Giant Strength
9	Greater Healing Potion
10	Potion of Flying

Monocle of Gem Sensing
Wondrous item, uncommon (requires attunement)

When attuned to this item, any gem within a 90 foot radius glows as though illuminated by the Faerie Fire spell. The monocle can see through most things, but is blocked by 10 feet of stone, 1 foot of iron, or a thin sheet of lead. The monocle cannot see into interdimensional spaces. You have advantage on Survival checks made to locate gems.

Hunter's Dagger
Weapon (dagger), uncommon (requires attunement)

This dagger gets +1 to attack and damage rolls. As a Bonus action, you can whisper the name of a specific creature species (wolf, red dragon, unicorn, etc.) that has blood. The dagger does an extra 1d4 necrotic damage to the species you name for 1 hour, and you have advantage on survival checks made to harvest ingredients or parts from their body. You cannot use this feature again until you finish a short or long rest.

Bow of Alchemy
Weapon (bow), rare (requires attunement)

This bow grants +1 to attack and damage rolls while you are attuned to it. This bow can hold 10 charges, and regains 1d8+1 charges at dawn. When you hit with a ranged attack using this bow, you can expend for any of the following alchemical effects:

- Acid Flask or Alchemist's Fire (1 Charge)
- Lesser Pill of Popping (2 Charges)
- Molotov or Potion of Diminution (3 Charges)
- Comatose Concoction (4 Charges)
- Polymorph Potion (6 Charges)

Appendix IV: Item Recharge Mechanics

I n a High magic campaign two things tend to happen: 1) a tendency to dole out many powerful, recharging artifacts (Hey, why not? They're cool!) and 2) So. Many. Gems. The mechanics of this guide aim to help balance a campaign with a lot of artifacts, and (along with the Alchemy and Materials Mechanics) find a use for all those gems your party has been hoarding. Tons of artifacts are cool, but they still need to be balanced!

Current Recharging Artifacts (DMG)

Recharging at Dawn/Dusk

Bowl of Commanding Water Elementals, Brazier of Commanding Fire Elementals, Censer of Controlling Air Elementals, Circlet of Blasting, Cloak of Arachnida, Cloak of the Bat, Crystal Ball of Telepathy, Cubic Gate, Dagger of Venom, Dragon scale Mail, Eyes of Charming, Gem of Seeing, Hammer of Thunderbolts, Helm of Telepathy, Helm of Teleportation, Iron Bands of Bilarro, Javelin of Lightning, Luck Blade, Mace of Terror, Medallion of Thoughts, Pearl of Power, Popes of power, Pipes of the Sewers, Plate Armor of Etherealness, Ring of Animal Influence, Ring of Elemental Command, Ring of Evasion, Ring of Shooting Stars, Ring of the Ram, Robe of Scintillating Colors, Robe of Stars, Rod of Alertness, Rod of Lordly Might, Rod of Resurrection, Rod of Rulership, Sending Stones, Staff of Charming, Staff of Fire, Staff of Frost, Staff of Healing, Staff of Power, Staff of Striking, Staff of Swarming Insects, Staff of the Adder, Staff of the Magi, Staff of the Woodlands, Staff of Thunder and Lightning, Staff of WIthering, Stone of Controlling Earth Elementals, Trident of Fish Command, Wand of Binding, Wand of Enemy Detection, Wand of Fear, Wand of Fireballs, Wand of Lightning Bolts, Wand of Magic Detection, Wand of Magic Missiles, Wand of Paralysis, Wand of Polymorph, Wand of Secrets, Wand of Web, Wand of Wonder.

Other

Boots of Speed, Cloak of Invisibility, Figurine of Wondrous Power, Horn of Valhalla, Ring of Djinni Summoning, Rod of Security

Recharging in High Magic Campaigns

In a setting where the characters have more artifacts they can attune to, or have a variety of choices about how to use their artifacts, the opportunity to recharge should present a crucial choice to the player. Nothing comes without cost. How much do they know about the situation, dungeon, or encounter they're entering, and which combination of artifacts will best best?

Two Requirements

The method of recharging is simple and requires only two components: a ritual, and a gem.

Ritual

Under these mechanics, artifacts can only be charged through a ritual. Every adventurer knows it, and can do it once per day. It takes 1 hour, so it can be done during a short or long rest, or even during down time. Furthermore, while a character can only recharge 1 artifact per day, if your settings warrants, players can take artifacts to a temple, or even specific merchants, where they can pay to have their artifacts recharged for a significant markup.

Only artifacts that would normally recharge after a certain amount of time can use these mechanics. Artifacts such as the Pendant of Pure Good, which lose their value after charges are expended, cannot be recharged.

Gems

Gems are the primary way in which an adventurer can recharge their artifacts. During the ritual, they expend the energy from 1 gem to recharge a certain amount based on the gems rarity. You cannot use more than 1 gem per ritual.

As with most complicated things, there is a chance of failure. When performing the ritual, the player rolls a d100. With a small chance of failure, the Gem and artifact are destroyed. The Recharging Table highlights Gem Value (based on DMG pg 134), how many charges are gained, and the roll on which you fail.

Recharging Table

Gem Value (gp)	Charges	d100 Fail Roll
10	1	None
50	3	01
100	5	01-02
500	7	01-03
1,000	9	01-04
5,000	FULL	01-05

Other Ways to Balance Many Items

Use it and lose it

If you really want to "mess" with your players an have every choice they make matter, you can eliminate the recharging ability of most items. Once they are used and the charges expended, they disintegrate and are gone. This lets you pump the campaign full of artifacts, and makes your party think whether they should really use the artifact in any given situation.

Only attuned can recharge.

Items can recharge at dawn, or after a rest, but only if you are attuned to them. This is pretty close to the current system, but guarantees that only up to three artifacts can be recharged per day. Under this mechanic, you would have to make any item with a charge require attunement.