

ALCHEMICAL ITEM CREATION

Exactly which magic items you can make using alchemist's supplies is obviously up to your

Dungeon Master, but here are some suggestions for your consideration.

Generally the use of an alchemist's tools should allow for the creation of common and uncommon potions, and wondrous items that are consumable "substances" such as dusts, pastes, and oils, so long as those items do not have healing properties. The reasoning behind these restrictions is that:

- Rarer items have more exotic effects; and because rarer items would take too long to craft.
- Creating permanent magic items using crafting rules would be problematic, allowing for an infusion of permanent magic items into a game system that curtails reliance on such items.
- The inclusion of "substances" fits the theme of alchemy.
- Healing effects fall under the purview of the *herbalism kit*.

MAGICAL ITEMS

The following items fit the criteria given above. The gold piece values listed for each item are based on the guidelines for consumable items: common are 25-50 gp and uncommon are 50.5-250 gp.

Uncommon items, by the guideline provided in Dungeon Master's Guide, should cost 250 gp. Variation from that cost has been included to account for the varied utility and subsequent demand for the listed uncommon items.

- dust of disappearance (250 gp)
- dust of dryness (150 gp)
- dust of sneezing and choking (100 gp)
- oil of slipperiness (200 gp)
- philter of love (250 gp)
- potion of animal friendship (150 gp)
- potion of climbing (50 gp)
- potion of fire breath (150 gp)
- potion of hill giant strength (250 gp)
- potion of growth (200 gp)
- potion of poison (100 gp)
- potion of resistance (200 gp)
- potion of water breathing (150 gp)

MUNDANE ITEMS

The following items from Dungeons & Dragons 3.5 could also be created through the use of alchemist's tools:

Smokestick (10 gp, 1/2 lb.)

As an action, you can ignite this alchemically-coated wooden stick and toss it up to 30 feet. Thick smoke emerges from the stick, producing an effect identical to the fog cloud spell, except that it only fills a 10-foot-radius sphere and has a duration of only 1 minute. Smokesticks can be manufactured to produce smoke in nearly any color, sometimes with patterns of multiple colors, and are often used for long-distance signaling both at land and at sea.

Sunrod (10 gp, 2 lb.)

An iron rod tipped with a gilded orb, a sunrod contains 8 alchemical charges. As an action, you can expend a charge to illuminate the sunrod as though it were the target of the light cantrip. The color of the light is set when the sunrod is created.

Tanglefoot Bag (50 gp, 1 lb.)

This fragile canvas sack contains coiled strands of fibrous goo that expand and become sticky when exposed to air. As an action, you can throw the bag up to 30 feet, causing an effect identical to the web spell (save DC 10) except only filling a 5-foot cube and with a duration of only 1 minute. The tanglefoot bag has no effect on creatures that are Huge or larger, formless, or incorporeal.

Thunderstone (50 gp, 1/4 lb.)

When this dull, brittle crystal strikes a hard surface, it erupts with a bang that can be heard 500 feet away and can deafen nearby creatures. As an action, you can throw the stone at a hard surface within 30 feet. Creatures within 10 feet of that point are affected as though targeted with the blindness/deafness spell (save DC 10), causing a "deafness" effect.

