

New items crafted through use of the skills Alchemy and Profession (herbalist) skills

Acidpoint Arrow or Bolt: This is an arrow or crossbow bolt to which a little aerodynamic vial of concentrated acid has been attached near the head. When the arrow or bolt hits, the vial breaks, spilling the acid, and causes +1d4 hit points of acid damage to the target. If the arrow or bolt misses, it is always destroyed since the vial breaks anyway, and the spilled acid consumes the arrow. An acidpoint arrow or bolt is less aerodynamic than a normal one, and a weapon firing one has half the normal range increment. The vial itself may be removed from the arrow or bolt, and thrown as a grenade-like weapon with a range increment of 5 feet. There is no splash damage from the vial, arrow, or bolt.

Alchemy check DC 16 to create. Market Price: 12 gp each (120 gp for 10 arrows, 60 gp for 10 crossbow bolts). Weight: 3 lb. for 10 arrows or 1 lb. for 5 crossbow bolts.

Alchemist's Frost: A flask of alchemist's frost is actually a double-chambered bottle of normally inert alchemical substances. The vial is thrown as a grenade-like weapon. When it hits a target, the double-vial is broken and the two substances mix in an alchemical reaction that produces intense cold, causing 2d4 hit points of cold damage to the target. Splashes cause 1 hit point of cold damage to creatures within 5 feet of the target. A thrown flask has a range increment of 10 feet.

Alchemy check DC 21 to create. Market Price: 20 gp each. Weight: 1 lb. per flask.

Alkaline Salve: When this bitter-scented salve is pasted over a character's body, it affords him damage reduction 3/- versus acid until it wears off. This damage reduction is not cumulative with any other form of damage reduction versus acid. It takes a full-round action to paste the salve over a character's entire body, and doing so provokes attacks of opportunity from threatening opponents. Normally, the salve lasts for 1 hour before wearing off but it can be deliberately washed off. It also automatically washes off if the character is immersed in a liquid such as water. If immersed in acid, the salve gives its damage reduction for only 1 round.

Alchemy check DC 15 to create. Market Price: 10 gp. Weight: 2 lb. per jar.

Apothecary's Salve: This pasty substance is a viscous gray-white mixture of liquefied herbs and dissolved minerals. Pasted over any wound, one application accelerates natural healing by converting 1d4 hit points damage into subdual damage, which is recovered at a rate of one hit point per character level per hour.

Profession (herbalist) or Profession (apothecary) check DC 18 to create. Market Price: 9 gp. Weight: 2 oz. per jar (one application).

Beastbane Incense: Used to repel animals and beasts of all kinds, beastbane incense burns for 1 hour, making a light cloud of a 15-foot diameter. The cloud is too light to provide cover in combat. Its scent makes animals and beasts feel ill. An animal or beast must make a Fortitude save DC 15 to enter the cloud. The incense affects magical beasts, but they get +4 to the Fortitude save. If an animal, beast, or magical beast is attacked from within the cloud, it can make another save to ignore the scent in order to attack back. Once a save is made, the creature is immune to the effects of beastbane for 24 hours. Beastbane incense uses the same scent as beastbane salve. Gnomes, orcs, and any creature with the Scent (Ex) ability find the scent of beastbane terrible but it has no game effect on them if they are not animals or beasts. Other creatures with lesser olfactory senses, such as humans, merely find the smell unpleasant.

Alchemy or Profession (herbalist) check DC 16 to create. Market Price: 5 gp per stick. Weight: 2 oz. per stick.

Beastbane Salve: This sour, musky-scented cream is used by spreading it over one's body. Its scent makes animals and beasts feel ill. The scent stays with you until the salve wears off, in 4 hours, or until it is washed off. Complete immersion will wash the salve off immediately. Animals and beasts must make a Fortitude save DC 15 to come within 5 feet of the wearer. Magical beasts are affected but they get +4 to the Fortitude save. If an animal, beast, or magical beast is attacked by the wearer, it can make another save to ignore the beastbane and attack back. Once a save is made, the creature is immune to the effects of beastbane for 24 hours. Gnomes, orcs, and any creature with the Scent (Ex) ability find the scent of Beastbane terrible but has no game effect on them if they are not animals or beasts. Other creatures with lesser olfactory senses, such as humans, merely find the smell unpleasant. Beastbane salve uses the same scent as beastbane incense.

Alchemy or Profession (herbalist) check DC 16 to create. Market Price: 5 gp. Weight: 2 lb. per jar.

Beastgrace Herb: Beastgrace herb is actually a kind of sweet-scented potpourri. When a sealed packet of it is torn open then carried in a pocket or worn about the neck, it makes the wearer's scent pleasant and benign to animals and beasts of all kinds. This gives the wearer a +1 competence bonus to Charisma-based checks involving animals, beasts, and magical beasts that can smell him (generally within 30 feet). Each packet, once opened, lasts for 6 hours.

Profession (herbalist) check DC 12 to create. Market Price: 2 gp. Weight: 1 oz. per packet.

Breath Bottle: This oversized bottle contains a spongy alchemical substance in which a quantity of concentrated breathable air has been dissolved. One needs only to open the bottle, and clean fresh air begins to exhale from it. Useable underwater (if the depth is less than 30 feet) or in any other environment that lacks breathable air, a character can unstopper this bottle and suck air out, enabling her to breathe directly and continuously from the bottle for up to 10 rounds, after which the bottle's supply is exhausted. The bottle can be re-stoppered to save unused air—it need not be used all at once. It can be recharged at by an alchemist for a price of 10 gp (requiring 5 gp worth of materials); this requires an Alchemy check of DC 13 and takes 4 hours, during which the alchemist may perform other tasks as long as he may attend to it from time to time.

Alchemy check DC 16 to create. Market Price: 20 gp. Weight: 2 lb. per bottle.

Brittlemaker: Brittlemaker is a viscous brown oily alchemical substance. When rubbed on any material, it reduces its hardness by 3 points (to a minimum of 0) and reduces its break DC by 2 points. After 1 hour, the substance becomes inert and evaporates, restoring the material to its normal hardness and break DC.

Brittlemaker does not affect creatures of any kind. One dose of it covers 1 square foot and affects a thickness of up to 8 inches of wood or bone, 4 inches of stone, or 2 inches of metal.

Alchemy check DC 20 to create. Market Price: 20 gp. Weight: ¼ lb. per jar.

Chameleon Fabric: Complex alchemical processes applied to a specially made fabric give it the remarkable, albeit somewhat limited, ability to slowly change its colour and shading to match the predominant background in any environment. If a character is wearing an outfit, cloak, or robe made of chameleon fabric and is trying to hide, then after 1 full round of motionlessness, the material changes its colouration to closely match its nearby surroundings, granting the wearer a +2 circumstance bonus to his Hide check. This circumstance bonus does not stack with bonuses due to invisibility or due to some other form of colour concealment such as that granted by a cloak of elvenkind.

Alchemy check DC 25 to create. Market Price: 400 gp. Weight: depends on the clothing: Cloak: 1 lb. Robe: 1lb. Outfit: as listed in the Player's Handbook, page 108.

Drypowder: Drypowder is a powerful desiccant. One half-pound of this powder absorbs 1 gallon (a little more than 8 lb.) of water, forming a dry slurry that will not evaporate. You cannot get the water back out of the slurry unless you treat it with the appropriate alchemical procedure (DC 12, costing 1 sp of materials per gallon of water). One pound of drypowder can be used to cause 1d4 Constitution damage to oozes and to water elementals with a ranged touch attack, or 2d4 Constitution damage if they can be made to consume it (no saving throw in either case). Drypowder also an ingested-type poison to other creatures, with a Fortitude save DC 15, and initial and secondary damage 1d3 Constitution. It cannot be successfully hidden in normal food or drink.

Alchemy check DC 16 to create. Market Price: 30 gp. Weight: ½ lb. per dose.

Duramaker: Duramaker is a viscous silver-coloured alchemical substance. When rubbed on any material, it increases its hardness by 3 points (to a maximum of double its original harness) and increases its break DC by 2 points. After 1 hour, the substance becomes inert and evaporates, restoring the material to its original hardness and break DC. Duramaker does not affect creatures of any kind. One dose of it covers 1 square foot and affects a thickness of up to 8 inches of wood or bone, 4 inches of stone, or 2 inches of metal.

Alchemy check DC 20 to create. Market Price: 20 gp. Weight: ¼ lb. per jar.

Firepoint Arrow or Bolt: This is an arrow or crossbow bolt to which a little aerodynamic vial of concentrated alchemist's fire has been attached near the head. When the arrow or bolt hits, the vial breaks, spilling the alchemists fire, which immediately bursts into flame and causes +1d4 hit points of fire damage to the target. If the arrow or bolt misses, it is always destroyed since the vial breaks anyway, and the resulting fire consumes the arrow. A firepoint arrow or bolt is less aerodynamic than a normal one, and a weapon firing one has half the

normal range increment. The vial itself may be removed from the arrow or bolt, and thrown as a grenade-like weapon with a range increment of 5 feet. There is no splash damage from the vial, arrow, or bolt.

Alchemy check DC 21 to create. Market Price: 14 gp each (140 gp for 10 arrows, 70 gp for 10 crossbow bolts). Weight: 3 lb. for 10 arrows or 1 lb. for 5 crossbow bolts.

Firesnuff: This ashen powder, when cast upon a small fire such as a lit torch or a small campfire automatically puts it out. It also puts out alchemists fire with one application. A character who is on fire can have his flames immediately extinguished if he or a companion casts a dose of firesnuff upon him. In addition, firesnuff can injure fire elementals, causing them 1d8 damage if hit with a ranged touch attack. Firesnuff has no effect on lava or magma based creatures, or ones that are merely hot rather than flaming.

Alchemy check DC 15 to create. Market Price: 10 gp. Weight: ½ lb. per dose.

Flamebane Salve: When this almond-scented salve is pasted over a character's body, it affords him damage reduction 3/- versus heat and fire until it wears off. This damage reduction is not cumulative with any other form of damage reduction versus heat or fire. It takes a full-round action to paste the salve over a character's entire body, and doing so provokes attacks of opportunity from threatening opponents. Normally, it lasts for 1 hour but can be deliberately washed off. It also automatically washes off if the character is immersed in a liquid such as water. If immersed in hot liquid, such as boiling water or lava, the salve gives its damage reduction only for 1 round.

Alchemy check DC 16 to create. Market Price: 11 gp. Weight: 2 lb. per jar.

Frostpoint Arrow or Bolt: This is an arrow or crossbow bolt to which two very small aerodynamic vials of normally inert alchemical substances have been attached near the head. When the arrow or bolt hits, the vials break and the substances mix in an alchemical reaction which produces intense cold, causing +1d4 hit points of cold damage to the target. If the arrow or bolt misses, it is always destroyed since the vials break anyway, and the resulting sudden temperature drop breaks the arrow. A frostpoint arrow or bolt is less aerodynamic than a normal one, and a weapon firing one has half the normal range increment. The vial itself may be removed from the arrow or bolt, and thrown as a grenade-like weapon with a range increment of 5 feet. There is no splash damage from the vial, arrow, or bolt.

Alchemy check DC 22 to create. Market Price: 15 gp each (150 gp for 10 arrows, 75 gp for 10 crossbow bolts). Weight: 3 lb. for 10 arrows or 1 lb. for 5 crossbow bolts.

Glow Chalk: This alchemical chalk makes it easy to read writings and markings in the dark. Markings made with glow chalk will glow indefinitely. It is especially useful to miners and adventurers to leave messages for each other or leave direction markings on dungeon walls, but this also makes it easy for monsters to follow you in the underdark. Glow chalk provides no useful amount of illumination.

Alchemy check DC 18 to create. Market Price: 25 gp per stick. Weight: 2 oz. per stick.

Homing Rods: These foot-long metal rods come in pairs. Each rod gently tugs toward its mated rod, regardless of intervening material, within a range of 1 mile. The strength of the pull varies somewhat within this range, becoming slightly weaker with distance. A Wisdom check (DC 12) allows a character to guess the distance between rods when he is holding only one, with an accuracy of within 10% of the intervening distance. A knowledgeable character can also use triangulation to calculate the distance.

Alchemy check DC 21 to create. Market Price: 25 gp per pair. Weight: 2 lbs. for one pair (1 lb. each).

Mindblinder Draught: This is a tasteless and odourless clear solution that gives a psionic character the benefit of a non-psionic buffer but takes away the use of her attack and defense modes. For 8 hours after drinking a dose of mindblinder draught, the psionic character effectively becomes a "bonebrain", and is considered non-psionic with regard to psionic combat attack and defense modes. Mindblinder draught does not affect the use of psionic feats or powers.

Alchemy check DC 25 to create. Market Price: 50 gp. Weight: 2 oz. per vial.

Plant Venom: Plant venom is a blanket term for a poison specifically designed to work on plants and fungi (any creature with the "plant" type). Such a poison does not affect any other type of creature. Most such poisons are of the Ingestive or Injury type. A typical plant venom is both Ingestive and Injury type, has a Fortitude save of DC 15, with initial and secondary damage 1d4 Constitution.

Profession (herbalist) check DC 18 to create. Market Price: 100 gp. Weight: 1 oz. per dose.

Poisonbane Unguent: This bluish-green coloured cream is made from various distilled and concentrated herbs known for their ability to counteract poisons. If it is smeared on poisoned wound, the character gets 2 saving throws vs. the poison's secondary damage, instead of the usual one, and may choose the better result.

Alchemy or Profession (herbalist) or Profession (apothecary) check DC 25 to create. Market Price: 50 gp. Weight: 2 oz. per jar.

Poisonflesh Draught: This bizarre and bitter-tasting alchemical solution allows a character to render his own flesh poisonous to creatures that bite him. When this draught is created, it is mixed with an Injury or Ingested type of poison; it does not work with any other type of poison. A character who drinks this draught becomes poisonous. For 8 hours after consumption, he is immune to the poison with which the draught was created. In addition, his flesh contains that poison so anything that bites him or otherwise consumes his flesh or blood is exposed to and affected by that poison (if it fails its Fortitude saves).

For example, if a fighter drinks a poisonflesh draught of blue whinnis poison, he becomes immune to blue whinnis for 8 hours. If during that time, he is bitten by a dire weasel, the weasel has effectively ingested a dose of blue whinnis poison and must make Fortitude saves to resist its effects. The character cannot use his own bodily materials, such as blood, to envenom his own weapons, as the poison in his system degrades within a few minutes of leaving his body. The character cannot poison another creature by biting it.

Alchemy check DC 25 to create. Market Price: 3 x the market price of the poison with which the draught is made. Weight: 1 lb. per flask.

Preservative Balm: A quantity of this rose-scented balm liberally applied to a dead body helps to preserve it. A Medium-sized creature requires one full jar. Other size creatures require proportionally more or less: 1/16 jar for a Tiny creature, ¼ jar for a Small creature, 4 jars for a Large creature, and 16 jars for a Huge creature). The body can last for 2 days longer than is described in the *Raise Dead* spell, before the spell will no longer affect it. The balm must be applied within 1 day of death. Further applications have no additional effect.

Alchemy or Profession (herbalist) or Profession (apothecary) check DC 15 to create. Market Price: 10 gp. Weight: 3 lb. per jar.

Purifier Drops: One dose of this transparent liquid clears 1 gallon of water of all normal (nonmagical and non-supernatural) diseases and poisons. It is, in itself, tasteless but it ruins the flavour of other drinks such as beer, wine, milk, or juice. A character may sneak this into his own drink at a formal occasion with a DC 10 Dexterity check or Pick Pockets check. When doing this under close observation, this check is opposed by the observer's Spot check.

Alchemy check DC 25 to create. Market Price: 50 gp. Weight: ½ oz. per vial.

Rejuvenative Draught: Imbibing a vial of this cool green solution immediately causes the character to fall into a coma-like state for 8 hours, during which he cannot be wakened. After this he wakes healed of damage as if he had complete bedrest for one full day. This rejuvenative coma uses up a lot of metabolic resources and after waking, the character is considered to have missed one full day's worth of meals. He must consume 1 full day's worth of food or may eventually begin to suffer from the effects of starvation (see the *Dungeon Master's Guide*, page 86).

Alchemy or Profession (herbalist) or Profession (apothecary) check DC 19 to create. Market Price: 12 gp. Weight: 2 oz. per vial.

Scentbooster Snuff: A character who inhales this mixture greatly increases her olfactory acuity, giving her the Scent (Ex) ability (as described on page 81 of the *Dungeon Master's Guide*) for a duration of 1 hour. The snuff gives no additional benefit to a creature that already possesses Scent (Ex).

Alchemy or Profession (herbalist) check DC 24 to create. Market Price: 5 gp. Weight: ½ oz. per dose.

Scentmuter Snuff: A character who inhales this mixture deadens her sense of smell for 1 hour. She becomes immune to scent-based effects such as skunk spray or a kuo-toa's stench. The mixture is too fine to be used as a grenade-like weapon.

Alchemy or Profession (herbalist) check DC 18 to create. Market Price: 2 gp. Weight: ½ oz. per dose.

Scentmutter Unguent: By pasting this pale odourless cream over your body, it removes all scent from you until it wears off in 2 hours. It does not wash off. The unguent renders you undetectable by creatures relying upon their sense of smell. It takes a full-round action to paste the unguent over a character's entire body, and doing so provokes attacks of opportunity from threatening opponents.

Alchemy or Profession (herbalist) check DC 19 to create. Market Price: 5 gp. Weight: 2 lb. per jar.

Serenity Draught: When a character drinks this soothing liquid, it gives him or her a +5 competence bonus to resist fear effects and *confusion* effects for 1 hour. If the character is already under the effects of fear or *confusion*, drinking this liquid gives him or her a 15% chance to come out of it for the duration of the draught's effects (1 hour), unless the effect does not allow for a saving throw.

Alchemy or Profession (herbalist) or Profession (apothecary) check DC 23 to create. Market Price: 50 gp. Weight: 2 oz. per vial.

Slowfall Cloak: A slowfall cloak is an item useful to all adventurers, especially ones without access to the *feather fall* spell. This billowing cloak is made of exceptionally light streamlined material and acts as a crude airfoil. If a falling character makes a Dexterity or Tumble check (DC 12), it reduces her falling damage as if she had fallen 10 feet less than the actual distance. If the character deliberately jumps, she can safely descend 20 feet without harm if she makes a Dexterity or Tumble check of DC 10.

Alchemy check DC 25 to create. Market Price: 100 gp. Weight: ½ lb.

Snappowder: One dose of this semi-colourless powder covers a 5 ft x 5 ft area. Any creature weighing more than 20 lbs. that walks (slithers, whatever) on it sets off these tiny harmless explosives with a snapping sound and a tiny flash of light. This effect lets you hear creatures sneaking up on you and see where a creature is moving even if it is invisible or concealed by normal darkness. Creatures standing perfectly still can't be detected, but creatures in melee combat usually can. You can automatically locate the square where a moving creature is, and the sparking trail it leaves allows you an additional reroll of the miss % due to concealment. The strewn powder can be detected with a DC 18 Spot or Search check. It can be swept up without setting it off.

Alchemy check DC 18 to create. Market Price: 5 gp. Weight: 2 oz. per dose.

Somnolence Draught: This pleasantly-scented liquid is quaffed by a character immediately before going to sleep. It allows her to get eight hours worth of sleep in a time span of only four hours of otherwise normal sleep. A wizard character still needs to get 8 hours of rest before she can prepare spells, but this does not need to be 8 hours of actual sleep. Somnolence draught has no effect on elves, who "trance" for four hours in place of sleep. A dose of somnolence draught affects only creatures that normally sleep for 8 hours a night.

Profession (herbalist) or Profession (apothecary) check DC 15 to create. Market Price: 2 gp. Weight: 1 lb. per flask.

Sonicpoint Arrow or Bolt: This is an arrow or crossbow bolt to which a little aerodynamic vial of a volatile alchemical substance has been attached near the head. When the arrow or bolt hits, the vial breaks, exposing the substance to air, to which it reacts explosively. This causes +1d4 hit points of sonic damage to the target. If the arrow or bolt misses, it is always destroyed since the vial breaks anyway, and the resulting sound burst shatters the arrow. A sonicpoint arrow or bolt is less aerodynamic than a normal one, and a weapon firing one has half the normal range increment. The vial itself may be removed from the arrow or bolt, and thrown as a grenade-like weapon with a range increment of 5 feet. There is no splash damage from the vial, arrow, or bolt.

Alchemy check DC 25 to create. Market Price: 14 gp each (140 gp for 10 arrows, 70 gp for 10 crossbow bolts. Weight: 3 lb. for 10 arrows or 1 lb. for 5 crossbow bolts.

Thoughtfocus Incense: Used by scholars to increase concentration, a stick of thoughtfocus incense burns for 1 hour, creating an invisible scent cloud 15 feet in diameter. While breathing this incense, a character has the benefit of a +1 competence bonus to Knowledge checks. This bonus does not stack with other competence bonuses from any source.

Alchemy or Profession (herbalist) check DC 16 to create. Market Price: 5 gp per stick. Weight: 2 oz. per stick.

Verminbane Incense: Used to repel vermin of all kinds, verminbane incense burns for 1 hour, making a light cloud of a 15-foot diameter. The cloud is too light to provide cover in combat. Its scent makes vermin feel ill. Vermin must make a Fortitude save DC 15 to enter the cloud. If vermin are attacked from within the cloud, they

can make another save to ignore the scent in order to attack back. Once a save is made, the vermin is immune to the effects of verminbane for 24 hours. Verminbane incense uses the same scent as verminbane salve. Creatures that are vermin-like in nature, but not of the vermin creature type find the scent irritatingly pungent, but it has no game effect upon them.

Alchemy or Profession (herbalist) check DC 16 to create. Market Price: 5 gp per stick. Weight: 2 oz. per stick.

Verminbane Salve: This minty cream is used by spreading it over one's body. Its scent makes vermin feel ill. The scent stays with you until the salve wears off, in 4 hours, or until it is washed off. Complete immersion will wash the salve off immediately. Vermin must make a Fortitude save DC 15 to come within 5 feet of the wearer. If vermin are attacked by the wearer, they can make another save to ignore the verminbane and attack back. Once a save is made, the vermin is immune to the effects of verminbane for 24 hours. Verminbane salve uses the same scent as verminbane incense.

Alchemy or Profession (herbalist) check DC 16 to create. Market Price: 5 gp. Weight: 2 lb. per jar.

Vitality draught: One dose of this sweet refreshing solution relieves fatigue effects (as described on page 278 of the Player's Handbook) from any source except ones resulting from non-instantaneous magical or supernatural effects. The draught does not affect a character's need for sleep.

Profession (herbalist) or Profession (apothecary) check DC 15 to create. Market Price: 6 gp. Weight: 1 lb. per flask.

Warmsuit: This cold weather outfit that keeps you warm in almost any environmental circumstances. It is made of special heat-retaining materials so that even if you get immersed in icy water it keeps you as warm as if you were dry. It does not retain water and completely dries itself out within one hour, even during the coldest winter nights. In addition, weighs only half as much as furs.

Alchemy check DC 20 to create. Market Price: 20 gp. Weight: 7½ lb.

Weatherstone: A stone treated with a special alchemical substance, its changes in colour can be used to predict natural weather within 24 hours, with 90% accuracy. When a character views the weatherstone, the Dungeon Master secretly rolls percentile dice. If the number comes up 90 or less, then the character correctly knows what the weather will be like; if the number comes up 91 or more, the Dungeon Master may give the character a false reading or simply decide that the result is "indeterminate".

Alchemy check DC 15 to create. Market Price: 5 gp. Weight: ½ lb.

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