

## Alchemical Items

**Acid Neutralizer:** (Dungeon 34) a slippery white substance similar in appearance to soap. It is made and sold in fist-sized lumps wrapped in brown waxed paper. When dropped in acid the neutralizer foams and fizzes, turbulently churning the acid for 5 seconds. Neutralized acid takes on the appearance of weakly colored-water, retaining only a slight tint and no order whatsoever. One lump of acid neutralizer can neutralize up to 10' cubic feet of nonmagical acid. Acid Neutralizer is far less effective against magic acids, which regain their full acidity after 3d6 rounds. If you wear a lump of acid neutralizer in a necklace or carry it otherwise exposed on your body, the lump prevents continuing damage from acid attacks for 1 minute after exposure. It has no effect against the initial damage dealt by an acid attack.

**Alchemical Coal:** (Advanced Race Guide 135) A kobold who chews and swallows this alchemically treated piece of coal (a full-round action) can make one breath weapon attack during the next minute. If the kobold fails to make a breath attack before this minute expires, it is sickened for 1 hour. Other humanoid creatures that eat alchemical coal are sickened for 1 hour (though certain other creatures may be able to use them, at the GM's discretion). Creatures that are immune to poison are immune to the sickened effect. The type of breath weapon depends on the type of alchemical coal that is chewed by the kobold.

*Blinding Cinders:* This jagged bit of dusty red coal allows a kobold to breath a 30' line of coarse cinders. The breath weapon deals 1d6 points of fire damage and blinds creatures in the area for 1 round. A creature that succeeds at a DC 15 Reflex saving throw takes half damage and is not sickened.

*Choking Smoke:* This crumbling chunk of chalky white coals allows a kobold to breath a 15' cone of foul vapor that deals 1d6 points of acid damage and sickens a creature for 1d4 rounds. A creature that succeeds at a DC 15 Reflex saving roll takes 1/2 damage and is not sickened.

**Alchemical Preserves:** (Advanced Race Guide 65) Each small tin of this specially treated jam contains just enough of the gooey stuff to provide a halfling with a single serving of revitalizing nourishment. While any creature can eat these preserves as a standard action, it only affects halflings in a beneficial way. Halflings who eat the preserves recover from fatigue. Non-halflings who eat alchemical preserves become sickened for 1 round.

**Alchemical Sling Bullet:** (Monster Codex 117) Spherical glass vials that can be filled with 1 dose of an alchemical splash weapon and used as ammunition for a sling. On a hit the alchemical sling bullet shatters affecting the target with the alchemical solution (dealing only splash damage), not the damage a sling bullet would normally deal. The attack resolves against the target's normal armor class and splash damage is not done to adjacent squares. If the bullet misses then no damage is dealt and the bullet is wasted. Filling an alchemical sling bullet is a standard action that provokes attacks of opportunity and the user must make a DC 15 Craft (Alchemy) or Sleight of Hand check to avoid spilling the solution on themselves. On a failed check it is as if the alchemical sling bullet goes off in the user's square.

**Alchemical Tooth:** (C. Adv. 120) Those relying on secrecy in the use of their alchemical capsules turn instead to the alchemical tooth. As its name suggest, this specially concealed item has been made to look like a tooth. The tooth functions in all respects like a capsule retainer. In addition, it is very hard to find without a through search (Search DC 30). The false tooth is most often used as a concealed version of a capsule retainer, but a few extremely dedicated spies and other agents carry a tooth filled with poison as insurance against being captured alive. An alchemical tooth can hold one dose of any contact poison or ingested poison, but such poison can only affect the wearer of the tooth--there's no way to make the tooth an effective delivery mechanism when combined with a bite attack.

**Alchemist's Mercy:** (Drag Comp 116) A fine powder that when mixed with water or fruit juice and consumed, eliminates the effects of a hangover.

**Ambrosia:** (Advanced Race Guide 87) Upon consumption, this heavenly elixir brewed from holy water and blessed herbs, grants a +2 sacred bonus on saving throws against negative energy, energy drain, and death effects for 1 hour, including saves to remove negative levels. Ambrosia affects undead and evil outsiders as holy water.

**Anointing Oil:** (Advanced Race Guide 87) This sacred oil, infused with aromatic spices and distilled holy water, may be applied to a creature while casting a harmless divine spell with a range of touch, increasing the casting time to a full-round action, but also increasing the caster's effective caster level by +1 for that spell.

**Armor Insulation (flask):** (Frost 78) A thick red syrupy mixture applied with a brush to the inner surface of a suit of armor. When the mixture comes in contact with body heat and sweat, it puffs up to trap body heat, insulating the wearer against the effects of cold. For 24 hours after application, the wearer of a suit of armor treated with armor insulation gains a +5 circumstance bonus to Fort saving rolls against exposure to cold weather.

**Armor Soft:** (Drag Comp 117) A slippery red oil with a mild corrosive effect on most metals. Long term use can provide damage, but it does make armor easier to move in and less noise, reducing its armor check penalty by 1 for 1 hour. Each application causes a cumulative 5% chance of armor failure and destruction, the check is made 1 hour after application. It doesn't work on nonmetallic armor.

**Antitoxin Capsule:** (C. Adv. 121) This capsule holds a dose of weak antitoxin. When imbibed, it provides a +1 alchemical bonus on Fort saving throws made against poison. This bonus lasts for 1 minute.

**Armorbright:** (Sand 101) This metallic pain is applied with a brush to the outside of a suit of armor (requiring 1 minute to apply), producing a shiny surface that reflects the light of the sun to reduce the effects of hot weather on the wearer. For 24 hours after applying armorbright to a suit of armor, you gain a +2 bonus on Fort saving rolls to avoid heat dangers. Armorbright also raises your level of protection against heat by one step (Sand 14). Armorbright is not effective in hot environments with no sun, such as the Elemental Plane of Fire.

**Auran Mask:** (C. Mage 134) This mask fits over the character's nose and mouth. The bulk of the item is a cloth packet holding a porous spongelike substance. It requires a move action to put on or remove, and once a single breath is taken through the mask its benefits last for only 1 hour (or less if taken underwater). A creature wearing an auran mask receives a +5 circumstance bonus on Fort saves against inhaled toxins. In addition, the wearer can breathe underwater if under the effect of a *water breathing* spell, though immersing the auran mask in water reduces its remaining duration to 10 minutes (or less, if less than 10 minutes remain).

**Bile Droppings:** (Drow 93) Distilled from the venomous excreta of certain breeds of monstrous spiders, this substance is a thick viscous fluid. You can throw a flask of bile droppings as a ranged touch attack with a range increment of 10'. Upon hitting a target, this sticky fluid deals 1d6 points of acid damage in the first round and 1d6 points of acid damage in the second round. If the target takes a full-round action to scrape it off, he takes no damage in the second round. In addition to causing acid damage, a flask of bile droppings releases a powerful stench when broken open, forcing anyone within 5' to make a successful DC 13 Fort save or be sickened for 1 round. Anyone actually struck by the vile stuff takes a -4 penalty on the save.

**Bitterleaf Oil:** (R. of Drag. 122) Kobolds use this salve to keep their scales healthy and shiny. Each bottle of bitterleaf oil holds enough for 10 applications. If the oil is applied each day (a full-round action) it staves off shedding, indefinitely. In addition, on any day when bitterleaf oil is applied the character naturally heals 1 additional point of damage per HD (max 5) with a full night's rest.

**Black Fester:** (Advanced Race Guide 56) This black paste is often applied on orc weapons before going on raids to stymie an enemy's healing magic. Like a poison, black fester stays on a weapon until the first time it strikes an opponent. It remains in the target's body for 1 hour. A

creature exposed to black fester resists magical healing; a creature trying to magically heal the target must make a DC caster level check to restore any hit points to the target.

**Blackeye:** (Sand 101) This oily paint is smeared around your eyes and on your cheeks to reduce the effects of bright sun, protecting you from sun glare for 4 hours.

**Blasting Pellets:** (R. of S. 159) You can cover the floor like with ball bearings 1 bag covers 5' square area those traveling though that square must make a DC 15 Reflex check to avoid the pellets otherwise they explode in a chain reaction for 1d6 points of sonic damage.

**Blend Cream:** (C. Adv. 118) This pale cream dulls the color of flesh, fur, scales and hair. It allows those affected to better blend with background and shadow, making it easier to hide. Applying blend cream is as standard action that provokes attacks of opportunity. Blend cream provides a +1 alchemical bonus on Hide checks. The effects of blend cream last for 1 hour. Blend cream gives no ability to hide in plain sight or without sufficient cover.

**Blister Oil:** (R. of S. 159) Causes blisters upon contact, 1 application covers a 6" square area for 2d4 hours. When the oil touches skin make a DC 15 Fort save to avoid painful red blisters dealing 1d4 points of damage per application and a -2 Dex based skill penalty including Reflex Saves for 2d4 days, unless magically healed.

**Bombchucker:** (Monster Codex 117) Basket like Hobgoblin invention that increases the moment arm of a humanoid's hand increasing the range of alchemical splash weapons by 10'. Loading a bomb chucker requires a free hand as the hand wielding the bombchucker can't be used for anything besides throwing bombs or other alchemical splash weapons, however it doesn't get in the way of preparing these solutions.

**Bottled Air:** (Dungeon 34) Bottled air is stored as blue-tinted liquid in glass vials. It gives off a strong acrid smell. When a vial is opened the liquid turns to mist and expands outward, creating a small area of fresh, clean air. Bottled air clears fog, smoke, and other gases from the square it occupies. If you are carrying a vial when it is opened, you can apply the effect to a single square adjacent to you. That square, and only that square, will be cleared. A creature that stands in a clear square still gains the benefit of concealment from obscured squares around it, but it loses those benefits against foes adjacent to the clear space. Once released from its vial, bottled air lasts for 2d4 round before it sputters out.

**Breathing Mask:** (S Species 46) This desmodu-made mask covers the user's whole face. It is fitted with goggles and a bag of alchemical substance within that allows the wearer to breathe for up to 4 hours. With the mask on, the wearer can ignore the effects of noxious fumes and inhaled toxins. It even enables the wearer to function underwater or in an airless environment. A slightly different version (with the same cost and weight) allows water-breathers to function out of water. The item consists of a masterwork leather mask with goggles (cost 50 gp) and the alchemical air supply, which costs 950 gp and can be manufactured with a successful Craft (Alchemy) check DC 20. A partially used air supply cannot be combined with another partially used one to get a fresh supply, but it can be discarded and replaced with a new supply.

**Brewed Reek:** (Advanced Race Guide) Animal musk, spoiled meat, pungent plants, and any other foul-smelling substances on hand go into a batch of brewed reek. When boiled, this mixture becomes a thick alchemical slime that adheres to anything it touches. You can hurl brewed reek as a splash weapon with a range increment of 10'. A creature struck with a direct hit must succeed at a DC 15 Fortitude save or be sickened for 2d6 rounds. If the target fails its save, it must make a second Fortitude save or be nauseated for 1 round. Creatures in the splash are must make a Fortitude save or be sickened for 1 round. A creature that drinks brewed reek does not get a saving roll and is sickened for 2d6 round and nauseated for 1 round.

**Brittlebone:** (L. M. 73) An ointment, in a 8 ounce dose, that when spread across a skeleton's bones reduces the AC by 2 points. When the skeleton is destroyed it shatters delivering 1 point of piercing damage per HD to all creatures in the skeleton's reach (Reflex DC 15 for half damage, minimum 1 point).

**Bullet, Priest's:** (L. M. 73) A hollow glass bullet filled with holy water. If it strikes the target it deals Undead and evil outsiders 1d4 points of damage from the holy water in addition to the normal damage of a sling bullet (1d4 medium, 1d3 small). These bullets are useless against incorporeal creatures since they won't shatter on impact, unless they are given the ghost touch property. Versions with unholy water are also available. Each bullet weighs about 10 ounces.

**Candle, Focusing:** (C. Adv. 118) This large green taper burns quickly, lasting only 1 hour despite its size. While burning, a focusing candle fills the air with a fresh, crisp odor. The candle is a great boon to those engaged in strenuous mental activity. Characters within 20' of a burning candle gain a +1 circumstance bonus on Appraise, Decipher Script, Forgery, and Search checks. When making a skill check that takes more than 1 action to complete (such as decipher Script), characters gain the bonus from a focusing candle only if they spend the entire duration of the check within 20' of the burning candle.

**Capsule Retainer:** (C. Adv. 120) A capsule retainer consists of a thin, rubbery strap looped inside the teeth. The strap is fitted with a small, smooth metal ring that can hold 1 alchemical capsule. The ring can be positioned on either the inside or outside of the user's gums. Some users find that holding the ring inside the gum and keeping the capsule under the tongue is the most comfortable way to wear a capsule retainer, while others find that holding the ring on the outside of the upper gum allows them to tuck the capsule in their cheek comfortably.

**Capsule Retainer, Weapon:** (C. Adv. 121) The most common method of delivering the effect of an alchemical weapon capsule is the weapon capsule retainer. This long leather thong, wrapped around a melee weapon or a thrown weapon (but not a projectile weapon) just at the base of the blade or striking surface, holds a thing, fitted ring sized for a single alchemical capsule. A more expensive option is the triple weapon capsule retainer which stores three capsules rather than one. A character wielding a weapon with a triple retainer can use one, two, or all three capsules it holds as part of the same action. Only one weapon capsule retainer (or triple retainer) can be attached to any weapon. Attaching a weapon capsule retainer to a weapon or putting a capsule into an empty weapon capsule retainer is a full-round action that provokes an attack of opportunity. Thus, filling an empty triple weapon capsule retainer requires 3 full-round actions. An alchemical weapon capsule retainer can be filled with a single dose of an injury poison. Activating the capsule costs the weapon with the poison, allowing the wielder to deliver toxic strikes with the weapon. A character using poison in this way faces all the normal perils of using poison (including accidental exposure when activating the capsule or with a natural 1 on the attack roll).

**Catstink:** (Drag Comp 117) A dose of catstink confuses the scent ability of any creature, forcing them to make a DC 15 Survival Check to regain the scent of any target it pursued before its exposure to the catstink. It doesn't prevent a creature with scent ability to detect or pinpoint a hidden creature. The odor of catstink remains in effect for 10 minutes after the substance is used.

**Cave Whistle:** (Advanced Race Guide 135) Fashioned from the spongy stem of a rare mushroom, this whistle produces a sound that only kobolds and dragons can hear. Kobolds often create complicated codes made up of notes that they use to coordinate ambushes and raids.

**Clearwater Tables:** (C. S. 110) Clears polluted water, magical liquids are immune as is alcohol and oil based liquids.

**Cooling Gel:** (Drag. Comp. 117) A cold blue gel that when applied to the skin provides fire resistance 1 for 1 hour or heals 1d6 points of fire or heat damage dealt within the last 5 rounds.

**Courier's Ink:** (Drag. Comp. 117) A special invisible ink that only becomes visible when dipped into a revealing solution. The process that produces the ink produces the revealing solution as a byproduct. Revealed courier's ink is always red and once treated with the revealing solution they are permanently visible. It can't be used to transcribe a spell.

**Crackle Powder:** (C. Mage 134) This alchemical powder creates a loud crackling noise, like a broomstick breaking, whenever it is jostled or struck. A single packet covers a 5' radius area;

applying the powder requires a full-round action. Once in place, the powder remains active for 1 hour and imposes a -10 penalty on Move Silently checks made when traversing the area.

**Darkvision Powder:** (Drow 93) This plain gray powder clings to surfaces and can't be seen with normal vision from more than 10' away. It glows brightly when viewed with darkvision, and thus is useful for creatures that have darkvision and wish to write messages that other creatures can't read. Each vial contains enough powder for a message of up to 25 words. By adding a mixture of spider silk oil, an ink can be created with the same properties as the powder.

**Daystrider Capsule:** (C. S. 110) Allows a humanoid walked to walk for 10 hours instead of the normal 8 hours before having to make a Constitution check to resist damage/fatigue. Two successive uses have no value.

**Deep Draught:** (Sand 101) This powder is a mixture of salt, dried herbs, and extracts of desert plants. Adding it to water increases your body's retention of fluid and helps counteract the effects of dehydration. One packet of deep draught is enough for 1 gallon of solution, which grants a +5 bonus on the Heal check to treat dehydration (Sand 15).

**Disappearing Ink:** (T. & B. 72) After being used to write a message this blue or red ink vanishes from view at the end of an hour (though ink can be made that disappears after longer periods such as a day, 10 days or a month). Heat (such as a candle flame) applied to the writing surface makes the ink appear again. A successful Spot or Search check (DC 20) reveals traces of the faded writing.

**Dwarfblind Stone:** (Drow 93) These small stones are treated with a substance that gives them a faint purple sheen. When you throw a dwarfblind stone as a ranged touch attack with a range increment of 20', it releases a burst of violet light upon striking a hard surface. This burst illuminates a 10' radius for an instant and interferes with darkvision. Creatures within the area of the burst must make a DC 15 Reflex save or lose their darkvision ability for 10 minutes. A dwarfblind stone has no effects on normal or low-light vision. Since, it doesn't need to hit a specific target to be effective, you can simply aim a dwarfblind stone at a particular 5' square. Treat the target as AC 5; if you miss, see Throw Splash Weapon (PHB 158), to determine where the stone lands.

**Elven Bread:** One loaf = 1 day's worth of rations (it sickens Orcs and half-Orcs). Consuming a second loaf in 24 hours does no good. (from the Rolemaster series).

**Embalming Fire:** (L. M. 73) A bitter-smelling liquid that is pored over a corpse and allowed to soak in for 1 minute before the corpse is animated, if the zombie takes single point of damage it bursts into blue flame for 1 minute. This fire deals no damage to the zombie, but its attacks deal an additional 1d6 fire damage. Spreading embalming fire over a creature's body requires a full-round action. A single flask is sufficient for a Medium sized creature (Large needs 2 flasks, Huge needs 4 flasks, Gargantuan needs 8 flasks, Colossal needs 16 flasks).

**Endurance Elixir:** (C. S. 110) Acclimates a creature to its environment with a +4 on skill ability, skill checks and saving rolls vs. extreme natural environments like too hot or too cold.

**Fareye Oil:** (C. Adv. 118) When applied to the eyes, this clear oil sharpens the user's vision for a short time, providing a +1 alchemical bonus on Spot checks for 1 minute. One dose of fareye oil is enough to affect the eyes of a creature of any size, but the creature must have eyes to gain any benefit from the oil. Applying fareye oil is a standard action that provokes attacks of opportunity.

**Fast Torch:** (C. Mage 134) This item consists of a tube of waxed paper set into a short wooden handle. The end opposite the handle has a wax seal, and the whole item is about the size of a normal torch. An alchemical substance packed inside the tube ignites when exposed to air. Lighting the torch is as simple as removing the wax seal, which requires a swift action. The lit torch produces a brilliant white light that produces bright illumination in a 30' radius and shadowy illumination 30' beyond that. A fast torch burns for 10 minutes, even in high winds for underwater (though it can't be ignited underwater). It's possible to extinguish a fast torch by

burying it in sand (or a similar substance) or by grinding it out against a nonflammable surface. Either method requires a full-round action; once extinguished it can't be relit.

**Feather Powder:** (B. of VD 41) Originally designed as a weapon against devas and lammasus, this dark red alchemical powder comes in a small glass vial thrown as a grenade-like weapon. Anyone struck or splashed by the powder must succeed at a Fort saving roll (DC 15) or take a -1 circumstance penalty on attack and damage rolls, saving rolls, skill checks, and ability checks for 1 minute due to irritation and itching. Creatures with feathers are particularly susceptible taking a -2 circumstance penalty on the Fort save against feather powder and suffering double the effect (-2 penalty) if they fail the save.

**Ferrous Aqua:** (CS 110) can be tossed 5/10/15 feet or used as a sling bullet, it will sicken any creature, for 1 round, who is damaged by cold iron unless it passes a DC 12 Fortitude Save. It will take 1 hp of damage regardless of save.

**Festering Bomb:** (B of VD 41) This small ceramic sphere is packed with alchemical explosives, rotting meat, and offal infected with filth fever. When thrown as a grenade-like weapon, it spreads disease in its wake. The explosion on impact is not enough to cause physical harm, but it does spray the rotten contents and infection in a 20' burst. All within the burst must make a saving roll as if exposed to filth fever (DMG, Chapter 3; Fort DC 12). Unlike normal exposure to filth fever, the victim need not be injured.

**Fervor Juice:** (Monster Codex 117) a foul tasting alchemical concoction that grants the creature drinking it ferocity, as per the universal monster ability of the same name (can keep fighting when below 0 hp, but are staggered and lose 1 hp/round. The creature still dies when it reaches negative its Con score). Each time the concoction is consumed it lasts for 1 hour.

**Fiendgore Urgent:** (Advanced Race Guide 172) When this unguent--prepared with vile alchemical reagents and the gore of fiends--is applied to a wounded tiefling or evil outsider (not currently at maximum hit points), it momentarily transforms the essence of the target into something even more fearsome and demonic. While under the effects of a fiendgore unguent, a tiefling or an evil outsider gains a +2 circumstance bonus to the DC of all spells with the fear descriptor that they cast. Applying the unguent is a delicate process, requiring a full-round action, and can only be properly applied to a willing or helpless creature. If applied to a creature other than a tiefling or an evil outsider, it sickens the creature instead. The unguent's effects (either beneficial or harmful) last for 1 minute.

**Fire Beetle Lamps:** (R of Drag) This lamp uses the luminous gland located above each eye of a fire beetle as its light source. Thanks to a special alchemical treatment, a fire beetle lamp shines as brightly as a common lamp (bright illumination out to 15', shadowy illumination to 30') and lasts for 6 days after creation. (Most fire beetle lamps are put into service immediately upon creation, but some unscrupulous merchants sell lamps after they have been used for a few days.) Koblod miners use these lamps when they need to see more than darkvision typically allows, specifically when color might be important.

**Fire Ink:** (Advanced Race Guide 129) This rich yellow ink reacts with a creature's body heat to create a flickering, flamelike glow. It takes 10 minutes to apply fire ink, and 1 dose covers an approximately hand-sized area. Once applied the ink glows as a candle for 24 hours. Four or more doses applied to the same part of the body glow as a torch for 24 hours. The alchemical reaction of the ink to the target's skin and body heat is painful and irritating, giving the target the sickened condition while the glow lasts. A DC 15 Heal check can temporarily soothe these sensations, negating the sickened condition for 1 hour. Creatures immune or resistant to fire are immune to this sickening effect. Ifrits are especially known for their fondness for fire ink, and ifrit fire-dancers often decorate their skin with flaming designs before performing. A concentrated version of the ink costs 10 times as much and can be used to make permanently glowing tattoos.

**Firestone:** (Drag. Comp. 117) Small orange stone that is hurled like a grenade, when it hits a hard surface it bursts into a puff of flame dealing 1d6 points of fire damage and igniting any flammable materials within 5' square. Fires lit by a firestone burn normally.

**Firmament Stone:** (Dungeon 35) A violet crystal gem that has been treated with an alchemical substance that reacts to the position of either the sun or the moon, letting you know the time of day, even indoors. They are violet iolite gems that have a clear crystalline appearance. While the heavenly body to which the stone is attuned is in the sky, a small yellow light glows within the stone, crossing from one side (when the body first appears in the sky) to the other (when the body sets). By examining the position of the glow you can approximate the time of day or night. Once created it is always active and they need only be observed by someone who understands the significance. Each stone is attuned to either the sun or the moon, glowing when the associated heavenly body is in the sky, and remaining dark otherwise. Firmament Stones attuned to the moons show the altering phases with the glow that travels across the stone each night.

**Flashstone:** and any campaign specific books (Drag Comp 117) A hard shiny pellet, like a sling bullet, that glistens in light and glows slightly under both normal and darkvision. When a flashstone strikes a hard surface it vaporizes instantly releasing a blast of light (15' diameter). Any creature caught in the blast must make a DC 16 Fort save or be blinded for 1 round. Once the blindness had passed the creature takes a -2 penalty on Search and Spot checks for 1 minute while its eyes recover.

**Flash Tube:** (S Species 47) Ingenious alchemists figured out how to duplicate the effect of a gibbering moulder's spittle. Vials of this substance can be thrown as grenadelike weapons. The fluid within ignites on contact with the air, creating a blinding flash of light. All sighted creatures within 60' of where the vial lands must make a Fort save (DC 13) or be blinded for 1d3 rounds (DMG Chapter 3).

**Flash Pellet:** (C. Adv. 118) This tiny brittle object is often disguised as a button or other decoration. You can throw a flash pellet as a ranged attack with a range increment of 5'. When thrown against a hard surface, it bursts with a bright flash of light. All creatures within a 5' radius must succeed on a DC 15 Fort save or be blinded for 1 round and dazzled for 1 round after that.

**Flash Powder:** (Drag. Comp. 117) A silky gray powder that is a mild explosive. The blinding light it creates often provides enough of distraction forcing those that view it directly to take a -5 to their Spot checks for the next 5 rounds. It also provides enough of a distraction so that an observed creature can make a Hide check.

**Forger's Paper:** (C. S. 110) Turns transparent for 1 hour under heat to allow tracing of a signature.

**Free Foot:** (Drag. Comp. 118) A quick-drying oil that makes one 5 sqft area exceptionally slippery. Creatures moving through the area must make a DC 15 Dex check to keep on their feet. Trying to stand requires a similar check, as does moving out of the square once footing has been regained. Large or multilegged creatures only suffer the effects of free foot if all of their legs are in the covered area.

**Freelide:** (C. Adv. 118) This greenish-gray gel can be applied to a creature's hide, hair, clothing, or armor. The gel makes the affected surface slippery and hard to grab or hold providing a +1 alchemical bonus on Escape artist checks for 1 hour. 1 dose of freelide is enough to coat 1 Medium creature. Applying freelide is a standard action that provokes attacks of opportunity. If freelide is applied over clothing or armor, its benefits are lost if the armor or clothing is removed. Likewise, if it is applied to a creature's skin or hide its benefit is lost if the creature later dons clothing or armor.

**Freeze Powder:** (Frost 79) a powder that looks like salt but is much finer to the touch. One vial of freeze powder sprinkled into any liquid is enough to instantly freeze solid 1 cubic foot of liquid. If introduced into a larger body of water or liquid, the powder freezes into a 1' diameter ball of ice. Sprinkled on a wet floor, a vial of freeze powder can coat a 10' square area with ice.

Freeze powder is dangerous to eat; anyone foolish enough to swallow a vial of freeze powder takes 2d6 points of cold damage as the powder freeze-burns his mouth and throat. A successful DC 15 Fort saving roll, halves this damage.

**Frostbite Salve:** (Frost 79) This pale yellow cream provides instant relief from frostbite damage. It does not cure frostbite damage (Frost 17), but temporarily suppresses up to 2 points of ability score damage caused by frostbite. The salve's effectiveness lasts for just 1 hour, after which point the ability score damage suppressed by the salve returns.

**Frostfire:** (S Species 47) This sticky, adhesive substance drains away heat when exposed to air or moisture. A flask of frostfire can be thrown as a grenadelike weapon with a range increment of 10', and a direct hit deals 1d6 points of cold damage. The target can then attempt to scrape off or wash away the frostfire, if desired. If this doesn't occur, the target takes an additional 1d6 points of cold damage on the round following the direct hit. Removing frostfire by scraping requires a successful Reflex save (DC 15). Alternatively, the substance can be removed automatically by dousing it with at least a quart of an alcoholic or acidic solution (such as wine or vinegar). Either method requires a full-round action.

**Ghostblight Weapon Capsule:** (C. Adv 122) A ghostblight alchemical capsule coats a melee weapon or a thrown weapon with a thick gray liquid. This substance allows the weapon to ignore the miss chance that ordinarily applies when the wielder is in combat with incorporeal creatures (as if the weapon had the ghost touch magical property). The capsule's effects last for 3 rounds.

**Ghostoil:** (L. M. 73) A clear oil with a slight tint of gray and strange wispy forms seem to swirl through it. Applying it to a weapon of any size is a full-round action, that provokes attacks of opportunity. One flask treats a Medium sized weapon and gives that weapon the ghost touch ability for 2 rounds (a Large weapon needs 2 flasks, a Huge weapon needs 4 flasks, a Gargantuan weapon needs 8 flasks and a Colossal weapon needs 16 flasks).

**Ghostwall Shellac:** (Dungeon 35) A quick coat of ghostwall shellac will keep pesky spirits from drifting in and out of your campsite all night. Concentrated ghostwall shellac is a thick green sludge that is always warm to the touch. It is usually stored in metal vials and mixes with water when needed. Prepared shellac is lime green and runny, and it smells like dead flesh. Ghostwall shellac must be mixed with 1 gallon of water to become active. The mixture is then spread over any nonliving surface, most commonly the walls of a room. Coating a 10' square with prepared shellac takes 1 minute, and 1 gallon of the green liquid covers 10 such squares. Whether it is applied to a surface or left in a container, the shellac dries and hardens 1 hour after being mixed with water. When ghostwall shellac dries, it changes the composition of the surface upon which it has been spread. Incorporeal creatures can't pass through a coated wall any more than normal creatures can. The shellac also causes the wall to simultaneously exist on the Ethereal Plane for a limited time, so creatures on that plane can't see through or pass through the space it occupies. When applying ghostwall shellac to the walls of a room, remember to coat the floor and ceiling as well, less unwanted spirits merely enter through those surfaces instead. Ghostwall shellac lasts for 4d6 hours once applied.

**Glowpowder:** (T. & B. 72) This luminescent dust clings to surfaces and creatures, making them glow. The grains of powder glow about as brightly as sparks from a campfire. They don't provide illumination, but they are noticeable. When sprinkled on an object or surface, the powder helps reveal edges and details, granting a +2 circumstance modifier on Search checks made on the treated area. A creature sprinkled with the powder is likewise easier to detect; Spot checks to see the creature gain a +2 circumstance modifier. An invisible creature sprinkled with the dust has only 50% concealment (20% miss chance). Once applied, the dust clings and glows for 1 minute. A creature sprinkled with the powder can wash it off by taking a full-round action. The powder usually comes in a tube that allows the contents to be blown or shaken out. Blowing out the powder is a standard action that draws an attack of opportunity and creates a 10' cone. If

carefully sprinkled, the powder can cover 125 square feet (5 x 5' squares). It takes a full-round action to shake out enough powder to cover one 5' square.

**Hawk's Ointment:** (C. Adv. 118) This thick, acidic gel temporarily sharpens the user's vision. Once its beneficial effects wear off however, the gel burns and stings the eyes for a few minutes. After spreading the gel over their eyes, a character gains a +1 bonus on Search and Spot checks for 2 minutes. After that time, they take a -2 penalty on Search and Spot checks for 10 minutes. Characters can halve the remaining duration of the penalty by spending a round washing out their eyes with clean water. Applying hawk's ointment or washing out one's eyes is a full-round action that provokes attacks of opportunity.

**Healer's Balm:** (C. Adv. 118) this smooth, sweet-smelling balm allows a healer to better soothe the effects of wounds, disease, and poison. Healer's balm provides a +1 alchemical bonus on Heal checks made to help an affected creature. The effects of healer's balm lasts for 1 minute. One dose of healer's balm is enough to coat one Medium creature. Applying healer's balm is a standard action that provokes attacks of opportunity. It can be applied as part of a standard action made to administer first aid, treat a wound, or treat poison.

**Healing Salve:** (T. & B. 71) Rubbing this stinky green paste into wounds promotes rapid healing. Applying the salve is a full-round action. One dose cures 1d8 points of damage to a living creature. If you have 5+ ranks in Profession (Herbalist) you get a +2 synergy modifier on checks to craft it.

**Hearthfire:** (R. of S. 160) A green jell that which burns like a torch, each 2" block provides light for 24 hours

**Hobgoblins War Draught:** (Advanced Race Guide) This drink is a foul-selling alchemical blend of raw alcohol, mashed grubs, and medicinal mushrooms. A hobgoblin under the effects of hobgoblin war draught ignores all penalties resulting from the fatigued and shaken conditions for 10 minutes, after which he must succeed at a DC 15 Fortitude save or be sickened for 1 hour. Anyone lacking the goblinoid subtype who drinks hobgoblin war draught must immediately make a DC 15 Fortitude save or be sickened for 1 hour; success means the drinker ignores all penalties resulting from the fatigued and sickened conditions for 1 minute, after which he is sickened for 10 minutes. Hobgoblin war draught has no effect on creatures that are immune to poison.

**Hound's Blood:** (Advanced Race Guide 37) If you apply the thick red paste known as hound's blood to your nostrils or upper lip, it greatly enhances your sense of smell. For most creatures this grants a +2 circumstance bonus on Perception checks for 1 hour. For gnomes, it briefly grants a super-heightened sense of smell, granting the scent ability for 5 minutes, before the potency is reduced to a +2 circumstance bonus on Perception checks for an additional hour.

**Ice Chalk:** (Frost 79) Ice chalk comes in a variety of colors. These waxy sticks can be used to make temporary marks on any icy surface, similar to how chalk can be used to mark slate or stone.

**Ice Crystal:** (Drag. Comp. 118) When immersed in liquid this small piece of rock crystal becomes as cold as a piece of ice and remains that way until it is removed from the liquid, whereupon it reverts to its normal temperature.

**Ifrit's Blood** (Advanced Race Guide page 127) Ifrit alchemists claim to make this thick red oil from their own blood--hence the morbid name--but this claim is almost certainly false. Ifrit's blood ignites upon contact with air, but burns slowly and is unsuitable for use as a splash weapon. A creature can apply a flask of Ifrit's blood to a weapon as a standard action, wreathing the weapon in vibrant red flames for 1 minute. The oil deals 1 point of fire damage on each successful attack with the weapon itself, bypassing the weapon's hardness if any part of it is made of wood. If the oil is applied to a creature's natural weapons or unarmed strikes, the creature takes 1 point of fire damage each round (though its fire immunity or resistance still applies).

**Insect Repellent:** (Drag. Comp. 118) A strong-smelling liquid that when applied to the skin repels tiny and smaller insects for 4 hours. Larger insects must make a DC 12 Will check to approach a protected creature. The benefit is lost if the creature attacks the insect.

**Ironhorn Extract:** (Sand 101) The ironhorn plant has extremely tough tissues to prevent water loss. This extract of the plant is used to harden delicate items, make containers waterproof, and stiffen clothing to provide some protection. One flask, of ironhorn extract is enough to treat a typical outfit, increasing the clothing's armor bonus to +1. Ironhorn extract doesn't improve materials that already provide an armor bonus. When applied to cloth, leather, or similar material, ironhorn extract improves its hardness by 1, to a maximum of 5. Both benefits lasts for one week or until the item is thoroughly washed.

**Ironman Capsule:** (C. Adv.) This capsule holds a thick pale liquid that allows the user to shake off pain and distraction. Anyone using an ironman capsule while staggered can ignore the restrictions on the number of actions taken in a round because of the staggered condition (rather than being limited to 1 standard action). This benefit applies only to the round in which the capsule is used, and the effect ends immediately after the user has taken their actions for the round. An ironman capsule doesn't prevent a character from losing a hit point if he is already at or below 0 hit points and doesn't prevent the user from dying if they reach -10 hit points.

**Keenear Powder:** (C. Adv. 118) This dry white powder sharpens a creature's hearing when applied to the ear. The powder is effective for only a short time, so it is more often used by those trying to avoid guards or sentries than by those tasked with guarding an area for a longer time. Keenear powder provides a +1 alchemical bonus on Listen checks for 1 minute. One dose of keenear powder is enough to affect the hearing of a creature of any size, but the creature must have ears to gain any benefit from the powder. Applying keenear powder is a standard action that provokes attacks of opportunity.

**Keepcool Salve:** (Sand 102) This small clay pot contains several ounces of a pearly ointment, enough to cover 1 Medium creature. Applying the ointment to your skin increases your level of protection against heat by 1 step (Sand 14). The salve also grants a +1 circumstance bonus on Fort saves to resist damage from hot environments.

**Leap Capsule:** (C. Adv. 121) The thick gray liquid in this capsule allows the user to make more powerful jumps for a short time. The benefit of a leap capsule lasts for only 1 round, ending immediately upon the conclusion of the user's action for the round.

**Liquid Ice:** (Drag Comp 118) A viscous liquid that becomes extremely cold when exposed to air. A vial is able to freeze the surface of a 10 sqft are of water or smother a 10 sqft are of fire. Used as a grenade-like weapon, a vial deals 1d6 points of cold damage on a direct hit and 1 point of splash damage.

**Liquid Night:** (L. M. 74) A dark, sticky fluid that provides a daylight sensitive undead creature with temporary protection from the sun's deadly rays. It allows the creature to ignore any vulnerability to sunlight for a full hour. If subjected to a spell or magical effect that would cause extra damage to an undead creature that is vulnerable to sunlight, the creature is treated as not having that vulnerability (however, this also burns away the liquid night, ending the protection against either mundane or magical sunlight). Liquid night has a distinct musky odor for moonflower (one of its ingredients). Spreading Liquid Night over a creature's body requires a full-round action. A single 8 ounce flask of the substance is sufficient for a single creature of Medium size or smaller (A Large creature requires 2 flasks, a Huge creature 4 flasks, a Gargantuan creature 8 flasks, and a Colossal creature 16 flasks).

**Liquid Salt:** (Sand 102) This deadly supernatural substance (Sand; Red Seas 25) can be used as a splash weapon. A direct hit deals 2d6 points of desiccation damage (28d to plants or elementals with the water subtype). Every creature within 5' of the point where the flask hits takes 1d4 points of desiccation damage from the splash (1d6 points to plants or elementals with the water subtype). Liquid salt is always carried in a glass container.

**Liquid Sunlight:** (CS 110) deals 1d6 to creatures hurt by sunlight, like vampires. Can be thrown 5/10/15 feet or used as a sling bullet.

**Lockslick:** (Dungeon 36) Many locks rely on friction to keep their mechanical parts in place. A few squirts of lockslick will loosen those parts, making them easier to open with thieves' tools. It is a slippery brown substance that resembles ordinary grease in appearance and texture. It is stored in a small tin can with a long, tapered spout. Unlike grease, however, it does not easily rub off a surface to which it is applied, making it ideal for oiling locks without getting your hands or equipment messy. Further, lockslick is not flammable, which accounts for its popularity among adventuring thieves who might face flame-spewing monsters or traps. To apply lockslick to a lock you insert the spout of the can into the keyhole or other crevice, and squirt (a standard action). Lockslick can also help you disarm mechanical traps or devices. If the mechanism has metal parts and you can touch them with the spout of the container, you can apply lockslick to the parts. A can of lockslick holds 10 doses. When applied the substance provides a +2 alchemical bonus on an associated Open Lock check. When applied to a trap or mechanism lockslick provides a +2 alchemical bonus on a Disable Device check to disarm it. The effect lasts on the lock or trap until it is thoroughly scrubbed clean (a full-round action).

**Lockslip Grease:** (C. Adv. 119) Lockslip grease is a thick reddish oil that loosens the mechanical workings of nonmagical locks. The grease is effective for a short time and provides a slight edge to those attempting to pick a lock. Lockslip grease provides a +1 alchemical bonus on Open Lock checks made against the affected lock for 1 minute. One dose of lockslip grease is enough to affect the mechanism of an lock of any size. Although lockslip grease can affect any kind of mundane mechanical lock, it has no effect on magic locks. Applying lockslip grease to a lock is a standard action that provokes attacks of opportunity.

**Mellowroot:** (Advanced Race Guide 118) Sneaky goblins chieftains give this orange paste to the tribe's warriors before proposing a particularly bold raid. Consuming mellowroot causes a euphoric feeling that makes you feel invulnerable. For 1 hour after consuming mellowroot you gain a +5 alchemical bonus vs. fear effects. However, while under the effects of mellowroot, you must make a DC 15 will saving throw when you try to leave the threatened area of an opponent. If you fail the saving throw, you cannot leave the threatened area with that action but do not lose the action.

**Melt Powder:** (Frost 79) Utilizing some of the principles as freeze powder, melt powder causes ice it is sprinkled upon to instantly melt. 1 vial of melt powder is enough to melt 1 cubic foot of ice. Sprinkled on an icy surface of up to 10 square feet, a vial of melt powder makes a 1" deep pool of water that quickly refreezes. Melt powder is bitter tasting, but only harmful to creatures with the cold subtype if it is eaten. Such creatures take 2d6 points of acid damage as the powder desiccates and dissolves their tissues; a successful DC 15 Fort save halves the damage.

**Nagaji Scale Polish:** (Advanced Race Guide 197) This small clay urn contains a scintillating paste which works like *imbue with spell ability*, except the spell effect is not limited to cleric spells. Any caster may cast spells into the jar. The creature that applies the paste to its scales (a standard action) gains the ability to cast the imbued spells (assuming it has enough Hit Dice and the requisite ability scores). Only a reptilian creature (such as a dragon or a humanoid with the reptilian subtype) can use the polish to cast spells.

**Nature's Draught:** (C. Adv. 119) This substance is a murky, pungent liquid. When consumed, nature's draught causes subtle changes in the user's scent. Animals respond well to a character who has consumed nature's draught, finding her less threatening and easier to trust. Drinking a vial of nature's draught provides a +1 alchemical bonus on Handle Animal and wild empathy checks made during the next 12 hours.

**Nerv:** (CS 110) drink that provides a +2 save bonus vs. fear for 1 hour.

**Night Eyes:** (Drag. Comp. 118) A thick grease that when applied to the naked eye grants temporary low-light vision. It takes a full round to apply and lasts for 10 minutes. Any bright

light (like sunlight or that of a *daylight* spell) causes the creature wearing night eyes to take a -1 penalty on attack rolls.

**Phantom Ink:** (T. & B. 71) Similar to disappearing ink, messages written with this ink vanish from view at the end of an hour and thereafter can be read only under the right kind of light. The usual types specify one of the following; firelight (which includes candles, torches, and other flames), magical light (which includes the *dancing light*, *light* and *continual light* spells), moonlight, and starlight (this last usually isn't discernable unless the reader has darkvision).

**Polar Skin:** (Frost 79) This dull white cream provides limited protection against cold-based damage. Polar skin becomes ineffective once it has absorbed 5 points of cold damage. Regardless of whether it absorbs any damage, polar skin loses its effectiveness 1 hour after application. Polar skin doesn't stack with magical protection from cold. Magical effects such as *resist energy* supersede the protection provided by polar skin. Applying polar skin takes 1 minute.

**Potion Sponge:** (Advanced Race Guide 177) This egg-sized sponge is covered in a layer of waterproof edible wax, designed to absorb 1 dose of a potion. Chewing a potion sponge and swallowing its liquid contents is a full-round action. A creature of at least Large size can swallow the sponge in its entirety; other creatures must spit out the sponge in its entirety; other creatures must spit out the sponge once its' depleted (a free action). Unlike a potion that is drunk from a vial, a potion sponge can be used underwater. A potion can be poured from a vial into a sponge potion (or squeezed from a sponge into a vial) as a full-round action. The potion sponge is immune to attacks that specifically target crystal, glass, ceramic or porcelain, such as *shatter*. It otherwise works like a potion vial.

**Powdered Silver:** (C. S. 110) as per liquid sunlight only deals damage to creatures hurt by silver.

**Quickflame Weapon Capsule:** (C. Adv 122) A quickflame alchemical capsule coats a melee weapon or thrown weapon with a thin sheet of oil that instantly cools to a dangerously low temperature. This substance allows the weapon to deal extra cold damage for a short amount of time without damaging the weapon or its wielder. A weapon treated with quickfrost deals 1d6 points of cold damage with each successful strike. the capsule's effects last for 1 round, ending at the beginning of the wielder's next turn. This cold damage doesn't stack with any other cold damage the weapon deals.

**Quickspark Weapon Capsule:** (C. Adv 122) A quickspark alchemical capsule coats a melee weapon or a thrown weapon with a thin sheet of liquid that crackles and sparks with dangerous electrical energy. This substance allows the weapon to deal extra electricity damage for a short amount time without damaging the weapon or its wielder. A weapon treated with quickspark deals 1d6 points of electricity damage with each successful strike. The capsule's effects lasts for 1 round, ending at the beginning of the wielder's next turn. This electricity damage doesn't stack with any other electricity damage the weapon deals.

**Quicksilver Weapon Capsule:** (C. Adv 122) A quicksilver alchemical capsule coats a melee weapon or a thrown weapon with a thick silvery liquid. This substance allows the weapon to deal damage as if it were coated with silver (including the normal -1 penalty on damage for silvered weapons). The capsule's effects lasts for 2 rounds and override any other special material effects of the weapon.

**Razor Ice Powder:** (Frost. 79) This granular white powder can be sprinkled over any icy surface; one vial is enough to coat one 5' square. The are coated, immediately grows hundreds of tiny razor-sharp crystals of ice; those crystals function as if the area had been covered with razor ice (Frost 16). Razor ice is difficult to see; a successful DC 20 Survival check reveals the danger, otherwise, a victim won't realize the true nature of the painful ice until they tread upon it. A creature with the cold subtype can use a standard action to sprinkle a vial of razor ice powder on any single natural weapon it possesses; it grants a +1 enhancement bonus on slashing damage for the natural attack for 1 hour.

**Rhinarium Paste:** (Monster Codex 177) This alchemical paste traps airborne particles and sharpens your olfactory receptors heightening your sense of smell. You gain the scent ability, except you can only detect creatures and odors at half the normal distance. If you already have the scent ability your range increases by 50%. The effect lasts for 1 hour. Crafting this item requires a successful DC 20 Craft (Alchemy) check.

**Rust Cube:** (C. S. 111) rusts doing 1d6 damage for 2 rounds, can be thrown 5/10/15 feet or used in a sling.

**Scentbane Incense:** (Advanced Race Guide) Scentbane incense is a form of smokestick that also blocks most scents. As long as the smoke lasts, creatures with the scent special ability must make Perception checks, opposed by the Stealth checks of any creature within the smoke, to use scent to locate creatures within the smoke. If a creature remains in scentbane incense for 5 rounds or more the smoke clings to it for 1 round after it leaves, making it similarly difficult to find by scent during that time.

**Scentbreaker:** (T. & B. 72) This small bag contains either a collection of aromatic herbs or a strongly scented alchemical mixture. Either version can confound any creature's sense of smell. You can toss the bag as a grenadelike weapon with a range increment of 10', or you can scatter the contents someplace where a creature tracking by scent comes across it. (It covers an area 5' square). Once scattered, the contents remain potent for 1 hour. A creature can sniff the bag's contents from a direct hit, from a splash, or from sniffing the area where the contents were scattered. If struck by a direct hit, the creature must succeed at a Fort save (DC 18) or lose its scent ability for 1 minute. After the minute is up the creature must make a second Fort save (DC 18) or lose its scent ability for another hour. Being splashed or sniffing the scattered contents has the same effect, but the save DC is 15. A direct hit or splash affects 1 creature of Small or smaller size in the 5' area where a bag of scentbreaker strikes. If you have 5+ ranks in Profession (Herbalist), you gain a +2 synergy modifier on checks to craft it.

**Screaming Flask:** (C. Mage 135) This container is made from thick leather with a cap sewn on tight and fitted with a ripcord. Pulling the cord rips open the flask and activates the alchemical substance within. The flask emits a high-pitched shriek in a 15' cone. Anything in the cone takes 1d8 points of sonic damage and is deafened for 1 minute (Fort DC 15 negates).

**Sculptor's Slime** (S. Species 48) Bottled vrock spores which can be thrown as a grenadelike weapon. The spores automatically deal 1d8 points of damage to all creatures within 5' of where the flask lands. They then penetrate the skin and grow, dealing an additional 1d2 points of damage, each round for 10 rounds. At the end of this time, the victim is covered with a tangle of vinelike growths. A *delay poison* spell stops the spore's growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

**Shadowcloy:** (Advanced Race Guide 111) This thin black liquid is stored in airtight flasks because it evaporates quickly when exposed to air. Its cloying vapors cling to a target, obscuring vision for a short period of time. You can throw a shadowcloy flask as a splash weapon with a range increment of 10'. A direct hit means the target treats the ambient light as one category darker than normal (Core Rulebook 172), as supernatural darkness. This effect lasts for 1 round. A thrown shadowcloy flask has no effect on adjacent creatures or if it misses.

**Shapesand:** (Sand. 102) Shapesand is a special kind of wasteland soil that is psychoreactive; it can be sculpted into any form according to your will. The new object is made of sand, but serves as a normal item of the same sort. A shapesand hammer functions just like an ordinary hammer, and a shapesand waterskin is just as watertight as an ordinary skin. Controlling shapesand is an exercise in willpower. A DC 16 Wis check establishes control of a volume of sand based on the shaper's Wis score.

Wisdom Score	Controllable Volume	Wisdom Score	Controllable Volume
1-3	None	16-19	7-1/2 foot cube
4-7	1' cube	20-23	10' cube

8-11	2-1/2-foot cube	24+	+2-1/2 ft per 4 points of Wis
12-15	5' cube		

If your Wisdom check succeeds, you can reshape the volume of sand as you desire. Once control is established, the shape lasts as long as you remain within 100' of it. Thus, those with sufficient patience and strong enough will can construct small fortresses out of shapessand, even if they must do so a few cubic feet at a time. Another character can wrest control of a shapessand item away from you by succeeding on an opposed Wis check, though the winner's Wis score must be high enough to shape an item the size of the one contested. If you are a sand shaper (new prestige class, Sand 76) or a cleric with the Sand domain (Sand 107) using shapessand in conjunction with your sand shaping abilities, you do not count shapessand items against the total number of items you can maintain at one time. In addition, if you are a sand shaper, you can give control of shapessand objects to other individuals, and those items persist even in if the new owner takes them outside the normal 100' control area. The new owner need not make a Wis check to establish control of the item, so long as his Wis score meets the minimum requirement for the object's volume.

**Shedden:** (Drow 93) This gray paste is brewed from the exoskeletons of monstrous spiders ground with silk-based oils, and mixed with various chemicals and reagents. When spread on your exposed flesh, it temporarily hardens your skin, granting you a +1 bonus to natural armor for 2 minutes. This bonus stacks with any other natural armor you already have. It takes 1 minute to apply shedden to your entire body and obtain its benefits. Shedden can be created with a DC 20 Craft (Alchemy) check. Certain master alchemists can create shedden that provides natural armor bonuses of +2 to +5, but doing so raises the Craft Dc by 4 for each additional point of natural armor and increases the price.

**Shriek Paste:** (Drag. Comp. 119) An oily, smelly, substance that when exposed to a light source equivalent to torchlight or brighter crystallizes and emits a high-pitched screeching noise. The noise is loud and easy to hear (Listen DC -10) and lasts for 1 round before the paste dries up and is rendered inert.

**Signal Rocket:** (Monster Codex 117) an explosive rocket that delivers a simple auditory and visual signal, typically used to signal an army from a distance. It allows an army commander to change strategy track with a higher degree of success when using mass combat rules; granting a +5 circumstance bonus on its Morale check to implement orders. Crafting this item requires a successful DC 15 Craft (Alchemy) check.

**Slimebane:** (Drag. Comp. 119) Breaks down oozes, when used as a grenadelike ranged weapon it deals 1d6 points of damage on a successful hit and 1 point of splash damage. On the round following a direct hit the ooze must make a DC 15 Fort save or take an additional 1d6 points of damage. It doesn't effect creatures not of the ooze type.

**Slippery Oil:** (Drag. Comp. 119) Provides a +5 bonus on Escape Artist checks for up to 1 hour or until removed with an alcohol-based liquid.

**Slumber Sand:** (Sand. 103) Slumber sand is a supernatural hazard (Sand 26), but alchemists make a substance that mimics the hazard's effects. A target struck by a flask of slumber sand must make a DC 154 Fort save or fall asleep for 1 minute. Slumber sand is more effective when a flask of it is used as an optional material component for *sleep*, *deep slumber*, or *symbol of sleep*. When so used, the total HD of creatures affected increases by 2 (the *symbol of sleep* affects creatures of up to 12 HD), and the DC for the Will saving roll increases by +1.

**Slumberweed:** (Drag. Comp. 119) When dried, ground to a powder and inhaled or ingested, the leaves of this plant induce a sleeplike state resembling death for 8 hours. It can be used to pretend to die or to put others to sleep in that case they must fail a DC 12 Fort save or fall asleep.

**Sneezing Powder:** (Drag. Comp. 119) A fine powder that can be thrown as a grenadelike weapon. On a direct hit the target must make a DC 12 Fort save or take a -1 penalty on all attack rolls, saving rolls, ability checks and skill checks for 1d4 rounds because of the sneezing and watery eyes. Creatures immune to gases or poisons are immune to sneezing powder.

**Softfoot:** (C. Adv. 118) Softfoot is a fine gray powder that muffles sound when applied to the bottom of a foot or boot. It provides a +1 alchemical bonus on Move Silently checks for 1 hour. Softfoot is enough to affect one Medium creature that has one pair of feet; each additional pair of feet (or similar appendages) requires another dose. Applying softfoot is a standard action that provokes attacks of opportunity. If softfoot is applied over a boot or other foot covering, its benefit is lost if the foot covering is removed. Likewise, if it is applied to a creature's skin or hide, its benefit is lost if the creature later dons footwear.

**Softshoe Powder:** (Drag. Comp. 119) Applying softshoe powder provides a +2 competence bonus on Move Silently checks. Unless all the creature's feet or footwear are treated there is no benefit. The effects last 10 minutes after application.

**Soupstone:** (Drag. Comp. 119) Turns the water into a hot nourishing broth of flavor (chosen when the stone is made). A soupstone can transform up to 10 gallons of water before it becomes inert. It has no effect on water based creatures like water elementals.

**Spelunker's Oil:** (Drow 93) This clear, slick substance is derived from several types of slimes and certain mineral oils. As a full-round action, you can apply a flask of it to your body and gain a +2 alchemical bonus on Escape Artist checks. This oil is especially useful to cave explorers who have to squeeze through tight quarters. However, when the oil is effective it bestows a -5 penalty on Climb checks.

**Spiderly Essence** (R. of S. 161) A bug repellent, fine creatures that are not spiders must make a DC 15 Will save to attack someone coated with this substance, 1 application protects a small creature for 1 hour

**Stability Capsule:** (C. Adv. 121) The thick blue liquid in this capsule heightens the user's sense of balance for a short time. While the capsule is in effect, the user gains a +4 alchemical bonus on Balance checks. The benefits of a stability capsule lasts for only 1 round, ending immediately upon the conclusion of the user's actions for the round.

**Stillgut:** (Advanced Race Guide 118) Drinking a vial of this bland, bluish liquid grants you a +5 alchemical bonus on Fort saves to avoid nausea or sickness for 1 hour. If you are already nauseated, you can drink stillgut as a move action. Drinking it in this fashion grants you a second saving throw (without the +5 bonus). Goblins often use stillgut so they can choke down meat or other foods in advanced stages of rot or decay.

**Stinkpot:** (Storm.108) This is a simple chemical weapon, consisting of a clay jar filled with a mix of noxious substances. When set alight, the mixture produces a foul-smelling smoke that fills a 10' cube (as a *fog cloud* spell, except that a moderate or stronger wind disperses the smoke in 1 round). Each living creature within the smoke must succeed on a DC 15 Fort save or become sickened as long as it remains and for 1d4+1 rounds after it leaves. Each round a creature remains within the smoke, it must make another save. The pot's contents are consumed in 3 rounds, and the vapors disperse naturally. Lighting a stinkpot is a standard action that provokes attacks of opportunity.

**Stoneburn Acid:** (Drow 93) This substance is a weaker form of alchemist's mineral acid. It harms only stone and other minerals. It is not effective as a splash weapon, because it requires both contact and pressure to fully dissolve the exposed material. Otherwise, it just makes small pocks in a surface. When you apply it with pressure against rock or other minerals, it ignores hardness and deals 2d6 points of damage. This dissolution happens almost instantly, after which the acid becomes inert. Therefore, it is only useful for digging small divots into a stone surface or small openings in very thin walls. It works best when used with stoneburners.

**Strongarm Capsule:** (C. Adv. 121) This small capsule holds a dose of a thin red liquid. When swallowed, the liquid provides a temporary boost of physical power at the cost of leaving the user fatigued. When used, a strongarm capsule provides the user with a +1 alchemical bonus on Str checks and melee weapon damage. This benefit lasts for 2 rounds, at the end of which time the user becomes fatigued. If a character who uses a strongarm capsule is already fatigued when the benefit of the capsule ends they become exhausted.

**Sunshade Lotion:** (Sand 103) This translucent green lotion contains extracts of succulent plants, mixed with oils from the skin of chameleons. It darkens slightly on exposure to sunlight. One flask is sufficient to protect a Medium creature from nonlethal damage due to sunburn (Sand 18) for 4 hours.

**Suregrip:** (C. Adv. 119) This thick white paste, which applied to hands and feet, strengthens and steadies the user's grip, making it easier for the character to climb. Suregrip provides a +1 alchemical bonus on Climb checks for 1 minute. One dose of suregrip is enough to cover the hands and feet of one Medium creature. Applying suregrip is a standard action that provokes attacks of opportunity.

**Suregrip:** (T. & B. 73) This gluey substance improves your grip, granting a +2 circumstance modifier on any check that deals with holding onto something, including Climb checks and grappling attacks. When applied to a rope, it confers a +2 circumstance modifier on Use Rope checks that involve trying knots or binding creatures or objects. Applied to the sole's of one's footwear or feet, it confers a +2 circumstance modifier on Balance checks made to avoid slipping. Once applied, suregrip lasts 10 minutes.

**Swiftstride Capsule:** (C. Adv. 121) This small capsule holds a dose of a thin blue liquid. When swallowed, the liquid quickens the imbiber's stride for a short time, providing a temporary boost of speed at the cost of leaving the user's fatigued. A swiftstride capsule increases the user's base land speed by 5'. This benefit lasts for 2 rounds, at the end of which time the user becomes fatigued. If a character who uses a swiftstride capsule is already fatigued when the benefit of the capsule ends, they become exhausted.

**Tongueloose:** (Drag. Comp. 120) When ingested in a drink or in food it induces a lethargic state for 1d3 hours during which the subject is highly susceptible to suggestion. A successful DC 14 Fort save negates the effect. Anyone interacting with someone who has failed the save against a dose of tongueloose receives a +4 circumstance bonus on Bluff, Diplomacy and Intimidate checks against that person.

**Trail Bar:** (C. S. 111) 4" long vegetable bar that acts like 1 full day's meal, however taking a 2nd bar in 24 hours sickens the creature.

**Trailscent Kit:** (Advanced Race Guide) This small box of specially prepared catfolk pheromones and alchemical reagents can be used to leave a small group of subtle but long-lasting scents that only catfolk can smell and decipher. Given a minute, object such as a tree, a wall, or even a smaller item such as a weapon or potion vial. When the catfolk does this it leaves one of the following scent impressions: danger, food, shelter, or possession. The possession impression is always keyed to the specific catfolk using the kit, and signifies that she owns the territory or item. Other races can attempt to use this kit to create the danger, food or shelter impression, but doing so requires a successful DC 20 Craft (Alchemy) check. A catfolk can detect a particular scent applied with a trailscent kit from 10' away. If the scent is upwind, the range at which a catfolk can detect the scent increases to 60'; if it is downwind, the range drops to 15'. A catfolk with the scent racial quality doubles those distances. A catfolk with the scent racial quality doubles those distances. A scent impression lasts for 1 year or until it is washed away. Each kit has 10 uses.

**Toxic Tooth:** (C. S. 111) poison tooth

**Torch Bug Paste:** (C. S. 120) one vial contains enough to cover 10 sq ft, glows as per torch for 1 hour, outlines struck creatures as if by *Faerie Fire* for 1 hour.

**Traveler's Solace:** (Drag. Comp. 120) A fiery unpleasant liquid that allows the user to temporarily circumvent the effects of Fatigue and Exhaustion for a short time. Fatigued and Exhausted characters who drink a vial can run and charge normally. Fatigued characters under the effect take no penalties to Str or Dex. Exhausted characters take a -4 penalty to both ability scores (instead of the usual -6). The effects last for 1d4 hours, but the aftereffects last much longer. Exhausted characters who use traveler's solace to lessen the effects of exhaustion require a full 8 hours of rest before they become fatigued. Fatigued characters who use traveler's solace

require at least 8 hours of bed rest before they have become fully rested. Another vial of traveler's solace taken within the past 8 hours has no effect.

**Trollbane:** (Dungeon.) A sticky blue tar-like substance, usually stored in metal jars. Discovered by gnome alchemists as a safe alternative to flaming weapons, trollbane interferes with the natural ability of certain creatures to regenerate with the natural ability of certain creatures to regenerate their flesh. Dubbed trollbane because it is frequently used against those particular monsters, this poison is effective against any creature that rapidly heals its wounds. Trollbane functions as injury poison (DMG 296) and can be applied directly to weapons prior to combat. A successful hit with a slashing or piercing weapon that has been coated in trollbane will expose the target to the poison. Trollbane has no effect unless used in conjunction with a forceful blow from a weapon, so adventurers can carry it with little risk of exposure. Any creature struck by a weapon that has been coated in trollbane loses the benefit of its regeneration ability (if any) against that attack. A dose of trollbane applies only to the next successful attack with the coated weapon. Additional attacks do not interfere with the target's regeneration ability (unless more trollbane is applied to the weapon).

**Truth Wine:** (Drag. Comp. 120) A sweet white wine of elven origin loosens the tongue. In addition to suffering the wine's normal intoxicating effects, a character who drinks truth wine must make a DC 15 Will check to tell a lie. The wine's effects are short lived, lasting only 10 rounds-1 per point of the drinker's Con bonus. Creature must drink at least 1 glass (8 ounces) of truth wine to suffer its effects.

**Unstable Accelerant:** (Advanced Race Guide) A volatile mix of incendiary reagents, unstable accelerant can be thrown just like alchemist's fire. In the hands of an alchemist, a flask of unstable accelerant can be used as part of creating a bomb, increasing its fire damage by +1d6 points. It has no effect on bombs that do not deal fire damage. If the bomb lasts for more than an instant, the extra damage only applies to the first round's damage.

**Vapors of Sleep:** (Drag. Comp. 120) When applied to a cloth and held over the nose and mouth (or other breathing orifices) the creature is forced to make a DC 13 Fort save or fall asleep as if under the effects of a sleep spell for 1d4 hours. The attacker must successfully grapple the target in order to use the vapors of sleep on them. A vial of the liquid can be thrown as a grenadelike weapon it doesn't cause the creature to fall asleep, but on a direct hit it does force them to make a DC 13 Fort check or suffer a -1 penalty on all actions for 1d4 rounds due to drowsiness and disorientation.

**Vilegrip:** (Drow 94) This misty substance enhances the adhesive qualities of a web. A single vial contains enough mist to fill a 10' cube in a single round. All webs in this area become stickier and stronger, increasing the DC to avoid or break free by 2 for 1 hour. Vilegrip can also be used on the webs created by a *web* spell.

**Weeping Flask:** (C. Mage 135) This item looks like an empty half-gallon waterskin with an airtight seal. When it is opened and exposed to air, an alchemical substance within the flask slowly produces drinkable water. The flask produces water at a rate of 8 ounces per hour (becoming completely full after 8 hours). The water can be poured out as it appears or simply kept in the container.

**Weeping Stone:** (B. of VD. 41) Created through alchemical processes that inflict terrible--and sometimes lethal--pain on a living being, a weeping stone causes anyone touching it to his or her face to begin to weep and feel great sorrow. Such a character is considered shaken for 1d6 rounds.

**Whale Grease:** (Frost. 79) Whale grease is a thick clear grease fashioned from a combination of melted whale blubber and various powdered minerals and waxy plants. This foul smelling stuff must be applied directly to the skin (taking 1 minute to do so) to be effective; once applied, the grease insulates the user from hypothermia, providing complete protection from hypothermia effects for as long as it lasts. Whale grease loses its effectiveness 1 hour after application. It is

not water soluble, but can be quickly removed with alcohol. While worn, the pungent order the grease gives off allows creatures with the scent ability to detect you at double normal range.

**Wing Oil:** (Advanced Race Guide 165) Tengus mix special salves to protect their feathers from the elements. This one-ounce vial of wing oil gives a feathered creature a +1 bonus on all saving rolls to resist the effects of cold weather. Its effects last 24 hours.

**Wound Paste:** (Advanced Race Guide 125) Prized by slavers as an affordable way to stop a captive from bleeding to death, a dose of wound paste acts as a stabilize spell when slathered on a dying creature. Applying wound paste is a standard action that provokes an attack of opportunity. A pot of wound paste contains 5 doses.

#### Notes:

(C Adv.) = Complete Adventurer

(C. S.) = Complete Scoundrel

(Dungeon.) = Dungeon Scape

(Drag. Comp.) = Dragon Magazine Compendium

(Drow) = Drow of the Underdark

(Frost.) = Frostburn

(L. M.) = Libris Mortis

(Planar) = Planar Handbook

(RoS) = Races of Stone

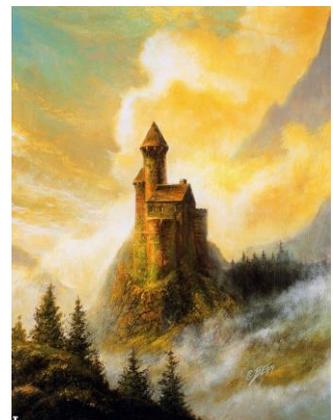
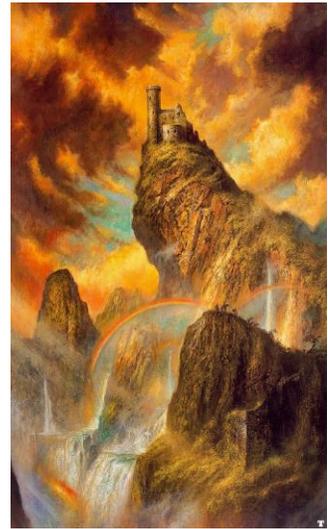
(Sand.) = Sandstorm

(Song & S.) = Song and Silence

(T. & B.) = Tome and Blood



Items/Substance	Craft (Alchemy) DC	Cost	Weight
Acid Neutralizer	20	50 gp	1 lbs
Alchemical Preserves	20	50 gp	1 lbs
Alchemical Sling Bullet	15	5 gp	1 lbs
Alchemical Tooth	20	300 gp	1 oz
Alchemist's Mercy	20	1 gp	1 oz.
Antitoxin Capsule	20	15 gp	1 oz
Ambrosia	25	100 gp	1 lbs
Anointing Oil	20	25 gp	1 lbs
Armor Bright	25	50 gp	5 oz
Armor Insulation	25	50 gp	8 oz
Armor Soft	20	50 gp	5 oz
Auran Mask	25	60 gp	5 oz
Bile Droppings (flask)	15	50 gp	1 lbs
Bitterleaf Oil	10	25 gp	1 oz
Black Fester	25	30 gp	1 oz
Blackeye (vial)	15	1 gp	1/2 lbs
Blasting Pellets	25	50 gp	2 lbs
Blend Cream	20	50 gp	1 lbs
Blister Oil (Vial)	25	15 gp	1/2 lbs
Bottled Air	25	50 gp	5 oz
Brewed Reek	25	40 gp	1 lbs
Breathing Mask	20	1,000 gp	5 lbs
Brittle Bone	20	30 gp	8 oz
Bullet, Priest's	15 (Glassblowing)	20 gp	10 oz
Candle, Focusing	25	100 gp	1 lbs
Capsule Retainer	--	100 gp	1 oz
Capsule Retainer, Weapon	--	100 gp	5 oz
Catstink	15	250 gp	5 oz
Clearwater Tablet	30	1 gp	1 oz
Cooling Gel	20	100 gp	5 oz
Courier's Ink	20	20 gp	5 oz
Crackle Powder	20	30 gp	1 oz
Darkvision Powder	15	10 gp	5 oz
Daystrider Capsule	15	10 gp	1 oz
Deep Draught	15	10 gp	1/2 lbs
Disappearing Ink	15	5 gp	1 oz
Dwarfblind Stone	25	50 gp	1 lbs
Elven Bread	12	5 gp	1/2 lbs
Embalming Fire	20	20 gp	8 oz
Endurance Elixir	20	25 gp	1 oz
Fareye Oil	20	25 gp	1 oz
Fast Torch	20	5 gp	1/2 lbs
Feather Powder	25	70 gp	8 oz
Ferrous Aqua	20	20 gp	8 oz
Fervor Juice			
Festering Bomb	22	50 gp	1/2 lbs
Fiendgore Unguent	20	75 gp	1 lbs
Fire Beetle Lamp	15	10 gp	1 lbs
Firestone	20	50 gp	1/2 lbs
Firmament Stone	25	110 gp	1/2 lbs



Items/Substance	Craft (Alchemy) DC	Cost	Weight
Flash Pellet	25	50 gp	1 oz.
Flash Powder	15	20 gp	1/2 lbs
Flashstone	20	30 gp	1/4 lbs
Flash Tube	20	30 gp	1 lbs
Forger's Paper	20	10 gp	5 oz
Free Foot	20	25 gp	5 oz
Freeglide	20	20 gp	5 oz
Freeze Powder	25	100 gp	8 oz
Frostbite Salve	20	50 gp	8 oz
Frostfire	20	40 gp	1 lbs
Ghostblight, Weap. Capsule	35	100 gp	1 oz
Ghostoil	20	50 gp	1 lbs
Ghostwall Shellac	30	150 gp	1 lbs
Glowpowder	20	50 gp	1 oz
Hawk's Ointment	25	50 gp	5 oz
Healer's Balm	20	10 gp	1 oz
Healing Salve	25	50 gp	5 oz
Hearthfire (12 uses)	20	10 gp	2 lbs
Hobgoblin War Draught	20 (15 Hobgob.)	10 gp	1 lbs
Hound's Blood	20	110 gp	1 oz
Ice Chalk	15	20 gp	5 oz
Ice Crystal	30	5 gp	5 oz
Insect Repellent	15	5 gp	5 oz
Ironman Capsule	20	15 gp	1 oz
Ironthron Extract (flask)	20	25 gp	1 lbs
Keenear Powder	20	20 gp	1 oz
Keepcool Slave (pot)	20	50 gp	1/2 lbs
Leap Capsule	25	15 gp	1 oz
Liquid Ice	30	30 gp	5 oz
Liquid Light	30	20 gp	5 oz
Liquid Night	25	150 gp	8 oz
Liquid Salt (flask)	30	200 gp	1 lbs
Liquid Sunlight	30	20 gp	1 oz
Lockslick	25	180 gp	1/2 lbs
Lockslip Grease	20	50 gp	1 oz
Mellowroot	20	25 gp	1 oz
Melt Powder	20	25 gp	5 oz
Nagaji Scale Polish	--	1,400 gp	0.5 lbs
Nature's Draught	25	50 gp	1 oz.
Nerv	25	25 gp	1 oz
Night Eyes	25	5 sp	1 oz
Phantom Ink			
Firelight	20	10 gp	1 oz
Magical Light	20	10 gp	1 oz
Starlight	20	10 gp	1 oz
Polar Skin	25	25 gp	5 oz
Potion Songe	15	2 gp	0.24 lbs
Powdered Silver	20	20 gp	5 oz
Quickflame, Weap Capsule	25	25 gp	1 oz
Quickfrost Weap. Capsule	25	25 gp	1 oz



Items/Substance	Craft (Alchemy) DC	Cost	Weight
Quickspark Weap. Capsule	25	25 gp	1 oz
Quicksilver Weap. Capsule	30	50 gp	1 oz
Razor Ice Powder	25	50 gp	5 oz
Rhinarium Paste	20	75 gp	0.5 lbs
Rust Cube	30	100 gp	1 oz
Scentbane Incense	20	80 gp	5 oz
Scentbreaker	15	5 gp	5 oz
Screaming Flask	25	40 gp	1 lbs
Sculptor's Slime, vial	20	750 gp	4 lbs
Shadowcloy	20	25 gp	1 lbs
Shapesand (jug)	25	100 gp	12 lbs
Shedden +1	20	75gp	1/2 lbs
Shedden +2	24	200 gp	1/2 lbs
Shedden +3	28	500 gp	1/2 lbs
Shedden +4	32	1,000 gp	1/2 lbs
Shedden +5	36	2,000 gp	1/2 lbs
Shriek Paste	20	50 gp	5 oz
Signal Rocket	15	100 gp	3 lbs
Slimebane	25	50 gp	5 oz
Slippery Oil	25	50 gp	5 oz
Slumber Sand (flask)	12	50 gp	1 lbs
Slumberweed	25	500 gp	1 oz
Sneezing Powder	15	60 gp	1 oz
Softfoot	20	50 gp	5 oz
Softshoe Powder	25	25 gp	5 oz
Soupstone	30	300 gp	1/2 lbs
Spelunker's Oil	20	15 gp	1 lbs
Spiderlily Essence	25	75 gp	1 oz
Stability Capsule	20	15 gp	1 oz
Stinkpot	20	50 gp	1 lbs
Stoneburn Acid	22	10 gp	1 lbs
Strongarm Capsule	35	125 gp	1 oz
Sunshade Lotion (flask)	20	20 gp	1 lbs
Suregrip	20	20 gp	5 oz
Suregrip (T. & B.)	20	20 gp	5 oz
Swiftstride Capsule	35	15 gp	1 oz
Tongueloose	30	150 gp	1 oz
Trail Bar	20	1 gp	1/4 lbs
Trailscent Kit	25	10 gp	5 lbs
Traveler's Solace	30	50 gp	5 oz
Toxic Tooth <sup>1</sup>	25	30 gp <sup>1</sup>	1 oz
Torch Bug Paste	5	25 gp	5 oz
Trollbane	25	90 gp	5 oz
Truth Wine	30	75 gp	10 oz
Unstable Accelerant	25	50 gp	1/2 lbs
Vapors of Sleep	30	50 gp	5 oz
Vilegrip	25	50 gp	5 oz.
Weeping Flask	15	50 gp	5 oz (4 lbs when filled)
Weeping Stone	25	100 gp	1/2 lbs
Whale Grease	25	75 gp	8oz



<b>Items/Substance</b>	<b>Craft (Alchemy) DC</b>	<b>Cost</b>	<b>Weight</b>
Wing Oil	20	1 gp	1 oz
Wound Paste	--	50 gp	0.5 lbs

<sup>1</sup> Plus the cost of the poison