### Alchemical Reagents

Reagents are the materials that are combined to make potions. Reagents can be purchased or traded at alchemy shops, apothecaries or markets. Alternatively, the alchemist can harvest reagents. A list of reagents is below. The GM and players should feel free to add to this list as they see fit.

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| **Reagent Name** | **Commonality** | **Purchase** | **Harvest** | **Description** |
| Acid, Amazing | Very Rare | 200p | 100p | Violent acid that can eat through most substances. This substance is quite rare and can only be found in the digestive systems of certain creatures, or through very expensive reactions. |
| Acid, Strong | Rare | 60p | 25p | A powerful acid that causes minor burns to skin and reacts with other substances to slowly break them down. |
| Acid, Weak | Common | 25p | 10p | Acid of mild strength, such as that found in peppers and vinegar. It is used as an irritant, to break down other substances, or to speed alchemical reactions. |
| Alcohol, Grain | Common | 15p | 5p | Used in potions that alter mood or dull the senses. |
| Aloe | Common | 20p | 0p | Used in potions of healing and as a soothing agent for the skin. |
| Ancient Stone | Rare | 40p | 5p | Many ancient sites are constructed of the same featureless, white stone. When ground into a powder, this stone is used to extend the effects of certain potions. |
| Ash | Common | 0-100p | 0p | This is simply ash from the burnt wood or coal, normally.  A recipe will specify what kind of ash is needs or if common ash will do.  Some recipes will call for ash from a rare type of wood or even a corpse with correspondingly higher price tags. Ash is most often used in recipes with effects of fire or flame, but other uses can occur. Another common use is for traveling alchemists.  If distilled water is not available, rainwater filtered through ash is substituted. |
| Berry Juice | Common | 2-20p | 0p | Various berries are used to flavor or color potions. Some of the more rare berries might have special powers, but these are listed elsewhere. |
| Beeswax | Common | 5p | 5p | Relatively easy to find at least anywhere there are bees.  The wax can often be purchased at candle shops or directly from beekeepers but generally costs just as much to purify. Used in many cases to replace thick oil, or when you need a solid rather than a liquid end product. |
| Betbind | Rare | 50p | 15p | A metallic substance found in the northern hills, betbind is often used to alloy metals. Many metal smiths claim that betbind tempers alloys and makes them stronger. In alchemy, betbind is used to bind metal reagents, as well as to mix substances that otherwise might not normally do so. |
| Black Pearl | Rare | 150p | 10p | A tiny black pearl produced by certain sea serpents. The pearl is said to have magical properties and is associated with darkness or blindness. It must be crushed into a powder for most uses and that generally costs 10p or so. Potions of blindness, darkness or cures of the eyes might use this reagent. |
| Bone, Common | Common | 5-25p | 0p | Powdered bone is used in some potions with adverse effects. Generally, the type of bone required will be specified. |

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| Cat’s Eye | Common | 70p | 35p | The eye of a cat frozen by a process requiring a magical icebox. Cats are said to be able to perceive the spirit world. Potions dealing with perception, seeing spirits or invisible things will use this reagent. Grunj’s eye is considered a better quality reagent, but is much harder to obtain. |
| Choking Essence | Very Rare | 50p | 35p | A byproduct of firea extraction, this yellow gas can choke and kill if breathed. It is dangerous to extract and store. It is used in many potions that deal with gas and poison. |
| Copper | Common | 35p | 8p | Used due to its electrical properties. Copper is needed in many reactions that require electrification. |
| Deadman’s Breath | Very Rare | 75p | 0p | It is said that the last breath of a dying man holds special power. Potions that deal with death, paralysis, suspending bodily functions and the undead often use this reagent. The high cost is due to the fact that gathering this substance is considered necromancy and is outlawed by the Church. |
| Diamond | Very Rare | 500p | 200p | Diamond is the hardest substance known to man. As such, it is invaluable for potions of defense and toughness. However, it is very expensive, since it needs to be magically treated before it will react with any substance. |
| Distilled Water | Common | 10p | 0p | Used as the base for many potions. A still is required to produce this pure water. Most alchemy labs have this equipment, but traveling alchemists often have to purchase this relatively common substance. It is also used to clean equipment. |
| Druth | Common | 25p | 5p | A gummy substance found in the forests of the southern regions. The cobrat flavor this substance and use it as candy. Useful since it binds reagents and can be used to hold together substances that might otherwise repel one another. Also used as a delivery agent for some potions. |
| Essence of Air | Very Rare | 400p | 200p | Very difficult to obtain, essence of air is a light gas that can be produced by using essence of fire, an electrifier and a super condenser. It is dangerous to make, and though it is not flammable, it takes special containers to store, or else it will escape into the air. Used in potions of flight and levitation. |
| Essence of Fire | Rare | 60p | 20p | Bubbled into potions that require flame or explosive reactions, this reagent can only be obtained by an obscure process utilizing water and an electrifier. It is hard to create and very dangerous to store. It is rarely kept in large quantities. |
| Essence of Ice | Rare | 200p | 55p | This reagent is a metallic substance that absorbs and releases heat incredibly quickly. The essence is cooled in an icebox (alchemical or magical) and then the cold is trapped by the application of a liquid that coats and seals the essence. |
| Eye of Gaunt | Rare | 100p | 20p | Used to enhance or affect sight. The eyeball needs to be kept fresh (generally with an icebox) until used. |

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| Firmirberry Juice | Common | 10p | 0p | Firmirberry is a reddish berry that grows on the vines in the northern climates. The berry tastes slightly sweet and is often used as a flavoring and coloring in confections. When fermented, the juice has a slightly hallucinogenic effect. |
| Firea | Very Rare | 100p | 35p | A metallic substance that reacts violently to water or air, firea must be extracted using a dangerous process. This process consists of taking a white crystalline substance called raw firea and electrifying it under acid. Once extracted, the firea must be stored under oil, or it will burn and spark, consuming itself. Firea is used when heat or fire is needed in a reaction. |
| Giant’s Blood | Very Rare | 70p | 0p | Has many of the same applications as Troll’s Blood, but is more difficult to obtain. It is also quite a bit more potent and will enhance the effect of any recipe that uses it. |
| Garlic | Common | 5p | 0p | This common herb is used in potions of protection and warding. Also potions that require or disperse a foul stench. |
| Gazzle Fly Wings | Rare | 40p | 5p | Used in potions of speed and agility. These must be kept moist and fresh to remain potent. |
| Goblin Stomach | Rare | 60p | 0p | Goblins are quite common in parts of Bostonia. Thus, their stomachs ought to be cheap. However, the difficulty in taking a stomach from a goblin is considerable and preserving it while still fresh makes this reagent even more rare. Goblins have tremendous resistance to disease and poison and can eat almost anything. Their stomachs give this property to potions. Also, it is said that the goblin affinity for wolves can also be transferred using goblin parts as reagents. |
| Gold | Rare | 90p | 20p | Though expensive, gold has many alchemical properties that make it sought after. Its density makes it ideal for potions that deal with changing mass. Flight, feather fall and levitation are examples of this. In addition, it is used in potions of detection and transmutation. If harvested, it needs to be smelted to become pure enough for alchemical use. |
| Grunj’s Eye | Very Rare | 140p | 70p | The eye of a grunj frozen by a process requiring a magical icebox. Grunj are said to be able to perceive the spirit world. Potions dealing with perception, seeing spirits or invisible things will use this reagent. Grunj’s eye is illegal in Bostonia and thus very rare. Cat’s eye may be substituted, but will produce potions of lesser quality. |
| Horse’s Breath | Rare | 35p | 0p | An odd reagent, horse’s breath is said to carry with it some of the strength, endurance and speed of the horse. Thus, it is used in many potions that provide these qualities. Horses are rare in Bostonia, but can be found near Salem and in the Seeker’s Valley. |
| Iron Filings | Common | 5p | 2p | A basic reagent used in many different potions for its electrical, magnetic and chemical properties. Filings can be found in any smithy, but must be ground into a fine powder to be reactive. Iron must be kept dry, or it will rust away quickly. An oven, dryer or dessicator can be used for this purpose, or the filings can be kept in oil and cleaned when needed. |

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| Lead | Common | 25p | 5p | This heavy metal is used in potions dealing with weight and density. It can be used as a cheap substitute for gold in many potions. The result is almost always the same, but with a lesser effect and duration. Lead also has properties that make it an ideal reagent for potions that alter mental state |
| Lodestone | Rare | 90p | 0p | This special type of iron holds magnetic essence quite well. It is rare however, and much of that which is found ends up in navigation equipment. |
| Magebane | Super Rare | ??p | 0p | This is an amazingly uncommon substance found in a few remote caves. It is so rare and non-reactive that it is found in almost no potion recipes. However, its unique properties make it worth noting.  Magebane is a dark gray stone. It is very soft and can be ground into a fine, oily powder. What makes magebane so interesting is that if it touches a person with a magical rune, it causes their bones to break and splinter through the skin at the point of the rune. Depending on the rune, this can be crippling or even deadly. A mathematician would have his arm crippled. Someone with The Third Eye would most certainly be killed by the head trauma and a practitioner of the Rune of the Beast would likely be cut to pieces. |
| Mint | Common | 5p | 0p | Quite common. Used in potions that alter breath. Also used to flavor other concoctions. |
| Mirroot | Rare | 50p | 0p | Rare oily tuber found in swamps. It has the mysterious property of reversing the benefits of certain other alchemical reagents. |
| Mountain Wind | Rare | 60p | 0p | This substance can be captured from any mountain high enough to be snow covered at the top.  It is simply freezing wind collected in a bottle. Used primarily for cold-based potions, this substance is highly sought after for use in alchemical iceboxes. |
| Mountain Wolf Claw | Very Rare | 200p | 10p | Since these claws are said to “see no metal or stone”, they make an excellent ingredient for potions that treat weapons, destroy metal or allow the user to pass through earthen/metal barriers. However, removing one from a mountain wolf is generally hazardous to one’s health. |
| Noderoot | Rare | 40p | 20p | Noderoot grows mainly in swamps. It has a large underground root system. These roots extract minerals from the ground and store them in small nodes along their length. The nodes are of varying colors, depending on the mineral stored. Recipes generally call for red, green or blue noderoot. A single plant can cover more than 100 sq. feet and has only a handful of nodes. |
| Octopus Ink | Rare | 30p | 5p | This substance is harvested from the glands of a large squid. These are rare, but can be found in cobrat waters. This ink is used as the basis for potions dealing with darkness and obscuring. |

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| Oil, Thick | Common | 15p | 5p | Thick oil is generally used to hold other reagents in suspension and as a delivery agent. Some reagents never fully dissolve. To keep them from settling, they are often mixed or infused into thick oil. |
| Oil, Thin | Common | 15p | 5p | Various types of oil are used in potions. This type of oil is used to preserve reagents that react violently to air or water. |
| Oxen Breath | Common | 3p | 0p | Used for its strength-giving qualities. Horse’s breath is considered a better reagent for most recipes, but this is cheaper and easier to find. |
| Paralytic, Mild | Rare | 70p | 35p | Mild paralytic poison, such as that found in large spiders and gazzle flies. Used in potions of paralysis, sleep and slowness, as well as antidotes to these conditions. |
| Queen’s Honeycomb | Common | 40p | 0p | The honeycomb used to feed queen bees and their larvae is sought after for its healing powers. However, beekeeping is rare in Bostonia and many people that gather honey do so from "wild" hives. This is a dangerous process and thus, the price of this reagent is rather high. |
| Quicksilver | Rare | 70p | 20p | Used in potions dealing with speed, transformation into liquid and creating/staunching flow. |
| Silver | Common | 60p | 20p | This reagent has many alchemical properties and is often used in potions of protection and preservative. If it is harvested, it must be smelted to make it pure enough for alchemy. |
| Sulfur | Common | 15p | 5p | Used in potions dealing with fire, or needing a strong smell. |
| Sparking Essence | Rare | 45p | 10p | An interesting mineral that sparks when struck and when it comes in contact with certain other substances. Sparking essence is used in potions that deal with reviving someone who is comatose, potions dealing with electricity, or as a catalyst for other reactions. |
| Spirit Iron | Very Rare | ??p | 0p | A metal found in meteorites that fall to Bostonia. Spirit iron is said to draw spirits of the dead to it, as well as steal small portions of the spirits of the living. It is used to create weapons of power, in addition to other magic items. Its use in magic items and its rarity makes it amazingly difficult to buy. |
| Tar | Common | 10p | 5p | Tar's adhesive properties make it suitable as a infusate for some potions. It can bind to certain reagents, allowing them to take part in reactions in which they normally would not. Tar also has the property of leeching certain substances from others. |
| Troll’s Blood | Rare | 40p | 0p | Used as the base potions of strength and endurance, this is rare because of the danger in harvesting it, since trolls rarely give up their blood willingly. |
| Whitestone | Super Rare | ??p | 0p | A white substance that looks a bit like talc, but is much harder, whitestone is a rare magical substance found in Bostonia. Whitestone has the magical property that when it is proximity to a spatial gate, it activates the gate, allowing all persons contacting the stone to pass through. In alchemy it is used in potions dealing with teleportation. However, it is so coveted by those who know of its powers that it is almost impossible to purchase. |
| Wisp Glow | Very Rare | 500p | 300p | A special Cobrat-made contraption needs to be used to capture the glow of a wisp. The device consists of a series of mirrors that trap a portion of the light and reflect it in upon itself until released. Potions imbued with this light grant strong mental control over others. |
| Wolfsweed | Rare | 60p | 10p | A rare plant that grows near certain ancient sites, wolfsweed gets its name because its strong smell tends to attract wolves. Often used as an aid to potions that control animals. Resin from the plant is fairly flammable and thus wolfsweed finds itself in many potions dealing with flame as well. |