**Alchemy**

Alchemy is the skill of imbuing mixtures with magical powers which are then released when the mixture is consumed, thrown, or exposed to air.

Alchemy works similarly to other spell casting skills. Alchemy requires an equipped workspace and at least one hour for each potion to be created. Creating a potion requires an alchemy skill test against the difficulty level of the potion. If this roll succeeds, the potion is created and can be stored for later use.

Like divine invocation, and spirit calling, failure or marginal success costs the alchemist skill levels. This loss represents the cost of materials and can be regained with access to a market at a rate of 25g/skill level.

**Exotics**

Exotics represent rare ingredients that are used in potion-making. They can be extracted from the corpses of rare creatures, rare plants, and certain phenomenon.

Exotics are used to empower potions, giving them increased duration, or enhanced effects. Unless otherwise noted, multiple exotics can be used in a single potion and their effects stack.

**Potions in Combat**

In the field, alchemists carry their potions either in their packs, or in specially made potion belts or bandoliers. Getting a potion from a pack takes 1d3 actions. However, a potion belt will allow a potion to be readied in ½ action. Once readied, a potion can be consumed or thrown in ½ action.

**Breaking Glass**

Broken potion bottles are an occupational hazard of alchemists who endure the rigors of combat and adventuring. Any time a potion-carrying character receives fall damage, or a wound, there is a 2/12 chance that one of his potions will break.

**Alchemical Potions**

|  |  |  |
| --- | --- | --- |
| **Spell** | **DL** | **Effects** |
| Acid Vial | ++ | * 2d8 acid damage to target * AV of armor hit is reduced by 1 (can be repaired) * Eats through metal * Exotics increase damage by 2 |
| Boosting Elixir | + | * Increases chosen stat by 2 * Lasts 3 hours * Each recipe must be learned separately * Exotics add 1 to the stat boost or increase duration to 1 day |
| Bronze Skin | + | * +1 AV for 1 hour |
| Fire Burst | ++ | * 2d6 fire blast in 3 hex diameter circle * Ignite(3) * Exotics increase damage by 2, or ignite by 1 |
| Fire Vial | ++ | * 2d8 fire damage to target * Ignite(3) * Exotics increase damage by 2, or ignite by 1 |
| Fly | +++ |  |
| Gaseous Form | +++ |  |
| Healing Elixir | ++ | * Alchemical healing for 2d4 hit points * Exotics add +2 healing |
| Invisibility | +++ | * Turns the user invisible for 1 hour * Exotics increase duration for 3x |
| Iron Skin | ++ | * +1 AV for 1 hour * +1 defense for 1 hour |
| Sharpening Soap | + | * Increases a weapon’s damage by 1 point for a day * Exotics increase duration to 1 week |
| Smelling Salts | + | * Removes daze and stun statuses from one adjacent ally |
| Soothing Ointment | + | * Removes bleed and ignite statuses from user |
| Spider Climb | ++ |  |
| Water Breathing | +++ | * Allows the user to breathe underwater for 1 hour * Exotics increase duration by 3x |
| Water Walking | ++ | * Allows the user to walk on water for 1 hour |