

Alchemy: This skill deals with the knowledge and creation of compound materials through mixtures, distillations, reductions and re-agents. Alchemy doesn't involve magic per se, but will often use innate magical materials in formulations. Most commonly, Alchemists make *substrates* (material that will be invested with Essance) such as liquids, powders or ointments. These substrates are then invested by the Alchemist or other spell caster to create consumable magic: potions, candles, tokens etc. Alchemist are also used to fabricate supplies for rituals or scribed magic: inks, dyes and enamels and some are known to possess formulae for power explosives.

GM Note. We utilize the Alchemy skill to produce materials like potion bases, rune paper etc and not the typical Alchemist spells found in Spell Law. For instance, you would use the Alchemy skill to create a drinkable liquid that would then be the substrate for Potion X spells from the Alchemist spell lists. *Substrates* are materials that are consumed to activate the spell: potion is drunk, candle is burned, charm/token crumbles etc. We don't use specific ingredients for Alchemical formulas, it's built into the cost and its setting specific, but PC's do recognize rare creatures have value: horns, blood, bone, etc.

### Using Alchemy Skill

1. Skill Roll. Skill Bonus + Difficulty Mod – Lvl Mod(lvl x 5%)
2. Multiple doses/items can be made simultaneously without increase in time (but increase in cost).
3. Failure by 1-75 loss of ingredients. Failure by 75 or more catastrophic.(explosion, effects caster etc)
4. Cost includes assumption of high quality and/or rare ingredients.

Item	Difficulty	Lvl	Cost	Time	Notes	Cultures Notes
Substrates					Substrates are materials that are consumed to activate the spell: potion is drunk, candle is burned, charm/token crumbles etc	
Potion/Liquid	Med.	varies	5 sp/lvl	2 hr/lvl	Substrate for imbedding (potion). Low quality may settle or need to be shaken.	Potions are not commonly used in SW.
Powder/Dust	V. Hard	varies	2 gp/lvl	1 day/lvl	Substrate for imbedding. Powder is sprinkled, blown or cast on target. Time spent is on quality grinding from coarse material.	Common w/subterfuge. Some jungle/primitive use in blowguns.
Oil/Ointment	V. Hard	varies	4 gp/lvl	1 day/lvl	Substrate for imbedding. Poured, rubbed or applied on target. Emolient.	

Gas/Vapor	E. Hard	varies	5 gp/lvl	3 days/lvl	Substrate for imbedding. Vapors must be inhaled by target. Often kept in glass vial that can be thrown/smashed to release effect. Process involves distillation, boiling, condensating etc.	Found in larger cities. Common form used by assassin, thief guilds.
Token/Charm	Easy	varies	1 sp/lvl	1 hr/lvl	Substrate for imbedding. Small object that will crumble when activated. Fetish or simple crafted item based on culture. (Talon, amulet, feathers etc). Very little fabrication or cost.	Commonly used in primitive cultures. Shaman/witch. Lugroki and Murlogi.
Candle	Hard	varies	1 gp/lvl	4 hr/lvl	Substrate for imbedding. Burned for spell effect. Requires skilled mixture of wax and ingredients.	Used by Hedge Wizards, Witches and Shaman.
Rune Paper	E. Hard	varies	3 gp/lvl	2 day/lvl	Substrate for imbedding. Rune paper will burn away when spell is cast.	Common throughout SW.
Miscellaneous						
Paints	Med.	varies	varies	4 hrs/use	Essaence sensitive paints used in glyphs, circles and rituals. Higher quality will be more resistant (BF) and increase spell efficacy.	Used by Summoners, Rune Mages and Inscribers for all types of written magic-but generally in the more cosmopolitan cities: Sel-Kai, Haalkitane, etc. High quality paints are resistant to wear and damage and add to casting bonus.

Ink	Light	varies	varies	2 hours	Ink for drawing, writing runes, circles and other inscribed magic. Higher lvl = better quality.	For inscribing Runes on Rune paper.
Dyes	Hard	varies	varies	6 hours	Quality dyes of vivid and rare colors are sought after Alchemical secrets. Some trade guilds will utilize Alchemists to create new colors or buy the dyes from them without ever knowing the formula.	Specific dye colors can be a economic boom for a city or culture. Elven communities are known for their quality dyes. Some Emer coastal cities (Danarchis, Kaitaine) have rare and valuable dyed products. Exact formulas are a closely held secret.
Glazes/Enamels	E. Hard	varies	varies	6 hours	Quality glazes and enamels are prized for use in inlays as well as <i>Armor Runes</i> .	Like dyes, better glazing and enamel processes can have significant economic value.
Glues	Hard	varies	1 sp/+1 BF	1-10 hrs	Glues can be very weak to very strong. The weakest just a light contact adhesion to the strongest. Use RMU Breakage rules.	Glues are common in most of the advanced cultures but can be found in more primitive settings. It is believed that the strongest glues are made with an extract from Kaeden spinarets.
Itching Powder	Easy	varies	1 sp/lvl	2 hours	Targets skin is irritated. RR or be at -% equal to failure but add in Self Discipline to penalty. Works when in contact with exposed skin.	Not only a harmless prank, thieves and assassins have been known to use powders to distract potential marks.
Sneezing Powder	Light	1-5th lvl	1sp/lvl	1 hour	Target suffers a bout of intense sneezing. -15 MM and -50 to perception.	

Anti-Essaence Paste	S. Folly	20th lvl	500 gp	5 days	Ointmet laced with Althium dust (ingredient in Kregora). Wears off in 4 hours. Spell effects must save vs 20th lvl or be cancelled.	This rare formula is used by a few cultures descended from a Xiosian enclave used to offset their innate succptibility to Essaence.
Anti-Essaence Dust	S. Folly	20th lvl	1000 gp	4 days	Fine powder, when thrown will create a 5' dia anti-essaence effect. 20th lvl UnEssaence.	Believed to be used by Assassins and Mage Hunters against spellcasters. Expensive and rare. Rumored to be used the Cult of Stars.
Glow Fluid	Hard	varies	5sp/1'radius	2 days	Mixture that glows when vigorously shaken-placed in container. Duration is dependent on quality. Generally 2-4 hours. 10-50' radius.	Common in subterraneum cultures but the formula has been learned by a handful of Alchemists.
Fireworks					Due to the unreliable effects of chemical interaction on SW, gunpowder has been a newer development. Even then it hasn't proven to be a stable technology.	
Flare	V. Hard	8th +	1 gp/lvl	1 day	Treat as Flare Spell (8th lvl Astrologer)	
Fireworks	V. Hard	varies	varies	varies	Various results.	
Gunpower	V. Hard	varies	1 gp/+5 bonus	2 days	When ignited treat as +X Fireball. AoE 2'/+5. Shrapnel. 1-25 failure, 26-50 accident.	
Munitions					Munitions in Shadow World are explosive devices but do not rely on gunpowder. Munition formulas use compounds that react with another substance, typically air, which then creates a violent explosion or effect.	

Flash Powder	Hard	5th lvl	2 gp/lvl	1 day	When cast upon ground there is a flash of light and bang. Treat as "Sudden Light". Smoke can be added to effect.	Used by thieves, mystics, assassins and others to disorient and confuse an appointment—or make an escape.
Smoke Bomb	Med.	1st lvl	1gp	1 day	100sq' of dense billowing smoke. - 75 to perception.	Utilized by Sappers along a battlefield.
Grenadoes	E. Hard	5th lvl	10gp	2 days	1lb handheld ceramic ball. When thrown it explodes. Treat as Small Fireball. BF 25. Attack roll less than 25 did not break.	It's thought that munitions were developed by Murlogi or Krylites, perhaps with the help of Pale V Demons. Knowledge has spread, shared with allies including the armies of Wrangor in Thuul.
Thumpers	E. Hard	10th lvl	20gp	4 days	10lb 1' oblong ceramic vessel w/cloth padded exterior. Chemical fuse when activated will explode in 1-10 minutes (10% variation!). Treat as +100 Large Crush Attack. Breakage checks to all in 20' area.	Used for breaching fortifications, mining or tunneling. These powerful munitions are best used by skilled Sappers.
Corrosives						
Liquid Fire	V. Hard	10th lvl	10gp	5 days	1' glass spheres with viscous liquid of either fire or acid suspension. Used in small catapults or similar hurling device. Treat as Medium Fireball w/appropriate crit (fire/acid)	Some cultures have adapted these projectiles to their Naval fleets. More common in Thuul and Agyra, the formulas are much sought after by militaries in Emer and Jaiman.
Acid - Mild	Light		5sp		A Acid Crit. +0 BF check	Often distillations of rare substances

Acid - Weak	Medium	1gp	B Acid Crit. +25 BF check	(Dragon or Shard blood), acids can be effective but dangerous to use.
Acid - Strong	Hard	5gp	C Acid Crit. +50 BF check	
Acid - Powerful	V. Hard	20gp	D Acid Crit. +75 BF check	
Acid - Corrosive	E. Hard	100gp	E Acid Crit. +100 BF check	

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\*Note on containers. Costs and time assume an adequate container is available. Most materials need to be transported safely but also break on impact. Glass, clay, ceramic are most common, but unusual containers like gourds or wood are not unknown. Containers should balance safety (high BF) with reliable delivery needs (break on impact, low BF).