

PATHFINDER® PLAYER COMPANION™



ALCHEMY MANUAL

ALCHEMICAL REAGENTS

The following reagents are purified through long processes from their raw states for use in alchemical recipes. Each alchemical reagent may also be used as an alchemical power component, augmenting the effects of certain spells when used as an additional material component. Alchemical power components were first introduced in Pathfinder Player Companion: Adventurer's Armory. Using a reagent as an alchemical power component requires a number of doses of the reagent, affects only spells that meet the listed criteria, and augments only an effect the spell already produces (for example, you can use black powder as an alchemical power component only for a spell that deals energy damage). Reagents do not stack with either themselves or one another, and are expended after use.

BLACK POWDER

Price 10 gp

Weight -

Black powder is a volatile explosive and is the primary component in fireworks and other explosives.

POWER COMPONENT

Doses 1 (10 gp); Spells evocation school
Effect +1 energy damage

BRIMSTONE

Price 5 sp

Weight -

Brimstone, also called sulfur, has a distinctive odor and caustic properties.

POWER COMPONENT

Doses 2 (1 gp); Spells acid descriptor
Effect +1 acid damage

COLD IRON

Price 1 gp

Weight -

Cold iron is often used to produce alloyed metals, catalysts, and items that interfere with magic.

POWER COMPONENT

Doses 5 (5 gp); Spells abjuration school
Effect +1 caster level for the purpose of caster level and dispel checks



DARKWOOD

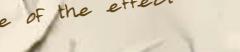
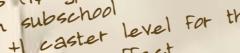
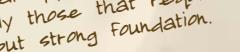
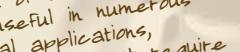
Price 2 gp

Weight -

The bark of the darkwood tree is useful in numerous alchemical applications, especially those that require a light but strong foundation.

POWER COMPONENT

Doses 5 (10 gp); Spells creation subschool
Effect +1 caster level for the purpose of the effect



DEW OF LUNARY

Price 4 gp

Weight -

Dew of lunary is derived from a potent herb. It is commonly used in the creation of medicinal, protective, and divinatory items.

POWER COMPONENT

Doses 5 (20 gp); Spells divination school
Effect +1 caster level for the purpose of effect

GOLD

Price 5 gp

Weight -

In its purest form, gold is a dense, nonreactive metal. Its alchemical products are useful in stains and in treating swelling, pain, and infections.

POWER COMPONENT

Doses 1 (5 gp); Spells healing subschool
Effect +1 hit point healed



MAGNESIUM

Price 1 gp

Weight -

Magnesium is an extremely light and reactive metal that burns brightly when exposed to air. It is important for all living things, especially plants.

POWER COMPONENT

Doses 2 (2 gp); Spells transmutation school
Effect +1 caster level for the purpose of duration



MYRRH

Price 5 sp

Weight -

Myrrh is an aromatic gum used as a base for alchemical remedies and as a sticky bonding agent.

POWER COMPONENT

Doses 4 (2 gp); Spells abjuration school
Effect +1 caster level for the purpose of caster level checks and dispel checks





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ON THE COVER



With the help of his alchemical lab assistants, Damiel mixes concoctions both deadly and vital on this month's cover by Kerem Beyit.



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INSIDE COVERS

REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>GameMastery Guide</i>	GMG
<i>Bestiary</i>	B1	<i>Mythic Adventures</i>	MA
<i>Bestiary 2</i>	B2	<i>Ultimate Equipment</i>	UE
<i>Bestiary 3</i>	B3	<i>Ultimate Magic</i>	UM

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FOR YOUR CHARACTER

FOCUS CHARACTERS

This Pathfinder Player Companion highlights options specific to characters of the following classes, in addition to elements that can apply to characters of other classes.

ALCHEMISTS

It should come as no surprise that the alchemist has a particularly large bevy of options from which to draw. Few others could be so deft at creating the nearly 100 new alchemical items in this book. Further, new rules options for mythic alchemists (page 26) and upgrades for homunculus lab assistants (page 14) make this volume an alchemist's playground.

BARDS

Masters of having just the right item on hand, players of bardic characters may feel as though they've just walked into a candy store. Drugs that give you the edge during social encounters (page 19) and poisons that make your opponents more susceptible to your graces (page 9) are just a sampling of the goodies to be found.

BARBARIANS

The warriors of Belkzen count many barbarians among their armies, and the alchemical weapons they create (pages 6–7) are boons to any rager. The drunken rager archetype (page 12) is perfect for headstrong dwarven brawlers, while the remedies of Pei Zin herbalism (pages 24–25) take the edge off after a long bout of fighting.

ROGUES

The new poisons, drugs, and other unsavory devices of deception in this volume suit the rogue just fine. From the deadly tactics and tools of the Daggermark Poisoners' Guild (page 8) to the decadent paraphernalia of Katapeshi drug lords (page 18), scoundrels and varlets are sure to find something of use.

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. The following elements detailed in this book work equally well for any character used in the Pathfinder Roleplaying Game, regardless of the character's focus or type.

See How to Use this Book on the facing page for more information on the number of unique new rules options and new rules subsystems detailed in this book.

ALCHEMICAL POWER COMPONENTS

Having first appeared in *Pathfinder Player Companion: Adventurer's Armory*, alchemical power components make their triumphant return on the inside covers of this book and on pages 11, 19, and 25 in the form of alchemical reagents. By expending the listed number of doses of an alchemical reagent while casting a spell, spellcasters of all types can use these items to power up their spells' effects.

BOTTLES AND FLASKS

Whether you're hurling a flask of alchemist's fire at a distant goblin or pouring holy water on a nearby ghost, you can dramatically increase the potency of your alchemical potables by placing them in one of the magical bottles or flasks found on the pages 16–17 of this book.

ALTERNATIVE ITEM CRAFTING TECHNIQUES

In addition to spontaneous alchemy (see below), this book also details other new ways to create useful items or even monsters on the go.



QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Alchemy Manual*.

1 Will we be using the new rules subsystem for spontaneous alchemy in our campaign?

2 Should I track the reagents for crafting alchemical items or just the amount of money each item costs to craft?

3 Can you or I design alchemical recipes for alchemical items from other books?

Pei Zin herbalism (page 24) combines elements of Tian medicine and alchemical craft, Oenopion ooze crafting (page 22) gives bio-alchemists a new way to use these amorphous monsters to their advantage, and Kyonin alchemical archery (page 20) and new fireworks options (page 28) give ranged combatants an alchemical edge.

SPONTANEOUS ALCHEMY

The new rules subsystem on pages 4–5 allows characters of any persuasion to dedicate themselves to the art of spontaneous alchemy. Feats that increase one's prowess in spontaneous alchemy (page 5) make this path even more potent, allowing both professional and amateur alchemists to craft dozens of different alchemical items in a fraction of the time that would normally be required.

DID YOU KNOW?

James Jacobs's inspirations for the alchemist class in the *Pathfinder RPG Advanced Player's Guide* included Stevenson's *Strange Case of Dr. Jekyll and Mr. Hyde*, Sapkowski's *The Witcher* book and video game series, and the various myths of real-world alchemical artifacts such as the panacea and the philosopher's stone.

HOW TO USE THIS BOOK

While this volume contains rules options useful to characters of all play styles, those adventurers most interested in alchemy have even more to glean from the following pages.

The spontaneous alchemy rules subsystem provides an all-new way for characters to rapidly craft alchemical items. This subsystem requires the player to track the individual alchemical reagents her character has on hand, which she can combine in a variety of ways using different processes to create a wide selection of alchemical items. With the GM's permission, characters with the *Eschew Materials* feat can assume they have the correct reagents on hand to perform spontaneous alchemy; instead of tracking the quantities of each reagent owned, players can then simply track the number of gold pieces worth of reagents their PCs spend each time they perform an act of spontaneous alchemy. The cost to craft an item with spontaneous alchemy is usually 10% to 20% higher than the item's market price. The spontaneous alchemy subsystem is detailed on pages 4–5 of this book.

Gaming groups that do no wish to use the spontaneous alchemy subsystem can still make use of the alchemical items in this book, and can still use the standard rules for the Craft skill (see pages 91–93 of the *Pathfinder RPG Core Rulebook*) to craft new alchemical items.

RULES INDEX

Beyond the dozens of new alchemical items in this book (listed on pages 30–31) and the various rules options mentioned on page 2, the following new rules options can be found on the listed pages.

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SPONTANEOUS ALCHEMY



Characters versed in spontaneous alchemy can concoct alchemical items more quickly than through normal use of the Craft (alchemy) skill. However, instead of simply making skill checks and spending the necessary currency for unspecified raw materials, the character must provide specific reagents and combine them according to the recipe for the item she wishes to create. This allows the alchemist to obtain results with less time and effort, but often at greater cost, because of the necessary purity and greater volume of reagents required by alchemical recipes.

To perform spontaneous alchemy, a character must begin with the reagents and crafting tools required by the recipe of the item she wants to make. The reagents, crafting tools, and length of time required are noted in the recipe. Once the necessary time has passed, the creator attempts a Craft (alchemy) check against the DC to craft the item. If she succeeds, she completes the item. If the creator's check fails, however, she risks a mishap (see Mishaps on page 5).

READING RECIPES

Each alchemical item in this book features a recipe at the bottom of the item stat block that details how to create the item using spontaneous alchemy. Every alchemical recipe adheres to the following format.

Recipe: This lists the names and amounts of the reagents needed for spontaneous alchemy, as well as the alchemical process used to create the item. Reagents are detailed on the inside covers of this book; processes are listed below.

Craft: This specifies the DC of the Craft (alchemy) check required to complete the item. The base DC is the same whether the item is being made with conventional crafting techniques or spontaneous alchemy.

Time: This is the amount of time required to create the item using spontaneous alchemy.

Tools: This is the tool required to perform the process (see Crafting Tools). If the creator uses an improvised crafting tool, she takes a -2 penalty on her Craft check.

Type: This entry notes the type of alchemical item to be created—most alchemical items are either alchemical remedies, alchemical tools, alchemical weapons, alcohols, drugs, or poisons.

PROCESSES

Each alchemical process listed below is represented by a symbol, requires a certain length of time, and might require one or more alchemical crafting tools. The length of time and the crafting tools required to craft certain alchemical items might sometimes differ from these baselines.

↔ **Calcination:** This is the process of burning a reagent down to its essential minerals. *Time:* 1 hour. *Tools:* Crucible.

⌚ **Ceration:** This process calls for adding a liquid (such as water) to a hard, dry, heated reagent to soften it. *Time:* 10 minutes. *Tools:* Crucible.

⌚ **Congelation:** Congelation increases the viscosity of a reagent by cooling it, possibly with the addition of

another reagent such as urea. *Time:* 10 minutes. *Tools:* Alchemist's lab.

 **Digestion:** In this process, a solution is allowed to rest, usually while being heated, as particles precipitate out of the solution. *Time:* 1 day. *Tools:* Heat source.

 **Distillation:** A mixture is placed in a retort and heated, causing the component with the greatest volatility to vaporize, condense in the neck of the retort, and flow down into a second vessel. *Time:* 1 day. *Tools:* Retort.

 **Earth:** This process involves letting one or more reagents mingle with fresh earth to absorb its minerals or other essential properties. This process cannot be performed unless a source of fresh soil is available. *Time:* 10 minutes. *Tools:* None.

 **Exposure:** This process involves ready airflow. A recipe that requires this process cannot be performed indoors unless a steady air current from outdoors passes through the area (such as a current provided by large open windows on opposite walls). *Time:* 1 hour. *Tools:* None.

 **Fermentation:** This process allows a reagent to be digested by yeast or another organism, yielding a new product. *Time:* 1 day. *Tools:* None.

 **Filtration:** This process separates one component of a mixture from another by passing the mixture through a filter that catches larger particles. This is sometimes made easier by adding a solvent that dissolves one component but not the other. *Time:* 10 minutes. *Tools:* Sieve or filter.

 **Sublimation:** Also known as exaltation, this process calls for a reagent to be heated to a vapor in a vessel so that a pure component crystallizes in the neck of the vessel. *Time:* 1 day. *Tools:* Retort.

CRAFTING TOOLS

All alchemical crafting tools are included in both an alchemist's lab and a portable alchemist's lab (*Pathfinder RPG Ultimate Equipment* 76, 79), but certain small tools, including the following, can also be purchased separately.

CRUCIBLE

PRICE	20 GP
WEIGHT	30 lbs.

A crucible is a type of vessel that can be heated to extreme temperatures for the purpose of inducing special alchemical reactions. A portable crucible is a cylinder 12 inches tall and 18 inches in diameter that weighs 3 pounds; it has the same price as a full-sized crucible. Use of a crucible requires a heat source.

FILTER

PRICE	5 SP
WEIGHT	1/2 lb.

A specialized paper filter is used in alchemy because it can be adjusted to capture different substances according to the type of reagents used to prime it. Alchemical filters are single-use only.

RETOUR

PRICE	2 GP
WEIGHT	1/2 lb.

A retort is a pair of flasks attached to one another by a bent connector called an alembic. When one flask is heated, gaseous products pass through the alembic and condense in the other flask.

SPONTANEOUS ALCHEMY FEATS

The following feats are used by practitioners of spontaneous alchemy.

INSTANT ALCHEMY

You can perform simple alchemical tasks with preternatural speed.

Prerequisite: Craft (alchemy) 1 rank.

Benefit: When performing spontaneous alchemy, you can craft an alchemical item as a standard action if its total crafting time is 10 minutes or less and you have all the equipment and materials required in hand. Items that require 1 hour to create with spontaneous alchemy take you only 10 minutes, and items that require 1 day take you only 1 hour. If you have the alchemy class feature, you can identify a potion using the Craft (alchemy) skill as if using *detect magic* as a swift action rather than a standard action.

SURE-HANDED ALCHEMY

Your steady hand increases your chances of success with spontaneous alchemy and reduces your number of mishaps.

Prerequisite: Craft (alchemy) 3 ranks.

Benefit: When attempting Craft (alchemy) checks to create items using spontaneous alchemy, you gain a cumulative +1 circumstance bonus for each distinct reagent called for by the recipe. A failed Craft (alchemy) check results in a mishap only on a natural 1. Finally, you take no penalties on Craft (alchemy) checks when using improvised equipment to create items using spontaneous alchemy.

MISHAPS

If you fail a Craft (alchemy) check to perform spontaneous alchemy by 4 or less, you simply fail to produce a result and can try again using the same reagents. However, if you fail by 5 or more, a mishap occurs. Roll on the table below to determine the effects of a mishap.

d6 Mishap

- 1 One random reagent is ruined; other reagents can be reused.
- 2 All reagents are ruined.
- 3 All reagents are ruined and the mixture explodes, dealing 2d6 points of damage (half fire, half acid) to you. A successful DC 15 Reflex save halves the damage.
- 4 Half of the doses of each reagent are ruined (round up), and you must use a full-round action to salvage the remaining doses.
- 5 Two random reagents are ruined, and you are exposed to an inhaled or contact poison appropriate to your level and worth no more than the alchemical item you were trying to create (GM's discretion).
- 6 All reagents are ruined, and the crafting tool used (or one random crafting tool, if an alchemist's lab was used) breaks.



BELKZEN WAR ALCHEMY

BELKZEN WAR ALCHEMY

Shock, Awe, and Blood

Origin: Hold of Belkzen

Practitioners: Orc and half-orc shamans, herbalists, and witch doctors

Common Uses: Battlefield control, fear tactics, massacres

The orcs of the Hold of Belkzen cherish the instruments of war. Although strength of arms and sheer physical tenacity are by far the easiest paths to dominance, many intelligent or physically limited orcs find other means to power. Orc shamans and witch doctors often use strange alchemical mixtures in their divinations and rituals. These cunning sorts dazzle and sway their compatriots with fiery explosives, rage-inducing chemicals, painful toxins, and other useful alchemical battlefield enhancements.

Belkzen orcs' use of alchemy can be traced back to the orcs' first conflicts with dwarves, when they clashed in the caverns and tunnels that lie deep beneath Golarion's surface.

However, it was only after these ancient enemies finally emerged from the Darklands that orcs began to make serious impact upon the field of alchemy. The blinding light of the sun forced orc conquerors to adopt creative tactics or risk failure against the swiftly adapting dwarves.

In the millennia since they surfaced, orcs have gradually adapted to the light of day, and now few save the enigmatic priest-doctors and witches of orc clans still know the secrets of alchemical warfare. But all orcs recognize the power of this ancient and brutal art.



EQUIPMENT

The following pieces of equipment are sometimes found in the arsenals of orc warbands, and are employed by Belkzen war alchemists to sow death and destruction.

PAIN WHEEL

PRICE 50 GP

WEIGHT 1/2 lb.

Pain wheels are used by orc marauders to blight the lands of their foes and despoil the earth for generations to come. When you whirl this cruel weapon above your head as a standard action, it scatters salt in a 5-foot radius centered on your space. Creatures in the affected area (including you) that have fewer than their maximum number of hit points must succeed at a DC 11 Fortitude save or be sickened by pain for 1d6 rounds. Creatures affected by bleed effects take a -5 penalty on their saves. A successful DC 11 Heal check ends the sickened condition, as does the application of any effect that heals hit point damage. A pain wheel must be loaded with a pound of salt (a move action) before it can be used. You can also load a dose of itching powder (*Pathfinder RPG Ultimate Equipment* 108) or another alchemical powder normally used as a splash weapons into a pain wheel; when a pain wheel is used this way, the affected area (including your square) is treated as the splash radius for the purpose of determining the powder's effects, and there is no way to deal a direct hit with the powder.

POISON BELCHER

PRICE 50 GP

WEIGHT 1/2 lb.

Loading this long bronze tube with a dose of ingested poison and 10 gp worth of gold dust is a standard action. When you blow on a poison belcher like a blowgun, it sprays the poison out the other end. The poison belcher is a simple weapon that strikes as a ranged touch attack with a range increment of 10 feet and a maximum range of 30 feet. If hit, the target must save against the poison as if it had been ingested.

ALCHEMICAL ITEMS

The alchemical items that come out of Belkzen are often crude and sometimes detrimental to the user's health, but they are always brutally effective in warfare.

BLOODGORGE

PRICE 40 GP

WEIGHT 1/2 lb.

When you imbibe this syrupy black serum, your blood thins dramatically and gushes forth from even minor wounds.

Anytime you take bleed damage, any creatures adjacent to you must succeed at a Fortitude save (DC 10 + the amount of bleed damage taken) or be nauseated for 1 round. A dose of bloodgorge lasts for 1 hour.

ALCHEMICAL RECIPE

Recipe (5 cold iron + 10 dew of lunary)/filtration; **Craft** DC 25

Time 10 minutes; **Tools** filter; **Type** alchemical remedy

FRIGHTFUL WAR PAINT

PRICE 300 GP
WEIGHT 1 lb.

This bone-white paste makes your face appear skeletal and emotionless, like a visage of death itself. When you apply frightful war paint to yourself (or to a willing adjacent creature) as a full-round action, attempt a Disguise or Charisma check. Living creatures within 30 feet of the wearer must succeed at a Will save (DC equal to the result of your Disguise or Charisma check, maximum DC 20) or become shaken for 1d4 rounds. Blind creatures and creatures out of line of sight are unaffected. A creature that succeeds at its check becomes immune to this frightful war paint for 24 hours. Frightful war paint can be worn indefinitely, but it contains quicksilver and realgar, which have deleterious mental effects. If you wear frightful war paint for more than 1 minute per day (whether as a single use of it or as multiple uses over several periods of time), you take 1 point of Constitution damage, plus 1 point of Wisdom damage for every minute you wear the paint that day after the first.

ALCHEMICAL RECIPE

Recipe (40 dew of lunary + 40 quicksilver + 50 realgar)/earth;
Craft DC 30

Reagents dew of lunary (40), quicksilver (40), realgar (40)
Time 10 minutes; **Tools** —; **Type** alchemical tool

IMPOSING WAR PAINT

PRICE 70 GP
WEIGHT 1/2 lb.



This gritty red paste makes you appear as if you were covered in dried blood. When you apply imposing war paint as a full-round action, you gain a +4 alchemical bonus on Intimidate checks and the duration of any fear effects you

create increases by 50% as long as you wear the war paint. Unfortunately, imposing war paint is made with realgar, which is toxic to living creatures. If you wear imposing war paint for more than 1 minute per day, you take 1 point of Constitution damage, plus 1 point of Constitution damage for every minute you wear the paint that day after the first.

ALCHEMICAL RECIPE

Recipe (12 dew of lunary + 10 realgar)/earth; **Craft** DC 25

Time 10 minutes; **Tools** —; **Type** alchemical tool

SHAMAN'S PAINT

PRICE 90 GP
WEIGHT 1/2 lb.

The ground carcasses of goldbelly stinkbugs—*insects native to the Mindspin Mountains*—give this paint its characteristic yellow hue. When applied as a full-round action, this fine paste makes your head glow as though with an unearthly halo. You gain a +2 alchemical bonus to your caster level for any spells you cast that target one or more of your allies. The quicksilver in shaman's paint is harmful to living creatures. If you wear shaman's paint for more than 1 minute per day, you take 1 point of Wisdom damage, plus 1 point of Wisdom damage for every minute you wear the paint that day after the first.

ALCHEMICAL RECIPE

Recipe (30 quicksilver + 25 saltpeter)/earth; **Craft** DC 20

Time 10 minutes; **Tools** —; **Type** alchemical tool

SHRIEK BOMB

PRICE 45 GP
WEIGHT 1 lb.

This yellow ball of volatile resin has a hemp wick. Lighting the fuse is a move action; 1d3–1 rounds later (a result of 0 rounds takes place at the end of your turn), the shriek bomb explodes, dealing 2d6 points of sonic damage to creatures in a 10-foot-radius burst (Fortitude DC 15 half). A shriek bomb can be thrown as a splash weapon with a range of 10 feet.

ALCHEMICAL RECIPE

Recipe (20 magnesium + 30 myrrh + 5 saltpeter)/congelation;

Craft DC 20

Time 10 minutes; **Tools** alchemist's lab; **Type** alchemical weapon

POISONS

Orc warriors stop at nothing to gain an advantage over their opponents, and the devastating poisons they concoct exemplify this principle.

FLAMING DOOM

PRICE 900 GP
WEIGHT —

Type poison, injury; **Save** Fortitude DC 18

Frequency 1/round for 6 rounds

Effect 1d6 fire damage and victim possibly catches on fire (see *Pathfinder RPG Core Rulebook* 444); **Cure** 2 saves

ALCHEMICAL RECIPE

Recipe (200 magnesium + 200 phosphorus + 250 saltpeter)/distillation; **Craft** DC 18

Time 1 day; **Tools** retort; **Type** poison

FURY GAS

PRICE 900 GP
WEIGHT 1/2 lb.

Type poison, inhaled; **Save** Fortitude DC 16

Frequency 1/minute for 4 minutes

Effect Non-orcs are blinded for 1 minute. Orcs rage for 1 minute, gaining a +2 alchemical bonus to Strength and Dexterity, a +1 alchemical bonus on Will saves, and a –2 penalty to AC. This poison's effects are otherwise similar to a barbarian's rage, except that affected orcs are unable to discern friend from foe—attacking the nearest creature each round—and they are not fatigued afterward; **Cure** 2 saves

ALCHEMICAL RECIPE

Recipe (180 brimstone + 80 quicksilver + 60 saltpeter)/fermentation; **Craft** DC 16

Time 1 day; **Tools** heat source; **Type** poison

SMELL OF FEAR

PRICE 600 GP
WEIGHT 1/2 lb.

Type poison, inhaled; **Save** Fortitude DC 17

Frequency 1/minute for 6 minutes

Effect 1d2 Wis damage, and if the victim would become shaken during the next 1 minute, she becomes frightened instead; **Cure** 2 saves

ALCHEMICAL RECIPE

Recipe (170 quicksilver + 170 realgar)/fermentation; **Craft** DC 17

Time 1 day; **Tools** heat source; **Type** poison



DAGGERMARK POISONS

DAGGERMARK POISONS

Maim, Manipulate, Murder

Origin: Daggermark, River Kingdoms

Practitioners: Assassins, poisoners, unscrupulous mercenaries

Common Uses: Political maneuvering, revenge, vigilante justice

Some of the world's most famous poisons are formulated and manufactured by the Daggermark Poisoners' Guild. Many of the traditions of the poisoners' guild can be traced back to the organization's founder, a Chelish count named Ambras Imre, who established the guild over 90 years ago. The poisons crafted by Imre and ranking

members of the guild quickly spread throughout the region, used by Daggermark's own infamous assassins as well as by imitators and professionals throughout the River Kingdoms.

While most poisons are employed to simply weaken or kill their victims in various ways, the Daggermark Poisoners' Guild has discovered a number of poisons with unique and specialized effects. The guild's master poisoners often make use of nonlethal toxins and other alchemical concoctions to discipline their underlings, manipulate other political groups, and distract the citizens of Daggermark from the power struggles that dominate the city's ever-changing leadership.

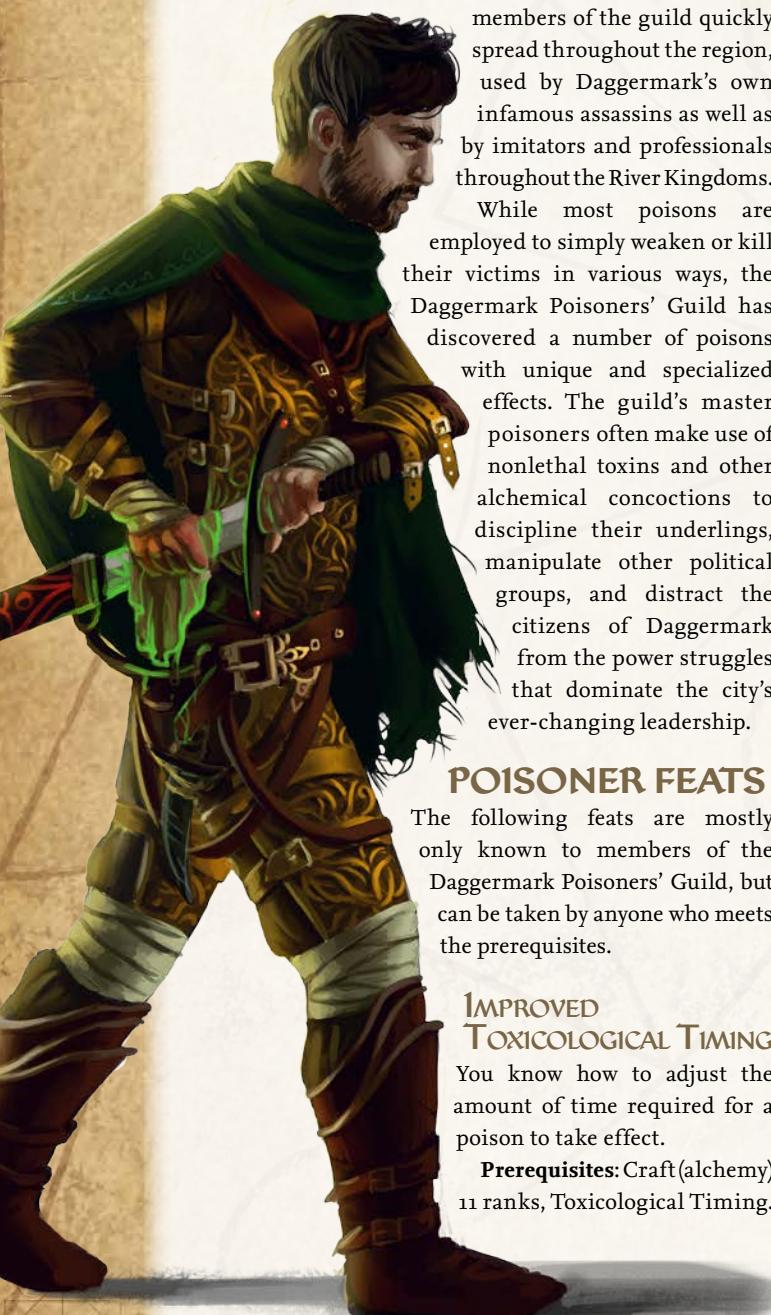
POISONER FEATS

The following feats are mostly only known to members of the Daggermark Poisoners' Guild, but can be taken by anyone who meets the prerequisites.

IMPROVED TOXICOLOGICAL TIMING

You know how to adjust the amount of time required for a poison to take effect.

Prerequisites: Craft(alchemy) 11 ranks, Toxicological Timing.



Benefit: Whenever you craft a poison with the Craft (alchemy) skill, you can add or subtract up to 1 day from its onset time (to a minimum onset period of 1 round).

POISON FOCUS

You know the secrets of creating especially vicious poisons.

Prerequisite: Craft (alchemy) 1 rank.

Benefit: The save DC of any poison you craft with Craft (alchemy) and any spells you cast with the poison descriptor (*Pathfinder RPG Ultimate Magic* 138) increases by 1. This bonus doesn't stack with the bonus granted by Spell Focus.

SUBTLE POISONER

You have mastered the art of stealthily and quickly preparing a poisoned weapon.

Prerequisite: Sleight of Hand 5 ranks.

Benefit: Whenever you draw a weapon, you can apply poison to the weapon as part of the same action. To do so, you must already have the poison in hand and must succeed at a DC 20 Sleight of Hand check. Success means the dose of poison is expended and you poison the weapon without drawing attention to your act. This check is in addition to any other Sleight of Hand checks you attempt to perform the action (such as to draw a hidden weapon). Failure means any creatures present can immediately attempt opposed Perception checks to notice your poisoning attempt. If you fail the check by 5 or more, you also expose yourself to the poison unless you have an ability that would prevent accidental poisoning, such as an alchemist's poison use ability.

TOXICOLOGICAL TIMING

You know how to adjust the amount of time a poison takes to produce its effects.

Prerequisite: Craft (alchemy) 9 ranks.

Benefit: When you craft a poison with the Craft (alchemy) skill (whether using the normal Craft rules or the rules for spontaneous alchemy), you can increase or decrease the unit of time used to measure the frequency of a poison you craft by up to one step along the following scale: rounds, minutes, hours, days. For example, if you applied this feat to arsenic (which has a frequency of 1/minute for 4 minutes), you could increase the frequency to 1/round for 4 rounds or decrease the frequency to 1/hour for 4 hours.

ALCHEMICAL ITEMS

The Daggermark Poisoners' Guild is known for using creative and unexpected delivery methods to achieve its assassinations. This reputation is due in large part to the remarkable range of the guild's original alchemical inventions and discoveries.

POISON DIFFUSER
PRICE 200 GP
WEIGHT —


This compound comes in a tiny eyedropper. When you combine a dose of poison diffuser with a dose of contact or ingested poison, the poison becomes a gas, slowly diffusing into the surrounding air. The poison is treated as an inhaled poison for 3 rounds, after which the poison and the poison diffuser are both expended and become inert. Any creature that passes within 5 feet of a diffused poison while it is active must save against the vaporous toxin.

If you are using spontaneous alchemy, adding urea to the alchemical recipe delays a poison diffuser's activation time. For every 20 doses of urea (worth a total of 10 gp) incorporated into the alchemical creation process, the time from which the diffuser is added to the poison to the time the poison begins spreading into the air increases by 1 round.

ALCHEMICAL RECIPE

Recipe (100 brimstone + 180 salt + 180 spirit of wine)/fermentation; **Craft** DC 25

Time 1 day; **Tools** heat source; **Type** alchemical tool

SPIRIT OF GLASS
PRICE 35 GP
WEIGHT —

This fiber is composed of tiny strands of razor-sharp glass laced with alchemical elements. Anyone who touches it finds her skin irritated by countless tiny abrasions. Though it causes only minor discomfort, it opens the skin enough for poison to seep through, allowing injury poisons to be delivered to the affected creature as if they were contact poisons. The abrasions last for 1 hour or until cleaned and treated with a successful DC 10 Heal check (a full-round action). Poisoners sometimes place spirit of glass in a target's wardrobe or amid her personal effects along with a rag soaked in poison. Spirit of glass is often mistaken for lint or loose cloth, though it and the abrasions it causes can be identified with a successful DC 15 Craft (alchemy) check or DC 17 Heal check. Spirit of glass can be used only once before it is expended.

ALCHEMICAL RECIPE

Recipe (2 cold iron + 7 darkwood + 5 gold)/calcination; **Craft** DC 25

Time 1 hour; **Tools** crucible; **Type** alchemical tool

VECTOR INK
PRICE 60 GP
WEIGHT —


This specialized ink can be mixed with a contact poison to make the poison last longer on paper. Once applied to a sheet of paper, the ink remains slightly tacky and keeps the poison effective for up to 1 week. Any creature that touches the writing (such as while opening a closed book or unraveling a scroll) must save against the contact poison. Once a creature has come in contact with the vector ink, the ink is expended. A single vial of vector ink is enough to write a single page of text on standard-sized parchment.

ALCHEMICAL RECIPE

Recipe (7 dew of lunary + 7 gold + 6 urea)/digestion; **Craft** DC 20

Time 1 day; **Tools** heat source; **Type** alchemical tool

POISONS

The following poisons are unique inventions of the Daggermark Poisoners' Guild and its master poisoners. Unscrupulous individuals use these concoctions to punish, disable, or eliminate their opponents.

ALCHEMICAL ISOLATION
PRICE 175 GP
WEIGHT 1 lb.

Type poison, inhaled; **Save** Fortitude DC 13

Frequency 1/minute for 2 minutes

Initial Effect deafened for 10 minutes; **Secondary Effect** blinded for 10 minutes; **Cure** 1 save

ALCHEMICAL RECIPE

Recipe (150 brimstone + 20 dew of lunary + 80 spirit of wine)/fermentation; **Craft** DC 13

Time 1 day; **Tools** heat source; **Type** poison

COUNT AMBRAS'S PUNISHMENT
PRICE 350 GP
WEIGHT —

Type poison, contact; **Save** Fortitude DC 16

Onset 1 minute; **Frequency** 1/minute for 6 minutes

Initial Effect 1 Dex drain and nauseated for 1 minute; **Secondary Effect** 1d2 Dex drain and sickened for 1 minute; **Cure** 1 save

ALCHEMICAL RECIPE

Recipe (70 dew of lunary + 35 realgar + 70 urea)/digestion; **Craft** DC 16

Time 1 day; **Tools** heat source; **Type** poison

LIQUID PERSUASION
PRICE 120 GP
WEIGHT —

Type poison, ingested; **Save** Fortitude DC 11

Onset 10 minutes; **Frequency** 1/minute for 5 minutes

Effect 1 Wis damage, and for the duration of the poison, the next time the victim's attitude toward another creature would shift one or more steps toward helpful as a result of a successful Diplomacy or Intimidate check or other effect, the victim's attitude also shifts one additional step. For example, if the victim's attitude would shift from indifferent to friendly (one step better), it shifts to helpful instead (two steps better); **Cure** 1 save

ALCHEMICAL RECIPE

Recipe (20 dew of lunary + 20 quicksilver + 80 spirit of wine)/distillation; **Craft** DC 11

Time 1 day; **Tools** retort; **Type** poison

VAMPIRE'S KISS
PRICE 75 GP
WEIGHT —

Type poison, injury; **Save** Fortitude DC 15

Frequency 1/round for 2 rounds

Initial Effect 1d2 Con damage; **Secondary Effect** bleed damage from non-poison sources increases by 1 for 1 minute; **Cure** 1 save

ALCHEMICAL RECIPE

Recipe (6 gold + 50 myrrh + 30 quicksilver)/distillation; **Craft** DC 15

Time 1 day; **Tools** retort; **Type** poison

DERRO FUNGUS ALCHEMY

DERRO FUNGUS ALCHEMY

Infestation of Mind and Body

Origin: The Darklands

Practitioners: Dark folk, derros, duergar, subterranean plant creatures

Common Uses: Mind control, nocturnal abductions, psychonautic sabotage

The practice of fungus alchemy has been refined, lost, and rediscovered many times throughout the chaotic history of the derros. The origins of fungus alchemy can ultimately be traced back to the derros' addiction and obsession with the versatile and useful psychotropic substance known as cytillesh fungus. Although derros revere this plant and find countless uses for it, cytillesh has yet to provide a true answer to their other cultural

obsession: how do so many other races walk freely in the sunlight, while the derros blister and burn under its rays?

This question and its ungraspable answer drive derros to practice their ancient alchemical art on surface dwellers, much to the dismay of the captured and irreparably altered victims.

Derro magisters, the alchemists and spellcasters who lead derro enclaves, carefully guard the most dangerous secrets of their craft. Still, victims who have witnessed such scientific horrors sometimes crawl back to the surface with their knowledge of these dark arts intact, but the rest of their minds shattered. More than one eccentric alchemist has been inspired by "dreams" of madness and torture at the hands of derros, never quite realizing that these dreams are actually memories of a very real abduction.

FUNGAL GRAFTS

Derros have long studied the effects of growing modified cytillesh fungus on and inside living creatures. Growing a fungal graft is similar to crafting a magic item, but requires only a specific number of ranks in Craft (alchemy) instead of an item creation feat.

Growing a fungal graft takes the same amount of time that creating a magic item of the same price does. During this time, the nascent fungus must be fertilized with expensive material components (the cost varies according to the graft), watered as needed, and kept safe from harm. After the required time has passed, the cultivator must succeed at a Craft (alchemy) check in order for the fungus graft to be properly formed. The DC of this check varies according to the graft. On a failure, the graft withers and the cultivator must begin anew. On a success, the fungus is ready to be grafted onto a target.

Grafting a fungus onto a target requires a 1-hour-long surgical procedure, during which time the subject must be either willing or helpless. At the end of the hour, the surgeon must attempt a Heal check against the listed DC. Failure indicates that the patient's body rejects the fungus and the fungus dies. Regardless of the surgery's success, the subject takes 1d4 points of Constitution damage. Although fungal grafts are not magical, some occupy a magic item slot on the body, preventing that slot from being used for any magic item or other graft.

A fungal graft can be removed with a *heal* or *greater restoration* spell, or with a successful Heal check against the original DC in another hour-long surgery.

FUNGAL EYES

PRICE 18,000 GP
SLOT eyes

These small, glowing blue fungi form a protective film over the subject's eyes, preventing her from seeing with normal vision but granting her blindsight to a range of 30 feet.

CULTIVATION REQUIREMENTS

COST 9,000 GP

Craft (alchemy) 12 ranks; **Skill** Craft (alchemy) DC 25, Heal DC 25

REACHING VINES

PRICE 4,000 GP
SLOT wrists

Cytillesh spores seeded beneath the subject's skin enable the subject to extend and contract fungal vines from its wrists and forearms at will. The subject gains two vine attacks per round, which count as secondary natural attacks with a reach of 10 feet. These vines deal no damage, but the fungal-grafted creature can attempt to pull a struck target up to 5 feet toward itself, as the pull universal monster ability (*Pathfinder RPG Bestiary* 303).

CULTIVATION REQUIREMENTS

COST 2,000 GP

Craft (alchemy) 9 ranks; **Skill** Craft (alchemy) DC 21, Heal DC 21

ALCHEMICAL ITEMS

Derros frequently use the following alchemical items.

INSTANT FERTILIZER



PRICE 20 GP
WEIGHT 4 lbs.

This ruby-red earth can be sprinkled over a 5-foot patch of ground as a standard action that provokes attacks of opportunity. Non-creature plants and fungi in the area grow with alarming speed, and the ground becomes weedy, difficult terrain for non-plant creatures. Any non-plant creature in the square must succeed at a DC 15 Reflex save or it becomes entangled by the surging plants. Any plant creature in the affected square is healed of 1d6 points of damage.

ALCHEMICAL RECIPE

Recipe (15 magnesium + 20 phosphorus + 10 salt)/calcination;
Craft DC 20

Time 1 hour; **Tools** crucible; **Type** alchemical tool

LYDDRIC ESSENCE

PRICE 20 GP
WEIGHT 1 lb.

This enzyme is derived from a parasitic fungus that breaks down most organic tissue, and is especially destructive to plants and other fungi. A flask of lyddric essence can be used like a flask of acid, dealing normal acid damage to creatures not of the plant type. However, plant creatures, plants, and fungi targeted with lyddric essence take 2d6 points of acid damage on a direct hit, or 2 points of acid splash damage if within 5 feet of where it hits.

ALCHEMICAL RECIPE

Recipe (15 brimstone + 3 cytillesh spores)/distillation; **Craft** DC 20
Time 1 day; **Tools** retort; **Type** alchemical weapon

MIMIC FIBERS

PRICE 30 GP
WEIGHT —

These alchemically prepared fungal spores are suspended in a thick green ichor. They grow in patterns that match any plant or fungal material they touch, even dead wood, causing any cuts or breaks in the matter to mend as if it had never been damaged. When applied as a full-round action, mimic fibers heal 1d10+10 points of damage to one object made of wood, paper, earth, or other living or once-living material. Even a destroyed item can be repaired (treat as if at 0 hit points) as long as the item is in no more than two pieces and is held together at the break as the spores are applied.

ALCHEMICAL RECIPE

Recipe (6 magnesium + 6 cytillesh spores)/filtration; **Craft** DC 20
Time 10 minutes; **Tools** filter; **Type** alchemical tool

TUNNEL CREEPER



PRICE 280 GP
WEIGHT 1 lb.

This fist-sized cluster of aggressive fungus grows rapidly when placed against a solid surface and exposed to water, and can quietly bore a 5-foot-tall, 10-foot-deep tunnel in a straight line. The tunnel is supported by sturdy fungal tubes. A tunnel creeper cannot eat through metal or any material denser



NEW REAGENT: CYTILLESH SPORES

Derro alchemists frequently use the spores of the potent cytillesh fungus in their crafts.

CYTILLESH SPORES

PRICE 5 GP
WEIGHT —

The spore of the cytillesh fungus is a versatile reagent, and is often combined with other poisonous elements to create deliriums, hallucinogens, and psychotics.

POWER COMPONENT

Doses 1 (5 gp); **Spells** charm or compulsion subschool
Effect +1 caster level for the purpose of duration

than common stone. A tunnel creeper takes 10 minutes to carve a tunnel through stone, or 5 minutes to carve through wood, after which the fungus withers and falls to the ground.

ALCHEMICAL RECIPE

Recipe (100 brimstone + 90 magnesium + 35 cytillesh spores)/fermentation; **Craft** DC 25

Time 1 day; **Tools** heat source; **Type** alchemical tool

POISONS

Derros use the following poisons to disable their victims and commit mental atrocities.

CONFABULATION POWDER

PRICE 80 GP
WEIGHT 1 lb.

Type poison, inhaled; **Save** Fortitude DC 18

Frequency 1/minute for 2 minutes

Initial Effect staggered for 1 minute; **Secondary Effect** If already staggered, stunned, or unconscious, the victim becomes highly suggestible. If an event (whether true or false) is described to him, he unconsciously fabricates a detailed memory of the event, filling in any gaps in the description with his own best guesses. The confabulated memory can be disbelieved with a successful DC 18 Will save the first time it is recalled, but if the save fails, the victim treats it as completely genuine thereafter. All confabulated memories can be removed with a *restoration* or *heal* spell; **Cure** 1 save

ALCHEMICAL RECIPE

Recipe (20 quicksilver + 15 cytillesh spores)/digestion; **Craft** DC 18
Time 1 day; **Tools** heat source; **Type** poison

CYTILLESH EXTRACT

PRICE 800 GP
WEIGHT —

Type poison, ingested; **Save** Fortitude DC 18

Frequency 1/hour for 8 hours

Effect The victim loses all memory of events that took place in the previous hour and can't form new memories for 8 hours. These lost and prevented memories might return later in the form of dreams, and can be returned with a *restoration* or *heal* spell; **Cure** 2 saves

ALCHEMICAL RECIPE

Recipe (115 realgar + 115 cytillesh spores)/calcination; **Craft** DC 18
Time 1 hour; **Tools** crucible; **Type** poison



DWARVEN MAGIC ALES

DWARVEN MAGIC ALES

Drink Is Life

Origin: The Darklands/Five Kings Mountains

Practitioners: Dwarven barkeeps, brewmasters, distillers, and tavern owners

Common Uses: Celebrations, drinking games, drowning sorrows, drunken carousing, inflaming passions

The dwarven tradition of brewing is an ancient one, stemming back before that race's famed Quest for Sky. Once the dwarves emerged onto the surface world, their brewing process evolved from the fermentation of underground mushrooms and tubers into the form recognized today. But while fermenting Golarion's surface crops yields more delicious libations, the resulting beers lack the punch of brews made with Darklands ingredients. By including mind-altering fungi, curative roots, and other unusual additives as well as surface grains and hops, dwarven brewmasters can craft drinkable ales, bitters, and stouts with effects similar to those of the original dwarven brews.

While dwarven brews are always strong and never fail to cause the imbiber to become tipsy or downright drunk, what separates the so-called "magic ales" from the mundane brews also popular among the dwarves is that magic ales bestow additional effects beyond intoxication. Such effects vary depending on the brew, but in many cases rival the potency and powers of true magic potions—hence the name of these amazing concoctions.



DRUNKEN RAGER (BARBARIAN ARCHETYPE)

These hotheaded, hard-drinking ruffians and brawlers are as dangerous in the midst of combat as they are in a tavern, and they wouldn't be caught dead without a libation for either occasion.

Drunken Rage (Ex): At 1st level, a drunken rager can drink a unit of ale or other strong alcohol while raging to gain 1 drunken rage point. The act of drinking is a standard action that does not provoke attacks of opportunity. At 1st level, the barbarian can have a maximum of 1 drunken rage point; this maximum increases by 1 every 2 levels thereafter. These drunken rage points last for 1 hour or until spent, whichever comes first. The barbarian can use drunken rage points only while raging. Unless otherwise noted, spending a drunken rage point is a free action.

A drunken rager can spend 1 drunken rage point to increase her movement speed by 20 feet for 1 round, provided she is wearing no armor, light armor, or medium armor and is not carrying a heavy load. She can also spend 1 drunken rage point to gain 1 additional round of her rage class feature, which lasts for 1 hour or until used.

This ability replaces fast movement.

Staggering Evasion (Ex): At 2nd level, as long as she has at least 1 drunken rage point, a drunken rager gains evasion, as the rogue class feature of the same name. This ability replaces uncanny dodge.

Tolerance (Ex): At 3rd level, as long as she has at least 1 drunken rage point, a drunken rager gains a +1 bonus on saves against effects that would nauseate, poison, or sicken her, as well as saves to avoid addiction or other ill effects associated with consuming alcohol. This bonus increases by 1 at 6th level and every 3 levels thereafter. This ability replaces trap sense.

Improved Staggering Evasion (Ex): At 5th level, as long as she has at least 2 drunken rage points, a drunken rager gains improved evasion, as the rogue advanced talent of the same name. This ability replaces improved uncanny dodge.

Drunken Swing (Ex): At 12th level, a drunken rager can spend 1 drunken rage point as a swift action before making a melee attack to drastically increase the deadliness of her attack. The critical threat range of her next attack that round increases by 1 (for example, a critical threat range of 20 would increase to 19–20). This ability does not stack with any other effect that expands the critical threat range of a weapon. At 16th level and again at 20th level, the barbarian can spend 1 additional drunken rage point to further increase the critical threat range of her next attack (to a maximum critical threat range increase of 3 at 20th level). This ability replaces the rage power gained at 12th level.

ALCHEMICAL ITEMS

Despite their name, dwarven magic ales are alchemical items rather than magic items. If the effects of a magic ale stack, track the duration of each dose's effects separately. Unlike most alcohol, the magic ales below have no detrimental effects like hangovers or addiction. Optionally, the GM can use the rules for drunkenness and addiction detailed on pages 236–237 of the *Pathfinder RPG GameMastery Guide* to augment the effects of these brews.

BOULDERHEAD BOCK

PRICE 25 GP
WEIGHT 2 lbs.

This malty ale has a legendarily thick, creamy head. It creates a pleasant buzz and sense of euphoria that dull the effects of pain and concussions, granting the drinker a +1 alchemical bonus on saving throws to avoid becoming dazed, staggered, or stunned, or against any effect with the pain descriptor (*Pathfinder RPG Ultimate Magic* 138) for 1 hour. In addition, a dose of boulderhead bock grants the drinker 1d6 temporary hit points that apply exclusively against nonlethal damage. Multiple doses of boulderhead bock stack, to a maximum alchemical bonus of +5 and a maximum of 20 temporary hit points.

ALCHEMICAL RECIPE

Recipe (4 gold + 15 spirit of wine)/fermentation; **Craft** DC 19
Time 1 week; **Tools** brewer's kit; **Type** alcohol

ICECAP ALE

PRICE 40 GP
WEIGHT 1/2 lb.



This rare and unusual brew is fortified by a process of repeated partial freezing, during which the ice is continually skimmed off, resulting in a draught with more than 10 times the alcohol content of ordinary ale. Icecap ale grants a +2 alchemical bonus to the drinker's Strength and Constitution for 1 minute, as well as a +4 alchemical bonus on saving throws against compulsions and fear. However, after this initial surge of energy, the drinker becomes fatigued and takes a -4 penalty on Dexterity- and Strength-based skill checks for 1 hour. In addition, the drinker loses all memory of events that transpired during the 1d4 minutes directly following consumption of a draught of icecap ale; a successful DC 20 Fortitude save negates this memory loss. Additional doses of icecap ale imbibed during the hour following an initial dose cause the drinker to become sickened for 1 minute (instead of gaining a bonus to Strength and Constitution) and to suffer all the negative effects of icecap ale.

ALCHEMICAL RECIPE

Recipe (50 spirit of wine + 40 urea)/distillation; **Craft** DC 20
Time 1 week; **Tools** brewer's kit; **Type** alcohol

LONGBEARD LAMBIC

PRICE 20 GP
WEIGHT 1 lb.

One of the oldest known dwarven ales, longbeard lambic is fermented with wild airborne yeasts and cultures, especially those that proliferate in the dank caves where it has been brewed since long before the Quest for Sky began.

NEW ALCHEMICAL TOOLS

The following new tools (see page 5) are used to create dwarven magic ales.

BREWER'S KIT

PRICE 25 GP
WEIGHT 50 lbs.

A brewer's kit includes a mash tun, as well as copper kettles and piping for boiling and cooling before casking it and allowing it to ferment. It also includes a variety of dried hops and spices for flavoring.

BREWER'S KIT, MASTERWORK

PRICE 75 GP
WEIGHT 50 lbs.

This exceptionally crafted kit provides extra spices, a wider variety of herbs, and higher quality tools than a normal brewer's kit. A masterwork brewer's kit grants a +2 circumstance bonus on Craft (alchemy) checks to produce alcoholic beverages.

Longbeard lambic has a bracing effect that shocks the system. If the drinker is fatigued, shaken, or staggered, she can ignore these conditions for 1d4 rounds after imbibing longbeard lambic. In addition, a dose of longbeard lambic can reduce the exhausted condition to fatigued or the frightened condition to shaken (drinker's choice) for the same duration. If you consume a second longbeard lambic within 1 minute of the previous dose, you must succeed at a DC 15 Fortitude save or be nauseated for 1d4 rounds. The DC increases by 5 for each dose imbibed within the same time span. Dwarves gain a +5 racial bonus on this saving throw.

ALCHEMICAL RECIPE

Recipe (3 gold + 5 quicksilver + 4 spirit of wine)/fermentation;
Craft DC 18

Time 1 week; **Tools** brewer's kit; **Type** alcohol

WYRM'S BREATH BITTER

PRICE 30 GP
WEIGHT 1 lb.



This green-tinged brew has a pungent, bitter bite. It's flavored with a variety of foul-smelling herbs and is intensely carbonated through a unique fermentation process. Sometimes given to visitors as a prank, wyrm's breath bitter causes the drinker to become sickened for 1d6 minutes (Fortitude DC 12 negates); dwarves gain a +5 racial bonus on this saving throw. After drinking a dose of wyrm's breath bitter, the drinker can, as a move action, unleash a thunderous and noxious belch in either a 5-foot-radius spread or a 10-foot cone. Creatures in the area are deafened and sickened for 1 round (Fortitude DC 12 negates). The drinker must wait 1d4 rounds before belching again, but can belch as often as desired for up to 10 minutes after drinking a wyrm's breath bitter.

ALCHEMICAL RECIPE

Recipe (2 black powder + 10 brimstone + 20 spirit of wine)/digestion; **Craft** DC 21

Time 1 week; **Tools** brewer's kit; **Type** alcohol



HOMUNCULI OF LEPISTADT

HOMUNCULI OF LEPISTADT

Ethically Dubious Flesh-Engineering

Origin: University of Lepidstadt, Ustalav

Practitioners: Knowledgeable spellcasters, power-hungry aristocrats, students of Count Caromarc

Common Uses: Espionage, impersonations, reconnaissance, sabotage, trickery

The art of homunculus crafting is one of the most prominent fields of study at the University of Lepidstadt, and homunculus classes and seminars are some of the best attended. Some among the university's faculty find the study of these small laboratory-created humanoids abhorrent or unethical since homunculi have been known

to spontaneously develop their own personalities (and thus, consciences)

from time to time. This has led to a sweeping ban on advanced courses on homunculi creation and modification at the school.

A few of the university's faculty continue to practice the forbidden techniques of homunculus creation and alteration in secret, but only the abdicated Count Alpon Caromarc—whose powerful thirst for recognition at times overrules his desire for privacy—is willing to teach these subjects. Though the count passes on his methods only via secret correspondence, rumors abound that he continues his work with homunculi, as well as other experiments whose ethical character is questionable at best.

IMPROVED HOMUNCULI

The original rules for creating homunculi appear on page 176 of the *Pathfinder RPG Bestiary*. A character with the Craft Construct feat can use the following rules to create homunculi with new abilities in addition to those normally possessed by homunculi.

To create a homunculus with one or more improvements, the crafter must include large quantities of certain reagents (represented by the price listed for each of the improvements below) while performing the ritual to create a homunculus. For every 1,000 gp worth of additional abilities to be granted to the homunculus, the DC of the Craft check to create the homunculus increases by 1 (minimum +1).

The crafter can also add new abilities to an existing homunculus by performing a brief surgical procedure. To do so, the crafter must purchase the necessary reagents and make a successful Heal check (DC equal to the DC of the Craft check necessary to create such a homunculus from scratch).

Acid Breath: By distilling brimstone and aqua regia, a crafter can bestow upon

the homunculus the ability to spit a 15-foot-line of acid. This is a breath weapon that deals 1d6 points of acid damage per 2 Hit Dice of the homunculus. The damage from this attack can be halved with a successful Reflex save (DC $10 + 1/2$ the homunculus's HD). *Price:* +1,500 gp.

Extra Eyes: By adding silver shavings to the homunculus, a crafter can imbue it with additional eyes, granting it the all-around vision special quality (*Pathfinder RPG Bestiary* 2 294) and a +4 racial bonus on Perception checks. *Price:* +4,000 gp.

Spell-Like Ability: By incorporating 10 potions of the same spell in the homunculus's creation, a crafter can imbue the homunculus with the power to use that spell once per day as a spell-like ability. *Price:* Total cost of the potions used.

Spit Poison: By adding gold and realgar to the homunculus, a crafter can give it the ability to spit its poison as a ranged touch attack that deals no damage but exposes the victim to the poison's effect as though it were a contact poison. The ability has a range of 15 feet with no range increment. *Price:* +6,000 gp.

Toughened Hide: By adding diamond dust and cold iron to the homunculus, a crafter can increase its natural armor bonus to AC by 1, 2, or 3. *Price:* +1,000 gp (+1), +4,000 gp (+2), or +9,000 gp (+3).

Voice: By adding dew of lunary and platinum to the homunculus, a crafter can grant it the ability to speak in a voice that sounds eerily like a diminutive version of its master's. *Price:* +500 gp.



ALCHEMICAL ITEMS

The following items are popular among clandestine homunculus crafters at the University of Lepidstadt.

CHAMELEON OINTMENT	PRICE 20 GP
	WEIGHT —

When applied to a homunculus's skin (which takes 1 minute), this ointment causes the creature's flesh to shift color and pattern reflexively to match its surroundings. The homunculus gains a +4 circumstance bonus on Stealth checks for 24 hours. The ointment can also be applied to other creatures as long as they are Medium or smaller and wear no clothing or armor to obstruct their skin, but the bonus is reduced to +2.

ALCHEMICAL RECIPE

Recipe (450 darkwood + 350 dew of lunary + 400 myrrh)/fermentation; **Craft** DC 30
Time 1 day; **Tools** heat source; **Type** alchemical tool



in just 1 round. The character whose blood is used is treated as the homunculus's master. After 1 hour, a clay homunculus withers and dies, rapidly decaying into a viscous slime. The listed price is for a jar containing 3 doses of homunculus clay.

ESSENCE OF INDEPENDENCE	PRICE 80 GP
	WEIGHT —

When ingested, this thin serum awakens your potential for independent action. If you are under the influence of a mind-affecting effect, you receive a new saving throw with a +4 alchemical bonus to break the effect (you can gain this benefit only once per day). If the serum is ingested by a bonded creature such as a familiar, animal companion, bonded mount, or homunculus, the creature ceases to be bound to its master's will for 10 minutes. It gains a +2 morale bonus on attack rolls, saving throws, skill checks, and ability checks, and becomes interested in finding its own way of doing things. Its attitude toward its master might change drastically during this time, depending on how the master has treated it in the past. As soon as the duration of this effect ends, the creature becomes bound to its master's will again.

ALCHEMICAL RECIPE

Recipe (8 dew of lunary + 10 gold + 22 spirit of wine)/sublimation; **Craft** DC 25
Time 1 day; **Tools** retort; **Type** alchemical remedy

EYE DROPS OF THE UNSEEN MASTER	PRICE 150 GP
	WEIGHT —

This bright pink liquid can be added to the eyes of a willing homunculus as a standard action. If you are the homunculus's master, you gain the ability to see through the homunculus's eyes by closing yours and concentrating, and the homunculus can see through yours in the same fashion. The eye drops also extend the range of the homunculus's telepathic link to 1 mile. The effects of the eye drops fade after 1 day.

ALCHEMICAL RECIPE

Recipe (20 dew of lunary + 20 saltpeter + 80 spirit of wine)/distillation; **Craft** DC 25
Time 1 day; **Tools** retort; **Type** alchemical remedy

HOMUNCULUS CLAY	PRICE 2,250 GP
	WEIGHT 5 lbs.

This thick clay mixture comes in a jar stamped with a silhouette of whatever creature can be created using its contents. By adding a drop of blood to a scoop of homunculus clay, you can create a temporary homunculus that hardens and becomes fully animate

LOYALTY TRANSFUSION	PRICE 625 GP
	WEIGHT —



This serum transfers a homunculus's loyalty from one master to another. In order for this to work, the homunculus's current master and its master-to-be must each place a drop of their blood into the serum. When an appropriate homunculus drinks this concoction, it thereafter treats the master-to-be as its master. The change in ownership also causes the homunculus's alignment to change to match that of its new owner.

ALCHEMICAL RECIPE

Recipe (200 quicksilver + 150 realgar + 200 spirit of wine)/distillation; **Craft** DC 30
Time 1 day; **Tools** retort; **Type** alchemical remedy

SEMBLANCE TRANSFUSION	PRICE 300 GP
	WEIGHT —

When combined with a drop of a humanoid's blood, this solution allows the homunculus that drinks it to grow to size Small and assume the likeness of the subject whose blood was used. If the homunculus can speak, its voice changes to resemble that of the subject. The homunculus's space and reach become 5 feet and it loses its bite attack, but otherwise its statistics remain unchanged. This transformation lasts 24 hours. The homunculus gains a +10 circumstance bonus on Disguise checks to appear as the subject, but unless the subject is a halfling, a gnome, a child, or another Small humanoid, the homunculus is likely shorter than the subject.

ALCHEMICAL RECIPE

Recipe (110 magnesium + 200 silver + 100 spirit of wine)/distillation; **Craft** DC 25
Time 1 day; **Tools** retort; **Type** alchemical remedy

SILENCE DUST	PRICE 60 GP
	WEIGHT 1 lb.

This ashen powder can be thrown as a splash weapon, muffling all sound within a 15-foot-radius sphere centered on the point of impact. Perception checks to notice sound emanating from or passing through the cloud take a -10 penalty. Alternatively, applying a dose of silence dust to your feet as a standard action grants you a +5 circumstance bonus on Stealth checks to avoid being heard while walking. The dust is effective for 1 minute before it disperses.

ALCHEMICAL RECIPE

Recipe (12 dew of lunary + 40 myrrh)/calcination; **Craft** DC 20
Time 1 hour; **Tools** crucible; **Type** alchemical tool

MAGI

Magic containers come in almost as many varieties as there are alchemists, and so are of inestimable value to alchemists with specific needs. Some of the most well-known magic containers are described here.

Because of a varied nature of alchemical items and their effects, not all combinations of alchemical items and magic bottles are viable or even make sense, even though they technically might be allowed by the rules. The GM should have the final say on whether or not a particular alchemical item can function within one of the magical containers listed in this section.



FOCUSING FLASK

PRICE
700 GP

SLOT none

CL 7th

WEIGHT 1 lb.

AURA moderate transmutation

This round, rainbow-hued glass flask allows up to three alchemical splash weapons of the same type to be poured into it, concentrating them such that they never increase its weight noticeably. If multiple types of alchemical items are poured in, all the contents are ruined. The flask can be thrown as a normal splash weapon, and when it breaks, it releases all of the contained splash weapons in the same space, and the *focusing flask* is destroyed. If the items held within the flask normally allow a saving throw to reduce or negate the effects, the target of a *focusing flask* needs to succeed at only a single saving throw, regardless of the number of items held within the *focusing flask*. The DC of the saving throw increases by 2 if the flask contains two alchemical items, or by 4 if it contains three items.

CONSTRUCTION REQUIREMENTS

COST 350 GP

Craft Wondrous Item, *shrink item*

RETORT OF CONTROL

PRICE
13,000 GP

SLOT none

CL 9th

WEIGHT —

AURA moderate transmutation

This crystal retort was meticulously crafted from the hides of a dozen shattered crysmals. When light is shone through the retort, the concoction within glows like a golden torch. A *retort of control* can be used to perform spontaneous alchemy (see pages 4–5) with speed and precision. Distillation and sublimation can be carried out in merely 10 minutes when using this tool. In addition, if the user speaks a command word while using spontaneous alchemy to create an alchemical item with the retort as an additional crafting tool, she can designate one creature type or creature subtype. The created alchemical item does not affect creatures of the designated creature type or subtype—alchemical weapons do not harm such creatures on a direct hit or with splash damage, alchemical remedies do not work on such creatures, and so on.

CONSTRUCTION REQUIREMENTS

COST 7,500 GP

Craft Wondrous Item, *haste, mark of justice*

ALCHEMICAL FLASKS AND BOTTLES



WINGED BOTTLE

PRICE
1,620 GP

SLOT none

CL 3rd

WEIGHT 1 lb.

AURA moderate evocation

This sky-blue glass bottle sports a sculpture of a silver eagle wrapped around the top of the glass. A *winged bottle* can be filled with the contents of an alchemical splash weapon as a standard action that provokes attacks of opportunity. Three times per day, on command, the bottle sprouts crystalline wings and takes flight. The owner can move the *winged bottle* to any space within 130 feet as a move action; if given no direction, the bottle floats in place. While flying, the bottle is able to drop its contents as a splash weapon with an attack bonus equal to 3 + the owner's Dexterity modifier. The owner must have line of sight to the bottle in order to direct it. Three rounds after being activated, a *winged bottle* loses the power of flight and drifts safely to ground.

CONSTRUCTION REQUIREMENTS

COST 810 GP

Craft Wondrous Item, *spiritual weapon*

VIAL OF EFFICACIOUS MEDICINE

PRICE
700 GP

SLOT none

CL 5th

WEIGHT —

AURA faint conjuration

This bulbous bottle is crafted of smoked glass and causes any liquid contained within to take on a significantly darker cast and twinkle with motes of beautiful white light. A *vial of efficacious medicine* can hold a single dose of an alchemical remedy, such as antitoxin or antiplague. Loading a remedy into the vial is a standard action that provokes attacks of opportunity. When an alchemical remedy is imbibed or applied from the vial, any alchemical bonus it grants on saving throws or checks or to AC or CMD increases by 2. Treat this increase as an enhancement bonus. In addition, the user is healed of 1d8+5 points of damage. A *vial of efficacious medicine* can be used up to three times per day.

CONSTRUCTION REQUIREMENTS

COST 4,500 GP

Craft Wondrous Item, *cure light wounds*, *polypurpose panacea*
(Pathfinder RPG Ultimate Magic 232)



KATAPESHI DRUG CRAFTING

KATAPESHI DRUG CRAFTING

Addictive Experience Enhancers

Origin: The Nightstalls of Katapesh, Katapesh

Practitioners: Asylum doctors, drug addicts, experimental physicians, seedy rogues, urban drug peddlers

Common Uses: Dosing enemies, illicit entertainment, meditative aids, surgical anesthetics

The craft and manufacture of drugs is considered an art form in Katapesh, a nation named in part for the vibrant pesh cactus whose narcotic extracts have made the country infamous across the Inner Sea. The ubiquity of this cactus allows the trade of its product to transcend class boundaries; even the poorest village farmers can cultivate a handful of the hardy plants to supplement their income with both the raw curdled milk of the cactus and the rarer refined resin. Locally, most pesh is consumed in the form of raw pesh curds; it is the far more potent resin, however, that truly spawned Katapesh's drug culture.

In the back alleys of Katapesh's capital, organized cultivators, alchemists, and distributors tinker with hybrid plants, combined recipes, and novel formulations to create designer drugs that draw the wealthy to Katapesh for these and other equally illicit forms of entertainment. To distribute product the drug rings recruit local youths, some of whom may rise in rank, becoming dealers, alchemists, or even ringleaders. Ringleaders are responsible for the orchestration of smuggling and export operations around the Obari Ocean and the Inner Sea.

While the Pactmasters of Katapesh turn a blind eye to the drug trade, Katapeshi formularies must engage the services of large overseas drug networks to get their products through the stem-to-stern inspections that are required by foreign port authorities.



DRUG PARAPHERNALIA

In addition to Katapesh's drug community proper, the nation has fostered a large market for all manner of drug apparatuses and paraphernalia.

HOOKAH

PRICE 400 GP

WEIGHT 10 lbs.

The bowl of this glass water pipe can be loaded with any inhalable drug, alchemical powder, or alchemical liquid. You must set down a hookah in a free space (a move action) and fill the water jar with half a gallon of water (another move action) before the hookah can be used. You can consume the contents of an adjacent hookah by sucking on one of the pipe's four hoses as a move action. Up to 5 doses of a single substance can be loaded in the hookah at a time, and up to four adjacent creatures can use the hookah during the same round. Reloading a hookah is a standard action, regardless of the number of doses so reloaded.

Substances not intended for bodily consumption can cause harmful or even fatal effects (GM's discretion) if loaded into a hookah and inhaled, and often destroy the hookah in the process.

PREMIUM HOOKAH

PRICE 1,000 GP

WEIGHT 15 lbs.

A premium hookah is similar to a standard hookah, except it sports enough hoses for up to eight adjacent creatures to use, and the bowl has three separate compartments, each of which can store a different type of inhalable drug, alchemical powder, or alchemical liquid. Each compartment can hold up to 3 doses of an inhalable substance (so a premium hookah can hold up to 9 doses total). Consuming these contents is still a move action. You can reload a single compartment as a move action, or you can reload all three compartments as a full-round action.

PURITY TEST

PRICE 10 GP

WEIGHT 2 lbs.

This set of special disposable reagents can be used in conjunction with an alchemist's lab to detect whether a drug has been cut with inferior-grade material or filler, granting a +5 competence bonus on Craft (alchemy) checks to detect such chicanery.

TRAVELER'S HOOKAH

PRICE 1,500 GP

WEIGHT 4 lbs.

This portable hookah can be worn as a backpack, obviating the need to set the hookah down before filling it with water. Up to four creatures (including the wearer and any adjacent creatures) can use a traveler's hookah during the same round. While wearing a traveler's hookah, you can stopper the hookah's bowl valve as an immediate action to prevent unwanted individuals from using it until the valve is reopened as a free action. If you are knocked unconscious or otherwise fall prone while wearing a traveler's hookah, you must succeed at a DC 13 Reflex save or the hookah is smashed during the fall. A traveler's hookah can hold up to 5 doses of a single substance, and has four hoses.

ALCHEMICAL ITEMS

The following alchemical items are common in Katapesh.

AMP	PRICE 30 GP WEIGHT —
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This liquid intensifier can be added to a drug as a move action no more than 1 round before the drug is taken. Amp increases all numeric effects of a drug by 50%, including any bonuses, penalties, and ability damage inflicted by the drug. Using amp with a drug increases the save DC to avoid becoming addicted to that drug by 2 for 1d4 days; this increase stacks. If a drug combined with amp is not consumed within 1 round, the amp spoils and the drug becomes tainted, as if cut with bunk.

ALCHEMICAL RECIPE

Recipe (6 quicksilver + 10 realgar)/distillation; **Craft** DC 20

Time 10 minutes; **Tools** retort; **Type** alchemical tool

BUNK	PRICE 5 CP WEIGHT 1 lb.
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Bunk is a slang term for fillers used to dilute drugs that are proffered as pure-grade narcotics. A drug mixed with bunk is less potent; its effects last $1d6 \times 10$ minutes for each hour they would normally last. The presence of bunk can be detected with a successful Craft (alchemy) check (DC equal to the drug manufacturer's Craft [alchemy] check - 10).

The duration and intensity of the drug's harmful aftereffects and ability damage are not reduced, as the additives in bunk are often toxic or dangerous in their own right. When a creature takes a dose of a drug containing bunk, the creature must attempt a Fortitude save (DC 10 + 1d10). Failure causes the creature to become sickened for 1d4 hours and take 1d2 points of ability damage to a random ability score.

ALCHEMICAL RECIPE

Recipe (1 salt + 1 urea)/filtration; **Craft** DC 15

Time 10 minutes; **Tools** filter; **Type** alchemical tool

KATAPESHI DRUGS

The endless demand of the Nightstalls keeps Katapeshi drug manufacturers continually busy.

ANGEL'S TRUMPET	PRICE 75 GP WEIGHT —
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Type ingested; **Addiction** minor, Fortitude DC 18

Effects 1 hour; +2 alchemical bonus on initiative checks, +4 alchemical bonus on Diplomacy and Bluff checks, +4 alchemical bonus on saves against fear and compulsions, user is fatigued. If the user fails a save against a fear or compulsion effect with a duration other than instantaneous or permanent, the user ignores the effect but is dazed for a number of rounds equal to the effect's spell level (or 1d4 rounds if the effect has no spell level). Effects that have an instantaneous or permanent duration are not altered by the presence of angel's trumpet in a creature's system.

Effects 1d4 days; user gains the light blindness special quality, becoming blinded and sickened for 1 round if exposed to bright light, such as sunlight or the *daylight* spell, and dazzled for as long as she remains in areas of bright light.



NEW REAGENT: PESH

Those involved with the Katapeshi drug trade are well versed in handling pesh in all its forms.

PESH	PRICE 15 GP WEIGHT —
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When used as an alchemical reagent, refined pesh is often sublimated along with other reagents to create new forms of the famous drug.

POWER COMPONENT

Doses 1 (15 gp); **Spells** enchantment school

Effect +1 caster level for the purpose of duration

Damage 1d4 Con and 1d4 Wis damage

ALCHEMICAL RECIPE

Recipe (20 realgar + 20 salt + 30 urea)/digestion; **Craft** DC 18

Time 1 day; **Tools** heat source; **Type** drug

PESH, BLACK	PRICE 100 GP WEIGHT —
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Type ingested or inhaled; **Addiction** minor, Fortitude DC 22

Effects 1 hour; +1d4 alchemical bonus to Strength and Constitution, -2 penalty on saves against illusions and mind-affecting effects. Anytime the user could attempt a Strength check as a standard action or quicker, she can elect to attempt the check as a full-round action, adding a +2 alchemical bonus to the check. Doing so deals 1d6 points of nonlethal damage to the user as she strains herself. If the user takes lethal damage from any source while under the effects of black pesh, she must succeed at a DC 16 Will save or become confused for 1d4 rounds.

Damage 1d4 Con damage

ALCHEMICAL RECIPE

Recipe (30 brimstone + 6 pesh + 20 urea)/sublimation; **Craft** DC 22

Time 1 day; **Tools** retort; **Type** drug

PESH, GOLDEN	PRICE 50 GP WEIGHT —
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Type ingested or inhaled; **Addiction** major, Fortitude DC 18

Effects 1 hour; +1d2 alchemical bonus to Strength, -2 penalty on saves against illusions and mind-affecting effects, +2 alchemical bonus on saving throws against the effects of drugs that are not a type of pesh (this bonus also applies to saves to recover from

addiction to non-pesh drugs). If the user takes a dose of golden pesh while under the effects of another drug that causes a penalty on saves or skill checks, such penalties are decreased by 1 (to a minimum penalty of -1).

Damage 1 Con and 1 Wis damage

ALCHEMICAL RECIPE

Recipe (2 gold + 3 pesh + 10 urea)/sublimation; **Craft** DC 18

Time 1 day; **Tools** retort; **Type** drug



KYONIN ALCHEMICAL ARCHERY

KYONIN ALCHEMICAL ARCHERY

Dangers from a Distance

Origin: Iadara, Kyonin

Practitioners: Elven rangers, magical beast hunters, toxophilite alchemists, unorthodox trappers

Common Uses: Archery competitions, hunting, ranged warfare, trick shooting

The elves of Kyonin are skilled at crafting reagents from the flora growing in the forests of that nation, and some even know the secrets of infusing arrows and other ranged weapons with the alchemical properties of these plants. The most talented Kyonin alchemists can make such alchemical arrows on the fly, allowing them to choose and craft their ammunition as the situation warrants.

Although the techniques of alchemical archery have been used for thousands of years in Kyonin, elsewhere along the Inner Sea they are virtually unknown. Elven archers do not openly flaunt the virtues of this ancient craft, but neither do they purposefully obscure their alchemical methodologies. Those fellow archers and ranged tacticians who share adventures with Kyonin archers may hope to find teachers in their elven companions, and indeed, some Kyonin fighters are happy to share their methods.



ALCHEMICAL ARROWS

What follows is a sampling of alchemical arrows designed by the elves of Kyonin. Unless otherwise stated, these alchemical arrows are only effective for one shot, regardless of whether the shot hits its target. Though elven alchemists created these formulae, any alchemist can use them.

The listed costs are for one non-masterwork alchemical arrow; a masterwork version costs 6 gp more than the listed price. Unless otherwise noted, 20 arrows weigh 3 pounds.

The original rules for alchemical archery appeared in *Pathfinder Player Companion: Elves of Golarion*. This section expands upon those rules and updates them for the Pathfinder RPG.

Other Types of Ammunition: While Kyonin archers prefer alchemical arrows to other missile weapons, characters can infuse other ammunition and thrown weapons that deal piercing damage (such as crossbow bolts, darts, and shuriken) with alchemical effects. Aside from differing base statistics, these alternative types of alchemical ammunition have effects identical to the alchemical arrows listed here. However, firearm ammunition can't be imbued with alchemical ingredients, nor can ammunition types that don't deal piercing damage.

BLEEDING ARROW

PRICE 160 GP

WEIGHT —

This sharpened hollow tube looks like the narrow proboscis of some giant insect, but it actually comes from a carnivorous plant. A bleeding arrow deals normal damage when it hits a creature and deals 1 point of bleed damage. A critical hit does not multiply the bleed damage.

ALCHEMICAL RECIPE

Recipe (30 darkwood + 90 myrrh + 25 realgar)/

exposure; **Craft** DC 25

Time 1 hour; **Tools** —

DURABLE ARROW

PRICE 1 GP

WEIGHT —

These arrows are tightly wrapped in strands of alchemical glue. Durable arrows don't break with normal use, whether or not they hit their target; unless a durable arrow goes missing, an archer can retrieve and reuse it again and again. Durable arrows can be broken in other ways (such as deliberate snapping, hitting a fire elemental, and so on). A magical durable arrow with an enhancement bonus or magic weapon special ability applies these magical effects only the first time it is used—afterward, the durable arrow becomes nonmagical, and it can be reused or imbued with magic again.

ALCHEMICAL RECIPE

Recipe (1 cold iron + 1 myrrh)/exposure; **Craft** DC 25

Time 1 hour; **Tools** —; **Type** alchemical weapon

DYE ARROW
PRICE 1 GP
WEIGHT —

This arrow ends in a crystalline bubble filled with a viscous alchemical dyeing agent. Firing a dye arrow is a ranged touch attack; a creature struck by a dye arrow takes no damage but is splashed with enough black, blue, green, or red marker dye (*Pathfinder RPG Ultimate Equipment* 104) to coat about 1 square foot. The stain caused by marker dye cannot be washed off except with magic for the first 72 hours, but fades completely after 2 weeks.

ALCHEMICAL RECIPE

Recipe (1 cold iron + 1 phosphorous)/earth; **Craft** DC 25
Time 10 minutes; **Tools** —; **Type** alchemical weapon

LODESTONE ARROW
PRICE 10 GP
WEIGHT —


This heavy iron arrowhead is sealed with an alchemical resin. Pulling a small string (a move action) breaks the seal and triggers a reaction in the arrowhead, greatly increasing its magnetic properties. You gain a +4 circumstance bonus on attack rolls when firing a lodestone arrow at a target wearing metal armor or a target made of metal, but the magnetized arrow deals only half damage on a successful hit. The increased magnetism fades 1 round after you activate a lodestone arrow, after which it becomes a normal arrow.

ALCHEMICAL RECIPE

Recipe (8 myrrh + 6 salt + 4 silver)/exposure; **Craft** DC 25
Time 1 hour; **Tools** —; **Type** alchemical weapon

PEROMONE ARROW
PRICE 15 GP
WEIGHT —

The arrowhead of this arrow is coated with potent substances that react to blood and sweat, releasing a strong aroma that most predators recognize as the scent of tasty injured prey and other creatures perceive as merely unpleasant. Any creature with the scent ability gains a +2 circumstance bonus on attack and damage rolls against a target marked with a pheromone arrow. This effect lasts for 1 hour or until the target spends 1 minute washing it off.

ALCHEMICAL RECIPE

Recipe (10 myrrh + 10 salt + 14 urea)/congelation; **Craft** DC 25
Time 10 minutes; **Tools** alchemist's lab; **Type** alchemical weapon

RAINING ARROW
PRICE 30 GP
WEIGHT —

This thick-shafted arrow contains a reservoir of holy water and is designed to burst upon impact. A raining arrow damages the target as normal, and also treats the target as though it had been struck by a direct hit from a thrown vial of holy water; adjacent creatures take splash damage from this effect. A raining arrow imparts a -2 penalty on attack rolls because of its weight.

ALCHEMICAL RECIPE

Recipe (3 cold iron + 3 darkwood + 1 flask holy water)/calcination; **Craft** DC 25
Time 10 minutes; **Tools** crucible; **Type** alchemical weapon

SLOW BURN ARROW
PRICE 100 GP
WEIGHT —

Behind the head of this arrow is a small receptacle of alchemical material that heats up when exposed to air and eventually combusts; barbs on the arrowhead pierce the pouch when it hits a target. If you hit a target with a slow burn arrow, it deals damage as normal, but at the beginning of your next turn, the arrow bursts into flames and deals 1d6 points of fire damage to the target.

ALCHEMICAL RECIPE

Recipe (70 magnesium + 80 myrrh + 25 phosphorus)/congelation; **Craft** DC 25
Time 10 minutes; **Tools** alchemist's lab; **Type** alchemical weapon

SPLINTERCLOUD ARROW
PRICE 25 GP
WEIGHT —


The shaft of this arrow is formed from numerous small bone fragments that have been painstakingly glued together. On a successful hit, a splintercloud arrow deals normal damage as it tears itself apart, creating a burst of razor-sharp bone shards centered on the target. These shards deal 1d3 points of piercing damage to the target and any creatures adjacent to the target (Reflex DC 18 negates).

ALCHEMICAL RECIPE

Recipe (28 myrrh + 30 salt)/earth; **Craft** DC 25
Time 10 minutes; **Tools** —; **Type** alchemical weapon

TANGLESHOT ARROW
PRICE 20 GP
WEIGHT —

This arrow is tipped with a tiny vial of tanglefoot goo. Firing a tangleshot arrow is a ranged touch attack; the arrow deals no damage when it hits, but the target is splashed with the alchemical adhesive. This effect is similar to that of a tanglefoot bag, but with the following adjustments: Reflex DC 10, Strength DC 12 to break, 10 points of slashing damage to cut through, concentration DC 10 to cast spells. A tangleshot arrow imposes a -1 penalty on attack rolls because of its weight.

ALCHEMICAL RECIPE

Recipe (18 myrrh + 26 urea)/congelation; **Craft** DC 25
Time 10 minutes; **Tools** alchemist's lab; **Type** alchemical weapon

TRIP ARROW
PRICE 40 GP
WEIGHT —

This squat arrow has a large, bulbous metal tip that expands and flattens in flight. If you hit a creature with a trip arrow, the arrow deals no damage but performs a trip combat maneuver against the target with a Combat Maneuver Bonus of +5. For the purpose of determining Combat Maneuver Bonuses or penalties based on size, the arrow is treated as if it were the size of the creature it was designed for.

ALCHEMICAL RECIPE

Recipe (20 cold iron + 15 magnesium + 20 myrrh)/earth; **Craft** DC 25
Time 10 minutes; **Tools** —; **Type** alchemical weapon



OENOPION OOZE ALCHEMY

OENOPION OOZE ALCHEMY

Toxic Waste Weapons

Origin: Oenopion, Nex

Practitioners: Arcane toxicologists, experimental alchemists, magical-industrial manufacturers

Common Uses: Fringe divinatory aids, waste disposal

Even in Oenopion's earliest days, its researchers were far more interested in planning their next experiments than in dealing with the waste products such projects created. Centuries of discarded toxic chemicals eventually made the lake at Oenopion's center not only foul and undrinkable, but also a breeding ground for living oozes formed from the city's noxious effluents. Curious alchemists set aside their potions to observe the strange and unexpected phenomenon. Before long, enterprising scholars began attempts to replicate the evolutionary processes of these strange beings. Ooze alchemy has since become a trademark industry of Oenopion, and those seeking to dabble in primordial life need look no further than this enigmatic craft.



OOZE CRAFTING

In Oenopion, the art of ooze cultivation has more than cemented its place alongside traditional alchemy and construct manufacturing.

CRAFT OOZE ITEM CREATION

You can use alchemy to create dangerous ooze creatures.

Prerequisites: Brew Potion, Craft Wondrous Item, Craft (alchemy) 3 ranks, caster level 5th.

Benefit: You can create living oozes as though they were magical items. Creating an ooze creature takes 1 day for each 500 gp in its construction cost. To create an ooze, you must have access to an oozing vat (see below), you must use up raw materials worth the construction cost of the ooze, and you must succeed at a Craft (alchemy) check ($DC 10 + 2 \times$ the ooze's CR). A failed check ruins the materials used, while a check that fails by 5 or more also results in an ooze that attacks its creator for $1d4$

rounds before dissipating into useless waste material. A newly created ooze has average hit points for its Hit Dice. Oozes created with this feat are mindless and uncontrolled, and even normally intelligent oozes like slithering trackers that are created this way have no Intelligence score—nor any loyalty to their creator.

While ooze creatures cannot normally be purchased in traditional marketplaces, GMs who wish to include such an option in their games—perhaps with oozes sold as black market commodities—need only double the construction cost of a specific ooze creature in order to figure out a fair market price.

The following table lists some of the most commonly crafted oozes and their creation requirements. At the GM's discretion, other types of ooze creatures can be created with this feat. Creatures from *Pathfinder RPG Bestiary 2*, *3*, or *4* are marked with a matching superscript.

Ooze	Construction Cost	Craft DC
Gelatinous cube	1,600 gp	16
Gray ooze	3,600 gp	18
Slithering tracker ^{B2}	3,600 gp	18
Ochre jelly	4,900 gp	20
Black pudding	8,100 gp	24
Magma ooze ^{B2}	8,100 gp	24
Deathtrap ooze ^{B3}	8,100 gp	26
Carnivorous crystal ^{B3}	16,900 gp	32

Oozing vat	PRICE varies	WEIGHT varies
Oozing vat, Small	1 GP	2 lbs.
Oozing vat, Medium	10 GP	20 lbs.
Oozing vat, Large	50 GP	200 lbs.
Oozing vat, Huge	200 GP	2,000 lbs.
Oozing vat, Gargantuan	500 GP	10,000 lbs.

These earthenware vats are made from a special clay sludge dredged from Oenopion's central lake and infused with ooze distillates. After being fired in a massive kiln, an oozing vat is typically embedded with glass-fiber tubing designed to carry electrical charges to growing oozes. In order to craft an ooze creature using the Craft Ooze feat (see page 22), a creator must have access to an oozing vat large enough to contain the created ooze.

ALCHEMICAL ITEMS

The deep and thorough study of oozes in Oenopion has produced numerous alchemical discoveries.

ACID NEUTRALIZER	PRICE 15 GP	WEIGHT —
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This alkaline salt counteracts the properties of oozes' acid. You can apply acid neutralizer to a piece of equipment such as a weapon or shield as a move action. For 1 minute afterward, any acid damage that would be dealt to the protected equipment is reduced by 5 points. This does not reduce acid damage dealt to you or unprotected equipment.

You can apply a dose of acid neutralizer to an adjacent ooze creature by emptying the container on it. Treat this as a ranged touch attack that does not provoke attacks of opportunity. When used in this way, acid neutralizer prevents the ooze creature from dealing acid damage (assuming it is normally able to do so) for 1 round.

ALCHEMICAL RECIPE

Recipe (20 brimstone + 10 salt + 5 urea)/calcination; **Craft** DC 15
Time 10 minutes; **Tools** crucible; **Type** alchemical weapon

BLOATING SOLUTION	PRICE 25 GP	WEIGHT —
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This thin vial of viscous purple fluid can be thrown at an ooze creature as a splash weapon with a range increment of 10 feet. On a direct hit, the solution causes an ooze creature to become bloated and turgid, suppressing its compression ability and reducing the save DC of any constrict, engulf, and entrap attacks made by the ooze by 2. Bloating solution also reduces an ooze creature's reach by 5 feet for the purpose of determining when the ooze can make attacks of opportunity (to a minimum reach of 0 feet). The effects of bloating solution last 1 minute. An affected intelligent ooze creature can attempt a DC 15 Fortitude save as a full-round action to end the effect early.

ALCHEMICAL RECIPE

Recipe (15 phosphorus + 30 salt + 20 urea)/distillation; **Craft** DC 20
Time 10 minutes; **Tools** retort; **Type** alchemical weapon

CONGEALER SPRAY	PRICE 15 GP	WEIGHT —
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This volatile liquid is usually dispensed from a spray atomizer, which disperses the liquid in a 15-foot cone. Congealer spray causes the surface of an ooze creature to stiffen into a leathery material. Ooze and plant creatures in the affected area become staggered for 1d4 rounds (Fortitude DC 15 negates). If an affected creature has the split defensive ability (*Bestiary 2* 302), it cannot benefit from that ability until the effects of the congealer spray wear off, regardless of whether the creature succeeded at its saving throw.

ALCHEMICAL RECIPE

Recipe (4 realgar + 5 salt + 5 urea)/distillation; **Craft** DC 20
Time 10 minutes; **Tools** retort; **Type** alchemical weapon

DESICCATING LUBRICANT	PRICE 30 GP	WEIGHT —
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This oily solution draws water out of living creatures (especially amorphous creatures), simultaneously dehydrating them and drenching their surfaces with a slick, sickly cold sweat. Desiccating lubricant can be thrown as a splash weapon with a range increment of 10 feet. A living creature struck by a direct hit from desiccating lubricant takes 1d4 points of nonlethal damage; a -2 penalty on combat maneuver checks to grapple, bull rush, or disarm; and a -2 penalty to CMD against grapple, bull rush, and disarm checks. These penalties last 1 minute. Against ooze creatures and creatures with the water subtype, desiccating lubricant deals 2d4 points of lethal damage and the penalties increase to -4.

ALCHEMICAL RECIPE

Recipe (25 cold iron + 10 salt + 10 urea)/congelation; **Craft** DC 20
Time 10 minutes; **Tools** alchemist's lab; **Type** alchemical weapon

SLIME GRENADE	PRICE 100 GP	WEIGHT 3 lbs.
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The alchemists of Nex have found several uses for the toxic residue left over from their massive ooze cultivating experiments, including a variety of items known collectively as slime grenades. These ceramic ovoids are filled with caustic sludge and capped with a stone plug. You can throw a slime grenade as a splash weapon with a range increment of 5 feet. A successful ranged touch attack coats the target with green slime, dealing 2d6 points of acid damage to the creature. If the target is wearing wooden or metal armor or wielding a wooden or metal shield, a slime grenade eats through the material on a hit, dealing 3d6 points of acid damage to the equipment and ignoring the items' hardness. Creatures in the splash radius of a slime grenade take no damage, but any wooden or metal armor or shields they are wearing take 1d6 points of acid damage (ignoring hardness). Affected creatures can attempt DC 15 Reflex saves to halve the damage dealt to their equipment.

ALCHEMICAL RECIPE

Recipe (50 phosphorus + 75 quicksilver + 50 urea)/congelation; **Craft** DC 25
Time 10 minutes; **Tools** alchemist's lab; **Type** alchemical weapon



PEI ZIN HERBALISM

PEI ZIN HERBALISM

Organic Solutions and Steroids

Origin: Enlightened Peaks of Zi Ha, Tian Xia

Practitioners: Herbalists, monks, mystics, physicians, scholars of alchemy, samsarans

Common Uses: Alternative medicine, bolstering defenses, restoring body and mind

The term “Pei Zin” translates to “the process” in the Tien language, though the expression is most often used in reference to traditional Tian medicinal and restorative practices. Pei Zin herbalism is a means of creating medicine and other useful alchemical items from a precise combination of plant-based and chemical reagents. It is said that the Tian god Qi Zhong, Master of Medicine, first taught the art of Pei Zin herbalism to Irori during his years as a mortal.



Pei Zin herbalism is now practiced by countless Tians and others, though its most prominent practitioners are still centralized among the Enlightened Peaks in Zi Ha—hence its nickname, “enlightened alchemy.” Its practitioners emphasize the connections between alchemical processes and the currents of life energy in the natural world.

For more information on the philosophies, religions, and nations of Tian Xia, see *Pathfinder Player Companion: Dragon Empires Primer*.

HERBALISM AS ALCHEMY

Practitioners of Pei Zin herbalism can use the Profession (herbalist) skill in place of a Craft (alchemy) check to perform enlightened alchemy, but only to create alchemical remedies that include at least one of the following plant-derived reagents in their alchemical recipes: cytillesh (see page 11); darkwood, dew of lunary, myrrh, or spirit of wine (see the inside covers); pesh (see page 19); or one of the reagents listed in the sidebar on page 25. Plant-based reagents are necessary for this style of alchemy because they borrow the energy of other living things to power alchemical reactions.

Several plant reagents are unique to Pei Zin herbalism. These reagents are described in the sidebar on page 25.

Pei Zin herbalists can attempt either Profession (herbalist) or Survival checks to forage for Pei Zin reagents in a suitable area of wilderness. Use the rules detailed under the Profession skill in the *Pathfinder RPG Core Rulebook* to determine how many gold pieces’ worth of Pei Zin herbs you can find in a given week (divide the check result by 7 to determine the outcome of a day’s worth of foraging).

ALCHEMICAL ITEMS

Pei Zin recipes have been passed down through families of samsaran and Tian-La herbalists for generations. The following are some of the better-known results.

BLOOD-BOILING PILL

PRICE 75 GP
WEIGHT —

Swallowing this dark black-red tea pill causes your blood to heat up, granting you a +2 alchemical bonus on initiative checks and on saving throws against cold effects for 8 hours. However, any damage you take from bleed effects during this time is multiplied by 1-1/2 (rounded up). Swallowing a blood-chilling pill while under the effects of a blood-boiling pill negates the effects of both pills.

ALCHEMICAL RECIPE

Recipe (30 ginger extract + 8 gold + 15 mugwort extract)/ceration; **Craft DC** 25

Time 10 minutes; **Tools** crucible; **Type** alchemical remedy

BLOOD-CHILLING PILL
PRICE 75 GP
WEIGHT —


Swallowing this pale green tea pill causes your blood to slow and chill, allowing you to ignore the first 20 points of bleed damage

you take during the following 8 hours. In addition, you gain a +2 alchemical bonus on saving throws against fire effects during this time. However, you take a -2 penalty on initiative checks. Swallowing a blood-boiling pill while under the effects of a blood-chilling pill negates the effects of both pills.

ALCHEMICAL RECIPE

Recipe (15 ginger extract + 40 myrrh + 30 mugwort extract)/filtration; **Craft** DC 25

Time 10 minutes; **Tools** filter; **Type** alchemical remedy

INSIGHT LEAVES
PRICE 50 GP
WEIGHT —

You steep these herbs in hot water, then drink the resulting tisane while it's still warm before going to bed. While you sleep, you experience vivid hallucinations that offer insight into matters with which you previously had only limited familiarity. After 8 hours of uninterrupted rest, you can attempt a previously failed Knowledge check with a +2 alchemical bonus.

ALCHEMICAL RECIPE

Recipe (10 dew of lunary + 5 mugwort extract + 20 spirit of wine)/fermentation; **Craft** DC 25

Time 1 day; **Tools** heat source; **Type** alchemical remedy

TEA OF TRANSFERENCE
PRICE 40 GP
WEIGHT —

This foul-tasting green tea allows monks to focus their ki on improving abilities they've gained through other training. By drinking a cup of tea of transference, you can expend 1 point from your ki pool to regain 1 point from your arcane pool, 2 rounds of barbarian rage, 2 rounds of bardic performance, one use of channel energy, 1 grit point, one use of smite evil, one expended extract slot at least 1 level lower than the highest-level extract you can create, or one expended spell slot at least 2 levels lower than the highest-level spell you can cast. You must have the ki pool class feature and the class feature you want to regain uses of in order to benefit from tea of transference.

ALCHEMICAL RECIPE

Recipe (5 gold + 5 realgar + 15 spirit of wine)/sublimation; **Craft** DC 20

Time 1 day; **Tools** retort; **Type** alchemical remedy

VAPORS OF EASY BREATH
PRICE 75 GP
WEIGHT 3 lbs.


This waxy ball of resin and herbs is stored in a large glass jar or other airtight container. When the jar is opened, it instantly evaporates into a soothing vapor that renders the lungs of any adjacent creatures resistant to inhaled poisons, diseases, and irritants such as choking smoke. Each creature within 5 feet of the jar when it is opened gains a +5 alchemical

NEW REAGENTS

Pei Zin herbalists count many unique ingredients among their staple reagents, including the following.

GINGER EXTRACT
PRICE 5 SP
WEIGHT —


In addition to serving as a spice and as an alchemical reagent, ginger extract has a wide variety of uses in herbal remedies that treat nausea and pain.

POWER COMPONENT

Doses 10 (5 gp); **Spells** transmutation school

Effect +1 caster level for the purpose of overcoming spell resistance

MUGWORT EXTRACT
PRICE 2 GP
WEIGHT —


Many varieties of mugwort exist; some are used in acupuncture, while others are key ingredients in herbal remedies that ward off fatigue, cold, or even supernatural dangers.

POWER COMPONENT

Doses 2 (4gp); **Spells** abjuration school

Effect +1 caster level for the purpose of range

bonus on saving throws against such effects for the next 10 minutes. If already affected by an airborne affliction, an affected creature can immediately attempt another saving throw against the effect (with the +5 bonus); a creature can attempt only one such additional saving throw in a 24-hour period.

ALCHEMICAL RECIPE

Recipe (60 myrrh + 50 salt + 60 ginger extract)/congelation; **Craft** DC 25

Time 10 minutes; **Tools** alchemist's lab; **Type** alchemical remedy

VIVIFYING MOXIBUSTION NEEDLES
PRICE 85 GP
WEIGHT —

These needles of dried and augmented mugwort ignite at one end when removed from the alcohol in which they are stored. A set of vivifying moxibustion needles can be used to perform a healing procedure on a willing or helpless creature with a successful DC 15 Heal check and 1 hour of effort. Failing the check by 4 or less indicates that nothing happens, while failure by 5 or more deals 1d4 points of damage to the subject. If the procedure is performed successfully, the subject gains a +2 alchemical bonus on Fortitude saves against diseases, cold effects, and effects that deal Dexterity or Strength damage for the next 24 hours. If the patient is affected by an ongoing effect that can be resisted with a successful Fortitude save, he can attempt an immediate saving throw to end the effect (using the +2 alchemical bonus if applicable); this final benefit can be gained only once per day.

ALCHEMICAL RECIPE

Recipe (20 phosphorus + 60 ginger extract + 30 mugwort extract)/filtration; **Craft** DC 25

Time 10 minutes; **Tools** filter; **Type** alchemical remedy



THUVIAN WISH ALCHEMY

THUVIAN WISH ALCHEMY

Distilled Fate and Bottled Glory

Origin: Citadel of the Alchemist, Thuvia

Practitioners: Heralds of the gods, immortal alchemists, otherworldly herbalists

Common Uses: Amplifying powers of creation and destruction, confounding mortals, restoring mythic might

The mysterious and reclusive alchemist known as Artokus Kieran resides in the Citadel of the Alchemist in Thuvia. Though the centuries-old spellcaster is credited with the creation of the age-reversing *sun orchid elixir*, many of his other incredible inventions have gone overlooked or remain as enigmatic as Artokus himself. Drawing inspiration from cultural discoveries both near and far—including the golem-crafters of the long-buried Jistka Imperium and the powerful genie binders of Qadira—Artokus and his few humanoid disciples are responsible for a number of miraculous unguents, oils, elixirs, and other potables. These inventions collectively fall under Garundi commoners' umbrella name for such wondrous creations—Thuvian wish alchemy.

While only those who have ascended to mythic stature can hope to recreate the more potent wonders discovered by Artokus and his assistants, like the much-coveted *sun orchid elixir*, non-mythic individuals have managed to reproduce some of their lesser creations. Yet while Artokus's fire, blanch bombs, stormstones, and other such alchemical creations function in non-mythic hands, their full potency can be unlocked only by mythic users.

See *Pathfinder RPG Mythic Adventures* and *Pathfinder Player Companion: Mythic Origins* for more information on mythic rules and the role of mythic characters on Golarion.

MYTHIC PATH ABILITIES

Just as some wizards and sorcerers draw on their mythic might to empower their magic,

so too do mythic alchemists imbue their craft with superior arcane power.

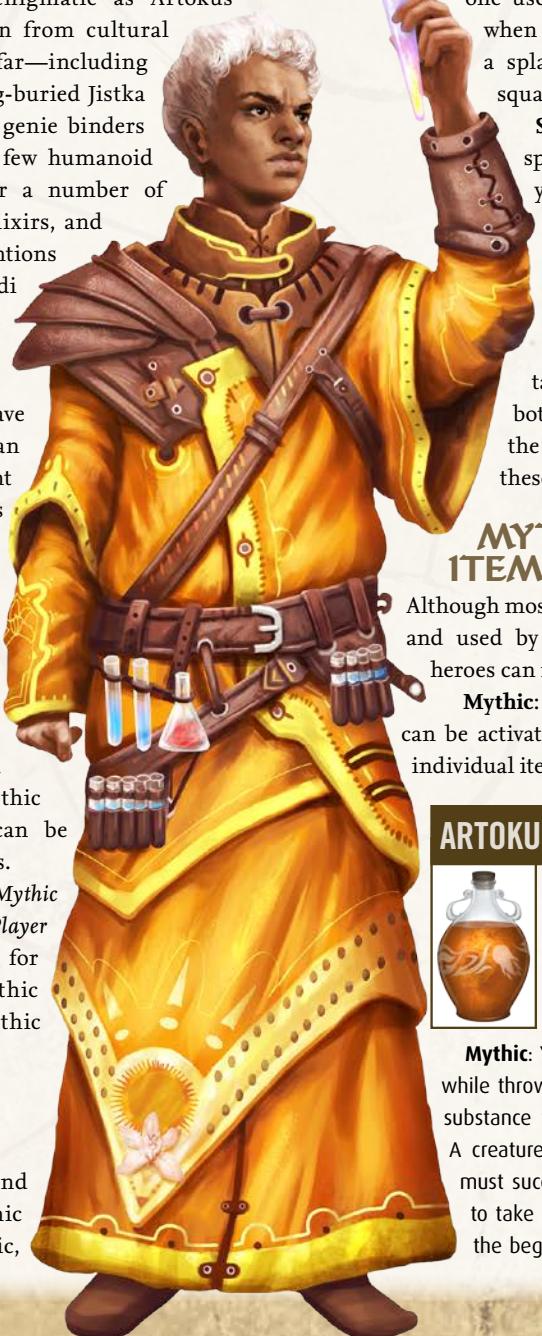
1ST-TIER UNIVERSAL PATH ABILITIES

The following path abilities are available at any tier to any mythic character.

Returning Flasks: Whenever you throw a splash weapon but fail to land a direct hit against your target, as a free action you can will your splash weapon to return to you at the beginning of your next turn, as if it were enchanted

with the *returning* weapon special ability. The splash weapon has no effect and deals no damage when you use this ability. Alternatively, by expending one use of mythic power as a swift action when you make a failed ranged attack with a splash weapon, you can choose which square the splash weapon lands in.

Splash Back: Whenever you throw a splash weapon, any creatures providing your target with soft cover take splash damage from your attack. Whenever you confirm a critical hit with a splash weapon, you can expend one use of mythic power to forgo the multiplied damage against your target and instead deal a direct hit to both the target and a creature adjacent to the target. Creatures adjacent to either of these two creatures take splash damage.



MYTHIC ALCHEMICAL ITEMS

Although most of the following items can be crafted and used by non-mythic creatures, only mythic heroes can realize their true potential.

Mythic: The effects listed in this paragraph can be activated only by a mythic wielder; see the individual item descriptions for more details.

ARTOKUS'S FIRE	PRICE 100 GP
	WEIGHT 1 lb.



This congealed incendiary functions like alchemist's fire, but its white-hot flames deal 2d6 points of fire damage on a direct hit and 1d6 points of splash damage to adjacent creatures.

Mythic: You can expend one use of mythic power while throwing a flask of Artokus's fire to cause the substance to burn hotter and longer than normal. A creature struck by a direct hit of Artokus's fire must succeed at a DC 15 Reflex save or continue to take 1d4 points of fire damage each round at the beginning of its turn. A burning creature can

attempt a new save as a full-round action. This effect lasts for a number of rounds equal to the user's mythic tier, and otherwise acts as the burn universal monster rule (*Pathfinder RPG Bestiary* 298). Artokus's fire used in this way burns even underwater, offering no relief to creatures that try to extinguish the fire by dousing or immersing themselves in water.

ALCHEMICAL RECIPE

Recipe (20 magnesium + 25 saltpeter + 30 spirit of wine)/congelation; **Craft** DC 30

Time 1 hour; **Tools** alchemist's lab; **Type** alchemical weapon

BLANCH BOMB	PRICE varies	WEIGHT varies
Adamantine	250 GP	1/2 lb.
Cold iron	150 GP	1/2 lb.
Silver	100 GP	1/2 lb.

The nearly invisible gas contained in this fragile glass sphere temporarily but drastically deteriorates the defenses—both manufactured and natural—of those affected. A blanch bomb is effective only against a target that is vulnerable to the type of blanch bomb employed against it. A blanch bomb is thrown as a splash weapon with a range increment of 10 feet. Upon contact with a hard surface, the blanch bomb releases a hazy cloud of gas within a 10-foot-radius burst centered on the point of impact. This cloud lasts for 1d4+1 rounds and can be dispersed as *fog cloud*. If a creature whose damage reduction is overcome by the specified substance begins its turn in the affected area, the subject's DR/adamantine, DR/cold iron, or DR/silver (depending on the type of blanch bomb used) degrades at a rate of 1 point per round for as long as the creature remains in the area (to a minimum of DR 0). If the subject ends its turn outside the affected area, the creature's damage reduction returns to its original amount at a rate of 1 point per round.

Mythic: You can expend one use of mythic power while throwing a blanch bomb to infuse the item with mythic power. When the blanch bomb activates, creatures in the area with the matching DR vulnerability must succeed at DC 16 Reflex saves or their DR is immediately reduced by an amount equal to 1/2 your mythic tier. The gas created by the blanch bomb lasts an additional number of rounds equal to your mythic tier, and it cannot be dispersed by wind. Non-mythic subjects who leave the affected area regain their DR at a rate of 1 point per minute.

ALCHEMICAL RECIPE

Recipe varies; **Craft** varies

Adamantine (50 cold iron + 75 magnesium + 50 saltpeter)/congelation; **Craft** DC 30

Cold iron (100 cold iron + 50 phosphorus + 20 saltpeter)/congelation; **Craft** DC 25

Silver (40 quicksilver + 15 saltpeter + 25 silver)/congelation; **Craft** DC 25

Time 1 hour; **Tools** crucible; **Type** alchemical weapon

INCENSE OF DIVINITY

PRICE 200 GP
WEIGHT 1/2 lb.

Mythic: If you are a mythic divine spellcaster and burn this incense while preparing spells, you can expend two uses of mythic power to prepare any one spell as a mythic spell (but



not as an augmented mythic spell), even if you're normally unable to cast the mythic version of that spell. Incense of divinity burns for 1 hour; you can prepare as many mythic spells as you are able to during this time, but you must expend two uses of mythic power for each mythic spell so prepared.

ALCHEMICAL RECIPE

Recipe (50 dew of lunary + 150 phosphorus)/exposure; **Craft** DC 30

Time 1 hour; **Tools** filter; **Type** alchemical tool

STORMSTONE

PRICE 150 GP
WEIGHT 1 lb.

A stormstone functions like a thunderstone, but deals 1d6 points of sonic damage in addition to deafening creatures; a successful DC 15 Fortitude save halves the damage and reduces the deafness to 1 round rather than negating it.

Mythic: If you expend one use of mythic power while throwing a stormstone, the item deals an amount of electricity damage equal to your mythic tier to all affected creatures, regardless of whether they succeed at their save. Creatures that fail their saving throws against a mythic stormstone become staggered for 1 round in addition to the other effects. The stormstone ignores non-mythic resistances, non-mythic immunity to electricity or sonic damage, and non-mythic silencing effects.

ALCHEMICAL RECIPE

Recipe (15 black powder + 85 phosphorus)/digestion; **Craft** DC 30

Time 1 hour; **Tools** crucible; **Type** alchemical weapon

SUFFOCATING POWDER

PRICE 45 GP
WEIGHT 2 lbs.

This small sack of green-gray powder is thrown as a splash weapon with a range increment of 10 feet. A creature struck by a direct hit must succeed at a DC 18 Fortitude save or begin choking and gasping for air as if suffocating (DC 12 for creatures in the splash radius). Affected creatures cannot breathe or speak for 1 round.

Mythic: You can expend one use of mythic power while throwing a bag of suffocating powder to charge the item with mythic power. Non-mythic creatures do not receive saving throws to avoid the suffocation effect. Affected creatures suffocate for an additional number of rounds equal to your mythic tier.

ALCHEMICAL RECIPE

Recipe (50 brimstone + 50 phosphorus + 5 realgar)/sublimation;

Craft DC 20

Time 1 hour; **Tools** retort; **Type** alchemical weapon

SURGE SYRUP

PRICE 80 GP
WEIGHT 1 lb.

Mythic: Consuming a vial of surge syrup grants you a +1d4 alchemical bonus on your next mythic surge roll. Every round after you consume surge syrup that you don't use your surge ability, the bonus provided by this item decreases by 1 (minimum 0).

ALCHEMICAL RECIPE

Recipe (12 dew of lunary + 40 spirit of wine + 40 urea)/congelation; **Craft** DC 25

Time 10 minutes; **Tools** alchemist's lab; **Type** alchemical remedy



VARISIAN FIREWORKS

VARISIAN FIREWORKS

Coloring the Sky

Origin: Southern Varisia

Practitioners: Gnome tinkers, pyromaniacs, Sczarni troublemakers, Varisian nomads

Common Uses: Celebrations, festivals, improvised explosives, long-range signals

One of the few cultural elements that connects the metropolitan folk of Varisia's city-states to the nomadic caravaneers who travel the region's country back roads is their shared love of fireworks. From twinkling amusements to pyrotechnic extravaganzas, Varisian fireworks complement any festive occasion. Children love simple sparkling tindertwigs, which come in a variety of colors, and canny youths turn colorfully tinted smokesticks into long-fused smoke bombs or prankish stink bombs. But most famous of all are those soaring spectacles that fly high before erupting in a shower of dazzling lights, smoke, and noise. Many Varisians use these magnificent varicolored displays to send signals to fellow caravans, to celebrate the anniversaries of important dates, or simply to paint the night sky.



USING FIREWORKS

Unless otherwise noted in an item's description, the following rules apply to all fireworks. Fireworks are alchemical weapons.

Before a firework can detonate, it must be ignited, which is typically done by lighting its fuse. You can light a firework's fuse by using flint and steel (a full-round action); using a tindertwig (a move action followed by a standard action); casting *spark* (a standard action; *Pathfinder RPG Advanced Player's Guide* 246); or using a torch, candle, flaming weapon, or other open fire (a standard action). If a firework must be thrown or set down to function, treat this as a separate action.

Misfires: When a firework misfires, its charges detonate in an undesirable and often destructive manner. A misfiring firework explodes in a 5-foot-radius burst. Creatures and objects in the area are blinded for 1d4 rounds and take 1d6 points of fire damage for every 100 gp of the firework's price (minimum 1d6). A successful Reflex save halves the damage and a successful Fortitude save reduces the blindness condition to 1 round; the DC of these saves is equal to the Craft DC of the firework - 10 (minimum 1). Certain fireworks may cause less or more destructive effects, at the GM's discretion.

Standing Fireworks: Some fireworks must be set down on a stable surface to function properly. You can set a firework down safely as a move action that provokes attacks of opportunity, or drop it as a free action and hope it lands upright (50% chance that the firework tips over and falls on its side). A creature can tip over an adjacent standing firework as a move action or as part of a charge, provoking attacks of opportunity either way. When a standing firework tips over, there is a 50% chance that it immediately misfires.

An undetonated, tipped standing firework can be reset as a move action that provokes attacks of opportunity; a tipped, lit standing firework misfires if it detonates.

ADVANCED FIREWORK TECHNIQUES

Characters who possess ranks in the Craft (alchemy) skill can use the following advanced techniques to improve their fireworks.

Fuse Lengths: Fireworks often have a slow-burning fuse, which allows the user to get away to a safe distance.

A character with 3 or more ranks in Craft (alchemy) can increase the fuse length of a firework (a full-round action) to cause a 1- to 2-round delay between ignition and detonation. A character with 6 or more

ranks in Craft (alchemy) can adjust the fuse length to create up to a 1-minute delay.

Lighting Multiple Fuses: A character with 5 or more ranks in Craft (alchemy) can light a number of fireworks within reach equal to 1 + her Dexterity modifier as a full-round action.

Shortening Fuses: A character with 2 or more ranks in Craft (alchemy) can cut a fuse so that the firework detonates at the end of her turn; however, if the wielder rolls a natural 1 on her attack roll when throwing a firework with a shortened fuse, the firework misfires in her hand.

FIREWORKS

The following are just a few of the most popular fireworks crafted by Varisians over the centuries.

DANCING PEONIES	PRICE 50 GP
	WEIGHT 1/2 lb.

This dinner-plate-sized packet contains three jumping jennies, each of which moves independently of the others for 1d6 rounds after the packet detonates.

ALCHEMICAL RECIPE

Recipe (1 black powder + 5 magnesium + 1 saltpeter)/calcination; **Craft** DC 16

Time 10 minutes; **Tools** crucible; **Type** alchemical weapon

FIRECRACKER	PRICE 10 GP
	WEIGHT —

These small paper or cloth cylinders or spheres are filled with a tiny charge of black powder. One round after lighting a firecracker in an adjacent square, the firework detonates with a loud bang, dealing 1d2+1 points of nonlethal damage to any creatures in the square and deafening them for 1d4 rounds (Fortitude DC 11 halves damage and duration of deafness). The bang also causes unintelligent animals within 20 feet of it to become frightened for 1d3 rounds; an animal can overcome this effect with a successful DC 11 Will save or if an adjacent ally calms the animal with a successful DC 11 Handle Animal check (an immediate action).

ALCHEMICAL RECIPE

Recipe (1 black powder + 1 saltpeter)/calcination; **Craft** DC 20

Time 10 minutes; **Tools** crucible; **Type** alchemical weapon

FIRECRACKER, SPIRIT	PRICE 30 GP
	WEIGHT —



These firecrackers are covered in magical runes and are mixed with ghost salt. One round after you light a spirit firecracker in an adjacent square, the firework detonates and deals 1d4+1 points of damage to incorporeal creatures in the same space. In addition, an affected incorporeal creature with light sensitivity, light blindness, or sunlight powerlessness becomes blinded for 1 round. A spirit firecracker has no effect on corporeal creatures.

ALCHEMICAL RECIPE

Recipe (1 black powder + 6 brimstone + 4 saltpeter + 10 silver)/calcination; **Craft** DC 25

Time 1 hour; **Tools** crucible; **Type** alchemical weapon

JUMPING JENNY	PRICE 15 GP
	WEIGHT —

This small, round paper packet is filled with a sparkling propellant and pierced with several irregular holes, which causes it to dance and spin as the firework burns. One round after you light a jumping jenny, it fills its square with sparks, dealing 1 point of fire damage to creatures in that square and dazzling them for 1d2 rounds (Reflex DC 12 negates). Each round for 1d4 rounds after detonation, the jumping jenny moves into a random adjacent square.

ALCHEMICAL RECIPE

Recipe (1 black powder + 5 magnesium + 1 saltpeter)/calcination; **Craft** DC 16

Time 10 minutes; **Tools** crucible; **Type** alchemical weapon

SKYDRAGON FIREWORK	PRICE 300 GP
	WEIGHT 10 lbs.

The skydragon firework is the apex of the firework artisan's craft. Unlit, a skydragon firework looks like an unassuming tube of thin wood and colored parchment. One round after you light a skydragon firework, the tube takes flight at a speed of 60 feet for 1d4 rounds, traveling in the direction it is pointed for the first round and changing direction randomly each round thereafter. The firework deals 2d6 points of fire damage to any creature within 10 feet of its flight path. If a skydragon's flight path causes it to hit a solid object, the firework continues in a random direction but subtracts 30 feet from its movement for that round.

ALCHEMICAL RECIPE

Recipe (30 black powder + 30 magnesium + 40 phosphorus)/calcination; **Craft** DC 30

Time 1 day; **Tools** crucible; **Type** alchemical weapon

SPARKLING PINWHEEL	PRICE 60 GP
	WEIGHT 1 lb.



This disk of paper or light cloth is stretched over a frame of thin wooden supports, with tubes of paper or cured hide spaced evenly around the rim. The whole firework is mounted on a spike or peg and placed on the ground. At the end of the round when it's lit, it spins rapidly and sheds a curtain of dazzling sparks 15 feet wide. The curtain of sparks obscures vision, granting concealment against creatures on the opposite side. A sparkling pinwheel burns for 1d4+1 rounds, and any creature that begins its turn adjacent to the curtain of sparks takes 1 point of fire damage and is dazzled for 1d4 rounds (Reflex DC 14 negates). Creatures that pass through the curtain of sparks take 1d4 points of fire damage and are blinded for 1 round (a successful save halves the damage and negates the blindness). If not mounted on a solid, immobile object, a sparkling pinwheel cannot spin smoothly and instead fills a single 5-foot square with a shower of sparks; its effects are otherwise unchanged for creatures adjacent to or passing through that square.

ALCHEMICAL RECIPE

Recipe (5 black powder + 15 magnesium + 30 phosphorus)/calcination; **Craft** DC 25

Time 1 hour; **Tools** crucible; **Type** alchemical weapon



ALCHEMICAL RECIPE INDEX

The following table summarizes the spontaneous alchemy recipes for the alchemical items in this book, along with their symbols for reagents and processes. Items from the *Pathfinder*

RPG Core Rulebook are denoted with an asterisk (*) next to the page number; GMs can create alchemical recipes for other alchemical items by using these examples as guidelines.

ALCHEMICAL REMEDIES

Alchemical Item	Recipe	Price	Time	Tools	Craft DC	Weight	Page
Acid neutralizer	(20 ⚡ + 10 ⊖ + 5 □)/—	15 gp	10 minutes	Crucible	15	—	23
Antitoxin	(7 ⊙ + 17 ⚡ + 23 □)/□	50 gp	10 minutes	Crucible	25	—	160*
Blood-boiling pill	(8 ⊙ + 30 ⚡ + 15 □)/□	75 gp	10 minutes	Crucible	25	—	24
Blood-chilling pill	(40 ⚡ + 15 ⚡ + 30 □)/—	75 gp	10 minutes	Filter	25	—	25
Bloodgurge	(5 □ + 10 ⊙)/—	40 gp	10 minutes	Filter	25	1/2 lb.	6
Chameleon ointment	(1 ⊙ + 12 ⚡ + 12 □)/□	20 gp	10 minutes	Crucible	20	—	15
Essence of independence	(8 ⊙ + 10 ⊖ + 22 ⚡)/—	80 gp	1 day	Retort	25	—	15
Eye drops of the unseen master	(20 ⊙ + 20 ⊖ + 80 ⚡)/□	150 gp	1 day	Retort	25	—	15
Insight leaves	(10 ⊙ + 20 ⚡ + 5 □)/□	50 gp	1 day	Heat source	25	—	25
Loyalty transfusion	(200 ⚡ + 150 ⊖ + 200 ⚡)/□	625 gp	1 day	Retort	30	—	15
Semblance transfusion	(110 ⚡ + 200 ⚡ + 100 ⚡)/□	300 gp	1 day	Retort	25	—	15
Surge syrup	(12 ⊙ + 40 ⚡ + 40 □)/□	80 gp	10 minutes	Alchemist's lab	25	1 lb.	27
Tea of transference	(5 ⊖ + 5 ⊖ + 15 ⚡)/—	40 gp	1 day	Retort	20	—	25
Vapors of easy breath	(60 ⚡ + 50 ⊖ + 60 ⚡)/□	75 gp	10 minutes	Alchemist's lab	25	3 lbs.	25
Vivifying moxibustion needles	(20 ⚡ + 60 ⚡ + 30 □)/—	85 gp	10 minutes	Filter	25	—	25

ALCHEMICAL TOOLS

Alchemical Item	Recipe	Price	Time	Tools	Craft DC	Weight	Page
Amp	(6 ⚡ + 10 ⊖)/□	30 gp	10 minutes	Retort	20	—	19
Bunk	(1 ⊖ + 1 □)/—	5 cp	10 minutes	Filter	15	1 lb.	19
Frightful war paint	(40 ⊙ + 40 ⚡ + 50 ⊖)/—	300 gp	10 minutes	—	30	1 lb.	7
Homunculus clay	(450 ⚡ + 350 ⊙ + 400 ⚡)/□	2,250 gp	1 day	Heat source	30	5 lbs.	15
Imposing war paint	(12 ⊙ + 10 ⊖)/—	70 gp	10 minutes	—	25	1/2 lb.	7
Incense of divinity	(50 ⊙ + 150 ⚡)/□	200 gp	1 hour	Filter	30	1/2 lb.	27
Instant fertilizer	(15 ⚡ + 20 ⚡ + 10 ⊖)/—	20 gp	1 hour	Crucible	20	4 lbs.	11
Mimic fibers	(6 ⚡ + 6 ⚡)/—	30 gp	10 minutes	Filter	20	—	11
Poison diffuser	(100 ⚡ + 180 ⊖ + 180 ⚡)/□	200 gp	1 day	Heat source	25	—	9
Shaman's paint	(30 ⚡ + 25 ⊖)/—	90 gp	10 minutes	—	20	1/2 lb.	7
Silence dust	(12 ⊙ + 40 ⚡)/—	60 gp	1 hour	Crucible	20	1 lb.	15
Smokestick	(4 ⚡ + 5 ⊖)/—	20 gp	1 hour	Crucible	20	1/2 lb.	160*
Spirit of glass	(2 ⚡ + 7 ⚡ + 5 ⊖)/—	35 gp	1 hour	Crucible	25	—	9
Sunrod	(2 ⚡ + 2 ⚡)/□	2 gp	10 minutes	Crucible	25	1 lb.	160*
Tindertwig	(2 ⚡ + 1 ⚡)/□	1 gp	10 minutes	Crucible	20	—	160*
Tunnel creeper	(100 ⚡ + 90 ⚡ + 35 ⚡)/□	280 gp	1 day	Heat source	25	1 lb.	11
Vector ink	(7 ⊙ + 7 ⊖ + 6 □)/□	60 gp	1 day	Heat source	20	—	9

ALCHEMICAL WEAPONS

Alchemical Item	Recipe	Price	Time	Tools	Craft DC	Weight	Page
Acid	(10 ⚡ + 8 ⊖ + 1 ⊖)/□	10 gp	1 day	Retort	15	1 lb.	160*
Alchemist's fire	(12 ⚡ + 22 ⚡)/□	20 gp	10 minutes	Alchemist's lab	20	1 lb.	160*
Artokus's fire	(20 ⚡ + 25 ⊖ + 30 ⚡)/□	100 gp	1 hour	Alchemist's lab	30	1 lb.	26
Blanch bomb, adamantine	(50 ⚡ + 75 ⚡ + 50 ⊖)/□	250 gp	1 hour	Crucible	30	1/2 lb.	27
Blanch bomb, cold iron	(100 ⚡ + 50 ⚡ + 20 ⊖)/□	150 gp	1 hour	Crucible	25	1/2 lb.	27
Blanch bomb, silver	(40 ⚡ + 15 ⊖ + 25 ⚡)/□	100 gp	1 hour	Crucible	25	1/2 lb.	27
Bleeding arrow	(30 ⚡ + 90 ⚡ + 25 ⊖)/□	160 gp	1 hour	—	25	—	20
Bloating solution	(15 ⚡ + 30 ⊖ + 20 □)/□	25 gp	10 minutes	Retort	20	—	23
Congealer spray	(4 ⊖ + 5 ⊖ + 5 □)/□	15 gp	10 minutes	Retort	20	—	23

Dancing peonies	(3 ⚡ + 20 ⚡ + 3 ⚡)/↖-	50 gp	1 hour	Crucible	18	1/2 lb.	29
Desiccating lubricant	(25 ⚡ + 10 ⚡ + 10 ⚡)/⌚	30 gp	10 minutes	Alchemist's lab	20	—	23
Durable arrow	(1 ⚡ + 1 ⚡)/⌚	1 gp	1 hour	—	25	—	20
Dye arrow	(1 ⚡ + 1 ⚡)/⌚	1 gp	10 minutes	—	25	—	21
Firecracker	(1 ⚡ + 1 ⚡)/↖-	10 gp	10 minutes	Crucible	20	—	29
Firecracker, spirit	(1 ⚡ + 6 ⚡ + 4 ⚡ + 10 ⚡)/↖-	30 gp	1 hour	Crucible	25	—	29
Jumping jenny	(1 ⚡ + 5 ⚡ + 1 ⚡)/↖-	15 gp	10 minutes	Crucible	16	—	29
Lodestone arrow	(8 ⚡ + 6 ⚡ + 4 ⚡)/⌚	10 gp	1 hour	—	25	—	21
Lydric essence	(15 ⚡ + 3 ⚡)/Ⓐ	20 gp	1 day	Retort	20	1 lb.	11
Pheromone arrow	(10 ⚡ + 10 ⚡ + 14 ⚡)/⌚	15 gp	10 minutes	Alchemist's lab	25	—	21
Raining arrow	(3 ⚡ + 3 ⚡ + 1 flask holy water)/↖-	30 gp	10 minutes	Crucible	25	—	21
Shriek bomb	(20 ⚡ + 30 ⚡ + 5 ⚡)/⌚	45 gp	10 minutes	Alchemist's lab	20	1 lb.	7
Skydragon firework	(30 ⚡ + 30 ⚡ + 40 ⚡)/↖-	300 gp	1 day	Crucible	30	10 lbs.	29
Slime grenade	(50 ⚡ + 75 ⚡ + 50 ⚡)/⌚	100 gp	10 minutes	Alchemist's lab	25	3 lbs.	23
Slow burn arrow	(70 ⚡ + 80 ⚡ + 25 ⚡)/⌚	100 gp	10 minutes	Alchemist's lab	25	—	21
Sparkling pinwheel	(5 ⚡ + 15 ⚡ + 30 ⚡)/↖-	60 gp	1 hour	Crucible	25	1 lb.	29
Splintercloud arrow	(28 ⚡ + 30 ⚡)/⌚	25 gp	10 minutes	—	25	—	21
Stormstone	(15 ⚡ + 85 ⚡)/⌚	150 gp	1 hour	Crucible	30	1 lb.	27
Suffocating powder	(50 ⚡ + 50 ⚡ + 5 ⚡)/━	45 gp	1 hour	Retort	20	2 lbs.	27
Tanglefoot bag	(55 ⚡ + 55 ⚡)/⌚	50 gp	10 minutes	Alchemist's lab	25	4 lbs.	160*
Tangleshot arrow	(18 ⚡ + 26 ⚡)/⌚	20 gp	10 minutes	Alchemist's lab	25	—	21
Thunderstone	(7 ⚡ + 15 ⚡)/⌚	30 gp	1 day	Heat source	25	1 lb.	160*
Trip arrow	(20 ⚡ + 15 ⚡ + 20 ⚡)/⌚	40 gp	10 minutes	—	25	—	21

DRUGS AND ALCOHOL

Alchemical Item	Recipe	Price	Time	Tools	Craft DC	Weight	Page
Angel's trumpet	(20 ⚡ + 20 ⚡ + 30 ⚡)/⌚	75 gp	1 day	Heat source	18	—	19
Boulderhead bock	(4 ⚡ + 15 ⚡)/⌚	25 gp	1 week	Brewer's kit	19	2 lbs.	13
Icecap ale	(50 ⚡ + 40 ⚡)/Ⓐ	40 gp	1 week	Brewer's kit	20	1/2 lb.	13
Longbeard lambic	(3 ⚡ + 5 ⚡ + 4 ⚡)/⌚	20 gp	1 week	Brewer's kit	18	1 lb.	13
Pesh, black	(30 ⚡ + 20 ⚡ + 6 ⚡)/━	100 gp	1 day	Retort	22	—	19
Pesh, golden	(2 ⚡ + 10 ⚡ + 3 ⚡)/━	50 gp	1 day	Retort	18	—	19
Wurm's breath bitter	(2 ⚡ + 10 ⚡ + 20 ⚡)/⌚	30 gp	1 week	Brewer's kit	21	1 lb.	13

POISONS

Alchemical Item	Recipe	Price	Time	Tools	Craft DC	Weight	Page
Alchemical isolation	(150 ⚡ + 20 ⚡ + 80 ⚡)/⌚	175 gp	1 day	Heat source	13	1 lb.	9
Confabulation powder	(20 ⚡ + 15 ⚡)/⌚	80 gp	1 day	Heat source	18	1 lb.	11
Count Ambras's punishment	(70 ⚡ + 35 ⚡ + 70 ⚡)/⌚	350 gp	1 day	Heat source	16	—	9
Cytillesh extract	(115 ⚡ + 115 ⚡)/↖-	800 gp	1 hour	Crucible	18	—	11
Flaming doom	(200 ⚡ + 200 ⚡ + 250 ⚡)/Ⓐ	900 gp	1 day	Retort	18	—	7
Fury gas	(180 ⚡ + 80 ⚡ + 60 ⚡)/⌚	300 gp	1 day	Heat source	16	1/2 lb.	7
Liquid persuasion	(20 ⚡ + 20 ⚡ + 80 ⚡)/Ⓐ	120 gp	1 day	Retort	11	—	9
Smell of fear	(170 ⚡ + 170 ⚡)/⌚	600 gp	1 day	Heat source	17	1/2 lb.	7
Vampire's kiss	(6 ⚡ + 50 ⚡ + 30 ⚡)/⌚	75 gp	1 day	Retort	15	—	9

QUICK REFERENCE

Alchemical Reagents (Price per Dose)

⚡ Black powder (10 gp)	⌚ Gold (5 gp)	⌚ Realgar (3 gp)
₩ Brimstone (5 sp)	⌚ Magnesium (1 gp)	⌚ Salt (5 sp)
⌚ Cold iron (1 gp)	⌚ Mugwort extract (2 gp)	⌚ Saltpeter (3 gp)
⌚ Cytillesh spores (5 gp)	⌚ Myrrh (5 sp)	⌚ Silver (1 gp)
₩ Darkwood (2 gp)	⌚ Pesh (15 gp)	⌚ Spirit of wine (5 sp)
⌚ Dew of lunary (4 gp)	⌚ Phosphorous (2 sp)	⌚ Urea (5 sp)
⌚ Ginger extract (5 sp)	⌚ Quicksilver (1 gp)	⌚ Exposure

Alchemical Processes

↖- Calcination	⌚ Fermentation
⌚ Ceration	↖- Filtration
⌚ Congelation	━ Sublimation
⌚ Digestion	━ Distillation
⌚ Earth	⌚ Exposure

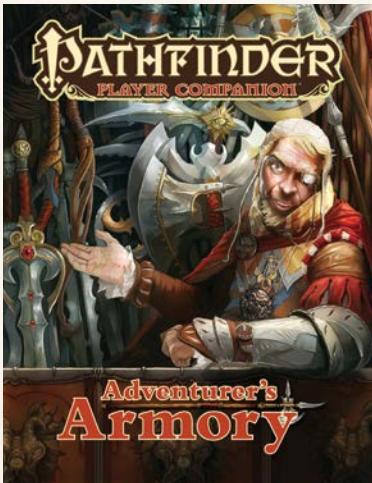


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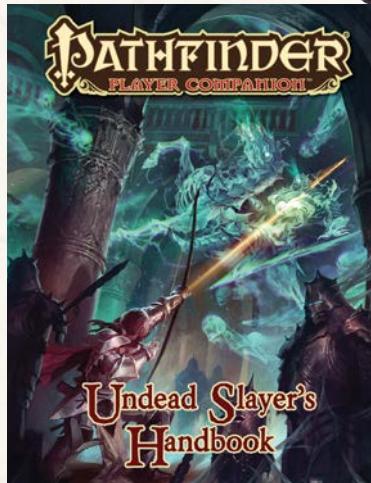
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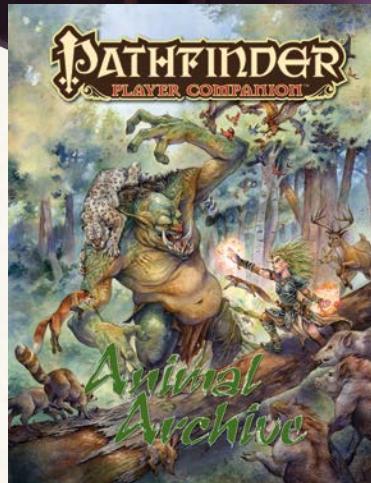
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ALCHEMICAL REAGENTS

PHOSPHORUS

Price 2 sp
Weight -

Phosphorus is a highly reactive mineral that glows faintly in air. Vital to all life, it is most commonly used by alchemists to create fertilizers, poisons, soaps, and tindertwigs. It is obtained by processing uric acid or bone ash.

POWER COMPONENT

Doses 1d (2 gp); Spells light descriptor or teleportation subschool
Effect +1 caster level for the purpose of range



POWER COMPONENT

Doses 1d (2 gp); Spells light descriptor or teleportation subschool
Effect +1 caster level for the purpose of range



QUICKSILVER

Price 1 gp
Weight -

Quicksilver is a liquid metal with dangerous mental effects on those who handle it. It is most often distilled from crystalline amalgams such as cinnabar and stored in iron flasks.

POWER COMPONENT

Doses 3 (3 gp); Spells mind-affecting descriptor
Effect +1 caster level for the purpose of duration

REALGAR

Price 3 gp
Weight -

Realgar, also called ruby of arsenic, is a red crystal useful in creating poisons and medicines. It is commonly purified into arsenic, a crystalline metal known as the "king of poisons" for its popularity among nobles seeking to poison their rivals.

POWER COMPONENT

Doses 1 (3 gp); Spells poison descriptor (see Pathfinder RPG Ultimate Magic)
Effect +2 DC to identify or neutralize the poison with spells or skills



SALT

Price 5 sp
Weight -

Salt is a vital mineral commodity. It is most commonly used as a desiccant and as a catalyst.

POWER COMPONENT

Doses 2d (1d gp); Spells necromancy school
Effect +1 caster level for the purpose of effect



SALTPETER

Price 3 gp
Weight -

Saltpeter is used to create fertilizers, propellants, fireworks, and preservatives.

POWER COMPONENT

Doses 1 (1 gp); Spells fire descriptor
Effect +1 fire damage



SILVER

Price 1 gp
Weight -

Silver is a lustrous precious metal used in mirrors, disinfectants, electrics, and illusion-creating magic items.

POWER COMPONENT

Doses 1d; Spells illusion school
Effect +1 to DC of Will saves to disbelieve



SPIRIT OF WINE

Price 5 sp
Weight -

Spirit of wine is purified, alchemically active alcohol commonly used as a fuel or solvent in alchemical items, specialized inks, and perfumes. It is too pure to drink alone, but can be used as a reagent to form tinctures and alchemical drinks.

POWER COMPONENT

Doses 6 (3 gp); Spells calling and summoning subschools
Effect +1 caster level for the purpose of duration



UREA

Price 5 sp
Weight -

Urea is a highly versatile reagent most commonly used in salves and as a stabilizer for particularly volatile alchemical reactions.

POWER COMPONENT

Doses 4 (2 gp); Spells cold descriptor
Effect +1 caster level for the purpose of the effect





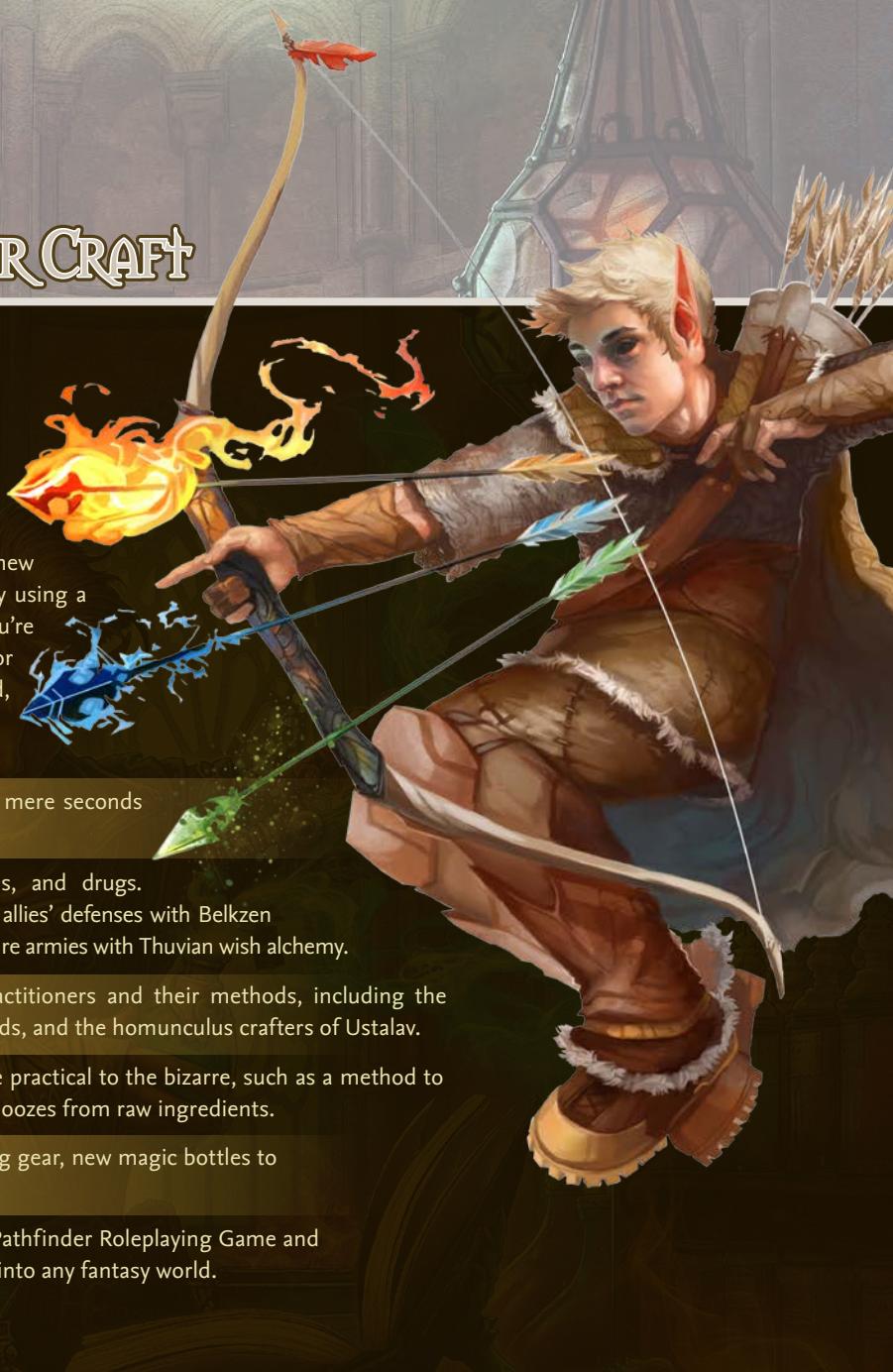
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