

# ALCHEMY MAGIC

## LEVEL 0

### ACIDIC GLOB

*Alchemy attack 0*

**Target:** One creature or object within short range

A glistening glob of corrosive slime appears in your hand, and you throw it at the target. Make an Intellect attack roll against the target's Agility. On a success, the target takes  $1d6 + 2$  damage.

**Attack Roll** 20+ The target takes  $1d6$  extra damage.

### IDENTIFY SUBSTANCE

*Alchemy utility 0*

**Target:** One substance you can see within short range

You learn the name of the target and what it does. If the target is a potion, you also learn the recipe to make it with the brew potion spell.

## PRESERVATION

*Alchemy utility 0*

**Requirements:** You must have an alchemist's kit

**Target:** One Size 1 or smaller object you can reach

**Duration:** 10 days

You whip up a special ointment from your alchemist's kit and smear it on the target. For the duration, the target will not rot, decay, or spoil. The target takes half damage from all sources. If the target is something that can be worn, the protective quality applies to the object and not the wearer—smearing the substance on a suit of plate and mail armor would impart all the qualities to the armor, but the wearer would still take damage as normal.

If you smear the substance on a clockwork in object form, the clockwork remains protected by the spell until it returns to its creature form or until the spell ends. Finally, if the target is a corpse, the magic prevents it from being turned into undead.

### VENOMOUS DART

*Alchemy utility 0*

**Requirements:** You must have an alchemist's kit and at least one dart

**Duration:** Until you complete a rest

Upon casting this spell, you must concentrate for 1 minute, during which time you use your alchemist's kit to concoct a special poison and apply it to as many as five darts. When you finish, each dart you applied poison to becomes imbued with magic that lasts for the duration or until it is used to make an attack.

A creature holding a dart can attack with it, and makes the attack roll with 1 boon. A creature hit by a dart must get a success on a Strength challenge roll or take  $1d3 + 1$  damage from the dart's poison and become poisoned for 1 minute.

## LEVEL 1

### BREW POTION

*Alchemy utility 1*

**Requirements:** You must have an alchemist's kit, a small empty container, and special ingredients worth half the potion's price

Choose one potion you have previously identified with a casting of the identify substance spell, and then concentrate for 1 hour, during which time you work with your alchemist's kit. At the end of this time, you fill the container with a single dose of the potion you chose.

### BREW REMEDY

*Alchemy utility 1*

**Requirements:** You must have an alchemist's kit and a small, empty container

**Duration:** 8 hours or until consumed

Concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time, you fill the container with a magical remedy that retains its power for the duration.

The remedy is a potion. Any creature that drinks it heals damage equal to half its healing rate. If the drinker is diseased, fatigued, or poisoned, it can make a Strength challenge roll. On a success, it removes one of these afflictions.

### BREW SUPERIOR GLUE

*Alchemy utility 1*

**Requirements:** You must have an alchemist's kit and a small, empty container

**Duration:** 8 hours or until expended

Concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time, you fill

the container with superior glue (see chapter 3) that retains its potency for the duration.

## FIRE BOTTLE

*Alchemy utility 1*

**Requirements:** You must have an alchemist's kit

**Target:** Up to three small, empty containers, capable of holding liquid, that you can reach

**Duration:** Until you complete a rest; see the effect

Upon casting this spell, you must concentrate for 1 minute, during which time you mix up a volatile substance from your alchemist's kit. When you finish, you fill each container with the substance, which retains potency for the duration or until the bottle is used.

A creature holding the container can use an action to throw it at a point within short range. If the point is on a creature, the thrower must get a success on an Agility attack roll against the creature's Agility. Otherwise, the bottle lands at a point within 1d3 yards of the creature in a direction of the GM's choosing.

When the bottle strikes a solid surface, the container breaks and the substance inside explodes in a 2-yard radius centered on the point of impact. The flames from the explosion deal 1d6 damage to everything in that area. Combustible objects that take this damage catch fire. A creature in the area of the explosion must make an Agility challenge roll, taking half the damage on a success, or catching fire on a failure. A creature that catches fire takes 1d6 damage from the flames at the end of each round until the fire is extinguished.

## LEVEL 2

### ACID DARTS

*Alchemy attack 2*

**Target:** Up to three creatures or objects within medium range

You fling three acidic, gelatinous blobs from your hand. Divide the blobs among the targets. For each blob, make an Intellect attack roll against the target's Agility. On a success, the target takes 1d6 damage and, at the end of the round, takes 1d3 extra damage unless it uses an action to remove the acid.

**Attack Roll** 20+ The target takes 1d3 extra damage at the end of each round for 1 minute or until it uses an action to remove the acid.

### BREW LIQUID SMOKE

*Alchemy utility 2*

**Requirements:** You must have an alchemist's kit and a small, empty container

**Duration:** 8 hours or until expended

Concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time, you

fill the container with a liquid smoke (see Companion, chapter 3) that retains its potency for the duration.

## REEKING FOG

*Alchemy attack 2*

**Target:** A point within medium range

**Duration:** 1 minute

You toss a small bead of liquid at the target. If you chose a point on a creature, you must get a success on an Intellect attack roll against its Agility. Otherwise, the bead lands at a point within 1d3 yards of the creature in a direction the GM chooses. When the bead strikes a solid surface, it shatters, and the liquid inside becomes a foul-smelling fog that spreads out in a 5-yard radius centered on that point. The fog remains for the duration. It partially obscures the area, and any living, breathing creature in the area when it appears or that enters that area must make a Strength challenge roll with 1 bane. On a failure, the creature becomes impaired for as long as it remains in the fog and for 1 minute after. On a success, the creature becomes immune to the effects of the fog. A creature makes this roll just once per round, regardless of how many times it enters the fog.

## CORROSIVE TOUCH

*Alchemy utility 2*

**Duration:** 1 minute

An orange, gelatinous substance covers your hand and remains for the duration. When you cast the spell and again whenever you use an action to do so, you can make an attack with an unarmed strike, substituting Intellect for the attribute you ordinarily use to make attacks with unarmed strikes. If you get a success against a creature or against an object made from organic materials such as wood, bone, or flesh, the target of the attack takes 2d6 extra damage from the corrosive substance on your hand.

## OIL SLICK

*Alchemy attack 2*

**Area:** A circle with a 5-yard radius centered on a point on the ground within short range

**Duration:** 10 minutes

Oil rains down to cover every surface in the area. The oil is extremely slippery and the area counts as difficult terrain. Once per round when a creature moves across a surface in the area by a means other than crawling or tries to stand up in it, the creature must get a success on an Agility challenge roll with 3 banes or fall prone. Any creature that tries to pick up an object from out of the oil must get a success on an Agility challenge roll with 3 banes. On a failure, the object squirts out of the creature's hand and lands 1d3 yards away in a random direction.

The oil is flammable. If anything in the area takes fire damage, the entire area catches fire and burns for 1d6 minutes, filling the air with acrid smoke. The smoke heavily

obscures the area, and any creature in the area that breathes it must get a success on a Strength challenge roll or take 1d6 damage. Furthermore, at the end of each round, the fire deals 1d6 damage to everything in its area. Once the fire burns out, the oil disappears.

## LEVEL 3

### BREW ALCHEMIST'S POISON

*Alchemy utility 3*

**Requirements:** You must have an alchemist's kit and a small, empty container

**Duration:** 8 hours or until expended

Concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time, you fill the container with a magical remedy that retains its power for the duration or until it's consumed, which expends its power.

A creature holding the container can use an action to pour the poison into food or drink within its reach or apply the poison to an edged or pointed weapon or up to three arrows, bolts, or darts.

A creature that consumes the poison or that takes damage from the poisoned weapon must get a success on a Strength challenge roll with 2 banes or take 5d6 + 10 damage and become poisoned for 1 minute. While poisoned in this way, the creature makes a Strength challenge roll with 2 banes at the end of each round. Each time it fails, it takes 1d6 damage.

### BREW WONDROUS CONCOCTION

*Alchemy utility 3*

**Requirements:** You must have an alchemist's kit and a small, empty container

**Duration:** 8 hours or until expended

Concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time, you fill the container with a magical liquid that retains its power for the duration. The concoction is a potion. Any creature that drinks it heals damage equal to its healing rate. In addition, for 1 minute, the drinker gains a +2 bonus to Speed, and makes attack rolls and challenge rolls with 2 boons.

### SPEW POISON

*Alchemy attack 3*

**Requirements:** You must have an alchemist's kit

**Area:** A 5-yard-long cone originating from a point in your space

You drink a dose of noxious fluids stored in your alchemist's kit and then spray it from your mouth into the area. You take 1d6 damage from the poisonous substance, and each creature in the area must make a Strength challenge roll. A creature takes 4d6 damage from the poison and

becomes poisoned for 1 hour on a failure, or just takes half the damage on a success.

## MANIKINS

*Alchemy utility 3*

**Requirements:** You must have an alchemist's kit

**Target:** A Size 1 block of clay

**Duration:** See the effect

Upon casting this spell, you must concentrate for up to 5 minutes. For each minute you spend in concentration, you shape one compelled tiny construct (see page 136) from the target. The construct remains until you cast this spell again or the manikin is destroyed.

While at least one construct remains, you can use an action to perceive from the space of any active construct that is within long range. When you perceive from the construct's space, you are blinded and deafened with respect to the space you occupy, but you can see and hear normally from the construct's space. You can use a triggered action at any time to end this effect.

**Sacrifice** You can use an action and expend a casting of this spell to cause each manikin created by this spell to explode in a 1-yard radius centered on a point within the manikin's space. The manikin takes damage equal to its Health, which destroys it, and everything in the area takes 1d6 + 1 damage from the flying debris. A creature can make an Agility challenge roll and takes half the damage on a success.

## LEVEL 4

### BREW DRAGON FIRE

*Alchemy utility 4*

**Requirements:** You must have an alchemist's kit

**Target:** A small clay container, capable of holding liquid, that you can reach

**Duration:** Until you complete a rest; see the effect

Upon casting this spell, you must concentrate for 1 minute, during which time you mix ingredients from your alchemist's kit. When you finish, you fill the target with a volatile substance that retains its potency for the duration or until it's used.

A creature holding the container can use an action to throw the bottle of dragon fire to a point within short range, where the container lands. If the thrower chooses a point on a creature, the thrower must get a success on an Agility attack roll against the creature's Agility. The bottle hits the creature on a success; on a failure, it lands within 1d3 yards of the specified point in a direction the GM chooses.

Upon striking a solid surface, the container breaks, releasing fiery goo that threatens to cover everything in a 4-yard radius hemisphere. A creature that gets a success on an Agility challenge roll avoids the goo. Anything covered in the dragon fire takes 2d6 damage and catches fire. A creature that catches fire takes 1d6 damage from the flames at the end of each round until the fire is extinguished.

The flames from the substance last 1 minute, cannot be smothered by ordinary means, and burn even when submerged in liquid. A creature can use an action to scrape away the goo with an object, which then catches fire if it is flammable. Once dragon fire burns out, it leaves behind ordinary fire that can be extinguished using normal means.

## REANIMATE CORPSE

*Alchemy utility 4*

**Requirements:** You must have an alchemist's kit

**Target:** One Size 1 dead creature you can reach

Upon casting this spell, you must concentrate for 1 minute, during which time you use your kit to inject strange ingredients into the target's body. When you finish, you return the creature to life with damage equal to its healing rate.

Each time the target completes a rest, it must make a Will challenge roll with 3 banes. On a failure, it gains 1d6 Insanity and takes a -3 penalty to its Intellect score (minimum 0). If the target's Intellect drops to 0, the target transforms into a hostile monster (Shadow, page 246) of its Size, retaining none of its original statistics, and taking the next available turn to attack. If the target gets three successes on the Will challenge rolls, it removes the penalty to Intellect and no longer has to make the Will challenge rolls.

## PATH

### LEVEL 3 BREWMASTER

#### BREWMASTER'S BOOK

You have a tome filled with recipes and alchemical lore. Choose any three potions in Shadow of the Demon Lord, Demon Lord's Companion, or the brewmaster potions described below.

You know these recipes, and you can use them to create those potions by crafting them or by casting the brew potion spell (Demon Lord's Companion, page 34) from the Alchemy tradition. These recipes are in addition to any other recipes you might have learned from your castings of the identify substance Alchemy spell (Demon Lord's Companion, page 34), and you can record such recipes into your book.

If you lose your book, you can recreate it by spending 48 hours using exotic materials worth 5 gc.

#### RECIPE REFERENCE

If you can reference your brewmaster's book while crafting a potion or casting the brew potion spell, you can brew the potion in half the listed time. In addition, you need spend only a third of the potion's cost in raw materials.

## TEMPLATES

### TEMPLATE

*Alchemy*

**Target::**

**Requirements::**

**Duration::**

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