

# Alchemy in Silverdust

## In Silverdust, alchemy is not a fringe art.

It is the discipline of stabilizing magic bleed into survivable form.

Where spellcasting channels magic directly, alchemy filters, binds, and dilutes it... trading power for reliability.

Alchemy is not rare. It is regulated, taught, and practiced across all nations.

Using Alchemy (Player-Facing Rules) Who Can Practice Alchemy

Any character proficient with Alchemist's Supplies can attempt basic alchemy.

Artificers (especially Alchemical Savants) are the most reliable practitioners.

Advanced concoctions may require:

specific tools

rare ingredients

formulas or traditions

Concoction Process (Core System)

Alchemy follows a three-step loop:

### 1. Gather Ingredients

Ingredients come from:

plants

minerals

beasts

environments

magical residue

Each ingredient provides one or more properties.

### 2. Choose a Formula

A formula defines:

the effect

the ingredient requirements

the risk level

Formulas can be:

common knowledge

guild-guarded

culturally restricted

discovered in ruins or labs

### 3. Brew the Concoction

To brew, you need:

Alchemist's Supplies

the required ingredients

time (usually during a Short or Long Rest)

Make an Intelligence (Alchemist's Supplies) check.

Most common potions are DC 10–12.

Ingredient Properties

Each ingredient has 1–2 properties. Formulas usually require 2–3 matching properties.

Common Properties

Restorative – healing, stamina

Stimulant – speed, alertness

Stabilizing – resistance, suppression

Toxic – poison, corrosion

Adhesive – binding, slowing

Volatile – explosive or reactive

Aetheric – magic interaction

Vital – life-force enhancement

Ingredient Examples (World-Integrated) Common Ingredients (1–5 gp)

Glowmoss (Restorative, Aetheric) Found near magical infrastructure and ruins.

Ironroot Bark (Stabilizing, Vital) Used in defensive brews and anti-shock tonics.

Ash Salts (Volatile) Byproduct of furnaces and volcanic regions.

Bloodreed Sap (Toxic, Adhesive) Wetland plant; illegal in some cities.

Uncommon Ingredients (10–50 gp)

Silverdust Filings (Aetheric, Stabilizing) Rare residue that resists grinding and decay.

Chimera Bile (Toxic, Volatile) Requires skilled extraction.

Winterglass Shards (Stabilizing, Cold) Found near the northern icecap.

Rare Ingredients (Narrative-Gated)

Samsaric Resin (Vital, Aetheric) Used in reincarnation and memory brews.

Gehenna Slag (Volatile, Entropic) Illegal almost everywhere.

DC	Result
10	Stable success
15	Improved yield or duration
20	Enhanced effect
Fail by 5+	Minor side effect
Fail by 10+	Volatile mishap (DM discretion)





### Expanded Potion List (Low-Cost, High-Utility)

These prices assume legal, mass-produced alchemy.

Common Potions (5–15 gp)

Potion of Minor Restoration (8 gp)

Regain 2d4 + 2 HP

Advantage on your next saving throw

Stimulant Draught (5 gp)

Ignore the first level of Exhaustion for 1 hour

Stabilizing Tonic (10 gp)

Advantage on Concentration checks for 10 minutes

Neutralizing Wash (7 gp)

End the Poisoned condition

Utility Concoctions (10–25 gp)

Climbing Gel (12 gp)

Gain a climb speed for 10 minutes

Breath Hold Elixir (15 gp)

Hold breath for 1 hour

Adhesive Flask (10 gp)

Creates difficult terrain in a 5-foot square

Risk–Reward Potions (15–40 gp)

Might Serum (20 gp)

+2 to Strength checks and saves for 1 minute

Aftereffect: Disadvantage on Strength checks for 1 round

Reflex Draught (20 gp)

+10 speed and Advantage on Dex saves for 1 minute

Aftereffect: Speed reduced by 10 feet for 1 round

Failure & Side Effects (Optional Table)

On a major failure, roll 1d6:

Nausea (Poisoned for 1 round)

Skin irritation (Disadvantage on Charisma checks for 1 hour)

Volatile reaction (1d6 damage)

Effect reversed

Delayed activation

Ingredient wasted

Cultural Notes (Sidebar-Ready)

Potions are cheap, but not hoarded

Overuse is frowned upon

Certain cultures restrict mutagens

Alchemy guilds control distribution, not production

#### DM Notes: Why This Works

- Encourages exploration (ingredients)
- Rewards preparation
- Does not replace spellcasting
- Explains world survivability
- Scales without power creep

## Alchemical Ingredients of Silverdust

In Silverdust, ingredients are not merely reagents... They are places, histories, and wounds made tangible.

Every ingredient carries:

Properties (what it does)

Provenance (where it comes from)

Cost (social, moral, or physical)

Ingredient Properties (Expanded)

Each ingredient has 1–3 properties.

You already have:

Restorative

Stimulant

Stabilizing

Toxic

Adhesive

Volatile

Aetheric

Vital

Add these (very useful later):

Entropic – decay, erosion, inevitability

Mnemonic – memory, identity, recall

Catalytic – amplifies other ingredients

Suppressive – dampens magic or effects

Predatory – enhances hunting, pursuit, blood

Morphogenic – alters form or adaptation

Thermic – heat, cold, pressure

Liminal – boundary effects (life/death, seen/unseen)

Ingredient Categories by Source



### Botanical Ingredients

Glowmoss Properties: Restorative, Aetheric Notes: Grows near magical infrastructure.

Ironroot Bark Properties: Stabilizing, Vital Notes: Painful to harvest.

Bloodbloom Petals Properties: Toxic, Catalytic Notes: Illegal in some nations.

Ashfern Fronds Properties: Volatile, Thermic Notes: Found near volcanoes or fire scars.

Whisperleaf Properties: Mnemonic, Suppressive Notes: Used in truth-serums and memory dampers.



### Beast-Derived Ingredients

Chimera Bile Properties: Toxic, Volatile Notes: Requires professional extraction.

Dire Wolf Adrenal Glands Properties: Predatory, Stimulant Notes: Spoils quickly.

Serpent Venom Crystals Properties: Toxic, Catalytic Notes: Crystallized essence, shelf-stable.

Turtlefolk Shell Shavings Properties: Stabilizing, Suppressive Notes: Collected only with consent.

Broodkin Silk Sacs Properties: Adhesive, Morphogenic Notes: Sticky even after refinement.

### Mineral & Geological Ingredients

Silverdust Filings Properties: Aetheric, Stabilizing Notes: Resists grinding.

Winterglass Shards Properties: Thermic (Cold), Stabilizing Notes: Found near the icecap.

Gehenna Slag Properties: Entropic, Volatile Notes: Illegal almost everywhere.

Basalt Resin Properties: Adhesive, Thermic Notes: Used in armor bonding.

Void Salt Properties: Suppressive, Liminal Notes: Cancels lingering magic effects.







## Alchemical Byproducts

Distillate Residue Properties: Catalytic Notes: Leftover from failed brews.

Essence Foam Properties: Aetheric, Volatile Notes: Floats, reacts to spells.

Neutralization Slurry Properties: Stabilizing Notes: Smells awful, works reliably.

Spent Mutagen Base Properties: Morphogenic (Weak) Notes: Causes mild side effects if reused.



## Cultural / Crafted Ingredients

Guild-Sealed Wax Properties: Stabilizing, Suppressive Notes: Used in regulated potions.

Ritual Ink Paste Properties: Mnemonic, Aetheric Notes: Used by Taboo Binders and clerics.

Bone Ash Powder Properties: Entropic, Vital Notes: From funerary rites.

Votive Oil Properties: Liminal, Stabilizing Notes: Used near deathbeds and births.



## Planar-Touched Ingredients (Rare / Narrative)

Samsaric Resin Properties: Vital, Mnemonic, Aetheric Notes: Reincarnation-linked brews.

Gehenna Filament Properties: Entropic, Predatory Notes: Used in execution-grade alchemy.

Serpent-Time Scale Properties: Liminal, Catalytic Notes: Alters duration effects.

Frozen Godflesh Fragment Properties: Vital, Entropic Notes: Northern icecap only... extremely dangerous.

Ingredient Rarity Guidelines

Rarity	Cost	Acquisition
Common	1-5 gp	Markets, wilderness
Uncommon	10-50 gp	Hunts, specialists
Rare	Narrative	Quests, ruins, pacts

Ingredients are not consumed equally:

Some are reusable catalysts

Some degrade over time

Some spoil if mishandled

DM Guidance: Ingredient Play Use ingredients to: Seed side quests Gate powerful brews Reward exploration Telegraph danger zones Never lock story progression behind alchemy... But always let it make life easier or safer.





# Plentiful Pack of Powerful Potions

Common, Uncommon, and Questionable Alchemical Brews

These potions are mass-produced, poorly labeled, or the result of experimental batches. They are legal in most nations, but rarely trusted.

Random Potion Table (d20)

When a character consumes a potion from an unverified source, roll 1d20 or choose an entry.

d20 Appearance	Potion Base	Primary Effect	Secondary / Unstable Effect
1 Brown with bits of garlic & wine	Philter of Love	As <b>Philter of Love</b>	Become ravenously gluttonous; Wisdom save or attempt to eat anything edible in sight
2 Yellow with blue mist on top	Potion of Animal Friendship	As <b>Animal Friendship</b>	Curse: all food within 10 ft spoils for 1d10 days
3 Nearly foaming, black & gray	Potion of Clairvoyance	As <b>Clairvoyance</b>	You become irresistibly attractive to animals; carnivores actively seek you
4 Thick, stew-like	Potion of Diminution	As <b>Reduce</b>	All perceived colors invert to complementary hues
5 Thick and pink	Potion of Gaseous Form	As <b>Gaseous Form</b>	All liquids taste alcoholic; you become extremely drunk
6 Gold with orange slices	Potion of Giant Strength (Hill)	As normal	Common words compel obedience until spoken again
7 Very clear purple	Potion of Growth	As <b>Enlarge</b>	You experience vivid, mildly hallucinogenic sensory distortions
8 Crystal clear, bug suspended	Potion of Healing (Greater)	4d4+4 HP	You hallucinate maggots everywhere (others within 10 ft see them too)
9 Blue, smells rotten	Potion of Haste	As <b>Haste</b>	You temporarily change sex or secondary sex traits
10 Gray, almost fog	Potion of Heroism	As <b>Heroism</b>	See DM note #38 (optional heroic complication)
11 Sweet smell, neon green, mushroom bits	Potion of Mind Reading	As <b>Detect Thoughts</b>	You swim through air as if it were water
12 Amber, smells like old socks	Potion of Poison	As <b>Poison</b>	Dangerous creatures cannot perceive you
13 Bubbling, visibly alive	Potion of Water Breathing	As normal	You smell like sweet rot; children attack you on sight
14 Inky black	Potion of Resistance	Choose damage type	All objects within 5 ft rust instantly for 1 hour
15 Swirly brown, smells like weed	Potion of Invisibility	As normal	You become a powerful rare-earth magnet
16 Copper-colored	Potion of Flying	As normal	Your tongue becomes a venomous viper for 1d4 rounds if angered
17 Dark crimson, blood-like	Oil of Etherealness	As normal	Reverse all d20 results for the session
18 Pasty white	Oil of Sharpness	As normal	Gravity ignores you briefly
19 Clear with 19 rose petals	Oil of Slipperiness	As normal	40 ft radius becomes non-Euclidean; movement causes random teleportation
20 Briny, like saltwater	Potion of Climbing	As normal	See DM note #61 (environmental complication)

## Classification by Alchemy System

Each potion also carries properties from your ingredient system.

### Common Properties Seen Here

- Volatile
- Morphogenic
- Mnemonic
- Liminal
- Predatory
- Entropic
- Catalytic

### This means:

These potions are easy to brew, but hard to stabilize, and often legally allowed but culturally suspect.





## **Brewing Guidance (Optional)**

If players try to recreate one of these:

Base Potion: normal DC (10–12)

Secondary Effect: additional DC 15 check

On Failure: secondary effect triggers automatically

Alchemical Savants may:

suppress secondary effects

choose which effect manifests

delay side effects

Cultural Context (Player-Facing Sidebar)

"You don't drink these before a duel. You drink them when the bridge is collapsing, your lungs are full of ash, and the gods aren't answering."

Most citizens keep one or two of these:

not for combat

but for emergencies

and accept the risks

