

Alchemy

Alchemists are able to craft extraordinary magical compounds, capable of replicating and even building upon existing magical spells. Alchemy takes simple and sometimes easily found substances and filters them through extraordinary and often difficult to acquire phenomenon to create potions, salves, and mixtures that resemble bottled magic.

Keystones and Consumables:

All alchemical recipes require Consumables and Keystones. Consumables are easily acquired materials, such as wood, bones, blood. Typically, consumables can be easily found, bought, or coerced out of people within a city or town. The consumable substance is always destroyed in the process of creating the alchemical mixture.

Keystones are generally hard to find, unpleasant to harvest, or rare exotic substances such as the lungs of a fire-breathing creature or the heart of a humanoid. The keystone is never consumed during the creation of a mixture, and can be used multiple times.

Fresh Keystones

Most alchemical mixtures can be altered by the freshness of the Keystone or by watering down the mixture. After being created, harvested from a body, or extracted from the ground, a keystone remains fresh for one week, and afterwards must be preserved. While fresh, the alchemical mixtures that are made with the keystone gain the bonus of the “Fresh” property, if they have one.

Watering Down

Alchemical objects can often be “Watered Down,” providing a reduced or alternate effect while also creating two mixtures from the single creation. If a recipe has the watered down option, during the creation of the alchemical mixture the alchemist can choose to water down the mixture, which will create two vials of the mixture with the watered down property. If the mixture can be watered down multiple times, the amount of vials created always doubles.

Learning Recipes

When you find an alchemical mixture that you do not know how to produce, you can attempt to discern its chemical makeup and learn its recipe. You can take one hour with alchemist tools and succeed on a DC 20 Alchemy Check. If you pass the check, you learn how to reproduce the substance. Regardless of your success or failure, the potion is consumed in the process. Additionally, you can learn a recipe by reading a recipe book, and succeeding on a DC 20 Alchemy Check after spending an hour attempting to replicate the mixture. Additionally, you can watch someone else make the alchemical mixture and you will learn how to make it yourself.

You can use a Keystone of a recipe to try and learn a recipe. This requires a week of experimenting with the Keystone, and a Alchemy Check with DC 20 with disadvantage.

Conditions for Keystones and Consumables

Alchemical recipes do not require specific ingredients, but instead need ingredients that meet specific conditions. A Keystone that requires the lungs of a fire breathing creature can be gathered from a red dragon, or a hellhound, or simply a fire breathing goat. Any

object that meets the conditions of the recipe can be used as its Keystone. Consumables act in the same way as Keystones in that the substance has to meet specific conditions. A consumable that must boil an ounce of water can be: one wooden log, or a hundred small candles, or a can of oil. Alchemists are generally encouraged to find cheap, alternative consumables for a mixture.

Creating a Mixture

The exact process of how the Keystones and consumables interact is not entrenched. Some alchemists filter the consumables through the Keystones, while others use the Keystones as a reference for tests. Creating any alchemical mixture will take one hour, and 5 Steel Cents of generic supplies in addition to the Keystone and Consumables. Non-Alchemists can create mixtures if they are in the supervision of an alchemist.

Mixtures that have effects that use modifiers or skills will use the Alchemist's statistics, and are determined during the creation of the mixture.

Not all alchemical mixtures have the ability to be watered down, or have additional properties when the keystone is fresh.

When reading an alchemical mixture recipe, the *information will be displayed as below*:

Alchemist's DC

This section will often refer to your "Alchemist's DC," which is the difficulty class that must be overcome to avoid or negate the effects of a concoction. A character's Alchemist's DC is $10 + \text{Ability Modifier} + \text{Alchemy Proficiency}$. Since Alchemical Concoctions never expire, and alchemists can vary in skill, some concoction should include the Alchemist's DC in their name, which was the Alchemist's DC at the time of the concoction's creation. For Example: "Liquid Bone Elixir #17."

Quaff, Splash, and Throw:

With a few exceptions, most concoctions are meant to be either swallowed, splashed, or thrown.

Quaffing a concoction takes an action, as does feeding it another creature. When feeding a willing or restrained creature a potion, the feeder must succeed on a DC 12 Medicine check or the drinker will cough up the liquid. Feeding a concoction to a unwilling and unrestrained creature is almost impossible.

Concoctions that are meant to be splashed must be done within a 10ft range of the target. When splashing a concoction beyond 10ft or in adverse conditions may allow the target a chance to dodge. These creatures may make a dexterity saving throw against your Alchemist's DC to avoid being affected by the concoction.

Concoctions that are meant to be thrown must be done within 30ft of the target. When throwing a concoction beyond 30ft or while in adverse conditions, the target may be given the chance to catch the concoction, assuming they have a free hand to catch with. These creatures may make a dexterity saving throw against your Alchemist's DC to catch the potion and add it to their inventory.

Name of Alchemical Mixture:

A description of the alchemical mixture.

Keystone: Conditions the Keystone must meet.

Consumable: Conditions the Consumable must meet.

Effect: The effects of the alchemical substance.

Watered Down: The effects of the substance when watered down, if it can be watered down.

Fresh Keystone: The effects of the substance if the keystone is fresh.

Alchemist's Fire:

This liquid substance is completely transparent. When exposed to air, the substance ignites in a smokeless flame.

Keystone: The lungs of a fire breathing creature.

Consumable: Enough flammable material to boil an ounce of water.

Effect: Upon exposure to air, ignites to deal 1d6 + Attribute Modifier + Alchemy Skill Fire damage to a single target.

Fresh Keystone: Alchemist's fire gains the Sweeping feature, which can be used to apply the effects of this potion a single creature adjacent to the original target.

Watered Down: Creates vials that deal 1d6 + Attribute Modifier fire damage to a single target.

Watered Down Again: Creates vials that each deal 1d6 fire damage to a single target.

Healing Drop:

The liquid is plain water with a glowing red bead that swims in the vial. When planted on the tongue, the bead seems to dissolve instantly into the body.

Keystone: A Humanoid Heart.

Consumable: A pint of blood.

Effect: Restores a creature's health for 1d6 + Attribute Modifier + Alchemy Skill instantly when consumed.

Fresh Keystone: Drinker has resistance to damage until the start of their next turn.

Watered down: The drops cause the drinker to gain one level of exhausted after consuming.

Alchemical Torch:

This liquid is dark brown, but creates a bright yellow light when shaken or impacted.

Keystone: Wings of a Tiny Creature

Consumable: Enough reflective material to see your own face clearly.

Effect: The Alchemical Torch glows and creates bright light in a 30ft radius for one minute.

Watered Down: The Alchemical Torch creates a bright light in a 10ft radius for one minute.

Fresh Keystone: The material glows for one hour.

Stone Skin:

This substance is a thick gray slush that sticks to the walls of the vial. When exposed to an organic surface, the mixture sticks to the surface and is rapidly absorbed into it.

Keystone: The eye of a petrifying creature.

Consumable: A single hard stone or crystal that weighs 10lbs.

Effect: Upon exposure to soft objects such as wood or skin, the mixture attempts to turn it to stone; if the target has 5d8 HP or less, they are turned to stone permanently.

Fresh Keystone: Target requires 7d8 HP or less, or if watered down, the hardened skin lasts for 8 hours.

Watered Down: Creates 2 vials that temporarily harden the skin of the drinker, giving them a +2 to their Armor Class for one hour.

Shadow's Grasp:

The liquid appears as swirling strands of smoke that plume within the vile. When released, the liquid quickly spreads into its surroundings, dyeing the air and water in an opaque black.

Keystone: A Feline's eye.

Consumable: 50lbs of plant matter.

Effect: Creates a 10ft radius of dark grey smoke that blocks sight. The smoke lasts for one minute and can be dispersed by strong winds.

Fresh Keystone: The smoke is thick and sticky, and cannot be dispersed by non-magical winds.

Watered Down: The smoke lasts for only one round.

Noxious Stimulant:

A mushroom floats in this lively green liquid, which smells like poison and tastes like death. Once in the system, the drinker feels a tingling warmth and sudden burst of energy enter their body.

Keystone: The hollowed horn of a four legged creature.

Consumable: A poisonous mushroom.

Effect: Add 1d6 to your initiative at the start of combat for one hour.

Fresh Keystone: The effects of the mixture last for six hours instead of one.

Watered Down: The drinker is poisoned until the effects wear off.

Arcanyte Powder:

This powder is white, but reflects all colors in the visible light spectrum when shown under the sun. Those who consume the powder are noted to have a pleasant feeling of lightness and invincibility.

Keystone: 10lbs of Alicorn (The bones of a fey creature)

Consumable: A Fizzled Magic Spell.

Effect: For the next minute, when you cast a spell, you instead cast a random spell from your spell list that is one spell level higher than the spell you cast. You can choose the target of the spell after it is cast.

Fresh Keystone: The drinker is immune to compulsion magic for the duration.

Watered Down: You can no longer perform actions that are not casting a spell while the effect is active.

Water Breathing Potion:

This cloudy liquid seems to contain something tiny swimming inside of it. Drinkers of the liquid report the uneasy feeling of drowning while under its effects.

Keystone: A water breathing creature.

Consumable: 10 liters of air breathed from a living creature.

Effect: You can breath underwater for up to 10 hours, but cannot breath regular air. The moment you breath air after consuming the potion the effect fades, as you cough out the liquid from your stomach.

Fresh Keystone: You can breath regular air without ending the effects of the potion.

Watered Down: You can breath underwater for one hour.

Misery Jar:

This metal bowl is smooth and rounded on the inside, but the exterior animates magically, shifting between screaming skulls and melting faces.

Keystone: An animate undead creature.

Consumable: 100lbs of armor and metals from an undead creature.

Effect: Organic Matter placed into this jar will slowly dissolve, eventually becoming a minor ooze with the same weight.

Swamp Feed:

This substance is a stark white and always oozing a slippery green poison.

Keystone: Misery Jar

Consumable: Undead Skull

Effect: The Skull becomes a 1lb ingot of Swamp Feed. Swamp Feed is a poisonous and slippery crafting material.

Sick Resistance Potion:

This crimson red potion smells and tastes of rotten flesh, and it sits poorly in the gut.

Keystone: Misery Jar

Consumable: Undead Liver

Effect: You have advantage on checks and saves to resist Disease and Poison for one hour.

Fresh Keystone: The effects last for 24 hours.

Watered Down: When rolling hit dice during a short rest, roll twice and take the lower result.

Shadow Fumes:

These white sands are constantly rushing inside the bottle, and those who breathe in the fumes feel a sense of intense dread.

Keystone: Misery Jar

Consumable: 10lbs Crushed Undead Skeleton Bones

Effect: Undead creatures will perceive you as undead for one hour. Undead will ignore non-hostile actions taken by the drinker.

Fresh Keystone: Uncontrolled undead creatures will follow you and attack creatures you attack.

Watered Down: Non-undead creatures will perceive you as undead, as your body pales and your speech slurs, and blood constantly oozes from your mouth and eyes.

Corpse Copse Seed:

These black bulbs are squishy and constantly flaking. Small roots appear sporadically, and are seemingly searching for the ground.

Keystone: Misery Jar

Consumable: 50lbs of Timber.

Effect: When touching the ground, the seed grows to become a large wall of undead bramble and thicket. The wall is comprised of six 5ft square columns that raise 10ft high. The first wall is raised in the square where the seed landed, and afterwards will search out the nearest living creature and grow towards them to envelope them until a creature is enveloped or it runs out of bramble. If a creature is enveloped, they will become restrained inside the bramble and the seed will try to grow towards a new target. Each wall has 10 HP, 10 AC, and the walls naturally decompose after one month.

Fresh Keystone: There are ten columns.

Watered Down: The bramble can be destroyed in a single strike.

Dreamcatcher:

An interwoven web of grey strands that are moist with a dream-like dew.

Keystone: Two heads from the same creature.

Consumable: Three moulted feathers.

Effect: Used to catch dreams. When placed above a sleeping creature, the Dreamcatcher will capture wandering thoughts as condensation on the strands. This can also be used to defend against sleep based attacks.

Deep Thought Candle:

This candle is reminiscent of a sparkling night's sky, and smells of things long forgotten.

Keystone: Dreamcatcher

Consumable: Dreams of a sleeping creature.

Effect: While breathing this candle's fumes, memories become as vivid as dreams to the user. These memories are experienced while breathing the fumes, and they will overcome the senses. Creatures are able to remember minute details from their past, but experience them ceaselessly. The distraction causes the creature to have disadvantage on all attacks. The candle burns ceaselessly for one hour, with fumes that affect creatures within 30ft.

Fresh Keystone: Collected dreams do not need to be from a dreaming creature, just sleeping.

Fantastic Terror Candle:

This candle is translucent, with an insidious moving "Thing" that slithers whenever you're not focusing on it.

Keystone: Dreamcatcher

Consumable: Nightmares of a sleeping creature.

Effect: While breathing the fumes of this candle, the target is hounded by illusory terrors. While under the effects of this candle, enemies become indistinguishable from allies and creatures must choose targets for spells, abilities, and attacks randomly. The candle burns ceaselessly for one hour, with fumes that affect creatures within 30ft.

Fresh Keystone: Collected dreams do not need to be from a creature having a nightmare, just sleeping.

Slip Thought Candle:

This candle is filled with an ever-shifting white ink, which forms recognizable shapes and patterns as you gaze into it.

Keystone: Dreamcatcher

Consumable: Daydreams of a creature.

Effect: Memories made while breathing in the fumes from this candle are forgotten when you stop breathing them. Creatures do not notice the memory slipping. The candle burns ceaselessly for one hour, with fumes that affect creatures within 30ft.

Fresh Keystone: Memories lost from this candle are returned while breathing in the fumes of a similar candle.

Moon Altar

This altar looks to be more appropriate for temple than a laboratory. Either way, this altar is dedicated to the heavens.

Keystone: A newborn child.

Consumable: A casket made of half-silvered mirrors filled with moonlight.

Effect: Gemstones left on this altar for one night under the full moon will change to a random color.

Alchemical Bottomless Bag

The bag is deeper than it appears, although reaching through the goo is unpleasant.

Keystone: Moon Altar

Consumable: Misery Jar

Requirements: Must be brewed under the light of the full moon.

Effect: This 10lb bag is capable of holding any object that can fit in its 1ft hole. It can store any amount of objects, but finding the object you want is difficult when cluttered with items. Taking out an item requires a successful intelligence check against a DC equal to the number of items in the bag, with a failure causing the drawer to grab the wrong item.

Transformation Potion

This potion changes colors in the light.

Keystone: Moon Altar

Consumable: Beak of a Large Creature

Requirements: Must be brewed under the light of the full moon.

Effect: The first time the drinker consumes the flesh of a beast, they must make a Wisdom Save against the Alchemist's DC or transform into a similar beast for 24 hours, losing all sense of self in the process.

Fresh Keystone: The drinker maintains their sense of self.

Watered Down: Potion lasts for one hour.

Enthralling Potion

In the sparkling liquid is an intricate crystal, which shrinks as one focuses on it.

Keystone: Moon Altar

Consumable: 10 lbs of Fragrant Flowers

Requirements: Must be brewed under the light of the full moon.

Effect: Drinker becomes charmed by the first creature they see. This effect lasts for 24 hours.

Fresh Keystone: This effect lasts for one year.

Dour Wood

This dark brown bark looks ordinary save for its blue shine while under moonlight. It is as light as wood but as strong as steel.

Keystone: Moon Altar

Consumable: 1lb of Bark

Requirements: Must be brewed under the light of the full moon.

Effect: The bark becomes Dour Wood.

Fresh Keystone: The Dour Wood is weak and pliable for 24 hours before it becomes strong as iron.

Regeneration Potion

This potion is filled with a expanding red liquid, which seems like it could launch the cork from the bottle.

Keystone: Moon Altar

Consumable: Blood of a regenerating creature.

Requirements: Must be brewed under the light of the full moon.

Effect: Drinker regenerates limbs in 1d6 days.

Fresh Keystone: For one hour, the drinker can choose to heal 1d4hp as an action.

Watered Down: Drinker regenerates limbs in 1d6 weeks.

Watered Down Again: Drinker regenerates limbs in 1d6 months.

Philosopher's Stone:

Inside this gem is a flicker of light and the shadow of a person who seems hard at work.

Keystone: A Magus Gem.

Consumable: A willing soul.

Effect: If held against an element for one hour, it will transform one cubic foot of the substance into another. Transforms Air into Water, Water into Stone, Stone into Fire, and Fire into Air.

Arges Hammer:

This hammer hums with power, and each strike rings out in thunder.

Keystone: Philosopher's Stone.

Consumable: The eye of a monocular creature.

Effect: Steel items crafted with this hammer become Alchemical Iron. This hammer turns to ash after one week.

Fresh keystone: This hammer turns to ash after one Month.

Rust Fumes:

The fumes in this vial settle into an orange ooze, but quickly evaporate when shaken.

Keystone: Philosopher's Stone

Consumable: The stomach of a creature that eats metal.

Effect: When exposed to air, this mixture creates a pale orange gas that covers a 5ft radius for one minute. Non-magical Metals that start their turn in the radius or enter into the radius are weakened, and gain the sensitive trait until reforged. Armor made from metal degrades in quality, and the AC they provide is reduced by 1 permanently.

Fresh Keystone: The gas lasts until forcibly dissipated.

Watered Down: The effect lasts for only one minute.

Ooze Compound:

This dark green liquid bubbles, and seems to be melting through its container.

Keystone: Philosopher's Stone

Consumable: 50lbs of organic material

Effect: This compound erodes organic materials, and deals 1d6 + Attribute Modifier + Alchemy Skill acid damage to a single target.

Fresh Keystone: The Ooze is a living creature that continues to deal damage until destroyed. This Ooze is destroyed in one strike.

Watered Down: This acid melts through its container after one week.

Elixir of Life:

A light red liquid that glows slightly, but doesn't move much. Deceptively simple.

Keystone: A lich's Phylactery

Consumable: Philosopher's Stone

Effect: This potion grants the drinker immortality. The drinker no longer ages and cannot die. They can still be wounded and knocked unconscious, but will regenerate lost body parts at the end of a Long Rest.

Fresh Keystone: The drinker can choose to allow themselves to die.

Watered Down: The drinker can die of their wounds and will not regenerate body parts.

Midas Touch

This potion shines with forbidden radiance.

Keystone: Philosopher's Stone.

Consumable: Fleck of Natural Gold

Effect: The mixture attempts to turn anything it touches into gold. Targets must make a saving throw against the

Alchemist's DC or be transformed into gold for one minute.

Fresh Keystone: The effects last forever.

Watered Down: Transforms into lead.

Black Purifier:

This bead resembles a black diamond, but it stings to touch.

Keystone: An uncut gemstone

Consumable: The Fangs or Claws of a poisonous Creature

Effect: This pill will poison anyone who consumes it for 24 hours with no chance to save.

Life's Irk:

This bottle is completely black, but something green rubs across the bottom when shaken.

Keystone: The tongue of a poison-spitting creature.

Consumable: Black Purifier

Effect: This gas is pressurized to spread upon release, creating a 10ft square black cloud which obscures sight. Creatures within the square must make a constitution saving throw against the Alchemist's DC or become poisoned for one minute. The cloud lasts for one minute, or until dispersed by the wind.

Fresh Keystone: The cloud becomes thick and cannot be dispersed by wind.

Watered Down: The cloud is translucent.

Death Powder:

This red powder seems to occasionally shift while in your peripherals.

Keystone: The skin of a creature that excretes contact poison.

Consumable: Black Purifier

Effect: This powder is quickly absorbed by the skin. The target must make a constitution saving throw against the

Alchemist's DC when they touch this powder or become poisoned for one minute.

Fresh Keystone: Poison lasts for one hour.

Watered Down: The poison effect activates three rounds after contact is made.

Green Rile:

This slippery oil is purple and sticks to the sides of the container, and smells sickeningly sweet.

Keystone: A vial of poison naturally produced by a humanoid.

Consumable: Black Purifier

Effect: This liquid will dissolve when introduced directly into the bloodstream, with no effect otherwise. This liquid evaporates into the air after an hour. The target must make a constitution saving throw against the Alchemist's DC when this liquid enters their bloodstream or they will become poisoned.

Fresh Keystone: The poison does not evaporate, but can still be rubbed off.

Watered Down: Affected creatures have advantage on the constitution save.

Wizard Bane

This gelatin is completely still until magic is present.

Keystone: The brain of an undead creature.

Consumable: Black Purifier

Effect: This poison is pressurized to spread upon release, creating a 30ft square transparent cloud that lasts for one hour. For up to 24 hours after breathing in this gas the creature cannot cast spells without becoming poisoned. Whenever an affected creature attempts to cast a spell, they must succeed on a constitution save against the Alchemist's DC or take 1d8 poison damage and become poisoned for one minute.

Fresh Keystone: The cloud remains in the air for one week.

Watered Down: The poison stays in the creatures system for only one hour.

Forest Crown

This crown is reminiscent of a proud stag, and seems like it would belong to the ruler of a forest kingdom.

Keystone: Heart of a Treant

Consumable: Set of Large Antlers

Effect: While wearing this crown, beasts will consider you harmless until proven otherwise.

Liquid Bone Elixir

This stark white elixir sloshes in its vial slowly, occasionally sticking to the glass.

Keystone: Forest Crown

Consumable: Four Hooves from the same creature

Effect: This white goo sticks to surfaces and instantly hardens, fastening objects and restraining creatures. A creature splashed with this elixir must perform a Strength check against the Alchemist's DC or become restrained. A Strength check against the Alchemist's DC is required to be released from the elixir.

Fresh Keystone: The creature is unable to drop items in their hands without a strength check against the Alchemist's DC.

Watered Down: Creatures have Advantage when releasing themselves from the elixir.

Syrup Potion

This potion is a rich brown, and smells extremely sweet.

Keystone: A Burned Serotinous cone

Consumable: Gallon of Tree Sap

Effect: This creates a pint of thick syrup, a sip of which will fill you up for a day. There are ten sips in a pint.

Fresh Keystone: A consumer that sips from the potion multiple times can go more days without needing to eat.

Bug Jar

This jar is filled with all manner of unfamiliar insects that float throughout the jar.

Keystone: Forest Crown

Consumable: A hundred living Insects

Effect: When opened, the jar explodes in a swarm of insects that bite and poison. For one minute, these bugs will bite anything within a 10ft radius. If a creature enters into the bug swarm or starts their turn in the bug swarm, the bugs will deal 1d4 poison. Creatures can perform a Constitution against the Alchemist's DC check to ignore the damage.

Fresh Keystone: The bugs will attach to creatures and continue to sting even after they have left the initial radius.

Watered Down: The bugs will deal 1 poison damage.

Amber Potion

This orange liquid seems almost crystalline, and barely moves inside the bottle.

Keystone: A Burned Serotinous cone

Consumable: Gallon of Tree Sap

Effect: This sweet smelling goo sticks to surfaces and instantly crystallizes, fastening objects and restraining creatures. A creature splashed with this potion must perform a Strength check against the Alchemist's DC or become restrained. A Strength check against the Alchemist's DC is required to be released from the potion.

Fresh Keystone: Creatures have Disadvantage when releasing themselves from the potion.

Watered Down: The Amber Potion will no longer restrain creatures, but the creature will be unable to drop items in their hands without a strength check against the Alchemist's DC.

Ambush Seed

This seed vibrates with energy, almost as if its waiting for something.

Keystone: A Burned Serotinous cone

Consumable: A Carnivorous Plant

Effect: This seed quickly roots when it touches soil. When any creature comes within 5ft, the seed instantly sprouts and encases the creature in a leafy cocoon. The creature must make a dexterity check against the alchemist's DC or become restrained. Escaping from the Ambush Seed requires a strength check against the Alchemist's DC

Fresh Keystone: The seed creates a 10ft radius of bramble that creates rough terrain. This terrain remains until physically removed.

Watered Down: The seed does not sprout instantly, and creatures have advantage on the dexterity check to resist becoming restrained.

Glory Potion

This bottle seems almost like a trophy, rather than a potion. It vibrates slightly with the hum of cheers and applause.

Keystone: Mane of a creature

Consumable: Large Tail Feather

Effect: You reek of honor, dignity, and importance to all who sense you. People will treat you as an influential and prominent member of society for one hour. If you perform an action that would contradict this facade, those witnessing the action will no longer be effected by the potion.

Fresh Keystone: Those witnessing a contradicting action must make a wisdom

check against the Alchemist's DC to no longer be effected by the potion.

Watered Down: The potion only effects creatures who are within 15ft.