

alchemy



ACIDIC GLOB

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.

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IDENTIFY SUBSTANCE

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.

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BREW POTION

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.

COMPANION 34

UTILITY 1

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BREW REMEDY

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.

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BREW SUPERIOR GLUE

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.

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ACID DARTS

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.

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BREW LIQUID SMOKE

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 chapter 3) that retains its potency for the duration.

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BREW ALCHEMIST'S POISON

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.

COMPANION 35

UTILITY 3

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BREW WONDEROUS CONCOCTION

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.

COMPANION 35

UTILITY 3

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LIQUEFY

Target One creature or object within short range

You fling a strong acid at the target. Make an Intellect attack roll against the target's Agility. On a success against a target that has a physical form, the target takes 3d6 + 5 damage. In addition, for 1 minute or until the target uses an action to remove the acid, the target takes 2d6 damage at the end of each round. A creature incapacitated by damage from this spell collapses into a puddle of stinking fluid and dies.

Attack Roll 20+ The target takes 2d6 extra damage.

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PHILOSOPHER'S STONE

Requirements You must have a specially prepared stone to cast this spell. You prepare the stone by working with an alchemist's kit for 1 hour and expending special materials worth 10 gc

Target The stone you prepared

Duration 24 hours or until expended

You touch the target and imbue it with power for the duration. A creature holding the stone can use an action to touch it to a creature or object within its reach. The stone crumbles to dust, and the user applies one of the following effects to its target:

- A creature heals all damage.
- An object is repaired, restoring it to full functionality.
- A creature removes all afflictions.
- A creature reduces its Insanity by 1d6 or removes one quirk.
- A dead creature returns to life with damage equal to its Health -1. A creature restored to life in this way is impaired until it completes a rest.
- One pound of an object turns into gold. A pound of gold is worth 10 gc.

COMPANION 35

UTILITY 5