



*As transcribed by the Royal Academy of Alchemical Studies, under the guidance of  
Master Alchemist Ildren Varros, Year 784 of the Rhagean Calendar.*

Alchemy, in its truest form, is the study of transmutation and essence—the art of distilling the properties of the natural world and binding them to new purpose. It is neither mere herbalism nor crude tinkering with cauldrons; rather, it is a discipline of profound consequence, where knowledge of the base elements and their affinities allows one to shape life itself.

It is imperative to understand that alchemy is both science and art. While formulae and reaction tables provide a foundation, intuition and experience remain invaluable. A poorly brewed potion may yet heal, but at what cost? A reckless transmutation may mend wounds, yet leave the alchemist scarred in ways unseen. Thus, we must approach the craft with rigor, caution, and respect for the volatile nature of the substances we command.


The pages that follow will provide an exhaustive study of alchemical fundamentals, including:

- The Principles of Collecting, Distillation and the governing laws of chemical and ingredient preparation
- The Methodology of Synthesizing, from proper stabilizing techniques to the tempering of volatile mixtures.
- A discussion on proper work-space setup and the related choices that must be taken by alchemists.
- A Compendium of the Known Reagents, detailing the properties and affinities of common and rare substances.

Aspiring alchemists should proceed with patience and diligence. As the great alchemist Vaelric of Eldur-Ris once said:

"To understand the world, one must first understand the essence within. And to master essence, one must learn from their failures—preferably before they explode."

Let the study begin.

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**THE  
ALCHEMIST'S  
MANUAL**

**784**



# PART 1



## 1 PROCESS OF ALCHEMY XX

Learn how to use the blacksmithing systems as well as an overview of every weapon, armor, metal, and modifiers.

## 2 COLLECTION XX

Learn how to use the blacksmithing systems as well as an overview of every weapon, armor, metal, and modifiers.

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Learn how to use the blacksmithing systems as well as an overview of every weapon, armor, metal, and modifiers.

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# PROCESSIONS

## A STRUCTURED APPROACH

Alchemy is a structured discipline, one that demands precision, patience, and an understanding of the sequence of creation. The crafting of any potion, elixir, or poison follows three fundamental stages:

### COLLECTION

The gathering of raw materials, be they botanical, mineral, or otherwise.

### DISTILLATION

The refinement of these materials into usable alchemical essences.

### SYNTHESIZING

The delicate process of combining essences to produce a desired effect.

## A NOTE ON THE PROCESS

While this progression seems logical, master alchemists often stress the importance of approaching the process in reverse—first understanding the desired outcome, then working backward to determine the reagents and reactions required. Every alchemical effect follows a distinct pattern of transformation, and the key to success lies in properly deconstructing and replicating this pattern. Only through careful study can an alchemist select the appropriate materials and methodologies for their craft.

# COLLECTION

*"One does not find what they do not seek. Know the land, and the land shall provide."*

—Master Alchemist Odrin of the Western Revyll Alchemists Society

Before any potion may be brewed or transmutation performed, an alchemist must first acquire the necessary components. The acquisition of ingredients is often a matter of availability—some substances can be readily purchased.

For those who seek to gather their own reagents, the process is both a test of knowledge and luck. The alchemist must spend three hours harvesting, during which time their success is dictated by availability in the local environment, the rarity of reagents, and their own intellectual aptitude.

While a scholar might search through damp marshlands for water-bloom petals, a desert wanderer may instead unearth crystallized fire salts beneath the dunes. The yield is as much a matter of location as it is of skill.

## TRAVELING

If attempting to harvest while moving or traveling then the time required becomes 8 hours.

In either case being interrupted will yield less ingredients according to how much harvesting was completed. For example: doing a standard harvest in but getting interrupted 2 hours in means you only completed 50% of the harvest. So you will only receive half of the ingredients

## HARVESTING PROCESS:

The alchemist must roll to beat their Intelligence stat, recording a “tick” for each success.

They may continue rolling till they believe they will no longer succeed.

A failed roll will result in the number of successes being reset.

The total number of successes, divided by three, determines the number of ingredients found.

The specific ingredients are drawn randomly from those native to the region.

While a scholar might search through damp marshlands for water-bloom petals, a desert wanderer may instead unearth crystallized fire salts beneath the dunes. The yield is as much a matter of location as it is of skill.

# DISTILLATION

*"The crude extract is but a shadow of its true form. Only through precision, patience, and the proper tools may we uncover the essence within."*

—Master Alchemist Elivar of the High Spire

Alchemy is not merely the combining of ingredients, but rather the mastery of their fundamental properties, or “essence”. The process of Distillation is the first great test of an alchemist’s skill—an intricate disassembly of reagents into their pure chemical components.

Every natural ingredient consists of multiple alchemical compounds intertwined in complex structures. Left whole, these ingredients are unwieldy, imprecise, and often difficult to use for high-level alchemical work. The purpose of distillation is to refine these raw substances, breaking them down into compact, manipulable chemicals that are easier to wield in later synthesis.

However, distillation is not a process to be undertaken blindly. A skilled alchemist must plan with intent, determining in advance which chemical they wish to extract. The tools of the trade allow one to shape, separate, and refine an ingredient’s structure until only the desired essence remains.

## THE PRINCIPLES OF DISTILLATION

Before detailing the tools of refinement, several core principles must be understood:

### INGREDIENT COMPOSITION

Most ingredients occupy 2 to 5 squares of space within the alchemical matrix, where a square is a 1x1 matrix

Purposeful Extraction – The alchemist must decide in advance which chemical compound they wish to extract.

### STORAGE LIMITATIONS

Whole ingredients and chemicals can be stored for later use.

Intermediary products—those still in an incomplete or unstable form—cannot be stored and must be processed immediately.

The full list of ingredients and chemicals is documented in the Compendium of Known Reagents.

### LIMITED ADJUSTMENTS

The alchemist may only perform a finite number of modifications per distillation session before needing to reset their work-space.

Available Adjustments:  $X = 3A + 3$ , where A represents the alchemist’s skill level.

# ALCHEMIST TOOLS

A trained alchemist employs a variety of tools to manipulate ingredients on their distillation matrix, each requiring a portion of their available adjustments (X).

Through careful application of these techniques, an alchemist may extract the precise chemicals necessary for advanced potion crafting.

## AVAILABLE ADJUSTMENTS

### PLACE (1X)

Introduces an ingredient or chemical into the distillation matrix, automatically connecting overlapping nodes.

### CUT (2X)

Removes an end node and its corresponding line, severing it from the ingredient's structure.

### LENGTHEN (1X)

Extends an end node in its current direction until it reaches another node.

### MOVE (3X)

Relocates a detached piece within the matrix, forming new connections where nodes overlap.

### NODE SEPARATION (2X)

Selects a single node and severs all attached lines, isolating it from the structure.

## CONCENTRATION (OX)

If an identical chemical or ingredient exists in separate portions of the matrix, they may be merged into a single, more potent form, increasing its Trinary Concentration by +1.

## REMOVE (OX)

If a desired chemical has been fully isolated, as in it is not connected to any other unnecessary nodes, the alchemist may extract it from the matrix and store it for later synthesis, thus completing the distillation.

# CONCENTRATION

*"A potion is only as strong as the essence within. Dilute it, and you dilute your own ambitions."*

—Vaelric of Eldur-Ris

Not all ingredients are created equal. The quality of a reagent determines the potency of the resulting potion, and thus, an alchemist must understand how to measure and improve quality where possible.

The quality of a reagent or chemical is determined as follows:

Quality Value=Natural Level+Trinary Concentration

Where:

Natural Level (1-3) – The inherent potency of an ingredient, fixed and unchangeable.

Trinary Concentration (0-2) – A mutable property that can be improved via Concentration during distillation.

Thus, an ingredient with a Natural Level of 2 that undergoes a single successful concentration will achieve a final Quality Value of 3, significantly enhancing its effectiveness in synthesis.

An ingredient of natural level 3 that gets distilled into a chemical will output a chemical with a natural level 3 as well.

# SYNTHESIS

Much like distillation, synthesis operates within structured parameters. Every potion must be crafted with careful attention to two key factors.

**Stability** – A measure of the potion's structural integrity during synthesis. The more stability an alchemist retains by the end of the process, the more potent the final brew

**Aberrations** – A measure of the impurities and unintended effects present in the final product.

Thus, an alchemist must not only achieve the correct pattern for their potion's effect but also manage Stability and Aberrations throughout the process.

## STABILITY

Stability is determined by the following function:

Stability = (Reagent Value)+6-Intelligence+3A

Alkahest has a flat Stability value of 5, serving as a foundation for most concoctions, this will slot into the Reagent Value portion of the equation. Most potions use Alkahest, a widely available base reagent created through a meticulous process of water purification, alcohol boiling and re-condensing, and the blending of an acidic grain vinegar with a basic salt. A skilled alchemist will have greater Stability reserves. "A" will represent alchemy skill level in equations.

## ABERRATIONS

A high Aberration count can introduce unexpected side effects, some beneficial, others hazardous. Additionally, Aberrations increase the difficulty of successfully completing synthesis, as will be explained later in this chapter. Aberration are individual 1 node to 1 node lengths that do not match the shape you are trying to create

# SYNTHESIS TOOLS

To properly construct a potion's effect pattern, the alchemist employs a series of controlled manipulations, each consuming a portion of their Stability (S)

Through careful application of these techniques, an alchemist can ensure that their potion forms a stable and effective mixture, free of unnecessary aberrations.

## AVAILABLE MANIPULATIONS

### PLACE (1S)

Introduce a chemical or ingredient into the synthesis matrix, automatically connecting overlapping nodes.

### ROTATE (1S)

Rotate a square 90 degrees left or right, allowing for precise alignment, only works if the square contains chemicals and no raw ingredients.

### REFLECT (2S)

Mirror all shapes across the x, y, xy, or -xy axes, adjusting their orientation.

### MOVE (1S)

Shift a single unconnected square within the matrix, automatically connecting overlapping nodes.

### MOVE+ (2S)

Relocate an entire shape to a new position within the matrix, adjusting its connections accordingly.

### PREPARE (0S)

Once the correct effect pattern has been successfully arranged, the alchemist concludes synthesis and prepares the potion for finalization.

# FINALIZATION

"The untrained see only ingredients. The wise see patterns. The master sees perfection."

—Luthen Varro, Treatise on the Laws of Synthesis

Once a potion has been synthesized, its final quality and potential side effects must be determined. This final step follows three key phases. Stability check, Potion Quality and Packaging.

## STABILITY & ABERRATION CHECK

The alchemist rolls Intelligence + 2X, where X represents the number of Aberrations.

Failure results in a failed potion, rendering the ingredients wasted.

### ROLLING FOR SIDE EFFECTS

Stability and Aberration levels are checked against their respective tables.

For every 2 points of Stability remaining, the alchemist rolls once on the Stability Table, potentially improving the potion's effectiveness.

For every 2 Aberrations, the alchemist rolls once on the Aberration Table, introducing potential impurities.

### DETERMINING POTION QUALITY

The final potency of the potion is determined by averaging the quality of its ingredients and chemicals

Example: A potion made from a Quality 2 ingredient and a Quality 3 chemical would have:

$$(2+3)/2 = 2.5 \text{ quality level}$$

Which rounds down to 2.

The final Potion Quality Level dictates both the effectiveness of the potion and the severity of its side effects.

### COMPLETION & PACKAGING

Once the final values are determined, the potion may be recorded and bottled. A successfully brewed potion is now ready for use or sale.

# POISONS

## STABILITIES

1. Strong Concentration: +1 Turn of poison Damage
2. Antibiotic: Multiplies poison effects by 1.25
3. Clean Laboratory: 25% Chance to make 2 poisons instead of one
4. Irritant: No exhaustion ticks regen for next +1 Turn
5. Volatile: Opening this poison causes to spread airborne in 1 hex radius at +1/6<sup>th</sup> Efficacy
6. Binding Agent: 50% Weaker Elixir effects on the target for next +2 turns
7. Circulatory Residue: Makes other poisons with circulatory residue +50 more effective on target
8. Lung Inflammatory: Actions cause 1 extra exhaustion tick for 2 turns

## ABERRATIONS

1. Impure Mixing: Duration of overall poison decreased by 1 turn
2. Overly Diluted: Effectiveness of poison is multiplied by 0.5
3. Ingredient Mix up: Poison has a 25% chance of doing nothing
4. Spilled while pouring: Half as much uses of this poison available
5. Special Gloves Required: Using this poison on a target also applies it to yourself at 0.5 efficacy
6. Low Quality Preservatives: Potion will expire in 2 days
7. Sticky Bottle: Plus 4 speed to apply or throw this bottle
8. Accidental Panacea: Remove 1 of every exhaustion tick

# ELIXIRS

## STABILITIES

1. Effective Concentration: Gain 25% efficacy
2. Refreshing: Gain +3 on targets next roll
3. Probiotic: Heal 15% from all sources for +2 turns
4. Invigorating: Target takes 10% less damage next turn
5. Caffeinated: Remove 1 exhaustion tick on all stats
6. Antidote: Target gains 30% poison resistance for next +2 turns
7. Easily Digested: -1 speed on all actions for next +1 turn
8. Secret Ingredient: Gain random 10% damage resistance from one source for +2 turns (decided on creation)

## ABERRATIONS

1. Muscle Spasms: Move 1 hex in a random direction
2. Heart Palpitations: Get interrupted at the start of next turn
3. Hiccups: Stealth is +8 increased difficulty for +2 turns
4. Bad Breath: Charisma is +5 harder for 2 hours
5. Hyper Tension: Your next; Move, Block, Attack or Dodge, in combat has a 25% chance to fail
6. Tunnel Vision: Targets rolls are +2 better for whatever targets last roll was, but any other action will give +4 difficulty, for +2 turns
7. Acid Reflux: One dice of your targets next roll will always be a 1 for +1 Turn
8. Induced Hemophilia: Take +30% extra bleed damage for next +2 turns

# MATRICES

At the heart of all alchemical practice lies the Alchemy Matrices, a structured framework that governs both Distillation and Synthesis. It is upon this foundation that an alchemist arranges ingredients, manipulates chemical structures, and assembles the patterns required to produce potions, elixirs, and poisons. Alchemy operates within two distinct matrices, each serving a specialized role in the crafting process:

The Distillation Matrix – Used for breaking down raw ingredients into their chemical components. The alchemist must carefully manipulate and extract specific elements, ensuring they are properly stored for later synthesis.

The Synthesis Matrix – Used for combining extracted chemicals into a structured pattern that replicates a desired alchemical effect. Stability, precision, and control are essential.

Each matrix presents unique challenges, requiring deliberate planning, spatial awareness, and resource management. Even a simple healing potion requires careful placement and alignment of reagents within the synthesis grid.

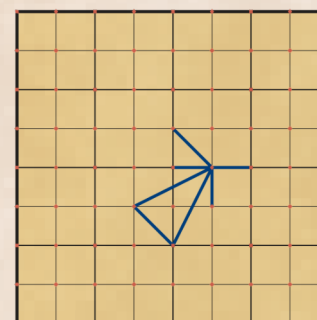
## PREPARATION

Alchemy is an abstract process. Understanding where to start is important. Following these steps will ensure your success within alchemy.

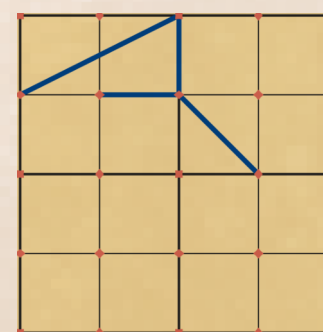
In this section we will show you the start to finish process of making a simple healing potion to help solidify how to use the matrices

First, analyzing the Pattern of the Simple Healing effect.

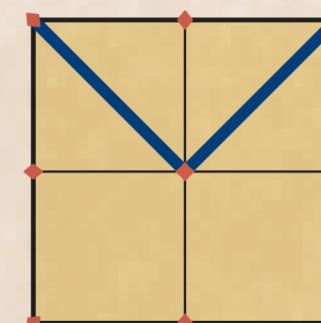
After analyzing we can begin to put together an idea of how we will approach this, in this case we decide to use Spring Mountain moss, Spina Ius, Cadmia and Essentia Gramen.



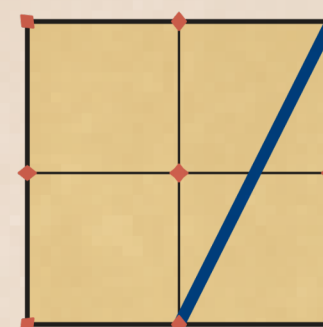
Spring Mountain Moss



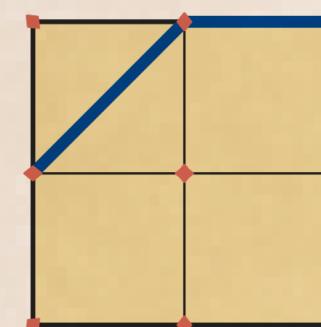
Spina Ius



Cadmia



Essentia Gramen



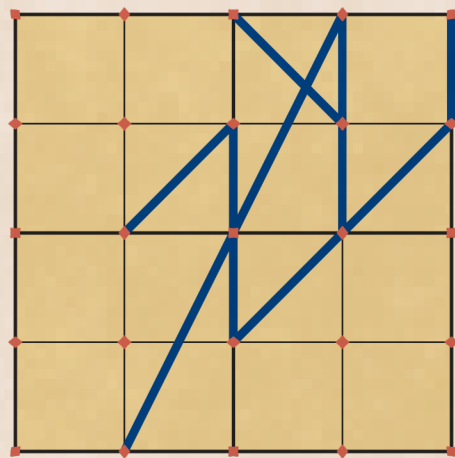
## EXAMPLE DISTILLATION OF CADMIA

For the purposes of this example we will demonstrate the distillation of Cadmia. We want Cadmia because it is a stable shape, if we were to break down Juneberry into shapes that don't adhere to the 26 base chemicals then they would be volatile, unable to be stored.

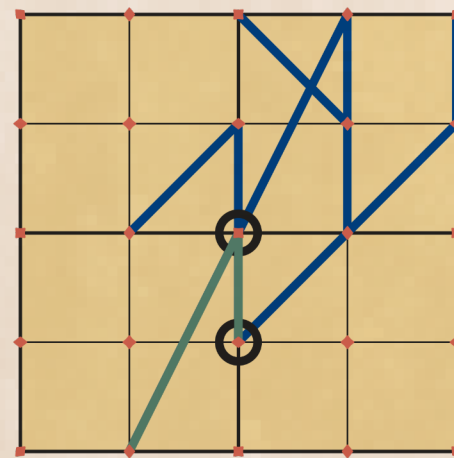
Cadmia is one of the 26 base chemicals. We've identified Cadmia as an advantageous chemical to distill for producing the simple healing potion, thus we are breaking Juneberry down into Cadmia.

We will use a most basic distillation table of size 2x2 and place our Juneberry inside

Long Horn-Horn



Long Horn-Horn



With a theoretical Alchemy Skill level of 2 our total adjustment count is  $3(2) + 3 = 9$ .  
With 6 adjustments we can easily Place (1X) the Juneberry, perform 2 Node Separations (2X) at the circled nodes in black, and Remove (oX) the Cadmia chemical left over. Leaving us with 4 adjustments leftover, we could continue to distill with this ingredient but we won't need to for our example.

Now that we have gathered our reagents and distilled them into their necessary chemical components, we proceed with the final and most delicate phase of potion-making: Synthesis.

## EXAMPLE SYNTEHSIZATION OF SIMPLE HEALING

For this demonstration, we will be working within a 2x2 Synthesis Matrix, a compact but functional work-space suitable for crafting simpler potions. Our goal is to correctly assemble the alchemical pattern of a healing potion while balancing Stability and Aberration

### STEP 1: CALCULATING STABILITY

Before making any adjustments, we determine our available Stability (S) using the established formula:

$$S = \text{Alkahest}(5) + 6 - \text{Intelligence}(6) + 3(A)$$

Given that our alchemy skill level (A) is 2, the calculation becomes:

$$S = 5 + 6 - 6 + 3(2) = 11$$

Thus, we begin with 11 Stability to work with.

We now place and manipulate our reagents within the matrix to construct the healing pattern. Each action costs Stability (S) and must be carefully planned to avoid excessive aberrations.

## STEP 2: SYNTHESIZING INGREDIENTS AND CHEMICALS

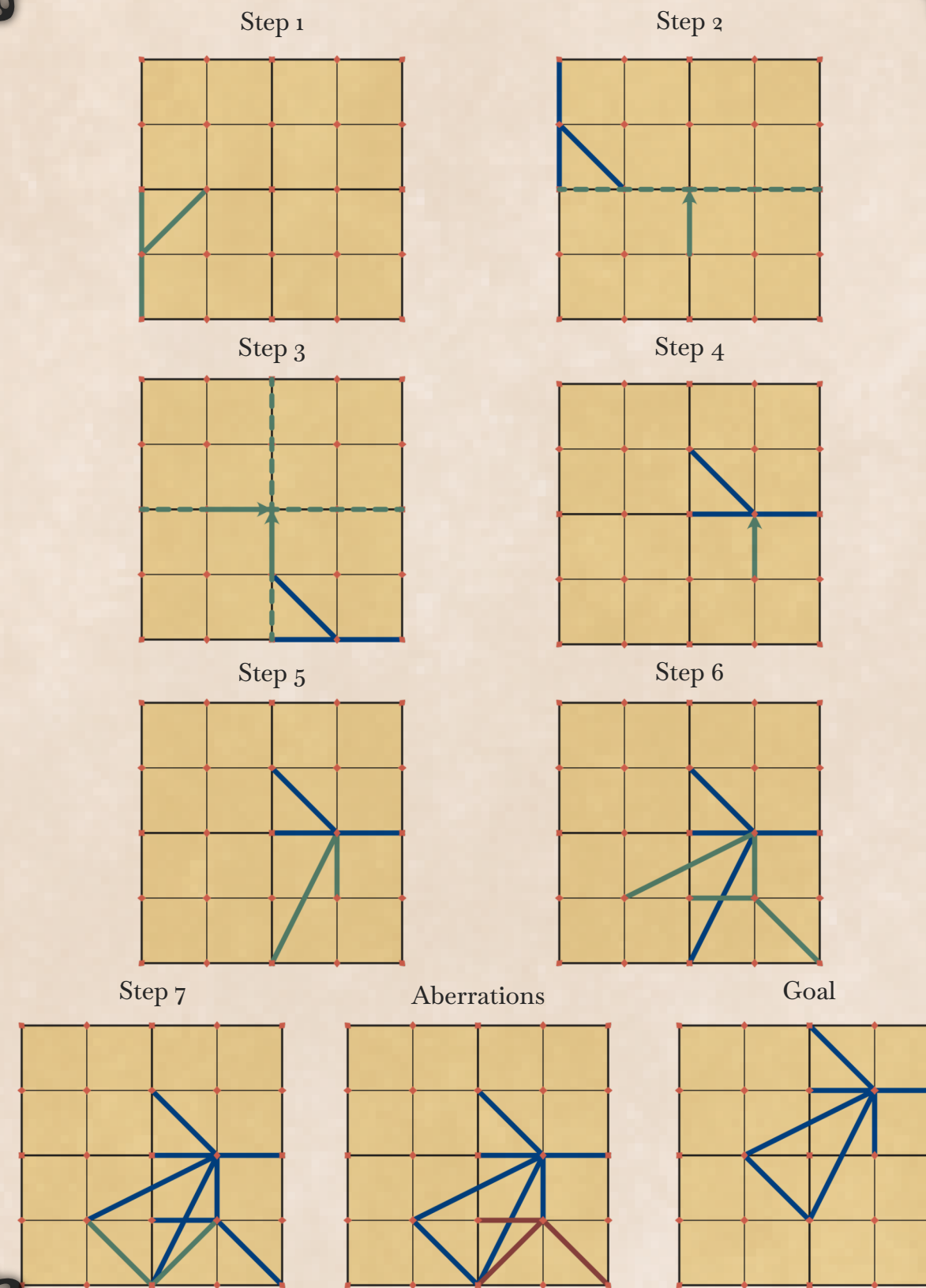
1. **Place** Spina Ius in the bottom-left of the matrix (1S)
2. **Reflect** Spina Ius over the **y-axis** (2S)
3. **Reflect** Spina Ius again over the **xy-axis** (2S)
4. **Place** Cadmia (1S)
5. **Place** Spring Mountain Moss (1S)
6. **Place** Essentia Gramen (1S)
7. **Prepare** the potion (oS), **accepting 3 aberrations** (marked in red)

Total Stability Used: 8

Remaining Stability: 3

Aberrations Accrued: 3

A visual breakdown of this synthesis process can be found on the next page for further clarity.





### STEP 3: FINALIZING THE POTION



With 3 Stability remaining and 3 Aberrations present, we now determine the potion's final properties by rolling on the Stability and Aberration tables once each because  $3/2$  rounds down to 1 for both cases.

#### OUR ROLLS YIELD THE FOLLOWING RESULTS:

Stability Table: Poison Resistance

Aberration Table: Slow Acting

Thus, the final product is:

Simple Healing Potion

#### EFFECTS:

Restores 20 HP

Grants 30% Poison Resistance for 1 turn

Potion effects activate 1 turn after consumption

# ALCHEMY LABS

## COMMON GOODS

Though possible to be synthesized on your own, and very often more effective to do so, it is possible to purchase many of the goods used in alchemy. These are some of the goods that are often possible to be purchased at many an alchemy or curio shop.

### CHEMICALS

Normal Chemicals:

Purchase: 500g , Sell: 250g

### INGREDIENTS

Normal Ingredients:

Purchase: 700g , Sell: 300g

Large Ingredients:

Purchase: 1400g , Sell: 700g

## WORKBENCHES

WORKBENCH	COST	SLOTS
Standard	4,000 Gold	4
Advanced	8,000 gold	8
Experimentalist's	16,000 gold	16

## A NOTE ON ALCHEMY LABS

To perform any of the steps detailed in the previous sections an Alchemist must have a lab. Most labs are stationary and will require the alchemist to have a safe space to set up.

A lab consists of a base workbench which controls how many slots you have for adding Matrices and Matrix Mods

## DISTILLATION MATRICES

MATRICES	COST	SLOTS	SIZE	TRAITS
Standard	1,500 gold	1	2x2	
Refined	3,000 gold	1	2x2	50% chance to double chemicals distilled from
Advanced	3,000 gold	1	3x3	
Master's	7,000 gold	2	3x3	75% chance to double chemicals distilled from

## SYNTHESIS MATRICES

MATRICES	COST	SLOTS	SIZE	TRAITS
Standard	1,500 gold	1	4x4	
Refined	3,000 gold	2	4x4	30% extra final stability
Advanced	4,000 gold	1	6x6	
Quality	6,000 gold	2	6x6	20% extra final stability +3 stability
Master's	10,000 gold	2	8x8	Double Stability effect from Alchemy skill +2 stability

## WORKBENCH MODS

MODS	COST	TRAITS	EXCLUSIONS
Water-Oil Stabilizer	1,000 gold	Cannot rotate during synthesis, increase stability by 6	
Low Speed Reagent activator	600 gold	Can only use 6 unique ingredients/ chems during synthesis, increases potion effect by 10%	Mutually Exclusive with other Reagent Activators
Medium Speed Reagent activator	600 gold	Can only use 4 unique ingredients/ chems during synthesis, increases potion effect by 20%.	Mutually Exclusive with other Reagent Activators
High Speed Reagent activator	600 gold	Can only use 3 unique ingredients/ chems during synthesis, increases potion effect by 30%.	Mutually Exclusive with other Reagent Activators
Basic Pipetting Kit	2,500 gold	Choose the first aberrations from the aberrations list instead of rolling for it.	Mutually exclusive with Advanced kit.
Advanced Pipetting Kit	5,000 gold	Choose the first aberrations from the aberrations list instead of rolling for it.	Mutually exclusive with Basic kit.
Basic Centrifuge	2,000 gold	Choose the first 2 stability options from the stability list instead of rolling.	Mutually exclusive with other Centrifuges.
Advanced Centrifuge	4,000 gold	Choose the first 3 stability options from the stability list instead of rolling.	Mutually exclusive with other Centrifuges.

## MODS COST TRAITS EXCLUSIONS

MODS	COST	TRAITS	EXCLUSIONS
Low-Tolerance Condenser	4,000 gold	When synthesizing a potion with multiple effects, one of the effects(choose the lowest quality of the group) is doubled in efficiency. The place action costs 2X instead of 1X.	
Hand-Cranked Mixer Mark I	1500 gold	Decrease potions effectiveness by 15% but the first 3 place actions are free.	Mutually exclusive with other Mixers.
Hand-Cranked Mixer Mark II	3000 gold	Decrease potions effectiveness by 30% but the first 3 place actions are free.	Mutually exclusive with other Mixers.

## PURCHASABLE COMPONENTS

These are the purchasable component prices. Chemicals and Ingredients can be purchased at Alchemy Stores, Curio Stores, and General Stores.

COMPONENT	COST	SALE
Chemicals	500 gold	250 gold
Small Ingredients	700 gold	300 gold
Large Ingredients	1400 gold	700 gold

## PURCHASABLE POTIONS

Purchasing potions works by purchasing effects to be put into the potion. Combining any two effects will add the price of both potions and then multiply it by 1.5 for every effect after the first one.

## POISONS

POTION	TRIVIAL	SIMPLE	ADEPT	ADVANCED	EXCELLENT
Toxin	100 gold	350 gold	1000 gold	2000 gold	4200 gold
Stat Debilitation	150 gold	350 gold	700 gold	1800 gold	2700 gold
Debuff	120 gold	260 gold	800 gold	1800 gold	3200 gold
Hemophilia	150 gold	300 gold	800 gold	2000 gold	4500 gold

## ELIXIRS

POTION	TRIVIAL	SIMPLE	ADEPT	ADVANCED	EXCELLENT
Simple Healing	100 gold	350 gold	1000 gold	1800 gold	3800 gold
Stat Recovery	150 gold	350 gold	900 gold	2000 gold	4000 gold
Elemental Resistance	100 gold	200 gold	400 gold	900 gold	1800 gold
Increased Speed	X	X	X	2000 gold	5000 gold
Action Speed	200 gold	400 gold	800 gold	1800 gold	4600 gold
Bull's Rage	150 gold	350 gold	800 gold	2000 gold	4500 gold
Stat Empowerment	150 gold	350 gold	700 gold	1800 gold	2700 gold

# ALCHEMY SKILLS

## ALCHEMY SKILL:

In order to become a great alchemist when must be trained in the ways of the art. It is very important to the creation of potions and distilling of ingredients, as ones level increases the unwanted side effects from potential instabilities within a potion decreases. This is of course because an alchemists skill level is directly related to the Available adjustments when distilling and synthesizing as well as the stability of said potions when finalized.

### THE PRICING FOR TRAINING IS AS FOLLOWS:

ALCHEMY LEVEL	COST TO TRAIN
1	35500 Gold
2	5,500 gold
3	8,000 gold
4	12,500 gold
5	20,000 GOLD

### LEARNED IMMUNITY: 2000 GOLD

Toxins applied on you are weaker by  $X * 10\%$  where X is the level of your alchemy skill

### MASTER OF FEAR: 1000+ GOLD

Anyone affected by your poisons will have a +X difficulty when targeting you with any action. X is the level of this skill.

1k +nk where n is the current level of the skill

### FOR THE LEECHES: 2000 GOLD

If a target is bleeding and has more bleed ticks than your Alchemy skill level, then poisons you apply onto them last X turns longer where X is your alchemy skill

### PREPARATION: 2000 GOLD

On any target that you poison, OR is affected by a poison you've made: You gain  $X * 25\%$  extra pierce when attacking the target where X is your Alchemy Level

### NUMBING AGENT: 2000 GOLD

For the first hit you take in combat you gain +2X to your strength through roll and you take  $10 * X\%$  Less damage if you successfully strength through the attack. X is your Alchemy Skill

### HYPOCRITIC OATH: 2000 GOLD

When your weapon is coated with a poison you gain +X to your actions using your weapon. Your poisons can be applied one extra time per vial before running out. X is your Alchemy Skill

### SILENT BLOODLUST: 2000 GOLD

When an enemy dies while under an effect of a poison you've applied or you've made you will gain  $+X * 10$  extra final damage on your next attack or if using a Poisoners needle, instead gain  $+X * 3$  extra poison potency on your next applied poison and your next poisoner's needle attack will have a base damage of 3.

### DOCTOR'S NOTE: 2000 GOLD

If any ally falls below 0 hp while under the effect of your potions they will instead keep their hp at 0

### DIAGNOSIS: 2000 GOLD

Successfully using intelligence to find out an ally's stat will make any potions you apply on them last an extra turn

### DO NO HARM: 2000 GOLD

If you haven't dealt damage in this combat then you gain +X to your range rolls. Your potions on allies are also  $+(X-2)$  more effective. X is your Alchemy skill

### A DOCTORATE: 2000 GOLD

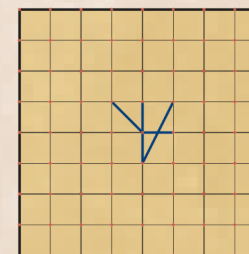
Your max cap for healing with potions is increased by  $5 * X\%$  where X is your Alchemy skill



# ACTION SPEED

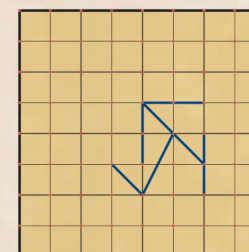
Decreases speed of all actions

TRIVIAL



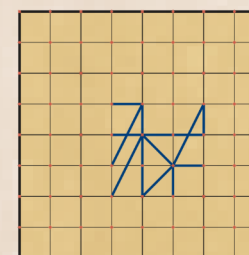
-1 speed on all actions for 4 turns

SIMPLE



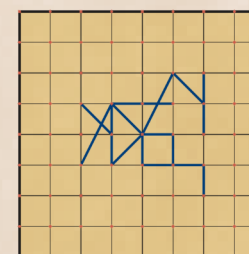
-2 speed on all actions for 4 turns

ADEPT



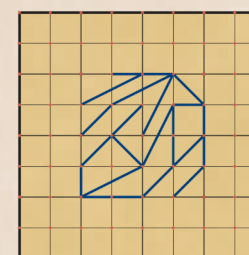
-3 speed on all actions for 4 turns

ADVANCED



-4 speed on all actions for 4 turns

EXCELLENT

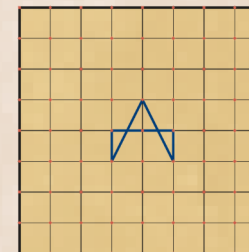


-5 speed on all actions for 4 turns

# DEBUFF

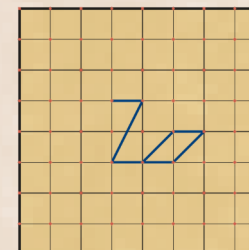
Depending on level, gives a debuff for 1 to 5 turns;  
Dazed, Weakened, Blinded, Mana Burned, Deafened  
Potions of this type can be stacked within one  
potion.

TRIVIAL



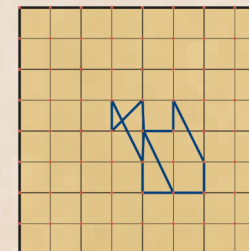
Receive Debuff for 1 Turns  
(Predetermined)

SIMPLE



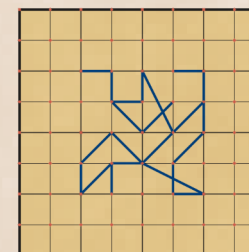
Receive Debuff for 2 Turns  
(Predetermined)

ADEPT



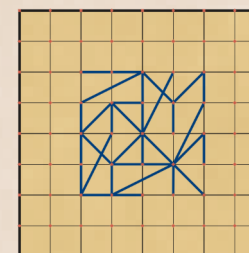
Receive Debuff for 3 Turns  
(Predetermined)

ADVANCED



Receive Debuff for 4 Turns  
(Predetermined)

EXCELLENT

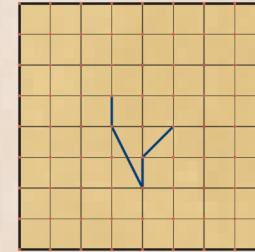


Receive Debuff for 5 Turns  
(Predetermined)

# BULL'S RAGE

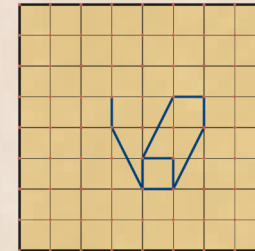
Decrease damage and bleed.

TRIVIAL



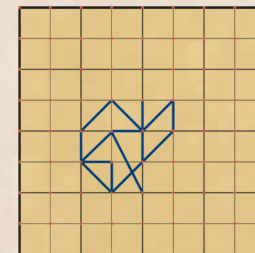
For 3 Turns, damage is counted as 10% less when accounting for strength through, and receive 5% less bleed damage

SIMPLE



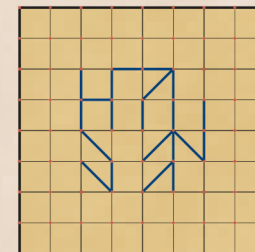
For 3 Turns, damage is counted as 20% less when accounting for strength through, and receive 10% less bleed damage

ADEPT



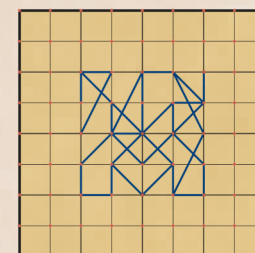
For 3 Turns, damage is counted as 30% less when accounting for strength through, and receive 15% less bleed damage

ADVANCED



For 3 Turns, damage is counted as 40% less when accounting for strength through, and receive 20% less bleed damage

EXCELLENT

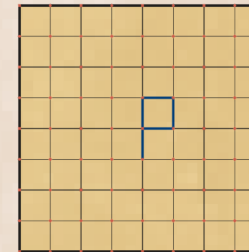


For 3 Turns, damage is counted as 60% less when accounting for strength through, and receive 30% less bleed damage

# HEIGHTENED PAIN

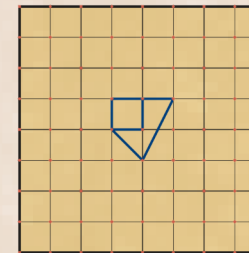
Increases Damage

TRIVIAL



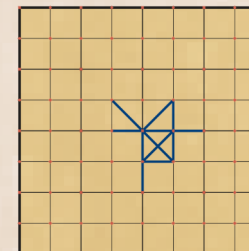
For 3 Turns, damage is counted as 10% more when accounting for strength through, and receive 5% more bleed damage

SIMPLE



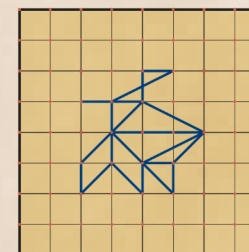
For 3 Turns, damage is counted as 20% more when accounting for strength through, and receive 10% more bleed damage

ADEPT



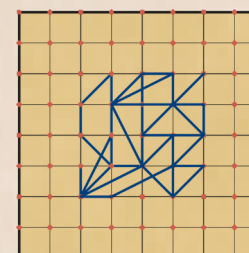
For 3 Turns, damage is counted as 30% more when accounting for strength through, and receive 15% more bleed damage

ADVANCED



For 3 Turns, damage is counted as 40% more when accounting for strength through, and receive 20% more bleed damage

EXCELLENT



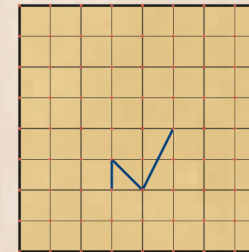
For 3 Turns, damage is counted as 60% more when accounting for strength through, and receive 30% more bleed damage

# ELEMENTAL TOLERANCE

Fire Frost or Shock

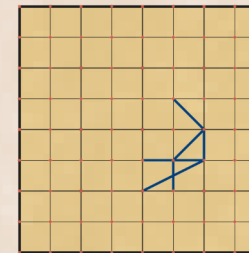
Can Be increased or decreased

TRIVIAL



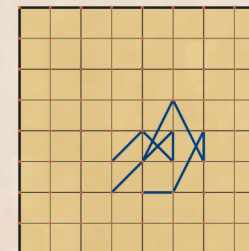
10% Damage Reduction for 4 turns  
(Element Predetermined)

SIMPLE



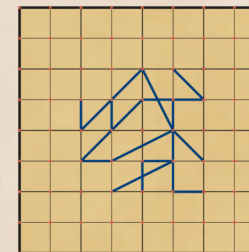
20% Damage Reduction for 4 turns  
(Element Predetermined)

ADEPT



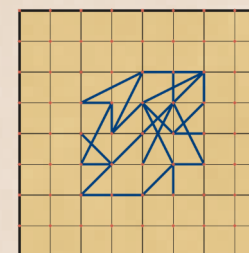
35% Damage Reduction for 4 turns  
(Element Predetermined)

ADVANCED



50% Damage Reduction for 5 turns  
(Element Predetermined)

EXCELLENT

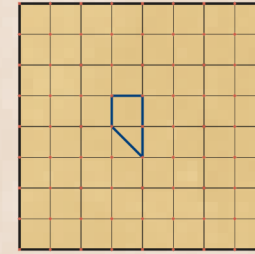


70% Damage Reduction for 5 turns  
(Element Predetermined)

# STAT DAMAGE

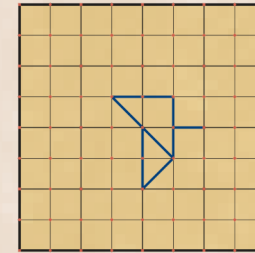
Potion dedicated to increasing stat ticks, is half effective on mana.

TRIVIAL



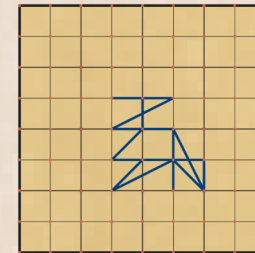
For 4 turns, Increase a stat by 1  
(Predetermined)

SIMPLE



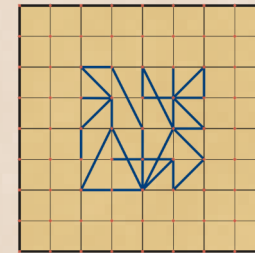
For 4 turns, Increase a stat by 2  
(Predetermined)

ADEPT



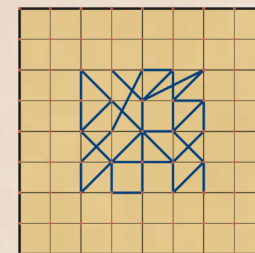
For 4 turns, Increase a stat by 4  
(Predetermined)

ADVANCED



For 4 turns, Increase a stat by 6  
(Predetermined)

EXCELLENT

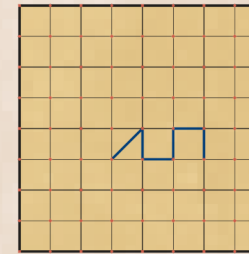


For 4 turns, Increase a stat by 8  
(Predetermined)

# EMPOWER STAT

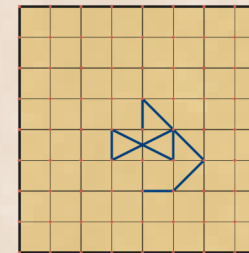
Potion dedicated to empowering stats, is half effective on mana.

TRIVIAL



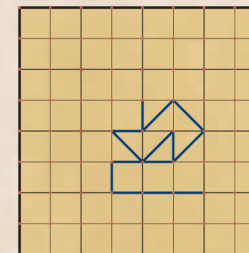
Decrease 1 Stat for 3 turns by 1 level (Predetermined)

SIMPLE



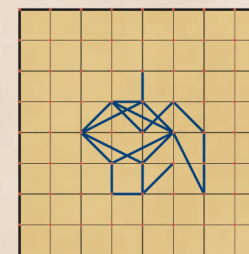
Decrease 1 Stat for 3 turns by 1 level (Predetermined)

ADEPT



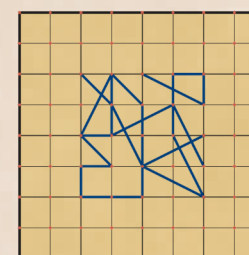
Decrease 1 Stat for 3 turns by 3 level (Predetermined)

ADVANCED



Decrease 1 Stat for 4 turns by 4 levels (Predetermined)

EXCELLENT

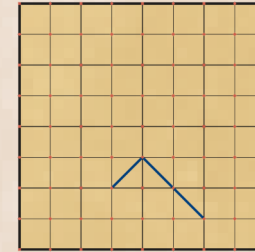


Decrease 1 Stat for 4 turns by 5 levels (Predetermined)

## HEALING

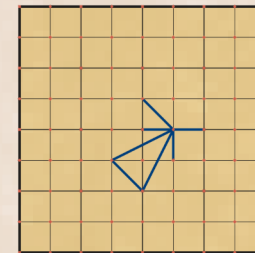
A simple healing potion. Receive HP per the instructions of the potion.

TRIVIAL



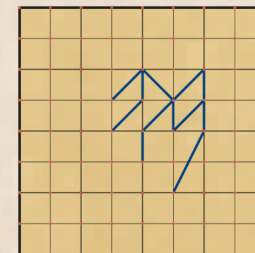
Restores 11 HP on use

SIMPLE



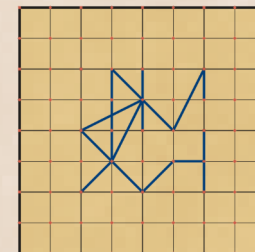
Restores 20 HP on use

ADEPT



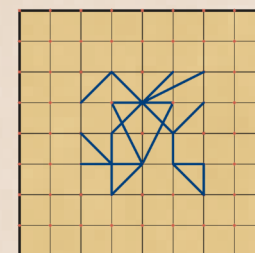
Restores 35 HP on use

ADVANCED



Restores 50 HP on use

EXCELLENT

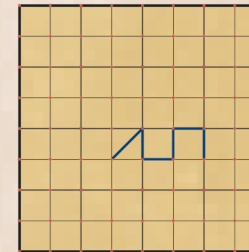


Restores 70 HP on use

# STAT RECOVERY

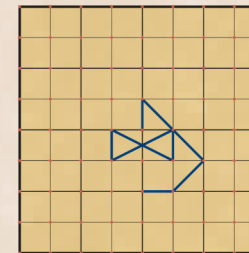
Potion dedicated to recovery stat ticks, is half effective on mana.

TRIVIAL



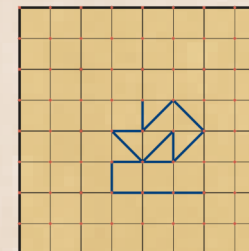
Removes 2 Ticks From 1 Stat on use  
(Predetermined)

SIMPLE



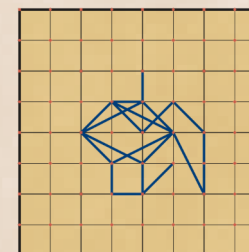
Removes 4 Ticks From 1 Stat on use  
(Predetermined)

ADEPT



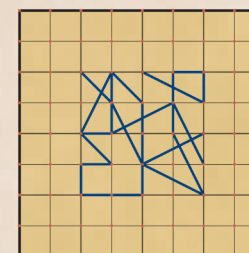
Removes 7 Ticks From 2 stats on use  
(Predetermined Split may be in any order between 1 or 2 stats)

ADVANCED



Removes 10 Ticks From 3 stats on use  
(Predetermined Split may be in any order between 1 to 3 stats)

EXCELLENT



Removes 15 Ticks From 4 stats on use  
(Predetermined Split may be in any order between 1 to 4 stats)

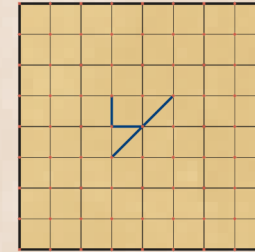
# TOXIN

Damage for toxins can be increased by splitting over multiple turns, may be split up to 5 turns. Every additional turn adds 20% damage to the potion. The amount of turns a toxic potion lasts is predetermined by the alchemist. Each potion may have a weapon dipped into it twice before it is used up.

For Example a trivial potion would deal:

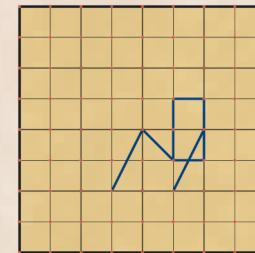
- 8 Damage in 1 turn
- 10 Damage in 2 turns
- 11 Damage in 3 turns
- 13 Damage in 4 turns
- 14 Damage in 5 Turns

TRIVIAL



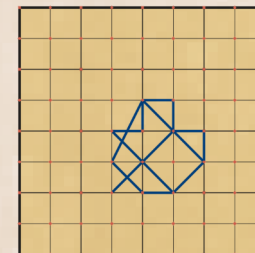
8 Damage of Poison

SIMPLE



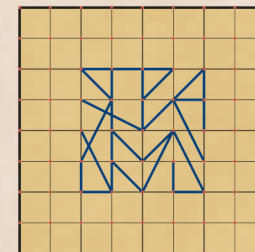
16 Damage of Poison

ADEPT



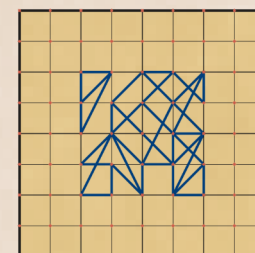
25 Damage of Poison

ADVANCED



40 Damage of Poison

EXCELLENT

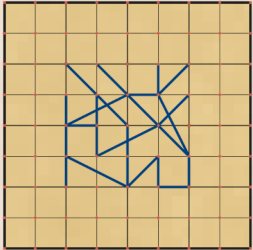


60 Damage of Poison

# INCREASED SPEED

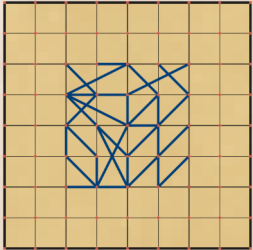
A simple elixir providing additional hexes of movement to the user.

**ADVANCED**



1 Extra Hex of movement provided for 2 turns

**EXCELLENT**



2 Extra Hex of movement provided for 2 turns

COMPENDIUM  
OF KNOWN  
REAGENTS



784



## PART 2



### 1 CHEMICALS XX

A selection of chemicals at the heart of alchemy. These are synthesized or purchased and used to create potions.

### 2 INGREDIENTS XX

Learn about ingredients for distillation and synthesization that can be purchased and foraged.

### 3 MINERALS XX

Learn about foragable minerals that can be used for distillation and synthesization.

### 4 GRASSES XX

Learn about foragable grasses that can be used for distillation and synthesization.

### 5 FUNGI XX

Learn about foragable fungi that can be used for distillation and synthesization.

### 6 FLOWERS XX

Learn about foragable flowers that can be used for distillation and synthesization.



### 1 CARNIVORES XX

Learn about foragable carnivore ingredients that can be used for distillation and synthesization.

### 2 REPTILIA XX

Learn about foragable reptilia ingredients that can be used for distillation and synthesization.

### 3 HERBIVORES XX

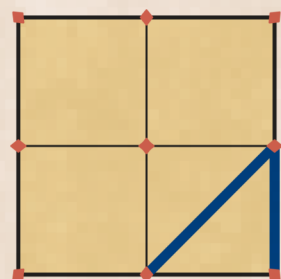
Learn about foragable herbivore ingredients that can be used for distillation and synthesization.



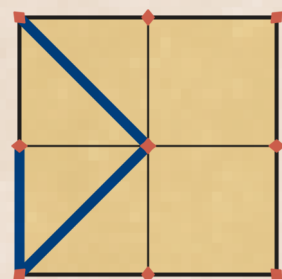
# CHEMICALS

Before distilling the perfect potion you must first possess the correct chemicals, these 26 known chemicals are outlined as follows in the next few pages.

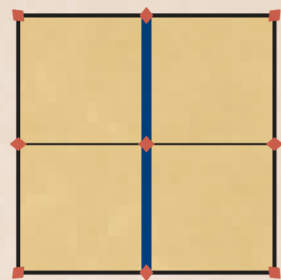
Cotyledon Arrajin



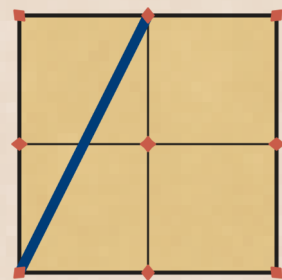
Caeruleus Lapis



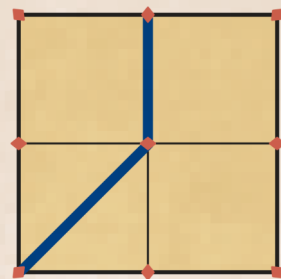
Alba Creta



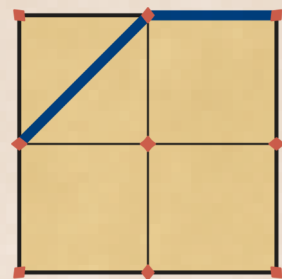
Planta Caulis



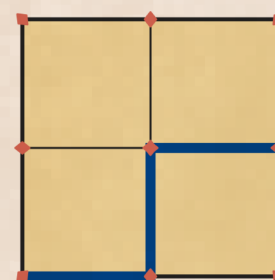
Arundo



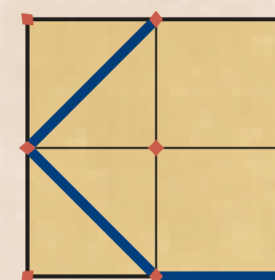
Varr Fructus



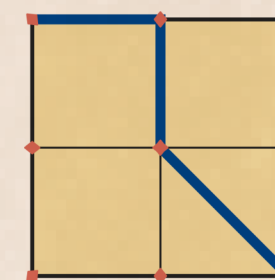
Tup Rectangula



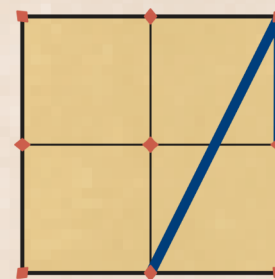
Adaman



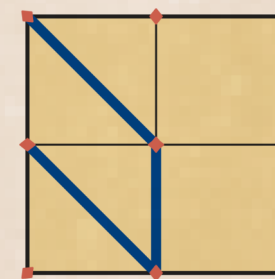
Fraxinus Diabolicus



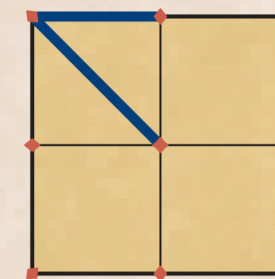
Cadmia



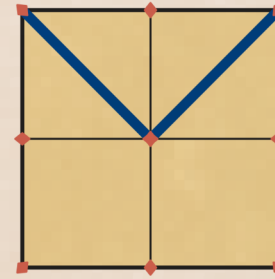
Atam Fraxus



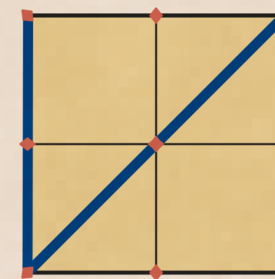
Sporis Synki



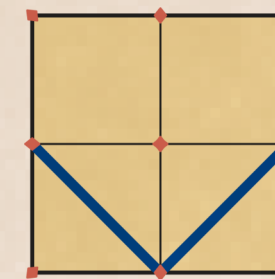
Essentia Gramen



Scala



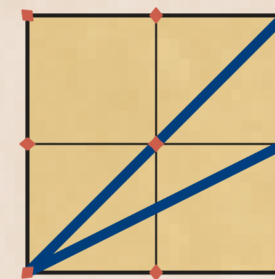
Medullae



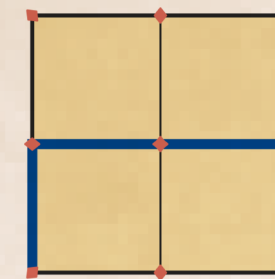
Gemma Koprats



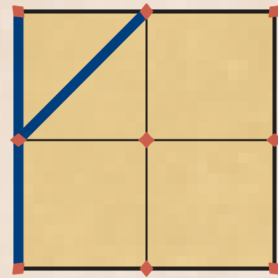
Aloe



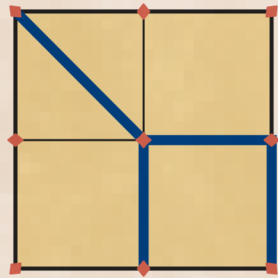
Petra Shaqar



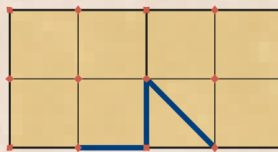
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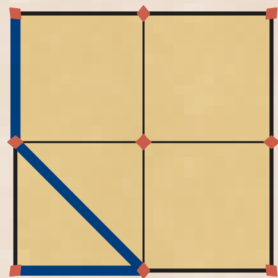
Capsa Tsughak



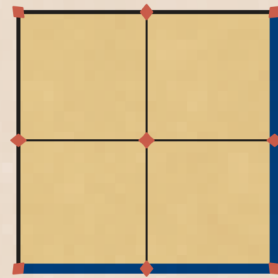
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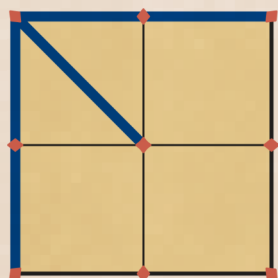
Calcament Ket



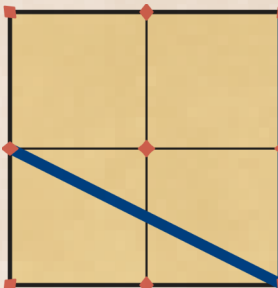
Murus Pat



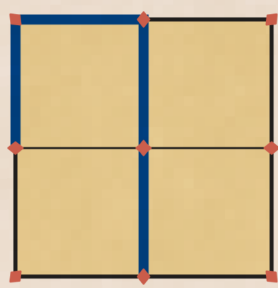
Sagislak



Silex hatvats



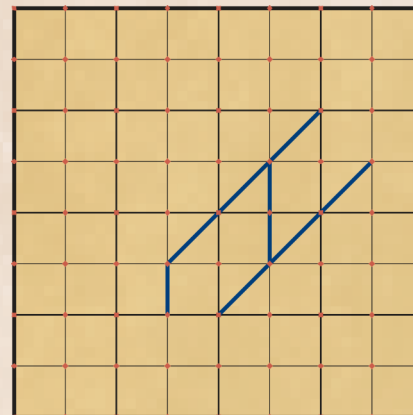
Sur Unguibus



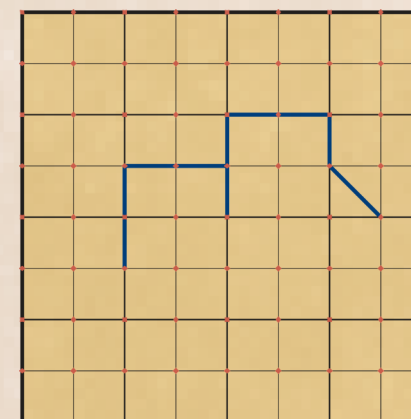


# MINERALS

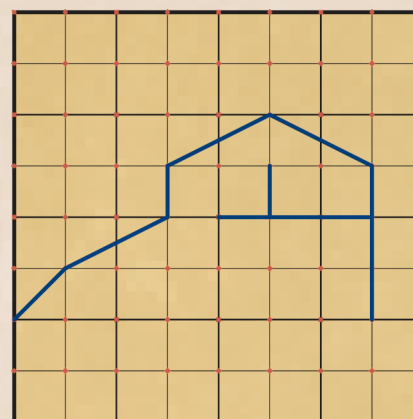
Shale



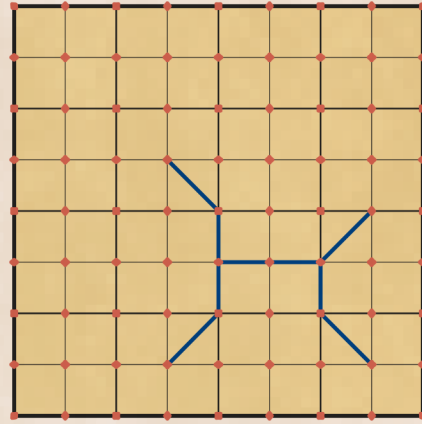
Bismuth



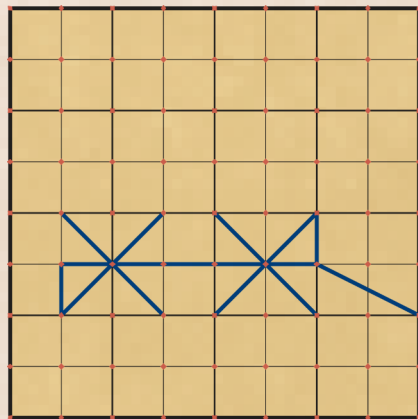
Clay



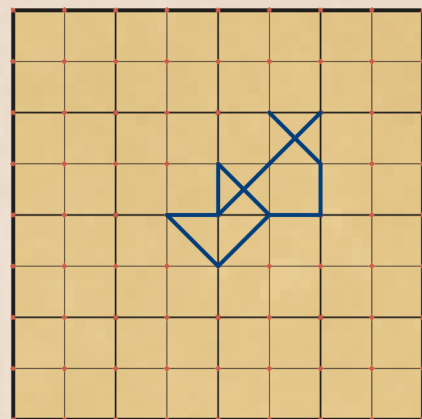
Tungsten



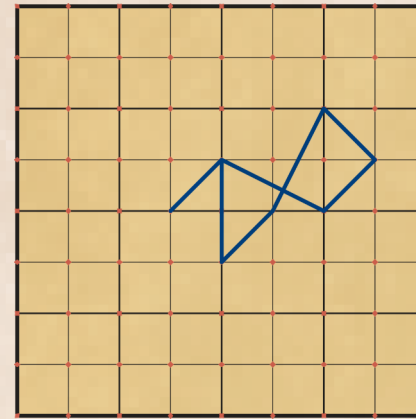
Polished Titanium



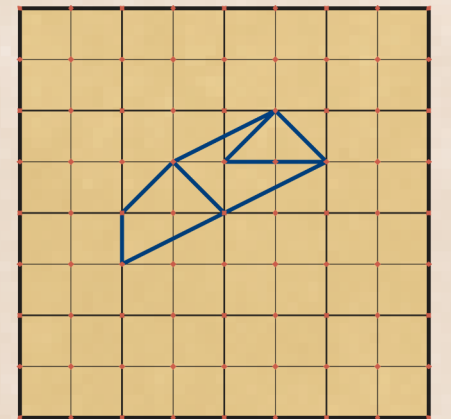
Pyrite



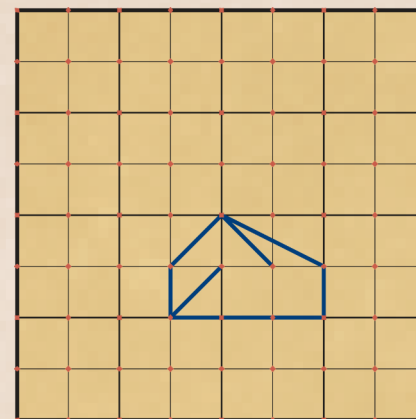
Sulfite



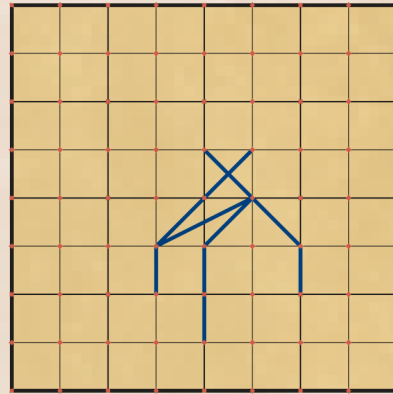
Mika



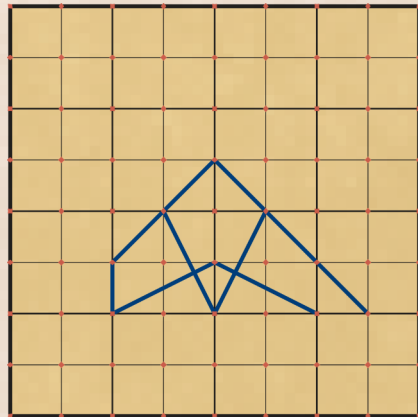
Talc



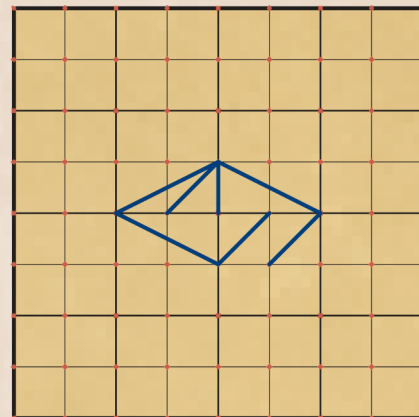
Quartz



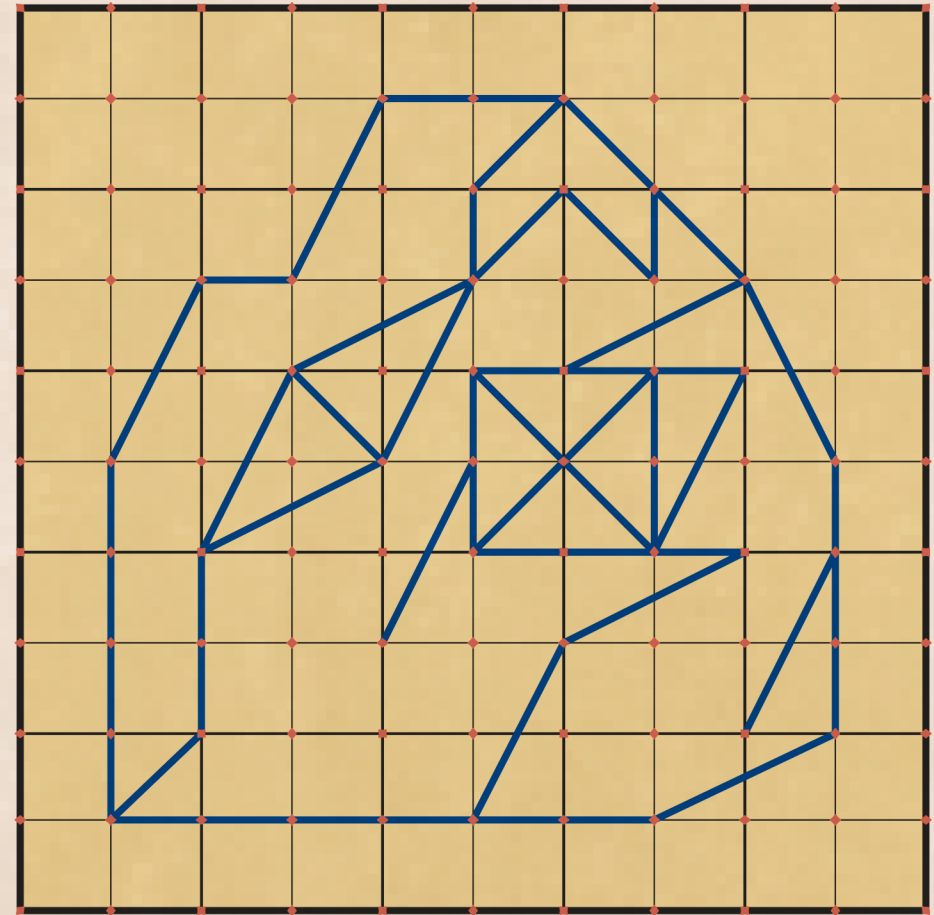
Obsidian



Saltpeter



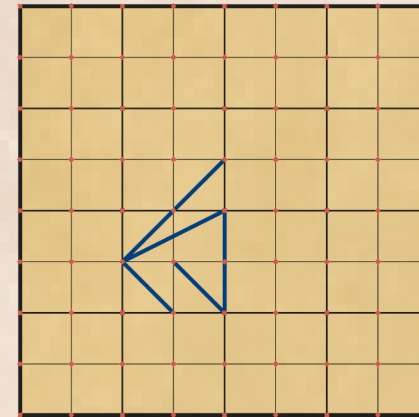
Garnet



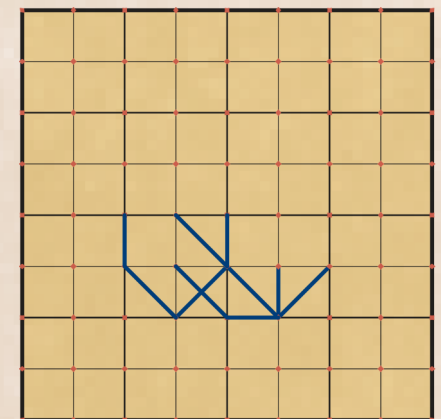
# GRASSES



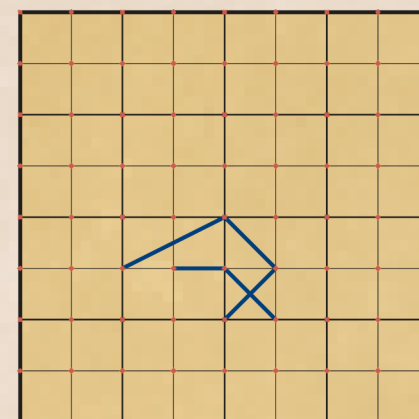
Spring Mountain Moss



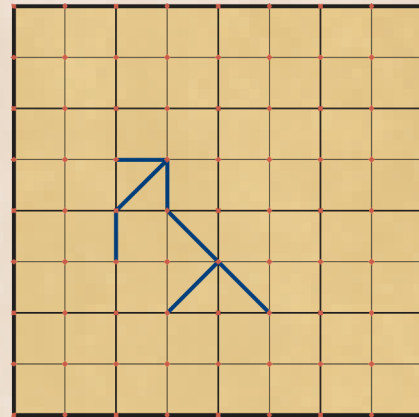
Rye Grass



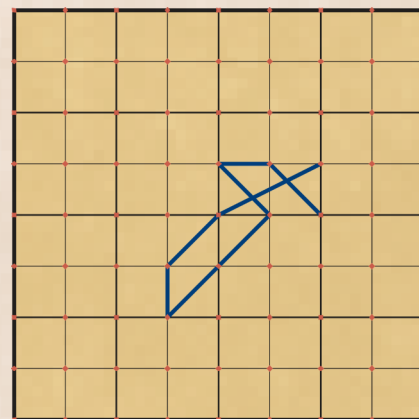
Highlocke



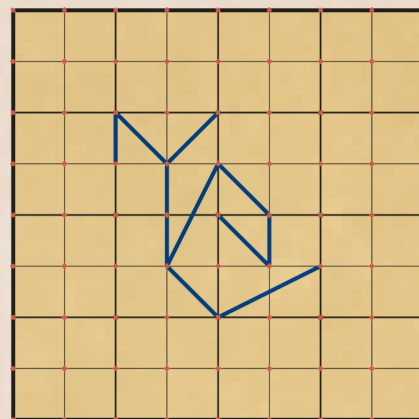
Myre Root



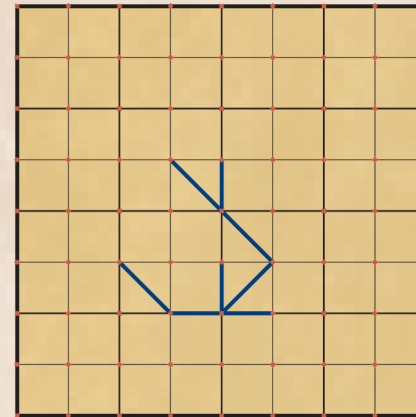
Marsh Root



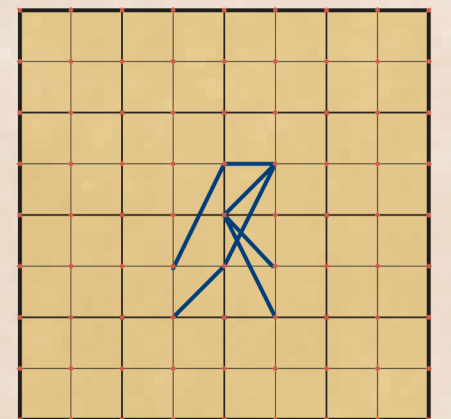
Sticker



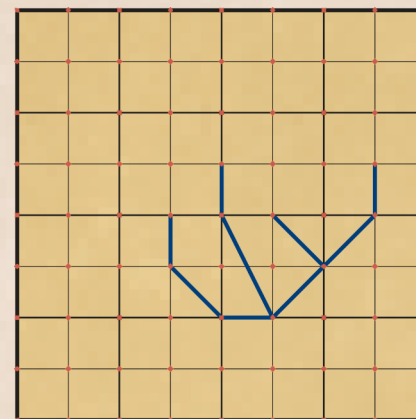
Succulent



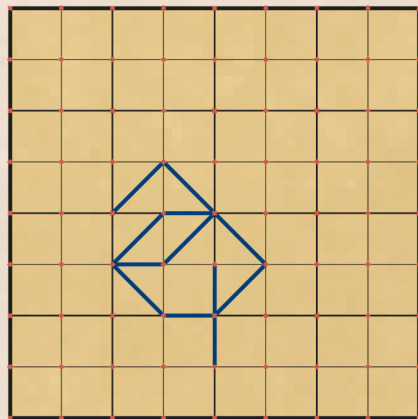
Pink Muhly



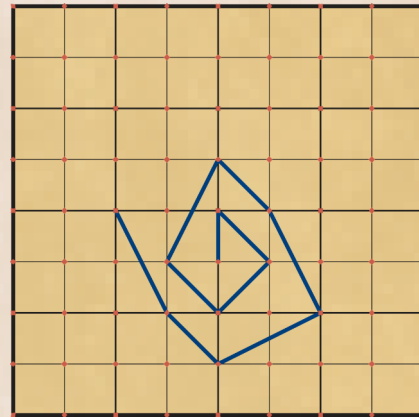
Sea Grass



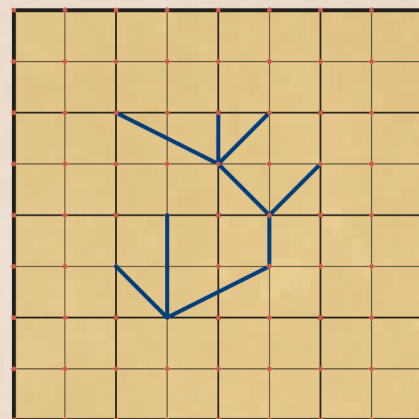
Dichondra



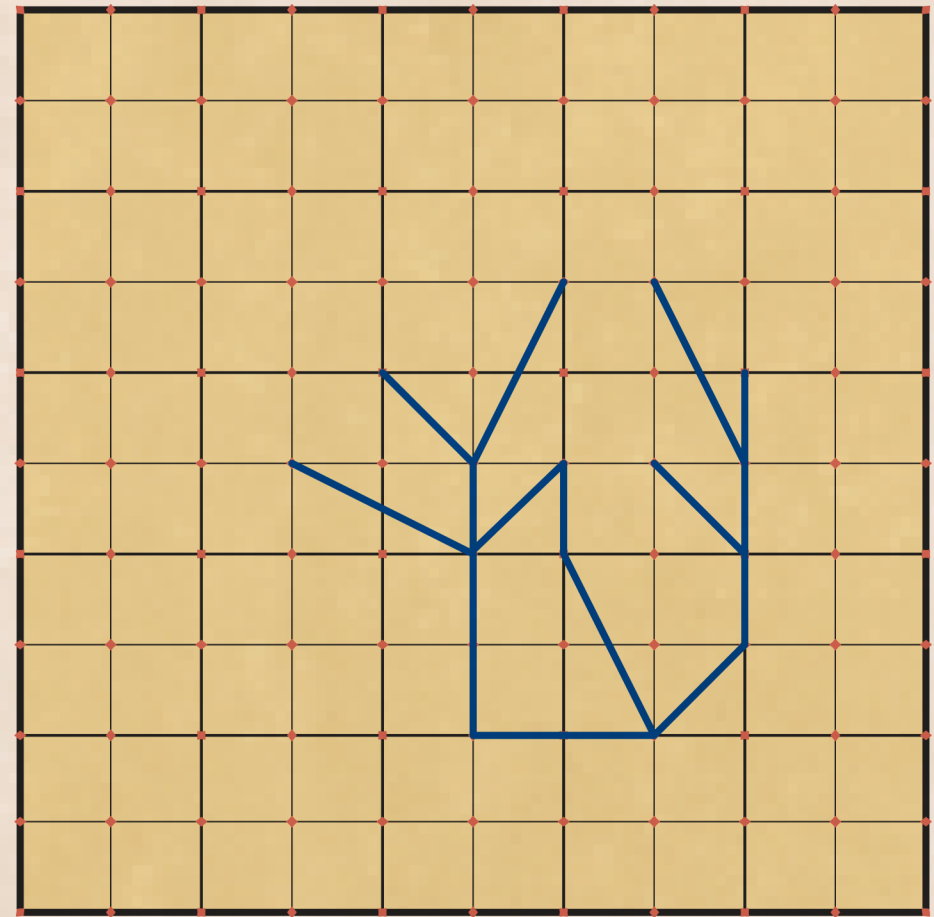
Curly Moss



Purple Fountain Grass



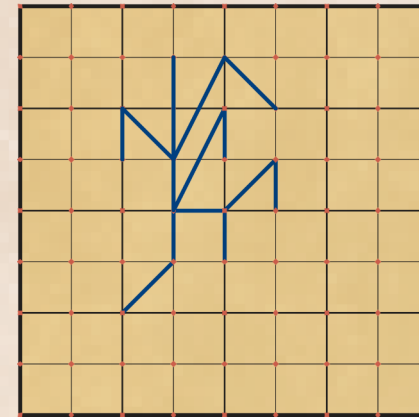
Tall Fescue



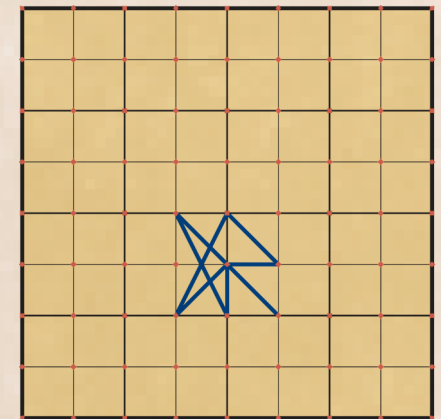
# FLOWERS



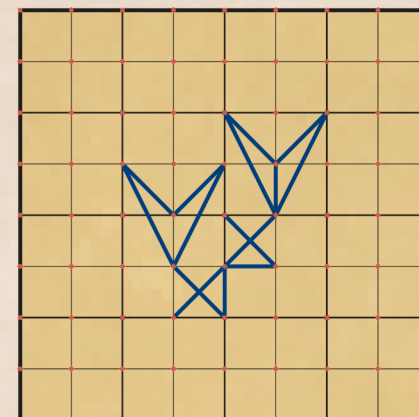
Juneberry



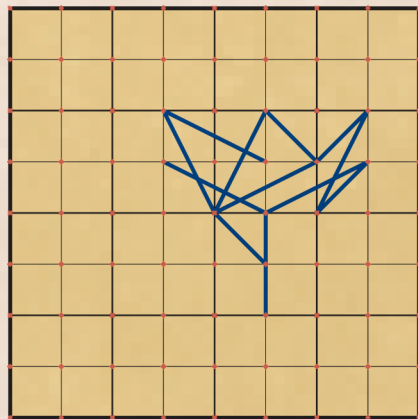
Cannabis



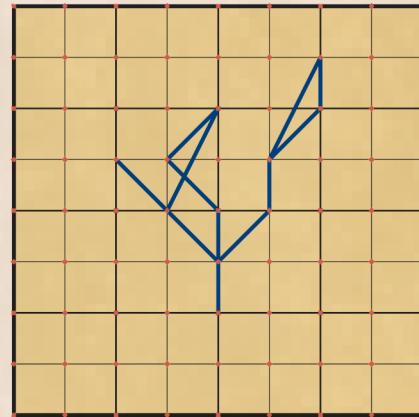
Lily of the Valley



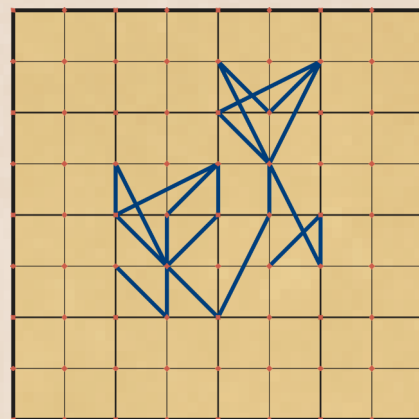
Tulip Bud



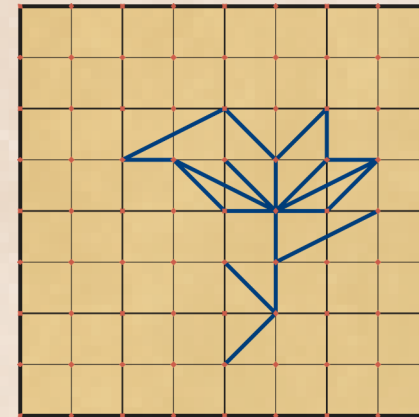
Baby's Breath



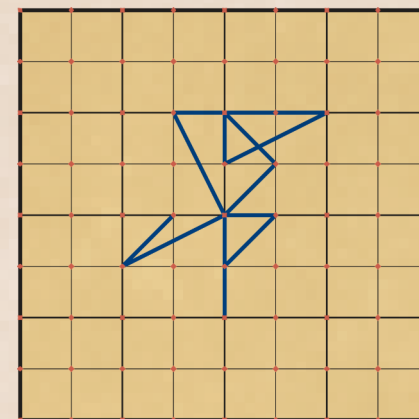
Rose Bush



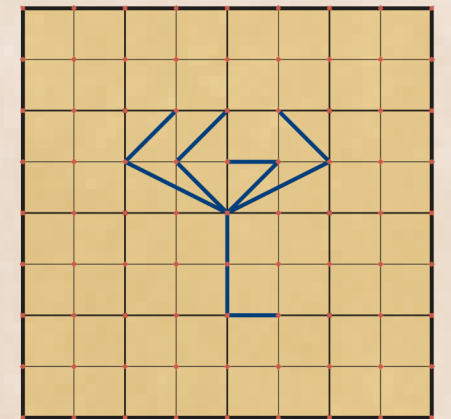
Carnation



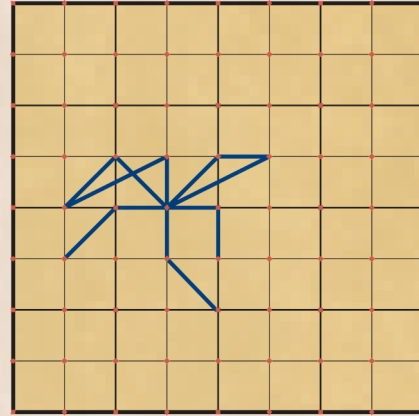
Rose Hips



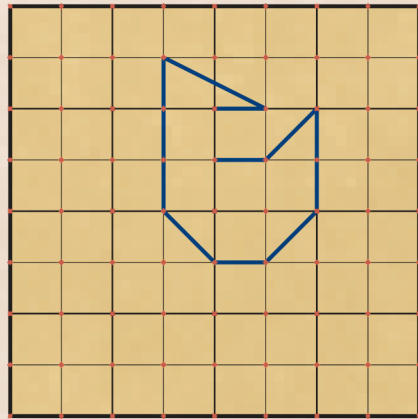
Spider Lily



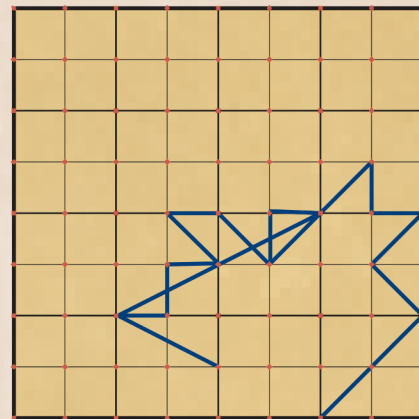
Ghost Orchid



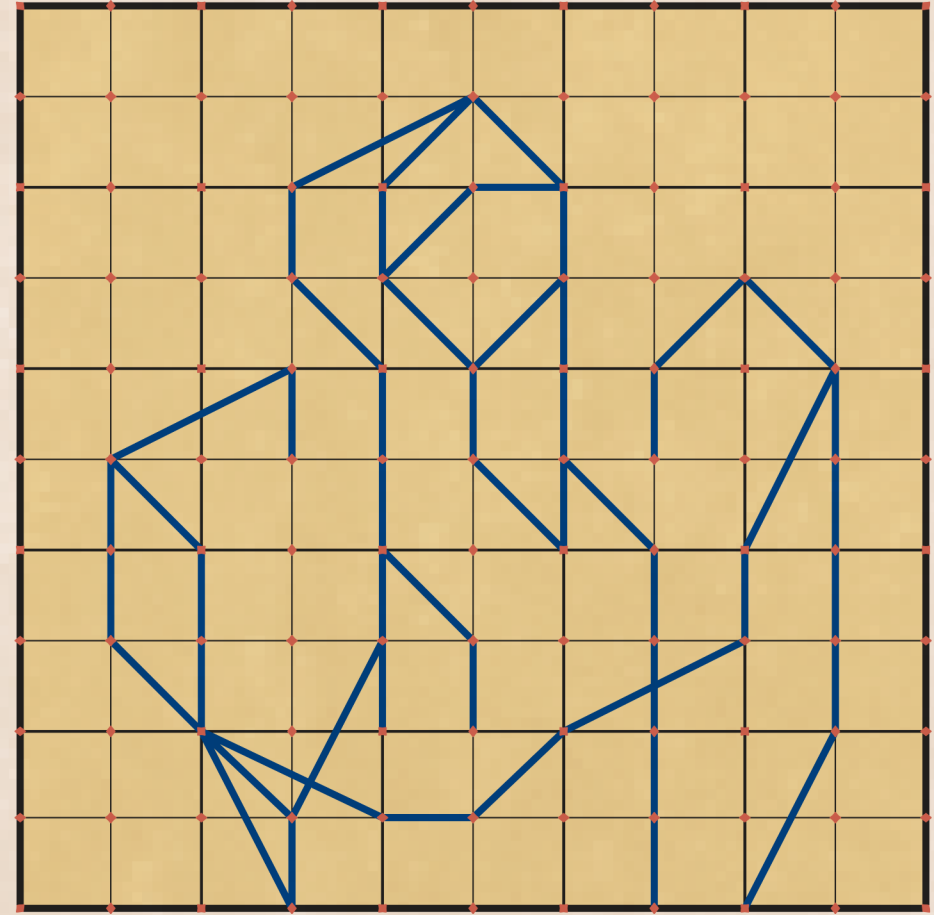
Pitcher Plant



Marigold Petal

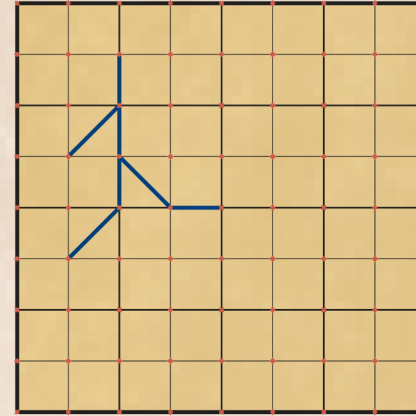


Corpse Flower

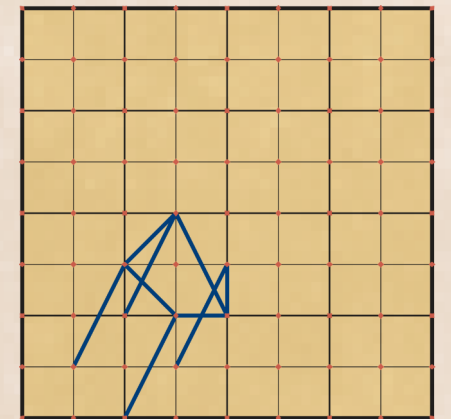


# FUNGI

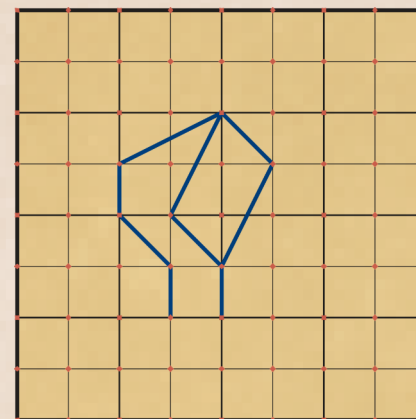
Amanita Muscaria



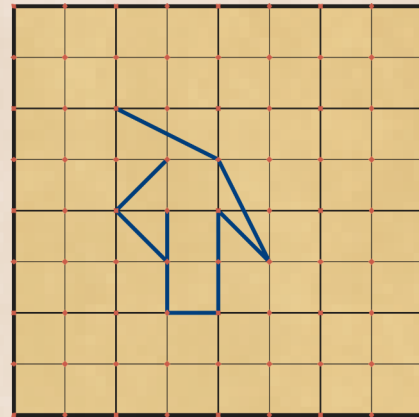
Lion's Mane



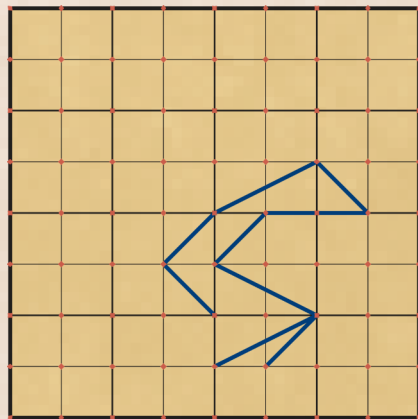
Chantarelle



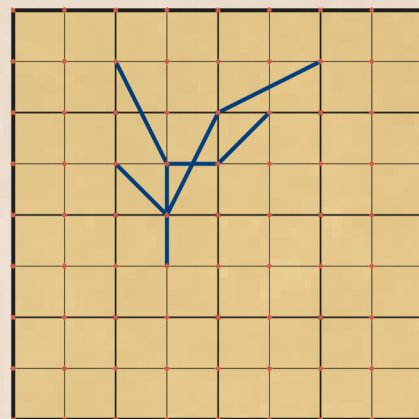
Death Cap



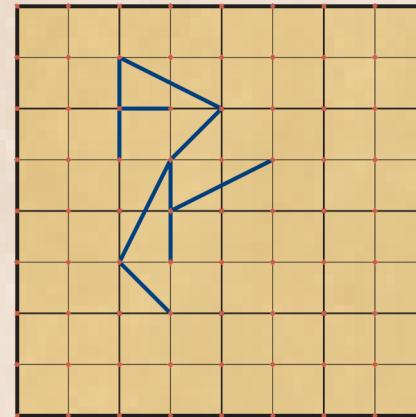
Cordyceps Sinensis



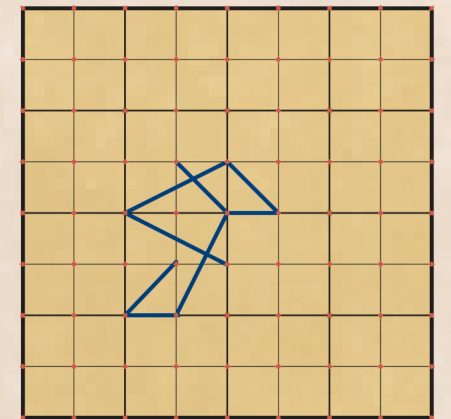
Ghost Flicker



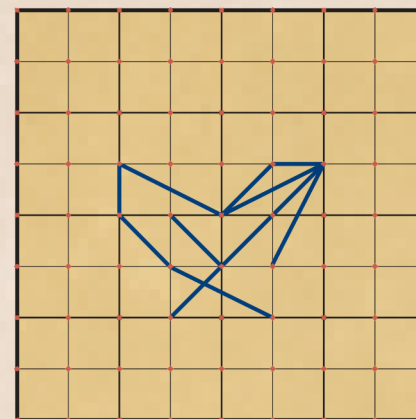
Rosy Vein Cap



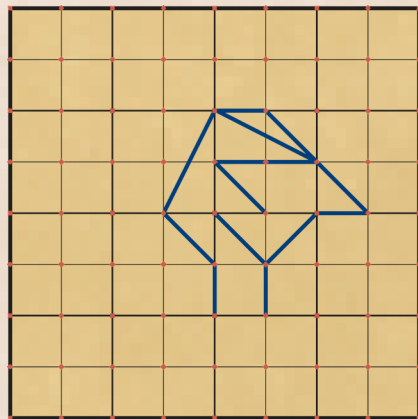
Glass Cap



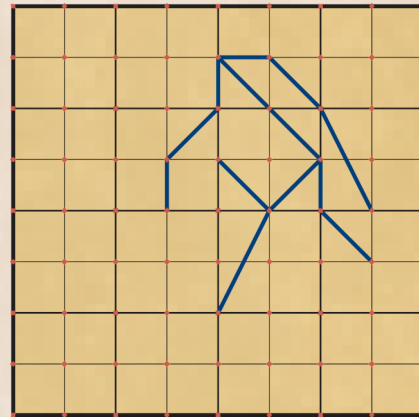
Orange Peel Fungus



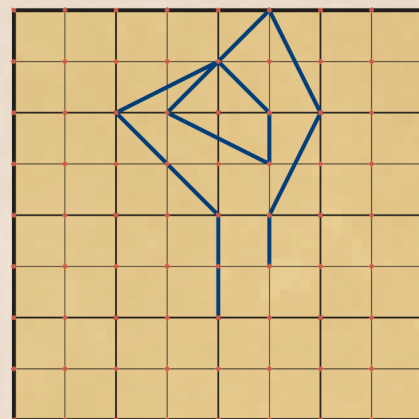
Leratiomyces



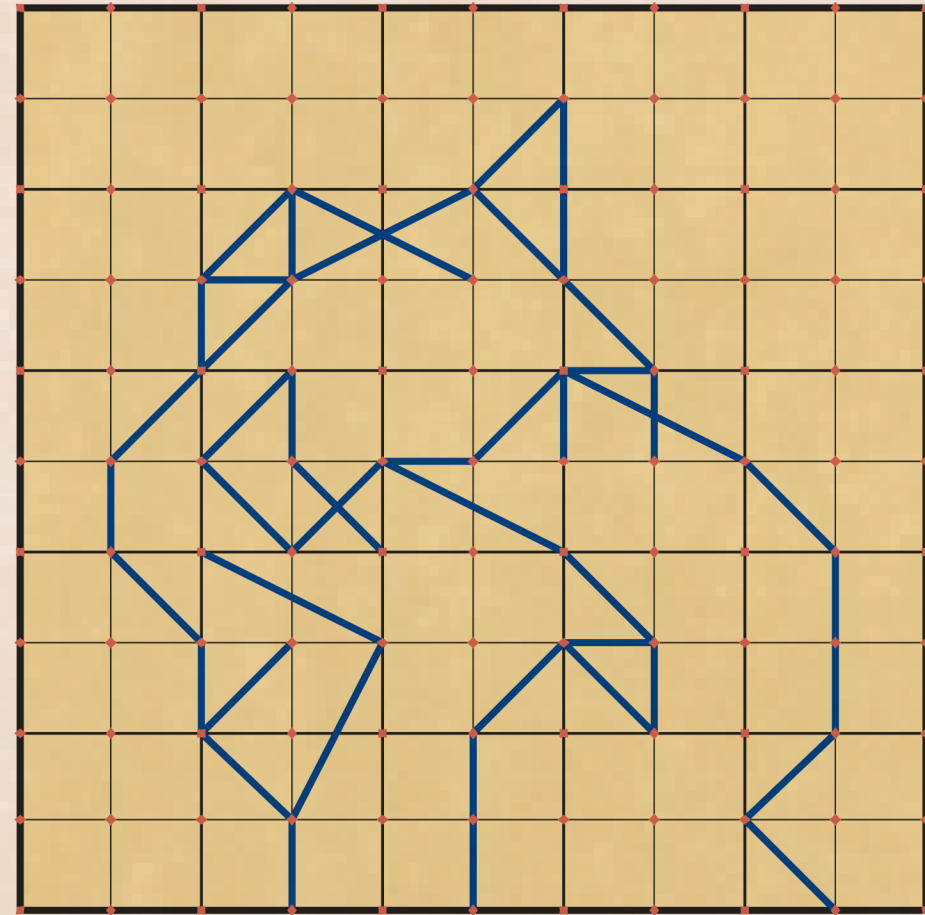
Witch's butter



Velvet Trumpet

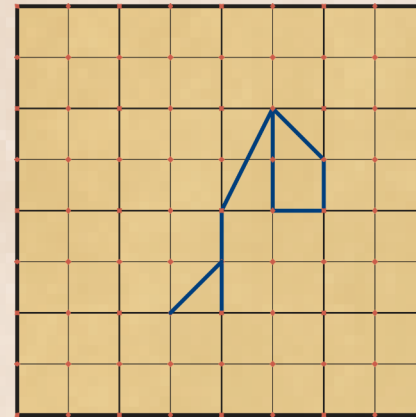


Bleeding Tooth

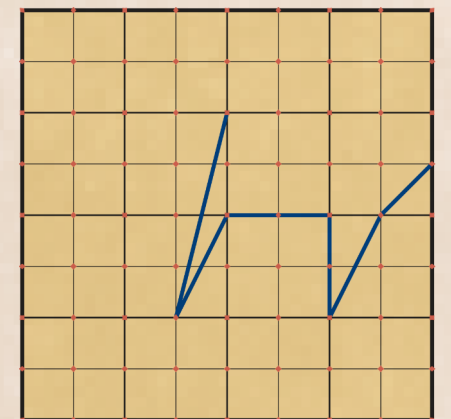


# CARNIVORES

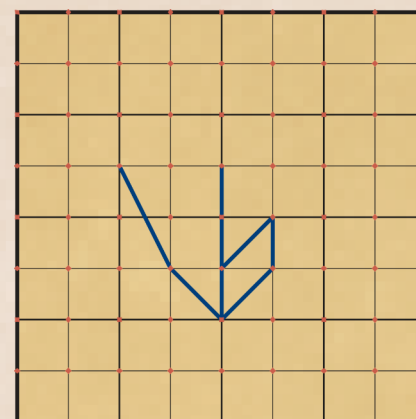
Wolve's Tongue



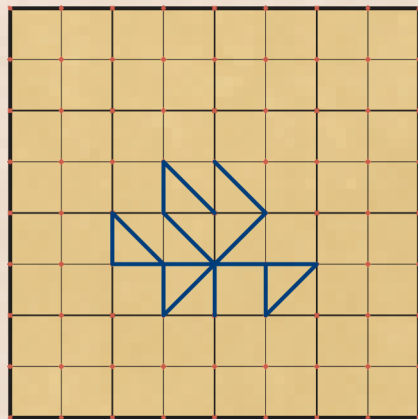
Canines



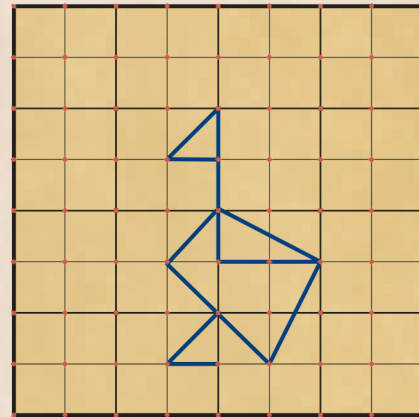
Dew Claw



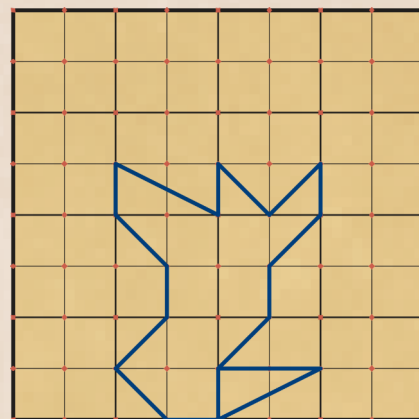
Ear Tufts



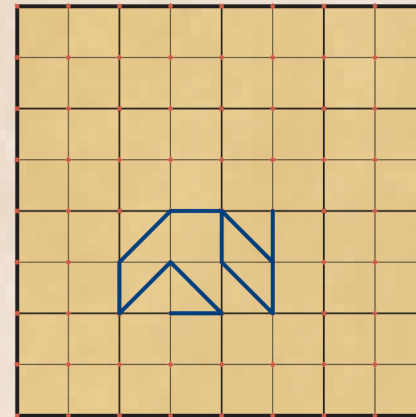
Spur



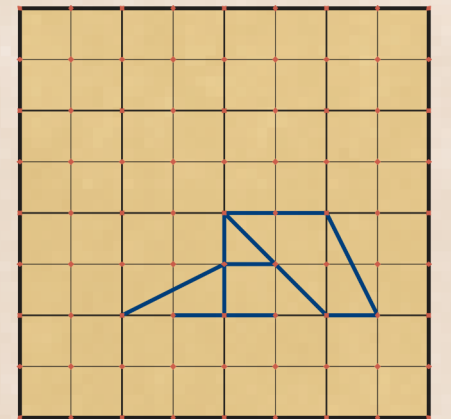
Pelt



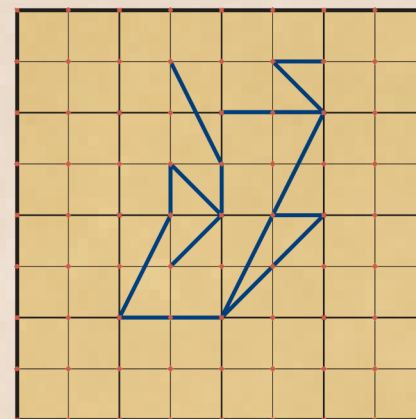
Beak



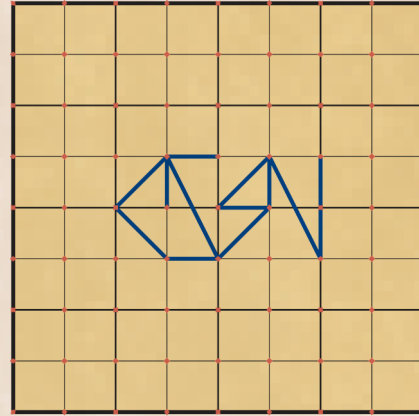
Eye of Badger



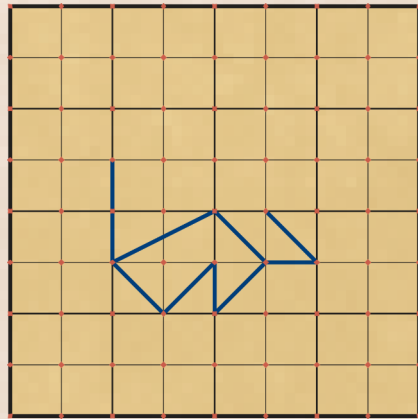
Fox Tail



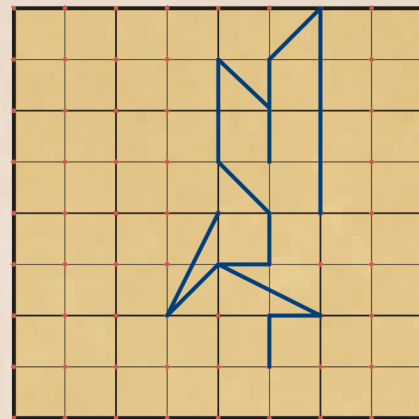
Jaw Bone



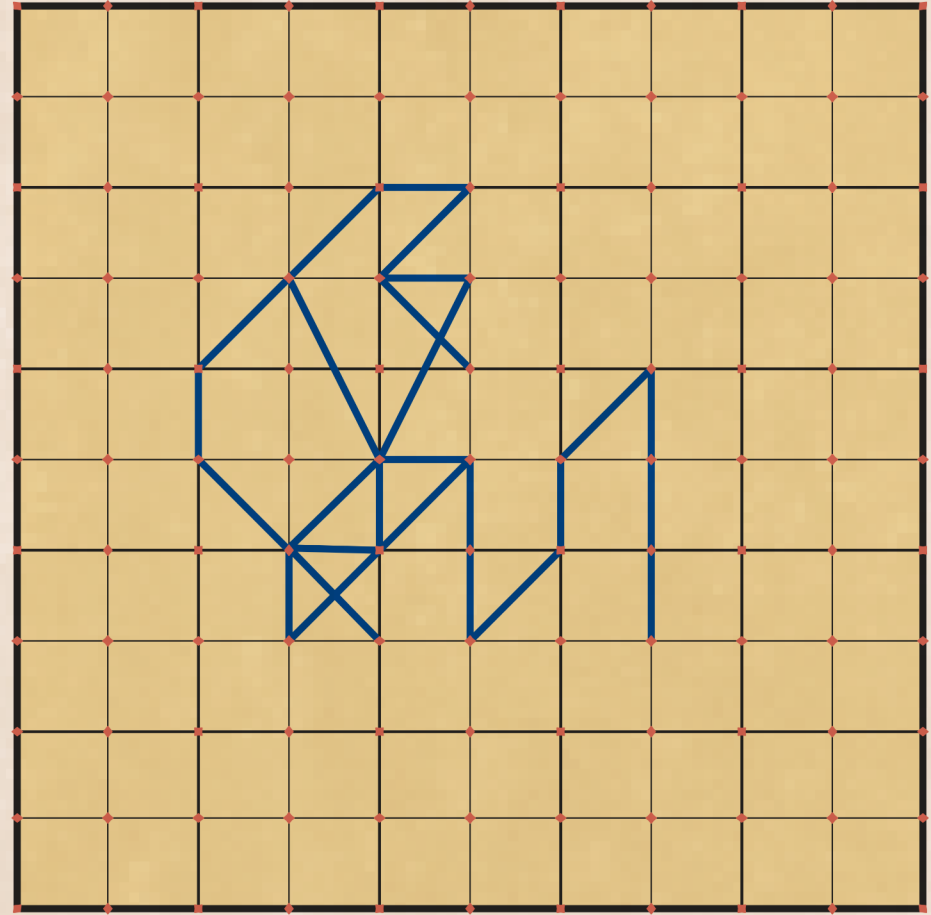
Owl Pellet



Hawk Feather



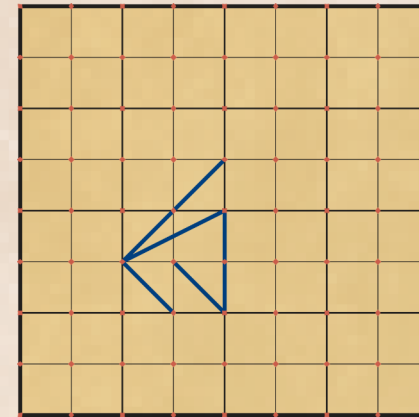
Giant Spider Crab Arm



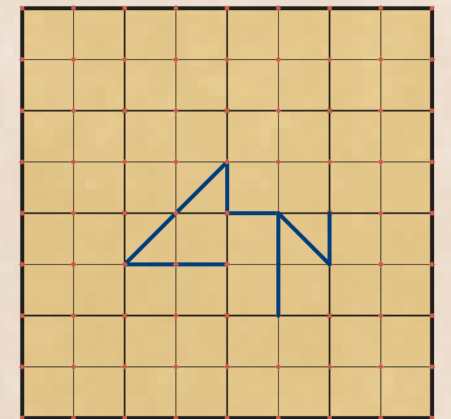
# REPTILIA



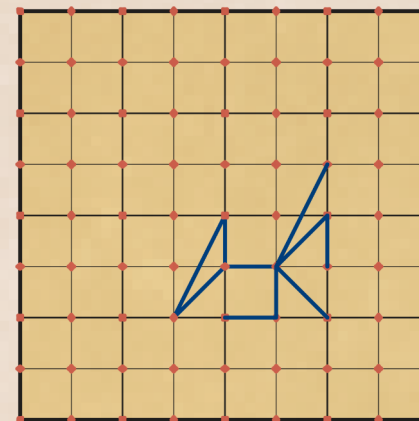
Blue Backed Lizard



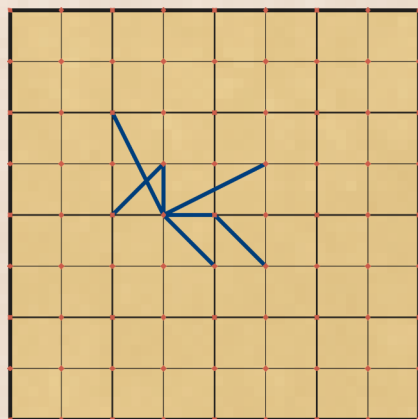
Salt Marsh Snake



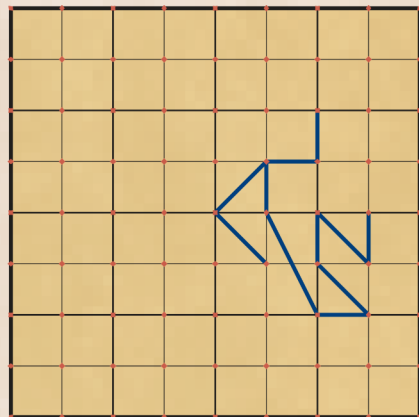
Wall Gecko



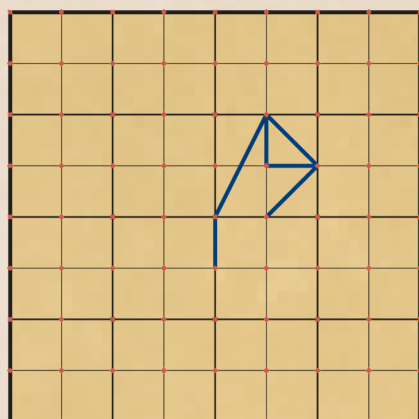
Gila - Claw



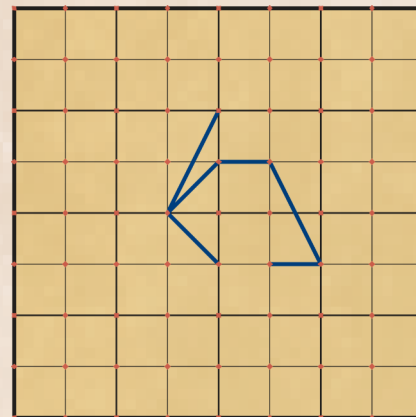
Skeletal Snake



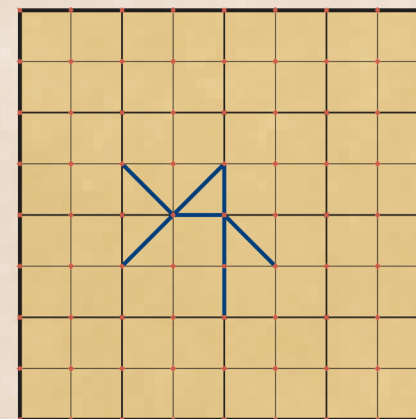
Gecko Pad



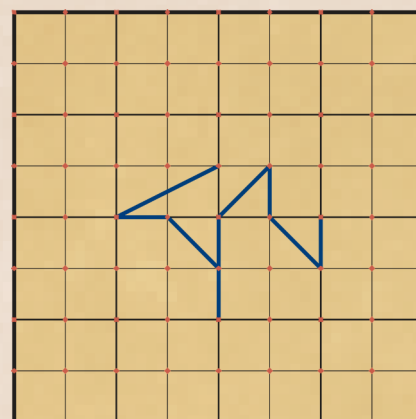
Scale



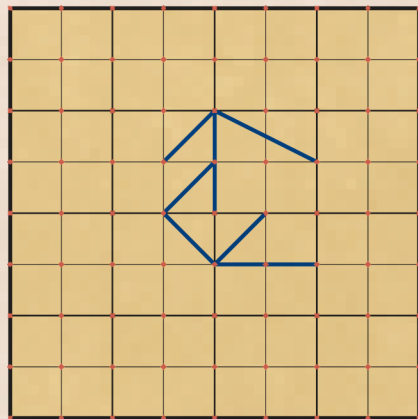
Iguana Tail



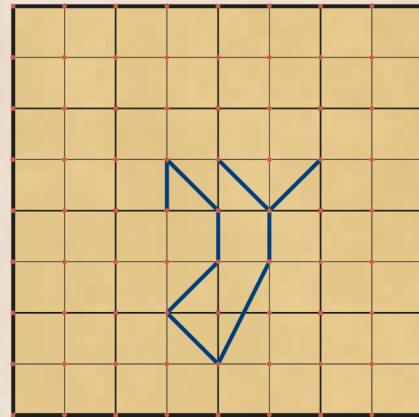
Spiny Scale



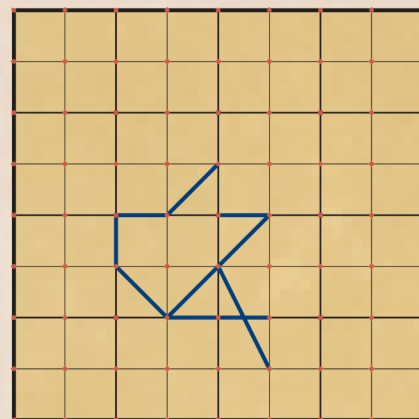
Parietal Eye



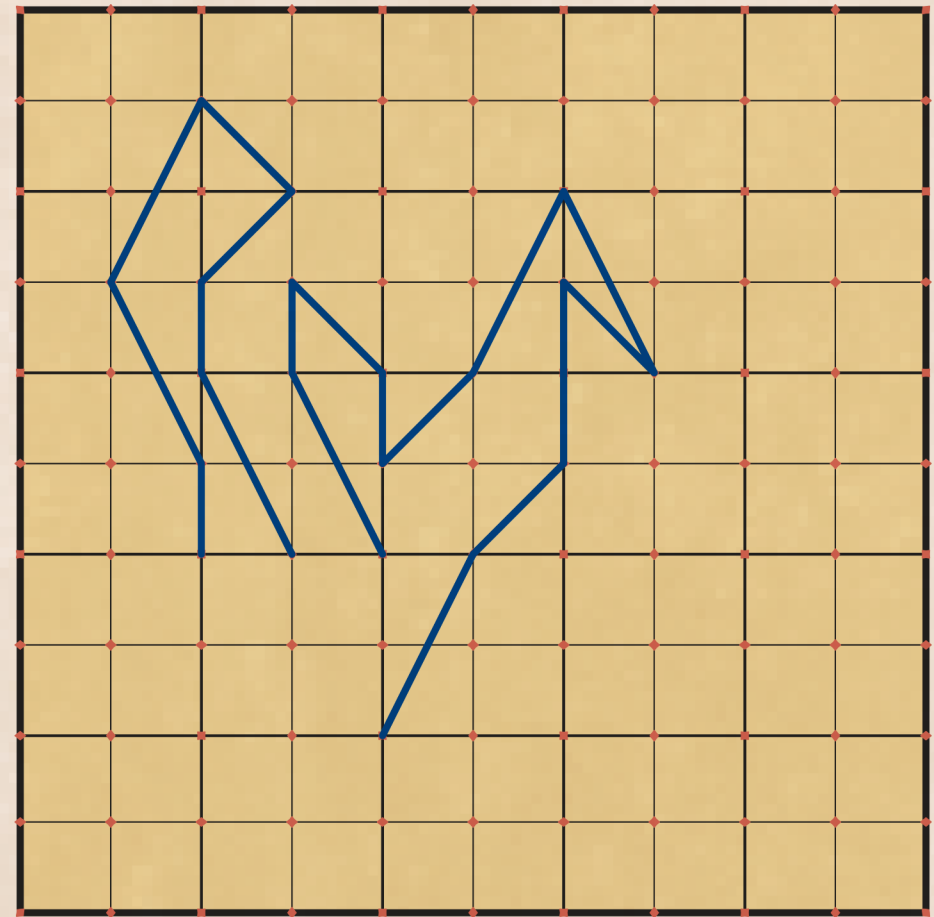
Forked Tongue



Vertebrae

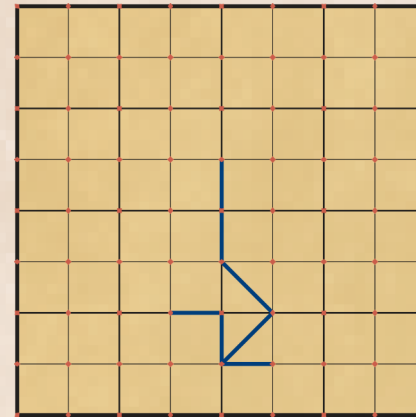


Three Tailed Iguana

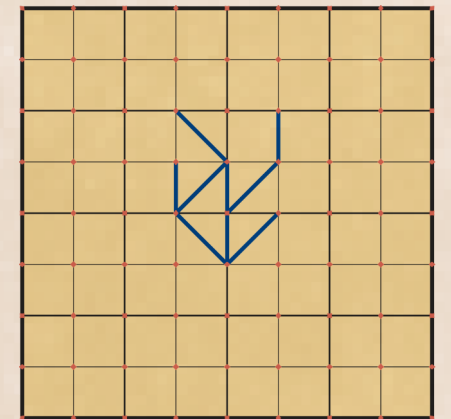


# HERBIVORES

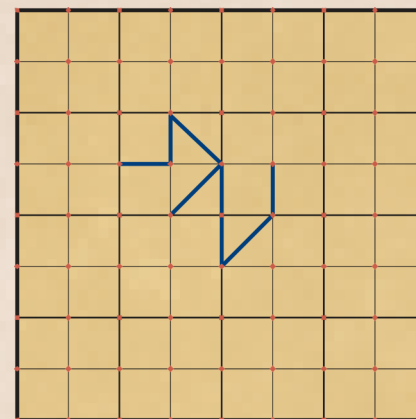
Bull Molar



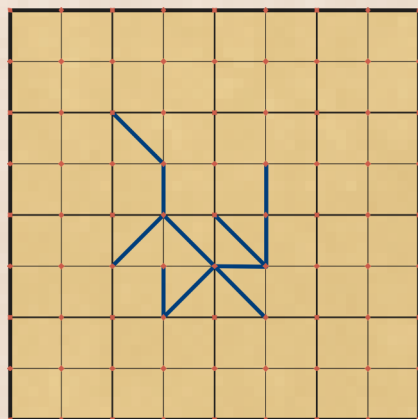
White Nosed Stag Antler



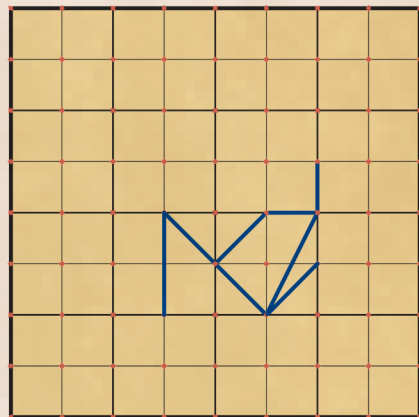
Squirrel Tail



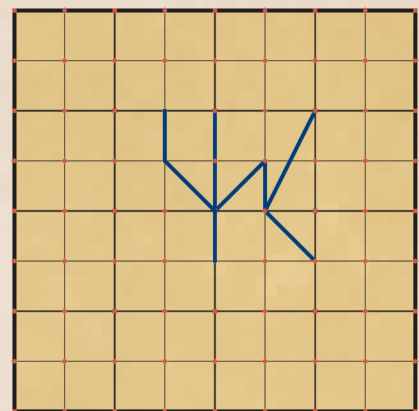
Lemur Stripes



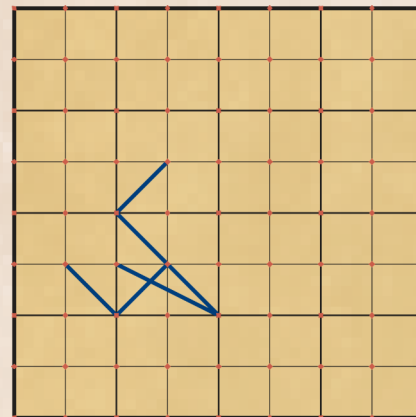
Rabbit Fur



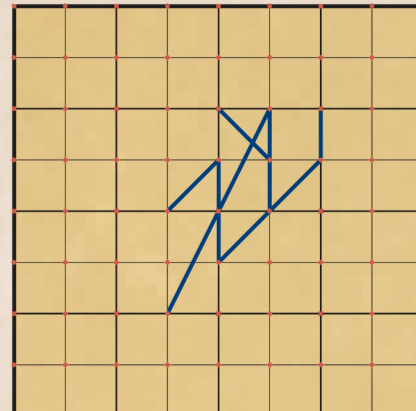
Rasczik Legs



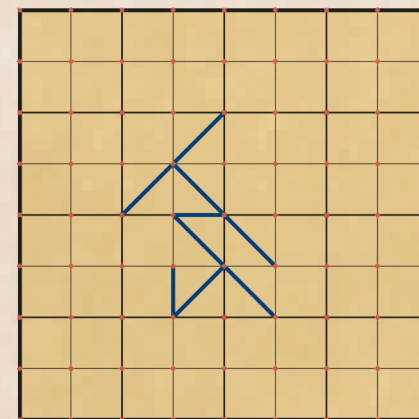
Bat Wing



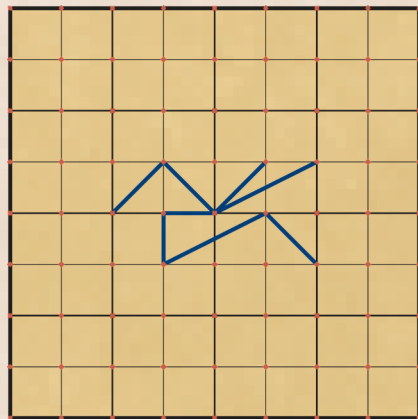
Long-Horn Horn



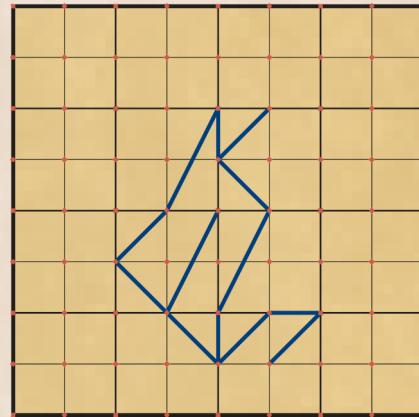
Rabbits Foot



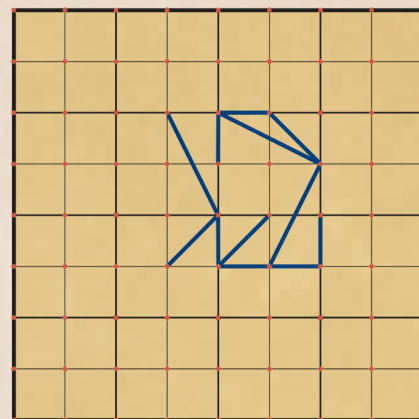
Chipmunk Claws



Sinew of Moose



Phoebe Barbules



Giant Elk Antler

