

Updates 10/13/2025

- Aid Betta's healing elixir has been split into two.
 - Aid Betta's Healing Elixir is now JUST healing and has maintained scaling
 - Elixir of Life is the one that boosts Max DP, has a shorted duration, and dosent 'scale' with magic items that boost healing.
- Magicsenco Elixir has received heavy nerfs to unit regen. Please reread the elixir altogether.

Updates 10/21/2025

- Oils changed to a fifth, skill can reduce

Alchemy Revamp

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This is *Early Access* Material

Early Access (or **Beta**) status is given to material that has been reviewed by the Approvals and New Materials team, and can be used for explicit playtest games or campaigns. Players should always ask if the GM will allow *Early Access* material. Characters with this material are considered *Playtesting* status, so it is always recommended to “branch” off a copy of your character if choosing to learn or use this material. One copy can be under playtesting while the other copy is the official one in the PFC. It is the player's responsibility to keep track of EXP, Gold, and Items on both copies of the character.

Feedback. The best way for you to give us feedback on this material is in the survey we'll release alongside this document. If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a compiled guidebook edition, or in a supplement book.

Power Level. The character options you read here might be more or less powerful than options in the *PFC: Player's Guidebook*. If a design survives playtesting, we may adjust its power to the desirable level before official publication. This means an option could be more or less powerful in its final form

Toolkits

The following section details the skills that apply to seven crafting tools or kits that are commonly purchased and used by adventurers. Four of these toolkit skills (Alchemy, Create Poison, Fletching, and Traps) have extended uses and allow for additional special ingredients beyond the purchase of the basic toolkit, which are outlined and described in their own subsections. Checks against the toolkit skill are rolled as per the description for the intended effect or product the adventurer wishes to create. The other three toolkit skills (Disguise, Forgery, and Opening Locks) are more similar to ordinary skills, but require the adventurer to have purchased a respective toolkit to use.

Alchemy

Base Cost:	Attribute:	Background:
1200	INT/4	Mage/Nomad/ Tarus/Vormaxia

Alchemical Toolkit Cost: 10 gold coins. A basic alchemical toolkit contains two glass beakers, a metal frame to hold a beaker over a flame, a glass stirring rod, a small mortar and pestle, and a pouch of basic alchemical ingredients (salt, powdered iron, and purified water). Crafting recipes also requires other materials, in the form of an additional gold cost. Special ingredients must be purchased separately as detailed in the “Special Ingredients – Alchemy” section below.

The arcana-science of alchemy was once the pride of the highest court mages of the Empire of the Veil, who used knowledge left over from the advanced magic of Torandor, combined with secrets and techniques from Daemons of The Beneath. After the Dark Sun, these mages took the secret of Alchemy to their graves, and for centuries, the Tarusian Church kept the art secret and hidden within their Archives... It has only recently been re-discovered.

Using this skill, an alchemist can create **elixirs, oils, ointments, and bombards** that have a variety of uses. To create anything, the player will roll a number of dice against the character's skill. **On a success, 2 doses of the recipe are created. On a failure, the recipe is not completed and the ingredients are partially spent, wasting time and 25% of the gold cost.**

The time it takes to create something is equal to the number of dice for the Basic Check of a recipe in **days** and the cost is based on the number of dice rolled as follows. The alchemical recipes detailed here use standard methods and easily available ingredients that the alchemist can purchase from nearly any market district of a decent sized city. Before creating any recipe, the alchemist must have the proper materials, which are purchased in the form of a toolkit. In addition, the GM may allow a character to learn or design a new alchemical recipe while on adventures. This recipe should be written up similar to a magic

item, and should detail the Basic Check, Damage (if any), Resist (if any), and Duration (if any) of the product. It should also give a description and include any special notes on unique and additional effects of additional ingredients.

# of Dice	Cost in Gold
1	50
2	100
3	150
4	200
5	250
6	300
6+	50 gold per die

When crafting via Alchemy, you may designate additional dice, called **Potency Dice**, past the basic check, increasing the crafting difficulty but not the time. Some recipes have additional Potency Dice effects outlined in their description. **Every Potency Die must be designated to a specific use.** There is no limit to a recipe's dice unless otherwise stated.

Each Potency Die made above the basic recipe's check assigned to additional doses adds 1 to the number of doses made. All doses benefit from the other enhanced effects (such as increased resistance check or duration) using Potency Dice.

If there is a resistance check for a particular recipe, each Potency Die made above the basic recipe's check assigned to resistance will add one die to the resistance check **to a maximum of six dice.**

If there is a duration for a particular recipe, each Potency Die made above the basic recipe's check assigned to duration will cumulatively add another 50% of the basic duration to the effect. **Up to a maximum of three extra dice can be assigned to duration.** For example, assigning an extra die to duration for an Alchemist's Fire (basic duration of 4 rounds) will extend the duration to 6 rounds. The maximum of three extra dice can be assigned to extend the duration to 10 rounds.

Alchemical Recipes

Alchemist's Fire

Basic Check:	Damage:	Resist:	Duration:
2d6	4d6 fire	3d6 vs AGI	4 rounds

Bombard. Fire is always the answer, at least to some alchemists that holds true. This sticky, adhesive fluid made with *Flamebloom* extract, *Inferno Vine*, and Ground *Emberwood* Bark ignites when exposed to air. On a failed save, the target takes 4d6 fire damage and 1d6 fire DoT. On a successful save, the damage is halved and DoT ignored. The target can end this damage by using its action to extinguish the flames or the flames will extinguish themselves in 4 rounds.

For one potency dice, increase the initial damage **or** DoT by 1d6.

Ald-Betta's Cure-all Elixir

Basic Check:	Damage:	Resist:	Duration:
4d6	none	none	instant

Elixir. While advertised as a Cure-all Elixir, this remedy only applies to the treatment of diseases and illnesses. Mashed up citrus fruit steeped at just the right temperature for just the right amount of time with Aetherleaves and Nettle, and then slowly strained produces an iconic purple-pink solution. When this potion is administered, it allows for a 5d6 vs HEA roll to cure any disease listed in the "Diseases" section. This HEA check may be increased by the rarity or severity of the disease in question.

For one potency dice, the HEA check to accept the potion is lowered by 1 die.

Ald-Betta Healing Elixir

Basic Check:	Healing:	Resist:	Duration:
3d6	4d6 healing	none	instant

Elixir. This sticky yet sweet elixir is made by combining Moonblossom extract with leaves from the Centralian Aether plant in a solution of warm honey. The creature that receives it is cured of any single status effect (Excluding Suspended in Time, Prone, Grappled, or Restrained) **or** is healed 4d6 DP.

For each additional potency dice increase the healing by 1d6.

Alchemist's Bomb

Basic Check:	Damage:	Resist:	Duration:
3d6	4d6 acid	4d6 HEA	Instant

Bombard. A small bottle filled with charged energy is produced through a mixture of liquids and powders. When the bottle is broken, each creature in a 5' radius makes a 4-die HEA to halve 4d6 acid damage. *Alchemist's Bomb* is designed to be used with a **special ingredient**, to modify the damage type.

For a potency dice, you can increase the size of the explosion by 5 feet. For a potency dice, you can increase the damage by 1d6.

Alkahest

Basic Check:	Damage:	Resist:	Duration:
3d6	none	none	instant

Bombard. Be very careful with your equipment when using this mixture. A combination of potash, fruit juice, and alcohol sprinkled in with the perfect amount of salt can create a solvent so powerful it is capable of dissolving most inorganic materials. A single vial can remove 1 cubic foot of inorganic material. If used on an armored foe, it can reduce their armor DV's by one until the armor is repaired. A to-touch attack is required to apply. However, this mixture cannot be used to do damage.

For one potency dice, increase the DV's removed by 1. Also, for one potency dice, you may dissolve another cubic foot of material.

Blade Oil

Basic Check:	Damage:	Resist:	Duration:
2d6	none	none	1 round

Oil. A blade oil is an enchanted liquid that is made from powdered charcoal, a drop of devil blood, mixed in a vial of lantern oil. Blade oil allows the coated piercing or edged weapon to be considered magical for the purposes of bypassing special resistances. The weapon also receives +1 to its natural roll.

For each potency dice, you can increase the natural roll by an additional +1. For two additional potency dice, the applied weapon ignores all DR.

Blue Vitriol

Basic Check:	Damage:	Resist:	Duration:
2d6	none	3d6 vs HEA*	instant

Bombard. This creation can be made from burning coal in a confined environment, mixing the smoke with steam, and combining the remaining droplets with copper. This can be used as an herbicide, killing all plants at their roots in a 5x5 foot area. Additional dice increase the area by up to a 5x5 foot area per dice. Magical or sentient plants may make a 3d6 vs HEA stat to instead take 4d6 blight damage.

Dragon's Wine

Basic Check:	Damage:	Resist:	Duration:
4d6	none	none	1 day

Elixir. This wine is an exceedingly hard to replicate elixir that tastes like a fine wine. It is made from the exotic berries of the *Dragonberry bush*, *Honey from the Dragon Bees*, mixed with wine at least a decade old, and left to ferment for some time. This elixir is one of the sweetest tasting wines known to craftsmen the world over. When drunk, it provides sustenance for 24 hours bypassing the need to eat or drink. Additionally, if drunk while poisoned, immediately remake the poison check at 2 dice less. This sustains any creature abilities such as Regeneration, Frequent Eating, and Fresh Meat.

Elixir of Life

Basic Check:	Damage:	Resist:	Duration:
5d6	none	none	1 hour

Elixir. This elixir comes from the city of Brunnholl on the far shores of Frosland. Originally made by the gods of another realm, its recipe has been recreated by craftsmen, albeit to a lesser extent. When drunk, the receiver increases their maximum DP by 3d6. This only stacks with other permanent max DP effects. (This is not considered healing)

For each additional 2 potency dice increase the DP by 1d6.

Elixir of the Cat's Eye

Basic Check:	Damage:	Resist:	Duration:
4d6	none	none	1 hour

Elixir. When consumed, you can see double the distance they would normally be able to see. You gain the *Distance Judgement*, and +1 *EXC PER*. This *EXC PER* cannot be stressed.

For each additional 2 dice potency, gain +1 rank of *Enhanced Vision*, *Enhanced Smell*, or *Enhanced Hearing*

Elixir of The Actor

Basic Check:	Damage:	Resist:	Duration:
3d6	none	none	1 hour

Commonly used among Actors right before they preform in large audiences or in front of nobles.

Elixir. When consumed, you make your next COM default check without penalty.

Elixir of the Scholar

Basic Check:	Damage:	Resist:	Duration:
4d6	none	none	1 hour

Commonly used among Nobility to give others the impression they are smart.

Elixir. When consumed, you make your next INT default check without penalty.

Elixir of Heating/Cooling

Basic Check:	Damage:	Resist:	Duration:
4d6	none	none	8 hours

When this potion is crafted, choose between heating or cooling

Elixir. When consumed, if heating was chosen, your body temperature rises to a level where cold environments do not affect you, and if you choose cooling, a similar effect occurs, but instead, temperature decreases, and hot environments do not affect you. These effects have no effect on damage unless it is from the environment.

Elixir of Resistance

Basic Check:	Damage:	Resist:	Duration:
2d6	none	none	1 minute

Elixir. When you produce this potion, choose a resistance from the following choices: Water / Acid / Cold / Earth / Fire / Lightning / Poison.

When ingested, gain 1 rank of the resistant type of the potion.

For two dice potency, you can increase the rank of resistance gained by 1, maxing out at 3 ranks.

For two dice potency, you may also choose a secondary choice for resistance.

Magia'senco Elixir

Basic Check:	Damage:	Resist:	Duration:
3d6	none	none	instant

Elixir. This softly glowing liquid is brewed from water of the elemental plane of water, crushed Aetherroot from the Aether plant of Centralia, and Crystalfruit crushed by a teresium pestle and mortar. Once created, each dose of this recipe will allow the imbiber to regain 3d6 units to EU, DU, or PU, chosen at the time of drinking. This recipe has diminishing returns, as each successive drink drains 2 points of PWR from the drinker. These points of PWR are restored 1 per rest period, and cannot be restored in other ways.

For every three potency dice, you increase the units regained by 1d6. For every three additional potency dice, the potion may be drunk again by an individual before encountering drawbacks.

Oil of Kontra'magio

Basic Check:	Damage:	Resist:	Duration:
3d6	none	none	4 rounds

Oil. This oil is an enchanted liquid with small particles of ground up Teresium mixed with clippings from a dragon's talons. This allows the coated piercing or edged weapon to be considered magical for the purposes of bypassing special resistances. It also drains 1 unit from a random pool of magic units the target of an attack has per hit.

For two potency dice of this potion to have the applied weapon ignore all ranks of resistance and DR. For one potency dice, increase the drained units by 1.

Philosopher's Stone

Basic Check:	Damage:	Resist:	Duration:
none	none	none	permanent

??? The creation of a philosopher's stone has been the grand work of alchemists throughout history, and there has only ever been one recorded worthwhile attempt at its creation. The process in which this mythic artifact is created requires the brutal and torturous massacre of an entire city's people, and the incorporation of their souls into a single mass – contained and trapped within a gemstone. The singular recorded attempt nearly succeeded in this effort, but was ultimately flawed and created The Caller in Darkness. This recipe is one of the reasons the Tarusian church has so-long hidden the art of Alchemy from the public.

Magicians' Bane

Basic Check:	Damage:	Resist:	Duration:
4d6	none	4d6 vs PWR	1 Minute

Oil. This special oil contains a potent magical drug that muddles the mind and makes activating magical abilities incredibly difficult. When applied to an edged or piercing weapon, the target of the next strike of the applied weapon must make the 4d6 vs PWR resist check or become unable to activate magical abilities for the next minute. Abilities that are already active can still be maintained. The resistance check may be attempted again at the end of each round.

Snakefang Oil

Basic Check:	Damage:	Resist:	Duration:
4d6	none	4d6 vs HEA	4 rounds

Oil. This oil is a favorite amongst assassins. When applied to an edged or piercing weapon, the target of this weapon must make a 4d6 vs HEA resistance check. If they fail, all damage dealt by the oiled weapon also reduces their maximum DP in addition to doing damage. This DP comes back after a standard rest period.

Salve of Slipperiness

Basic Check:	Damage:	Resist:	Duration:
2d6	none	3d6 vs AGI	1 hour

Made from banana peel extract, slug slime, and suspended in soapy water, this recipe has two possible uses.

Bombard. This slick, clear oil is extremely nonviscous, and is most commonly used as a bombard. A creature covered in this oil that moves more than 10' in a round must make a 3d6 vs AGI resist check to not fall prone. This oil is also extremely useful in making sure machinery runs smoothly. This oil can be removed by spending an action to wipe it off.

Ointment. Alternatively, the alchemist can attempt to make a more beneficial use of this potion with a basic 3d6 check. Doing so makes a gel that when applied grants 2/2/2 DV's (magic) to the one it is applied to. Each potency dice adds another 1/1/1 DV's.

Truth Serum

Basic Check:	Damage:	Resist:	Duration:
4d6	none	3d6 vs WIL	10 minutes

Elixir. A recipe very popular both with T'orites and criminals, creating truth serum is a difficult and time consuming process. Mixed with the crushed seeds of a particular flower, it goes through months of processing until its outer coating dissolves and the delicate oils are able to be harvested. When ingested or injected, one is unable to speak a deliberate lie. Additionally, any Psychology checks against such an individual are made with 2 dice off.

Veil-piercer

Basic Check:	Damage:	Resist:	Duration:
4d6	none	4d6 vs WIL	1 hour

Oil. This special oil, also called "Vualtrapikisto" is applied to a weapon. Any invisible, immaterial, or ethereal creatures struck by an oiled weapon must make the 4d6 vs WIL check or be outlined in blue light and are treated as if material for the next minute. Such creatures reattempt the resist check every minute.

Water Affinity

Basic Check:	Damage:	Resist:	Duration:
3d6	none	none	1 hour

Elixir. This special elixir, made from crushed pearl, silverfin scales, and merfolk grass, can be drunk to give bonuses in water. By drinking this potion, you gain the *Water Breathing* creature ability for the duration.

For each potency die, you gain +10' movement to your swimming speed.

Special Ingredients – Alchemy

There are certain special ingredients that can be added to existing alchemical recipes to give them additional effects. The following table lists a number of those ingredients, their effects, and their cost. Using a special ingredient does not increase the difficulty of the check to synthesize an alchemical recipe, and only one special ingredient can be used per recipe attempt. These ingredients must be found or purchased. On a failed skill check, the entire ingredient is lost. This is true for all special ingredients used during the alchemical process.

Ingredient	Cost (gold)	Effect
arctic ice	25	changes damage type to cold, adds 1d6 cold damage
daemon ash	100	allows each die assigned to damage to add 2 points per die
elek'anglio scales	25	changes damage to lightning, adds 1d6 lightning damage
fire fungus	25	changes damage type to fire, adds 1d6 fire damage
gryphon feathers	100	allows the alchemist to roll twice when creating an alchemical recipe, taking the lower result
obsidian beast essence	25	changes damage to earth, adds 1d6 earth damage
powdered yartz amygdala	50	the basic check to make recipes using this ingredient is reduced by 1 (minimum of 1d6)
unicorn horn	100	allows the recipe to bypass up to 3 ranks of relevant resist

Using Alchemy

Alchemical products have different use times in combat depending on their type.

- All standard potions, draughts, and **elixirs** can be ingested in a fifth, or administered to another willing/unconscious creature with a standard action.
- All standard **oils** can be applied to piercing or edged weapons using a fifth action, but Poisons skill may be used to reduce this time.
- All standard **ointments** or salves can be applied or ingested with a standard action.
- **Bombards** deal 1d4 damage on the direct hit and then explode with their effect. Only direct hit damage is multiplied on critical hit. Alternatively you may throw the bombard anywhere within LOS 60' only dealing explosion effects.

Some recipes may be used in foods or drinks, and potentially in trap creation or fletching of special arrows. The GM determines the viability of such an option

Within this alchemical guide, there have been many references to magical ingredients and plants. If you would like more information on these magical ingredients and plants, please reference the Tome of Osiris!

Purchasing Alchemy Products

The alchemical products listed here can also be purchased from vendors and crafters, by paying the total gold cost it takes to create the doses. When purchasing from actors or NPCs, only the basic recipe is available to purchase, unless otherwise specified by a GM.

With GM discretion, supplying the magical ingredients listed for an alchemical recipe will **halve** the cost needed to create or purchase the products. Supplying Special Ingredients will waive the cost of using that special ingredient.

If this exchange is performed between Player Characters, the crafter (character that is performing downtime to create the item with their skill) does not profit the entire Final Item Cost, as there are costs involved in material acquisition and logistical fees. Of the final amount, the crafter profits **10% of the Final Item Cost**. Alchemical products can also be sold dose by dose, which evenly split up the cost that it took to make them, although it is recommended to sell all doses from a single check at once to ease record keeping.