

DF-US Alchemical Solutions in 2024

The following is a list of potions you may encounter in the world of DF-US, or learn to make if you choose to take a class. You may also encounter other potions with other, more specialized descriptions which function as invitations to roleplay. We encourage you to engage with those as much as is fun for you, and lift the efforts and creativity of the alchemists who put them together.

The core of the alchemy system is the growing and harvesting of herbs and other powerful components, and making them into various potions, salves, and powders. Growing and harvesting herb components is covered in the Guild Skill courses on Herbalism , and making the compounds is covered in the Potions courses. One of these courses will count for a player's one Guild Skill per event, but players can also attend a separate Training that covers other, more dangerous compounds and offers opportunities to get deeper into related roleplay.

Potions 1

Healing Potion	1x Blue Athelas OR 1x Theriak Root	You may only drink this potion after your wounds have been treated by someone with the First Aid skill. Upon drinking, 1 lost Hit Point is restored.
Blindness Potion	1x Silk Grass 1x Lacespine	A character that drinks this potion becomes blind for at least 5 minutes. You may not attack while blind and may not cast spells on anyone but yourself. You should not close your eyes for safety purposes, but instead should look down directly at your feet.
Silence Potion	1x Silk Grass 1x Copperbud	The target may not speak or cast spells for at least 5 minutes after drinking this potion.
Antidote	1x Gallows Twine 1x Blue Athelas 1x Theriak Root OR 1x Gallows Twine 1x Arbosana	This potion immediately cures a single poison or alchemical substance that is currently affecting the target. If multiple effects are present, the target may choose which one is cured.

Potions 2

Truth Potion	1x Copperbud 1x Larier Thorn	The target must truthfully answer the next 3 questions that are asked of them within the next 5 minutes after drinking this potion. The target should accept this effect in good faith and give a simple, straightforward answer rather than mincing words around technicalities.
Vitality Potion	1x Blue Athelas 1x Arbosana	The target gains 1 maximum Hit Point after drinking this potion that lasts for 1 hour. You may only benefit from one Potion of Vitality at a time.
Sleep Potion	1x Silk Grass 1x Elfblood Lily	The target immediately moves to an area where it is safe to fall down, then falls asleep for at least 5 minutes. The target wakes up if they take direct Hit Point damage (not hit on their armor.) Shaking or otherwise attempting to rouse the sleeping character has no effect.
Friendship Potion	1x Theriak Root 1x Elfblood Lily	The target believes that the first person they see after drinking this potion is their best friend for at least 5 minutes. This does not give the user total control over the target, although the target may not attack them and will trust them implicitly. The effects of this potion end early if the user attacks the target.
Mechanic Oil	1x Lacespine 1x Arbosana	This substance strengthens the mechanisms of an in-game lock. After 1 minute of roleplay, you may increase the difficulty of the lock by tying two additional knots on the string. Each lock may only benefit from one Mechanical Oil at a time.

Potions 3

Restorative Potion	1x Blue Athelas 1x Theriak Root 1x Arbosana	This potion will restore 1 lost Hit Point with a 5 minute rest, with no requirement for additional healing RP. If more than one potion is consumed at a time, each potion consumed will require an additional 5 minute rest.
Meditation Potion	2x Elfblood Lily	After drinking this potion, your next spellcasting recovery time is cut in half. This may not reduce the recovery time caused by casting a ritual or creating a scroll. This effect only lasts until you have recovered from your most recent spell. A target without spellcasting skill will experience 5 minutes of intense focus on a single task, and rage if that focus is interrupted. Repeated use of this potion is dangerous. For each additional Potion of Meditation that you drink before you Rest, you take 1 point of damage directly to your Hit Points.
Armor Oil	1x Phoenix Wort 1x Duranite	This oil increases the maximum Armor Points of a suit of armor by 1, after being applied for at least 1 minute. This effect lasts until the next morning at dawn, when the oil wears off. Each suit of armor may only benefit from one Armor Oil at a time.

Training: Poisons

Poison (Prerequisite: Potions 1)	1x Gallows Twine 1x Copperbud	The target must act out severe agony or nausea for at least 10 seconds and may not fight, run or use any skills during that time. Afterwards, the target should act out being sick or in pain, can not run, and must walk and fight at half speed. If the poison is not cured within an hour, the target dies.
Mindthorn Poison (Prerequisite: Potions 2)	1x Larier Thorn 1x Copperbud 1x Gallows Twine	The target will experience five minutes of severe vertigo and disorientation, then appear to recover. If left untreated, over the next half hour they will experience increasingly erratic mood and vivid hallucinations (often including delusions of grandeur), then convulsions and death.
Balefire Poison (Prerequisite: Potions 3)	1x Phoenix Wort 1x Larier Thorn 1x Lacespine	When ingested, this poison causes a burning sensation in the throat and digestive tract, which quickly spreads. The recipient feels as if they are being consumed by fire from inside as the acids dissolve their organs. Death follows after approximately 5 minutes of agony and raging fever. The body remains hot to the touch after death.
Blade Poison (Prerequisite: Potions 3)	1x Lacespine 1x Gallows Twine	This poison is applied to a bladed melee weapon over the course of at least 1 minute. When using this effect, you must call out the words "Poison" while attacking with the weapon. If the weapon causes direct Hit Point damage, the target must act out severe agony or nausea for at least 10 seconds and may not fight, run or use any skills during that time. Afterwards, the target should act out being sick or in pain, may not run, and must fight slowly. If the poison is not cured within an hour, the target dies.

Training: Explosives

Blasting Powder (Prerequisite: Potions 2)	1x Phoenix Wort 1x Azoth 1x Saltpeter	When ignited, it produces a concussive blast that causes damage to structures, and can cause people nearby to lose their balance or stagger back. Used in the making of Explosive Barrels, which must be represented by a prop at least 2 feet high, and can be detonated by anyone. To attack a gate, the barrel must be placed along the palisade wall next to the gate, but not in its footpath. These take a minute to set, and must be "lit" by some method. Each Explosive Barrel reduces a gate's Defense timer by 5 minutes, to no less than 5. A maximum of 15 minutes per siege can be earned this way.
Alchemical Fire (Prerequisite: Potions 3)	1x Phoenix Wort 1x Silk Grass 1x Azoth 1x Saltpeter	This sticky paste, when applied, will burst into flame after being exposed to the air for several minutes. Leaving Alchemical Fire in a Sabotage area will cause the affected space to erupt in flames for 5 minutes, until the substance burns itself out. Players will need to spend at least 15 minutes of roleplay cleaning up the mess and repairing the damage. Other combustible items in the area may catch fire, and <i>at least one item</i> (of the recipient's choice) will not be salvageable.

Experimental Alchemy

If the effect you want to accomplish is not outlined in this book, don't panic! The Guild of Alchemical Arts encourages experimentation, and submission of original work to the Guild Archive is essential for advancement and achievement.