

# INSTRUCTIONS



## (Continued from front)

Some alchemical items follow additional rules. All page numbers refer to the *Core Rulebook*.

Alchemical **bombs** are a kind of thrown martial weapon that are Activated when thrown as a Strike. Alchemical bombs are detailed on page 544.

**Elixirs** are drunk to convey a variety of effects, so they are usually Activated when you Interact to drink it yourself or feed it to a nearby creature.

**Mutagens** are elixirs that can reshape the body to provide benefits, but also have drawbacks. Elixirs are detailed on page 546.

**Poisons** can impose any number of negative effects on those unlucky enough to be exposed to them. Poisons are typically applied to weapons, scattered in the air, or introduced into food or drink. Poisons are described on page 550.

Lastly, **alchemical tools** use reagents and chemicals to produce a wide variety of unique effects. See each alchemical tool for its method of Activation and its effects.



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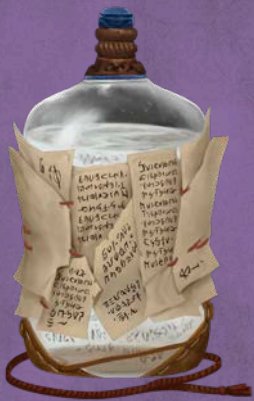
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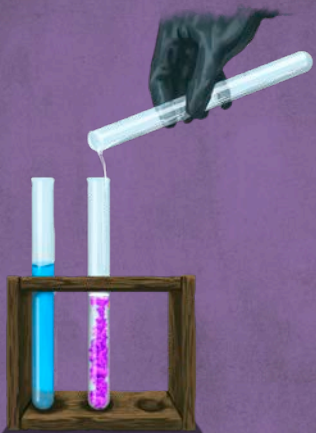


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