

INSTRUCTIONS



The *Pathfinder Alchemy Deck* includes cards for each alchemical item from the *Pathfinder Core Rulebook* and the *Pathfinder Advanced Player's Guide*. Multiple cards are provided for some common alchemical items, such as acid flasks or elixirs of life, since those items appear frequently during play and might get shared among a band of adventurers.

Each kind of alchemical wonder is Activated in different ways. Bombs are flung, elixirs are drunk, and other concoctions might each have their own method of use. The full rules for alchemical items begin on page 543 of the *Core Rulebook*.

(Continued on back)



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INFUSED REAGENTS

You infuse reagents with your own alchemical essence, allowing you to create alchemical items at no cost. Each day during your daily preparations, you gain a number of batches of infused reagents equal to your level + your Intelligence modifier. You can use these reagents for either advanced alchemy or Quick Alchemy as described on page 72 of the *Core Rulebook*. Together, these infused reagents have light Bulk.

As soon as you make your next daily preparations, your infused reagents from the previous day's preparations are instantly destroyed, and nonpermanent effects of your previous day's infused items immediately end. While infused reagents are physical objects, they can't be duplicated, preserved, or created in any way other than your daily preparations. Any such artificial reagents lack the infusion and are useless for advanced alchemy or Quick Alchemy.



ACID FLASK

ITEM 1+

ACID

ALCHEMICAL

BOMB

CONSUMABLE

SPLASH

Usage held in 1 hand; **Bulk** L

Activate ◆ Strike

This flask filled with corrosive acid deals 1 acid damage, the listed persistent acid damage, and the listed acid splash damage. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

It deals 1d6 persistent acid damage and 1 acid splash damage.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 persistent acid damage and 2 acid splash damage.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 persistent acid damage and 3 acid splash damage.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 persistent acid damage and 4 acid splash damage.

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Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 persistent acid damage and 4 acid splash damage.



ALCHEMIST'S FIRE

ITEM 1+

ALCHEMICAL

BOMB

CONSUMABLE

FIRE

SPLASH

Usage held in 1 hand; **Bulk** L

Activate  Strike

Alchemist's fire is a combination of volatile liquids that ignite when exposed to air. Alchemist's fire deals the listed fire damage, persistent fire damage, and splash damage. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d8 fire damage, 2 persistent fire damage, and 2 fire splash damage.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d8 fire damage, 3 persistent fire damage, and 3 fire splash damage.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d8 fire damage, 4 persistent fire damage, and 4 fire splash damage.



ALCHEMIST'S FIRE

ITEM 1+

ALCHEMICAL

BOMB

CONSUMABLE

FIRE

SPLASH

Usage held in 1 hand; **Bulk** L

Activate ◆ Strike

Alchemist's fire is a combination of volatile liquids that ignite when exposed to air. Alchemist's fire deals the listed fire damage, persistent fire damage, and splash damage. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d8 fire damage, 2 persistent fire damage, and 2 fire splash damage.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d8 fire damage, 3 persistent fire damage, and 3 fire splash damage.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d8 fire damage, 4 persistent fire damage, and 4 fire splash damage.



ALCHEMIST'S FIRE

ITEM 1+

ALCHEMICAL

BOMB

CONSUMABLE

FIRE

SPLASH

Usage held in 1 hand; **Bulk** L

Activate ◆ Strike

Alchemist's fire is a combination of volatile liquids that ignite when exposed to air. Alchemist's fire deals the listed fire damage, persistent fire damage, and splash damage. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d8 fire damage, 2 persistent fire damage, and 2 fire splash damage.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d8 fire damage, 3 persistent fire damage, and 3 fire splash damage.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d8 fire damage, 4 persistent fire damage, and 4 fire splash damage.



ALCHEMIST'S FIRE

ITEM 1+

ALCHEMICAL

BOMB

CONSUMABLE

FIRE

SPLASH

Usage held in 1 hand; **Bulk** L

Activate ◆ Strike

Alchemist's fire is a combination of volatile liquids that ignite when exposed to air. Alchemist's fire deals the listed fire damage, persistent fire damage, and splash damage. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d8 fire damage, 2 persistent fire damage, and 2 fire splash damage.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d8 fire damage, 3 persistent fire damage, and 3 fire splash damage.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d8 fire damage, 4 persistent fire damage, and 4 fire splash damage.



BLIGHT BOMB

ITEM 1+

ALCHEMICAL BOMB CONSUMABLE POISON SPLASH

Usage held in 1 hand; **Bulk** L

Activate  Strike

Blight bombs contain volatile toxic chemicals that rot flesh. A blight bomb deals the listed poison damage, persistent poison damage, and splash damage. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d6 poison damage, 1d4 persistent poison damage, and 1 poison splash damage.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 poison damage, 2d4 persistent poison damage, and 2 poison splash damage.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 poison damage, 3d4 persistent poison damage, and 3 poison splash damage.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 poison damage, 4d4 persistent poison damage, and 4 poison splash damage.



BOTTLED LIGHTNING

ITEM 1+

ALCHEMICAL BOMB CONSUMABLE ELECTRICITY SPLASH

Usage held in 1 hand; **Bulk** L

Activate ⚡ Strike

Bottled lightning is packed with volatile reagents that create a blast of electricity when they are exposed to air. Bottled lightning deals the listed electricity damage and electricity splash damage. On a hit, the target becomes flat-footed until the start of your next turn. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

It deals 1d6 electricity damage and 1 electricity splash damage.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 electricity damage and 2 electricity splash damage.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 electricity damage and 3 electricity splash damage.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 electricity damage and 4 electricity splash damage.



BOTTLED LIGHTNING

ITEM 1+

ALCHEMICAL BOMB CONSUMABLE ELECTRICITY SPLASH

Usage held in 1 hand; **Bulk** L

Activate ⚡ Strike

Bottled lightning is packed with volatile reagents that create a blast of electricity when they are exposed to air. Bottled lightning deals the listed electricity damage and electricity splash damage. On a hit, the target becomes flat-footed until the start of your next turn. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

It deals 1d6 electricity damage and 1 electricity splash damage.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 electricity damage and 2 electricity splash damage.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 electricity damage and 3 electricity splash damage.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 electricity damage and 4 electricity splash damage.



BOTTLED LIGHTNING

ITEM 1+

ALCHEMICAL BOMB CONSUMABLE ELECTRICITY SPLASH

Usage held in 1 hand; **Bulk** L

Activate ⚡ Strike

Bottled lightning is packed with volatile reagents that create a blast of electricity when they are exposed to air. Bottled lightning deals the listed electricity damage and electricity splash damage. On a hit, the target becomes flat-footed until the start of your next turn. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

It deals 1d6 electricity damage and 1 electricity splash damage.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 electricity damage and 2 electricity splash damage.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 electricity damage and 3 electricity splash damage.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 electricity damage and 4 electricity splash damage.



CRYSTAL SHARDS

ITEM 4+

ALCHEMICAL | BOMB | CONSUMABLE | EARTH | SPLASH

Usage held in 1 hand; **Bulk** L

Activate ◆ Strike

This flask holds a pressurized gas flecked with bits of sublimated crystal. You gain the listed item bonus to attack rolls. When the bomb explodes, it deals the listed piercing damage and piercing splash damage as the mixture suddenly turns into flying shards.

Surfaces in the splash area grow brittle crystals that crumble after 1 minute. Crystals on level surfaces are caltrops (*Core Rulebook* 287); those on vertical surfaces become handholds, granting the listed item bonus to the next Athletics check to Climb each space. Crystals in each space crumble after the creature leaves.

Type moderate; **Level** 4; **Price** 16 gp

The item bonus is +1. The bomb deals 2d4 piercing damage and 4 piercing splash damage.

Type greater; **Level** 12; **Price** 350 gp

The item bonus is +2. The bomb deals 3d4 piercing damage and 5 piercing splash damage.

Type major; **Level** 18; **Price** 4,000 gp

The item bonus is +3. The bomb deals 4d4 piercing damage and 6 piercing splash damage.



DREAD AMPOULE

ITEM 1+

ALCHEMICAL BOMB CONSUMABLE EMOTION FEAR MENTAL POISON SPLASH

Usage held in 1 hand; **Bulk** L

Activate ◆ Strike

This flask is filled with a murky purple gas that briefly interferes with normal brain activity. A dread ampoule deals the listed mental damage and mental splash damage. On a hit, the target becomes frightened 1, or frightened 2 on a critical hit. Many types also grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d6 mental damage and 1 mental splash damage.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 mental damage and 2 mental splash damage.

Type greater; **Level** 11; **Price** 300 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 mental damage and 3 mental splash damage.

Type major; **Level** 17; **Price** 3,000 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 mental damage and 4 mental splash damage.



FROST VIAL

ITEM 1+

ALCHEMICAL

BOMB

COLD

CONSUMABLE

SPLASH

Usage held in 1 hand; **Bulk** L

Activate ◆ Strike

The liquid reagents in this vial rapidly absorb heat when exposed to air. A frost vial deals the listed cold damage and cold splash damage. On a hit, the target takes a status penalty to its Speeds until the end of its next turn. Many types of frost vial also grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d6 cold damage and 1 cold splash damage, and the target takes a -5-foot penalty.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls, the bomb deals 2d6 cold damage and 2 cold splash damage, and the target takes a -10-foot penalty.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls, the bomb deals 3d6 cold damage and 3 cold splash damage, and the target takes a -10-foot penalty.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls, the bomb deals 4d6 cold damage and 4 cold splash damage, and the target takes a -15-foot penalty.



FROST VIAL

ITEM 1+

ALCHEMICAL

BOMB

COLD

CONSUMABLE

SPLASH

Usage held in 1 hand; **Bulk** L

Activate ◆ Strike

The liquid reagents in this vial rapidly absorb heat when exposed to air. A frost vial deals the listed cold damage and cold splash damage. On a hit, the target takes a status penalty to its Speeds until the end of its next turn. Many types of frost vial also grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d6 cold damage and 1 cold splash damage, and the target takes a -5-foot penalty.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls, the bomb deals 2d6 cold damage and 2 cold splash damage, and the target takes a -10-foot penalty.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls, the bomb deals 3d6 cold damage and 3 cold splash damage, and the target takes a -10-foot penalty.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls, the bomb deals 4d6 cold damage and 4 cold splash damage, and the target takes a -15-foot penalty.



FROST VIAL

ITEM 1+

ALCHEMICAL

BOMB

COLD

CONSUMABLE

SPLASH

Usage held in 1 hand; **Bulk** L

Activate  Strike

The liquid reagents in this vial rapidly absorb heat when exposed to air. A frost vial deals the listed cold damage and cold splash damage. On a hit, the target takes a status penalty to its Speeds until the end of its next turn. Many types of frost vial also grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d6 cold damage and 1 cold splash damage, and the target takes a -5-foot penalty.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls, the bomb deals 2d6 cold damage and 2 cold splash damage, and the target takes a -10-foot penalty.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls, the bomb deals 3d6 cold damage and 3 cold splash damage, and the target takes a -10-foot penalty.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls, the bomb deals 4d6 cold damage and 4 cold splash damage, and the target takes a -15-foot penalty.



GHOST CHARGE

ITEM 1+

ALCHEMICAL BOMB CONSUMABLE POSITIVE SPLASH

Usage held in 1 hand; **Bulk** L

Activate ⬠ Strike

This metal canister contains salts that disperse nearby undead. It deals the listed positive damage and splash damage, though as usual for positive damage, this damage harms only undead and creatures with negative healing. Ghost charges can damage incorporeal undead. A primary target that takes damage from a ghost charge becomes enfeebled until the start of your next turn. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

1d8 positive damage, 1 positive splash damage, and the target is enfeebled 1.

Type moderate; **Level** 3; **Price** 10 gp

2d8 positive damage, 2 positive splash damage, enfeebled 1. You gain a +1 item bonus to attack rolls.

Type greater; **Level** 11; **Price** 250 gp

3d8 positive damage, 3 positive splash damage, enfeebled 2. You gain a +2 item bonus to attack rolls.

Type major; **Level** 17; **Price** 2,500 gp

4d8 positive damage, 4 positive splash damage, enfeebled 2.



TANGLEFOOT BAG

ITEM 1+

ALCHEMICAL BOMB CONSUMABLE

Usage held in 1 hand; **Bulk** L

Activate ➤ Strike

When you hit a creature with a tanglefoot bag, it takes a status penalty to its Speeds for 1 minute. On a critical hit, a creature touching a solid surface becomes stuck and immobilized for 1 round, and a creature flying via wings falls safely to the ground and can't Fly for 1 round. Tanglefoot bags aren't effective in water. Many types also grant an item bonus on attack rolls.

The target can end any effects by Escaping or spending a total of 3 Interact actions to remove the bag. These actions don't have to be consecutive, and other creatures can Interact as well.

Type lesser; **Level** 1; **Price** 3 gp

A -10-foot penalty, Escape DC 17.

Type moderate; **Level** 3; **Price** 10 gp

-15-foot penalty, Escape DC 19, +1 item bonus to attack.

Type greater; **Level** 11; **Price** 250 gp

-15-foot penalty, Escape DC 28, +2 item bonus to attack.

Type major; **Level** 17; **Price** 2,500 gp

-20-foot penalty, Escape DC 37, +3 item bonus to attack.



TANGLEFOOT BAG

ITEM 1+

ALCHEMICAL BOMB CONSUMABLE

Usage held in 1 hand; **Bulk** L

Activate ⬥ Strike

When you hit a creature with a tanglefoot bag, it takes a status penalty to its Speeds for 1 minute. On a critical hit, a creature touching a solid surface becomes stuck and immobilized for 1 round, and a creature flying via wings falls safely to the ground and can't Fly for 1 round. Tanglefoot bags aren't effective in water. Many types also grant an item bonus on attack rolls.

The target can end any effects by Escaping or spending a total of 3 Interact actions to remove the bag. These actions don't have to be consecutive, and other creatures can Interact as well.

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A -10-foot penalty, Escape DC 17.

Type moderate; **Level** 3; **Price** 10 gp

-15-foot penalty, Escape DC 19, +1 item bonus to attack.

Type greater; **Level** 11; **Price** 250 gp

-15-foot penalty, Escape DC 28, +2 item bonus to attack.

Type major; **Level** 17; **Price** 2,500 gp

-20-foot penalty, Escape DC 37, +3 item bonus to attack.



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ALCHEMICAL BOMB CONSUMABLE

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Activate ⬥ Strike

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Type greater; **Level** 11; **Price** 250 gp

-15-foot penalty, Escape DC 28, +2 item bonus to attack.

Type major; **Level** 17; **Price** 2,500 gp

-20-foot penalty, Escape DC 37, +3 item bonus to attack.



THUNDERSTONE

ITEM 1+

ALCHEMICAL

BOMB

CONSUMABLE

SONIC

SPLASH

Usage held in 1 hand; **Bulk** L

Activate ◆ Strike

When this stone hits a creature or a hard surface, it explodes with a deafening bang. A thunderstone deals the listed sonic damage and sonic splash damage, and each creature within 10 feet of the space in which the stone exploded must succeed at a Fortitude saving throw with the listed DC or be deafened until the end of its next turn. Many types of thunderstone grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d4 sonic damage and 1 sonic splash damage, and the DC is 17.

Type moderate; **Level** 3; **Price** 10 gp

2d4 sonic damage, 2 sonic splash damage, and the DC is 20. You gain a +1 item bonus to attack rolls.

Type greater; **Level** 11; **Price** 250 gp

3d4 sonic damage, 3 sonic splash damage, and the DC is 28. You gain a +2 item bonus to attack rolls.

Type major; **Level** 17; **Price** 2,500 gp

4d4 sonic damage, 4 sonic splash damage, and the DC is 36. You gain a +3 item bonus to attack rolls.



THUNDERSTONE

ITEM 1+

ALCHEMICAL

BOMB

CONSUMABLE

SONIC

SPLASH

Usage held in 1 hand; **Bulk** L

Activate ◆ Strike

When this stone hits a creature or a hard surface, it explodes with a deafening bang. A thunderstone deals the listed sonic damage and sonic splash damage, and each creature within 10 feet of the space in which the stone exploded must succeed at a Fortitude saving throw with the listed DC or be deafened until the end of its next turn. Many types of thunderstone grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d4 sonic damage and 1 sonic splash damage, and the DC is 17.

Type moderate; **Level** 3; **Price** 10 gp

2d4 sonic damage, 2 sonic splash damage, and the DC is 20. You gain a +1 item bonus to attack rolls.

Type greater; **Level** 11; **Price** 250 gp

3d4 sonic damage, 3 sonic splash damage, and the DC is 28. You gain a +2 item bonus to attack rolls.

Type major; **Level** 17; **Price** 2,500 gp

4d4 sonic damage, 4 sonic splash damage, and the DC is 36. You gain a +3 item bonus to attack rolls.



THUNDERSTONE

ITEM 1+

ALCHEMICAL

BOMB

CONSUMABLE

SONIC

SPLASH

Usage held in 1 hand; **Bulk** L

Activate ◆ Strike

When this stone hits a creature or a hard surface, it explodes with a deafening bang. A thunderstone deals the listed sonic damage and sonic splash damage, and each creature within 10 feet of the space in which the stone exploded must succeed at a Fortitude saving throw with the listed DC or be deafened until the end of its next turn. Many types of thunderstone grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d4 sonic damage and 1 sonic splash damage, and the DC is 17.

Type moderate; **Level** 3; **Price** 10 gp

2d4 sonic damage, 2 sonic splash damage, and the DC is 20. You gain a +1 item bonus to attack rolls.

Type greater; **Level** 11; **Price** 250 gp

3d4 sonic damage, 3 sonic splash damage, and the DC is 28. You gain a +2 item bonus to attack rolls.

Type major; **Level** 17; **Price** 2,500 gp

4d4 sonic damage, 4 sonic splash damage, and the DC is 36. You gain a +3 item bonus to attack rolls.



ANTIDOTE

ITEM 1+

ALCHEMICAL

CONSUMABLE

ELIXIR

HEALING

Usage held in 1 hand; **Bulk** L

Activate  Interact

An antidote protects you against toxins. Upon drinking an antidote, you gain an item bonus to Fortitude saving throws against poisons for 6 hours.

Type lesser; **Level** 1; **Price** 3 gp

You gain a +2 item bonus.

Type moderate; **Level** 6; **Price** 35 gp

You gain a +3 item bonus.

Type greater; **Level** 10; **Price** 160 gp

You gain a +4 item bonus.

Type major; **Level** 14; **Price** 675 gp

You gain a +4 item bonus, and when you drink the antidote, you can immediately attempt a save against one poison of 14th level or lower affecting you. If you succeed, the poison is neutralized.



ANTIDOTE

ITEM 1+

ALCHEMICAL

CONSUMABLE

ELIXIR

HEALING

Usage held in 1 hand; **Bulk** L

Activate  Interact

An antidote protects you against toxins. Upon drinking an antidote, you gain an item bonus to Fortitude saving throws against poisons for 6 hours.

Type lesser; **Level** 1; **Price** 3 gp

You gain a +2 item bonus.

Type moderate; **Level** 6; **Price** 35 gp

You gain a +3 item bonus.

Type greater; **Level** 10; **Price** 160 gp

You gain a +4 item bonus.

Type major; **Level** 14; **Price** 675 gp

You gain a +4 item bonus, and when you drink the antidote, you can immediately attempt a save against one poison of 14th level or lower affecting you. If you succeed, the poison is neutralized.



ANTIDOTE

ITEM 1+

ALCHEMICAL

CONSUMABLE

ELIXIR

HEALING

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You gain a +2 item bonus.

Type moderate; **Level** 6; **Price** 35 gp

You gain a +3 item bonus.

Type greater; **Level** 10; **Price** 160 gp

You gain a +4 item bonus.

Type major; **Level** 14; **Price** 675 gp

You gain a +4 item bonus, and when you drink the antidote, you can immediately attempt a save against one poison of 14th level or lower affecting you. If you succeed, the poison is neutralized.



ANTIPLAGUE

ITEM 1+

ALCHEMICAL

CONSUMABLE

ELIXIR

HEALING

Usage held in 1 hand; **Bulk** L

Activate  Interact

Antiplague can fortify the body's defenses against diseases. Upon drinking an antiplague, you gain an item bonus to Fortitude saving throws against diseases for 24 hours; this applies to your daily save against a disease's progression.

Type lesser; **Level** 1; **Price** 3 gp

You gain a +2 item bonus.

Type moderate; **Level** 6; **Price** 35 gp

You gain a +3 item bonus.

Type greater; **Level** 10; **Price** 160 gp

You gain a +4 item bonus.

Type major; **Level** 14; **Price** 675 gp

You gain a +4 item bonus, and when you drink the antiplague, you can immediately attempt a saving throw against one disease of 14th level or lower affecting you. If you succeed, you are cured of the disease.



ANTIPLAGUE

ITEM 1+

ALCHEMICAL

CONSUMABLE

ELIXIR

HEALING

Usage held in 1 hand; **Bulk** L

Activate  Interact

Antiplague can fortify the body's defenses against diseases. Upon drinking an antiplague, you gain an item bonus to Fortitude saving throws against diseases for 24 hours; this applies to your daily save against a disease's progression.

Type lesser; **Level** 1; **Price** 3 gp

You gain a +2 item bonus.

Type moderate; **Level** 6; **Price** 35 gp

You gain a +3 item bonus.

Type greater; **Level** 10; **Price** 160 gp

You gain a +4 item bonus.

Type major; **Level** 14; **Price** 675 gp

You gain a +4 item bonus, and when you drink the antiplague, you can immediately attempt a saving throw against one disease of 14th level or lower affecting you. If you succeed, you are cured of the disease.



BESTIAL MUTAGEN

ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

Your features transform into something bestial and you take on muscle mass, but your lumbering form is clumsy.

Benefit You gain an item bonus to Athletics checks and unarmed attack rolls. You gain a claw unarmed attack with the agile trait and a jaws unarmed attack.

Drawback You take a -1 penalty to AC and a -2 penalty to Reflex saves.

Type lesser; **Level** 1; **Price** 4 gp

You gain a +1 item bonus, your claw deals 1d4 slashing damage, your jaws deal 1d6 piercing damage, and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp

You gain a +2 item bonus, your claw deals 1d6 slashing damage, your jaws deal 1d8 piercing damage, and the duration is 10 minutes.

(Continued on next card)



BESTIAL MUTAGEN

ITEM 1+

ALCHEMICAL | CONSUMABLE | ELIXIR | MUTAGEN | POLYMORPH

(Continued from previous card)

Type greater; **Level** 11; **Price** 300 gp

You gain a +3 item bonus, your claw deals 1d8 slashing damage, your jaws deal damage, and the duration is 1 hour.

Type major; **Level** 17; **Price** 3,000 gp

You gain a +4 item bonus, your claw deals 1d8 slashing damage, your jaws deal 1d10 piercing damage, and the duration is 1 hour. You gain weapon specialization with the claws and jaws, or greater weapon specialization, if you already have weapon specialization with these unarmed attacks.



BOMBER'S EYE ELIXIR

ITEM 4+

ALCHEMICAL

CONSUMABLE

ELIXIR

Usage held in 1 hand; **Bulk** L

Activate  Interact

This tincture lets you pinpoint your foes. For the next 5 minutes, your alchemical bomb Strikes reduce the circumstance bonus to AC your targets gain from cover.

Type lesser; **Level** 4; **Price** 14 gp

Reduce your targets' circumstance bonus by 1.

Type greater; **Level** 14; **Price** 700 gp

Reduce your targets' circumstance bonus by 2.

BRAVO'S BREW

ITEM 2+

ALCHEMICAL

CONSUMABLE

ELIXIR

MENTAL

Usage held in 1 hand; **Bulk** L

Activate  Interact

This flask of foaming beer grants courage. For the next hour after drinking this elixir, you gain an item bonus to Will saves, which is greater when attempting Will saves against fear.

Type lesser; **Level** 2; **Price** 7 gp

The bonus on Will saves is +1, or +2 against fear.

Type moderate; **Level** 10; **Price** 150 gp

The bonus on Will saves is +2, or +3 against fear.

Type greater; **Level** 15; **Price** 700 gp

The bonus on Will saves is +3, or +4 against fear. If you roll a success on a save against fear, you get a critical success instead.



CAT'S EYE ELIXIR

ITEM 2

ALCHEMICAL

CONSUMABLE

ELIXIR

Price 7 gp

Usage held in 1 hand; **Bulk** L

Activate  Interact

After you consume this elixir, your vision sharpens and you become sensitive to even the most minute movements. For the next minute, you reduce the flat check to target hidden creatures to 5, and you don't need to attempt a flat check to target concealed creatures. These benefits apply only against creatures within 30 feet of you.

CHEETAH'S ELIXIR

ITEM 1+

ALCHEMICAL | CONSUMABLE | ELIXIR

Usage held in 1 hand; **Bulk** L

Activate  Interact

Enzymatic compounds in this elixir strengthen and excite the muscles in your legs. You gain a status bonus to your Speed for the listed duration.

Type lesser; **Level** 1; **Price** 3 gp

The bonus is +5 feet, and the duration is 1 minute.

Type moderate; **Level** 5; **Price** 25 gp

The bonus is +10 feet, and the duration is 10 minutes.

Type greater; **Level** 9; **Price** 110 gp

The bonus is +10 feet, and the duration is 1 hour.



COGNITIVE MUTAGEN

ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ➤ Interact

Your mind becomes clear and cognition flows freely, but physical matters seem ephemeral.

Benefit You gain an item bonus to Arcana, Crafting, Lore, Occultism, and Society checks and all checks to Recall Knowledge. Your critical failures on Recall Knowledge checks become failures instead.

Drawback You take a -2 penalty to weapon and unarmed attack rolls, Athletics checks, and Acrobatics checks. You can carry 2 less Bulk than normal before becoming encumbered, and the maximum Bulk you can carry is reduced by 4.

Type lesser; **Level** 1; **Price** 4 gp

The bonus is +1, and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp

The bonus is +2, and the duration is 10 minutes.

Type greater; **Level** 11; **Price** 300 gp

The bonus is +3, and the duration is 1 hour. You become trained in one Int-based skill, chosen at creation.

Type major; **Level** 17; **Price** 3,000 gp

The bonus is +4, and the duration is 1 hour. You become trained in one skill, chosen at creation.



COMPREHENSION ELIXIR

ITEM 2+

ALCHEMICAL

CONSUMABLE

ELIXIR

MENTAL

Usage held in 1 hand; **Bulk** L

Activate  Interact

This bitter draft opens your mind to the potential of the written word. For the listed duration after drinking this elixir, you can understand any words you read, so long as they are written in a common language. This elixir doesn't automatically allow you to understand codes or extremely esoteric passages—you still need to attempt a skill check to Decipher Writing.

Type lesser; **Level** 2; **Price** 7 gp

The duration is 1 minute.

Type greater; **Level** 7; **Price** 54 gp

The duration is 10 minutes.



DARKVISION ELIXIR

ITEM 2+

ALCHEMICAL

CONSUMABLE

ELIXIR

Usage held in 1 hand; **Bulk** L

Activate  Interact

After you drink this elixir, your sight becomes sharper in darkness. You gain darkvision for the listed duration.

Type lesser; **Level** 2; **Price** 6 gp

The duration is 10 minutes.

Type moderate; **Level** 4; **Price** 11 gp

The duration is 1 hour.

Type greater; **Level** 8; **Price** 90 gp

The duration is 24 hours.

DRAKEHEART MUTAGEN

ITEM 1+


ALCHEMICAL CONSUMABLE ELIXIR MUTAGHEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate  Interact

Your skin grows tough scales like a drake, your eyesight become sharp and your pupils slitted, and your limbs grow wiry and quick, but your mind and reflexes become slow.

Benefit You gain the listed bonus to AC, a Dexterity cap of +2 (as usual, use your lowest Dexterity cap if you have more than one), and an item bonus to Perception checks. If you're wearing armor, you still calculate your proficiency bonus to AC based on your proficiency in the armor you're wearing, even if the drakeheart mutagen has a higher item bonus. You also gain the Final Surge action.

Final Surge  You Stride twice. The drakeheart mutagen's duration ends.

Drawback You take a -1 penalty to Will saves, Reflex saves, and all skill checks to Recall Knowledge.

Type lesser; **Level** 1; **Price** 4 gp

The item bonus to AC is +4, the item bonus to Perception is +1, and the duration is 1 minute or until you use Final Surge, whichever comes first.

(Continued on next card)



DRAKEHEART MUTAGEN

ITEM 1+

ALCHEMICAL | CONSUMABLE | ELIXIR | MUTAGHEN | POLYMORPH

(Continued from previous card)

Type moderate; **Level** 3; **Price** 12 gp

The item bonus to AC is +5, the item bonus to Perception is +2, and the duration is 10 minutes or until you use Final Surge, whichever comes first.

Type greater; **Level** 11; **Price** 300 gp

The item bonus to AC is +6, the item bonus to Perception is +3, and the duration is 1 hour or until you use Final Surge, whichever comes first.

Type major; **Level** 17; **Price** 3,000 gp

The item bonus to AC is +7, the item bonus to Perception is +4, and the duration is 1 hour or until you use Final Surge, whichever comes first.



EAGLE-EYE ELIXIR

ITEM 1+

ALCHEMICAL | CONSUMABLE | ELIXIR

Usage held in 1 hand; **Bulk** L

Activate  Interact

After you drink this elixir, you notice subtle visual details. For the next hour, you gain an item bonus to Perception checks that is greater when attempting to find secret doors and traps.

Type lesser; **Level** 1; **Price** 4 gp

The bonus is +1, or +2 to find secret doors and traps.

Type moderate; **Level** 5; **Price** 27 gp

The bonus is +2, or +3 to find secret doors and traps.

Type greater; **Level** 10; **Price** 200 gp

The bonus is +3, or +4 to find secret doors and traps.

Type major; **Level** 16; **Price** 2,000 gp

The bonus is +3, or +4 to find secret doors and traps. Each time you pass within 10 feet of a secret door or trap, the GM automatically rolls a secret check for you to find it.



ELIXIR OF LIFE

ITEM 1+

ALCHEMICAL | CONSUMABLE | ELIXIR | HEALING

Usage held in 1 hand; **Bulk** L

Activate  Interact

Upon drinking this elixir, you regain the listed number of Hit Points and gain an item bonus to saving throws against diseases and poisons for 10 minutes.

Type minor; **Level** 1; **Price** 3 gp

The elixir restores 1d6 Hit Points, and the bonus is +1.

Type lesser; **Level** 5; **Price** 30 gp

The elixir restores 3d6+6 Hit Points and the bonus is +1.

Type moderate; **Level** 9; **Price** 150 gp

The elixir restores 5d6+12 Hit Points, and the bonus is +2.

Type greater; **Level** 13; **Price** 600 gp

The elixir restores 7d6+18 Hit Points, and the bonus is +2.

Type major; **Level** 15; **Price** 1,300 gp

The elixir restores 8d6+21 Hit Points, and the bonus is +3.

Type true; **Level** 19; **Price** 8,000 gp

The elixir restores 10d6+27 Hit Points, and the bonus is +4.



ELIXIR OF LIFE

ITEM 1+

ALCHEMICAL | CONSUMABLE | ELIXIR | HEALING

Usage held in 1 hand; **Bulk** L

Activate  Interact

Upon drinking this elixir, you regain the listed number of Hit Points and gain an item bonus to saving throws against diseases and poisons for 10 minutes.

Type minor; **Level** 1; **Price** 3 gp

The elixir restores 1d6 Hit Points, and the bonus is +1.

Type lesser; **Level** 5; **Price** 30 gp

The elixir restores 3d6+6 Hit Points and the bonus is +1.

Type moderate; **Level** 9; **Price** 150 gp

The elixir restores 5d6+12 Hit Points, and the bonus is +2.

Type greater; **Level** 13; **Price** 600 gp

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ELIXIR OF LIFE

ITEM 1+

ALCHEMICAL | CONSUMABLE | ELIXIR | HEALING

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Upon drinking this elixir, you regain the listed number of Hit Points and gain an item bonus to saving throws against diseases and poisons for 10 minutes.

Type minor; **Level** 1; **Price** 3 gp

The elixir restores 1d6 Hit Points, and the bonus is +1.

Type lesser; **Level** 5; **Price** 30 gp

The elixir restores 3d6+6 Hit Points and the bonus is +1.

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Type major; **Level** 15; **Price** 1,300 gp

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Type true; **Level** 19; **Price** 8,000 gp

The elixir restores 10d6+27 Hit Points, and the bonus is +4.



ELIXIR OF LIFE

ITEM 1+

ALCHEMICAL | CONSUMABLE | ELIXIR | HEALING

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Activate  Interact

Upon drinking this elixir, you regain the listed number of Hit Points and gain an item bonus to saving throws against diseases and poisons for 10 minutes.

Type minor; **Level** 1; **Price** 3 gp

The elixir restores 1d6 Hit Points, and the bonus is +1.

Type lesser; **Level** 5; **Price** 30 gp

The elixir restores 3d6+6 Hit Points and the bonus is +1.

Type moderate; **Level** 9; **Price** 150 gp

The elixir restores 5d6+12 Hit Points, and the bonus is +2.

Type greater; **Level** 13; **Price** 600 gp

The elixir restores 7d6+18 Hit Points, and the bonus is +2.

Type major; **Level** 15; **Price** 1,300 gp

The elixir restores 8d6+21 Hit Points, and the bonus is +3.

Type true; **Level** 19; **Price** 8,000 gp

The elixir restores 10d6+27 Hit Points, and the bonus is +4.



ELIXIR OF REJUVENATION

ITEM 20

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR HEALING

Price –

Usage held in 1 hand; **Bulk** L

Activate  Interact

The elixir of rejuvenation restores a creature to full health and eradicates toxins affecting it. When you drink this elixir, you're restored to your maximum Hit Points, and all afflictions of 20th level or lower affecting you are removed.

You can instead administer this elixir to a creature that has been dead for a week or less. When you do, that creature is instantly brought back to life with 1 Hit Point and no spell slots, Focus Points, or other daily resources.

Craft Requirements philosopher's stone, true elixir of life



FOCUS CATHARTIC

ITEM 2+

ALCHEMICAL

CONSUMABLE

ELIXIR

HEALING

Usage held in 1 hand; **Bulk** L

Activate  Interact

Focus briefly calms your neurons, helping ease mental effects. When you drink this elixir, the elixir attempts a counteract check with the listed counteract modifier to remove the confused or stupefied condition from a single source, using the source of that condition to determine the counteract level and DC.

Type lesser; **Level** 2; **Price** 5 gp

The serum has a +6 counteract modifier.

Type moderate; **Level** 4; **Price** 15 gp

The serum has a +8 counteract modifier.

Type greater; **Level** 12; **Price** 325 gp

The serum has a +19 counteract modifier.

Type major; **Level** 18; **Price** 3,250 gp

The serum has a +28 counteract modifier.

INFILTRATOR'S ELIXIR

ITEM 3

ALCHEMICAL

CONSUMABLE

ELIXIR

POLYMORPH

Price 6 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Favored by spies and tricksters, an infiltrator's elixir is used to alter your appearance. When imbibed, you take the shape of a humanoid creature of your size, but different enough so you might be unrecognizable. If you aren't a humanoid, you might take on a form more similar to your own, at the GM's discretion.

The creator of the elixir decides the basics of the appearance you transform into when you imbibe the elixir, including eye color, skin tone, and hair color. The elixir can't change your form into that of a specific person. After the form takes hold, you retain it for the next 10 minutes.

Drinking this elixir counts as setting up a disguise to Impersonate. You gain a +4 status bonus to your Deception DC to avoid others seeing through your disguise, and you add your level to this DC even if untrained.

JUGGERNAUT MUTAGEN

ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate  Interact

After you drink this mutagen, your body becomes thick and sturdy. You exhibit a healthy glow, though you tend to be ponderous and unobservant.

Benefit You gain an item bonus to Fortitude saves and the listed number of temporary Hit Points. Whenever you are at maximum Hit Points for at least 1 full minute, you regain the temporary Hit Points.

Drawback You take a -2 penalty to Will saves, Perception checks, and initiative rolls.

Type lesser; **Level** 1; **Price** 4 gp

The bonus is +1, you gain 5 temporary Hit Points, and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp

The bonus is +2, you gain 10 temporary Hit Points, and the duration is 10 minutes.

(Continued on next card)



JUGGERNAUT MUTAGEN

ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

(Continued from previous card)

Type greater; **Level** 11; **Price** 300 gp

The bonus is +3, you gain 30 temporary Hit Points, and the duration is 1 hour. When you roll a success on a Fortitude save, you get a critical success instead.

Type major; **Level** 17; **Price** 3,000 gp

The bonus is +4, you gain 45 temporary Hit Points, and the duration is 1 hour. When you roll a success on a Fortitude save, you get a critical success instead, and your critical failures on Fortitude saves become failures instead.



LEAPER'S ELIXIR

ITEM 1+

ALCHEMICAL

CONSUMABLE

ELIXIR

Usage held in 1 hand; **Bulk** L

Activate  Interact

This tingly solution increases the elasticity and contraction of your leg muscles. For 1 minute after drinking this elixir, you can High Jump or Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fail if you don't Stride 10 feet).

Type lesser; **Level** 1; **Price** 3 gp

Type greater; **Level** 7; **Price** 55 gp

The maximum vertical distance you can jump with a High Jump is the same as you can jump horizontally with a Long Jump.

MISTFORM ELIXIR

ITEM 4+

ALCHEMICAL | CONSUMABLE | ELIXIR | ILLUSION | VISUAL

Usage held in 1 hand; **Bulk** L

Activate  Interact

A faint mist emanates from your skin, making you concealed for the listed duration. As usual, if you become concealed when your position is still obvious, you can't use this concealment to Hide or Sneak.

Type lesser; **Level** 4; **Price** 18 gp

The duration is 3 rounds.

Type moderate; **Level** 6; **Price** 56 gp

The duration is 1 minute.

Type greater; **Level** 10; **Price** 180 gp

The duration is 5 minutes.



OLEFACTORY OBFUSCATOR

ITEM 3+

ALCHEMICAL

CONSUMABLE

ELIXIR

Usage held in 1 hand; **Bulk** L

Activate  Interact

This frothing fluid causes the drinker's body to exude trace odor-absorbing oils. For the listed duration after drinking this elixir, your scent is nearly unnoticeable. Creatures with imprecise scent don't detect you with that sense unless they Seek for you, and you are concealed from creatures that perceive you with precise scent. You gain a +4 item bonus against attempts to Seek you by creatures using only scent-based senses; if they use any other senses as well, the bonus doesn't apply.

Type olfactory obfuscator; **Level** 3; **Price** 9 gp

The duration is 10 minutes.

Type greater olfactory obfuscator; **Level** 10; **Price** 225 gp

The duration is 8 hours.



QUICKSILVER MUTAGEN

ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate  Interact

You become swifter, but your body becomes fragile.

Benefit You gain an item bonus to Acrobatics checks, Stealth checks, Thievery checks, Reflex saves, and Dex-based attack rolls, and you gain the listed status bonus to your Speed.

Drawback You take damage equal to twice your level; you can't recover these Hit Points by any means while the mutagen lasts. You take a -2 penalty to Fortitude saves.

Type lesser; **Level** 1; **Price** 4 gp

The bonus to rolls is +1, the bonus to Speed is +5 feet, and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp

The bonus to rolls is +2, the bonus to Speed is +10 feet, and the duration is 10 minutes.

Type greater; **Level** 11; **Price** 300 gp

The bonus to rolls is +3, the bonus to Speed is +15 feet, and the duration is 1 hour.

Type major; **Level** 17; **Price** 3,000 gp

The bonus to rolls is +4, the bonus to Speed is +20 feet, and the duration is 1 hour.



SALAMANDER ELIXIR

ITEM 4+

ALCHEMICAL

CONSUMABLE

ELIXIR

Usage held in 1 hand; **Bulk** L

Activate  Interact

This elixir is made from salamander scales to withstand fire. For 24 hours, you are protected from the effects of severe heat.

Type lesser; **Level** 4; **Price** 15 gp

Type moderate; **Level** 12; **Price** 320 gp

You're also protected from extreme heat.

Type greater; **Level** 16; **Price** 1,400 gp

You're also protected from extreme and incredible heat.

SEA TOUCH ELIXIR

ITEM 5+

ALCHEMICAL

CONSUMABLE

ELIXIR

POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate  Interact

This briny concoction alters the skin on your hands and feet. The spaces between your fingers and toes become webbed, granting you a swim Speed of 20 feet for the listed duration.

Type lesser; **Level** 5; **Price** 22 gp

The duration is 10 minutes.

Type moderate; **Level** 12; **Price** 300 gp

The duration is 1 hour, and you can breathe underwater.

Type greater; **Level** 15; **Price** 920 gp

The duration is 24 hours, and you can breathe underwater.



SERENE MUTAGEN

ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate  Interact

You gain focus, but find violence off-putting.

Benefit You gain an item bonus to Will saves and Perception, Medicine, Nature, Religion, and Survival checks. This bonus improves for Will saves against mental effects.

Drawback You take a -1 penalty to attack rolls and save DCs of offensive spells, and a -1 penalty per damage die to all weapon, unarmed, and spell damage.

Type lesser; **Level** 1; **Price** 4 gp

1 minute. The bonus is +1, or +2 vs. mental.

Type moderate; **Level** 3; **Price** 12 gp

10 minutes. The bonus is +2, or +3 vs. mental.

Type greater; **Level** 11; **Price** 300 gp

1 hour. The bonus is +3, or +4 vs. mental, and when you roll a success on a Will save against a mental effect, you get a critical success instead.

Type major; **Level** 17; **Price** 3,000 gp

1 hour. The bonus is +4, and when you roll a success on a Will save against a mental effect, you get a critical success, and your critical failures on Will saves against mental effects become failures.



SILVERTONGUE MUTAGEN

ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

Your features become striking and your voice becomes musical and, though facts and figures become hazy and emotion clouds your reasoning.

Benefit You gain an item bonus to Deception, Diplomacy, Intimidation, and Performance checks. Your critical failures with any of these skills become failures instead.

Drawback You take a -2 item penalty to Arcana, Crafting, Lore, Occultism, and Society checks. Choose one skill in which you are trained; for the duration, you become untrained in that skill. All your failures on checks to Recall Knowledge become critical failures.

Type lesser; **Level** 1; **Price** 4 gp

The bonus is +1, and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp

The bonus is +2, and the duration is 10 minutes.

Type greater; **Level** 11; **Price** 300 gp

The bonus is +3, and the duration is 1 hour.

Type major; **Level** 17; **Price** 3,000 gp

The bonus is +4, and the duration is 1 hour.



SINEW-SHOCK SERUM

ITEM 2+

ALCHEMICAL

CONSUMABLE

ELIXIR

HEALING

Usage held in 1 hand; **Bulk** L

Activate  Interact

This serum jolts the body to help shake off physical debilitations. When you drink this elixir, it attempts a counteract check with the listed counteract modifier to remove the clumsy or enfeebled condition from a single source, using the source of that condition to determine the counteract level and DC.

Type lesser; **Level** 2; **Price** 5 gp

The serum has a +6 modifier for the roll.

Type moderate; **Level** 4; **Price** 15 gp

The serum has a +8 modifier for the roll.

Type greater; **Level** 12; **Price** 325 gp

The serum has a +19 modifier for the roll.

Type major; **Level** 18; **Price** 3,250 gp

The serum has a +28 modifier for the roll.

STONE FIST ELIXIR

ITEM 4

ALCHEMICAL

CONSUMABLE

ELIXIR

MORPH

Price 13 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Your fists become hard as stone. For 1 hour, your fists deal 1d6 bludgeoning damage and lose the nonlethal trait.

WINTER WOLF ELIXIR

ITEM 4+

ALCHEMICAL

CONSUMABLE

ELIXIR

Usage held in 1 hand; **Bulk** L

Activate  Interact

This elixir warms your core and improves your circulation. For 24 hours, you are protected from the effects of severe cold.

Type lesser; **Level** 4; **Price** 15 gp

Type moderate; **Level** 12; **Price** 320 gp

You're also protected from extreme cold.

Type greater; **Level** 16; **Price** 1,400 gp

You're also protected from extreme and incredible cold.



ARSENIC

ITEM 1

ALCHEMICAL

CONSUMABLE

INGESTED

POISON

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate  Interact

This toxin is a compound of arsenic and other substances. You can't reduce your sickened condition while affected.

Saving Throw DC 18 Fortitude; **Onset** 10 minutes;

Maximum Duration 5 minutes; **Stage 1** 1d4 poison damage and sickened 1 (1 minute); **Stage 2** 1d6 poison damage and sickened 2 (1 minute); **Stage 3** 2d6 poison damage and sickened 3 (1 minute)

BELLADONNA

ITEM 2

ALCHEMICAL

CONSUMABLE

INGESTED

POISON

Price 5 gp

Usage held in 1 hand; **Bulk** L

Activate  Interact

Sometimes called “deadly nightshade,” belladonna is a widely available toxin produced from a plant similar to a tomato.

Saving Throw DC 19 Fortitude; **Onset** 10 minutes; **Maximum Duration** 30 minutes; **Stage 1** dazzled (10 minutes); **Stage 2** 1d6 poison damage and sickened 1 (10 minutes); **Stage 3** 1d6 poison damage, confused, and sickened 1 (1 minute)

BLACK ADDER VENOM

ITEM 2

ALCHEMICAL

CONSUMABLE

INJURY

POISON

Price 6 gp

Usage held in 2 hands; **Bulk** L

Activate   Interact

Adder venom is a simple but effective way to enhance a weapon.

Saving Throw DC 18 Fortitude; **Maximum Duration**

3 rounds; **Stage 1** 1d8 poison damage (1 round);

Stage 2 1d10 poison damage (1 round); **Stage 3**

2d6 poison damage (1 round)

BLACK LOTUS EXTRACT

ITEM 19

ALCHEMICAL CONSUMABLE CONTACT POISON VIRULENT

Price 6,500 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Black lotus extract causes severe internal bleeding.

Saving Throw DC 42 Fortitude; **Onset** 1 minute;

Maximum Duration 6 rounds; **Stage 1** 15d6

poison damage and drained 1 (1 round); **Stage**

2 17d6 poison damage and drained 1 (1 round);

Stage 3 20d6 poison damage and drained 2

(1 round)



BLIGHTBURN RESIN

ITEM 11

ALCHEMICAL

CONSUMABLE

CONTACT

POISON

Price 225 gp

Usage held in 2 hands; **Bulk** L

Activate ◆ Interact

This tacky, hardened sap is harvested from trees infected by fungal blights and exposed to open flames.

Saving Throw DC 31 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 rounds; **Stage 1** 8d6 poison damage (1 round); **Stage 2** 10d6 poison damage (1 round); **Stage 3** 15d6 poison damage (1 round)

BRIMSTONE FUMES

ITEM 16

ALCHEMICAL

CONSUMABLE

EVIL

INHALED

POISON

Price 1,500 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Fumes from the forges of Hell drain health and strength alike.

Saving Throw DC 36 Fortitude; **Onset** 1 round; **Maximum Duration** 6 rounds; **Stage 1** 7d6 poison damage and enfeebled 1 (1 round); **Stage 2** 8d6 poison damage and enfeebled 2 (1 round); **Stage 3** 10d6 poison damage and enfeebled 3 (1 round)

CERULEAN SCOURGE

ITEM 16

ALCHEMICAL

CONSUMABLE

INJURY

POISON

Price 1,450 gp

Usage held in 2 hands; **Bulk** L

Activate ➤➤ Interact

Made from a carefully distilled blend of serpentine hemotoxins, the fast-acting cerulean scourge is infamous for transforming the blood vessels near the original wound, which glow with a bright blue light before painfully bursting.

Saving Throw DC 36 Fortitude; **Maximum Duration**

6 rounds; **Stage 1** 9d6 poison damage (1 round);

Stage 2 12d6 poison damage (1 round); **Stage 3**

15d6 poison damage (1 round)

CYTILLES OIL

ITEM 3

ALCHEMICAL

CONSUMABLE

INJURY

POISON

Price 10 gp

Usage held in 1 hand; **Bulk** L

Activate   Interact

This thick substance is distilled from the mind-robbing cytillesh fungus, though it lacks memory-altering capabilities.

Saving Throw DC 19 Fortitude; **Maximum Duration**

4 rounds; **Stage 1** 1d10 poison damage (1 round);

Stage 2 1d12 poison damage (1 round); **Stage 3**

2d10 poison damage (1 round)

DEATHCAP POWDER

ITEM 13

ALCHEMICAL

CONSUMABLE

INGESTED

POISON

Price 450 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

The toxic deathcap mushroom can be dried, ground, and treated to form a flavorless powder with accelerated effects.

Saving Throw DC 33 Fortitude; **Onset** 10 minutes;

Maximum Duration 6 minutes; **Stage 1** 13d6 poison damage (1 minute); **Stage 2** 17d6 poison damage and sickened 2 (1 minute); **Stage 3** 20d6 poison damage and sickened 3 (1 minute)

DRAGON BILE

ITEM 15

ALCHEMICAL

CONSUMABLE

CONTACT

POISON

Price 925 gp

Usage held in 2 hands; **Bulk** L

Activate ◆ Interact

A mix of digestive juices and green dragon poison glands nauseates the victim as its flesh is digested from within.

Saving Throw DC 37 Fortitude; **Onset** 1 minute;

Maximum Duration 6 rounds; **Stage 1** 6d6 poison damage and sickened 2 (1 round);

Stage 2 7d6 poison damage and sickened 3 (1 round); **Stage 3** 9d6 poison damage and sickened 4 (1 round)

GIANT CENTIPEDE VENOM

ITEM 1

ALCHEMICAL

CONSUMABLE

INJURY

POISON

Price 4 gp

Usage held in 2 hands; **Bulk** L

Activate ♦♦ Interact

Giant centipede venom causes severe muscle stiffness.

Saving Throw DC 17 Fortitude; **Maximum Duration**

6 rounds; **Stage 1** 1d6 poison damage (1 round);

Stage 2 1d8 poison damage and flat-footed (1

round); **Stage 3** 1d12 poison damage, clumsy 1,

and flat-footed (1 round)

GIANT SCORPION VENOM

ITEM 6

ALCHEMICAL

CONSUMABLE

INJURY

POISON

Price 40 gp

Usage held in 2 hands; **Bulk** L

Activate   Interact

Scorpion venom is excruciating and its effects are somewhat debilitating.

Saving Throw DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and enfeebled 1 (1 round); **Stage 2** 2d10 poison damage and enfeebled 1 (1 round); **Stage 3** 2d10 poison damage and enfeebled 2 (1 round)

GIANT WASP VENOM

ITEM 7

ALCHEMICAL

CONSUMABLE

INJURY

POISON

Price 55 gp

Usage held in 2 hands; **Bulk** L

Activate ♦♦ Interact

Giant wasp venom interferes with a victim's movement.

Saving Throw DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and clumsy 1 (1 round); **Stage 2** 3d6 poison damage and clumsy 2 (1 round); **Stage 3** 4d6 poison damage and clumsy 2 (1 round)

GRAVEROOT

ITEM 3

ALCHEMICAL

CONSUMABLE

INJURY

POISON

Price 10 gp

Usage held in 2 hands; **Bulk** L

Activate   Interact

The opaque white sap from the graveroot shrub clouds the mind.

Saving Throw DC 19 Fortitude; **Maximum Duration**

4 rounds; **Stage 1** 1d10 poison damage (1 round);

Stage 2 1d12 poison damage and stupefied

1 (1 round); **Stage 3** 2d6 poison damage and

stupefied 2 (1 round)

HEMLOCK

ITEM 17

ALCHEMICAL

CONSUMABLE

INGESTED

POISON

Price 2,250 gp

Usage held in 1 hand; **Bulk** L

Activate  Interact

Concentrated hemlock is a particularly deadly toxin that halts muscle action—including that of the victim's heart.

Saving Throw DC 40 Fortitude; **Onset** 30 minutes;

Maximum Duration 60 minutes; **Stage 1** 17d6 poison damage and enfeebled 2 (10 minutes);

Stage 2 21d6 poison damage and enfeebled 3 (10 minutes); **Stage 3** 26d6 poison damage and enfeebled 4 (10 minutes)

HUNTING SPIDER VENOM

ITEM 5

ALCHEMICAL

CONSUMABLE

INJURY

POISON

Price 25 gp

Usage held in 2 hands; **Bulk** L

Activate   Interact

This venom erodes its target's defenses, aiding the spider in securing prey.

Saving Throw DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and flat-footed (1 round); **Stage 2** 1d12 poison damage, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison damage, clumsy 2, and flat-footed (1 round)

KING'S SLEEP

ITEM 18

ALCHEMICAL CONSUMABLE INGESTED POISON VIRULENT

Price 4,000 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

King's sleep is an insidious long-term poison that can seem like a disease or even death from natural causes on a venerable target. The drained condition from king's sleep is cumulative with each failed save and can't be removed while the poison lasts.

Saving Throw DC 41 Fortitude; **Onset** 1 day; **Stage 1** drained 1 (1 day); **Stage 2** drained 1 (1 day); **Stage 3** drained 2 (1 day)



LEADENLEG

ITEM 4

ALCHEMICAL

CONSUMABLE

INJURY

POISON

Price 15 gp

Usage held in 2 hands; **Bulk** L

Activate ➤➤ Interact

Once injected, this synthetic toxin sinks into the extremities, numbing them nearly to paralysis.

Saving Throw DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and -5-foot status penalty to all Speeds (1 round); **Stage 2** 2d6 poison damage and -10-foot status penalty to all Speeds (1 round); **Stage 3** 2d6 poison damage and -20-foot status penalty to all Speeds (1 round)

LETHARGY POISON

ITEM 2

UNCOMMON

ALCHEMICAL

CONSUMABLE

INCAPACITATION

INJURY

POISON

SLEEP

Price 7 gp

Usage held in 2 hands; **Bulk** L

Activate  Interact

Lethargy poison is commonly used in hit-and-run tactics by drow and others who want their victims alive; the ambusher retreats until the poison sets in and the victim falls unconscious. Further exposure to lethargy poison does not require the target to attempt additional saving throws; only failing an saving throw against an ongoing exposure can progress its stage.

Saving Throw DC 18 Fortitude; **Maximum Duration**

4 hours; **Stage 1** slowed 1 (1 round); **Stage 2**

slowed 1 (1 minute); **Stage 3** unconscious with

no Perception check to wake up (1 round)

Stage 4 unconscious with no Perception check

to wake up (1d4 hours)



LICH DUST

ITEM 9

ALCHEMICAL

CONSUMABLE

INGESTED

POISON

Price 110 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Dust salvaged from the remains of a destroyed lich has paralytic properties that make it a valuable poison.

Saving Throw DC 28 Fortitude; **Onset** 10 minutes;

Maximum Duration 6 minutes; **Stage 1** fatigued (1 minute); **Stage 2** 5d6 poison damage and fatigued (1 minute); **Stage 3** 5d6 poison damage, fatigued, and paralyzed (1 minute)

MALYASS ROOT PASTE

ITEM 7

ALCHEMICAL

CONSUMABLE

CONTACT

POISON

Price 55 gp

Usage held in 2 hands; **Bulk** L

Activate ◆◆◆ Interact

Malyass root paste sees use to impede opponents in athletic competitions, in addition to espionage and tracking.

Saving Throw DC 26 Fortitude; **Onset** 1 minute;

Maximum Duration 6 minutes; **Stage 1** clumsy 1 and -10-foot status penalty to all Speeds (1 minute); **Stage 2** clumsy 2 and -20-foot status penalty to all Speeds (1 minute); **Stage 3** clumsy 3, flat-footed, and -30-foot status penalty to all Speeds

MINDFOG MIST

ITEM 15

ALCHEMICAL

CONSUMABLE

INHALED

POISON

Price 1,000 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Mindfog mist can be used to undermine spellcasters, as its effect on a victim's mental faculties are swift and powerful.

Saving Throw DC 35 Fortitude; **Onset** 1 round;

Maximum Duration 6 rounds; **Stage 1** stupefied 2 (1 round); **Stage 2** confused and stupefied 3 (1 round); **Stage 3** confused and stupefied 4 (1 round)

NETTLEWEED RESIDUE

ITEM 8

ALCHEMICAL

CONSUMABLE

CONTACT

POISON

Price 75 gp

Usage held in 2 hands; **Bulk** L

Activate ◆ Interact

Concentrated sap of stinging weeds makes an effective toxin.

Saving Throw DC 27 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 minutes; **Stage 1** 8d6 poison damage (1 minute); **Stage 2** 10d6 poison damage (1 minute); **Stage 3** 13d6 poison damage (1 minute)

NIGHTMARE VAPOR

ITEM 16

ALCHEMICAL

CONSUMABLE

INHALED

POISON

Price 1,400 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Purportedly sourced from any number of outlandish locales, nightmare vapor is most often created by boiling the sweat collected from humanoids caught in the throes of terrible nightmares.

Saving Throw DC 36 Fortitude; **Onset** 1 round; **Maximum Duration** 6 rounds; **Stage 1** confused (1 round); **Stage 2** confused and flat-footed (1 round); **Stage 3** confused, flat-footed, and stupefied 2 (1 round)

m #36891066, Kevin Athey <drizztdn@gmail.com>, Sep

PURPLE WORM VENOM

ITEM 13

ALCHEMICAL

CONSUMABLE

INJURY

POISON

Price 500 gp

Usage held in 2 hands; **Bulk** L

Activate ♦♦ Interact

Venom from enormous purple worms leaves a victim weakened.

Saving Throw DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 5d6 poison damage and enfeebled 2 (1 round); **Stage 2** 6d6 poison damage and enfeebled 2 (1 round); **Stage 3** 8d6 poison and enfeebled 2 (1 round)

SHADOW ESSENCE

ITEM 10

ALCHEMICAL | CONSUMABLE | INJURY | NEGATIVE | POISON

Price 160 gp

Usage held in 2 hands; **Bulk** L

Activate ◆◆ Interact

Distilled from the Plane of Shadow, this oily substance imposes tenebrous effects. The enfeebled condition from shadow essence lasts for 24 hours.

Saving Throw DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 negative damage and 2d6 poison damage (1 round); **Stage 2** 3d6 negative damage, 2d6 poison damage, and enfeebled 1 (1 round); **Stage 3** 3d6 negative damage, 2d6 poison damage, and enfeebled 2 (1 round)

SLUMBER WINE

ITEM 12

ALCHEMICAL | CONSUMABLE | INGESTED | POISON | SLEEP

Price 325 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Slumber wine sees its greatest use in games of intrigue, where an absence can be more devastating than injury. Characters unconscious from slumber wine can't wake up by any means while the poison lasts, don't need to eat or drink while unconscious in this way, and appear to be recently dead unless an examiner succeeds at a DC 40 Medicine check.

Saving Throw DC 32 Fortitude; **Onset** 1 hour; **Maximum Duration** 7 days; **Stage 1** unconscious (1 day); **Stage 2** unconscious (2 days); **Stage 3** unconscious (3 days)



SPIDER ROOT

ITEM 9

ALCHEMICAL

CONSUMABLE

CONTACT

POISON

Price 110 gp

Usage held in 2 hands; **Bulk** L

Activate ◆ Interact

A paste made by mashing the fine, threadlike roots of a certain creeper vine, spider root renders a victim clumsy and maladroit.

Saving Throw DC 28 Fortitude; **Onset** 1 minute;

Maximum Duration 6 minutes; **Stage 1** 8d6

poison damage and clumsy 1 (1 minute); **Stage**

2 9d6 poison damage and clumsy 2 (1 minute);

Stage 3 10d6 poison damage and clumsy 3

(1 minute)



TEARS OF DEATH

ITEM 20

ALCHEMICAL | CONSUMABLE | CONTACT | POISON | VIRULENT

Price 12,000 gp

Usage held in 2 hands; **Bulk** L

Activate ◆ Interact

Tears of death are among the most powerful of alchemical poisons, distilled from extracts of five other deadly poisons in just the right ratios.

Saving Throw DC 46 Fortitude; **Onset** 1 minute;

Maximum Duration 10 minutes; **Stage 1** 18d6 poison damage and paralyzed (1 round);

Stage 2 25d6 poison damage and paralyzed (1 minute); **Stage 3** 30d6 poison damage and paralyzed (1 minute)

WOLFSBANE

ITEM 10

ALCHEMICAL

CONSUMABLE

INGESTED

POISON

Price 155 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Wolfsbane appears in folklore for its link to werereatures. If you are afflicted with lycanthropy and survive stage 3 of wolfsbane, you're immediately cured of the lycanthropy.

Saving Throw DC 30 Fortitude; **Onset** 10 minutes;

Maximum Duration 6 minutes; **Stage 1** 12d6 poison damage (1 minute); **Stage 2** 16d6 poison damage (1 minute); **Stage 3** 20d6 poison damage (1 minute)

WYVERN POISON

ITEM 8

ALCHEMICAL

CONSUMABLE

INJURY

POISON

Price 80 gp

Usage held in 2 hands; **Bulk** L

Activate   Interact

Properly harvested and preserved, the poison from a wyvern's sting is effective and direct.

Saving Throw DC 26 Fortitude; **Maximum Duration**

6 rounds; **Stage 1** 5d6 poison damage (1 round);

Stage 2 6d6 poison damage (1 round); **Stage 3**

8d6 poison damage (1 round)



BLOODHOUND MASK

ITEM 2+

ALCHEMICAL | **CONSUMABLE**

Usage held in 1 hand; **Bulk** L

Activate  Interact

This wide, single-use mask is designed to be slipped over your mouth and nose and its alchemical filter activated all with one hand. Once activated, the mask sharpens odors, giving you imprecise scent with the listed range. You can't wear other masks while you're wearing a bloodhound mask. When you use Survival to Track a creature by its scent, your proficiency bonus is equal to your level even if you're untrained, and the mask grants you the listed item bonus to your Survival check. The GM sets the Survival DC based on the area's ability to hold scent rather than on visual clues, as normal for using scent.

Type lesser; **Level** 2; **Price** 6 gp

The range is 15 feet, the item bonus is +1, and the duration is 10 minutes.

Type moderate; **Level** 6; **Price** 40 gp

The range is 30 feet, the item bonus is +2, and the duration is 1 hour.

Type greater; **Level** 11; **Price** 250 gp

The range is 60 feet, the item bonus is +3, and the duration is 8 hours.



FORENSIC DYE

ITEM 1

ALCHEMICAL | CONSUMABLE

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate  Interact

Activating this vial of colorless liquid requires inserting a small amount of another chemical or material, such as blood or mud. The vial reacts rapidly, transforming into a murky, reddish-brown substance.

Once activated, the dye remains potent for up to 10 minutes, during which time you can spend 1 minute to brush it onto a single object of up to 1 Bulk or across the ground in a single 5-foot square. Where the dye comes in contact with an exact match for the activating chemical, it takes on a bright blue hue, while staying transparent in areas where there is no activating component present.

GHOST INK

ITEM 1

ALCHEMICAL

CONSUMABLE

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate 10 minutes (Interact)

This pale-blue ink dries rapidly, becoming fully transparent 1 minute after application. The ink glows red when exposed to heat, such as that from a torch or other open flame. This glow lasts only as long as the ink is exposed to heat, after which the ink becomes invisible again. The crafter of the ghost ink can alter the formula slightly to instead make the ink sensitive to sunlight, starlight, magical light, or heatless light created by an alchemical effect such as a sunrod.

While the text isn't glowing, a creature closely examining a surface marked with ghost ink can detect the presence of the ink with a successful DC 25 Perception check. On a critical success, they can make out the ink well enough to use Society to Decipher Writing. One vial of ghost ink is sufficient to write a page worth of text.

ORIGIN UNGUENT

ITEM 2

ALCHEMICAL | CONSUMABLE

Price 6 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

This shimmering, violet unguent forms mild chemical bonds between objects with a matching composition. You apply the adhesive to two objects, or to an object and a creature. You can check if the two share an origin (such as if they were broken from the same whole, or if a poison sample or body part came from the same creature) by holding them together with the unguent between; if they match, the unguent becomes sticky.



PHILOSOPHER'S STONE

ITEM 20

UNCOMMON

ALCHEMICAL

CONSUMABLE

Price –

Usage held in 2 hands; **Bulk** 2

Activate ♦ Interact or 1 or more days; see below

An alchemist with the Craft Philosopher's Stone feat can create a philosopher's stone once per month by spending 1 batch of infused reagents during their daily preparations using the advanced alchemy class feature. This is the only way to create a philosopher's stone.

At a glance, a philosopher's stone appears to be an ordinary, sooty piece of natural rock. Breaking the rock open with a Force Open action (DC 35) reveals a cavity at the stone's heart. The cavity is lined with a rare type of quicksilver that can transmute base metals into precious metals or create an elixir of rejuvenation (page 548).

To use the quicksilver, you must be legendary in Crafting and have the Alchemical Crafting feat. You can then use the stone's quicksilver for one of two effects:

(Continued on next card)



PHILOSOPHER'S STONE

ITEM 20

UNCOMMON

ALCHEMICAL

CONSUMABLE

(Continued from previous card)

- You can apply the stone's quicksilver to an infused true elixir of life using an Interact action. This turns the elixir into an infused elixir of rejuvenation instantaneously. This doesn't require any crafting time or additional materials.
- You can spend up to a month of downtime applying the quicksilver either to iron to create silver or to lead to create gold. Treat this as a 20th-level task to Earn Income using Crafting, except that you create 500 gp worth of your chosen metal per day on a success or 750 gp worth per day on a critical success.



SILVERSHEEN

ITEM 2

ALCHEMICAL | CONSUMABLE

Price 6 gp

Usage held in 2 hands; **Bulk** L

Activate  Interact

You can slather this silvery paste onto one melee weapon, one thrown weapon, or 10 pieces of ammunition. Silversheen spoils quickly, so once you open a vial, you must use it all at once, rather than saving it. For the next hour, the weapon or ammunition counts as silver instead of its normal precious material (such as cold iron) for any physical damage it deals.

SKINSTITCH SALVE

ITEM 7

ALCHEMICAL

CONSUMABLE

HEALING

Price 55 gp

Usage held in 1 hand; **Bulk** L

This sticky salve stubbornly holds wounds closed and encourages swift natural healing. You can activate the salve in either of the following ways.

Activate **◆** Interact; **Effect** You Administer First Aid without requiring healer's tools. You either gain a +2 item bonus to the Medicine check, or you can use the skinstitch salve's Medicine modifier of +13 instead of your own.

Activate **◆** Interact; **Trigger** You Treat Wounds or use Battle Medicine; **Effect** You gain a +2 item bonus to the triggering Medicine check. If you roll a success on the Medicine check, you get a critical success instead.

SMOKESTICK

ITEM 1+

ALCHEMICAL | CONSUMABLE

Usage held in 2 hands; **Bulk** L

Activate  Interact

With a sharp twist of this item, you instantly create a screen of thick, opaque smoke in a burst centered on one corner of your space. All creatures within that area are concealed, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dispersed by a strong wind.

Type lesser; **Level** 1; **Price** 3 gp

The radius of the burst is 5 feet.

Type greater; **Level** 7; **Price** 53 gp

The radius of the burst is 20 feet.



SNAKE OIL

ITEM 1

ALCHEMICAL

CONSUMABLE

Price 2 gp

Usage held in 2 hands; **Bulk** L

Activate ◆ Interact

You can apply snake oil onto a wound or other outward symptom of an affliction or condition (such as sores from a disease or discoloration from a poison). For the next hour, the symptom disappears and the wounded or afflicted creature doesn't feel as if it still has the wound or affliction, though all effects remain. A creature can uncover the ruse by succeeding at a DC 17 Perception check, but only if it uses a Seek action to specifically examine the snake oil's effects.

SOVEREIGN GLUE

ITEM 1

ALCHEMICAL

CONSUMABLE

Price 55 gp

Usage held in 1 hand; **Bulk** L

Activate 1 minute (Interact)

This peculiar amber glue bonds two surfaces together almost inseparably. A single flask covers an area up to 1 square foot and must be used all at once to form a single bond between two surfaces. If the activation is interrupted, the bond fails and the glue is wasted.

Once two surfaces are joined with sovereign glue, they can be separated only with a successful DC 50 Athletics check. The adhered objects tend to break before the glue does unless they're particularly durable, though a creature determined to separate the objects can break off the parts connected by the sovereign glue and later Repair the objects.

Sovereign glue can affect creatures only if they are willing, and its bond can be harmlessly broken by carefully exfoliating the outermost layer of skin or waiting a short while for the skin to shed.



SUNROD

ITEM 1

ALCHEMICAL

CONSUMABLE

LIGHT

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

This 1-foot-long, gold-tipped rod glows after it's struck on a hard surface. For the next 6 hours, it sheds bright light in a 20-foot radius (and dim light to the next 40 feet).

TIMELESS SALTS

ITEM 4

ALCHEMICAL

CONSUMABLE

Price 14 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

You sprinkle these salts onto a single object up to 10 cubic feet in volume and no more than 40 Bulk to preserve it for 1 week. The object doesn't decay, and effects that require the object to be fresh don't count the time passing during this duration as having elapsed. When sprinkled on a corpse, this extends the period in which a creature can be revived by magic, as well as the wait time required before a corpse can be targeted again with *speak with dead*. The salts prevent ordinary pests from consuming the target (such as maggots for a corpse or moths for a piece of clothing). Any creature can use an Interact action to disperse the salts from an unattended object and end this effect.

TINDERTWIG

ITEM 1

ALCHEMICAL

CONSUMABLE

FIRE

Price 2 sp

Usage held in 1 hand; **Bulk** –

Activate  Interact

An alchemical substance applied to one end of this tiny wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel. You can ignite the tindertwig and touch it to a flammable object as part of the same Interact action.

UNIVERSAL SOLVENT

ITEM 5+

ALCHEMICAL | CONSUMABLE

Usage held in 1 hand; **Bulk** L

Activate  Interact

Originally formulated as a means of dissolving sovereign glue, this powerful solvent can break almost any adhesive's grip. As universal solvent is particularly effective against sovereign glue, it automatically dissolves sovereign glue. It attempts to counteract any other adhesives, such as tanglefoot bags, with a counteract modifier depending on the type.

Type moderate; **Level** 5; **Price** 21 gp

The serum has a counteract modifier of +9.

Type greater; **Level** 12; **Price** 325 gp

The serum has a counteract modifier of +19.

Type major; **Level** 18; **Price** 3,250 gp

The serum has a counteract modifier of +28.

