

Alchemist (Intelligence)

Even in the strict Catholic society of Europe in the 1400's, alchemists fulfilled a necessary role. By researching elements, blends, and compounds and combining these into "potions," the alchemist relieved ailments, concocted powerful weapons, and even purportedly discovered methods for transmutation. Though tolerated, alchemists must still be wary of challenging the word of the Church and its less open-minded priests, lest they be labeled a witch and receive a visit from the Inquisition.

Prime Attribute: Intelligence

Alignment: Any

Hit Dice: d4

Weapons: Club, dagger, dart, staff, crossbow

Armor: Any

Abilities: Brew Potion, Bonus Recipes, Craft Recipes

Level	HD	Base To Hit	Experience Points
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401
5	d4	+1	20,801
6	d4	+2	42,501
7	d4	+2	85,001
8	d4	+2	170,001
9	d4	+2	340,001
10	d4	+3	500,001
11	+1 hp	+3	750,001
12	+1 hp	+3	1,000,001
13+	+1 hp		250,000 per level

Recipes – Alchemists work off of recipes, which are closely guarded secrets among the Guild of Physicks. Some rare and powerful ones, such as Transformation, are seemingly lost to the ages. There are no limits to the number of recipes an alchemist may have, though there are level limits to brew a potion as per a given recipe's power level (see Brew Potion). Additional limits, such as gathering the sometimes costly ingredients needed and the time required to brew a potion, are handled through role playing and adventuring. An alchemist's recipes act



similar to a wizard's spellbook, in that the alchemist must have the recipe in order to brew a potion. When an alchemist heads out into the world, they start with a number of minor recipes equal to 1 + Intelligence bonus. Additional recipes must be gained through role playing and adventuring.

Brew Potion – Brewing potions requires the correct recipe and ingredients, as well as some time and a safe place. Alchemists' potions require very little equipment, and the cost of equipment is considered as part of the cost of materials for a given recipe.

Alchemists have the capability to brew potions of certain strengths as per the table below.

Level	Recipe Strength	Recipe Factor
1-5	Minor	1
6-15	Medium	3
17-20	Major	5

In order to brew a potion, the alchemist must have the recipe and ingredients on hand. Once prepared, the Alchemist makes an Intelligence+Level-Recipe Factor roll. On a normal success, one potion is brewed from the recipe and the ingredients are consumed. On a critical success (natural 20), roll on the Critical Success table. On any failure, roll on the Alchemy Failure table. The time required equals the Alchemy roll x the Recipe Factor (for Minor potions, this is minutes, Medium and Major Potions – hours)

Potions are consumed, applied externally, or thrown in order to receive the benefits described in the Potion description. For potions that are consumed or applied to living creatures, use of more than one potion at a time (or sometimes for days afterwards) may result in disaster – see the Potion Immiscibility Table. Note: This includes Essence of Grace, which is essentially a potion of healing.



Alchemy Critical Success Table (natural 20)

Roll	Effects
01-56	Potion Created; No other effects
57-72	Potion Created; Materials Not Consumed
73-80	Potion Created; Double Strength
81-88	Potion Created; Double Quantity
89-92	Potion Created; Triple Strength
93-96	Potion Created; Triple Quantity
97-98	Discovery; Recipe is now one power level higher (roll again for Major)
99	Discovery; New Recipe (power and effects determined by Keeper)
00	Discovery; Potion causes permanent effects

For results where the materials are not consumed, this includes the Base Cost and the Special Ingredient.

Alchemy Failure Table

Roll	Effects
01-56	Potion Failed; Materials Consumed
57-71	Potion Failed; Explosion
72-79	Potion Created; Potion is Volatile
80-87	Potion Created; Potion is Poison
88-95	Potion Created; Double Time Required
96-100	Potion Created; Potion is 1/2 Strength

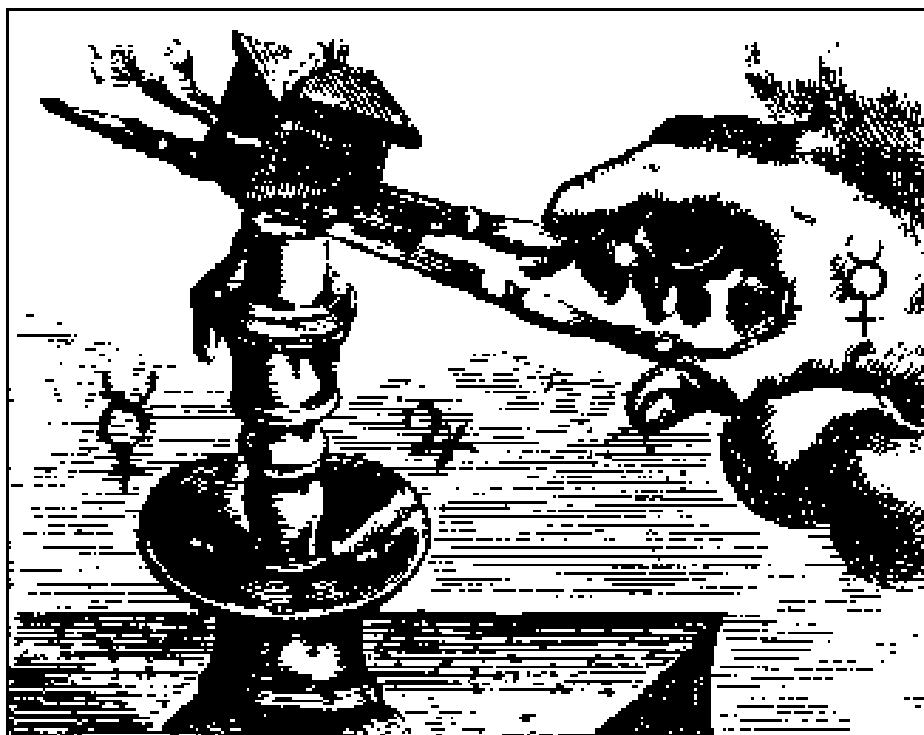
- For **explosions**, the potion causes $1d6+1d6 \times RF$ in a blast radius of 10^3 per RF. This explosion causes major damage to the surrounding area (property damage to inns, and the like).
- For **volatile** potions, use of the potion causes $1d6 \times RF$ to the user – even for thrown potions.
- For **poison** potions, the poison is considered CF 4 and deals $1d6$ damage for a number of rounds equal to its RF.

NOTE: If the alchemist passes an Intelligence check (CF = RF), he or she determines that the potion created is not the standard potion

(critical success or failure); the differences are revealed upon use.

Craft/Improve Recipes

At level 15, the alchemist is able to craft new recipes or to improve existing recipes. This is very dangerous, expensive and time consuming work. The costs and risks are left up to the Keeper.



Recipes

These are the known recipes in Europe of the 1400's. Others may exist and PC alchemist may create new ones or improve those listed here in some way. Each recipe entry has the following information:

- **Creator** – This is the original creator of the potion.
- **Duration** – This is expressed, typically, in a die roll plus the Recipe Factor in rounds. Though some recipes have fixed durations.
- **Base Cost (gr)** – This is the cost for the common materials and equipment needed to create the potion, not counting the Special Ingredient.
- **Special Ingredient** – This is the additional ingredient needed to complete the potion. Cost and availability of these materials vary and are discussed in the Equipment section.
- **Area** – This is the area of effect of a given potion. When expressed as a number, the number shown is the radius of a hemisphere in feet originating at point of impact.

Thrown potions have a range increment of 10 feet and are considered ranged touch attacks. If the attack roll is a critical failure, the potion either breaks as the user throws it or lands in the target area without breaking (thus can be used by the enemy). Applied potions must be poured over the affected equipment or person and take a full round to apply. Consumed potions must be drunk and are considered a move action to consume.

Noxious Cloud

Thrown	Minor	Medium	Major
Creator	Al-Razi	Gerard of Cremona	Petrus Bonus
Duration	1d6+RF rnds	2d4+RF rnds	2d6+RF rnds
Base Cost (gr)	5+RF	8+RF	10+RF
Special Ingredient	Brimstone	Choleric Base	Sanguine Base
Area	20 ³ feet	40 ³ feet	60 ³ feet

Effects

This potion, when thrown, invokes a cloud of billowing, noxious gas that is impenetrable to sight or special visions. Anyone caught within it

must make a successful Constitution save every round while within the cloud or become nauseated and helpless for the duration listed. Helpless characters can only move at ½ speed out of the cloud in a random direction. A strong wind disperses the fog in 4 rounds, a greater wind dispersing it in 1 round.

Eyeburn

Thrown	Minor	Medium	Major
Creator	Solomon	Galen	Nicolas Flamel
Duration	1d3+RF rnds	1d6+RF rnds	1d8+RF rnds
Base Cost	5+RF	8+RF	10+RF
Special Ingredient	Brimstone	Choleric Base	Aqua Regia
Area	One Target	One Target	One Target

Effects

This potion is particularly nasty – when striking a target, the victim is immobilized with great pain and blinded for the duration of the spell. No actions may be undertaken by the victim, though if the eyes are rinsed with fresh water for a full round, the potions effects are countered in the next round.

Sunburst

Thrown	Minor	Medium	Major
Creator	Africa	Raimundus Lullus	Brother Elias
Duration	1d6+RF	2d4+RF	2d6+RF
Base Cost	5+RF	8+RF	10+RF
Special Ingredient	Manganes	Zinblend	Aqua Regia
Area	20 ³	40 ³	60 ³

Effects

Sunburst is a dangerous potion that can affect friend and foe alike. When thrown, the container breaks with an intense flash of light that blinds all within the area of effect for the directed time. A successful save halves the duration, but the victim is still blinded. Anything that blocks or shades light negates the effects of the potion, and, of course, the target(s) must have light-based vision to be affected. The potion is likewise ineffective against most undead, though vampires and other creatures affected by sunlight take the duration roll in damage and are blinded.

Black Cloud

Thrown	Minor	Medium	Major
Creator	The Orient	Rufinus of Genoa	Michael Scot
Duration	1d6+RF rnds	2d4+RF rnds	2d6+RF rnds
Base Cost	5+RF	8+RF	10+RF
Special Ingredient	Choleric Base	Pitchblende	Zincblende
Area	20 ³	40 ³	60 ³

Effects

This potion creates a billowing black cloud of smoke that blocks sight and immobilizes targets into a choking and sneezing fit. Those that save are not immobilized but are blinded until they leave the cloud. The potion, when thrown or opened, takes four rounds to fully form affecting an area $\frac{1}{4}$ the total Area of Effect. Thus in round 1, a Minor Black Cloud would affect a 5' cube (one medium victim), round 2 a 10' cube, round 3 15' cube, etc. The Black Cloud effect can be dispersed in 4 rounds with a strong wind, while a gale-force wind disperses it in 1 round.

Stone Tar

Thrown	Minor	Medium	Major
Creator	Sina	Albertus Magnus	Robert de Ketten
Duration	1d4+RF	1d6+RF	2d4+RF
Base Cost	6+RF	10+RF	16+RF
Special Ingredient	Phlegmatic Base	Brimstone	Alum
Area	20 ³	40 ³	60 ³

Effects

The Stone Tar potion creates a pool of sticky tar that hinders movement. Within the area of effect, movement is at $\frac{1}{4}$ normal. Those that save either move $\frac{1}{2}$ or are considered outside the area of effect (depending on position). When the duration expires, the stone tar dries to a brittle clay-like substance.

Fleadust

Thrown	Minor	Medium	Major
Creator	Al-Razi	Nicolas Flamel	Richard Anglicus
Duration	1d4+RF rnds	1d6+RF rnds	2d4+RF rnds
Base Cost	6+RF	10+RF	16+RF
Special Ingredient	Nikel	Antimoni	White Cinnabar
Area	1 victim	1 victim	1 victim

Effects

This potion creates an irritating cloud of dust that causes furious itching in those affected. Those affected must make a Constitution save per round or stand immobilized while they scratch. Wearing metal armor only makes it worse, adding a +2 to the Challenge Level for the Constitution save. The dust cloud can be dispersed with a good gust of wind, but the effects on those already affected continue for the duration of the potion.

Thunderbolt

Thrown	Minor	Medium	Major
Creator	al-Tamimi	Maimonides	Arnald of Villanova
Duration	Instant	Instant	Instant
Base Cost	6+RF	10+RF	16+RF
Special Ingredient	Aqua Regia	Orpiment	Manganes
Area	5 ³	10 ³	20 ³

Effects

This potion, when thrown, detonates with an explosion not unlike a huge clap of thunder. For those in the area of effect, the potion deals 1d6 damage per RF of the potion. There is no save against the damage in the area of effect. Additionally, anyone wearing metal armor must make a Dexterity save or have their armor effectiveness halved. This damage is repairable. For those within a sphere at double the area of effect, a Constitution save is required, otherwise the victim is deafened for 1d6+RF rounds.

Eater Water

Thrown	Minor	Medium	Major
Creator	Solomon	Alfred of Sareshel	Gerard of Cremona
Duration	1d4+RF	1d4+RF	1d4+RF
Base Cost	6+RF	10+RF	16+RF
Special Ingredient	Brimstone	Aqua Regia	Orpiment
Area	1 victim	1 victim	1 victim

Effects

This potion is a very strong acid designed to destroy armor and scar victims. When thrown, the victim must make a Dexterity save or begin taking damage. If the victim is wearing metal armor, the armor takes damage at a rate of $\frac{1}{4}$ effectiveness per round (armor is destroyed in 4 rounds). Once the armor is destroyed, the

victim takes 1d4 damage per round. The acid can be washed off by completely immersing the victim in water.

Arabian Fire

Thrown	Minor	Medium	Major
Creator	Geber	Zadith	Hugh
Duration	Instant	Instant	Instant
Base Cost	6+RF	10+RF	16+RF
Special Ingredient	Pitchblende	Gum	Naptha
Area	1 victim	1 victim	1 victim

Effects

This potion explodes in a ball of fire when thrown dealing 1d6 per RF in damage. A Dexterity save halves the damage.

Breath of Death

Thrown	Minor	Medium	Major
Creator	The Smaragdinian Tablet	Al-Kindi	Simon Cordo
Duration	Instant	Instant	Instant
Base Cost	7+RF	11+RF	19+RF
Special Ingredient	Chamomile	White Cinnabar	Marsh Vapour
Area	5 ³	10 ³	20 ³

Effects

This potion explodes into a quickly dissipating mist that causes damage to the respiratory system of the victims. On a failed Constitution save, the victims in the area of effect suffer 1d6 + 1d6 per RF in damage. A successful save halves the damage.

Deadly Blade

Applied	Minor	Medium	Major
Creator	Hayyan	Vicent of Beauvis	Roger of Hereford
Duration	1 day	1 day	1 day
Base Cost	10+RF	19+RF	25+RF
Special Ingredient	Mondragora	Antimoni	White Cinnabar
Area	1 weapon	1 weapon	1 weapon

Effects

This potion, when applied to a slashing weapon, adds its RF in bonus to all damage inflicted by the weapon for 1 full day. The potion does not enhance damage for bludgeoning or piercing weapons. Creatures affected only by magical weapons take damage normally from a weapon so treated with this potion.

Deep Point

Applied	Minor	Medium	Major
Creator	Al-Majriti	John of Repescissa	Petrus Bonus
Duration	1 day	1 day	1 day
Base Cost	10 + RF	19+RF	25+RF
Special Ingredient	Nikel	Gum	Aqua Regia
Area	1 weapon	1 weapon	1 weapon

Effects

This potion, when applied to a piercing weapon, adds its RF in bonus to all damage inflicted by the weapon for 1 full day. When used on a missile weapon, the potion must be applied to the missiles and affects up to 5 such items (arrows, bolts, bullets, throwing daggers, etc). The potion does not enhance damage for bludgeoning or slashing weapons. Creatures affected only by magical weapons take damage normally from a weapon so treated with this potion.

Great Power

Applied	Minor	Medium	Major
Creator	ibn Rushd	Jildaki	Albertus Magnus
Duration	1 day	1 day	1 day
Base Cost	10+RF	19+RF	25+RF
Special Ingredient	Choleric Base	Pitchblende	Zinken
Area	1 weapon	1 weapon	1 weapon

Effects

This potion, when applied to a bludgeoning weapon, adds its RF in bonus to all damage inflicted by the weapon for 1 full day. The potion does not enhance damage for piercing or slashing weapons. Creatures affected only by magical weapons take damage normally from a weapon treated with this potion.

Trueflight

Applied	Minor	Medium	Major
Creator	Ibn Umail	Al-Bitruji	John Dausten
Duration	1 day	1 day	1 day
Base Cost	10+RF	19+RF	25+RF
Special Ingredient	Solanceae	Alum	Antimoni
Area	5 missiles	5 missiles	5 missiles

Effects

This potion, when applied to missiles, adds its RF in bonus to all attack rolls using these missiles for 1 full day. One potion is enough to treat 5 missiles. Creatures affected only by

magical weapons take damage normally from a weapon treated with this potion.

Hardarmor

Applied	Minor	Medium	Major
Creator	Ibn Yazid	Brother Elias	Leonard of Maurperg
Duration	1 day	1 day	1 day
Base Cost	10+RF	19+RF	25+RF
Special Ingredient	Solanceae	Nikel	Aqua Regia
Area	1 suit of armor	1 suit of armor	1 suit of armor

Effects

This potion, when applied to armor, adds its RF in bonus to Armor Class for 1 full day. One potion is enough to treat 1 suit of armor.

Truesight

Consumed	Minor	Medium	Major
Creator	Arfa Ras	Rufinus of Genoa	Leonard Maurperg
Duration	1 day	1 day	1 day
Base Cost	10+RF	19+RF	25+RF
Special Ingredient	Solanceae	Melanc Base	Mondragora
Area	1 person	1 person	1 person

Effects

This potion, when consumed, adds its RF to all Intelligence checks for 1 day. In addition, the imbiber gains +2 to Listen, Spot, and Search checks. For 1d3 days after this potion wears off, the imbiber is at risk of potion immiscibility.

New Wind

Consumed	Minor	Medium	Major
Creator	Sina	Michael Scot	John of Rupescissa
Duration	1 day	1 day	1 day
Base Cost	10+RF	19+RF	25+RF
Special Ingredient	Solanceae	Chamomile	East Black Bean
Area	1 person	1 person	1 person

Effects

This potion, when consumed, adds its RF to all Constitution checks for 1 day. In addition, the imbiber gains +2 hit points. For 1d3 days after this potion wears off, the imbiber is at risk of potion immiscibility.

Iron Arm

Consumed	Minor	Medium	Major
Creator	Jabir	Robert de Ketene	Hugh
Duration	1 day	1 day	1 day
Base Cost	10+RF	19+RF	25+RF
Special Ingredient	Nikel	Alum	East Black Bean
Area	1 person	1 person	1 person

Effects

This potion, when consumed, adds its RF to all Strength checks for 1 day. In addition, the imbiber gains +2 damage on all melee attacks. For 1d3 days after this potion wears off, the imbiber is at risk of potion immiscibility.

Quick Move

Consumed	Minor	Medium	Major
Creator	Hayyan	John Dausten	Richard Anglicus
Duration	1 day	1 day	1 day
Base Cost	10+RF	19+RF	25+RF
Special Ingredient	Chamomile	Mondragora	East Black Bean
Area	1 person	1 person	1 person

Effects

This potion, when consumed, adds its RF to all Dexterity checks for 1 day. In addition, the imbiber gains +2 to all ranged attack rolls and 10 additional feet of movement per round. For 1d3 days after this potion wears off, the imbiber is at risk of potion miscibility.

Essence of Grace

Consumed	Minor	Medium	Major
Creator	Galen	Michael Scot	Avicenna
Duration	Permanent	Permanent	Permanent
Base Cost	10+RF	19+RF	25+RF
Special Ingredient	Phlegmatic Base	Camomile	Zincblende
Area	1 person	1 person	1 person

Effects

This potion, when consumed, restores 1d6+RF hit points and eliminates any fatigue suffered by the character. In addition, the potion has a 10%xRF chance of dispelling any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability drain damage to one ability score. It does not restore permanent ability drain.

Firewall

Applied	Minor	Medium	Major
Creator	Jabir	Maimonides	Raimundus Lullus
Duration	1 day	1 day	1 day
Base Cost	10+RF	19+RF	25+RF
Special Ingredient	Brimstone	Naptha	Orpiment
Area	1 person	1 person	1 person

Effects

This potion, when applied to a person's body, protects that person from fire damage at a rate of 1d6+RF damage. Firewall does not affect clothing, armor or other equipment. For 1d3 days after this potion wears off, the imbiber is at risk of potion immiscibility.

Transformation

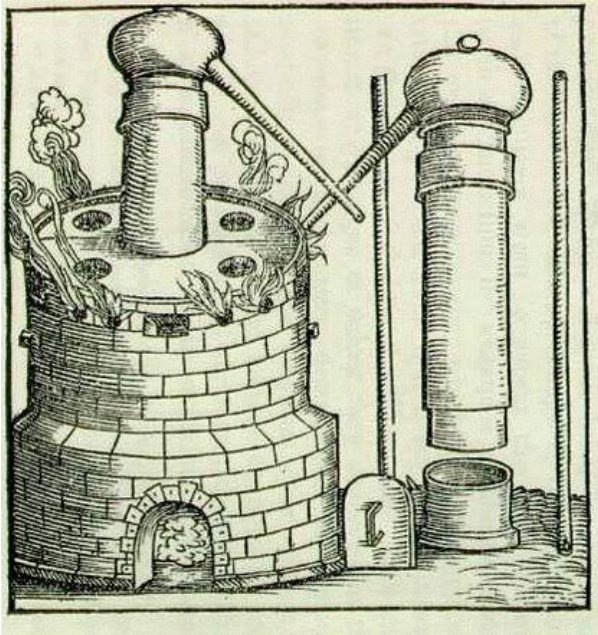
Applied	Minor	Medium	Major
Creator	Morienus	Avicenna	Nicolaus of Autrecourt
Duration	Permanent	Permanent	Permanent
Base Cost	Unknown	Unknown	Unknown
Special Ingredient	Pure Gold	Pure Gold	Pure Gold
Area	Unknown	Unknown	Unknown

Effects

This potion is used to purify areas tainted by evil. It is also said to create gold from worthless materials. Creation, use and effects of this potion are currently lost to the ages.

Potion Miscibility

When a potion is consumed (or applied in some cases) while another is in effect, there can be unintended consequences. The recipe descriptions above describe when to roll on the miscibility table.



Roll	Effects
01	EXPLOSION! Internal damage 6d10
02-03	Lethal Poison; Death; No save
04-10	Mild Poison; lose 1 STR, CON, DEX for 5d4 rounds; No save
09-15	Immiscible; Potions cancel each other out
16-25	Immiscible; One Potion cancelled
26-35	Immiscible; Both potions function at half effects
36-90	Miscible; Both potions work normally
91-99	Compatible; One potion functions at twice the effects
00	DISCOVERY! One potion causes permanent effects

Potion Special Ingredients

Special ingredients for potions are usually a combination or distillation of certain rare and expensive compounds. Though alchemy is fairly widespread throughout the Empire, its practice is still a closely guarded and regulated secret by the Guild of Physicks. This regulation prevents the undue attention of the Church and Emperor, as well the ire of the populace and Inquisition. Special ingredients in portions used for potions have little or no weight/encumbrance. It's left up to the Keeper to determine when a given amount of an ingredient will add to a character's encumbrance.

Using the Table

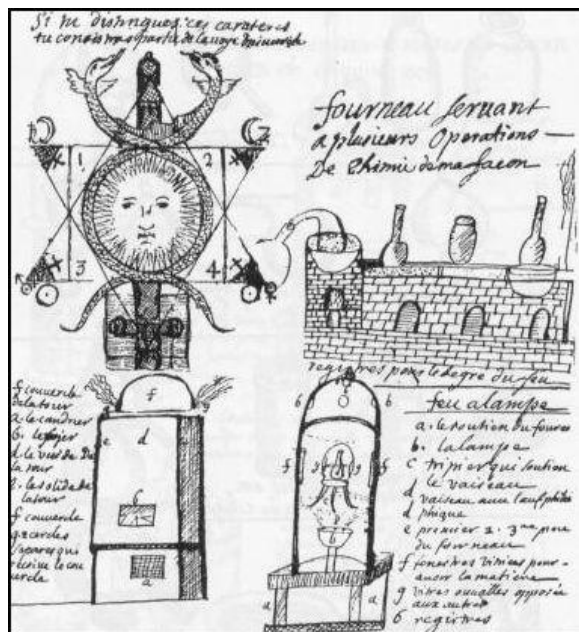
To find a given ingredient in a town, city, or caravan, the Keeper should make an Availability check: $d20+CF \Rightarrow 12$. A success indicates that there are 1d6 "portions" of the substance; a failure indicates that the substance is not available. The buyer then makes a Charisma check to determine the price. A failure adds the Variable Cost to the Base Cost, a success subtracts the Variable Cost from the Base Cost.

- The Rarity column is a simple notation of rarity based on the original Darklands manual and is simply a guide for Keepers.
- Availability lists the Challenge Factor to apply to the Availability roll.
- Base Cost and Variable Cost are in pfennigs.

Ingredient	Rarity	Availability (CF)	Base Cost (pf)	Variable Cost (pf)
Pure Gold	0	6	146	50
Marsh Vapour	1	5	71	24
Naptha	2	4	50	24
Manganes	3	4	46	24
Orpiment	4	3	34	12
White Cinnabar	5	3	23	6
East Black Bean	6	5	71	24
Zinblendende	7	4	42	24
Antimoni	8	2	30	12
Aqua Regia	9	2	38	12
Gum	10	2	38	12
Mondragora	11	2	38	12
Alum	12	1	26	6
Chamomile	13	1	27	6
Pitchblendende	14	1	26	6
Zinken	15	1	27	6
Nikel	16	1	24	6
Brimstone	17	1	17	6
Melanc Base	18	1	10	6
Sanguine Base	19	0	8	3
Choleric Base	20	0	7	3
Phlegmatic Base	21	0	6	3
Solanceae	22	0	40	24

NOTE: This table is derived from two sources: The Darklands Manual and a playtester's report. The oddity of the combination of these two data sources is that some components are listed in the manual as common, yet the cost is very high (Solanceae) or exceedingly rare and cheap (White Cinnabar). The explanation of these inconsistencies is not clear, though I explain it this way: Solanceae is a distillation of nightshade – a common plant, but dangerous to handle. White Cinnabar is arsenic – commonly used in glassmaking and thus cheap, but rare due to its common need in glassmaking... dunno. Medieval economics are not modern economics...

NOTE: Pure Gold is a distillation of gold which often has a number of impurities when coined or used in other applications. Only one potion uses pure gold: Transformation; a potion whose recipe is lost to the ages.



Special Ingredients Descriptions

These descriptions are from the original Darklands manual.

MARSH VAPOR: A natural gas, whose medieval admixture produced a sharp smell. Acquiring and containing this vapor was extremely difficult because it is virtually colorless. It is also known as methane.

NAPHTHA: First used by the Arabs in incendiary devices, it is a highly volatile, inflammable oil. Various types can be distilled from wood, coal, and petroleum.

MANGANES: A rare ore that, when refined, purified, and heated, burns quite brightly. It is also known as magnesium.

ORPIMENT: This sulfur-arsenic compound is bright yellow, can appear in large masses, and frequently figured in important alchemical reactions. It is also known as trisulfide of arsenic.

WHITE CINNABAR: This silvery-white metal is usually found as a powder, because it is extremely brittle. It is also extremely poisonous, but still useful (in small quantities) as a

compound in certain medicines. Sometimes used in glassmaking, it is also known as arsenic.

BLACK BEAN: This material, originally acquired from the East, is reddish-brown. It has a strong taste and certain unique but temporary stimulating effects on the body. It is also known as cocoa.

ZINKBLENDE: This clear, cleavable ore can yield a wide variety of results in various situations. It is also known as sphalerite, or zinc sulfide.

ANTIMONI: This silvery-white powder is very brittle, and invariably contains other trace elements. It is resistant to certain chemicals, can be used as a hardening agent, and is also known as antimony.

AQUA REGIA: A very strong, volatile and dangerous acid, this can dissolve almost anything, including people. It is a mixture of nitric acid and hydrochloric acid.

GUM: A sticky, resilient and strong material, it often includes pitch or resin. The purer forms generally were imported from the Middle East.

MONDRAGORA: A natural substance, reputedly from a plant, with many mystical properties.

ALUM: A very astringent powder, used in dyes and baking powders, or alone to induce vomiting. At this time the only known sources were in Italy and Asia Minor (Turkey). It is also known as ammonium bisulfate, potassium aluminum sulfate, or sometimes (incorrectly) as aluminum sulfate.

CHAMOMILE: A supposedly rare plant whose dried leaves have various properties, often medicinal. Actually, it is fairly common, but easily mistaken.

PITCHBLENDE: A mineral that is a lustrous brownish-black. When added to certain procedures, it can produce a slightly glowing material. It is also known as uranium oxide or radium oxide.

ZINKEN: A bluish-white salt that can improve metals, especially steel. It also has various medicinal properties. It is also known as zinc.

NIKEL: A hard, silver-white material that can be formed into a metal. It is much more useful when mixed with other materials, such as steel, where it adds strength and durability. It is also known as nickel.

BRIMSTONE: Pale yellow crystals that burn with a blue flame and emit a horrible stench (like rotten eggs). It is sometimes associated with demons and Hell. It is useful in many compounds, including gunpowder. It is also known as sulfur.

PURE GOLD: A dark yellow metal that is very soft and heavy. It is considered extremely valuable. At somewhat lesser purity it is formed in bars or small, thin round coins for monetary purposes.

MELANCHOLIC (MELANC) BASE: A variety of plants considered useful in alchemy, such as bell mushrooms, belladonna, camphor, hemlock, seed of sea holly, nightshade, thorn apple, henbane, turpentine, etc.

SANGUINE BASE: A variety of animal materials, such as eye of newt, toad tongues, bat claws, powdered unicorn horn, etc.

CHOLERIC BASE: A variety of acids and other liquids considered useful, including aqua fortis, vitriol and Roman vitriol, alcohol, distilled water, etc.

PHLEGMATIC BASE: A variety of common minerals, such as kupfer (copper), lead, lime (calcium oxide), quicksilver, and kohle (coal).

SOLANCEAE: Similar to Melanc Base, Solanceae is a distillation of somewhat toxic plants such as jimson weed, mandrake, belladonna, paprika, chili pepper, and tobacco.