

Alchemy		Index Sheet		
Name	Effect	Level	Ingredient Cost	Potion Cost
Blinding Dust	Blinds the target for 15 seconds	1	4	8
Adipose Unction	Removes friction	1	4	8
Dye	Allows you to change the colour of cloth, paper, someones skin etc	1	4	8
Sneezing powder	Makes someone sneeze violently for 15 seconds	1	4	8
Paint	With subtle variations you can make all sorts of colours of paint	1	4	8
Insect Repellant	Repels insects	1	4	8
Soap	Makes you clean	1	4	8
Paluse	Makes a cloud of smoke large enough to cover one person, lasts 10 seconds.	1	4	8
Scratch Dust	Makes the target itch for 30 seconds, they can do nothing but scratch for that time	2	8	16
Moon Bottle	Glow with a soft light radiating 10ft in all directions. Lasts 15 mins	2	8	16
Flash Bottle	Blinds anyone looking towards it for 5 seconds when thrown	2	8	16
Invisible Potion	Potion can't be seen but neither can anything that's submerged in the liquid.	2	8	16
Akusa	When added to a bandage it make it go hard so a split is not needed for crushed locations	2	8	16
Glue	Well its glue...it sticks	2	8	16
Ionic Salt	Only exists as a powder, useful for dispepsia and neutralising acids. Usage will cause fingerprints to be removed. Caution.	3	12	24
Woodstone Wax	Strengthens wood to make it resistant to the first attempt to destroy it, 1 dose will cover a single handed weapon. Lasts till used	3	12	24
Oil of Camouflage	Allows character with hide in woodland may do so whilst wearing any armour as long as this oil is applied to all locations of the armour. Lasts 1 encounter, 1 dose covers 1 location.	3	12	24
Oil of Night	Allows a character with hide in shadows to do so while wearing any armour as long as this oil is applied to all to all locations of the armour. Lasts 1 encounter, 1 dose covers 1 location.	3	12	24
Oil of Lubrication	Allows a character with move silently to do while wearing any armour as long as this old is applied to all locations of the armour. Lasts 1 encounter, 1 dose covers 1 location	3	12	24
Vitreol	Liquid, neutralises Alkali, plus other acidic properties	4	16	32
Wax of Pappyrust	Turns armour to paper, any attack destroys the armour. Furs and Leather armour only, 1 dose covers one location. Lasts 1 Encounter	4	16	32
Oil of thinning	Applied to Armour, once applied the armour provides no protection from sharp weapons. 1 dose covers 1 location. Lasts 1 encounter.	4	16	32
Oil of softening	Applied to Armour, once applied the armour provides no protection from blunt weapons. 1 dose covers 1 location. Lasts 1 encounter	4	16	32
Thornhide Wax	Makes a leather item stronger so it will resist the first attempt to destroy it. 1 dose covers 1 location. lasts till used.	4	16	32
Oil of Fire Resistance	When applied to a combustible object it prevents it from catching fire or burning. Does not prevent it from being destroyed by lava or similar, nor would it protect from other fire spells	4	16	32
Oil of Fire Resistance	When applied to armour it grants -1 damage from all fire effects to a min of 1. 1 Dose covers 1 location, lasts for 1 encounter.	5	20	40

Oil of Air Resistance	When applied to armour it grants -1 damage from all Air effects to a min of 1. 1 Dose covers 1 location. Lasts for 1 encounter	5	20	40
Oil of Water Resistance	When applied to armour it grants -1 damage from all Earth effects to a min of 1. 1 Dose covers 1 location. Lasts for 1 encounter.	5	20	40
Oil of Earth Resistance	When applied to armour it grants -1 damage from all Water effects to a min of 1. 1 Dose covers 1 location. Lasts for 1 encounter.	5	20	40
Oil of Fire Vulnerability	When applied to armour it grants +1 damage from all fire effects to a min of 1. 1 Dose covers 1 location. Lasts for 1 encounter.	5	20	40
Oil of Air Vulnerability	When applied to armour it grants +1 damage from all Air effects to a min of 1. 1 Dose covers 1 location. Lasts for 1 encounter.	5	20	40
Oil of Water Vulnerability	When applied to armour it grants +1 damage from all Water effects to a min of 1. 1 Dose covers 1 location. Lasts for 1 encounter.	5	20	40
Oil of Earth Vulnerability	When applied to armour it grants +1 damage from all Earth effects to a min of 1. 1 Dose covers 1 location. Lasts for 1 encounter.	5	20	40
Potion of Flame	When thrown at someone it bursts in to flame inflicting 1 point of damage all over and igniting anything that burns on the target	5	20	40
Oil of Acid Resistance	When applied to armour it makes any acid damage done during the next encounter only do normal damage to the armour. 1 Dose covers 1 location. Lasts for 1 encounter.	5	20	40
Oil of Rust Resistance	Prevents a metal item from being rusted away for 1 Dose covers a single handed weapon. Lasts for 1 encounter.	5	20	40
Oil of Acid Vulnerability	When applied to armour acid damage does double the normal damage and its PERMANENT. 1 Dose covers 1 location. Lasts for 1 encounter.	5	20	40
Crystallron Wax	Makes a metal item stronger so it will resist the first attempt to destroy it. 1 dose covers 1 location or a single handed weapon, lasts till used.	5	20	40
Sharpening Stones	When applied to an edged weapon it allows +1 damage for 1 encounter	6	24	48
Weight Stones	When applied to an blunt weapon it allows +1 damage for 1 encounter	6	24	48
Stiffener Wax	Stiffens leather armours so they can resist a crush. 1 Dose covers 1 location. Lasts for 1 encounter.	6	24	48
Oil of Blunting	Applied to armour, the armour takes 1 less point of damage from sharp weapons (to a minimum of 1) 1 Dose covers 1 location. Lasts for 1 encounter.	6	24	48
Oil of Absorbing	Applied to armour, the armour takes 1 less point of damage from blunt weapons (to a minimum of 1) 1 Dose covers 1 location. Lasts for 1 encounter.	6	24	48
Oil of Vulnerability	When applied to armour it provides no protection at all. 1 Dose covers 1 location. Lasts for 1 encounter.	6	24	48
Oil of Malability	Used in making leather and fur armours, if the armour has the extenable property then this oil is needed to soften the armour to make upgrades to the armour. 1 dose covers 1 location	6	24	48
Wax of Toughener	When applied to an armoured location, that location gains +1 point of armour value until the extra point is used. Once used it cannot be repaired. 1 dose covers 1 location.	6	24	48

Wax of Gleemslick	Turns armour to a glass like substance that shatters when struck destroying the armour and inflicting 1 point of damage on the wearer. Metal Armour Only. 1 Dose covers 1 location. Lasts for 1 encounter.	7	28	56
Greater Wax of Toughener	When applied to an armoured location, that location gains +2 point of armour value until the extra points are used. Once used they cannot be repaired. 1 dose covers 1 location.	8	32	64
Wax of Thickener	When applied to armour the Thru call does not bypass the armour. 1 dose covers 1 location, lasts 1 encounter	8	32	64
Wax of Greater Blunting	As per Oil of blunting but there is no minimum	9	36	72
Wax of Greater Absorbing	As per Oil of absorbing but there is no minimum	9	36	72
Major Wax of Toughener	When applied to an armoured location, that location doubles its armour value until the extra points are used. Once used they cannot be repaired. 1 dose covers 1 location.	10	40	80
Major Wax of Resist Earth	When applied to armour it grants -1 damage from all Earth effects, no minimum. 1 Dose covers 1 location. Lasts for 1 encounter.	10	40	80
Major Wax of Resist Air	When applied to armour it grants -1 damage from all Air effects, no minimum. 1 Dose covers 1 location. Lasts for 1 encounter.	10	40	80
Major Wax of Resist Water	When applied to armour it grants -1 damage from all Water effects, no minimum. 1 Dose covers 1 location. Lasts for 1 encounter.	10	40	80
Major Wax of Resist Fire	When applied to armour it grants -1 damage from all Fire effects, no minimum. 1 Dose covers 1 location. Lasts for 1 encounter.	10	40	80
Oil of Priming	Works as per Oil of Malability but for wooden weapons instead of armour	5	20	40