The world of alchemy is one of constant change and experimentation. Although most research is conducted within the stable conditions of the laboratory, occasionally an alchemist must work on the fly, tailoring compounds to suit the needs of the situation. A great deal of advancement in this discipline is the product of field alchemy, spontaneous experimentation that yields immediate results.
**FIELD ALCHEMY**

**ALKALIC FLUID**

**Description:** A quick concoction meant to counteract the adverse effects of alchemical acids, alkalic fluid has saved the lives and possessions of many clumsy alchemists.

**Special Rules:** The moment the ingredients are combined, select a friendly character in base contact with the alchemist suffering the Corrosion continuous effect. The continuous effect immediately expires.

**Brewing Requirements:** Alchemy

**Ingredients:** 1 unit alchemical waste (liquid), 1 unit mineral crystals

**Total Material Cost:** 4 gc

**Alchemical Formula:** Creating alkalic fluid can be done without an alchemy lab and requires a character to mix mineral crystals into a vial of alchemical waste. A character must spend a quick action to combine the ingredients and then makes an INT + Alchemy roll against a target number of 12. If the roll succeeds, the character creates one unit of alkalic fluid. If the roll fails, the ingredients are lost.

**BLACKBOND**

**Description:** Blackbond is a thick, tarlike substance prized for its adhesive properties.

**Special Rules:** The moment the ingredients are combined, they create a few ounces of this thick, gummy substance. An object coated with blackbond sticks wherever it makes contact and remains stuck for d3 hours. Sand, soot, and similar substances coating a target surface prevent blackbond from adhering—it sticks to the grime rather than the intended surface. To remove a stuck object, a character must make a STR roll against a target number of 10.

**Brewing Requirements:** Alchemy

**Ingredients:** 1 unit alchemical stone, 1 unit organic oil

**Total Material Cost:** 2 gc

**Alchemical Formula:** Creating blackbond can be done without an alchemy lab and requires a character to combine a vial of organic oil with powdered alchemical stone. A character must spend a quick action to combine the ingredients and then makes an INT + Alchemy roll against a target number of 12. If the roll succeeds, the character creates one unit of blackbond. If the roll fails, the ingredients are lost.

**GLASSEATER**

**Description:** Glasseater is thick blue-green grease that dissolves glass into an acrid vapor immediately upon contact.

**Special Rules:** The moment the ingredients are combined, any glass surface the compound is spread over dissolves into a pale vapor. One unit of glasseater can dissolve three square feet of glass up to a quarter-inch thick.

**Brewing Requirements:** Alchemy

**Ingredients:** 1 unit arcane minerals, 1 unit mineral acid

**Total Material Cost:** 9 gc

**Alchemical Formula:** Creating glasseater can be done without an alchemy lab and requires a character to combine powdered arcane minerals with a vial of mineral acid on a surface. A character must spend a quick action to combine the ingredients and then makes an INT + Alchemy roll against a target number of 12. If the roll succeeds, the character creates one unit of glasseater. If the roll fails, the ingredients are lost.

**FIRESTIFLE**

**Description:** Firestifle generates an expanding cloud of foam that quickly smothers flames. Alchemists often keep the ingredients for this compound on hand so that they can use it to prevent accidental fires from spreading out of control within their labs.

**Special Rules:** The moment the ingredients are combined, place a 3’ AOE in base contact with the alchemist. Fire continuous effects on characters in the AOE immediately expire and open flames in the AOE are extinguished.

**Brewing Requirements:** Alchemy

**Ingredients:** 1 unit alchemical waste (liquid), 1 unit mineral crystals

**Total Material Cost:** 4 gc

**Alchemical Formula:** Creating firestifle can be done without an alchemy lab and requires a character to drop mineral crystals into a vial of alchemical waste. A character must spend a quick action to combine the ingredients and then makes an INT + Alchemy roll against a target number of 12. If the roll succeeds, place the firestifle AOE in base contact with the alchemist. If the roll fails, the ingredients are lost.