

# FAVOR OF THE GODS - ALCHEMY

NAME	DESCRIPTION	INGREDIENTS	PREPARATION	POTENCY	TYPE
<b>Bandage</b>	A bandage to patch up wounds. Stabilizes a dying target.	A long piece of clean cloth	1 minute	-	First aid
<b>Smelling Salt</b>	Wakes someone up from unconsciousness.	Shavings of deer horn or hooves	1 hour, craft check against difficulty 8	-	First aid
<b>Splint</b>	A splint to stabilize injured limbs. When applied to an injured target, instead of its movement being halved, it is to half its movement plus 2.	Sturdy branches or metal rod, string or rope	10 minutes	-	First aid
<b>Calming Tea</b>	A herbal brew that calms the nerves. Heals an amount of stress equal to the potency. Works only once between long rests.	Common ingredients	20 minutes	1d6	Medicine
<b>Healing Salve</b>	A salve that is applied to injuries. The target gains a number of recovery counters equal to the potency.	Common ingredients	30 minutes, craft check against difficulty 10	1d6	Medicine
<b>Penumbral Journey</b>	Drink as a regular action. Fall unconscious for 8 hours. This counts as a forced long rest. When finishing the long rest, remove a number of recovery counters equal to the potency. For each counter removed this way, heal 1 damage.	Rare ingredients	4 hours, craft check against difficulty 14	3d6	Medicine
<b>Early Lullaby</b>	When the poison enters the blood stream of a target, it gains poison counters equal to the potency minus the target's physical resilience (toughness): - At the beginning of the target's turn, it gains a daze counter.	Common ingredients	30 minutes, craft check against difficulty 10	3d6	Poison
<b>Snout Sting</b>	Use as a regular action. Putting it on your clothes and body masks your smell. Fades after 6 hours. Until it fades, gain 1d6 disadvantage to charm checks against targets that can smell you.	Common ingredients	30 minutes, craft check against difficulty 8	-	Poison
<b>Strength of the Bear</b>	Drink as a quick action. Gain rush counters equal to the potency. Take 1d6 damage.	Uncommon ingredients	2 hours, craft check against difficulty 12	3d6	Poison
<b>Trollskin</b>	Drink as a quick action. Gain shield counters equal to the potency.	Rare ingredients, godstone, 1 favor counter	6 hours, craft check against difficulty 16	6d6	Poison
<b>Wit of the Raven</b>	Drink as a quick action. Gain surge counters equal to the potency. Take 1d6 damage.	Uncommon ingredients	2 hours, craft check against difficulty 12	3d6	Poison
<b>Suturing</b>	Suture wounds. The target heals 1 damage and gains 1d6 recovery counters. Works only once after a battle or event where the target took damage.	Needle, thread or sinew	3 minutes	-	Surgery
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