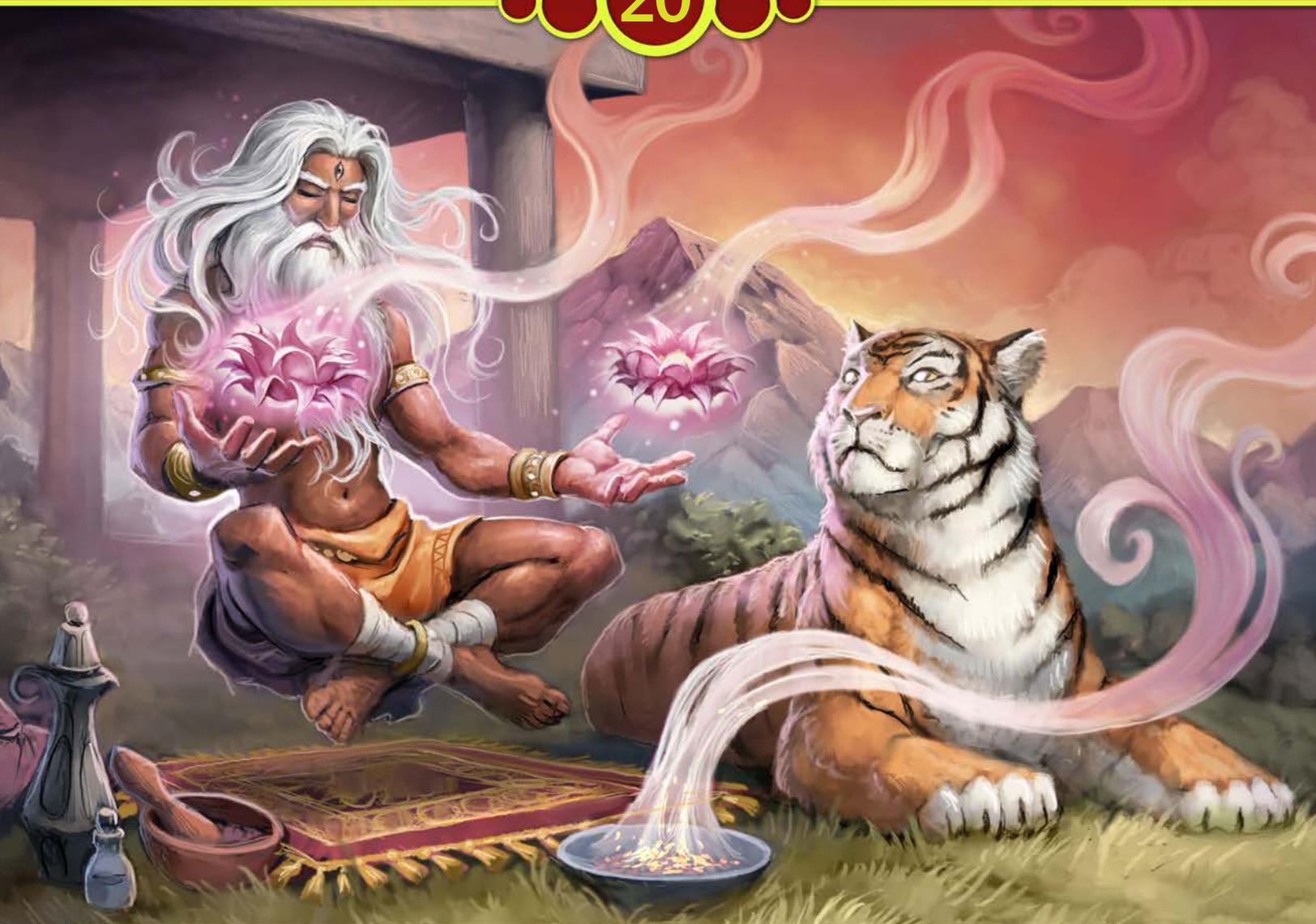


DEEP MAGIC

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ALKEMANCY



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DEEP MAGIC

Alkemancy

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Alkemancy

Too many arcanists view alchemy as magic's poor second cousin—an academic pursuit with practical applications but still nothing sorcerers or wizards with real talent would devote serious time or effort to. While alchemy can achieve astounding, even nearly miraculous feats, it's always been overshadowed by the power and versatility of

arcane magic. Because alchemy requires extensive preparation and forethought, adventurers tend to prefer the flexibility and immediacy of spellcasting.

In the distant East, however, a branch of alchemy is practiced that surpasses the simple alchemy familiar to the rest of the world. Known as Rasayana, magical chemistry, or simply alkemancy,

this arcane tradition delves into the properties of common alchemical substances such as brimstone and salt, and the means by which they can be used to achieve physical and metaphysical transformation in objects and creatures on levels unseen in most lands. Alkemancy practitioners combine their understanding of alchemical reagents and elixirs with their knowledge of spellcraft to create new and formidable magical effects.

Even more than this, though, alkemancy is a unique philosophy of life and nature. Alkemancers don't concoct useful potions and philters as an end in itself. Ultimately, they seek to expand their minds past their mortal limits or even achieve true immortality, and alkemancy is simply the path they follow in pursuit of that goal.

Transmuters and alkemancers belong to similar traditions. Where transmuters have little use for alchemy and its secrets, preferring to rely on brute magical force to achieve their aims (at least, that's the opinion held by traditional alchemists), alkemancers combine extensive knowledge of alchemy with the many ways the six fundamental essences can be applied to arcane magic.

Alkemantic Reasoning

All magic demands a high amount of study and intellectual devotion. Within traditional magic, most of this takes the form of rote learning: the words and gestures involved in casting a spell must be rehearsed over and over until they can be performed perfectly every time, even under pressure or in the middle of combat. Alkemancy is no less intellectually demanding, but its practitioners rely more on flawless step-by-step reasoning than on memorization.

Alkemantic reasoning draws on logic, tradition, and metaphor in equal parts. An alkemancer might reason, for example, that a formula calling for snake's liver and elemental fire might function better if salamander's liver is substituted—a salamander being part snake, part flame. Experiments along these lines can yield shocking successes and equally shocking failures.

Magic in All Things

The true power of alkemancy resides within the six fundamental essences: brimstone, lead, quicksilver, quintessence, salt, and void salt. These essences parallel the four standard elements as well as the two more esoteric elements of metal and void but are unique to alchemy.

Brimstone. The yellow of brimstone (otherwise known as sulfur) represents activity, energy, and masculinity, and it's related to the sun, volcanoes, and elemental fire. Brimstone is a destructive essence present in small amounts in explosives, various acids, and in substances such as alchemist's fire.

Lead. Also erroneously referred to as antimony (a different metal that lead is sometimes combined with), lead represents coldness and heaviness, transformation, and the removal of impurities in objects and creatures. It is associated with broader elemental metals and is often called the oldest or first metal. Lead is reactive and can be toxic in various forms over long periods of exposure—useful qualities in lingering poisons and slow-acting corrosives. It's used as a component in many alchemical creations and supplies.

Quicksilver. Also known as mercury, this silvery metal represents passivity, femininity, and malleability. It's associated with elemental water and the moon. Quicksilver is seen as a creative essence despite its passive nature. It's also a lethal poison, being much faster-acting than lead, for example. One fluid dram of refined quicksilver is occasionally used in vials of both alchemical poisons and antitoxins.

Quintessence. One of the rarest and most mysterious of the six fundamental essences, quintessence represents thought, life, and spirit. It is distantly but usefully related to elemental air; in its commonest form, it appears as a vaporous silvery liquid. Quintessence is never used in common alchemical items, largely because it's one of the most difficult of the essences to obtain and it tends to dissipate as soon as it's exposed to air. Alkemancers are always keen to find viable substitutes for quintessence in their concoctions.

Salt. The most common of the six fundamental essences is salt, which represents matter, physicality, and the human body. It is closely related to elemental earth. Purified salt is used in many common alchemical items, and solutions of salt are used widely in mundane and supernatural formulas and rituals.

Void Salt. Formed from the blood of slain voidlings (vile monsters described in the *Tome of Beasts*), void salt is formed of small, dull black crystals; it takes its name from this granular appearance. Void salt is associated with dissolution, entropy, and madness. It is a dangerous substance to work with, because merely touching it with bare skin causes 1 necrotic damage. Anyone intending to work with void salt should wear gloves of metal or thick leather, and even those substances corrode soon after coming in contact with void salt unless they're protected with an anti-necrotic energy coating. The use of void salt is reserved for rare alchemical concoctions, mainly acids, poisons, and explosives.

Alkemy Feats

The feats listed in this section are tailored for alkemancers, but they can prove useful to adventurers in general.

POTION FIEND

You are naturally adept at handling potions and getting the best use from them. You gain the following benefits.

- You can drink a potion (including elixirs and philters) as a bonus action. If you have a potion in your hand, you can quaff it as a reaction when you are targeted by a ranged attack or a spell.
- When drinking a *potion of healing*, you regain additional hit points equal to your proficiency bonus.
- When using alchemical supplies while identifying a potion, you have advantage on the die roll.
- If your GM uses the optional Potion Miscibility table, and you roll a result of 1-25, you can add 25 to the roll.

Khandirian Alkemy

Although alkemancers aren't common, a few can be found in most regions of Midgard, whether plying their trade on the streets of cities such as Maillon, Trombei, or Zobeck, or spending time in research and experimentation in quieter or more remote locations such as the burning deserts of the Southlands, the magic-ravaged land of the Wasted West, or the vast expanse of the Wandering Realms of the Kariv. By far the greatest concentration of alkemancers exists in the mysterious, far eastern land of Khandiria.

Alkemy is said to have originated there in Mahishtapur, a city nestled in a region of rugged, acacia-cloaked hills in the southeastern reaches of Khandiria. The city is famous for towering minarets of magically infused stone and gold in which its citizens live and for the alchemists openly peddling their wares on its streets. Mahishtapur

is also a hotbed of political intrigue and magical skullduggery where alkemancers vigorously compete over lucrative opportunities to provide their laboratory concoctions to the grand armies of the Empire and their alchemical armories.

While alkemy originated in Mahishtapur, its greatest school is the Ten-fold Occluded Tower, where battlefield alchemy matured and flourished. A trio of brothers—Gajendran, Nakshastra, and Sharat—built a legacy of experimentation and discovery, including the cure to the weeping flesh pox that ravaged both Cathay and Khandiria. It's said Nakshastra acquired many secrets from the queen of the nagas in Yig; some even claim he stole them. Nakshastra's seven trials are remembered in verse and song throughout Khandiria and are said to contain clues guiding the insightful along the path to immortality and mystical perfection.

SKILLED BOMBER

You are skilled at using acid, alchemist's fire, and other alchemical explosives as weapons. You gain the following benefits.

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with alchemical weapons. If you were already proficient with alchemical weapons, you don't have disadvantage when you make ranged attacks with thrown alchemical weapons while in melee.
- The damage die of any alchemical weapon you use increases to the next larger size. A flask of alchemist's ice, for example, does 1d10 cold damage instead of 1d8 when thrown by you.
- You can "shake up" an alchemical liquid as a bonus action. This destabilizes it and primes it to explode a short time later. Any creature that touches the liquid's container within 1 minute of you priming it causes the substance to explode and deal its normal damage or otherwise have its normal effect. If the liquid does damage, it deals its standard damage instead of using the next larger die size usually granted by this feat.

Arcane Tradition: Alkemancy

Wizards who combine traditional spellcasting with advanced alchemical practices and concoctions are called alkemancers. They are a mysterious breed sometimes confused with transmuters, with whom they share a complicated rivalry. Unlike the majority of transmuters, who focus on the physical transformation of objects and creatures, alkemancers are concerned with the search for human perfection and immortality and they use alchemy as a means in this pursuit. Still, there is much crossover between the two traditions. Alkemancers and transmuters can be found working toward the same goals, as both allies and rivals.

Alkemancy spells typically blend conjuration, necromancy, and transmutation effects. Few alkemancy spells belong to the schools of evocation or illusion, since spells of these schools summon energy out of nothingness or create things that are not real; both concepts are at odds with the precepts of alkemancy, which seeks to reduce energy and

matter to its constituent parts and refine them to a more purified (or useful) state of existence.

Except as noted below, alkemancers function as wizards and use the wizard spell list.

ALCHEMICAL SAVANT

Beginning when you select this tradition at 2nd level, the gold and time you must spend to copy an alkemancy spell into your spellbook are halved.

When you gain a level, one of the two spells you learn for gaining a level can be an alkemancy spell even if you've never encountered the spell before. Similarly, when you learn a new cantrip, it can be an alkemancy cantrip even if you've never previously encountered it.

SKILLED ALCHEMIST

Beginning at 2nd level, you gain proficiency with alchemical supplies if you did not already have it and your proficiency bonus with alchemical supplies is doubled. You also halve the cost of alchemical items you create, enabling you to fashion most basic items in a single day. Finally, you gain proficiency with alchemical weapons and add your proficiency bonus to their damage rolls when you use them as weapons.

ESSENCE MASTERY

Beginning at 6th level, you can add one of the six fundamental essences to your spells as an additional material component at the cost of 1 gp per spell level. This doesn't increase the casting time of the spell or any of its other effects except as follows.

- **Adding brimstone** to a spell that deals fire damage causes the flames to take on a bluish hue and to release irritating vapors. A creature damaged by the spell must also make a successful Constitution saving throw or become poisoned for a number of rounds equal to your Intelligence modifier (minimum of 1).
- **Adding lead** to a spell that improves your armor class, such as *mage armor* or *shield*, increases the spell's AC bonus by 2. If the spell has a duration longer than 1 round, the duration also increases by a number of additional rounds equal to your Intelligence modifier (minimum of 1). Any visible spell effect modified with lead takes on a dull gray sheen.
- **Adding quicksilver** to a spell that changes the form of a creature or an object, such as *alter self* or *polymorph*, increases the spell's duration by

a number of minutes equal to your Intelligence modifier (minimum of 1). Spells with a duration briefer than 10 minutes, such as *alchemical form*, measure the increase in rounds instead of minutes. Any change in form modified with quicksilver is always accompanied by lustrous wisps or motes of silvery energy.

- **Adding quintessence** to a necromantic spell that grants temporary hit points, such as *false life* or *life hack*, increases the temporary hit points gained by a number equal to twice your Intelligence modifier (minimum of 2). Adding quintessence to a spell doesn't change the spell's visible aspects.
- **Adding salt** to a spell that deals acid damage gives the acid a pale, crystalline hue and causes it to become extremely painful. Any creature damaged by the spell must also make a successful Constitution saving throw or lose 1d4 points from its Strength and Dexterity scores (rolled separately). These lost points return automatically after a number of rounds equal to your Intelligence modifier (minimum of 1).
- **Adding void salt** to a spell that deals necrotic damage causes the spell to shed palpable strands of darkness. Any creature damaged by the spell is also surrounded by a veil of cloying shadows and must make a successful Constitution saving throw or be restrained for a number of rounds equal to your Intelligence modifier (minimum of 1).

CRAFT MINOR ELIXIR

Beginning at 10th level, you automatically learn the formulas for a number of elixirs, oils, philters, or potions of your choice equal to 1 + your Intelligence modifier (minimum of 1). You do not need to spend time or gold researching these formulas.

When brewing an elixir, oil, philter, or potion based on one of the formulas you obtained, you can add exotic alchemical reagents to the mixture

at the cost of additional gold equal to half the potion's standard cost. If you do this, the resulting mixture is more powerful than normal: if the potion has an instantaneous effect (such as *potions of healing*), it automatically has its maximum effect; if the potion has a duration (such as a *potion of giant strength*), it lasts for twice its normal duration.

PATH OF THE GOLDEN GLOWER

Beginning at 14th level, you learn the secret formulas for brewing the Six Fabled Elixirs, magical draughts of incredible potency and rarity. Each elixir takes a full year or more to create from exceedingly rare ingredients, but once finished and consumed or otherwise applied, each grants its user a permanent bonus of some sort. The six elixirs are described below (see "Magic Items").

Additionally, once you reach 14th level, you become so skillful at working with dangerous chemicals and reagents that you gain resistance to acid and poison damage and are immune to the poisoned condition.



Alkemancy Spell List

These spells are added to the spell lists of alkemancers. Spells marked with an asterisk (*) also appear in the *Midgard Heroes Handbook*.

CANTRIPS

Brimstone Infusion

1ST LEVEL

Bottomless Stomach

*Freeze Potion**

2ND LEVEL

*Boiling Oil**

Delay Potion

Mephitic Croak

3RD LEVEL

Gluey Globule

Salt Lash

4TH LEVEL

Quicksilver Mantle

Ray of Alchemical Negation

5TH LEVEL

*Acid Rain**

Bottled Arcana

6TH LEVEL

Alchemical Form

7TH LEVEL

Acid Gate

8TH LEVEL

*Caustic Torrent**

Life Hack

9TH LEVEL

Blood to Acid

*Time in a Bottle**

feet in a random, horizontal direction. If the creature makes a successful Intelligence saving throw, it can't be teleported by this portal but it still takes acid damage when it enters the acid-filled portal and every time it ends its turn in contact with it.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 8th level or higher, you can allow one additional creature to use the gate for each slot level above 7th.

ACID RAIN

5th-level conjuration (alkemancy, elemental)

CASTING TIME: 1 action

RANGE: 150 feet

COMPONENTS: V, S, M (a drop of acid)

DURATION: Concentration, up to 1 minute

You unleash a storm of swirling acid in a cylinder 20 feet wide and 30 feet high centered on a point you can see. The area is heavily obscured by the driving acidfall. A creature that starts its turn in the area or that enters the area for the first time on its turn takes 6d6 acid damage, or half damage with a successful Dexterity saving throw. A creature takes half damage from the acid (as if it had made a successful saving throw) automatically at the start of its first turn after leaving the affected area.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for every slot level above 5th.

Alkemancy Spells

ACID GATE

7th-level conjuration (alkemancy)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a vial of acid and a polished silver mirror worth 125 gp)

DURATION: Concentration, up to 1 minute

You create a portal of swirling, green, acidic vapor in an unoccupied space you can see. This portal connects with a target destination within 100 miles that you are personally familiar with and have seen with your own eyes, such as your wizard's tower or an inn you have stayed at. You and up to three creatures of your choice can enter the portal and pass through it, arriving at the target destination (or within 10 feet of it if it is currently occupied). If the target destination doesn't exist or is inaccessible, the spell automatically fails and the gate doesn't form.

Any creature other than those selected by you when the spell was cast that tries to move through the gate takes 10d6 acid damage and is teleported 100 x 10

ALCHEMICAL FORM

6th-level transmutation (alkemancy)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a vial of acid, poison, or alchemist's fire)

DURATION: 1 minute

You transform into an amoebic form composed of highly acidic and poisonous alchemical jelly. While in this form,

- you are immune to acid and poison damage and to the poisoned and stunned conditions;
- you have resistance to nonmagical fire, piercing, and slashing damage;
- you can't speak, cast spells, use items or weapons, or manipulate objects;
- your gear melds into your body and reappears when the spell ends;
- you don't need to breathe;

- your speed is 20 feet;
- your size doesn't change but you can move through and between obstructions as if you were two size categories smaller;
- you gain the following *Melee Weapon Attack*: (spellcasting ability modifier + proficiency) to hit, range 5 ft., one target; *Hit*: 14 (4d6) acid or poison damage (your choice), and the target must make a successful Constitution saving throw or be poisoned until the start of your next turn.

BLOOD TO ACID

9th-level transmutation (alkemancy)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Instantaneous

When you cast this spell, you convert all of a creature's blood into virulent acid. Unless the creature makes a successful Constitution saving throw, it takes 10d12 acid damage and is stunned by the pain for 1d4 rounds. All creatures have disadvantage on this saving throw.

Creatures without blood, such as constructs and plants, are not affected by this spell. If *blood to acid* is cast on a creature composed mainly of blood (such as a blood elemental or blood zombie), the creature is slain by the spell if its saving throw fails.

BOILING OIL

2nd-level conjuration (alkemancy, battle)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a vial of oil)

DURATION: Concentration, up to 1 minute

You conjure a shallow, 30-foot-diameter pool of boiling oil centered on a point within range. The pool is difficult terrain, and any creature entering the pool or beginning its turn in the pool takes 3d8 fire damage and falls prone. Creatures that make a successful Dexterity saving throw take half damage and don't fall prone.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

BOTTLED ARCANA

5th-level transmutation (alkemancy)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (an empty glass container)

DURATION: See below

By touching an empty, stoppered glass container such as a vial or flask, you magically enable it to hold a single spell. To be captured, the spell must be cast within one round of casting *bottled arcana* and it must be intentionally cast into the container. The container can hold one spell of up to 3rd level. The spell is held in the container until it's released or 24 hours have passed. After 24 hours, the container reverts to a mundane vessel and any magic still inside it dissipates harmlessly.

As an action, any creature can unstop the container, thereby releasing the spell within. If the spell has a range of self, the creature opening the container is affected; otherwise, the creature opening the container designates the target according to the contained spell's description. If a creature opens the container unwittingly (it doesn't know the container holds a spell), the spell targets the creature opening the container or is centered on its space (whichever is more appropriate) instead. *Dispel magic* cast on the container targets *bottled arcana*, not the spell inside. If *bottled arcana* is dispelled, the container becomes inert and the spell inside dissipates harmlessly.

Until the spell in the container is released, its caster can't regain the spell slot used to cast that spell. Once the spell is released, its caster can regain the use of that slot normally.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 6th level or higher, the level of the spell the container can hold increases by one for every slot level above 5th.

BOTTOMLESS STOMACH

1st-level transmutation (alkemancy)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V

DURATION: Concentration, up to 1 hour

When you cast this spell, you gain the ability to consume dangerous substances and contain them in an extradimensional reservoir in your stomach. The spell allows you to swallow most liquids, such as acids, alcohol, poison, and even quicksilver, and

hold them safely in your stomach. You are unaffected by swallowing the substance, but the spell doesn't give you resistance or immunity to the substance in general; for example, you could safely drink a bucket of a black dragon's acidic spittle, but you'd still be burned if you were caught in the dragon's breath attack or if that bucket of acid were dumped over your head.

The spell allows you to store up to 10 gallons of liquid at one time. The liquid doesn't need to all be of the same type, and different types don't mix while in your stomach. Any liquid in excess of 10 gallons has its normal effect when you try to swallow it.

At any time before you stop concentrating on the spell, you can regurgitate up to 1 gallon of liquid stored in your stomach as a bonus action. The liquid is vomited into an adjacent 5-foot square. A target in that square must succeed on a DC 15 Dexterity saving throw or be affected by the liquid. The GM determines the exact effect based on the type of liquid regurgitated, using 1d6 damage of the appropriate type as the baseline.

When you stop concentrating on the spell, its duration expires, or it's dispelled, the extradimensional reservoir and the liquid it contains simply cease to exist.

BRIMSTONE INFUSION

Transmutation cantrip (alkemancy)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a flask of alchemist's fire and 5 gp worth of brimstone)

DURATION: 24 hours

You infuse an ordinary flask of alchemist's fire with magical brimstone. While so enchanted, the alchemist's fire can be thrown 40 feet instead of 20, and it does 2d6 fire damage instead of 1d4. The Dexterity saving throw to extinguish the flames uses your spell save DC instead of DC 10. Infused alchemist's fire returns to its normal properties after 24 hours.

CAUSTIC TORRENT

8th-level conjuration (alkemancy, elemental)

CASTING TIME: 1 action

RANGE: Self (60-foot line)

COMPONENTS: V, S, M (a chip of bone pitted by acid)

DURATION: Instantaneous

A swirling jet of acid sprays from you in a direction you choose. The acid fills a line 60 feet long and 5 feet wide. Each creature in the line takes 14d6 acid damage, or half damage with a successful Dexterity saving throw. A creature reduced to 0 hit points by this spell is killed, and its body is liquefied. In addition, each creature other than you that's in the line or within 5 feet of it is poisoned for 1 minute by toxic fumes. Creatures that don't breathe or that are immune to acid damage aren't poisoned. A poisoned creature makes a Constitution saving throw at the end of its turn, ending the effect on itself on a success.

DELAY POTION

2nd-level transmutation (alkemancy)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: 1 hour (see below)

Upon casting this spell, you delay the next potion you consume from taking effect for up to 1 hour. You must consume the potion within 1 round of casting *delay potion*; otherwise the spell has no effect. At any point during *delay potion*'s duration, you can use a bonus action to cause the potion to go into effect. When the potion is activated, it works as if you had just drunk it. While the potion is delayed, it has no effect at all and you can consume and benefit from other potions normally.

You can delay only one potion at a time. If you try to delay the effect of a second potion, the spell fails, the first potion has no effect, and the second potion has its normal effect when you drink it.

FREEZE POTION

1st-level transmutation (alkemancy, rune)

CASTING TIME: 1 reaction, which you take when you see a creature within range of the spell about to use a potion

RANGE: 25 feet

COMPONENTS: V, S

DURATION: Instantaneous

A blue spark flies from your hand into a potion vial, drinking horn, waterskin, or similar container,

instantly freezing the contents. The contents melt normally and are not otherwise harmed, but it's not possible to consume them while they're frozen (they won't come out of the container).

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the range of the spell increases by 5 feet for every spell slot beyond 1st level.

GLUEY GLOBULE

3rd-level conjuration (alkemancy)

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S, M (a drop of glue)

DURATION: 1 minute or 1 hour

You make a ranged spell attack to hurl a large globule of sticky, magical glue at a creature within 120 feet. If the attack hits, the target creature is restrained.

A restrained creature can break free by using an action to make a successful Strength saving throw. When the creature breaks free, it takes 2d6 slashing damage from the glue tearing its skin. If your ranged spell attack was a critical hit or exceeded the target's AC by 5 or more, the Strength saving throw is made with disadvantage. The target can also be freed by an application of universal solvent or by doing 20 acid damage to the target. The glue dissolves when the creature breaks free or at the end of 1 minute.

Alternatively, *gluey globule* can also be used to glue an object to a solid surface or to another object. In this case, the spell works like a single application of sovereign glue and lasts for 1 hour.

LIFE HACK

8th-level necromancy (alkemancy)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (a ruby worth 500 gp, which is consumed during the casting)

DURATION: 1 hour

Choose up to five creatures that you can see within range. Each of the creatures gains access to a pool of temporary hit points that it can draw upon over the spell's duration or until the pool is used up. The pool contains 120 temporary hit points. The number of temporary hit points each individual creature can draw is determined by dividing 120 by the number of creatures with access to the pool. Hit points are drawn as a bonus action by the creature gaining the temporary hit points. Any number can be drawn at once, up to the maximum allowed.

A creature can't draw temporary hit points from the pool while it has temporary hit points from any source, including from *life hack*.

MEPHITIC CROAK

2nd-level conjuration (alkemancy)

CASTING TIME: 1 action

RANGE: Self (15-foot cone)

COMPONENTS: V, S, M (a dead toad and a dram of arsenic worth 10 gp)

DURATION: Instantaneous

You release an intensely loud burp of acidic gas in a 15-foot cone. Creatures in the area take 2d6 acid damage plus 2d6 thunder damage, or half damage with a successful Dexterity saving throw. A creature whose Dexterity saving throw fails must also make a successful Constitution saving throw or be stunned and poisoned until the start of your next turn.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, both acid and thunder damage increase by 1d6 for each slot level above 2nd.

QUICKSILVER MANTLE

4th-level transmutation (alkemancy)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a nonmagical cloak and a dram of quicksilver worth 10 gp)

DURATION: 1 hour

You transform an ordinary cloak into a highly reflective, silvery garment. The *quicksilver mantle* increases your AC by 2 and grants advantage on saving throws against gaze attacks. In addition, whenever you are struck by a ray such as a *ray of enfeeblement*, *scorching ray*, or even *disintegrate*, roll 1d4. On a result of 4, the cloak deflects the ray, which instead strikes a randomly selected target within 10 feet of you. The cloak deflects only the first ray that strikes it each round; rays after the first affect you as normal.

RAY OF ALCHEMICAL NEGATION

4th-level transmutation (alkemancy)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Instantaneous

You launch a ray of blazing, polychromatic energy from your fingertips. Make a ranged spell attack against an alchemical item or a trap that uses alchemy to achieve its ends, such as a trap that sprays acid,

releases poisonous gas, or triggers an explosion of alchemist's fire. A hit destroys the alchemical reagents, rendering them harmless. The attack is made against the most suitable object Armor Class.

The *ray of alchemical negation* can also be used against a creature that is wholly or partially composed of acidic, poisonous, or alchemical components, such as an alchemical golem or an ochre jelly. In that case, a hit causes 6d6 force damage and the creature must make a successful Constitution saving throw or it does only half damage with its acidic, poisonous, or alchemical attacks for 1 minute. A creature whose damage output is halved repeats the saving throw at the end of its turn, ending the effect on itself with a success.

SALT LASH

3rd-level conjuration (alkemancy)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a pinch of salt worth 1 sp, which is consumed during the casting)

DURATION: Concentration, up to 10 minutes

You create a long, thin blade of razor-sharp salt crystals. You can wield it as a longsword, using your spellcasting ability to modify your weapon attack rolls. The sword deals 2d8 slashing damage on a hit, and any creature struck by the blade must make a successful Constitution saving throw or be stunned by searing pain until the start of your next turn. Constructs and undead are immune to the blade's secondary (pain) effect; plants and creatures composed mostly of water, such as water elementals, also take an additional 2d8 necrotic damage if they fail the saving throw.

The spell lasts until you stop concentrating on it, the duration expires, or you let go of the blade for any reason.

TIME IN A BOTTLE

9th-level transmutation (alkemancy, clockwork)

CASTING TIME: 1 action

RANGE: Sight

COMPONENTS: V

DURATION: Concentration, up to 1 minute

You designate a spot within your sight. Time comes under your control in a 20-foot radius centered on that spot. You can freeze it, reverse it, or move it forward by as much as 1 minute as long as you maintain concentration. Nothing and no one,

yourself included, can enter the field or affect what happens inside it. You can choose to end the effect at any moment on your turn, and events progress naturally from there.

Magic Items

Alkemancers have devised countless magic items over the centuries. Their creations range from fairly standard magic items such as the *bubbling retort* and *scalehide cream* to uniquely alkemantic items such as *Anuraag's crucible* and the fabled *Six Elixirs*.

ALEMBIC OF UNMAKING

Wondrous item, very rare

This large *alembic* is a glass retort supported by a bronze tripod and connected to a smaller glass container by a bronze spout. The bronze fittings are etched with arcane symbols, and the glass parts of the *alembic* sometimes emit bright, amethyst sparks.

If a magic item is placed inside the *alembic* and a fire lit beneath it, the magic item dissolves and its magical energy drains into the smaller container. Artifacts, legendary magic items, and any magic item that won't physically fit into the *alembic* (anything larger than a short sword or a cloak) can't be dissolved this way. Full dissolution and distillation of an item's magical energy takes an hour, but ten minutes is enough time to render most items nonmagical.

If an item spends a full hour dissolving in the *alembic*, its magical energy coalesces in the smaller container as a lump of material resembling gray-purple, stiff dough known as *arcanoplasm*. This material is safe to handle and easy to incorporate into new magic items. Using *arcanoplasm* while creating a magic item reduces the cost of the new item by 10% per degree of rarity of the magic item that was distilled into the *arcanoplasm*.

The *alembic of unmaking* can distill or disenchant one item per 24 hours.

ANURAAG'S CRUCIBLE

Artifact

Thousands of years ago, a powerful alkemancer named Anuraag constructed an enormous crucible in his quest to create the perfect organism. He hoped it would bring forth an immortal being that could surpass the limitations imposed by human flesh and surpass even the gods. Anuraag used the crucible to create so many monstrosities that eventually

the local deities had to take action against him. The alkemancer was destroyed for his impertinence, and his crucible was sealed away at the bottom of a mighty chasm.

Anuraag's crucible is an enormous object fashioned from white clay and engraved with mystical symbols chased with burnished copper and electrum. The *crucible* is large enough to hold a single Huge creature, two Large creatures, four Medium creatures, etc.

If one or more creatures are placed in the *crucible* and the *crucible* is heated over an intense, magical flame, each creature must make a DC 20 Constitution saving throw against the *crucible's* powerful transmutation magic. If this saving throw fails, the creature's body liquefies and the creature is blinded, deafened, and paralyzed until the transformation is complete. Their equipment doesn't dissolve along with them, though most creatures are stripped naked before being placed in the *crucible*. Over the course of 10 minutes, the liquefied creature transforms into another creature.

If this transformation is interrupted, the transforming creature is slain. It can be brought back to life in its original form by a *resurrection* spell or comparable magic.

If the process reaches completion, the creature transforms into another creature as if affected by a *shapechange* spell. The transformed creature must make a successful DC 20 Wisdom saving throw or lose its memory and all its previous abilities, traits, and features, which are replaced by the blank mind of a newly-born version of the creature it transformed into. Whether or not a creature retains its mental faculties, the newly-assumed form is permanent. At that point, the creature can regain its former form (and memories and abilities) only via *wish* or comparable magic.

Constructs and undead are immune to the *crucible's* power, as is any creature that can change its shape at will, such as a doppelganger.

To determine what a creature transforms into, roll 1d20.

D20	CREATURE	D20	CREATURE
01	Cat	11	Chimera
02	Ape	12	Girallon
03	Camel	13	Harpy
04	Dire wolf	14	Lamia
05	Giant fly	15	Manticore
06	Giant lizard	16	Spirit naga
07	Giant toad	17	Aboleth
08	Mastiff	18	Gibbering moulder
09	Tiger	19	Nothic
10	Basilisk	20	New life form*

* You can introduce a new creature into the campaign or choose something from the *Creature Codex*, *Tome of Beasts*, or other book of monsters.

Destroying the Crucible. *Anuraag's crucible* can be destroyed if a celestial and a fiend, both at least challenge 15, willingly allow themselves to be transformed by the *crucible's* magic at the same time.



If this should happen, the *crucible* can't take the burden of transforming both creatures and shatters in a spectacular explosion that does 20d6 piercing damage to all creatures in a 60-foot radius, or half damage with a successful DC 15 Dexterity saving throw.

BRAIN JUICE

Potion, very rare

This foul-smelling, murky, purple-gray liquid is created from the liquefied brains of spellcasting creatures such as aboleths. Anyone consuming this repulsive mixture must make a DC 15 Intelligence saving throw. If the saving throw succeeds, they are infused with magical power and regain 1d6 + 4 expended spell slots. If the saving throw fails, they are afflicted with a short-term madness lasting 1 day. If a creature consumes multiple doses of *brain juice* and fails three consecutive Intelligence saving throws, they gain a permanent long-term madness and automatically fail all further Intelligence saving throws caused by drinking *brain juice*.

BUBBLING RETORT

Wondrous item, uncommon

This long, thin retort is fashioned from smoky yellow glass and is topped with an intricately carved brass stopper.

You can unstopper the retort and fill it with liquid as an action. Once you do so, it spews out multicolored bubbles in a 20-foot radius. The bubbles last 1d4 + 1 rounds. While they last, creatures within the radius are blinded and the area is heavily obscured to all creatures except those with tremorsense. The liquid in the retort is destroyed in the process with no harmful effect on its surroundings. If any bubbles are popped, they burst with a wet smacking sound but no other effect.

GIRDLE OF TRAVELING ALCHEMY

Wondrous item, very rare (requires attunement)

This wide leather girdle has many sewn-in pouches and holsters that hold an assortment of empty beakers and vials. Once you've attuned to the girdle, these containers magically fill with the following liquids:

- 2 flasks of alchemist's fire;
- 2 flasks of alchemist's ice;
- 2 vials of acid;
- 2 jars of swarm repellent;
- 1 vial of assassin's blood poison;
- 1 *potion of climbing*;
- 1 *potion of healing*.

Each container magically replenishes each day at dawn, if you are wearing the girdle. All the potions and alchemical substances produced by the *girdle of traveling alchemy* lose their useful properties if they're transferred to another container before being used.

OIL OF DEFOLIATION

Wondrous item, uncommon

Sometimes known as *weedkiller oil*, this greasy brown fluid contains the crushed husks of dozens of locusts. The oily substance can coat one weapon or up to five pieces of ammunition. Applying the oil takes 1 minute. Once applied, the coated weapon or ammunition deals an additional 1d6 necrotic damage to plants or plant creatures with every successful strike for the next hour.

The oil can also be applied directly to a willing, helpless, or immobile plant or plant creature. In this case, the substance causes 4d6 necrotic damage, which is enough to kill most ordinary plant life smaller than a large tree.

POTION, PILL FORM

Rarity varies by potion type

Alkemancers have mastered the craft of condensing potions into pills. Potions in pill form have the same effect as regular potions and have the same color as they potions they're derived from, but an individual pill has effectively no weight and can be concealed very easily in boots, pouches, hatbands, or secret pockets. A potion in pill form costs five times as much as the regular version of the potion, but a pill can be swallowed as a bonus action.

A pill isn't affected by the *freeze potion* spell.

SCALEHIDE CREAM

Wondrous item, rare

As an action, you can rub this dull green cream over your skin. When you do, you sprout thick, olive-green scales like those of a giant lizard or green dragon that last for 1 hour. These scales give you a natural AC of 15 + your Constitution modifier. This natural AC doesn't combine with any worn armor or with a Dexterity bonus to AC.

A jar of *scalehide cream* contains 1d6 + 1 doses.

THE SIX ELIXIRS

Alkemancers are responsible for the creation of many astonishing alchemical items, but the pinnacle of their craftsmanship is known collectively as the Six Elixirs, magical liquids of such incredible power and rarity that they feature in many tales and legends. Vast resources and even many lives have been expended in the pursuit of these fabled elixirs. A single elixir could be the focus of an entire campaign arc for an alkemancer character or group of adventurers.

Brewing any one of the *Six Elixirs* takes one year of work with rare, mysterious, and sometimes dangerous ingredients. The ingredients needed to create each elixir are listed in the description. GMs can add or remove ingredients as they see fit to meet the demands of their campaigns.

BLACK ELIXIR

Potion, legendary

This greasy black liquid acts as a poison when drunk or rubbed on flesh. Its unfortunate or foolish user takes 12d6 poison damage, or half damage with a successful DC 20 Constitution saving throw.

Its true power is revealed, however, when *black elixir* is smeared on a doorway or other portal; the magical oil acts as a *forbiddance* spell with a duration of one year. Unlike the spell, *black elixir* doesn't incorporate a password and only affects celestials and fiends. Typically, the creator of the elixir determines when the elixir is created whether the *forbiddance* effect deals radiant or necrotic damage.

Ingredients: the heart of a marut, the powdered horn of a ki-rin, and a vial of black mud taken from the bottom of a lake that at least one celestial or fiend has bathed in.

GOLDEN ELIXIR

Potion, legendary

The most famous of the six elixirs is this thick, golden, syrupy liquid that grants its imbiber eternal life. The potion completely stops the aging process and renders the imbiber immune to all natural and magical diseases and poisons. The drinker can still be harmed or killed through other methods such as violence, but the march of time no longer holds any threat over him or her.

Ingredients: a thimble of distilled sunlight, the breath of a solar, and the hair of a venerable sage who is at least 100 years old.

IRON ELIXIR

Potion, legendary

This dark, grainy liquid tastes positively awful. Anyone imbibing the elixir gains permanent resistance to bludgeoning, piercing, and slashing damage and gains a damage threshold of 5, but their speed is reduced by 10 feet and they always make Dexterity saving throws and Dexterity ability checks with disadvantage that can't be overcome or canceled out by any means.

Ingredients: The core of an iron golem, a shard of purest adamantine, and the powdered teeth of a mountain giant.

JADE ELIXIR

Potion, legendary

This bright green, effervescent elixir grants its consumer incredible Charisma when dealing with celestials, elementals, fey, and fiends. The drinker always has advantage on Charisma checks when dealing with extraplanar creatures, and when calling or conjuring one of the selected creatures, it arrives with maximum hit points.

Ingredients: The tears of an invisible stalker, the claw of a pit fiend, and the tongue of a bard of at least 10th level.

PEARL ELIXIR

Potion, legendary

This silvery-white elixir has a variety of effects depending on whether it is drunk, rubbed on a creature's feet, or smeared on the hull of a boat. If drunk, the elixir confers the ability to breathe both air and water with equal ease. If rubbed on the feet, the elixir provides a creature with the ability to walk on water as if wearing a *ring of water walking*. If placed

on the hull of a boat or similar vessel, the vessel gains a damage threshold of 20 against all environmental effects, and anyone piloting the vessel has advantage on ability checks associated with it. All of these effects are permanent.

Ingredients. The scale of a merfolk princess, a vial of pure elemental water, and the eye of a kraken.

RUBY ELIXIR

Potion, legendary

This vermilion-hued elixir neutralizes all magical and nonmagical diseases and poisons, all curses of 8th level or lower, all exhaustion effects, and restores hit points as a *superior healing potion*. If this elixir is poured over a corpse that's been dead for no more than a year, it restores the creature to life as per the *resurrection* spell even if the corpse could normally not be resurrected.

Ingredients. A mixture of purest cinnabar, the blood of a slain dragon of at least adult age, and the hearts of six celestial tigers willingly donated to the alkemancer.

Mundane Alchemical Items

In addition to the many spells and magic items alkemancers have created, they are also responsible for scores of nonmagical items that are tremendously useful. A few of these are described here.

ALCHEMIST'S ICE

This blue-white flask is cool to the touch because it contains a volatile liquid that turns to ice when exposed to air. If the flask is poured over a surface, it creates a 5-foot patch of ice that functions as regular ice for movement purposes. The flask can be thrown at a creature like a flask of alchemist's fire; if it hits, it does 1d8 cold damage and the creature must make a successful DC 10 Dexterity saving throw or its speed becomes 0 until the start of your next turn.

Alchemist's ice was invented by alkemancers in the tropics as a way of keeping their food and drinks cold, and many restaurants and taverns still use it for this purpose. A vial of alchemist's ice costs 50 gp.

HYPODERMIC ARROW

The head of this arrow is fitted with a syringe that can be filled with liquid. When it strikes a creature, the arrow does 1d4 piercing damage plus the effect

of whatever liquid the syringe injects into the creature. Poisons are common, as are acid, drugs, and various eclectic potions.

Hypodermic arrows are extremely fragile; they always break on impact, whether they hit the target or miss. A single hypodermic arrow costs 25 gp. They're always sold empty, but those found in treasure hauls or among monsters' gear might be charged. Filling the syringe takes an action but it can be done hours or days before the arrow is used.

SWARM REPELLENT

This slimy, yellow paste can be smeared over exposed parts of the body to protect against attacks by insect swarms. A swarm of ants, beetles, biting flies, wasps, or similar insects that enters your space while you're protected by swarm repellent must make a successful DC 10 Constitution saving throw or be unable to attack you. A repelled swarm can repeat this saving throw at the start of its turn; most swarms prefer to seek out an unprotected target.

A jar of swarm repellent costs 40 gp and holds enough paste to protect two Medium or four Small creatures. Applying the repellent takes 1 minute, so it's not a good option in the middle of combat, but it's effective for 1 hour or until you're immersed in water.

TOOTH CAPSULE

A tooth capsule is a false tooth that contains a dose of ingested poison (5d6 poison damage, DC 15 Constitution save for half) or some other potion in pill form: a sleeping pill or a *pill of invisibility* are also common. To activate the tooth capsule, you simply bite down on it as a bonus action and make a DC 10 Strength check. If the check succeeds, the capsule shatters and releases the pill, which you can then swallow, hold in your mouth, or spit out.

Determining whether a tooth in someone else's mouth is a tooth capsule takes a successful DC 15 Intelligence (Investigation) or Wisdom (Medicine) check. Obviously, the creature must be restrained, unconscious, paralyzed, or cooperative.

Tooth capsules are favored by spies and operatives of fanatical organizations who are willing to die rather than allow their secrets to be captured by their enemies. They are illegal in some countries and cultures but usually are available on the black market for 100 gp plus the cost of whatever potion they're loaded with. The pill loaded in the tooth capsule isn't interchangeable, and these are good for only one use (obviously).

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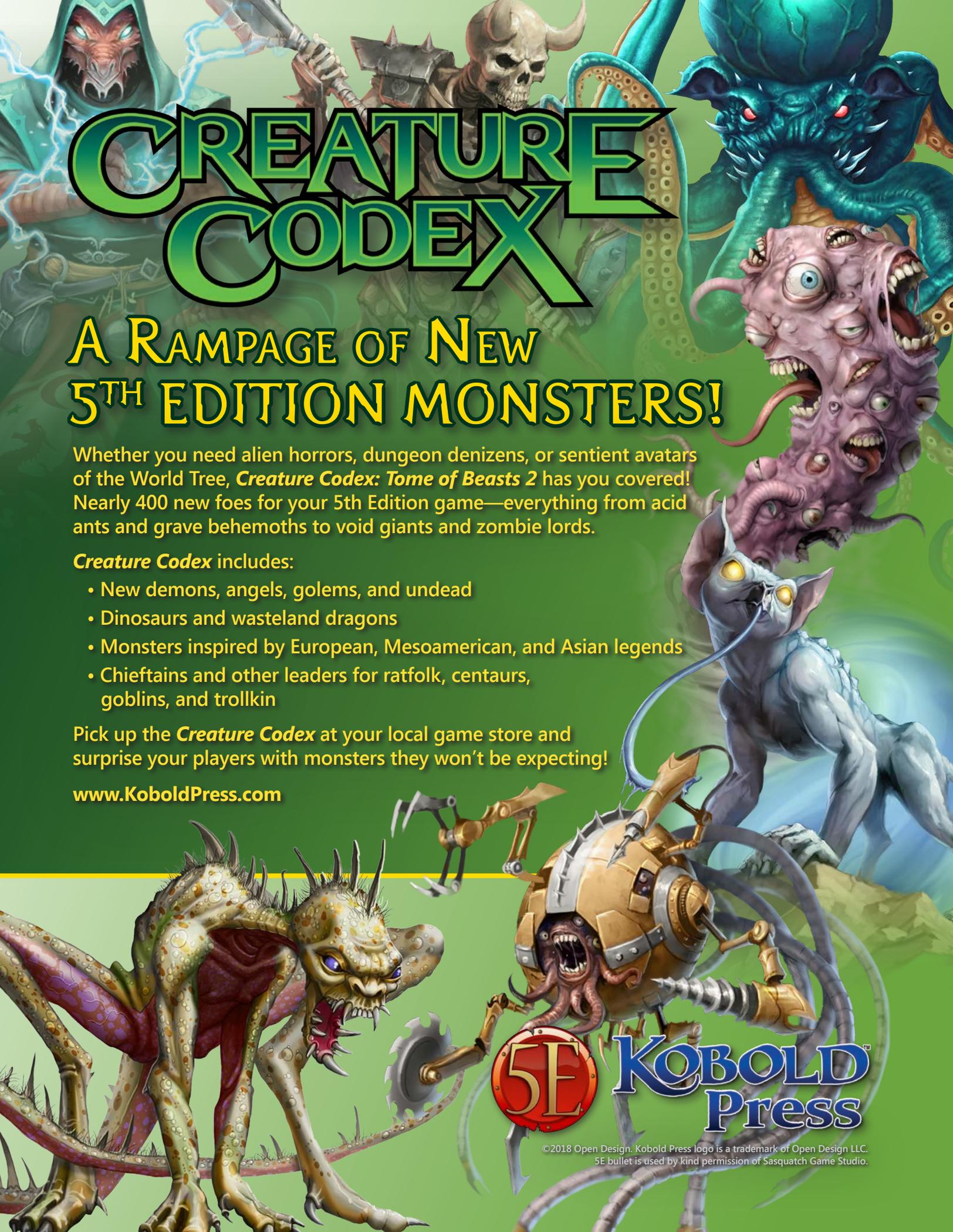


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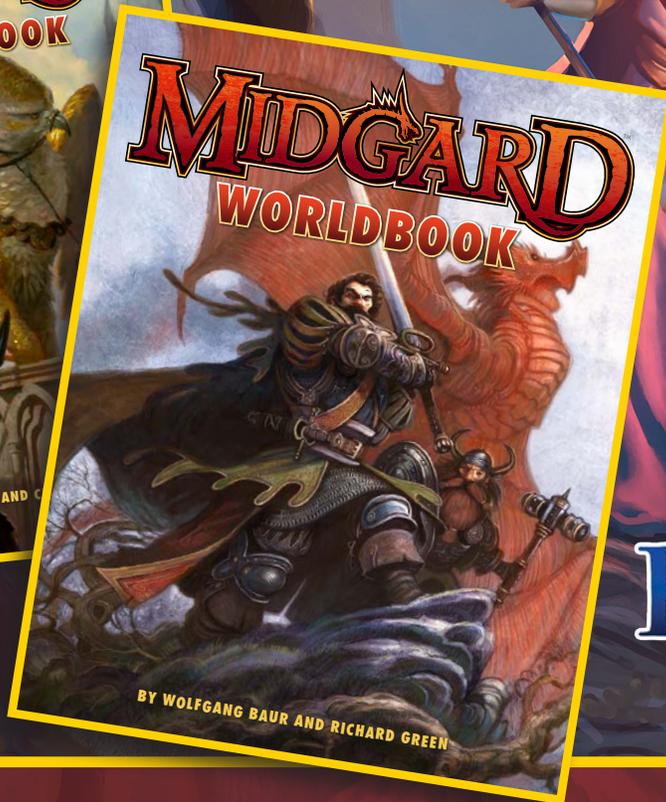
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