



Morgenstern's guide to Alchemy

By Austin Burris

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Introduction

Brew potions that bewitch the mind, ensnare the senses bottle wishes, brew glory and even put a stopper on death. With this new addition to my crafting overhauls.

Hi, I'm Austin, and I dislike the magic item crafting rules in fifth edition. I've found that none of the campaigns I've played in lasted long enough in game to allow for in-game enchanting.

So I am working to fix its enchanting system piece by piece. I started with Morgenstern's guide to Permanence. Which you can find [Here](#).

My next great attempt is Alchemy, A variation on the permanence system that I've designed for Alchemical creations like Potions and poisons.

So, if you wish to Bottle death or maybe even create a poison that even monks can't shrug off. Look no further than My guide to Alchemy.

Along with this enchanting system I've also added four new item subtypes. The Alchemical potion, The Alchemical Poison, The Alchemical Oil, The Alchemical Grenade. Each of these item work with all of the base game item subtypes. These are there just to distinguish between the two of systems.

Alchemical Potion

An Alchemical Potion is different from the 5e potion in a number of ways.

1. The Alchemical Potion has a spell level that determines both its cost and rarity as defined by the spell below.
2. An Alchemical Potion is destroyed by a dispel magic who level is greater than or equal to the items level. Or should an Alchemical potion be put inside an Antimagick field they become inert and are destroyed.
3. Alchemical Potions effects will last as long as the duration of the spell that was used to craft it.

Potions must be harmless to be considered a potion. They also can't have an area of effect. Whenever you store a spell that would deal damage you may choose to make it ether a poison, an oil, or should it have an area of effect an Alchemical grenade.

Alchemical Poisons

Alchemical poisons are designed to dish out harmful effects. Sometimes that means making someone enfeeble for the next hour. Sometimes that means blinding someone for the next minute. Often times it just means dealing a lot of damage quickly.

Creatures who aren't immune to the poison condition have disadvantage on saving throws related to alchemical poisons. Creatures who are immune however have



advantage on saving throws related to alchemical poisons.

Alchemical Oil

Alchemical oils are a temporary way to enchant your weapon with some spell-like effects. Maybe you wish to paralyze your target. Or maybe you just wish to burn them to death either way if there is a spell for it there is an oil for it. Each oil is one will be lasted until used as part of the attack. Unlike alchemical Poisons you can in fact have healing oils however in that case you would subtract the damage the weapon deals from the health regained from the oil.

Alchemical Grenade

Alchemical grenades are portable area of effects spells. They allow you to store any spell that has a radius.

Alchemical Substitution

Whenever you go to loot a creature's body. You may choose to roll an Intelligence(nature) check. DC for the skill check equals the creature's CR level + 10. Should your nature check succeed you can use your skills with alchemy to find useful parts of the creature to salvage. You get a token item worth 10 * the creature's CR level go.

During the casting of alchemy, you may use these token items as a substitution to the material price of the spell. Otherwise these items function like a standard misc. item that you might find at an oddities store.

Alchemist

When going to an Alchemist to have something created. The DM should only ever think about one thing for this mechanic. The alchemist spell casting modifier. A good rule of thumb is to decide what level they are and go from there.

At level 10 assuming that the caster started at 15 in their Main ability score and put there ABSI in their Main ability stat. The modifier should be +8

An Alchemist should charge at least 10% extra to make the item. As shown on the *Alchemist Price Table*.

Alchemist Price Table

Level	Gold	Rarity
1 st Level	63 Gold	Common
2 nd level	313 Gold	Common
3 rd level	625 Gold	Uncommon
4 th Level	3,125 Gold	Uncommon
5 th Level	6,250 Gold	Rare
6 th Level	18,500 Gold	Rare
7 th level	37,500 Gold	Very Rare
8 th Level	72,000 Gold	Legendary
9 th Level	375,000 Gold	Artifact

Alchemy Crafting Table

Level	Gold	Rarity
1 st Level	50 Gold	Common
2 nd level	250 Gold	Common
3 rd level	500 Gold	Uncommon
4 th Level	2,500 Gold	Uncommon
5 th Level	5,000 Gold	Rare
6 th Level	15,000 Gold	Rare
7 th level	30,000 Gold	Very Rare
8 th Level	60,000 Gold	Legendary
9 th Level	300,000 Gold	Artifact



The Spell

Alchemy

3rd - level Transmutation(ritual).

Casting Time: 1 hour

Range: Self

Components: V, S, M(see text)

Duration: instantaneous

You may use this spell to store a number of spells within alchemical potions, poisons, oils and grenades.

To create an **Alchemical Potion** using this spell you must have the spells you are trying to store within prepared. None of the spells your trying to store may have a combined spell level higher than your highest spell slot. All of them must be on your list of prepared spells. And, the total casting time of the combined spells can be no greater than the casting time of this spell.

Creating an **Alchemical Poison** is similar to creating a potion. The only difference being that the spell stored must have some adverse effect to be considered a poison. A creature who drinks, injects or inhales the poison suffers the effect of the spell stored.

Otherwise, Spells that require a spell or weapon attack roll may be converted into an **Alchemical Oil** that the consumer may apply to a single weapon. Once applied The next time someone hits a creature with the oiled weapon, they may add the effect of the stored spell to that attack. Treating the weapons attack roll as the spell attack roll.

Additionally, you may store an area of effect spell into an **Alchemical grenade**. To use an Alchemical Grenade throw it. The area of effect is centered on the point that it lands.

Alchemical Potions, oils and Grenades are consumed upon use. Also, they can be dispelled using dispel magic. With the exception of Alchemical poisons the consumer may dispel all non-harmful effects at any time.

Spells stored using this feature do not require concentration. Spells that require saving throw use your spell save DC.

An Alchemical object rarity is defined by the *Alchemy Crafting Table* level stored inside it. As shown on page 2 of this ruleset.

Once the spell or spells are stored. You must pay the total amount of gold for each level you stored.

No matter the casting time of the spell stored. It requires an action to consume, Apply or Throw an Alchemical Potion/Poison, Oils or Alchemical Grenades.

For the purpose of this spell cantrips count as first level spells. You can store upcasted cantrips. Treat the class level as the spell level of the cantrip.

Make sure to read the spell stacking rules on pg. 204 of the PHB.



Alchemical Grenades

Lesser Acid Grenade

Alchemical Grenade(*Common*), 50 gold

Spell: 1st level Acid Splash

A sluggish green liquid makes the grenade warm to the touch. Once It's Thrown onto a square within 30 feet of you it shatters. Once shattered every creature within a 30-foot radius must make a DC 16 Dexterity saving throw. Creatures who fail the saving throw take 3(1d6) Acid damage.

Alarm

Alchemical Grenade(*Common*), 50 gold

Spell: 1st level Prestidigitation

This pure milky white substance has a hum coming off its grenade. Should someone put their ear to the grenade they hear a loud yell from within. Once It's Thrown onto a square within 30 feet of you it shatters. Once shattered it creates an instantaneous against unwanted intrusion. You get a mental alert when a creature enters the 20-foot space around the broken glass. You can choose what the alert sounds like. The alarm last 8 hours or until dispelled.

Fire Ball Grenade

Alchemical Grenade(*Rare*), 5,000 gold

Spell: 5th Level Fireball

The volatile red liquid pulses with every touch of the grenade. Throw the Grenade onto a square within 30 feet, it'll shatter. Once shattered every creature within a 30-foot radius of the shattered grenade must make a DC 16 Dexterity saving throw. Creatures who fail the saving throw take 30(10d6) Fire damage. This grenade is red hot to the touch.

Poison Grenade

Alchemical Grenade(*Common*), 50 gold

Spell: 1st level Poison Spray

This Slimy green grenade smells like what you could only imagine a stomach smelled like. Throw the Grenade onto a square within 30 feet of you , it'll shatter. Once shattered every creature within a 10-foot radius of the shattered grenade must make a DC 16 Dexterity saving throw. Creatures who fail the saving throw take 6(1d12) Poison Damage.

Distraction

Alchemical Grenade(*Common*), 50 gold

Spell: 1st level Prestidigitation

Throw the Grenade onto a square within 30 feet of you it shatters. Once shattered it creates an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.



You choose which one when you throw it. This is an odorless colorless vapor contained within a grenade. Once the effect of the distraction is chosen the vapor changes to represent the distraction.

Blinking Orbs

Alchemical Grenade(*Common*), 150 gold

Spell: 1st level Color spray, Dancing Lights

Four white orbs pulse back and forth as you look at this grenade. Once it's thrown onto a square within 30 feet of you it shatters. Once shattered Four orbs of light appear within 30 feet of the shattered Vial. Each light gives off bright light in a 20-foot radius, and dim light in an additional 10-foot radius beyond that. Additionally, every creature within a 10-foot radius of an orb who has less than 35 hit points must make a DC 16 Constitution saving throw. Creatures who fail the saving throw are blinded for 1 minute.

Burning Hands

Alchemical Grenade(*Common*), 50 gold

Spell: 1st level Burning Hands

This glass grenade is shaped like a small gauntlet. While in the air the gauntlet glow bright white once it shatters the glass grows inert. Throw it onto a square within 30 feet of you it'll shatter. Once shattered Each creature within a 15-foot radius of the shattered grenade must make a DC 16 dexterity saving throw. Creatures who fail

the saving throw take 9(3d6) points of damage.

Torch Light

Alchemical Grenade(*Common*), 50 gold

Spell: 1st level Prestidigitation

While light can be seen through it it's a muffled. Once it shattered the Shadows engulf the radius then vanish. Once It's Thrown onto a square within 30 feet of you it shatters. Once shattered it instantaneously lights or snuff out all candles, torches, and even small campfires within a 30-foot radius. You choose which effect when you throw it. This Vial seems to emanate shadows.

Poisonous Fog

Alchemical Grenade(*Common*), 250 gold

Spell: 1st level Fog Cloud 1st level Poison Spray

Long exposure to this grenade causes you to cough. Some of the fog seem to escape over time. Once It's Thrown onto a square within 30 feet of you it shatters. Once shattered a 20-foot-radius sphere of fog centered on a point within range appears. The fog last for 1 hour or until wind of moderate or greater speed blows it away. Every creature within the fog must make a DC 16 constitution saving throw. Creatures who fail the save become poisoned and take 1d12 damage at end of each of their turns. At the end of each creature turn they may make another DC 16 Constitution saving throw to try to end the effect.



Minor Illusion

Alchemical Grenade(*Common*), 50 gold

Spell: 1st level Minor Illusion

This Grenade is mostly transparent, it's as if some magic is allowing it to mirror what on the other side of it. Once It's Thrown onto a square within 30 feet of you it shatters.

Once shattered you then can create a sound or an image of an object within range that lasts for 1 minute. As you would using the Minor Illusion Spell.

Flaming Grease

Alchemical Grenade(*Common*), 250 gold

Spell: 1st level Grease 1st level Burning Hands

The grenade is burning hot. Touching it leaves your skin red with pain. Once It's Thrown onto a square within 30 feet of you it shatters. Once shattered slick flaming grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for 1 minute. Every creature standing within the grease must make a DC 16 dexterity saving throw. Creatures who fail the saving throw fall prone and take 9(3d6) fire damage at end of each of their turns. A creature that enters the area or ends its turn there must also succeed on a DC 16 dexterity saving throw or fall prone and take 9(3d6) fire damage.

Alchemical Potions

Burning Hands

Alchemical Potion(*Common*), 50 gold

Spell: 1st level Burning Hands

The vial is warm to the touch. Creatures who try to smell it smell a volcanic aroma around vial. Upon Drinking this potion, a streak of flame shoots forth from your outstretched fingertips. Each creature with a 15-foot cone must make a DC 16 dexterity saving throw. Creatures who fail the saving throw take 9(3d6) points of damage.

Food Preservative

Alchemical Potion(*Common*), 50 gold

Spell: 1st level Prestidigitation

Never have to worry about bad tasting vegetables again with this potion. Upon poring this potion onto an object it flavors up to 1 cubic foot of nonliving material for 1 hour.

Food Warmer

Alchemical Potion(*Common*), 50 gold

Spell: 1st level Prestidigitation

Perfect for camping, or maybe you need to save food because of a new plague. Either way this will heat most of food at your table. Upon poring this potion onto an object it warms up to 1 cubic foot of nonliving material for 1 hour.



Magic Eraser

Alchemical Potion(*Common*), 50 gold

Spell: 1st level Prestidigitation

Popular in homes across the continent for its ability to clean or dirty any surface. Its regarded as a main stay in kitchens that work with grease.

Upon poring this potion onto an object it instantaneously cleans or soils the object as long as it's no larger than 1 cubic foot.

Orc Blood

Alchemical Potion(*Legendary*), 60,000 gold

Spell: 4th Level Cure Wounds, Deathward

This potion is a thick viscous blood red. This has led many to assume based on the name that it's actually real blood. The first time after drinking this potion you would drop to zero hit points you instead regain 21(4d8+5) hit points.

Potion of Mage Hand

Alchemical Potion(*Common*), 50 gold

Spell: 1st level Mage Hand

This clear liquid has pieces of multiple humanoid finger bones dipped within it. Upon drinking this potion, a spectral, floating hand appears at a point you choose within range. The hand lasts for 1 minute and you can control the hand as you would be using the mage hand spell.

True Strike

Alchemical Potion(*Common*), 50 gold

Spell: 1st level True Strike

This radiant potion pulses with a divine gift. Upon drinking this potion, you have advantage on your next attack.

Quickened Strike

Alchemical Potion(*Common*), 250 gold

Spell: 2nd level haste, 1st level True Strike

This oily black liquid seems to move with intelligence. While touching this vial your hands twitch. Upon drinking this potion, for the next minute you may use your bonus action to make a melee weapon attack.

Cloak and Dagger

Alchemical Potion(*Uncommon*), 2,500 gold

Spell: 2nd level Invisibility, 2nd level Misty step.

This potion looks as if a swirl of black magic is the only thing within it. However, should you drink the potion you would find the swirl is inside a colorless, odorless, liquid. Upon drinking this potion a wave of magic washes over you. You become invisible for the next minute. While invisible you may use your bonus action without breaking invisibility to teleport to an empty square within 30 feet of you. You must be able to see the square. You may attack with a weapon with the finesse property without breaking invisibility.

Longjump

Alchemical Potion(*Common*), 250 gold

Spell: 1st level Jump, 1st level Longstrider



Upon Drinking this potion, for the next minute your movement speed is increased by 10 feet. Additionally once per round you may use half your movement to take the jump action.

Alchemical Poisons

Burning Poison.

Alchemical Poison (Common), 50 gold

Spell: 1st level Burning Hands

The vial is warm to the touch. Creatures who try to smell it smell a volcanic aroma around vial. Upon consuming the poison, the consumer must make a DC 16 constitution saving throw. Creatures who fail the saving throw take 9(3d6) points of damage.

Charm Person

Alchemical Poison(*Rare*), 5,000 gold

Spell: 2nd level Zone of truth, 3rd level

Charm person.

This potion is shaped like a heart, But its contents are as black as the nights sky. Once the poison ends the heart shatters. Upon consuming the poison, the consumer must make a DC 16 wisdom saving throw at disadvantage. Upon failing the saving throw the consumer becomes charmed, While charmed they cannot attack any living creature. Additionally, While charmed in this way if the consumer is asked a question the must answer truthfully.

Laughing Gas.

Alchemical Poison(*Common*), 50 gold

Spell: 1st level Tasha's Hideous Laughter

This comes in a vial with a picture of clown on it. the longer the cork on the bottle is opened the larger than grin on the clown becomes. When poisons effects ends the clown frowns.

After inhaling the poison, the consumer must make a DC 16 wisdom saving throw at disadvantage. Upon failing the saving throw the consumer falls prone, becomes incapacitated and is unable to stand up for 1 minute. While they're Incapacitated, they perceive everything as hilariously funny and they fall into a fit a of laughter.

Creatures with a wisdom or intelligence score or 4 or less are unaffected by this poison.

Venom

Alchemical Poison(*Common*), 250 gold

Spell: 2nd level Acid Arrow

After consuming the poison, the consumer must make a DC 16 constitution saving throw at disadvantage. Upon failing the consumer takes 4d4 acid damage and is poisoned until the end of their next turn. At the start of their next turn the consumer takes an additional 2d4 acid damage. This vial comes in a multitude of shapes and colors each of them unique to the alchemist who makes them.



Void of Darkness

Alchemical Poison(*Common*), 250 gold

Spell: 2nd level Blindness/deafness

After inhaling the poison, the consumer must make a DC 16 Constitution saving throw at disadvantage. Upon failing the saving throw the consumer is blinded for 1 minute. This vial is completely darkened no light can pass through it. The absence of light within the vial is off putting

Void of Silence

Alchemical Poison(*Common*), 50 gold

Spell: 2nd level Blindness/deafness

After inhaling the poison, the consumer must make a DC 16 Constitution saving throw at disadvantage. Upon failing the saving throw the consumer is deafened for 1 minute. This Vial makes no sound as the liquid moves throughout it. The absence of noise from within the vial of poison is off putting.

Paralysis

Alchemical Poison(*Common*), 250 gold

Spell: 2nd level Hold Person

The vial is covered with small stone flakes that must be ingested for the poison to take effect. After ingesting the poison, the consumer must make a DC 16 Constitution saving throw at disadvantage. Upon failing the saving throw the consumer is paralyzed for 1 minute.

Enfeeblement

Alchemical Poison(*Uncommon*), 500 gold

Spell: 2nd level Ray of Enfeeblement, 1st level Bain.

After ingesting the poison, the consumer must make a DC 16 Constitution saving throw at disadvantage. Upon failing the saving throw the consumer gains disadvantage on all Strength-based attack rolls and saving throws for the next minute. Additionally they automatically fail any grapple checks made during the poison's duration. Touching this Vial of poison seems weaken you. Your muscles ache and your body seems sluggish.

Ineptitude

Alchemical Poison(*Uncommon*), 500 gold

Spell: 2nd level Ray of Ineptitude, 1st level Bain.

After ingesting the poison, the consumer must make a DC 16 Constitution saving throw at disadvantage. Upon failing the saving throw the consumer deals only half damage with dexterity-based attacks attack rolls and saving throws. Additionally, their AC is reduced by their Dexterity modifier for one minute. Touching this Vial of poison seems weaken you. Your muscles ache and your body seems sluggish.



Mages Tears

Alchemical Poison(*Uncommon*), 500 gold

Spell: 3rd level Magic Missile

This Vial is shaped like a teardrop. Inside the teardrop is a cold incorporeal liquid that burns all who touch it. After ingesting the liquid, the consumer must make a DC 16 Constitution saving throw at disadvantage. Upon failing the saving throw the consumer takes 10(5d4) force damage, or half as much on a successful saving throw.

Alchemical Oils

Chilling Oil

Alchemical Oil(*Common*), 50 gold

Spell: 1st level Chill Touch

This chilling oil coats your blade with a coat of ghostly necrotic effect. After applying the oil to your weapon you may use your action to apply the necrotic effect to your weapon. As part of your next attack your weapon deals an additional 4(1d8) Necrotic damage. Additionally, any target hit by the oiled weapon cannot regain hit points until the start of your next turn.

Fire Bolt

Alchemical Oil(*Common*), 50 gold

Spell: 1st level fire bolt.

This Oil coats your blade with a coat of blinding flame that surrounds you with a soothing warmth. As part of your next attack your weapon deals an additional 5(1d10) fire damage. Additionally, The flaming

weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Frosting Oils

Alchemical Oil(*Common*), 50 gold

Spell: 1st level Ray of Frost.

This oil coats your weapon with a layer of frost that numbs your hand to touch it. After applying the oil to your weapon you may use your action to freeze your weapon with the chilling coat of ice. As part of your next attack your weapon deals 4(1d8) Frost damage. Additionally, any target hit by the oiled weapon has their speed reduced by 10 feet.

Charged Oil

Alchemical Oil(*Common*), 50 gold

Spell: 1st level Shocking Grasp.

This oil coats your weapon with a layer of electricity that numbs your hand to touch it. After applying the oil to your weapon you may use your action to your weapon charge with static electricity. As part of your next attack your weapon deals an additional 4(1d8) Lighting damage. Additionally, any target hit by the oiled weapon Cannot take reactions until the end of your next turn.

Flaming Oil

Alchemical Oil(*Common*), 50 gold

Spell: 1st level Burning Hands

This oil coats your weapon with an intense flame. After applying the oil to your weapon you may use your action to light your weapon ablaze. As part of your next attack



your weapon deals an additional 9(3d6) fire damage.

Poisoned Oil

Alchemical Oil(*Common*), 250 gold

Spell: 2nd level Acid Arrow

This oil coats with an acidic layer that burns any natural substance it comes in contact with. After applying the oil to your weapon you may use your action to cause your weapon to drip acidic ooze. As part of your next attack your weapon deals an additional 12(4d4 + 1d8) acid damage.

Paralysis Oil

Alchemical Oil(*Common*), 250 gold

Spell: 2nd level Hold Person

This oil hardens your blade making it as hard as stone. After applying the oil to your weapon you may use your action to cause your weapon to shine with mystical might. As part of your next attack the creature hit must make a DC 16 Constitution saving throw. Creatures who fail the saving throw are paralyzed for 1 minute. Once the oil fades the stone shatters and the blade returns to normal.

Silvered Oil

Alchemical Oil(*Common*), 250 gold

Spell: 2nd level Magic Weapon

Flakes of silver coat your blade after you apply this oil. You may use your action to cause your weapon to shine with mystical

might. Until the start of your next turn your weapon gains a plus +1 to your attacks and damage rolls. Your weapons are considered magical for overcoming resistance.

Scorching Arrows

Alchemical Oil(*Common*), 250 gold

Spell: 2nd level Scorching Ray

One by one you dip your ammunition in this oil. Watching as they gain a small flame appears on the tip of each of them. You may only apply this oil to ammunition. After applying the oil to your ammunition. You may use your bonus action to activate the oil causing the ammunition to glow red hot. As part of your next attack with the oiled ammunition you deal an extra 6(2d6) points of fire damage.



Dungeon Masters Guide Potions

#	Name	Cost	Rarity	Spell Needed
1	Potion of Animal Friendship	50 Gp	Common	Animal Friendship
2	Potion of Clairvoyance	500 Gp	Uncommon	Clairvoyance
3	Potion of Climbing	50 Gp	Common	Enhance Ability (Bulls Strength)
4	Potion of Diminution	50 Gp	Common	Enlarge/Reduce
5	Potion of Fire Breath	250 Gp	Common	Dragon's Breath
6	Potion of Flying	500 Gp	Uncommon	Fly
7	Potion of Gaseous Form	500 gp	Uncommon	Gaseous Form
8	Potion of Giant Strength	Price Varies	Rarity Varies*1	
9	Potion of Growth	250 gp	Common	Enlarge/Reduce
10	Potion of Healing	Price Varies	Rarity Varies*2	
11	Potion of Heroism	250 Gp	Common	False Life, Bless
12	Potion of Invisibility	250 Gp	Common	Invisibility
13	Potion of Invulnerability	300,000 Gp	Artifact	Invulnerability*3
14	Potion of Longevity	60,000 Gp	Legendary	Longevity
15	Potion of Mind Reading	250 Gp	Common	Detect Thoughts
16	Potion of Poison	500 Gp	Uncommon	Poison spray
17	Potion of Resistance	50 Gp	Common	Resistance
18	Potion of Speed	500 Gp	Uncommon	Haste
19	Potion of Vitality	30,000 Gp	Very Rare	7 th Level Greater Restoration
20	Potion of Water breathing	500 Gp	Uncommon	Water Breathing* 4
21	Elixir of health	250 Gp	Common	Lesser Restoration

Giants Strength

#	Name	Cost	Rarity	Spell Needed
1	Hill giants Strength	500 Gp	Uncommon	3 rd level Giants Strength
2	Frost/Stone Giant	5,000 gp	Rare	5 th level Giants Strength
3	Fire Giant	15,000 Gp	Rare	6 th level Giants Strength
4	Cloud Giant	60,000 Gp	Legendary	8 th level Giants Strength
5	Storm Giant	300,000 Gp	Artifact	9 th level Giants Strength

Heath Potion

#	Name	Cost	Rarity	Spell Needed
1	Healing Potion	50 Gp	Common	1 st level Cure Wounds
2	Greater Healing Potion	250 Gp	Common	2 nd level Cure Wounds
3	Superior Healing Potion	2,500 Gp	Uncommon	4 th Level cure wounds
4	Supreme Healing Potion	5,000 Gp	Rare	5 th level cure wounds



Longevity

8th - level Enchantment(ritual).

Casting Time: 1 hour

Range: Personal

Components: V, S, M(A scorpion's fang, A spider's claw, a tiny heart. All of which are consumed upon casting this spell.)

Duration: Instantaneous

Upon casting this spell your physical age is reduced by 1d6+ your spellcasting modifier to a minimum of 13 years. Each time you cast this spell after the first roll a wisdom saving throw against your spell save DC.

Upon failing your saving throw you age 2d6+ your spellcasting modifier instead.

And finally, casting this spell at 9th level causes your strength score to change to 29 for the duration of the spell.

Giants Strength

3rd - level Enchantment(ritual).

Casting Time: 1 action

Range: Personal

Components: V, S, M(A fingernail from a giant.)

Duration: 1 Hour

Upon casting this spell your strength score increases to 21 for the duration of this spell. This spell has no effect should your strength be equal to or higher than 21.

At higher levels: When casting this spell with a spell slot of 5th level your strength score changes to 23 for the duration of the spell.

Also, should you cast this spell at six level your strength score changes to 25 for the duration of the spell.

Additionally, if you cast this spell at 8th level your strength score changes to 27 for the duration of the spell.

