

DracanusLarp

Gateway to Fantasy & Adventure

The Alchemists Manual

V0.0.1

Alchemist

OC purchase Cost: 3300xp

These are the brewers of potions and oils, the crafters of bizarre powders and unguents. Their skill with concocting such things is useful to all the classes, whether they are making poultices and healing potions to add to a medic's kit, or poisons to coat an assassin's blade.

Occupational Starting Skills

Free	Half Cost Skills		
Read/Write (Racial Language) Brewing Alchemy T1 Alchemical Distillation T1 Ingredient Gathering/Foraging T1	Alchemical Distillation Alchemy Anatomy (Advanced) Anatomy (basic) Biology Botany	Chemistry Geology Herbalism Ingredient Gathering/Foraging Medicine	Metallurgy Read/Write (Modern Languages) Toxicology Zoology

Essential Equipment

- Something to write your recipes in, book, folio, Scrolls, stone tablets, it's your choice on how you want to record your recipes but you will need a physical representation of your Recipe Book.
- Lab Equipment, at minimum you will need a Cauldron to brew in with something to stir it, a Mortar and Pestle to grind components up, and a knife for cutting and chopping ingredients. Increasing the items in your Lab gear will reduce the time it takes to brew, increase the amount you can brew and even potentially increase the skill at which you brew at.
- Ingredients for the recipes to create the substances.
- Containers to pour completed substances into such as Vials and bottles for the liquids, and bags or packets for the powders.



Special Abilities

Ingredient Gathering/Foraging

This skill allows an Alchemist to harvest components in their natural surroundings, saving them the expense of having to purchase them from vendors that may charge exorbitant amounts or discuss what the Alchemist purchases on a regular basis, thus potentially revealing what potions the Alchemist is able to brew. Note this skill is intended for use between Live Events during live games Players will need to find the items in the local settings by either seeking out locations where the item can be found OR purchase them from Merchants or other players. This skill can be used once per week.

Ingredient Quality:

- **Basic** - These are everyday items that can typically be found in one's garden or pantry shelf, they are easy to come by or find and require little effort to acquire.
- **Common** – These items are still somewhat easy to find and typically are items one might possibly have on hand for other purposes, they won't cost a lot but aren't items one would normally purchase in bulk.
- **Uncommon** – These items aren't particularly difficult to find though may require a minimum of effort to do so, they can easily be purchased for a modest amount but are not things one would usually keep on hand.
- **Rare** - The ingredients are very difficult to locate and often are expensive to procure.
- **Exquisite** – These items will never be found in large quantities, they are extremely difficult to find and will be extremely expensive to purchase.

Tier	Description	Cost
1	The Alchemist is able to locate and harvest: 5 Common Ingredients	1000
2	The Alchemist is able to locate and harvest: 10 Common Ingredients	1500
3	The Alchemist is able to locate and harvest: 10 Common Ingredients or 6 Uncommon Ingredients	2000
4	The Alchemist is able to locate and harvest: 15 Common Ingredients or 10 Uncommon Ingredients or 3 Rare Ingredients	2500
5	The Alchemist is able to locate and harvest: 20 Common Ingredients or 10 Uncommon Ingredients or 5 Rare Ingredients or 1 Exquisite Ingredient	3000

*Note the player must specify the ingredient type that they are looking for prior to receiving ingredient tags
Admin reserves the right to state that specific ingredients are not available during the gathering period, and not required to state as to why, they are also not required to compensate the player for the time/effort of using the skill.

Alchemical Distillation

This skill allows an Alchemist to break down the components of an Alchemical Item into its base ingredients. This process destroys the potion being distilled. The Alchemist must have proper equipment in order to affect this process.

The base skill is using a Cauldron (pot) and a Mortar and Pestle. More complex lab equipment may increase the Tier of this skill, and decrease the time it takes.

The process also renders the ingredients useless.

(Contributed by Briar Vargas)

Tier	Description	Cost
1	At this Tier the Alchemist is able to identify 1 ingredient of an alchemical substance that they can break down.	1000
2	The Alchemist can now identify 2 ingredients from a single alchemical substance.	1500
3	The Alchemist can now identify 3 of the ingredients and determine when 1 of those ingredients was added to the formula	2000
4	The Alchemist can now identify 4 of the ingredients and determine when 2 of those ingredients was added to the formula	2500
5	The Alchemist can now identify 5 of the ingredients and determine when 3 of those	3000

	ingredients was added to the formula. The Alchemist can also now identify a single False Ingredient.	
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Creating an Alchemical Substances

In order to create an Alchemical substance an Alchemist must have a Cauldron, something to stir with and a Mortar and Pestle as the minimum for equipment, the Recipe for the Alchemical substance and the necessary ingredients for the substance.

Each recipe will contain 5 ingredients. Alchemists MAY add 1-2 more false ingredients unrelated to the mixture merely to fool any that may attempt to distil the substance.

Ingredients MUST be mixed in the correct order when creating an Alchemical substance

An average Cauldron will contain up to 1ltr and able to create 5 doses of any Alchemical substance

For each Recipe tier it will take 1 hour per Tier Plus 30 Minutes per Magnitude. We have included a quick table to show the timings using basic equipment (mortar, pestle and cauldron). The length of time to brew any Alchemical substance can be reduced by using more and better equipment.

While Brewing the Alchemist MUST remain in attendance and monitor the brew OR have an apprentice or any person trained in Alchemy present to monitor it otherwise the batch is ruined, the ingredients are destroyed and the equipment must be cleaned before starting a new batch.

Tier	Mag	Brew Time	Tier	Brew Time	Tier	Brew Time
1	1	1HR	2	2HR	3	3HR
	2	1HR30Min		2HR30Min		3HR30Min
	3	2HR		3HR		4HR
	4	2HR30min		3Hr30Min		4HR30Min
	5	3HR		4HR		5HR

Tier	Mag	Brew Time	Tier	Brew Time
4	1	4Hr	5	5Hr
	2	4HR30Min		5HR30Min
	3	5HR		6HR
	4	5HR30Min		6HR30Min
	5	6HR		7HR

Alchemy

This is the process of creating; potions, oils, powders and more, to produce almost magical results. A trained Alchemist brews recipes that produce a variety of almost miraculous results from healing to causing damage.

Administration will give Alchemist their initial recipes based on the tier level that the Alchemist can brew. Players may request specific recipes however Admin reserves the right to give the recipes they so choose to the player.

Alchemy Recipe List

Tier 1	Tier 2	Tier 3 Recipe	Tier 4	Tier 5
Applicator Gel	Aniseed	Anti-Venom	Average Poison	Deadly Poison
Basic Acid	Blinding Powder	Cat Stink	Dust of Revelation	Extreme Acid
Dog Pepper	Edging Oil	Feign Death	Iron Skin	Potion of Resurrection

Glue	Oil of Fire	Incendiary Oil	Major Health	
Holy Water	Oil of Ice	Medium Health	Potion of Improved	
Light	Oil of Impact	Minor Poison	Invisibility	
Minor Health	Potion of Glibness	Paralysis		
Oil of Arcane Perception	Potion of Invisibility	Potent Acid		
		Potion of Insanity		
Sleep	Rust Dust	Potion of Strength		
Smelling Salts	Stone Skin	Regeneration Juice		
Weapon Black	Truth Serum	Vaporizer		
	Universal Solvent			

Explanation of the Table Headings

Tier: This is the overall power of the Alchemical substance and is related to how long it takes for the alchemist to brew in a single period

Name: This is what the substance to be created/used is called

Substance Types: The way in which the substance is applied to affect the recipients.

- **Inhalant** – This substance has to be breathed in by the recipients to be effective
- **Contact** – This substance merely needs to come in contact with the recipients to take effect
- **Ingested** – This has to be eaten or drank in order to affect the recipient
- **Injected** – This substance must enter the bloodstream in order to affect the recipient.

Effects Duration: This states when the potion will take effect and or how long it will last for. If “Special” is listed the duration will be listed in among the Advanced Descriptions of each Magnitude of the potion.

Basic Description: This is a basic description of what the Alchemical substance does.

Mag (Magnitude): This denotes how powerful the potion can be if brewed by an Alchemist that has expended the necessary experience points to increase the potency of the substance.

Alchemist may brew the potions of any Magnitude that they have learned. Therefore an Alchemist that has learned all 5 Magnitudes of a potion may brew it at the maximum potency (Mag 5) or any below it.

Advanced Description: This section describes exactly what the substance will do in regards to how potent the substance is.

Cost: The amount of experience an Alchemist must expend to increase the potency of the particular substance.

Note: All recipes are based on the use of a 1 quart Cauldron. The Average cauldron is able to prepare enough for 5 doses of a specific substance; a typical vial will hold 1 dose.

Average Cauldron Size	A Mortar and Pestle	Typical Vials
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Alchemy Recipe Descriptions

Tier 1 (Novice)

Applicator Gel

Substance Type	Contact	Effects Duration	Special
Basic Description	This substance makes all potions become contact potions; its primary use is to coat weapons with other potions that normally require another method of application other than contact. Note some potions may affect the item it is coating (i.e. acids will eat through substances poison upon the items surface is accidentally touched etc.)		
Mag	Advanced Description		Cost
1	When the substance is mixed together and applied to a weapon it is useful for a single strike before it is wiped off from the contact with the target. The Alchemist is only able to mix in Alchemical substances that are Mag 1 in strength.		Base
2	The Alchemist has made the Gel more resilient to being removed however after 2 strikes the mixture is wiped from the blade. The Alchemist is only able to mix in Alchemical substances that are Mag 2 or less in strength.		
3	The Alchemist has made the Gel more resilient to being removed however after 3 strikes the mixture is wiped from the blade. The Alchemist is only able to mix in Alchemical substances that are Mag 3 or less in strength. The Alchemist is able to ensure that the Gel will prevent substances of Tier 1 from affecting the coated item.		
4	The Alchemist has made the Gel more resilient to being removed however after 4 strikes the mixture is wiped from the blade. The Alchemist is only able to mix in Alchemical substances that are Mag 4 or less in strength. The Alchemist is able to ensure that the Gel will prevent substances of Tier 2 from affecting the coated item. The Alchemist may mix a second substance of Tier 1 into the applicator gel.		
5	The Alchemist has made the Gel more resilient to being removed however after 5 strikes the mixture is wiped from the blade. The Alchemist is now able to mix in Alchemical substances that are Mag 5 or less in strength. The Alchemist is able to ensure that the Gel will prevent substances of Tier 3 from affecting the coated item. The Alchemist may mix a second substance of Tier 2 or less into the applicator gel.		

Basic Acid

Substance Type	Contact	Effects Duration	See Below
Basic Description	This Alchemical substance creates a caustic fluid that will burn and eat through a variety of materials. When this mixture is applied to any material that it can affect it will continuously corrode such until its duration expires or until it is rinsed off using liberal amounts of water or a negating solution. Spells and Miracles such as Neutralize Poison will also effectively end the burning effect of the substance where as Slow Poison will increase the amount of time it takes to cause damage by 10 Seconds. Note: Fire and Acid are extremely potent against creatures, magic and potions that are able to or grant regeneration. Any Target possessing Regeneration is unable to heal when struck by these substances as the wounds inflicted are effectively cauterized.		
Mag	Advanced Description		Cost

1	The acid that the Alchemist is able to create does 3 points of damage every 10 seconds of contact for 30 seconds unless it is negated. The acid will only affect Lesser Organic Materials (Such as Soft Woods, Untreated leather, flesh, Light cloths such as linen, and Flax, etc.) It will not damage any other material that it comes in contact with and becomes inert once the duration expires.	Base
2	The acid that the Alchemist is able to create does 5 points of damage every 10 seconds of contact for 30 seconds unless it is negated. The acid will only affect Lesser Organic Materials (Such as Soft Woods, Untreated leather, flesh, Light cloths such as linen, and Flax, etc.) It will not damage any other material that it comes in contact with and becomes inert once the duration expires.	2500
3	The acid that the Alchemist is able to create does 7 points of damage every 10 seconds of contact for 30 seconds unless it is negated. The acid will also affect Greater Organic Materials such as Hard Woods, Treated or Boiled Leather (that used in armor), Thick Hides, Heavy cloth like Wool, and Silk).	3500
4	The acid that the Alchemist is able to create does 9 points of damage every 10 seconds of contact for 30 seconds unless it is negated.	4500
5	The acid that the Alchemist is able to create does 11 points of damage every 10 seconds of contact for 30 seconds unless it is negated. The acid will also affect standard metals such as iron and steel that have not been enchanted or given any properties that resist acids.	5500

Dog Pepper

Substance Type		Inhalant	Effects Duration	Special See below
Basic Description		This may be dropped on the floor, like aniseed, to put dogs off the scent when pursuing a thief. It is less effective than aniseed, however, the pursuing dog being may avoid being affected by it (The pepper will be completely avoided if the handlers tracking level is tier 3 or above unless the dog comes into direct contact with the pepper i.e. tossed directly at the animal in such a case the animal becomes extremely hysterical for an hour and may attack anything in its sight).(Recipe provided by Suzannah)		
Mag	Advanced Description			Cost
1				Base
2				
3				
4				
5				

Glue

Substance Type		Contact	Effects Duration	Special
Basic Description		Depending on the quality and potency of the brew, objects can be possibly bound together permanently. Lesser potency brews will wear off if applied to moving and/or organic parts in roughly 30 minutes if the object or part continues to attempt motion, however this may incur damage or injury. Specific substances however can be used to negate the bond and allow parts glued together to be separated immediately without causing any damage.		
Mag	Advanced Description			Cost
1	This creates a sticky substance that will bind items together, however if the items can easily be pulled apart again without risk of damage, the glue itself will wear off after a few days if the items are regularly handled. The substance can easily be dissolved using water, alcohol, or universal solvent.			Base
2	Creates a substance that will bind items together rather securely, attempting to break the bond will cause minor damage to both objects unless moistened by any liquid. The glue itself will last so long as it and the objects it binds are kept dry. Alcohol and Universal Solvent will dissolve it immediately.			
3				
4				

5	The items regardless of the material is permanently bound together, attempting to force the glued objects apart will severally damage the item. Use of a substance such as universal solvent will dissolve the glue instantly.	
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Holy Water

Substance Type	See Below	Effects Duration	See Below
Basic Description	This liquid is water (or other liquid) that has been prepared for use by holy men and women of the church to be used in rituals and spells; however it can also be used to cause 6 points of damage to undead creatures (skeletons, zombies, vampires, etc.) (Note: These are the common ways to create general Holy Water for each race; each of the Deities may have more specific/Varied recipes)		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Light

Substance Type	Special	Effects Duration	
Basic Description	This potion when used creates a minor light source (phys rep is a glow stick).		
Mag	Advanced Description		Cost
1	The substance will illuminate a 5ft diameter from the casting point. Its brightness is the equivalent of a candle. If the substance is blessed during the brewing process it will repel any undead and will cause 6 DMG every 10 seconds to any undead caught with in its circumference.		Base
2	The substance will illuminate a 10ft diameter from the casting point. Its brightness is the equivalent of a torch. If the Substance is blessed during the brewing process it will repel any undead and will cause 10 DMG every 10 seconds to any undead caught with in its circumference.		1000
3	The substance will illuminate a 15ft diameter from the casting point. Its brightness is the equivalent of a Lantern. If the Substance is blessed during the brewing process it will repel any undead and will cause 15 DMG every 10 seconds to any undead caught with in its circumference.		1500
4	The substance will illuminate a 20ft diameter from the casting point. Its brightness is the equivalent of a bonfire. If the Substance is blessed during the brewing process it will repel any undead and will cause 20 DMG every 10 seconds to any undead caught with in its circumference.		2000
5	The substance will illuminate a 25ft diameter from the casting point. Its brightness is the equivalent of the sun. If the Substance is blessed during the brewing process it will repel any undead and will cause 25 DMG every 10 seconds to any undead caught with in its circumference.		2500

Minor Health

Substance Type	Ingested	Effects Duration	Instantly
Basic Description	When consumed this potion will heal damage caused to the person drinking it. The potion is only effective for restoring Health Points and will in no way repair Defense Points. Any Health points that would exceed the character's natural maximum amount are lost when the potion is consumed.		
Mag	Advanced Description		Cost
1	The potion is able to restore 3HP to whoever consumes it.		Base
2	The Alchemist has learned to increase the effectiveness of the potion and can now restore a		2000

	total of 6HP to whoever consumes the potion.	
3	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 9HP to whoever consumes the potion.	2500
4	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 12HP to whoever consumes the potion.	3000
5	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 15HP to whoever consumes the potion.	3500

Oil of Arcane Perception

Substance Type		Contact	Effects Duration	
Basic Description		When applied to the eyelids, the oil imbues the user with the ability to see magic. All magical items and beings will take on a luminescent Aura in the eyes of the user, including magical items, Arcanists, Specialists and those who use divine Miracles.		
Mag	Advanced Description			Cost
1	The oil when rubbed over the eyelids of the user will allow them to perceive the magical emanations from any object within their visual range provided the object is not concealed or specifically crafted to not reveal such.			Base
2	The user of the oil can determine whether an Item that they handle is Arcane or Divine in nature. Arcane and Sigil Magic's will have a golden aura while items entailing Divine Miracles will take on a Silver aura.			2000
3	Wearing the oil will now allow the user to determine separate Disciplines of Magic or Spheres of Influence that were used to craft magical items each school and sphere will take on a different colored aura (as will the users of those spheres and schools) Specialists Mages will also have an aura that denotes their primary discipline that they practice.			3000
4	Cursed Items will now show themselves as having a having a "Black Taint" to their aura's provided that such has not been specifically crafted to conceal the cursed nature of an item.			4000
5	The oil allows the user to see things as they truly are, Illusions will seem transparent, beings that have changed shape will have their true form appear as a luminescent aura (i.e. A Gold Dragon shape changed into a High Elf will still appear as an elf but with a Luminescent Gold Dragon Aura the size of the Dragon's true form wrapped about it, Vampires will appear as rotting corpses, Lycanthropes will appear as their hybrid form).			5000

Sleep

Substance Type		See Below	Effects Duration	See Below
Basic Description		This potion puts a subject into a deep sleep; they can wake only after the duration expires, taking certain amount of damage, or being shaken, prodded and yelled at for a specified amount of time or having Smelling Salts applied to them. Upon waking the subject will be groggy as though they had experienced a fitful sleep. (The subject should react as if they have just been awoken), If allowed to wake on their own the subject will wake after a regular amount of time has passed rested and refreshed.		
Mag	Advanced Description			Cost
1	The Alchemist is able to brew a potion that will affect a single person that consumes it. The potion can be mixed into food or drink only a person with exceptional perception will be able to determine any sort of difference in flavor, taste, or discoloration from the potion. Anyone that consumes a full dose of this potion will fall asleep within 5 minutes and remain in this state for one full hour unless the above mentioned methods are applied. Only a Trained Medic that can identify Tier 3 poisons or an Alchemist that can brew the same version of the recipe will be able to positively identify the use of the potion			Base
2	The Alchemist has learned to make the potion more potent: any person imbibing the potion will fall into a deep sleep within 30 seconds and remain asleep for 4 hours unless they are poked, prodded, shaken and yelled at for a full 5 minutes, or if they receive 5 Damage. Only a Trained Medic that can identify Tier 3 poisons or an Alchemist that can brew the same version of the recipe will be able to positively identify the use of the potion will be able to positively identify the use of the potion			2000

3	The Alchemist can now create an even more potent version that will put an individual to sleep for 8 hours. The target that consumes the potion will fall asleep 30 seconds after it has been consumed and will not awaken unless poked, prodded, shaken, and yelled at for a full five minutes, or if they receive 5 points of damage or methods such as negate poison or smelling salts are used. Only a Trained Medic that can identify Tier 3 poisons or an Alchemist that can brew the same version of the recipe will be able to positively identify the use of the potion. The Alchemist has also learned to create this potion in a Powdered form and can affect two targets that are standing relatively close to one another; however the potency of the powdered form is equal to the Magnitude 1 liquid Version.	3000
4	The Alchemist can now create an even more potent version that will put an individual to sleep for 12 hours. The target that consumes the potion will fall asleep 30 seconds after it has been consumed and will not awaken unless poked, prodded, shaken, and yelled at for a full five minutes, or if they receive 5 points of damage or methods such as negate poison or smelling salts are used. Only a Trained Medic that can identify Tier 4 poisons or an Alchemist that can brew the same version of the recipe will be able to positively identify the use of the potion. The Alchemist has also learned to create this potion in a Powdered form and can affect two targets that are standing relatively close to one another; however the potency of the powdered form is equal to the Magnitude 2 liquid Version.	4000
5	The Alchemist can now create an even more potent version that will put an individual to sleep for 24 hours. The target that consumes the potion will fall asleep 30 seconds after it has been consumed and will not awaken unless poked, prodded, shaken, and yelled at for a full five minutes, or if they receive 10 points of damage or methods such as negate poison or smelling salts are used. Only a Trained Medic that can identify Tier 4 poisons or an Alchemist that can brew the same version of the recipe will be able to positively identify the use of the potion. The Alchemist has also learned to create this potion in a Powdered form and can affect two targets that are standing relatively close to one another; however the potency of the powdered form is equal to the Magnitude 2 liquid Version.	5000

Smelling Salts

Substance Type		Inhalant	Effects Duration	
Basic Description		This substance when inhaled by a comatose, sleeping, held or paralyzed person or creature will be free from the effects of such, and restored to normal. (Please note that this will not restore those persons whom are permanently paralyzed only those that have been temporarily paralyzed by artificial means).		
Mag	Advanced Description			Cost
1	This substance is potent enough to wake anyone under the effects of any substance, spell, or miracle that simulates the equivalent of the tier 1 Mag 1 sleep.			Base
2	This substance is potent enough to wake anyone under the effects of any substance, spell, or miracle that simulates the equivalent of the tier 1 Mag 2 sleep and any substance spell or miracle that replicates a Tier 2 Mag 1 hold.			2000
3	This substance is potent enough to wake anyone under the effects of any substance, spell, or miracle that simulates the equivalent of the tier 1 Mag 3 sleep and any substance spell or miracle that replicates a Tier 2 Mag 2 hold.			2500
4	This substance is potent enough to wake anyone under the effects of any substance, spell, or miracle that simulates the equivalent of the tier 1 Mag 4 sleep and any substance spell or miracle that replicates a Tier 2 Mag 3 hold or a Tier 3 Mag 1 Paralysis.			3000
5	This substance is potent enough to wake anyone under the effects of any substance, spell, or miracle that simulates the equivalent of the tier 1 Mag 5 sleep and any substance spell or miracle that replicates a Tier 2 Mag 4 hold or a Tier 3 Mag 2 Paralysis.			3500

Weapon Black

Substance Type		Contact	Effects Duration	
Basic Description		One common problem for the thief attempting to hide in shadows is the glint of a steel weapon in moonlight, torchlight, and the like. The way to avoid this is to use weapon black, a thick, oil-		

	based emulsion. Weapon Black can be coated on to any metal surface and renders it almost completely matte black and reflection free. Once the weapon has actually struck a blow, the Weapon Black will be wiped off. Because it is oil-based, it is also highly flammable. If ignited it will burn brightly, turning the weapon into the equivalent of a Flame Blade (although it does not count as a magical weapon) for 4 minutes. However, if the thief is not protected from fire he suffers 2 points of damage per minute while holding the weapon.	
Mag	Advanced Description	Cost
1	The coating of weapons black will remain on the weapon for 1 successful strike against any targets. If ignited it will cause 2DMG in addition to the weapons normal amount. HP Regeneration of any kind will not restore damage caused by the flaming weapon.	Base
2	The coating of weapons black will remain on the weapon for 2 successful strikes against any targets. If ignited it will cause 3DMG in addition to the weapons normal amount. HP Regeneration of any kind will not restore damage caused by the flaming weapon.	1500
3	The coating of weapons black will remain on the weapon for 3 successful strikes against any targets. If ignited it will cause 3DMG in addition to the weapons normal amount. HP Regeneration of any kind will not restore damage caused by the flaming weapon. If all three strikes are against a single target, some of the Weapons Black will remain ignited on the target causing 3DMG every 10 Seconds until the fire is extinguished.	2000
4	The coating of weapons black will remain on the weapon for 4 successful strikes against any targets. If ignited it will cause 4DMG in addition to the weapons normal amount. HP Regeneration of any kind will not restore damage caused by the flaming weapon. If three strikes are successful against a single target, some of the Weapons Black will remain ignited on the target causing 4DMG every 10 Seconds until the fire is extinguished.	2500
5	The coating of weapons black will remain on the weapon for 5 successful strikes against any targets. If ignited it will cause 5DMG in addition to the weapons normal amount. HP Regeneration of any kind will not restore damage caused by the flaming weapon. If three strikes are successful against a single target, some of the Weapons Black will remain ignited on the target causing 5DMG every 10 Seconds until the fire is extinguished.	3000

Tier 2 (Apprentice)

Aniseed

Substance Type	Inhalant	Effects Duration
Basic Description	Aniseed is a simple plant derived natural flavouring. A small quantity of aniseed extract can be used by a thief to ruin any effort to have dogs track his scent, if bloodhounds (or similar) are used by pursuers. Dropping a vial of aniseed down at a suitable place (e.g., by the bank of a stream the thief crosses, by the base of a wall he traverses, even at a crossroads) will ensure that the dogs' sense of smell is utterly ruined for several hours if they reach the spot where the aniseed has been dropped. Neutralize poison or slow poison cast upon a tracking animal will prevent the tracking animal from losing its ability to scent out its target but must re-acquire the scent at least 10ft from where the Aniseed vial has been dropped.	
Mag	Advanced Description	Cost
1	A Dose of Aniseed will affect an area of 5ft in Radius and will Nose Blind a Tracking animal for 2 hours unless a counter agent is used.	Base
2	A Dose of Aniseed will affect an area of 10ft in Radius and will Nose Blind a Tracking animal for 4 hours unless a counter agent is used.	
3	A Dose of Aniseed will affect an area of 15ft in Radius and will Nose Blind a Tracking animal for 6 hours unless a counter agent is used.	
4	A Dose of Aniseed will affect an area of 20ft in Radius and will Nose Blind a Tracking animal for 8 hours unless a counter agent is used.	
5	A Dose of Aniseed will affect an area of 15ft in Radius and will Nose Blind a Tracking animal for 10 hours unless a counter agent is used.	

Blinding Powder

Substance Type	Contact	Effects Duration	
Basic Description	<p>There are two forms of this in Dracanus, one which is created by Alchemists with special ingredients and is always effective and then there the general term for any powder which is highly abrasive, irritating to the eyes, and disabling, both have the same effects, the second however is not as effective and can be blocked/avoided by several means.</p> <p>Basic blinding powder can be created from various sources such as powdered stone, pepper, dust soaked in onion juice, and strong ammonia salts, and many other ingredients. Regardless of what it is made from it is only effective if it is thrown directly into the eyes of the victim (which means the target is able to block using a shield, turning their head away in time, etc.). The Alchemical is specially crafted using secret ingredients that when thrown form a cloud of the dust about the person making blocking it impossible.</p>		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Edging Oil

Substance Type	Contact	Effects Duration	
Basic Description	<p>This special oil enhances the cutting edge of any bladed weapons that it is applied to. Once they obtain enough knowledge and experience an Alchemist can refine the recipe enough to allow for the blades to begin “severing appendages” from targets.</p>		
Mag	Advanced Description		Cost
1	The oil increases the damage of the blade by +2dmg for a single strike; furthermore the oil acts as if it is a +1 enchanted weapon in regards to what it can hit/injure.		Base
2	The oil now enhances the damage that the blade inflicts by +3dmg for a single strike; The oil also now acts as though the weapon is a +2 enchanted weapons in regards to what it can hit or Injure.		
3	The oil now enhances the damage that the blade inflicts by +4dmg for a single strike; The oil also now acts as though the weapon is a +3 enchanted weapons in regards to what it can hit or Injure. The weapon is now also able to “Sever” (as per the combat skill) provided the cutting edge is equal to or longer than an Axe head or Short Sword. (Short Daggers, Knives, Arrow Heads etc. will NOT cause the “Severe” Effect).		
4	The oil now enhances the damage that the blade inflicts by +5dmg for a single strike; The oil also now acts as though the weapon is a +4 enchanted weapons in regards to what it can hit or Injure. The weapon able to “Sever” (as per the combat skill) Provided the cutting edge is equal to or longer than an Axe head or Short Sword. (Short Daggers, Knives, Arrow Heads etc. will NOT cause the “Severe” Effect).		
5	The oil now enhances the damage that the blade inflicts by +6dmg for a single strike; The oil also now acts as though the weapon is a +5 enchanted weapons in regards to what it can hit or Injure. The weapon able to “Sever” (as per the combat skill) Provided the cutting edge is equal to or longer than an Axe head or Short Sword. (Short Daggers, Knives, Arrow Heads etc. will NOT cause the “Severe” Effect).		

Oil of Fire

Substance Type	Contact	Effects Duration	
Basic Description	<p>This substance can be used in one of two ways:</p> <ol style="list-style-type: none"> To coat an object, which when ignited bursts into flames and adds Fire Damage to every strike and any flammable materials have the chance of being ignited (at the Marshall’s discretion). Any Object coated in the oil will be prone to heat up unless it is resistant to the effects of flames. Users must drop a coated weapon after 5 minutes of such burning or suffer 1Dmg every 5 seconds they maintain a grip of a flaming metal object. 		

	<p>2. The oil can be ignited and hurled as a grenade, the container exploding and covering the target in the flaming oil causing cumulative damage until extinguished (ignited targets must smother the flames in order to extinguish them)</p> <p>Note: Fire and Acid are extremely potent against creatures, magic and potions that are able to or grant regeneration. Any Target possessing Regeneration is unable to heal when struck by these substances as the wounds inflicted are effectively cauterized.</p>	
Mag	Advanced Description	Cost
1	<ul style="list-style-type: none"> Items coated in this oil and ignited will burn for 10 Minutes and cause 3dmg every 5 seconds with the possibility of igniting flammable objects (at the Marshall's discretion). If used as a grenade the target struck will be doused in the oil and be burned for 3dmg every 5 seconds for 10 Min or until the fire is extinguished (stop drop and roll, or smother with a blanket or cloak). 	Base
2	<ul style="list-style-type: none"> Items coated in this oil and ignited will burn for 10 Minutes and cause 5dmg every 5 seconds with the possibility of igniting flammable objects (at the Marshall's discretion). If used as a grenade the target struck will be doused in the oil and be burned for 3dmg every 5 seconds for 10 Min or until the fire is extinguished (stop drop and roll, or smother with a blanket or cloak). 	
3	<ul style="list-style-type: none"> Items coated in this oil and ignited will burn for 10 Minutes and cause 7dmg every 5 seconds with the possibility of igniting flammable objects (at the Marshall's discretion). If used as a grenade the target struck will be doused in the oil and be burned for 7dmg every 5 seconds for 10 Min or until the fire is extinguished (stop drop and roll, or smother with a blanket or cloak). 	
4	<ul style="list-style-type: none"> Items coated in this oil and ignited will burn for 10 Minutes and cause 9dmg every 5 seconds with the possibility of igniting flammable objects (at the Marshall's discretion). If used as a grenade the target struck will be doused in the oil and be burned for 9dmg every 5 seconds for 10 Min or until the fire is extinguished (stop drop and roll, or smother with a blanket or cloak). 	
5	<ul style="list-style-type: none"> Items coated in this oil and ignited will burn for 10 Minutes and cause 12dmg every 5 seconds with the possibility of igniting flammable objects (at the Marshall's discretion). If used as a grenade the target struck will be doused in the oil and be burned for 12dmg every 5 seconds for 10 Min or until the fire is extinguished (stop drop and roll, or smother with a blanket or cloak). 	

Oil of Ice

Substance Type	Contact	Effects Duration	
Basic Description	This Oil when applied to an inanimate object coats it with a fluid that Freezes anything it touches causing 3 points of Frost damage. The oil can be hurled as a missile and will cause 10dmg (per unit of oil) on impact as well as 3 points of Splash Damage to any persons with in a 3ft radius of the impact location.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Oil of Impact

Substance Type	Contact	Effects Duration	
Basic Description	This substance is intended to be applied to weapons such as Hammers, Maces, staves, Clubs, etc. It increases the damage by 3 and grants the weapon "knock back" against any being that does not have exceptional strength. The potion is only effective for a single use (one successful hit). It will not work on Edged Weapons.		
Mag	Advanced Description		Cost

1	When applied to a blunt weapon it adds a +3dmg and the weapon is treated as if it is a +1 enchanted weapon for a single strike.	Base
2	When applied to a blunt weapon it adds a +5dmg and the weapon is treated as if it is a +2 enchanted weapon in regards to what it can injure for a single strike.	1500
3	When applied to a blunt weapon it adds a +7dmg and the weapon is treated as if it is a +3 enchanted weapon in regards to what it can injure for a single strike. The weapon also strikes with enough force that the target is effectively knocked back as per the Combat skill.	2000
4	When applied to a blunt weapon it adds a +9dmg and the weapon is treated as if it is a +4 enchanted weapon in regards to what it can injure for a single strike. The weapon also strikes with enough force that the target is effectively knocked back as per the Combat skill. The wielder is treated as having +1 to Exceptional Strength.	2500
5	When applied to a blunt weapon it adds a +9dmg and the weapon is treated as if it is a +4 enchanted weapon in regards to what it can injure for a single strike. The weapon also strikes with enough force that the target is effectively knocked back as per the Combat skill. The wielder is treated as having +2 to Exceptional Strength.	3000

Potion of Glibness

Substance Type	Ingested	Effects Duration	
Basic Description	This potion causes the person who consumes the contents to "lie" however they will do so in a manner that it is not an obvious falsehood, every sentence will be phrased to be misleading and utterly false. (Note it cancels the effects of Truth Serum, the person will speak as they choose).		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Potion of Invisibility

Substance Type	Ingested	Effects Duration	
Basic Description	When imbibed the person who consumes this potion is rendered invisible to varying degrees depending on the potency created by the Alchemist.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Rust Dust

Substance Type	Contact	Effects Duration	
Basic Description	This powder when put on an object made of metal will cause it to tarnish and rust, unless it is cleaned off of the metal surface it will begin to dissolve the object, It is particularly useful against armor creating gaps and holes in such. Armor, if used against a weapon treat every point of Damage that the weapon inflicts as 1DP (IE a Long Sword causes 8Dmg consider it to have 8DP) Rust dust is only effective against metal objects that are affected by rusting and corrosion. If used against a Magical item consider every point of enhancement as an additional 10DP.		
Mag	Advanced Description		Cost
1	The dust dissolves 5DP from metal		Base
2	The dust dissolves 7DP from metal		1500
3	The dust dissolves 9DP from metal		2000
4	The dust dissolves 11DP from metal		2500

5	The dust dissolves 13DP from metal	3000
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Stone Skin

Substance Type	Contact	Effects Duration	
Basic Description	This potion comes in the form of an ointment to be applied to the flesh, when used it toughens the user's skin to the hardness of stone, they gain an Armor rating equal to that of a Stone structure, bladed weapons do half damage (always round up) they also become immune to normal heat/fire (note magical fire still affects them)		
Mag	Advanced Description		Cost
1	The user gains 5 DP for the duration of the ointment.		Base
2	The user gains 10 DP for the duration of the ointment.		1500
3	The user gains 15 DP for the duration of the ointment.		2000
4	The user gains 20 DP for the duration of the ointment.		2500
5	The user gains 25 DP for the duration of the ointment.		3000

Truth Serum

Substance Type	Ingested	Effects Duration	
Basic Description	This potion when ingested forces the person to speak the complete truth, though they may refuse to answer or speak cryptically so long as what they say is honest and true to the best of their knowledge and ability. They cannot twist the truth or lie, while under the effect of the potion.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Universal Solvent

Substance Type	Contact	Effects Duration	
Basic Description	This potion is used to dissolve substances such as glues, webs, or other items that are intended to bond two or more objects together.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Tier 3 (Initiate)

Anti-Venom

Substance Type	Ingested	Effects Duration	
Basic Description	This potion when consumed will immediately nullify any poison affecting the subject.		
Mag	Advanced Description		Cost
1	At this magnitude the Alchemist can brew a substance that will immediately nullify any Tier 1 Alchemical substance.		Base
2	At this magnitude the Alchemist can brew a substance that will immediately nullify any Tier 2 Alchemical substance, as well as the effects of Tier 1 Spells Sigils and Miracles that cause status effects.		
3	At this magnitude the Alchemist can brew a substance that will immediately nullify any Tier 3 Alchemical substance, as well as the effects of Tier 2 Spells Sigils and Miracles that cause		

	status effects.	
4	At this magnitude the Alchemist can brew a substance that will immediately nullify any Tier 4 Alchemical substance, as well as the effects of Tier 3 Spells Sigils and Miracles that cause status effects.	
5	At this magnitude the Alchemist can brew a substance that will immediately nullify any Tier 5 Alchemical substance, as well as the effects of Tier 4 Spells Sigils and Miracles that cause status effects.	

Cat Stink

Substance Type		Inhalant	Effects Duration	
Basic Description	Even the best trained dog (watchdog or tracking dog) finds it impossible to avoid being distracted when there are cats about. This is exploited by the few alchemists who have the recipe to manufacture cat stink. These few are well-paid by thieves guilds for their work blending various liquids obtained from diverse parts; cats, Arranna and other secret ingredients to produce a thick foul smelling brown-yellow liquid Cat Stink. *** Note if Carsaric or Arranna do smell this substance they will become hostile and violent Carsaric will look to attack the source of the scent while the Arranna will seek to actively protect such.			
Mag	Advanced Description			Cost
1				Base
2				
3				
4				
5				

Feign Death

Substance Type		Ingested	Effects Duration	
Basic Description	This potion renders the drinker to appear dead in all respects, the heart and breathing slow to a point that it is imperceptible to scrutiny. While under the effects the drinker is for all purposes helpless, they are still aware of their surroundings but are unable to respond until the potion expires. (Contributed by Kevin Anderson)			
Mag	Advanced Description			Cost
1				Base
2				
3				
4				
5				

Incendiary Oil

Substance Type		Contact	Effects Duration	
Basic Description	This substance makes a highly flammable and explosive gel. When hurled and the container broken the gel explodes causing 10 points of damage to any persons within a 5ft radius and igniting any flammable materials (paper, wood, cloth, hair). Anyone beyond the 5ft rad but within 10ft receive half damage. The concussive force of the substance will also hurl people away from its center.			
Mag	Advanced Description			Cost
1				Base
2				
3				
4				
5				

Medium Health

Substance Type	Ingested	Effects Duration	
Basic Description	When ingested it restores a greater amount of health back to an injured person. The potion is only effective for restoring Health Points and will in no way repair Defense Points. Any Health points that would exceed the characters natural maximum amount are lost when the potion is consumed.		
Mag	Advanced Description		Cost
1	The potion is able to restore 5HP to whoever consumes it.		Base
2	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 8HP to whoever consumes the potion.		
3	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 11HP to whoever consumes the potion.		
4	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 14HP to whoever consumes the potion.		
5	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 17HP to whoever consumes the potion.		

Minor Poison

Substance Type	Injected	Effects Duration	
Basic Description	This potion when ingested causes the victim to lose 5hp every 20 seconds until the duration expires. If a person is revived the poison will continue to cause damage until the poison is removed or until the duration expires.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Paralysis

Substance Type	Injected	Effects Duration	
Basic Description	This potion when ingested causes the victim to be paralyzed; the person is still aware of their surroundings but is unable to move.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Potent Acid

Substance Type	Contact	Effects Duration	
Basic Description	This Alchemical substance creates a caustic substance that will burn and eat through a variety of materials. The substance when applied to an object or material that can be corroded will begin to be dissolved , the corrosive effect lasting for the duration or until it is rinsed or washed off using liberal amounts of water or a negating solution. Spells such as Neutralize Poison, will also effectively end the continuous burning effect of this substance. Slow Poison will increase the time delay between the cumulative damage but also increases the overall duration. Note: Fire and Acid are extremely potent against creatures, magic and potions that are able to or grant regeneration. Any Target possessing Regeneration is unable to heal when struck by these substances as the wounds inflicted are effectively cauterized.		
Mag	Advanced Description		Cost

1	The acid that the Alchemist is able to create does 5 points of damage every 10 seconds of contact for 40 seconds unless it is negated. The acid will only affect Lesser Organic Materials (Flesh, untreated leather, wood, etc.) It will not damage any other material that it comes in contact with and becomes inert once the duration expires.	Base
2	The acid that the Alchemist is able to create does 8 points of damage every 10 seconds of contact for 40 seconds unless it is negated. The acid will only affect Lesser Organic Materials (Such as Soft Woods, Untreated leather, flesh, Light cloths such as linen, and Flax, etc.) It will not damage any other material that it comes in contact with and becomes inert once the duration expires.	2500
3	The acid that the Alchemist is able to create does 11 points of damage every 10 seconds of contact for 40 seconds unless it is negated. The acid will also affect Greater Organic Materials such as Hard Woods, Treated or Boiled Leather (that used in armor), Thick Hides, Heavy cloth like Wool, and Silk).	3500
4	The acid that the Alchemist is able to create does 15 points of damage every 10 seconds of contact for 40 seconds unless it is negated. The acid will also affect standard metals such as iron and steel that have not been enchanted or given any properties that resist acids	4500
5	The acid that the Alchemist is able to create does 17 points of damage every 10 seconds of contact for 40 seconds unless it is negated. The acid will eat through some special materials and lesser magical items (enchancements that are equal or less than +2 modifier or Tier 2 Spell, Sigil, Miracle or Skill)	5500

Potion of Insanity

Substance Type	Ingested	Effects Duration	
Basic Description	When ingested the person will have audio and visual hallucinations that seem extremely real to them. They will act irrationally and erratically.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Potion of Strength

Substance Type	Ingested	Effects Duration	
Basic Description	This potion will grant the imbiber with exceptional strength for its duration.		
Mag	Advanced Description		Cost
1	When consumed the user gains the equivalent of Tier 1 Exceptional Strength.		Base
2	When consumed the user gains the equivalent of Tier 2 Exceptional Strength.		1500
3	When consumed the user gains the equivalent of Tier 3 Exceptional Strength.		2000
4	When consumed the user gains the equivalent of Tier 4 Exceptional Strength.		2500
5	When consumed the user gains the equivalent of Tier 5 Exceptional Strength.		3000

Regeneration Juice

Substance Type	Ingested	Effects Duration	
Basic Description	This liquid when imbibed cause the user to begin regenerating any lost health for the duration up to their maximum total. Lost limbs, and body parts regrow at an astonishing rate, wounds and scars rapidly heal and fade away. HP will even restore the person from Death provided that the potion was consumed before the loss of life. (Note Damage caused by Fire or Acid will NOT regenerate).		

Mag	Advanced Description	Cost
1	The User gains 1HP every 10 seconds for the duration of the potion.	Base
2	The User gains 2HP every 10 seconds for the duration of the potion.	2500
3	The User gains 3HP every 10 seconds for the duration of the potion.	3500
4	The User gains 4HP every 10 seconds for the duration of the potion.	4500
5	The User gains 5HP every 10 seconds for the duration of the potion.	5500

Vaporizer

Substance Type	Special	Effects Duration
Basic Description	This potion is added to other potions which turn them into a gaseous cloud. The potion mixed becomes effective as an inhalant, affecting anyone that breathes it in. The cloud will dissipate according to that which is listed below, however if the mixed potions effects would end sooner use its Duration	
Mag	Advanced Description	Cost
1	The vaporizer can be mixed with any potion of Tier 1, when released from its container it engulfs an area of 3ft and will persist for 2Min.	Base
2	The vaporizer can be mixed with any potion of Tier 2, when released from its container it engulfs an area of 6ft and will persist for 4Min.	2500
3	The vaporizer can be mixed with any potion of Tier 3, when released from its container it engulfs an area of 10ft and will persist for 6Min. Potions mixed with the Vaporizer are now effect anyone in the target radius by contact instead of just as by inhalation. The full effects are felt by everyone within the radius whether they breathe it in or not.	3000
4	The vaporizer can be mixed with any potion of Tier 4, when released from its container it engulfs an area of 12ft and will persist for 8Min.	3500
5	The vaporizer can be mixed with any potion of Tier 5, when released from its container it engulfs an area of 15ft and will persist for 10Min.	4000

Tier 4 (Journeyman)

Average Poison

Substance Type	Injected	Effects Duration
Basic Description	This potion when ingested causes the victim to lose 10hp every 20 seconds until the duration expires. If a person is revived the poison will continue to cause damage until the person dies or the poison is removed.	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Dust of Revelation

Substance Type	Contact	Effects Duration
Basic Description	To use this powder the user tosses it in the general target area where the dust will reveal anything hidden from normal view, invisible beings will become visible, hidden doors and compartments will be apparent. The dust will remain effective in the area for a full day, however it will NOT reveal things concealed after it has been dispersed.	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		

5		
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Iron Skin

Substance Type	Contact	Effects Duration	
Basic Description	When applied the user gains a thick iron skin that is invulnerable to all normal weapons, they can only be harmed by magic, magically enchanted weapons or damage that would pierce metal. They however become extremely susceptible to electrical attacks which directly affect their HP bypassing the DP. Rust Dust that is applied to a person using Iron Skin is affected as if coated with Magnitude 5 Potent Acid.		
Mag	Advanced Description		Cost
1	The user gains 10DP as well as all the effects in the basic description.		Base
2	The user gains 12DP as well as all the effects in the basic description.		2500
3	The user gains 15DP as well as all the effects in the basic description.		3000
4	The user gains 18DP as well as all the effects in the basic description.		3500
5	The user gains 24DP as well as all the effects in the basic description.		4000

Major Health

Substance Type	Ingested	Effects Duration	
Basic Description	When consumed it restores a greater amount of health back to an injured person. The potion is only effective for restoring Health Points and will in no way repair Defense Points. Any Health points that would exceed the characters natural maximum amount are lost when the potion is consumed.		
Mag	Advanced Description		Cost
1	The potion is able to restore 10HP to whoever consumes it.		Base
2	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 14HP to whoever consumes the potion.		
3	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 18HP to whoever consumes the potion.		
4	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 22HP to whoever consumes the potion.		
5	The Alchemist has learned to increase the effectiveness of the potion and can now restore a total of 25HP to whoever consumes the potion.		

Potion of Improved Invisibility

Substance Type	Ingested	Effects Duration	
Basic Description	When imbibed the user becomes completely invisible, they leave no tracks, have no scent and will not make any sound they do not intend to make, if the user makes a hostile action while under the effect they will become visible before fading back into the invisible state. The effects of this potion last for 30 minutes.		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

Tier 5 (Master)

Deadly Poison

Substance Type	Injected	Effects Duration	
Basic Description	This potion when ingested causes the victim to die within one minute unless the potion is removed. If a person is revived while the potion is still in their system the poison will kill them		

	immediately. For any Species Resistant to Poisons or Toxins ingests this and the Mag Drops below 1 use the highest Tier of Average Poison to determine the effect. (i.e. a Dwarf Swallows Mag 1 Deadly Poison, instead of killing him within the allotted time it causes the effects of Average Poison (T4) at Magnitude 4 strength.	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

Extreme Acid

Substance Type	Contact	Effects Duration	
Basic Description	<p>This Alchemical substance creates a caustic substance that will burn and eat through a variety of materials. The substance when applied to an object that the corrosive effect lasts for the duration or until it is rinsed or washed off using liberal amounts of water or a negating solution. Spells such as Neutralize Poison, will also effectively end the continuous burning effect of this substance. Slow Poison will increase the time delay between the cumulative damage but also increases the overall duration.</p> <p>Note: Fire and Acid are extremely potent against creatures, magic and potions that are able to or grant regeneration. Any Target possessing Regeneration is unable to heal when struck by these substances as the wounds inflicted are effectively cauterized.</p>		
Mag	Advanced Description	Cost	
1	The acid that the Alchemist is able to create does 10 points of damage every 10 seconds of contact for 60 seconds unless it is negated. The acid will only affect Lesser Organic Materials (Such as Soft Woods, Untreated leather, flesh, Light cloths such as linen, and Flax, etc.) It will not damage any other material that it comes in contact with and becomes inert once the duration expires.	Base	
2	The acid that the Alchemist is able to create does 15 points of damage every 10 seconds of contact for 60 seconds unless it is negated. The acid will only affect Lesser Organic Materials (Such as Soft Woods, Untreated leather, flesh, Light cloths such as linen, and Flax, etc.) It will not damage any other material that it comes in contact with and becomes inert once the duration expires.	2500	
3	The acid that the Alchemist is able to create does 20 points of damage every 10 seconds of contact for 60 seconds unless it is negated The acid will also affect Greater Organic Materials such as Hard Woods, Treated or Boiled Leather (that used in armor), Thick Hides, Heavy cloth like Wool, and Silk).	3500	
4	The acid that the Alchemist is able to create does 25 points of damage every 10 seconds of contact for 60 seconds unless it is negated. . The acid will also affect standard metals such as iron and steel that have not been enchanted or given any properties that resist acids	4500	
5	The acid that the Alchemist is able to create does 30 points of damage every 10 seconds of contact for 60 seconds unless it is negated. The acid will eat through some special materials and lesser magical items (enchancements that are equal or less than +2 modifier or Tier 2 Spell, Sigil, Miracle or Skill)	5500	

Potion of Resurrection

Substance Type	Contact	Effects Duration	
Basic Description	<p>This potion will restore the life to any being that has died and restore them to 1HP (all poisons or diseases remain in the body and can kill the recently resurrected if not attended to prior to administering the potion) The recently arisen will also be incapacitated and incapable of performing any strenuous actions for 4 hours (2 hours if under the attention of a Medic) while they recuperate from the transition back to life from death.</p>		
Mag	Advanced Description	Cost	

1		Base
2		
3		
4		
5		

Optional Information

The 6 Most common Alchemical processes

1. Calcination This is the process of reducing substances (usually minerals and metals) to ash by first crushing or grinding them to powder, then subjecting them to high heat.

2. Sublimation This is the process of heating a solid substance until it is vaporized, then quickly cooling the vapor to return it to a solid form.

3. Distillation This is the process of boiling a liquid until it turns to vapor, then cooling the vapor until it condenses back into a liquid, thus purifying the liquid.

4. Absorption/Adsorption This is a method for purifying gases or liquids by exposing them to charcoal particles or other filtering substances; the impurities are attracted to the particles, thus purifying the gas or liquid. If the impurities are actually taken inside the particles, then absorption has taken place. If the impurities remain on the surface of the particles, then adsorption has occurred.

5. Flame Test This is a method of identifying unknown substances by holding them in a hot flame. The color of the flame indicates the nature of the substance; for instance, a green flame indicates the presence of copper.

6. Chromatography This is a simple method for analyzing certain types of unknown substances. The substance is first dissolved in water or other liquid. A sample of the liquid then is poured into a glass tube lined with filter paper, and a solvent is added. Because the components of the substance move through the filter at different speeds, each will appear as a different colored band in the tube.

Lab Equipment

Alchemist's Globe - This 3-foot-diameter glass globe separates into two sections. When assembled, the sections form a tight seal that prevents air from entering. Items and substances can be locked inside the globe to isolate them from outside conditions. Small and large globes are available.

Alchemists Gloves - These thin leather gloves are specially treated to resist corrosive and toxic materials, protecting the Alchemists hands from inadvertent spills or splashes of the materials they are working with while still retaining a degree of dexterity for precise handling.

Analytical Balance - An extremely precise scale for weighing solid materials, the balance is sensitive enough to distinguish a blank piece of paper from a paper with writing on it. To keep it dust-free, the balance is covered with a glass case.

Athanor - A small furnace consisting of an oven and a deep pan of sifted ashes. Substances to be heated are placed in a sealed container and covered in ashes for slow, even heating.

Bottles - Glass bottles for mixing, and storing various potions ingredients and liquids. An Alchemist will have a variety of such of different sizes and shapes.

Burette - This is a thick tube with a valve on one end used to measure liquids precisely.

Cauldron - A cast Iron Pot for brewing potions over a heat source. They come in a variety of sizes from small hand held containers to Giant pots capable of holding a large person with in them. (The bigger the cauldron the more it holds and the more it costs).

Descensory Furnace - This is a medium-sized furnace primarily used for heating liquids. The liquid is poured down a funnel on the top which runs into a container in the belly of the furnace.

Dung Bed - This item consists of a box made of glass or other non-flammable material with a tight-fitting lid. The box is filled with hot dung or clean, dry sand. Treated substances are placed in the dung bed to keep them warm.

Filter Paper - This is a specially treated paper that filters solids from liquids. A funnel is lined with the paper, and then the liquid to be filtered is poured in the funnel. Solid material will not pass through the paper.

Gas Mask - Though there are many versions of this item the most typical is a leather mask shaped to resemble a birds head with a long beak. Glass Lenses are fitted into the eyeholes to protect the Alchemists eyes and a sachet with herbs is placed in the beak to purify the air that the Alchemist breathes preventing them from being poisoned or affected by the fumes of the substances they work with.

Granite Table Top - This is an ordinary desk with a top made of smooth polished granite or quartzite to resist staining and damage from acids and other potent substances.

Grinder - This small device is for grinding herbs, spices and other ingredients into powders to mix into potions, it is typically made of metal with a bowl at its top to insert the whole ingredient; the items sift into a lower compartment to be ground by teeth attached to a hand crank.

Hand Centrifuge - This is a machine consisting of several rings for holding test tubes with a hand pump on the top. Test tubes filled with liquids are placed in the rings, and then the alchemist rapidly works the pump, causing the tubes to spin in a circle. The spinning causes the heavier substances in the tubes to sink to the bottom, while the lighter substances remain near the top of the tube.

Heat Bath - This is a small furnace holding a deep pan of water containing metal rings to hold variously sized flasks and tubes. The substance to be dissolved is placed in a glass tube, which in turn is placed in an appropriately-sized ring in the pan. The furnace gradually heats the water and thus the substance.

Hour Glass - Used to describe a variety of similar devices though they vary in the amount of time. An hour glass is a glass tube cinched at the middle with fine sand contained within. When the hourglass is flipped the sand runs down into the bottom portion in a set amount of time. The price listed is for one that is timed for 60 minutes.

Measuring Cups/Spoons - This is a set of cups and spoons that are made to precise measurements so that the Alchemist can add the correct amounts of ingredients to his mixtures.

Mortar and Pestle - This Pair of items are typically made of polished stone, and is treated as a set. The alchemist places an item they wish to crush and grind into the bowl (the Mortar) and use the Pestle to grind the item to powder.

Vials - These tubes most commonly come with a stopper and are intended for containing liquids, in particular potions to be drank. They come in a variety of sizes and materials. The price listed is for glass vials that will hold approximately one dose of any given potion.

Crafting New Recipes

Alchemists can craft new and original recipes for Alchemical substances. By using the form below characters can submit such to Admin.

Admin will review the submission to determine if the recipe is viable for use in play.

Things to keep in mind when creating recipes:

Is there already a Spell, Miracle, or Sigil that already has the same or similar effect?

Does it require any phys Reps to show the effect?

Is this recipe an improvement on an existing recipe?

Blank Alchemical Recipe

Substance Type		Effects Duration	
Basic Description			
Recipe 1		Recipe 2	
Brewing Directions for Recipe 1		Brewing Directions for Recipe 2	
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			