

# Makes Handbook

## Alchemy Rules

Alchemists are the men and women who have a cure for anything – or at least claim to. For every ill or imbalance of the humours, the alchemist can offer a solution, or make them worse. Either way, Alchemists can produce a vast array of potions that perform almost miraculous effects; some of them containing mystic energy. Without a doubt, having a friend with Alchemy Skills is damned handy, and those who learn the secrets to the Black Arts of Alchemy are regarded more suspiciously but just as highly as those who can protect and heal with the application of a few well prepared and stewed herbs and compounds...

### Introduction

These are the complete rules for all Alchemy and Black Arts Alchemy makes and should be used by every one who gets access to these skills. Alchemy and Black Arts have 5 skill levels, these being:

1. Discerner. The character can identify and Discern Alchemy and Black Arts,
2. Apprentice. The character can make the most basic potions they know,
3. Journeyman. The character is proficient and able to produce basic mystic potions,
4. Master. The character can make almost any potion from their field,
5. Grand Master. Rare characters who can make virtually impossible potions in their field.

Each of the 5 skills must be bought in order, and the character gains the ability to manufacture potions from Apprentice upwards. This is the character's **Skill Level** in Alchemy or Black Arts.

When brewing up potions, there are six factors to bear in mind.

1) Your **Skill Level**. Each potion has a minimum Skill Level required to be able to make, reflecting the different levels of complexity in the manufacturing process. Some potions can be made at Apprentice, whilst others need a Grandmaster to be able to understand the processes involved. *Unless a potion states otherwise, the maximum skill level required to manufacture a potion is Grand Master.*

2) Your **Character Level**. Higher level characters are able to manufacture more than lower level ones (for split level characters, this is based off your Class Level). A Character's Skill Level and their Character Level are used to determine the number of Alchemy points the character has to 'spend' for their Alchemy skills. If a character has Alchemy and Black Arts, these form two separate pools.

3) The **Potion's Difficulty Class**. Every potion is made with similar but unique processes, some of what are more difficult to perform than others. With this in mind, every potion has a Difficulty Class associated with its manufacture. A character has a cap of the Maximum Potion DC according to their Skill Level and Character Level. If a Potion is above this cap, they cannot make it until they have increased their cap, somehow.

Some potions have a **Base Difficulty**. These potions are usually found in rank 2, 4, 6, 8 and 10. A character can make these graded potions up to the highest rank they know (in rank multiples of 2). These DC of these potions is equal to half the rank of the potion multiplied by the Base DC, i.e. *A Catalepsy II has a Base Difficulty of 3, a Catalepsy 8 has a difficulty of  $3 \times (8 / 2) = 3 \times 4 = 12$ .*

4) The **Potion Type**. Some Potions are essentially mystical energy in liquid form. Most potions are Herbal and therefore can be made by anyone with the appropriate skill; however, some are a specific mystic type such as Magic or Spirit. A Character must be able to cast the specific mystic type to make such potions. If for any reason a character with mystic casting was unable to cast on a weekend, they would not be able to make any mystical potions. Witches count as being able to cast Magic and Spirit for the purposes of potion manufacture.

*E.g. John, the Priestly Rogue is an Alchemist and so could make both Herbal Cure Disease and a Spiritual Cure Disease, but could not make a Magical Fly.  
Peter the Scout has no casting ability so is limited to only the Herbal potions.*

5) Your **Known Potion List**. To be able to make any potion, a Character must have first had access to a sample of the potion, studied it with Discern Alchemy or Discern Black Arts Alchemy and had it added to their Known Potion List and be at least Apprentice Level.

6) The **Potion's Make Cost**. Each Potion costs a certain number of gold crowns to buy the chemicals and reagents necessary to bind the potion together. A character can either pay this amount up-front, or may choose to trade some of the potions (once complete) made to cover the costs.

Potions which are costed "Per Rank", cost the potion's rank multiplied by the cost Per Rank to make, i.e. a *Poison* costs 16PR, therefore a *Poison 8* costs:  $8 \times 16 = 133GC$  to manufacture.

## Discerning Alchemy and Black Arts

Before any character can start to make alchemical goods they must first be able to *Discern* the relevant potion, and in doing so have it added to their Known Potions List.

To add a potion to the Known Potion List the character needs a sample of the potion. This can be from acquiring one through adventuring, being given it by another character or NPC, purchasing it from the armoury, etc.

There are two levels of discern:

- **Identify**. Allows the discerner to know what the potion is as long as it comes under the relevant discern skill. The potion is not used up but cannot be added to the discerner Known Potion List. This type of Discern is done by smell, colour, touch and taste (a tiny amount!).
- **Reverse Engineer**. Allows the discerner to know what the potion is as long as it comes under the relevant discern skill. The potion is used up and can be added to their Known Potion List

*Identifying Discern* is effectively at will.

*Reverse Engineering* is limited, as below, and can only be done in suitable surroundings (Ref's Discretion).

- 1/weekend Apprentice
- 2/weekend Alchemist
- 3/weekend Master
- 4/weekend Grandmaster

## Known Potion List

This is the record of all potions that the Alchemist has acquired through *Reverse Engineering* of potions they come into contact with. On achieving Apprentice Level a Character should be given a Known Potions List card which will already have on it two Apprentice Level potions, representing their breakthrough into the alchemical world.

A character can have a potion on their Known Potion List that they are not capable of making, either through insufficient Character Level or Skill Level – although the potion should be appropriate for any casting the Character does or does not have.

If a character adds a potion to their Known Potions List, they cannot start to make that potion until the following weekend.

For any potions that have levelled effects such as *Poison II*, *Catalepsy IV* etc. A character can only make up to the Level known.

E.g. *John, the rogue has Poison VI on his Known Potion List. If he is of sufficient level, he can make Poison II, Poison IV and Poison VI, but not Poison VIII or Poison X.*

## Determining Characters Makes

A Character determines each weekend how many potions they can make and the maximum DC of an individual potion by using the following table:

	<b>Number of Alchemy Points</b>	<b>Maximum Potion DC</b>
<b>Apprentice Alchemist</b>	Character level $\times$ 1½ (round up)	Character level $\times$ 1½ (round up)
<b>Alchemist</b>	Character level $\times$ 3	Character level $\times$ 3
<b>Master Alchemist</b>	Character level $\times$ 6	Character level $\times$ 6

If a Character wishes to advance in both Alchemy and Black Arts they can do so but must advance in them separately (the makes must be calculated separately). The exception to this is Witches who get access to both Alchemy and Black Arts but only advance it as a single skill; they can freely choose what proportion of their makes is Alchemy and Black Arts, up to the maximum number of makes per weekend.

Each potion has a Potion DC, which is spent out of the Alchemy Points each weekend if the Character wishes to make it (and meets the prerequisites), *i.e. if you have 36 Alchemy Points per weekend, you can make 9 DC 4 potions, or 6 DC 6 potions, or any similar combination that adds up to 36 points spent.*

## Grandmaster Alchemy

Grandmasters are the pinnacle of alchemical power, and are talented, rare individuals. In order to achieve Grandmaster in Alchemy or Black Arts, a special mission must be undertaken to learn these secrets. Grandmaster level is no longer available through skill points.

## Potion Types

Some potion types have different effects, delays, and kick-out damages than other types. The potion types and their effects are listed below.

**Standard Herbal Potion** – This type of potion usually has an addiction value due to the chemically addictive components used to make it, and some have kick-out damage (damage inflicted to Total Body at the end of the potion's duration). The kick-out damage comes from the ingredients attacking the viscera and organs, and affects at the end of the potion's duration (normally 5 minutes).

**Pills** – This small lozenge (about the size of a Trebor Mint) is a compacted and refined form of a potion. The refinement process removes the addictive components and the kick-out damage from the potion. A pill can be kept under the tongue for up to 5 minutes while the covering on the pill slowly dissolves. At any point in those 5 minutes, the pill can be bitten down upon/swallowed to trigger the effects immediately. Should a person be knocked unconscious, etc. the pill will complete dissolving in 1 minute, triggering the effect unless the person is dead or the pill is removed from their mouth. Once a pill has been placed in the mouth it cannot be reused - even if the pill is spat out or unused, the seal has been broken and it becomes worthless within 5 minutes.

**Gasses** – Gases are normally volatile compounds, stored within a sealed container. If the contained is smashed or the stopper removed, the potion quickly evaporates into an airborne potion. Upon release, the gas begins to spew out from the bottle at a rate determined by the environment the gas is released in. The initial gas cloud happens in the first 10 seconds and within this time expands to a 5' radius. After 30 seconds it will have reached its maximum radius of 15' radius. Wind Direction etc. may affect things accordingly, Refs Discretion.

**Super-pills** – These are available to Professional Ranking Alchemists, only. These are fatal to non-Pro characters after 15 minutes of effect.

**Poison** – Poisons are imbibed, and inflict their damage/effect 30 seconds after the Poison has been drunk. Standard Poisons deal 6LPs TB damage per rank, 3 Hits per rank vs. Monsters, after 30 seconds.

**Blade Venoms** – Venoms are an advanced form of Poisons except that they are delivered directly into the victim, through inflicted damage. If the damage fails to penetrate the target's skin (minimum of 1Pt of non-bruising Damage), the Venom is lost.

**Contact Poisons** – Contact Poisons are a highly advanced form of Poison except that they may be applied to virtually any surface. Should somebody come into contact with the surface at a later date, the Poison will seep into their skin and the Poison will affect them. Contact Poisons cannot penetrate through metal Armour, although most clothes offer little protection.

**Acids** – Acids dissolve the material they are thrown onto, dealing Necrotic damage, and inflicting vast amounts of pain. Acids affect monsters instantly, although players have 10 seconds to apply suitable Neutralisation before the Acid is too engrained to halt its destructive course. Neutralisation after this period will cease the pain, but not the damage. Acids deal 6LPs Necrotic to TB/Location per rank, 2 Necrotic Hits vs. Monsters.

**Toxins** – Toxins are the fast acting versions of Poisons, Blade Venoms, and Contact Poisons, and act instantly upon their victim rather than after 30 seconds. Quick-thinking victims can apply Antidote Balms to draw out the Toxin from a wound, although this has no effect on Contact Poisons or Imbibed Toxins! Quick thinking in this case almost certainly requires having the Antidote Balm *in hand* and applying it *straightaway* (effectively a Time Stop sized action is allowed before the Toxin affects).

## Advanced Makes

Both Alchemists and Black Arts Alchemists have options available to them. By their nature, Alchemists of all varieties are trying to improve on their skills, inventing or creating new compounds which are more user friendly, or just plain different. The table below indicates the options available to Alchemists and Black Arts Alchemists.

Option	Available To	Potion DC	Potion Cost	Skill Level	Symbol
Gas	Master Alchemist	x4	x4	+1	G
Pill	Master Alchemist	x3	x3	No change	P
Blade Venom	Journeyman Black Arts	x1.5	x1.5	+1	V
Contact Poison	Master Black Arts	x3	x3	+2	CP
Toxin	Master Black Arts	x2	x2	+1	See text
Delay Action 30s	Master Black Arts	x2	x2	No Change	D
Delay Action 60s	Master Black Arts	x4	x4	No Change	D
Delay Action 90s	Master Black Arts	x6	x6	No Change	D

If a potion has advanced options, it will list one of the symbols listed above beside it.

### Blade Venoms and Contact Poisons as Advanced Options

Blade Venoms and Contact Poisons are technically different potions in their own right to the base Poisons, but they are included as Advanced Options to simplify the Potions Table from clutter. As such, Venoms and Contact Poisons (Contact Venoms) require the Advanced Potion to be known before they can be made.

This is different to the other Advanced Options, which may be simply 'bolted on' to a known potion, i.e. *John the Scout can manufacture Sleep Gas once he is a Master Alchemist provided that he knows the basic Sleep Potion. If he learns Journeyman Black Arts, and learns Poison VI, he cannot manufacture Blade Venom VI even though he has the Blade Venom Option available to him. Once he learns Blade Venom VI, he may use this Option.*

### Option Descriptions

**Gas** – Reduces the potion into a Gas Bottle, which may be uncorked or smashed at a later date. Gasses expand as described in the section above.

**Pill** – Reduces the potion into a small tablet of material, which can be eaten later. Pills are described in the section above.

**Blade Venom** – Congeals a basic poison into a form which is sticky yet soluble, making it ideal to coat a blade. Blade Venoms are described above: *please see note on Blade Venoms and Contact Potions as Advanced Options.*

**Contact Venom** – Alters a basic poison into a gel like substance which will easily seep into flesh, and which will adhere to all manner of surfaces. Contact Poisons (Contact Venoms) are described above: *please see note on Blade Venoms and Contact Poisons as Advanced Options.*

**Toxin** – ALL Poisons have a 30 second delay after their application before they affect their victim. Toxins are specially designed to instantly diffuse into their target, and act instantaneously when they are applied.

**Delay action** – This option adds a time delay before the potion's effect starts to kick in, allowing the administrator to be long gone before a person start to feel the effects.

### Adding Multiple Options

Provided that the alchemist knows the potion and the options he or she is adding to it, multiple options can be compounded into a single potion. In order to determine the final difficulty modifier for the potion the difficulty modifiers are multiplied together, i.e. *a BV X is DC 15 (10x1.5), and a Blade Toxin X is DC 30 (10x(1.5x2)).*

## Advancing Pre-Made Potions

Sometimes, a character has manufactured potions at a low level which are no longer useful, or which have more interesting options available at higher alchemy skill levels or character rank. Instead of creating potions from scratch, an alchemist can opt to turn some of their old potions into more advanced options using their money and skill, although once advanced in this way, they cannot be 'reclaimed' into the original potion. They must know the advanced potion in order to advance potions in this way!

The potion DC to upgrade the potion is the difference between the DC of the original potion and DC of the advanced option, and similarly the make cost is the difference between the original potion and the advanced option. For example, *Derik makes himself a Poison VIII at low levels, before he has Journeyman Black Arts. When he reaches Journeyman Alchemist, he decides to turn these potions into Blade Venoms as they are more useful in his line of work. By using up his Poison VIII, each new BV VIII is DC 4 (12-8), and costs 67GC (200-133GC) to manufacture. If Derik was a Master Black Arts Alchemist he could turn these Poison VIIIs into CV VIIIs for DC 16 (24-8) and cost 267GC (400-133GC). Because CV VIII is not an advanced option of BV VIII (it is an advanced option of Poison VIII), he could not convert his BV VIIIs into CV VIIIs, however. Similarly, if Derik was a Master Alchemist he could convert his friend's Total Heal potions into Total Heal Pills, at a DC of 27 (36-9) and cost of 150GC (300-150GC).*

## Laboratories

Laboratories can be hired from the Royal Armouries for a small fee. A laboratory can be hired in grades from 1 to 4, and provide an effective increase to the character's level equal to the grade of the lab when determining Maximum Make Difficulty, and Alchemy Points per Weekend. If a character has both forms of Alchemy (not including Witches), fees must be paid for both of the skills for which the character wishes to use a Lab. Hiring a lab costs:

- 30GC per grade for Apprentice Alchemists,
- 60GC per grade for Journeyman Alchemists,
- 120GC per grade for Master Alchemists,
- 240GC per grade for Grandmaster Alchemists.

## Private Laboratories

Some characters and organisations have been granted materials and land on which they may setup a laboratory. These are slightly different to the Royal Laboratories, as they are not as well 'sourced'. The skill level and running costs (which must be paid each month) for the 4 Grades of Private Lab are as follows:

Lab Grade	Maximum Alchemist Skill	Running Costs/Month
1	Apprentice	20GC
2	Journeyman	40GC
3	Master	80GC
4	Grandmaster	160GC

## Makes Handbook - Alchemy - Potion List

### Alchemy

Apprentice Alchemy					
Potion	Type	DC	Make/GC	List/GC	Advanced
Cure Light	Herbal	3	50	150	P
Light	Herbal	1	16	50	-
Cure Disease	Herbal	3	50	150	P
Glue	Herbal	2	33	100	-
Purification	Herbal	4	67	200	-

Alchemist					
Cure Disease	Spirit	5	100	300	-
Sleep	Herbal	3	50	150	P
Catalepsy 2	Magic	3	67	200	-
Catalepsy 4	Magic	6	133	400	-
Catalepsy 6	Magic	9	200	600	-
Catalepsy 8	Magic	12	267	800	-
Catalepsy 10	Magic	15	333	1000	-
Antidote 2	Herbal	2	33	100	P
Antidote 4	Herbal	4	67	200	P
Antidote 6	Herbal	6	100	300	P
Antidote 8	Herbal	8	133	400	P
Antidote 10	Herbal	10	167	500	P
Dumbness 4	Magic	6	133	400	-
Deafness 4	Magic	6	133	400	-
Resist Cold	Herbal	4	67	200	P
Resist Heat	Herbal	4	67	200	P
Cure Light	Spirit	5	100	300	-
Spider Climb	Magic	8	167	500	G

Master Alchemist					
Sleep Venom 2	Herbal	4	67	200	G
Sleep Venom 4	Herbal	8	133	400	G
Sleep Venom 6	Herbal	12	200	600	G
Sleep Venom 8	Herbal	16	267	800	G
Sleep Venom 10	Herbal	20	333	1000	G
Naphtha	Herbal	6	100	300	-
Ant-Acid 2	Herbal	4	67	200	-
Ant-Acid 4	Herbal	8	133	400	-
Ant-Acid 6	Herbal	12	200	600	-
Ant-Acid 8	Herbal	16	267	800	-
Ant-Acid 10	Herbal	20	333	1000	-
Strength	Herbal	10	167	500	P
Dexterity	Herbal	10	167	500	P
Endurance	Herbal	10	167	500	P
Flash	Magic	9	200	600	-
Remembrance	Herbal	7	117	350	-
Total Heal	Herbal	9	150	450	P
Total Heal	Spirit	14	300	900	-
Fly	Magic	8	167	500	-
Dust of Disclosure	Herbal	30	500	1500	-
Invisibility	Magic	12	267	800	-
Psi Restore	Psionic	6	133	400	-
Psi Resist	Herbal	6	100	300	P
Walk Thru X	Magic	6	133	400	-
Orc Brew	Herbal	4	67	200	-

## Black Arts Alchemy

Apprentice					
Potion	Type	DC	Make/GC	List/GC	Advanced
Poison 2	Herbal	2	33	100	D : V/CP
Poison 4	Herbal	4	67	200	D : V/CP
Poison 6	Herbal	6	100	300	D : V/CP
Poison 8	Herbal	8	133	400	D : V/CP
Poison 10	Herbal	10	167	500	D : V/CP
Debilitation	Herbal	4	67	200	D : V/CP
Disease	Herbal	3	50	150	V/CP

Alchemist					
Acid 2	Herbal	8	133	400	D
Acid 4	Herbal	16	267	800	D
Acid 6	Herbal	24	400	1200	D
Acid 8	Herbal	32	533	1600	D
Acid 10	Herbal	40	667	2000	D
Forgetfulness	Herbal	7	113	350	D : V/CP
Weakness	Herbal	10	167	500	D : V/CP
Disease	Spirit	5	100	300	V/CP
Paralysis	Herbal	8	133	400	D : V/CP

Master Alchemist					
Anti-Dex Poison	Herbal	30	500	1500	D : V/CP
Berserker Dust	Spirit	18	400	1200	D
Beguilement	Herbal	20	333	1000	D : V/CP
Confusion	Magic	12	267	800	D : V/CP
<i>Element</i> Susceptibility	Magic	6	133	400	V/CP
X Reaving Poison 2	As X	6	133	400	D : V/CP
X Reaving Poison 4	As X	12	267	800	D : V/CP
X Reaving Poison 6	As X	18	400	1200	D : V/CP
X Reaving Poison 8	As X	24	533	1600	D : V/CP
X Reaving Poison 10	As X	30	667	2000	D : V/CP
Necrosis	Spirit	5	100	300	D : V/CP
Psi Susceptibility	Psionic	6	133	400	V/CP
Spirit Susceptibility	Spirit	12	267	800	V/CP
Wracking	Herbal	12	200	600	D : V/CP



## Witches

Apprentice Alchemy					
Potion	Type	DC	Make/GC	List/GC	Advanced
Sleep	Herbal	3	50	150	-
Cure Light	Herbal	3	50	150	P
Cure Disease	Herbal	3	50	150	P
Glue	Herbal	2	33	100	-
Purification	Herbal	4	67	200	-
Remembrance	Herbal	7	117	350	-
Autumn Leaves	Siedar	9	200	600	-
Poison 2	Herbal	2	33	100	D
Poison 4	Herbal	4	67	200	D
Poison 6	Herbal	6	100	300	D
Poison 8	Herbal	8	133	400	D
Poison 10	Herbal	10	167	500	D

Alchemist					
Antidote 2	Herbal	2	33	100	P
Antidote 4	Herbal	4	67	200	P
Antidote 6	Herbal	6	100	300	P
Antidote 8	Herbal	8	133	400	P
Antidote 10	Herbal	10	167	500	P
Dumbness 4	Magic	6	133	400	-
Deafness 4	Magic	6	133	400	-
Resist Cold	Herbal	4	67	200	P
Resist Heat	Herbal	4	67	200	P
Paralysis	Herbal	8	133	400	D : V
Sleep Venom 2	Herbal	4	67	200	G
Sleep Venom 4	Herbal	8	133	400	G
Sleep Venom 6	Herbal	12	200	600	G
Sleep Venom 8	Herbal	16	267	800	G
Sleep Venom 10	Herbal	20	333	1000	G
Dust of Disclosure	Herbal	30	500	1500	-
Beguilement	Herbal	20	333	1000	D

Master Alchemist					
Truth Serum	Herbal	50	833	2500	-
Insanity	Herbal	60	1000	3000	D
Voodoo 'Power'	Herbal	50	833	2500	-
Total Heal	Herbal	9	150	450	P