Alchemy

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Introduction

Alchemy is the semi-magical art of creating potions and other substances that are less powerful than magical items but can be quite useful and are far more common.

The Creation Process

A specific product takes a certain amount of success points to create. Failures not only stall the production, they also reduce the quality of the final product. Critical failures count double, critical successes set off an equal amount of failures. Each alchemy roll takes 4 hours.

Example: Nicodemus wants to create a healing potion. He has none of the ingredients, so he has to buy them for 100 dc. The difficulty is -1 and his laboratory is primitive, so his alchemy skill of 13 is modified by -3, resulting in a flat 10. His first roll is a 8, giving him 2 successes. So after 8h (=4h x 2), he has achieved 2 of the 10 required

successes. His next roll is 15 - a failure. Rolling again, he gets a 5, a 9, and a 6. With enough successes, Nicodemus is done after 40h. However, his failure reduces the power of the potion as described in the potions entry.

Laboraties

Different qualities of laboratories grant different modifiers for the alchemy rolls as well as for the time needed per attempt.

Potions

There are different types of alchemical potions that have various effects. While not as powerful as true magical potions, these items are nevertheless useful in the right situation.

Stamina Potion

This potion increases the fatigue points of a character by 1d6 for a day but reduces them by the same amount on the

Table 1: Laboratory Types			
Type	**Modifier**	**Time Multiplier**	**Price**
Makeshift	-4	x3	0 dc
Primitive	-2	x2	100 dc
Sub-Standard	-1	x1	400 dc
Standard	0	x1	500 dc
Well-Equipped	+2	x1	800 dc
Luxuries	+3	x0.5	1500 dc
Magically Enhanced	+4	x0.5	3000 dc

Table 2: Potions and Oinments			
Potion	**Difficulty**	**Success required**	**Material Cost**
Stamina Potion	+2	8	50 dc
Healing Potion	-1	10	100 dc
Sleep Potion	+1	4	50 dc
Love Potion	+0	10	100 dc
Poison	-4	5	150 dc
Antidote	+1	10	50 dc
Red Blade Salve	-1	20	50 dc
Eagle Eye Salve	+3	10	25 dc
Stain Cream	-1	5	50 dc

next day. Multiple doses can be taken to avoid "coming down" but every day of taking this potion after the first deals 1 point of physical damage.

Table 3: Random Potion Failure	
1	As a side effect, the potion changes the skin colour of the drinker for 1d6 hours to a random colour. (Unnatural Features 3)
2	Instead of its intended effect, the potion deals 1d6 FP damage.
3	Instead of its intended effect, the potion deals 1d6 HP damage.
4	As a side effect, the potion causes dizziness. For 2d6 hours, there is a -2 penalty on all skill checks.
5	The user of the potion is convinced that it has the intended effect but it actually does not work. If the user is unaware of the intended effect, there is none.
6	The potion tastes so horrible that a Will-3 is required to not spit it out again immediately. If drunk, roll HT to avoid nausea (-2 on DX for 1 hour).

The stamina potion is made of blood moss, rod root, and phantom mushroom. Every failure during creation reduces the FP gained by 2. Any negative result is treated as 0. 3 failures require a roll on the random potion failure table.

Healing Potion

While not as good as the healing potions produced by clerics, this variant is about the best you can get in Glantri. A healing potion heals 1d6 hit points but cannot repair any other kind of damage. A failure reduces the healing effect to 1d6/2, more than one failure leaves the potion inert.

A healing potion is made of King's Finger, Speckled Ivy, and a pinch of troll's blood.

Sleep Potion

This potion can be used to incapacitate enmies. Smell- and tasteless, it can be mixed into any kind of food or drink.

A single failure during creation adds a stinging taste than can be noticed on a Per check. Each additional failure adds a bonus of +2 to this roll.

Sleep potion is made of Weirdroot, Sleepy Gantic, and some elven hair.

Love Potion

A love potion turns him who drinks it into a lecherous monster for a day, with the effects of the Lecherousness

disadvantage at self control 12. The potion can be noticed when mixed under food or drink with a Per roll.

Failures during the creation of the potion have strange effects. A single failure increases self-control to 15 but any additional failure requires a roll on the random potion failure table.

The Love Potion consists of Stygian Roses, Nymph tears, and Imp bone marrow.

Poison

This evil substance represents a deadly poison. It deals 1d6 points of damage, cyclic every minute, if a HT check is failed. Smell- and tasteless, it can be mixed into any kind of food or drink.

A single failure during creation adds a stinging taste than can be noticed on a Per check. Each additional failure adds a bonus of +2 to this roll as well as to the HT check required. The poison is made of Red Painapple, Snake glands, and the leaves of the Vipetail plant.

Antidote

This antidote works against the alchemical poison, neutralizing its effect after a minute. Each failure during creation adds one minute to this time *or* requires a roll on the random potion failure table (even chance).

The antidote is made of ground silver, mercury, and the rare purple salt found only in the Malpheggi Swamps.

Oinments

Oinments are similar to potions, the difference being that they are applied externally. Otherwise, they use the same rules as potions.

Red Blade Salve

This salve can be applied to blades, giving them a red hue and increasing their damage. For 2d6 successful attacks, the damage of the weapon is increased by +2 per die of damage.

A single failure reduces the bonus to +1, any additional failure gives a -2 on the number of uses. The salve is made of ruby powder and red dragon lizard's blood.

Eagle Eye Salve

This salve, when applied to the eyelids of a creature, improves its eyesight for 8 hours. In effect, it grant Accute Vision 4. This bonus is reduced by one for each failure.

The salve is made of ground eagle feathers, striped yellow turnips, and liquified mountain crystal.

Staining Cream

This strange cream is transparent until it comes into contact with skin or leather, which it stains in bright green. It can be used to identify thieves or to play practical jokes on others. The cream can be spotted with careful identification of the treated item (Search+3) or by chance (Per-4). The resulting stain takes 3 days to go away, 1 if some fairly agressive chemicals are used.

Each failure during creation halves the time the stain stays visible. The cream is made of Chameleon Lillies, Stinging Weed, and the fruit of the Hag Tree.