

**Alchemist
Trade Manual**

Version 2.1

Owner:

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=== Trade Description ===

The alchemy skill allows you to refine substances, brew potions, and create potent reagents. The exact style and implements you use may vary. You must find, trade for, or purchase the reagents needed. You are required to actively role play the action you are trying to achieve. You cannot begin the timer and then wander off and eat food, walk around camp and talk to people, etc. To "use" a reagent, you must hand it over to a herald at the start of the action that uses the reagent. You cannot use a reagent without first getting the approval of a herald. Only one reagent can be used and effects cannot be stacked. For example, if you can use a reagent to cut a time in half, you cannot use two reagents to cut the time in half again. Bottles must be able to hold at least 3 oz/90 mL of liquid and may only hold 1 potion no matter the size of the bottle. The entire bottle must be drunk in order to achieve the effects.

This is by no means the extent of the alchemist's abilities. It is simply a basis to get you started. If you have ideas for additional potions, poisons, and other products that would fit into this trade, feel free to bring them up to a Herald.

===Required Equipment===

- Beakers
- A burner or candles (fake)
- Small mixing bowls
- Mortar and pestle
- Potion Bottles
- Small cup/bowl of distilled water—must be distilled before creating any reagents or potions
- Stabilizing powder (Baking Soda)
- 2 and 5 minute sand timer and die counters
- Stand for beaker during distilling Tubing Physical Prop for each Refining Process (Powder, Paste, Liquid, Crystal)
- A ten-sided die (d10)

===Reagents===

Healing:

- Pineed Sap (Mash)
- Fae Leaf (Dissolve)
- Red Fynch Leaf (Grind)
- Gold Fynch Leaf (Grind)

Mana Restoring:

- Moon Flower (Grind)
- Blue Fynch Leaf (Grind)
- Gold Fynch Leaf (Grind)

Curing:

- Fae Leaf (Dissolve)
- Maltorn Root (Mash)
- Grizzleberry (Crystallize)
- Gold Fynch Leaf (Grind)

Poison

- Sun Spider Venom (Crystallize)
- Grizzleberry (Crystallize)
- Corpse Cap (Dissolve)

Filler:

- Tippmahn Fungus (Mash)
- White Fynch Leaf (Grind)
- Bean Brew Husk (Mash)

Any reagents not found on this list are assumed to be Filler reagents, unless instructed otherwise by a Herald.

=== Time & Actions ===

Refine Reagents

Time: 2 minutes per refinement

Action: The reagents you acquire are still in their raw form and must be refined to draw out the desired properties within. There are five methods to alter reagents, used based on the reagent itself. You must have a small prop for each process.

- **Dissolve:** Solid reagents may be refined into a usable liquid form by dissolving it in distilled water. You will need to use a bowl of distilled water, a mortar and pestle, mixing bowls, and a beaker. Requires 2 minutes.
- **Distill:** The water used to brew potions must be clean and distilled in order to avoid interfering with the desired effects of the product. Boiling imperfections away from the water is the most common method of doing so. You will need a candle or flame, a beaker with a stand, and mixing bowls. This action is able to be performed while focusing on another action. Requires 2 minutes.
- **Grind:** Raw reagents may be turned into a fine powder used in the brewing process. You will need to use a mortar and pestle and mixing bowls. Requires 2 minutes.
- **Mash:** Reagents may be ground into a paste. You will need to use a bowl of distilled water, a mortar and pestle, and mixing bowls. Requires 2 minutes.
- **Crystallize:** Liquid reagents may be refined into a solid form, heating and evaporating the liquid from them, leaving a crystallized shard behind. You will need a candle or flame, a beaker, and a stand. Requires 2 minutes.

Brew Potion

Time: 10 minutes per potion

Action: The bread and butter of most alchemists, potions are powerful concoctions designed to achieve a certain effect. These are the basic potions known by most alchemists, although more recipes are available to those who seek them out via in-game role play or experimentation. Contact a Herald to organize this. To create a potion, you will use up a number of reagents detailed in the potion's description. Consult the reagent section of this manual to determine how many reagents need to be spent: Reagents that match the classification of the potion for which they are being used are twice as effective, counting as two reagents for the purpose of brewing the potion. Reagents that do not match the potion's classification are half as effective, requiring two reagents to act as a single filler ingredient. Filler Reagents are consumed at an even ratio. Coordinate with a Herald before beginning the process to consume the reagents, then role play mixing ingredients, combining bowls, and brewing the potion itself. This process requires a mortar

and pestle, mixing bowls, tubing, a beaker and stand, a candle or flame, and a bottle in which to store the finished product. Potions are volatile by nature and the reagents used often contain minor imperfections. Roll 1d10 after completing a potion. On a roll of a natural 1, these imperfections have spoiled the potion, rendering it useless. If the Alchemist takes Lore: Alchemy or Lore: Herbalism then their knowledge on handling impurities reduces the chance for brewing a standard potion to fail, allowing the Alchemist to re-roll if they fail the first roll. The reagents are still consumed in the process.

Is Worth (x) Reagents...

- Correct Reagent 2
 - Filler 1
 - Incorrect Reagent $\frac{1}{2}$
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- **Health Potion (Red)** Instantly restores all hits -OR- Upgrades a single wound by one level (Dying to Mortal Wound, Mortal to Light, Light Wound to Fine). May only drink one potion per 5 minutes. Requires 6 refined reagents (One must be Healing), distilled water, 10 minutes.
 - **Mana Potion (Blue)** Instantly restores all of the imbiber's mana. May only drink one potion per 5 minutes. Requires 6 refined reagents (One must be Mana Restoring), distilled water, 10 minutes.
 - **Cure Poison Potion (Yellow)** Completely removes a single Poison effect after 30 seconds of violent wretching and vomiting. May only drink one potion per 5 minutes. Requires 6 refined reagents (One must be Curing), distilled water, 10 minutes.

Create Poison

Time: See details.

Action: Due to their nature as an exact science, poisons need to be dealt with on a case-by-case basis. Alchemists have the tools available to them to learn these recipes, although they must be discovered through role play experimentation, which will consume the reagent without the guarantee of results. They may also learn by lining up an instructor to teach the recipe, finding and working with a seller of a recipe in-game, or extensive research through creative means. Coordinate with a Herald if you are looking to create a poison for use in-game.

Barter Supplies

Time: N/A

Action: If you take the Profession: Alchemy skill, you gain two alternate options to replace the Steady Income perk unlocked by the skill. The first option allows you to brew potions between events, albeit at a 20% failure chance. This is due to the reagents having a higher chance of losing potency in transit due to potential improper storage or less available time to work carefully. If the Alchemist takes Lore: Alchemy or Lore: Herbalism then their knowledge on handling impurities reduces this failure chance to 10%. The second option is to accept reagents as payment instead of silver. By choosing to forego the steady income gained by the Profession skill, you may flip a coin: If the result is heads, you gain one random reagent offered as payment by a client. If the result is tails, you get nothing.