Snake Oil and You (Alchemy in the Territories)

Alchemy Kits

Most uses of the alchemy skill require tools such as glassware, tubing, burners, and small amounts of chemicals for testing. Kits provide all of the required materials for an alchemist to work without having to fret about all the details. Kits come in various levels of quality and portability and each is rated for its effectiveness in the three major uses of the alchemy skill, Identifying Potions, Deconstructing Potions, and Creating Potions.

Alchemy kits come with 20 uses when first purchased. Additional uses cost $1.00/use.

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| **Name** | **Notes** | **Enc** | **Id** | **De** | **Cr** | **Cost** |
| General Apprentice Starter Kit | One of many brands of cheap, barely-usable alchemy kits given to apprentices when they complete their training. Can be used to identify potions in the field. | 2 | 0 | -- | -- | $10 |
| Guild Std. Alchemical Identification Kit | A small, handheld kit designed specifically for identifying strange chemicals in the field. | 2 | +1 | -- | -- | $70 |
| Solomon Co. Alchemical Field Kit | This is a portable kit, comparable in size to a large doctor’s bag. It is primarily used to identify potions and capture samples from specimens. | 10 | 0 | -2 | -4 | $100 |
| Solomon Co. Travelling Alchemist Rig | This alchemical rig fits into a footlocker-sized trunk. | -- | +2 | 0 | 0 | $250 |
| Uncle Albert’s Trunk of Wonders | This trunk is a self-contained alchemy rig that folds out to create a portable workspace for the traveling alchemist. It is bulky and heavy, but still “man-portable” | 20 | +2 | 0 | 0 | $400 |
| Vincent Chemist’s Field Pack | A portable alchemical kit designed to be worn like a backpack. Built on a small frame that allows a bedroll and some other gear to be carried. | 5 | 0 | -2 | -4 | $150 |
| Additional Uses | Refilling reagents, cleaning solution, replacing broken glassware, etc. | -- | -- | -- | -- | $1 |

Identifying Potions

The main use of the alchemy skill in the field is the identification of unknown elixirs. Identifying a potion typically takes 1 hour and the difficulty to do so is based on the commonality of the mixture in question. Generally, identifying a potion uses only the smallest amount, but you may choose to destroy the potion as part of your testing and doing so will give you a bonus to your roll. In any case, failing to identify a potion and rolling a “1” will cause the potion to be destroyed.

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| --- | --- |
| **Freq/Modifier** | **DL** |
| Very Common | 6 |
| Common | 10 |
| Uncommon | 14 |
| Rare | 18 |
| Extremely Rare | 22 |
| Unique | 26 |
| Taste testing (identifying with no tools)  Rolling a “1” during taste testing produces an unpleasant side-effect at the GM’s discretion | +2\* |
| Use of an exotic reagent to aid in testing | -1/reagent |
| Destroying the potion to identify it | -2 |
| Taking an entire day to identify the potion | -2 |
| You have identified this potion before | -4 |

Deconstructing Potions

Once an unknown elixir has been identified, it may be deconstructed so that you can learn the secrets of its manufacture. Deconstructing a potion takes an entire day and destroys the potion regardless if the test succeeds or fails. The DL for deconstructing a potion is its creation DL + 2.

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| **Condition** | **Mod** |
| Use of an exotic reagent to aid in deconstruction | -1/reagent |
| Taking an entire week to deconstruct the potion | -2 |

Creating Potions

Once you have a recipe, you can create a potion in a day. The DL to do so is shown in the potion list. In addition to consuming a use from your alchemical kit, there is a cost to creating a potion which is also listed. Modifiers are the same as for deconstructing a potion.

Exotic Reagents

Exotic reagents are reagents gathered from the bodies of fantastic creatures or from samples of strange materials. Gathering exotics requires the alchemist to expend a use from his kit and takes 5-30 minutes (1d6 x 5). A skill roll is required, the difficulty of which is determined by the GM. Failure indicates that no exotic was collected. Failure by 3 or more indicates that no exotic can be collected from this sample and that the sample might be destroyed at the GM’s discretion.

Exotic reagents are used in all aspects of alchemy and generally, each one used gives a +1 to an alchemy skill test (or -1 DL). Other uses for exotics are based on alchemy talents. You can use up to 5 exotics on any given alchemy skill test.

A List of Potions, Poultices and Elixirs

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Name** | **Effect** | **Dur** | **Freq** | **DL** | **Cost** |
| Acid | Burns through metals and organic substances. A dose will get your through a lock, ruin a firearm, cut through a bar, or eat through a single wooden support beam in a few minutes. As a weapon, acid does 2d6 on the first round and 1d6 on the second. | 5m | Very Common | 10 | $10.00 |
| Acid II | Burns through metals and organic substances. A dose works like Acid I, but works in a single combat round. As a weapon, this acid does 2d8 on the first round and 1d8 on the second and third rounds. | 1r | Common | 12 | $40.00 |
| Billowing Dark | Dark cloud of smoke obscures vision in a 4” radius. | 3d6r | Common | 12 | $15.00 |
| Blizzard | Thrown grenade does 2d6 damage with Pierce(2) and Chill(1) in a 2” radius (AGI 18 for ½ damage and no Chill) | Inst | Rare | 12 |  |
| Chameleon Oil | User’s equipment and skin take on the coloring of the surrounding terrain, giving the user a +2 to stealth and +4 to concealment | 20-40m | Uncommon | 14 |  |
| Cure Poison | Allows the drinker an immediate saving throw against any poison effect on him. The skill used in this roll is your alchemy skill +2. A success means the poison is removed instantly. A failure means the poison is still in the drinker’s system, but he gets a +1 to all future saves. | Inst | Rare | 17 | $75.00 |
| Deflection | Increases the drinker’s defenses by 2 | 10r | Uncommon | 13 | $25.00 |
| Detect | Drinker gains a sixth sense for a specific material (gold, spirit iron, blood) and can detect that material in a range of 10”. A PER roll might be required at the GM’s discretion if the amount of substance is small, or if it is hidden, or somehow obscured (in a lead box for instance). Each substance is a separate recipe. | 2-4h | Common | 13 | $40.00 |
| Dye | A dose of dye will color a piece of clothing. Each color is a different recipe and must be learned separately. | Perm | Very Common | 6 | $2.00 |
| Ever Sharp | Sharpens the edge of a bladed weapon, providing a +1 damage | 1w | Common | 13 | $15.00 |
| Fire Water | Thrown grenade does 2d8 fire damage in a 2” radius (AGI 18 for ½ damage) | Inst | Common | 14 |  |
| Flight | User can fly with a combat speed of 12”/round | 20-40m | Extremely Rare | 18 | $200.00 |
| Gaseous Form | Turns the drinker into a cloud of gas that is immune to normal attacks, can move up to 4” a round and can pass through small holes and cracks. | 20-40m | Extremely Rare | 18 | $225.00 |
| Growth | The drinker grows to 2x his normal size. He gains 3 points of STR and TOU, 5 hit points and has a 2” reach. | 10r | Rare | 16 |  |
| Haste I | User gains +2 initiative, +2” move and Fast(2) | 6r | Rare | 13 | $25.00 |
| Haste II | User gains +3 initiative, +3” move and Fast(3) | 6r | Extremely Rare | 15 |  |
| Healing Elixir I | Alchemical heal for 2d4 | Inst | Common | 10 | $20.00 |
| Healing Elixir II | Alchemical heal for 2d6 | Inst | Uncommon | 14 |  |
| Healing Elixir III | Alchemical heal for 2d8 | Inst | Rare | 18 |  |
| Igniter | Thrown grenade does 1d6 penetrating fire damage in a 3” radius with Ignite(9) | Inst | Rare | 14 |  |
| Iron Skin Oil | Drinker’s skin gains AV of 2 | 10r | Uncommon | 13 | $25.00 |
| Invisibility Oil | User becomes invisible | 20-40m | Extremely Rare | 18 | $200.00 |
| Invisible Ink | Any message written with this ink becomes invisible a minute after being put to paper. The message can be seen only with a special “revealer” compound. “Revealers” are unique to each alchemist. You can try to reveal another alchemist’s invisible ink only if you also have the recipe and you make a skill test at DL 20. | Perm | Rare | 12 |  |
| Lightning in a Bottle | A thrown grenade does 2d10 to a single target with Stun(4) | Inst | Uncommon | 14 |  |
| Night Vision | Drinker gains the ability to see in the dark. | 30-80m | Uncommon | 12 | $25.00 |
| Painkiller | Gain 1d4 temporary hit points and reduce wound effects by 1 | 3-6h | Common | 13 |  |
| Plant Growth | When poured on a patch of ground up to 4” in size, the plants in that area will grow unnaturally large and thick, blocking line of sight and movement through those hexes. Each hex of plant life takes 30 hit points to cut through, or a strength check (DL 13) to slowly force your way through.  Anyone caught in the area of effect when the plants grow can save to dive free (AGI 13) or be caught and have to force or cut their way out.  Alternately, this potion can be used on an area triple the normal size to cause plants in that area to grow to maturity (but normal size and strength). | Perm | Rare | 15 |  |
| Poison of Death | Applied to a weapon, or imbibed, this poison affects him each round, reducing his hit points by 1d6. If he is reduced to 0 hit points, he is killed.  A save is allowed each round (TOU, SPI 15) to avoid that round’s effects. Three consecutive saves means the victim has shaken off the effects of the potion and is no longer affected. | 10r | Common | 13 |  |
| Poison of Paralysis | Applied to a weapon, or imbibed, this poison affects him each round, reducing his AGI and DEX by 1d6. If either stat reaches 0, the victim is paralyzed for 5 minutes.  A save is allowed each round (TOU, WIL 15) to avoid that round’s effects. Three consecutive saves means the victim has shaken off the effects of the potion and is no longer affected. | 10r | Rare | 15 |  |
| Poison of Sleep | Applied to a weapon, or imbibed, this poison affects him each round, reducing his PER and INT by 1d6. If either stat reaches 0, the victim is asleep for 5 minutes.  A save is allowed each round (TOU, WIL 15) to avoid that round’s effects. Three consecutive saves means the victim has shaken off the effects of the potion and is no longer affected. | 10r | Uncommon | 16 |  |
| Poison of Stat Reduction | Applied to a weapon, or imbibed, this poison reduces the affected stat by 2d3+1. The victim may save to avoid the effect (TOU, WIL 15) | 20-40m | Uncommon | 16 |  |
| Poison of Withering | Applied to a weapon, or imbibed, this poison affects him each round, reducing his STR and TOU by 1d6. If either stat reaches 0, the victim becomes withered, old and fragile for 5 minutes.  A save is allowed each round (WIL, SPI 15) to avoid that round’s effects. Three consecutive saves means the victim has shaken off the effects of the potion and is no longer affected. | 10r | Rare | 15 |  |
| Protection | Drinker gains +2 TOU, +2 WIL, +3 Hit Points and +1 AV | 20-40m | Rare | 15 |  |
| Resistance | The drinker of this potion resists an element, becoming immune to mundane versions of that element. Against magical attacks using that element, the drinker gains a +3 to save and -2 damage/die. Each element is purchased as a separate recipe. | 30-80m | Uncommon | 14 | $20.00 |
| Shards | Thrown grenade that does a 4d6 explosive attack (AGI 18 for ½ damage) | Inst | Rare | 17 |  |
| Shrinking | The drinker of this potion shrinks to a height of a couple of inches. He gets a +6 to stealth and concealment checks and a +6 dodge, but cannot parry normal-sized attacks. His movement rate is 2” and his damage is reduced by 3 die-steps. | 10-40m | Extremely Rare |  |  |
| Spider Climb | Drinker can climb sheer surfaces like an insect | 20-40m | Uncommon | 13 | $ |
| Stat Booster I | Increases affected stat by 3 (and related skills by 1) | 30-80m | Common | 12 | $25.00 |
| Stat Booster II | Increases affected stat by 6 (and related skills by 2) | 30-80m | Rare | 16 | $60.00 |
| Stinking Cloud | Creates a 3” radius cloud. Anyone in the cloud must save (TOU, WIL 15) or gain the Sickened(15) status. | 3-6r | Rare | 17 |  |
| Troll’s Blood | When shaking off damage, you increase the effect by 2 die-steps and add an additional +2 to that. If you cannot shake off because your stats are too low, you can shake off 1d4+2. | Inst | Uncommon | 14 |  |
| Water Breathing | Drinker can breathe underwater | 2-4h | Rare | 17 |  |
| Water Bottle | Each dose of this potion satisfies the drinker’s need for water for 7 days. | Inst | Rare | 13 |  |
| Water Walking | User can walk on the surface of water or other liquids | 20-40m | Uncommon | 14 |  |
| Zombie Elixir | Drinker ignores wounds (but suffers their effects after the potion wears off), but suffers the Chilled status effect | 10r | Extremely Rare | 17 | $50.00 |

Alchemy Talents

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| A Fistful of Reagents | You may burn 5 additional uses from your alchemy kit to get a +1 bonus to an alchemy skill test. | * Alchemy 12+ | 5 |
| Absolute Timing | You know how much time has passed between two events and can make accurate assessments of how much time some action will take. At the GM’s discretion, you get a +2 to any skill test for which knowing the exact time would be important. | * Alchemy 12+ * Demolitions 12+ * SPI 13+ | 3 |
| Alchemy Mastery | 1. You may reroll any single die roll pertaining to alchemy (skill test, effect, duration) once per session. 2. You may reroll any single die roll pertaining to alchemy twice per session. 3. You may reroll any single die roll pertaining to alchemy three times per session. | * Alchemy 15+ | 5 |
| Blunt Poisoner | You can use blunt weapons to apply your poisons | * Alchemy | 3 |
| Conservationist | Additional uses for your kit cost 50% less. | * Alchemy 12+ | 5 |
| Frugal Alchemist | 1. You can create potions for 10% less cost. 2. You can create potions for 20% less cost. (18+) | * Administrate 12+ * Alchemy 15+ * Trade 12+ | 5 |
| Glass Master | Somehow, any of the glassware you carry on your person never breaks no matter how roughly you treat it. | * Acrobat 12+ * Alchemy 15+ * SPI 13+ | 5 |
| Infuse Area | You may use an exotic reagent to add 1” to the radius or area of effect of a potion. | * Alchemy 15+ | 5 |
| Infuse Damage | You may use an exotic reagent to increase the damage of a potion by 1 point/die. | * Alchemy 15+ | 5 |
| Infuse Difficulty | You may use an exotic reagent to increase the DL of your potion’s effects by 2. | * Alchemy 15+ | 5 |
| Infuse Duration | You may use an exotic reagent when creating a potion and increase the duration by 25% | * Alchemy 15+ | 5 |
| Meditative Alchemy | You can make a meditation skill check (DL 15) at the beginning of the day to gain a +1 to all alchemy skill checks. | * Meditation 15+ | 5 |
| No Sense of Smell | You can no longer smell, which might penalize you in certain situations, but you are immune to gases or nauseating effects that rely on smell. | * Alchemy 15+ | 3 |
| Quick Collection | You can collect exotic reagents in 1/5 the normal time. | * Alchemy 15+ * Physician 15+ | 5 |
| Poison Resistance | Your repeated exposure to poisons gives you a +3 to all saving throws vs. poison. | * Alchemy 15+ * Traps 15+ | 5 |
| Potion Specialization | You gain a +2 to attempts to create a specific potion. This talent may be taken multiple times. Each time a new potion can be chosen for the bonus. | * Alchemy | 2 |
| Scarred Tongue | You suffer only a -1 penalty when taste testing a potion and never have unpleasant side effects. | * Alchemy 15+ | 5 |
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