

ALCHEMY

POTIONS

The more typical use of alchemy is the creation of beneficial potions, which imbue their drinkers with a variety of effects that enhance or revitalize.

Creating potions is a relatively simple process, that results in only a single dice check.

To begin all potions require an Alchemical Base, which has no effect on the drinker except being palatable. However, a good potion does something! Alchemists can grant their concoctions a variety of effects by selecting them off of the Effects Tables below. Each effect will increase the final Rarity of the potion by the Effect's listed Rarity value. **Generally, potions should not exceed 10 Rarity maximum.**

Once all the desired effects have been selected, the Alchemist will perform an Alchemy check equal in difficulty to **half the Rarity of** the combination of all effects. At the time of performing this check, they will also **deduct the material costs**.

At their base, each **Rarity** added to the effect of a potion increases its cost by **10 Gold** worth of materials. This price can be reduced by using collected **Ingredients**, which have values indicated on the **Ingredient Value Table** at the end of this section.

If an Alchemist chooses to use gold in place of ingredients, this typically represents the character purchasing the necessary materials, so it should be allowed by GM discretion - it may be hard to purchase materials in the middle of Blackmarsh.

With cost deducted, and dice pool ready, the Alchemist performs their check. Typically, this check takes 5-10 minutes of ingame time. If the check passes, a potion is created with the selected effects. Extra Success generated on a check can generally be spent towards bolstering effects, and is described on an effect by effect basis.

STACKABLE EFFECTS

Many effects in Alchemy can be selected more than once. Effects that can be stacked will have this indicated both in the Potion Effects Table below, but also inline with the effect description. Stacking effects can have a variety of different effects, typically determined by the effect description.

BATCHES

Creating batches of Alchemical concoctions is not an uncommon task, but it requires some excess material and time.

To create a batch of a potion, the alchemist will expend an additional **20 Gold** of materials per produced potion (i.e. adding 180 Gold to the price to produce 9 extra potions), but perform the check as normal. When performing the check, the time required to create a batch of potions increases by 5 minutes per additional potion.

On a successful check, the alchemist generates the desired number of potions. Spending Advantage and Threat on potions made in this manner affects the *entire batch*.

EFFECTS TABLES

POTION EFFECTS

Effect	Stackable	d100	Rarity
Chameleon	Yes	1-6	2
Cure Disease	No	7-9	5
Cure Poison	No	10-12	5
Detect	Yes	13-18	2
Dispel	No	19-21	4
Feather	Yes	22-30	2
Fortify Attribute	Yes	32-33	5
Fortify Skill	Yes	34-36	3
Fortify Strain	Yes	37-42	2
Fortify Wounds	Yes	43-48	2
Fortify Magicka	Yes	49-54	2
Invisibility	No	55	6
Levitate	No	56	8
Jump	No	57-58	4
Muffle	Yes	59-62	2
Reflect	Yes	63-66	2
Resist	Yes	68-70	2
Restore Wound	No	71-73	4
Restore Strain	No	74-76	4
Sanctuary	Yes	77-80	2
Shield	Yes	81-84	2
Slowfall	No	85-88	4
Spell Absorption	No	89-90	6
Swiftswim	No	91-93	3
Water Breathing	No	94-97	4
Water Walking	No	98-100	5

CHAMELEON

Stackable: Yes

Effect Rarity: 2

Upon consumption, grants the imbiber the Chameleon effect for a number of rounds equal to the creator's Alchemy skill. While under this effect any character attempting a Perception check to see the imbiber suffers ■, per stack of this effect.

CURE DISEASE

Stackable: No

Effect Rarity: 5

Upon consumption, imbiber selects a single Disease Effect they are currently suffering from. This effect immediately ends.

CURE POISON

Stackable: No

Effect Rarity: 5

Upon consumption, imbiber selects a single Poison Effect they are currently suffering from. This effect immediately ends.

DETECT

Stackable: Yes

Effect Rarity: 2

Upon consumption, imbiber gains the Detect effect for a number of rounds equal to the creator's Alchemy skill. While under this effect, imbiber can detect all objects and auras of that type within **Short** range of the caster, for a few brief moments, giving the user an impression of the forces and beings around them, telling them: The number of Creatures or Magic Forces/Objects, and their general distance and direction from them. In the case of Magic, it will indicate the School of Magic.

If additional Detect effects are stacked, the range of this detection increased by one rangeband.

DISPEL

Stackable: No

Effect Rarity: 4

Upon consumption, imbiber selects a single ongoing status effect (such as Burden, Stagger) that has been caused by a spell. This effect immediately ends.

FEATHER

Stackable: Yes

Effect Rarity: 2

Upon consumption, reduces the imbiber's effective Encumbrance by 1 per stack of this effect, for a number of rounds equal to the creator's Alchemy skill.

FORTIFY ATTRIBUTE

Stackable: Yes

Effect Rarity: 5

When this effect is selected, choose an Attribute. Upon consumption, the imbiber increases that Attribute by 1 per effect stack, for a number of rounds equal to Success generated in the creation of the potion.

FORTIFY SKILL

Stackable: Yes

Effect Rarity: 3

When this effect is selected, choose a single Skill. Upon consumption, the imbiber increases that Skill by 1 rank per effect stack, for a number of rounds equal to Success generated in the creation of the potion.

FORTIFY STRAIN

Stackable: Yes

Effect Rarity: 2

Upon consumption, increases the imbiber's Strain Threshold by 1 per effect stack, for a number of rounds equal to Success generated in the creation of the potion.

FORTIFY WOUNDS

Stackable: Yes

Effect Rarity: 2

Upon consumption, increases the imbiber's Wound Threshold by 1 per effect stack, for a number of rounds equal to Success generated in the creation of the potion.

FORTIFY MAGIC

Stackable: Yes

Effect Rarity: 2

Upon consumption, grants 1 Boost to all Magic Actions per effect stack, for a number of rounds equal to Success generated in the creation of the potion.

INVISIBILITY

Stackable: No

Effect Rarity: 6

Upon consumption, grants the imbiber the **invisible** effect. While invisible, any creature that attempts to perceive the imbiber visually, does so while suffering the effects of being Blinded. This effect lasts for a number of rounds equal to Success generated in the creation of the potion, or until the imbiber performs a physical action.

JUMP

Stackable: No

Effect Rarity: 4

Upon consumption, imbiber doubles their jump height and distance. Additionally, imbiber gains a Boost to Acrobatics checks equal to caster's ranks in the Alteration skill. This effect lasts a number of rounds equal to Success generated in the creation of the potion.

LEVITATE

Stackable: No

Effect Rarity: 8

Upon consumption, imbiber can **Fly** at their walking movement speed, using their Maneuver each turn to travel vertically, in addition to horizontally, for a number of rounds equal to Success generated in the creation of the potion.

MUFFLE

Stackable: Yes

Effect Difficulty: + ♦

Upon consumption, imbiber removes a **Setbacks** applied to **Stealth** checks due to armor weight (reflected by the Noisy quality) equal to stacks of this effect, for a number of rounds equal to Success generated in the creation of the potion.

REFLECT

Stackable: Yes

Effect Rarity: 2

Upon consumption, imbiber gains the **Reflect** effect equal in ranks to stacks of this effect. When successfully hit with a physical attack, soak a number of Wounds equal to the **Reflect** ranks currently active, and inflict those Wounds upon the attacker.

RESIST

Stackable: Yes

Effect Rarity: 2

Upon consumption, imbiber gains **Boost to Resilience** checks made to resist Disease or Poison equal to stacks of this effect, for a number of hours equal to Success generated in the creation of the potion.

RESTORE WOUND

Stackable: No

Effect Rarity: 4

Upon consumption, imbiber heals a number of Wounds equal to the creator's Intellect attribute, plus one per every two uncanceled Success generated in the creation of the potion.

RESTORE STRAIN

Stackable: No

Effect Rarity: 2

Upon consumption, imbiber heals a number of Strain equal to the creator's Intellect attribute, plus one per every two uncanceled Success generated in the creation of the potion.

SANCTUARY

Stackable: Yes

Effect Rarity: 2

Upon consumption, imbiber gains Ranged and Melee Defense equal to ranks to stacks of this effect, for a number of rounds equal to Success generated in the creation of the potion.

SHIELD

Stackable: Yes

Effect Rarity: 2

Upon consumption, imbiber gains Soak equal to ranks to stacks of this effect, for a number of rounds equal to Success generated in the creation of the potion.

SLOWFALL

Stackable: No

Effect Rarity: 4

Upon consumption, imbiber becomes immune to the damaging effects of falling, instead falling at their normal movement speed, for a number of rounds equal to Success generated in the creation of the potion.

SPELL ABSORPTION

Stackable: Yes

Effect Rarity: 6

Upon consumption, imbiber gains Spell Absorption. For a number of rounds equal to uncanceled Success generated in the creation of the potion, when a spell is cast upon the wearer, wearer may spend Threat or Despair generated by the check to absorb the spell; negating its effects, and granting the wearer a Boost to their next action.

SWIFT SWIM

Stackable: No

Effect Rarity: 3

Upon consumption, imbiber can ignore one setback due to swimming, and move at full speed underwater, for a number of rounds equal to Success generated in the creation of the potion.

WATER BREATHING

Stackable: No

Effect Rarity: 4

Upon consumption, imbiber no longer needs to breathe while underwater. This does NOT include spaces of vacuum or without air, for a number of rounds equal to Success generated in the creation of the potion.

WATER WALKING

Stackable: No

Effect Rarity: 5

Upon consumption, imbiber target can choose to walk atop water while active, as though it were a solid surface, for a number of rounds equal to Success generated in the creation of the potion.

POISONS

Poisons are generally considered “Alchemy gone wrong”. To an assassin or hunter, however, they are very much Alchemy gone right. Possessed of dangerous, destructive properties, poisons are potent tools of debilitation and death.

Poisons are created in the same manner as potions are above (including Batch rules), but utilise the **Poison Effects Table** below instead.

MIXING POISONS AND POTIONS

If an Alchemist really wants to, they can add Potion Effects to their Poisons, and Poison Effects to their Potions. This may be seen as a means of hiding a poison within a more normal potion, or as a practical joke for their companions, if they happen to think that way.

USING POISONS

The challenge behind a poison, however, is finding a means to delivering its toxic payload to your intended target. At base, there are a few methods of intoxicating targets, but GM's are encouraged to accept creative options.

POISONED WEAPONS

One of the most effective uses of a poison, is on the tip of a blade, dart, or arrow. Applying such a poison requires only a Maneuver to do, and it persists on the weapon for 24 hours, is used or cleaned off, unless otherwise specified.

Once applied, the wielder of the weapon may spend 2 Advantage on a successful attack to apply the poison to the target. The target suffers the effects listed below, as though they had consumed it. Once used in this manner, the poison effect is removed from the weapon.

CONSUMED POISONS

Consuming a poison requires no special check, and can be performed as a maneuver if one really wants to drink poison.

Characters may desire to force an opponent to drink a poison, however. Doing so is an Action, requiring a contested Athletics check with the target. On success, character may choose to force the target to consume the poison wielded.

Sneaking a poison into food, drink, or some other easily consumed substance can be performed with a Stealth check, the difficulty typically contested by the recipient.

RESISTING POISONS

Upon consuming or being affected by a poison, the imbiber make make a **Resilience** check contested by the creator's Alchemy skill (which will be included in the poison description). If they succeed, they resist the poison or metabolise it safely. On a failed check, the target suffers the effect of the poison as indicated below.

POISON EFFECTS

Effect	Stackable	d100	Rarity
Wound	No	1-12	4
Strain	No	13-24	4
Drain	Yes	25-31	3
Damage Attribute	Yes	32-38	3
Damage Skill	Yes	39-45	3
Damage Magicka	Yes	46-55	2
Paralyze	No	56-59	6
Fear	Yes	60-70	2
Slow	No	71-77	4
Blind	No	78-85	5
Weakness	Yes	86-100	2

WOUND

Stackable: No

Effect Rarity: 4

Upon consumption, imbiber suffers a number of Wounds (ignoring soak) equal to the creator's Intellect attribute, plus one per every two uncanceled Success generated in the creation of the poison.

STRAIN

Stackable: No

Effect Rarity: 4

Upon consumption, imbiber suffers an amount of Strain (ignoring soak) equal to the creator's Intellect attribute, plus one per every two uncanceled Success generated in the creation of the poison.

DRAIN

Stackable: Yes

Effect Rarity: 3

Before use, wielder must add some of their own blood to the mixture. Once this is performed, any creature that consumes it will suffer one Wound equal to stacks of this effect, and Wounds of the wielder are healed by the same amount.

DAMAGE ATTRIBUTE

Stackable: Yes

Effect Rarity: 3

Upon selecting this effect, creator selects an Attribute. When consumed, imbiber reduces that attribute by 1, per stacks of this effect, for a number of rounds equal to Success generated in the creation of this poison.

DAMAGE SKILL

Stackable: Yes

Effect Rarity: 3

Upon selecting this effect, creator selects a skill. When consumed, imbiber reduces that skill's effective rank by 1, per stacks of this effect, for a number of rounds equal to Success generated in the creation of this poison.

DAMAGE MAGICKA

Stackable: Yes

Effect Rarity: 2

Upon consumption, imbiber suffers a number of Setback equal to stacks of this effect, to all performed Magic Actions, for a number of rounds equal to Success generated in the creation of this poison.

PARALYZE

Stackable: No

Effect Rarity: 6

Upon consumption, imbiber is affected by the Stun status for a number of rounds equal to Success generated in the creation of this poison.

FEAR

Stackable: Yes

Effect Rarity: 2

Upon consumption, imbiber must immediately suffer a Fear check, equal in difficulty to 1 plus stacks of this effect. If they fail this Fear check, they suffer the full effects of fear, caused by everyone and everything around them.

SLOW

Stackable: No

Effect Rarity: 4

Upon consumption, imbiber is affected by the Ensnare status for a number of rounds equal to Success generated in the creation of this poison.

BLIND

Stackable: No

Effect Rarity: 5

Upon consumption, imbiber suffers all the drawbacks of being Blinded for a number of rounds equal to Success generated in the creation of this poison.

WEAKNESS

Stackable: Yes

Effect Rarity: 2

Upon consumption, imbiber will take one increased damage from all physical attacks, per stacks of this effect, for a number of rounds equal to Success generated in creation of this poison.

ALCHEMIST NPCs

Alchemist NPCs are fairly common, and may prove more readily available than an alchemist in the standard adventuring party. As such, a player should have little difficulty finding a capable alchemist in town.

A number of predesigned potions can be found in the Equipment Section, however, it is entirely possible for players to find more unusual potions, or commission an alchemist to create something for them. **Rarity** is used to determine what potions a local alchemist might be capable of selling/producing.

When creating the potion an NPC might be able to make, add up the **Rarity** values in the Effects Tables above. If this Rarity exceeds the value of their current town or settlement, they may need to perform some Streetwise or Negotiate checks to track down the rare materials necessary for the alchemist to make such concoctions (and the price will increase).

If the Alchemist can produce the potion, however, the cost exacted from the players is the same manner as it would be when crafted - though alchemists should charge an additional **10 gold** per Difficulty in labour, and an additional **10 gold per potion** when tasked to make batches.

RANDOM POTIONS AND POTION EFFECTS

It is entirely likely for adventurers to find potions in loot, on store shelves, or as rewards from successful quests (or successful pickpockets). In the event that a GM would like to reward players with a *random* potion, they can utilise the **d100** column in the above **Effect Tables** to select random potion effects.

It is recommended that potions generated in this way have no greater effects than **10 Rarity**, unless they are intended to be particularly powerful.

INGREDIENTS

Herbs are the backbone of all potions, and sometimes as are literal backbones. From void salts to bear claws, ingredients encompass a large spectrum of ingredients alchemical. These ingredients are essential to the creation of alchemical concoctions, and can be utilised in terms of the game to reduce or remove the gold cost of creating potions.





Ingredients make for a good common reward from slaying a foe, or opening the odd chest as they are valuable for alchemists, allowing the players to brew potions or else simply sell them in town (for the values indicated by the below **Ingredient Values** table).

GATHERING INGREDIENTS

Most basic alchemical ingredients can be found by foraging in the wilds, but many more rare or exotic materials can only be obtained from monsters, magical beasts, and even Daedra. GMs are encouraged to reward their players with rare ingredients from particularly nasty beasties.

However, if a player wishes to forage for alchemical ingredients, they can easily do so by making an **Average Survival** check to set out into the nearby wilds in search of herbs and oddities. Reference the **Gathering Ingredients Table** below to determine results. Unless otherwise indicated, these options may be taken more than once.

GATHERING INGREDIENTS

Cost	Result Options
	Gather 1 Common Alchemical Ingredient .
	Alchemist gains some insight on the local land, adding a Boost to future Survival checks in the area. OR Gain a Boost to checks made to consume raw ingredients, or in creation of their next potion.
	Gather 1 Rare Alchemical Ingredient .
	Alchemist gains some a mistaken insight on the local land, adding a Setback to future Survival checks in the area. OR Gain a Setback to checks made to consume raw ingredients, or in creation of their next potion.

EATING INGREDIENTS

If so desired alchemists and otherwise may choose to simply eat raw ingredients in the hopes of gaining beneficial effects (or otherwise). When doing so, the character doing so must make a **Hard Alchemy** check.









On a successful check, the character may gain their desired effect for one round (one stack in the case of stackable effects). On a failed check, the effect remains beneficial, but is randomised by the GM using the **Potion Effects Table**.












If the check generates 3 Threat or 1 Despair, the effect becomes poisonous, and the GM selects the effect randomly from the **Poison Effects Table**.

INGREDIENT VALUES

Ingredient Quality	Value
Common	20
Rare	100

SPENDING ADVANTAGE AND THREAT IN ENCHANTING

Cost	Result Options
	Gain a Boost to checks to make this Potion or Poison in the future. OR Poison adds a Setback to the target's check to be resisted. This option may only be taken once.
 	Potion has a surprisingly delightful taste, and restores 2 Strain upon consumption. OR Poison is particularly hard to detect, increasing the difficulty to detect said poison by 1.
   or 	Potion of Poison gains an additional stack of a stackable Effect, at the choice of the Alchemist. OR An additional potion or poison of the same effect is produced.
	Gain a Setback to checks to make this Potion or Poison in the future. OR Poison adds a Boost to the target's check to be resisted. This option may only be taken once.

 	Potion is taxing to consume, and the target suffers 2 Strain upon consumption. OR Poison has an obvious taste or colour, and reduces the difficulty to detect a poison by 1.
   or 	Beneficial Potion gains a single stack of a stackable Poison Effect in addition to its normal effects. OR Poison gains a single stack of a stackable Potion Effect, in addition to its normal effects.
    or 	Potion or Poison is nothing like the alchemist intended. If the check is otherwise successful, the GM generates a random potion (using the Effect Table's d100 column above) with the same number of effects as the original potion. If the check fails, the GM may choose to make the potion the opposite type of the intended concoction (i.e. a Potion becomes a Poison, and a Poison becomes a Potion).