

## **2.X Potion Making**

These are wisdom based disciplines that makes use of the character's knowledge of horticulture and chemistry to concoct potions. Potions have a variety of potencies and effects, some being used to cure harm while others are powerful explosives. Like the crafts discipline, potion making is a large discipline that allows the character to use the rest of the related disciplines. As it is improved the character has access to other, more advanced disciplines.

Potions are closely akin to spells, being listed by complexity (and power) from the first order to the tenth. The character can't make potions at all until they have the brewing discipline which can be had after taking the potion making discipline six times. After this, they can make potions of an order equal to their potion making discipline minus five (so starting with first order when they get the brewing discipline).

Almost just as important as the potions are the ingredients. Alone, the ingredients can still be of great usefulness and value. They are collected in 'doses', a single dose being a reasonably large amount spreading out over several potions. Ingredients are mostly herbs, rare plants that the character finds on their travels. While most ingredients can be purchased, they vary in rarity and may be even more difficult to find than artifacts (depending on the area).

**1d6     **Potion Making-**** This is the base discipline that's needed in order to get all related disciplines for both collecting herbs as well as mixing potions. In addition to being a requirement for other disciplines, this provides +2 to wisdom rolls for associated disciplines for each time this has been taken (so up to +30).

- 1- Foraging
- 2- Culinary Arts
- 3- Herb Lore
- 4- Scour
- 5- Cultivate
- 6- Brewing - May use brewing discipline to make first order potions.
- 7- Distinguish - May use brewing discipline to make second order potions.
- 8- Erosion - May use brewing discipline to make third order potions.
- 9- Medicine - May use brewing discipline to make fourth order potions.
- 10- Venom - May use brewing discipline to make fifth order potions.
- 11- Combustion - May use brewing discipline to make sixth order potions.
- 12- Concoction - May use brewing discipline to make seventh order potions.
- 13- Permeate - May use brewing discipline to make eighth order potions.
- 14- Formulate - May use brewing discipline to make ninth order potions.
- 15- Alchemy - May use brewing discipline to make tenth order potions.

**1d6     **Foraging (Potion Making)-**** Of basic importance when in the wilderness, the character can identify what plants are poisonous and which are eatable. Depending on the environment and the scarcity of plants, the character can live indefinitely off the land. The game master determines the availability of food in the area.

- 1- The character can find food in most places with a variety of plants. Generally, the character can only find small bits of food at a time so they need to continually move and search in order to live off the land.
- 2- Most unsafe plants may be prepared so that they are eatable. This usually either includes cooking, boiling, or eating them with other plants. By knowing how to prepare plants the character's selection of what they can eat is greatly increased, making it so they can settle down in one place where plants are plentiful.
- 3- Water can be prepared so that it is safe to drink. This may include a crude type of distilling or mixing with purifying herbs. This can cleanse water of anything except for magical ailments. If traveling, the character can collect herbs to mix with their drinks to keep them safe. In areas with very little water (deserts, wastelands, high in mountains, etc) the character can set up dew collectors to get enough water to live off of.

**1d6     **Culinary Arts (Potion Making x 2)-**** The character is adept at making dishes of various flavor and texture given that they have cooking supplies. The quality of the dish is based off of their wisdom roll as well as the quality of the ingredients that are available. Especially low rolls may cause food poisoning and high rolls result in good tasting (and aesthetically appealing) dishes.

1- The character can skillfully make high quality dishes (depending on their wisdom roll). This can be very helpful, allowing them to enter a castle by being hired as a chef or trading their services for low costing items. Generally, the character can get anything that costs an amount equal to a tenth of their roll or lower in exchange for food (essentially, for free). It generally takes the character an hour or two to make a dish for trade.

2- If the character has the medicine or venom disciplines as well then they can mix these in with food they prepare. Added ingredients are almost untraceable; however, the poisons are quick to take effect, making it difficult to slip past a taster (some lord and nobles have others taste their food to see if it's poisoned). If this isn't the case, then poisoning food can be a

crafty method of assassination.

3- The character can create baits that have appealing smells, textures, and tastes to any non-sentient being that eats. This requires that the character knows what sort of food the animal usually eats and has access to some of it. The bait is specifically designed to lure one type of animal, though other creatures may still find it mildly attractive and eat it. The chosen creature, however, will find the bait irresistible (especially with a high roll).

**2d6 Herb Lore (Potion Making x 3)-** This is one of the most important disciplines in making potions. With it the character knows how to identify useful ingredients for potions. Whenever the character is traveling through an area in which a certain ingredient might be found (this is decided by the game master) the character has a chance of finding those ingredients. If the character finds the ingredients, and how much, is determined by their wisdom roll. It is divided by 15 for common ingredients, 30 for uncommon, and 50 for rare (round down for all rarities) for the number of doses found. The amount the wisdom roll is divided by may be changed by the game master if the ingredient is especially plentiful or scarce. Unless the game master decides otherwise, multiple rolls can't be made in a single area (even if staying to search). Ingredients that aren't randomly found in the wilderness (like dragon's blood and holy water) can't be found this way.

1- The character naturally looks for ingredients when traveling.

2- It is likely that the character will find ingredients in the time between quests when roaming about. A number of wisdom rolls are made equal to a tenth of the character's level (round down). These rolls are for random ingredients (that can be found in the wilderness), dividing by the normal amount for the ingredient's rarity.

3- The character knows of more ingredients than the basic list. They can recognize any substance that has possibilities in potion making. Some examples of things that the character might collect are the broth from an old witches' cauldron, spores of a flower that make people fall asleep, some of the water of Tartarus, or the ashes of a phoenix. This is mostly used with other disciplines (especially the formulate discipline) to allow the creation of exotic or inventive potions.

**2d6 Scour (Potion Making x 4, Foraging, Herb Lore)-** The character has very specific and detailed knowledge about a certain herb. They know all about what climate it favors, moist versus dry, acidic versus alkaline, shade versus direct sunlight, etc. This may be taken up to three times for any of the types of plants below. This discipline may also be taken multiple times for different plants (each new plant starts with the first level of this discipline). If the herb lore discipline is used when this type of plant is nearby, the character adds their level times the number of times they've taken the discipline for the plant to the wisdom roll.

Setaasile Sap  
Casantas Mushrooms  
Sulfur  
Terera Soil  
Fireberry  
Nesin Root  
Stem of Luranda  
Icerian Powder  
Stardust Flower  
Red Flora

**3d6 Cultivate (Potion Making x 5, Scour)-** The character is able to take cuttings and seeds from herbs (all the ingredients listed under the scour discipline except sulfur) to make more plants. Growing herbs can be tricky, especially if the ingredients are especially rare since that means that they have difficulty germinating. The character must have at least two doses to reproduce the plants and the more plants they have, the greater the chance or quantity of plants that they produce. They also must have the scour discipline for that type of herb. New herbs are collected between quests. To figure out how many (if any) doses are produced roll a d20 for any herb that the character has at least two full doses of. If the roll is less than the number of doses the character has, then take the difference. That number, divided by two for common herbs, five for uncommon, and ten for rare (round down in any case) are the number of doses that are produced. If the character has more than nineteen doses then split the doses into groups so that none has more than nineteen and roll a d20 for each. For an example, if the character had 23 doses of Casantas Mushrooms (a lot, even for a common herb) then they would split it into a group of nineteen doses and another of four doses, rolling a d20 for each. Lets say the first roll was eight and the second was six. In this case the character would get 19-8 divided by 2 doses from the first group (five doses) and none from the second (since six is larger than the four doses).

**3d6 Brewing (Potion Making x 6)-** The character is familiar with the recipes and the process of mixing ingredients to make potions. Like the herb lore discipline, this is fundamental to making potions since it represents the ability to mix ingredients correctly and follow instructions. To make potions the character needs the recipe (found in a recipe book), a grinding bowl, some sort of cauldron or large container, water, fuel for a fire, and other common things (of course, with the ingredients). Making a potion can take anywhere from a few hours to a few days, so they are best done between quests rather than during

them. A number of recipes can be memorized equal to the character's knowledge skill (the number of d6s) times the number of times this discipline has been taken (up to three). Recipes can be forgotten to make room for new ones. The time to make a potion is:

|        |        |         |         |         |          |       |        |        |         |         |
|--------|--------|---------|---------|---------|----------|-------|--------|--------|---------|---------|
| Order: | 1st    | 2nd     | 3rd     | 4th     | 5th      | 6th   | 7th    | 8th    | 9th     | 10th    |
| Time:  | 1 hour | 2 hours | 4 hours | 6 hours | 12 hours | 1 day | 3 days | 1 week | 2 weeks | 1 month |

- 1- The character can make potions in the times specified above.
- 2- The time it takes to make potions is reduced by one order (1st order potions take a half hour).
- 3- The time it takes to make potions is reduced by two orders (1st and 2nd order potions take a half hour).

**4d6 Distinguish (Potion Making x 7, Brewing)-** The character is accustomed to the smell, taste, and appearance of ingredients when they interact with each other. They might notice a slightly blue tint in the flame of an incendiary device, or murkiness in a potion, either of which might give vital information as to what went into making the potion.

1- Using the potion's smell, taste, and appearance the character can determine what general ingredients went into the potion as well as its design (what it's used for). This can't identify ingredients that aren't listed under the herbs section (which may be the case for potions created through the formulate discipline). The potions this can identify are limited to an order equal to or lower than their wisdom skill (the number of d6).

2- By seeing a potion's effect the character can identify it just as well as if they investigated it closely. In addition to finding the previous attributes the character can now determine the potion's potency and any ingredient that the character has seen or heard of.

3- By what the character observes of potions they can duplicate the recipe. This is useful when encountering special recipes that are either created by the formulate discipline or the found in a quest. This requires a reasonably high wisdom roll for especially complicated potions.

**4d6 Erosion (Potion Making x 8)-** This represents the character's amplitude at creating and countering acids. Given time acids this character designs can eat through the toughest of armor or hides. With this the character can adapt the acids to their specific situation. In addition to the listed effects this will increase the wisdom rolls in creating acidic potions by five for each time this discipline is taken.

1- The acids the character makes are especially effective, not in terms of damage but in other ways. The amount of water needed to make the acid ineffective is a fifth of the character's level times as much. The acid can't be rubbed off (it can be spread through rubbing but still does the same damage). Also, acids the character has doesn't have any set amount of defense or toughness at which they are ineffective.

2- The character can test acids to identify their potency and find a proper base to counter it. Bases are fairly common and, though it might not be strong enough to counter the acid, it can, at the least, reduce the acid's effects (either in duration or harm). Bases can also be prepared to protect weapons and other things from acids that the character makes. These insulate the item from the acid's harmful effects while not countering the acid. This makes it so a thin coat of acid can be applied to weapons, gloves, and other things to deal damage to enemies. The coating can also be used on armor to give the armor a percentage of resistance to acid equal to double the wisdom roll (this effect lasts until the armor encounters acid or is cleaned).

3- Acids the character makes can be designed so that they only burn either organic (wood, skin, etc) or non-organic things (metal, stone, etc). It will give the desired effect +25% and ensure it can only damage this sort of thing. This is useful when making acids specifically to weaken armor or harm enemies since, for example in the case of harming organic, the acid would devour their enemy but leave their armor intact to be retrieved. Acids with specific effects can be made without the use of herbs or potions (but can modify acidic potion's effects as well). In this case they are made of fairly common ingredients that can be found in most areas. A fifth of the wisdom roll would be used to determine the acid's potency, lasting for a tenth of the wisdom roll in rounds.

4- Acids can be made without herbs that specialize against a certain substance. This requires a sample of whatever the acid is to be designed against and takes half of a day to create. Once completed the acid can burn this single substance with incredible effectiveness. Especially powerful potion makers can create potions with this that can burn through brick walls or to coat a weapon so it can cut through wood with ease. The potency of the acid is the full wisdom roll. Against other things the acid has an effect of a tenth of the wisdom roll. These acids are not subject to any of the modifications that this discipline provides (bonus to wisdom roll, only effecting the organic/non-organic, etc).

5- Potions can be made that specifically target a certain enemy, much as potions could be specialized against a certain material. This requires a small sample from whoever the acid is to effect, such as some of their hair or shed scales. It doesn't matter how old the material is but it must be sizable enough to be seen (flaked off skin cells and such aren't enough). This takes a full day to create and has the potency of half the wisdom roll against them, making it devastating if the character has the chance to prepare it.

**5d6 Medicine (Potion Making x 9, Foraging)-** The character specializes in the use of herbs and potions to heal. Even without the use of potions or the listed herbs the character can cure a variety of ailments and injuries. This is dependent on what

is available but for a character with this discipline, most plants can be adapted to their use. In addition to the ability to cure ailments, this improves the wisdom rolls to create healing potions by five for each time this discipline is taken.

- 1- Herbs can be used to cure faintness, numbness, poisoning, sunstroke, and a variety of minor ailments.
- 2- Herbs can be used to clot wounds and heal minor injuries (any injury that deals the character's level or less in damage).
- 3- Herbs can be used to wake unconscious characters, cure petrification, numbness, and ward off possession.
- 4- The herbs the character finds can be used to speed the process of healing major wounds. These herbs recover a fifth of the character's level (round down) of d6 of hit points per hour.
- 5- The character is able to revive others with the use of herbs. This must be done within an hour of the character's death and only if all lethal wounds have been healed. In other words, this is limited to deaths through minor wounds that can be fixed within an hour. For an example, major limb loss, crushed skull, and burning to death are forms of dying that this can't reverse.

**5d6 Venom (Potion Making x 10, Brewing x 2)**- The character is adept at the use of poisons, aware of their chemical properties and ways in which they can be altered to suit the situation. This is very useful for assassins who require subtlety as well as versatility in their work. For them this is among their most deadly weapons. In addition to the listed effects this will increase the wisdom rolls in creating poisonous potions by five for each time this discipline is taken.

- 1- When mixing herbs the character knows how to mix poisons with other common ingredients to control their effects. The character may reduce the potency to any amount they wish as well as chose the effect (death, paralysis, etc).
- 2- Poisons used in potions have a specified mode of delivery (usually either airborne or digested). However, the character can adapt poisons, mixing them with other ingredients to make a powder, thick liquid (generally an ointment), or gel form of the poison. This is an insinuating form, harming characters if it comes in contact with membranes or open wounds. This can be helpful by applying it to weapons, stacking the poison's effect with the weapon's damage. However, when used the application of poison is lost and must be re-applied to have an effect again. The game master will need to determine the amount of potion or number of doses used in coating a weapon.
- 3- The character can specify the taste and smell of the poison, making it blend better and be less apparent. For example, the character may make the poison seem like wine, blend with a drink's flavor, or be tasteless. Depending on the size of the dose they can also generally make sure that the poison is entirely soluble in liquids.
- 4- With thinner, more subtle poisons the character can design it to be absorbed through the skin. This can only be done with poisons of a maximum potency of three. This has a variety of applications, mostly for use as traps. This might be applied to gloves before touching someone or coated on a door knob (or other surfaces which the character is likely to have contact). The poison's effects depend on how much of the body's surface the poison contacts (thus, saturating clothing would be very effective but poisoning a key would not).
- 5- The character may design the effects of their poison to their specifications. This may take a great deal of time and require a sizable wisdom roll. However, it gives a great deal more variety and usefulness to the use of poisons. The poison's effects must be approved by the game master and the game master is the person who figures out the required ingredients. Some examples of things that a poison might be designed for is causing a character to go berserk (attacking their allies) or contracting an illness, calling on the character for a cure.

**6d6 Combustion (Potion Making x 11, Brewing x 2)**- The character is familiar with the chemical and physical properties inherent in explosives. This can be used to create an incendiary device (without herbs or in a potion form) as well as improve the destructive potential of most combustion potions. This is linked with many craft disciplines to make mines, explosive projectiles, and eventually firearms. In addition to the listed effects this will increase the wisdom rolls in creating explosive potions by five for each time this discipline is taken.

- 1- The character is familiar enough with explosions to piece together a great deal about an explosive from charred remains. By seeing the blast pattern they can determine the location of the device when it exploded, as well as its destructive potential. If the character has the distinguish discipline then the character can also determine some or all of the ingredients from the smell, and perhaps figure out exactly what potion or the design of the device that was used as well.
- 2- Safeties can be built into potions, requiring a second agent to become volatile. This can eliminate the risk involved with carry incendiary potions that one will explode when hit. The ingredients that the delay effect needs are excessively common and can be found in most places. However, by doing this the character will need to spend a moment to mix the activating agents into potions before using. Arming and disarming potions takes very little time (generally two potions can be mixed in a round). Still, this can be decisive in a fight the character should take care of this ahead of time. Another use for this is sabotaging another character's incendiary devices, preventing them from exploding. The character can also alter this slightly in order to give a bomb a certain delay. This means that the character can now make types of grenades, timed mines (with associated crafts disciplines), and other such things.
- 3- The character knows of the destructive potential that lies within many chemicals and ingredients. They can mix two non-volatile substances together to create an incendiary device. The required chemicals are not especially common, but given

time they can be found in most areas. The strength of the explosive is subject to the availability of materials and size but the throw able explosive can generally deal the wisdom roll in damage (no critical) with a blast radius of a fifth of the roll in feet. These explosives are not subject to any of the modifications that this discipline provides (bonus to wisdom roll, increased area of effect, etc).

4- The character knows of slight alterations to both the recipes they use as well as the design of their explosives to increase their blast radius. This can be done with all explosives having an area of effect (potions, mines, etc). The ingredients this uses (if any at all) are very common and the alterations don't take any extra time. This adds double the wisdom roll used in creating the device or potion, as a percentage, to the area of effect.

5- The character is familiar with the secrets of Greek Fire. Considered one of the most destructive weapons of its time, Greek Fire was an incendiary weapon used by the Eastern Romans who kept its design a tightly guarded secret. It was a liquid spray that ignited on contact and could not be extinguished by water (generally used in naval warfare). The character can adapt its recipe to make the fires of their explosives unquenchable for a time. Though the fire can be suppressed with water, rolling, or being beaten out (so that it doesn't deal any fire damage), it will instantly resume with the same intensity once the thing suppressing it stops. This effect lasts for a number of rounds equal to the potency of the potion. It also increases the amount of herbs required to make the potion by 10% per a point of potency.

**7d6 Concoction (Potion Making x 12, Brewing x 3)**- The character has the deepest understanding one can have when it comes to the chemical reactions between ingredients used in potions. This knowledge lets them alter recipes to either reduce the use of rare ingredients or intensify their effects. Reducing the use of ingredients is done by replacing rare herbs with common ones wherever possible. As for intensifying the effect, this is done by using extra ingredients to strengthen chemical reactions. In addition to the listed effects this will increase the wisdom rolls in creating potions not covered by the previous disciplines (non-acidic, healing, poisonous, or explosive) by five for each time this discipline is taken.

1- When making potions the character can reduce the amount of materials used (a certain percentage of each ingredient), but the potency will be reduced by this amount as well. Round the amount of saved ingredients down. This can be used the other way around as well, increasing the materials used (up to 200%) to increase the potency by that amount as well.

2- The materials used are reduced by ten percent without any adverse effects on the potency.

3- When either reducing the potency for materials used or the other way around the percentage lost results in double the benefit. In other words, for each point that the potency is reduced, two percent of the materials are saved. As for increasing the potency, for each point that the materials used is increased, the potency increases by two percent. This also means that the maximum amount that this discipline can increase the potency is 400% (since the benefits are doubled).

4- The materials used are reduced by twenty-five percent without any adverse effects on the potency.

5- When either reducing the potency for materials used or the other way around the percentage lost results in three times the benefit. This also means that the maximum amount that this discipline can increase the potency is 600% (since the benefits are tripled).

**8d6 Permeate (Potion Making x 13, Spellcraft discipline)**- When making potions they can be saturated with magic so that it stores some arcane attributes as well as the potions normal effect. As this discipline is improved different types of magic can be used to enhance the potion. Potions can only hold a single spell or magic effect. Imbuing a potion ties up the character's mana, much as enchantments can, so that the character's maximum mana that they can have is reduced by the spell's cost until the potion is used.

1- The potion can hold the effects of an enchantment so that the enchantment is activated when the potion is. This is especially effective for thrown potions since it allows for an enchantment to be placed on it ahead of time as well as one placed on it when thrown (if the character has enchantments that effect throwing weapons).

2- Full spells can be woven into the potion. The spell must be one without a special mode of transmission (such as a ray or projectile, like fireball or lighting). It must also be a spell that only effects those that the potion would effect (the spell can only have an area effect if the potion does too) and must be the same area (the spell can't extend beyond where the potion has an effect). Summoning (as well as creating things like phantasmal creatures) can only be used if the potion has an effect that's large enough for them. These requirements can be very limiting since it keeps the major area effect spells (like earthquake or altering the weather) from being used. The spell must be able to be cast by either the person making the potion or others who are willing to help. No techs may be used or spells of a higher order than the potion. The spell's effect is the same as the magic roll of the caster who imbued it. This can compliment spells to have especially impressive effects, such as a healing spell with a reviving potion so that the character revived has additional hit points.

3- If the character has the (artifact creation crafts dis) then they can invent spell effects for their potions much as they can for items. Like the craft's discipline, the game master must judge the strength that the effect has (based on the magic subskill roll) as well as the mana that's tied up in the potion.

**9d6 Formulate (Potion Making x 14, Brewing x 3)**- Between quests the character can create potions with almost any effects they wish. The details of the effect and the herbs needed to make the potion are decided by the game master. The herbs

that the potion uses should both reflect the same themes (such as sulfur, fireberries, and dragon's blood for a fiery potion) as well as the strength of the potion (rarer and more numerous for powerful potions). The character can, at most, design one potion between each quest. However, they can reuse previously made up potions as much as they wish. When making new potions the game master may require the use of special ingredients, not listed as normal ingredients for potions. This may include such things as the wood from a dark forest, griffin feathers, water from the fountain of youth, etc. There may also be special requirements as to how it must be made, such as only during a full moon or if the character is of a certain level. If the player wants to use this potion in the future then whatever is required to make it should be written down.

**10d6 Alchemy (Potion Making x 15, Transfiguration Enchantment)**- The character's deep knowledge of ingredients as well as their ability to alter matter has led to the powerful skill to perform alchemy. Alchemy is the changing of one substance into another. In ancient times this was a fabled pursuit of science, changing lead into gold. Though the character doesn't quite have this sort of an ability, they can change any ingredient into another. Common ingredients are easier to make than rare ones and only standard ingredients can be used to make other standard ingredients (unique ingredients that may be required with the formulate discipline can't be made this way). To do this, the character first figures how many doses they wish to transmute. Multiply any doses that are rare by five, and uncommon ones by three. Then figure what ingredient these are to be turned into. Divide by five if the ingredient is rare, three if it's uncommon, and one for common to figure how many of the ingredients are made. When transmuting ingredients there is generally some material lost (either disappears or made useless). This should be figured in before finding how much of the ingredient is made. For an example, a character has twelve doses of fireberries (a common herb) and wants to turn them into doses of dragon's blood (a rare ingredient) with a material loss of 25%. First step is to take twelve times one since they're common. Then figure the material, so twelve minus 25% would be nine. Then divide nine by five (since dragon's blood is rare) which is one, the number of doses of dragon's blood that's produced. The remaining four points worth of fireberries are wasted, and it is relatively straight forward to calculate the amount of ingredients to maximize what is produced (in other words, not get any waste like this).

- 1- The character can transmute ingredients with a 50% material loss.
- 2- The character can transmute ingredients with a 35% material loss.
- 3- The character can transmute ingredients with a 20% material loss.
- 4- The character can transmute ingredients with a 10% material loss.
- 5- The character can transmute ingredients without any material loss.