

1. ALKAHEST Very Rare [20]

Description: Universal Solvent.

Appearance: Clear liquid.

Effect: This material will dissolve any material it comes in contact with in 10 seconds. Therefore it must (usually) be mixed in calculated amounts immediately prior to use. Alkahest will dissolve the lightest (least dense) material it comes in contact with first. Dissolving Mythral is therefore a very difficult proposition indeed.

Ingredients: Equal parts Aqua Regis and Aqua Vitae.

Preparations: Mix the aqua regis and aqua vitae (CAREFULLY!).

Enhancement: variable.

Yield: 2 parts Alkahest.

Notes: The solvent will dissolve a mass of material equal to the enhancement achieved times its own weight. For example 4 oz. of Alkahest enhanced to a level 4 will dissolve 1 lb. of any material. Prudent alchemists will consult Jmorvi spell casters to obtain enchanted mixing bowls and containers that are resistant to the solvent effects. EML should be reduced by 1 for each oz. of Alkahest being produced.

2. AQUA VITAE Uncommon [15]

Description: Strong alcohol, the water of life.

Appearance: Sky blue liquid.

Effect: Used in various alchemical concoctions. Primarily used as a flammable liquid. A powerful solvent for organic materials, and occasionally as a curative potion in it's own right. When imbibed, Aqua Vitae will provide and immediate sense of vigour, and well being. Any fatigue should be reduced by half. If an open wound is cleaned with Aqua Vitae, it will increase the wounds healing rate for the day by one, up to a maximum of H5.

Dosage: 1 (or more) oz. taken orally, but see above.

Antidote: Sleep.

Ingredients: Wine 8 parts.

Preparations: Distill good wine five times. Place the ascetate in a pelican. Put the pelican in a fermenting bed of fimus equinis. Allow to circulate. The liquid will separate into a lower turbid layer and a sky blue liquid.

Enhancement: 3,0

Yield: 1 part.

Notes: The result of the distillation in the pelican (basically a reflux condenser) will be 96% ethanol. Some alchemists have mistaken Aqua Vitae with Aqua Ardens (the water of fire). Alcohol of this strength has obvious effect when imbibed. If the enhancement roll is failed, the sky blue colour will not appear, and the effect will be those of poorly made Aqua Ardens.

3. DYNUX' WINGS Very Rare [45]

Description: Flying wings.

Appearance: Wings attached to a harness.

Effect: The harness is strapped to the back and allows the power of flight. The aerodynamics are such, that the alchemist must reduce his load to 50 Lbs. Rate of flight is 40 hexes/turn.

Dosage: 6 oz. "elixir" i.e. Alkahest and the red stone.

Antidote: Enchantments after the first may be removed by successfully dispelling the ward spell.

Ingredients: 1 pair of wings of a freshly killed Hirenu, 5 oz. Alkahest, 1 oz. philosopher's stone.

Preparations: Prepare a harness for the wings, fasten the wings to the harness. Dissolve the red stone in Alkahest, and sprinkle upon the wings.

Enhancement: variable.

Yield: 1 pair of wings.

Notes: The alchemical enchantment is normally temporary, lasting a number of hours equal to the level of enhancement achieved. However, if the wings are successfully enchanted with a ward spell during the process of their first alchemical enchantment, as long as the ward remains effective additional doses of "elixir" will temporary restore their functionality. The user must attune to the wings, and he must learn to use them. Flight may be treated as a separate skill, (STR, AUR, WIL, [Hir +3], OML 1) user's of the wings are suggested to begin slowly, initially a roll is required each turn, with failure resulting in a crash. Once the skill is mastered, ML70+, the GM may require skill checks only for more difficult manoeuvre's. The mechanics of flight are unfortunately beyond the scope of this article and are therefore left to GM discretion.

4. ELIXIR OF LIFE Rare [25]

Description: Fountain of Youth, Universal Medicine, etc.

Appearance: Gold liquid.

Effect: When imbibed, the elixir will have one of the following curative effects. 1. All diseases will be cured, and the subject will be immune to disease for a variable duration (see notes below). 2. All injuries will be cured instantly and injuries received during duration will heal at twice the normal rate, or 3. The character will halt ageing for the duration. The effect occur in the order listed. Thus if a character has a disease he is unaware of or even a small scratch, the elixir will cure this instead of halting ageing. Character's should make sure that they are in perfect health before attempting to halt ageing.

Dosage: 6 oz. taken orally.

Ingredients: 1 part Philosopher's Stone, 5 parts Aqua Vitae.

Preparations: Dissolve the stone in Aqua Vitae.

Enhancement: variable.

Yield: 6 parts Elixir of life.

Notes: The duration of the elixir is equal to a number of months equal to the level of enhancement achieved. The elixir is a powerful healing potion. Taken over a life time, the elixir can increase the life-span by eight fold. This is in addition to the disease resistance. Since it generally takes over a year to produce the red stone, multiplication is necessary to gain real benefit. Otherwise, the alchemist spends his entire life in the lab preparing the elixir. ML should be reduced by 10 for each oz. of red stone used in the process.

5. ELIXIRS Very Rare [25]

Description: Enchanted Potion.

Appearance: Varies.

Effect: Upon ingestion, the target attribute is raised temporarily by an amount dictated by the strength of the potion. Skills based on the target attribute have their ML increased by five for each point of increase in the attribute to a maximum of 20. The effect last for 1-10 hours depending upon the strength of the elixir.

Dosage: 6 oz. taken orally.

Ingredients: 1 part essence, 1 part red stone, 4 part aqua ardens.

Preparations: Mix the essence with aqua ardens, Dissolve 1 part red stone in the mixture.

Enhancement: variable.

Yield: 6 parts elixir.

Notes: Prior to preparation of each elixir, the alchemist should specify what percentage of enhancement is directed toward increasing the attribute, and what is directed toward duration. Example, an alchemist specifies that 50% of enhancement is directed to duration and the rest to attribute. If the enhancement roll result in a level 4, the potion will increase the target attribute by 2 for a duration of 2 hours. The alchemist's EML should be reduced by 10 for each oz. of red stone used in the process. The specific elixirs, their primary essences and the attribute they affect are listed in the table under Essences (recipe 6).

6. ESSENCES Rare [25]

Description: The Essence of a material.

Appearance: Varies.

Effect: Upon ingestion, the target attribute should be raised by one until effects wear off.

Dosage: 1 oz. taken orally, or applied to the skin.

Ingredients: See table below, and the recipe for essence oils.

Preparations: As per essence oils.

Enhancement: Level achieved dictates duration in minutes.

Yield: listed below as % of original material.

<u>Essence of</u>	<u>Essential Ingredient/Yield %</u>	<u>Effect</u>
Aik	Dryad's hair/5%	COM
Usnarl	Bear's flesh/4%	STR
Nind	Ox's heart/3%	END
Tlylus	Vlasta's arms/20%	DEX
Clessan	Rack of a Stag/4%	AGL
Cryx	Warhorse's hooves/2%	SPD
Hirin	Eye of an Eagle/20%	EYE
Feniri	Ring of an Anvil/?	HRG
Chind	Blood of a Hound/15%	SMT
Ulandus	Cedarwood/0,5-1,2%	TCH
Masara	Sounds from a Crystal/?	VOI
Ermael	Unicorn Horn/70%	INT
Crynto	Beetle/15%	AUR
Susso	Horns of a Boar/25%	WIL

7. ETHERIAL OIL Rare [25]

Description: Oil of invisibility.
Appearance: A clear almost invisible oil.
Effect: When applied to an object or person, the oil bends light around the subject making it difficult to see. The effect lasts 30 minutes.
Dosage: 6 oz. applied to the entire body.
Antidote: Once detected, the effect can be mitigated with any opaque powder or liquid.
Ingredients: 4 parts ether, 1 part red stone, excess oil of coriander.
Preparations: Dissolve the red stone and ether in essential oil of coriander. Circulate in a pelican.
Enhancement: 6,0
Yield: 6 oz. oil.
Notes: This oil does NOT provide complete invisibility. Some distortion is visible, and a character actively looking for the distortion can make a roll against eyesight to see the subject. For stationary objects, 1x EYE should be used, depending upon the background, cover and motion of the subject, this can be increased up to 6x EYE.

8. GILLS OF LYNDUS Rare [15]

Description: Potion of Water Breathing.
Appearance: Blue-green liquid.
Effect: Within 1-10 minutes after ingestion, gills will develop on the subjects neck. The gills will allow the character to breath underwater normally for a number of hours equal to the level of enhancement achieved. Note the gills will prevent breathing out of the water.
Dosage: 6 oz. taken orally.
Ingredients: 5 parts Aqua Vitae, 1 part essence of mermaid's blood.
Preparations: Extract the essence of the blood of a mermaid. Distill and collect the ascentate (about 1 pint of blood and excess alcohol are needed to yield the required 1 oz. of essence). Dissolve the essence in 5 parts Aqua Vitae.
Enhancement: variable.
Yield: 6 parts Gills of Lyndus.
Notes: The alchemists ML should be reduced by 10 for each oz. of essence used in the process.

9. HALEA'S KISS Rare [15]

Description: Aphrodisiac.
Appearance: Thick black viscous liquid with strong organic odour.
Effect: Upon ingestion, the target becomes disoriented and is filled with extreme, uncontrollable lust. The subject will make sexual advances at any member of the appropriate (and sometimes inappropriate) sex. The effect lasts for approximately one hour.
Dosage: 6 oz. taken orally.
Ingredients: 5 parts Oil of Rosewood, 4 parts Oil of Perigwar, 3 parts Elprequir, one part white stone, and 5 parts Aqua Vitae.
Preparations: Dissolve one part white stone in a mixture of Oil of Rosewood, Oil of Perigwar, and Elprequir. Distill and mix the ascentate with five parts Aqua Vitae.
Enhancement: 4,0
Yield: 6 parts Halea's Kiss.

10. ILLUMINATION OF UHLA Uncommon [15]

Description: Potion of Night Vision.
Appearance: Clear liquid.
Effect: Immediately upon ingestion, the subject will be able to see normally in complete darkness. In dim light, the area will be brightly illuminated, in brighter light, the subject may have great difficulty seeing due to intense glare.
Dosage: 6 oz. taken orally.
Antidote: Some alchemists have developed tinted lenses to reduce the glare that makes it difficult to see in full daylight.
Ingredients: 5 parts Aqua Arden, 1 part White stone, 4 parts lantern oil, and lantern with a directed ground intense lens.
Preparations: Mix in 1 part of the white stone with 4 parts lantern oil, and place in the lantern. Place 1 drop of the mixture into 5 parts Aqua Arden. Distill the Aqua Ardens in a clear glass pelican, while shining light from the lantern through the neck as the ascentate is removed.
Enhancement: 4,0+
Yield: 6 parts.
Notes: Reduce EML by 10 for each oz. of white stone used in the process. The effects last for one hour. For each additional point of enhancement beyond 4,0, increase the duration by 10 minutes.

11. PHILOSOPHER'S STONE Very Rare [30]

Description: The great work, red stone, quintessence, etc.

Appearance: Gold amalgam/paste.

Effect: The red stone is either projected onto quicksilver, turning it into gold, dissolved in Aqua Vitae, Aqua Ardens or Alkahest.

Ingredients: 1 part white stone, 3 parts mercury, 1 part gold, 10 parts the Third Oil of Nolomar (distilled from 12 parts Water of Nolomar and 10 parts fixed salt of urine).

Preparations: Mix 1 part white stone with 3 parts mercury and one part gold. Warm the mixture until a powder is obtain. Mix with 10 parts the Third oil of nolomar. Ferment for 6 to 12 months.

Enhancement: variable.

Yield: 6 parts red stone.

Notes: The alchemist has several choices. It may be multiplied or projected onto mercury. Either requires enhancement equal to the number of parts of mercury used per part of red stone. The yield is equal to the amount of mercury used. Projection turns the mercury to gold. Multiplication turns the mercury into the Philosopher's Stone! Each successive attempt at multiplication halves ML. The third option is to dissolve the stone into a liquid such as Aqua Vitae, Alkahest or Aqua Ardens to create an elixir. In all cases, reduce EML by 10 for each oz. red stone used.

12. SKIN OF YOLL Rare [15]

Description: Oil of Protection.

Appearance: A oily green liquid.

Effect: The oil is spread over the skin, to provide protection. The amount of protection provided depends upon the material used. For example, the hide of a cow would provide the equivalent protection of leather armour. Hides of other creatures would provide protection equivalent to their natural armour ratings. The protection last for one hour.

Dosage: Rub 6 oz. oil over the entire body.

Ingredients: 6 parts whale oil, an animal hide, and enough Alkahest to dissolve the hide.

Preparations: Dissolve the animal hide in Alkahest. Distill in a pelican and collect the ascentate. Place the caput mortem in a sealed container and ferment for 3 months. Mix the fermented mass

into the whale oil. Allow to stand for 24 hours and strain to remove any solid particles. Mix the oil with the ascentate from the previous distillation.

Enhancement: 3,0

Yield: 6 parts.

Notes: At GM discretion, additional enhancement could result in either increased potency or a longer duration.

13. PALAENGESIS Extremely Obscure [55]

Description: The rebirth of a tree from it's ash.

Appearance: A tree.

Effect: This obscure aim of alchemy is of little practical use. It is included for the enjoyment of those with a deeply esoteric bent.

Ingredients: 1 part red stone, 1 part ashes of a tree, 10 parts soil, 1 part femis equinis, 6 parts Aqua Vitae.

Preparations: Project the red stone into the femis equinis, putrefy for 6 months. Mix the ashes with 6 parts Aqua Vitae, distill and circulate. Mix the discontent with putrefied material and ferment for 3 months. Mix the ascentate and the soil in a balneo and warm gently. Spread the fermented material on top of the soil bed. Within 3 months, the tree will emerge as a seeding and grow normally.

Enhancement: 5,0

Yield: 1 tree.

Notes: Palaengesis was one of the most esoteric aims of alchemy. Although of limited practical use, this process was believed to lead to a greater understanding of life.

14. WAX OF GERIUM Uncommon [15]

Description: Archer's Wax.

Appearance: A hard yellowish wax.

Effect: The wax is applied sparingly to a bow string and allowed to dry overnight. For the next 24 hours the bow will have improved performance in both range and impact (halve range to see the actual penalty for the attack).

Dosage: 1 oz. spread liberally on a bow string.

Ingredients: 4 parts wax, 1 part Aqua Ardens, 1 part essence of cat gut.

Preparations: Distill the essence in 1 part Aqua Ardens. Collect the ascentate, and mix with melted wax. Cool in a balneo. Re-melt the wax,

and pour into moulds and submerge the mould in an iced balneo.

Enhancement: 3,0

Yield: 6 parts.

Notes: The cat gut essence is prepared as described under essences with a yield of 3%. There is no penalty for a large quantities of material, however, the wax has a limited shelf life, and will begin to deteriorate immediately. It will be completely useless in one month.

15. WHITE STONE

Rare [25]

Description: The white stone.

Appearance: Dry white powder.

Effect: The white stone can be used to produce silver, but more often it was used as the starting point for the red stone.

Ingredients: 36 parts Aqua Fortis, 3 parts gold, 3 parts silver, 4 parts salt of urine.

Preparations: Dissolve the silver in 18 parts of Aqua Fortis. Let each solution putrefy for 20 days, and distill each to dryness. Continue to heat the powders until fumes are no longer detected. Grind and mix the powders. Place the mixture in a glass vessel and heat gently. Distill the silver 7 times over gentle heat. Mix three parts powder with 9 parts of the water of silver and heat until most of the liquid disappear. Do the same with 3 parts of the water of gold. Close the vessel and heat gently for 5 months.

Enhancement: variable.

Yield: 6 parts white stone, and 12 parts water of Nolomar.

Notes: The alchemist has several choices regarding what to do with the white stone. Most will continue with the great work. It may be used in minor elixirs. The third choice is to project the white stone to mercury to make silver. This requires an enhancement roll equal to the ratio of mercury to silver to be successful. In other words, if 1 part white stone is projected into 10 parts mercury, the enhancement required is 10. The yield is equal to the amount of mercury used. If the required level of enhancement is not reached the white stone cannot be extracted from the mercury. The alchemists EML should be reduced by 10 for each oz. of white stone used.