

ALCHEMY

Alchemy is the act of mixing, boiling, and distilling various reagents to obtain substances with magical properties with which to create potions and poisons.

There are three levels of quality with alchemical items; Common, Uncommon, and Rare. These levels correspond to the talent degrees of Novice, Journeyman, and Master in the Alchemy Training talent.

There are a few things required when trying to create an alchemical item. First, the alchemist must know the recipe. Second, the alchemist must have the proper reagents. And lastly, the alchemist must successfully craft the item. These steps are further detailed below.

ALCHEMY RECIPES

Recipes are how alchemists learn to create new items. Each type and quality of potion and poison is considered to have its own recipe.

STARTING RECIPES

Characters who are Novice in the Alchemy Training talent start with two Common recipes; one of their choice, and a randomly selected recipe. At Journeyman, they learn one Uncommon recipe, and one Rare recipe as a Master. Further recipes can be learned through the Master Alchemist specialization or through other means detailed below.

LEARNING RECIPES

To learn a recipe requires the character to either be taught by another alchemist, through their own experiments, or learning it with alchemy recipes.

ALCHEMY TRAINERS

Practicing alchemists can seek out other, more experienced alchemists to train them.

The time required, the cost, and any restrictions on how the training are detailed under "Trainers" on page xx, in the Optional Rules section.

EXPERIMENTATION

Through trial and error, a character can learn new recipes through trial and error. This method is the cheapest route, but it often takes longer and there is potential dangers when something goes wrong.

Experimenting follows the same method of creating an

alchemical item, but the difficulty is now an Advanced TN 13 Intelligence (Alchemy) test with a Threshold of 15. However, if you fail and the stunt die rolled a 1, you roll on the Experimentation Mishap table.

EXPERIMENTATION MISHAP TABLE

2D6 ROLL	MISHAP EFFECT
1-3	Fizzled. The concoction pops and fizzes. The result is a nasty-looking, foul-tasting goop. All reagents are consumed in the process.
4-5	Kaboom! The concoction explodes, dealing 1d6+3 fire damage to everything within 4 yards. A successful TN 13 Dexterity (Acrobatics) test reduces damage by one-half.
6	Success!? The concoction "works" but it is actually a poison dealing 1d6+1 penetrating damage each round, for 1 minute. A TN 15 Constitution (Stamina) test reduces damage by one-half.

THROUGH RECIPES

Learning a recipe requires the alchemist to be at the corresponding level for the recipe, and must make a successful TN 13 Intelligence (Alchemy) test with a Threshold of 5. Each test takes 10 minutes.

Buying Recipes: A character can buy alchemy recipes from other alchemists and merchants. However, there is no guarantee that a vendor will have the desired recipe available for sale, or at the right price.

Common recipes sell for 5 to 20 septims (3d6+2).

Uncommon recipes sell for 40 to 140 septims (2d6+2 x 10).

Rare recipes sell for 200 to 600 septims. (2d3 x 100).

REAGENTS

Reagents are the ingredients used by alchemists when creating their potions and poisons. Reagents are split into three categories; Common, Uncommon, and Rare.

There are two ways to gain reagents, through merchants or through harvesting.

BUYING REAGENTS

Buying reagents is simple, if a merchant has the reagent for sale, it can be bought. However, the availability of a reagent is not always guaranteed.

Reagent Availability: To randomly determine if a merchant has which reagents they have for sale, and how many, use the following table.

Roll 1d6 and add the reagent modifier. If the roll is 1 or less, the merchant does not have any reagents of that type. If the merchant does have the reagents, roll to determine how many are available for sale. Being in a city or on a major trade-route improves availability and stock.

REAGENT AVAILABILITY

REAGENT	AVAILABILITY*	AMOUNT*
Common	1d6	1d6+3
Uncommon	1d6-2	1d6+1
Rare	1d6-4	1d3

* If in a major settlement, add 1 to both rolls.

Reagent Cost: The cost of a reagent depends on its quality; higher the quality, higher the cost.

Common reagents have a cost of 20 to 50 septims. (1d3+2 x 10)

Uncommon reagents have a cost of 200 to 500 septims. (1d3+2 x 100)

Rare reagents have a cost of 2,000 to 5,000 septims. (1d3+2 x 1,000)

HARVESTING REAGENTS

Instead of purchasing reagents, a character can choose to gather their own. Harvesting one's own alchemy reagents is a time-consuming (potentially dangerous) process. Harvesting reagents requires an Advanced Intelligence (Alchemy) test with a Threshold of 10, and each test taking one hour.

The TN for the test depends on the rarity of the reagent being sought: Common reagents have a TN of 11, Uncommon reagents have a TN of 13, and Rare reagents have a TN of 15. A successful test results in harvesting the reagent. A failure results in no suitable reagents, and possibly being affected by a Hazard.

HAZARDS

Some reagents can be potentially hazardous to the alchemist. Hazards are potential dangers that can negatively affect a character who has failed at harvesting a reagent correctly.

Reagents with an associated Hazards will have a Hazard Rating (HR), ranging from 1 to 5. Whenever you fail at harvesting a reagent, compare the stunt die roll against the Hazard Rating. If the stunt die rolled equal to or lower than the Hazard Rating, the character is subjected to the Hazard.

Some reagents may also have two Hazards, each with a separate Hazard Rating. For these, you compare the stunt die roll to each individually. So you could potentially be affected by one or both Hazards.

HAZARD EFFECTS

Below are some of the more common hazard effects that can be encountered.

- ◆ **Debilitating:** Suffer a -2 penalty to Accuracy, Constitution, Dexterity, Fighting, and Strength tests for 1 hour.
- ◆ **Draining:** Magicka is lowered by 2d6+1 for 24 hours. A TN 13 Willpower (Self-discipline) test reduces amount by one-half (to a minimum of 1).
- ◆ **Fatiguing:** Stamina is lowered by 2d6+1 for 24 hours. A TN 13 Constitution (Stamina) test reduces amount by one-half (to a minimum of 1).
- ◆ **Incapacitating:** Make a TN 13 Constitution (Stamina) test or be knocked unconscious for 6d6 minutes.
- ◆ **Leeching:** Health is lowered by 2d6+1 for 24 hours. A TN 13 Constitution (Stamina) test reduces amount by one-half (to a minimum of 1). This treated as penetrating damage.
- ◆ **Mind-Numbing:** Suffer a -2 penalty to Communication, Intelligence, Perception, and Willpower tests for 1 hour.
- ◆ **Pain-Inducing:** Suffer a -1 penalty on all ability tests for 1 hour.
- ◆ **Poisoning:** Take 1d6+1 penetrating damage per round for 1 minute. Each round make a TN 13 Constitution (Stamina) test. A success reducing damage by one-half, to a minimum of 1.
- ◆ **Stunning:** You are Stunned for 1 minute.
- ◆ **Weakening:** One ability is reduced by 3 (to a minimum of -4) for 24 hours.

RECOVERING FROM HAZARDS

You can recovery from a Hazard with one of the following methods described below:

- ◆ **Potion of Cure Poison:** You can immediately recover from a hazard with a potion of cure poison. However, only
- ◆ **Healing Focus:** You can recover with an Advanced TN 13 Intelligence (Healing) test with a Threshold of 10. Each test requires one round and you must have some form of healing tools or medicine available.
- ◆ **Magical Healing:** You can immediately recover with the Cure Affliction spell.

FINISHING THE ITEM

Finishing an alchemy item requires success at an Intelligence (Alchemy) test and 1 hour of work. The TN of the test is based on the quality of the item being created: Common items have a TN of 12, Uncommon have a TN of 15, and Rare have a TN of 18. Regardless of the result of the success or failure, all the reagents are consumed in the process.

When you finish a potion, you create 1 potion.

When you finish a poison, it has 6 doses.

Poisons and Mishaps: Whenever you are creating a poison, there is potential for a mishap to occur. Whenever you fail at the final crafting test and the stunt die rolled a 1, roll 1d6. On a roll of 1 or 2, you accidentally poisoned yourself.

POTIONS

The following are potions available with alchemy in the *AGE of Tamriel*.

Some potions have multiple levels of quality and are noted with "Special" for quality. Details for each level of quality will be in the description.

CURE DISEASE

COMMON

This potion cures disease. When imbibed by an infected character, they get to make an immediate ability test to resist the disease. The exact TN and ability test is determined by the current disease affecting them. If successful, the character is free of the disease. If the character is affected by more than one disease, only one disease is affected.

CURE POISON

UNCOMMON

This potion cures poison. When imbibed by a poisoned character, they get to make an immediate ability test to resist the poison. The exact TN and ability test is determined by the current poison affecting them. If successful, the character is free of the poison. If the character is affected by more than one poison, only one poison is affected.

POTION OF ARCANA

COMMON

This potion boosts your spellpower when casting spells from a single magic arcana. When casting spells from the chosen magic arcana, you have +1 Spellpower and their Magicka cost is reduced by 1 (to a minimum of 1). This potion stacks with Potions of Spellpower, but and Elixir of Magic.

POTION OF THE BERSERKER

UNCOMMON

This potion grants a +2 bonus to melee attack and damage rolls for 1 minute.

POTION OF COURAGE

RARE

Bolsters the character confidence. For 1 minute, the character has a +1 bonus on all ability tests, is immune to fear and fear-like effects, and generates +1 extra SP. This potion counters the effects of the Fear poison.

POTION OF HEALING

SPECIAL

This potion restores lost Health.

These potions comes in various levels of quality. The potions quality determines the strength of the potion's effect, as noted below:

- ◆ **Common:** You recover 2d6 + Constitution Stamina.
- ◆ **Uncommon:** You recover 3d6 + Constitution Stamina.
- ◆ **Rare:** You recover 4d6 + Constitution Stamina.

POTION OF INVISIBILITY

RARE

This potions renders you invisible. For 1 minute, a successful TN 15 Perception (Seeing) test is required to spot you. Making an attack or casting a spell will render you visible again.

POTION OF LIGHT FEET

UNCOMMON

This potion makes you light on your feet. This potion grants a +2 bonus to Speed and Defense for 1 minute.

POTION OF THE MARKSMAN

UNCOMMON

This potion grants a +2 bonus to ranged attack and damage rolls for 1 minute.

POTION OF MAGICKA

SPECIAL

This potion restores spent Magicka. This potion comes in various levels of quality. The potions quality determines the strength of the potion's effect, as noted below:

- ◆ **Common:** You recover 2d6 + Willpower Magicka.
- ◆ **Uncommon:** You recover 3d6 + Willpower Magicka.
- ◆ **Rare:** You recover 4d6 + Willpower Magicka.

POTION OF RESISTANCE

UNCOMMON

These are several different potions, each providing resistance to a different hazard/effect. These potions provide a +2 bonus to any ability tests when trying to resist the hazard/effect, and to Armor Rating if there is damage involved.

The variations of this potion are: Disease resistance, Fire resistance, Frost Resistance, Magic resistance, and Shock resistance.

POTION OF SKILL

UNCOMMON

These are several different potions, each affecting a single ability focus. These potions grant a +2 bonus on ability tests tied to a single ability focus for 10 minutes.

POTION OF STAMINA

SPECIAL

This potion restores spent Stamina. This potion comes in various levels of quality. The potions quality determines the strength of the potion's effect, as noted below:

- ◆ **Common:** You recover 2d6 + Constitution Stamina.
- ◆ **Uncommon:** You recover 3d6 + Constitution Stamina.
- ◆ **Rare:** You recover 4d6 + Constitution Stamina.

POTION OF TRUE SHOT

UNCOMMON

This potion grants a +2 bonus to ranged attack and damage rolls.

POTION OF THE WARRIOR

UNCOMMON

This potion grants a +2 bonus to melee attack rolls and Defense for 1 minute.

POTION OF WATERBREATHING

UNCOMMON

This potion allows the character to breathe underwater. This potion grants the ability to breathe underwater, and a +2 bonus to Speed and Constitution (Swimming) tests while swimming.

ELIXIR OF ABILITY

RARE

These are several different potions, each affecting a single ability. The potion increases the ability by 2 for 10 minutes.

ELIXIR OF HEALTH

RARE

This potent potion boosts a character's Health. A character who imbibes this potion gains 20 temporary Health. This temporary Health is lost first, and once lost they cannot be restored. This effect lasts for 10 minutes.

ELIXIR OF MAGIC

UNCOMMON

These potions boost your spellpower to a single school of magic. When casting spells from that school of magic, you have +1 Spellpower and their Magicka cost is reduced by 1 (to a minimum of 1). This potion stacks with potions of spellpower.

The five variations of this potion: Potion of alteration, Potion of conjuration, Potion of destruction, Potion of illusion, Potion of restoration.

ELIXIR OF POTENCY

RARE

This potent potion boosts a character's Magicka. A character who imbibes this potion gains 10 temporary Magicka. This temporary Magicka is lost first, and once lost they cannot be restored. This effect lasts for 10 minutes.

ELIXIR OF REGENERATION

RARE

You continually regenerate Health. For 1 minute, you recover 1d6+1 Health per round. This potion does not provide extra Health beyond your maximum Health.

ELIXIR OF REJUVENATION

RARE

You continually recover Magicka. For 1 minute, you recover 1d6+1 Health per round. This potion does not provide extra Magicka beyond your maximum Magicka.

ELIXIR OF SPELLPOWER

RARE

This potion boosts your spellpower. When casting any magic spells, you have +1 Spellpower and your spells cost 1 Magicka less, to a minimum of 1. This effect lasts for 10 minutes, and stacks with Potions of alteration, conjuring, destruction, illusion, and restoration, as well as Potions of Arcana.

ELIXIR OF STAMINA

RARE

This potent potion boosts a character's Stamina. A character who imbibes this potion gains 10 temporary

Stamina. This temporary Stamina is lost first, and once lost they cannot be restored. This effect lasts for 10 minutes.

ELIXIR OF VIGOR

RARE

You continually regain Stamina. For 1 minute, you regain 1d6+1 Stamina per round. This potion does not provide extra Stamina beyond your maximum Stamina.

POISONS

The following are poisons available with alchemy in the *AGE of Tamriel*.

Some poisons have multiple levels of quality and are noted with "Special" for quality. Details for each level of quality will be in the description.

LETHAL POISON

SPECIAL

These poisons ravage the target's body, taking penetrating damage to their Health. A successful Constitution (Stamina) test reduces the damage by one-half (to a minimum of 1).

The exact damage and TN of the test are determined by the quality of the poison, as noted below:

- ◆ **Common:** The poison has a TN of 11 and deals 2d6 penetrating damage.
- ◆ **Uncommon:** The poison has a TN of 13 and deals 3d6 penetrating damage.
- ◆ **Rare:** The poison has a TN of 15 and deals 4d6 penetrating damage.

LINGERING POISON

SPECIAL

This poison lingers in the target, ravaging their Health. For 1 minute, the target takes penetrating damage to their Health each round. A successful Constitution (Stamina) test each round reduces the damage by one-half (to a minimum of 1).

The exact damage and TN of the test are determined by the quality of the poison, as noted below:

- ◆ **Common:** The poison has a TN of 12 and deals 3 penetrating damage.
- ◆ **Uncommon:** The poison has a TN of 14 and deals 6 penetrating damage.
- ◆ **Rare:** The poison has a TN of 16 and deals 9 penetrating damage.

MAGICKA POISON

SPECIAL

These poisons ravage the target's Magicka. A successful Willpower (Self-discipline) test reduces the damage by one-half (to a minimum of 1).

The exact damage and TN of the test are determined by the quality of the poison, as noted below:

- ◆ **Common:** The poison has a TN of 11 and lose 1d6+2 Magicka.
- ◆ **Uncommon:** The poison has a TN of 13 and lose 2d6+2 Magicka.
- ◆ **Rare:** The poison has a TN of 15 and lose 3d6+2 Magicka.

LINGERING MAGICKA POISON

SPECIAL

This poison lingers in the target, ravaging their Magicka. For 1 minute, the target loses Magicka each round. A successful Willpower (Self-discipline) test reduces the damage by one-half (to a minimum of 1).

The exact damage and TN of the test are determined by the quality of the poison, as noted below:

- ◆ **Common:** The poison has a TN of 12 and deals 2 penetrating damage.
- ◆ **Uncommon:** The poison has a TN of 14 and deals 4 penetrating damage.
- ◆ **Rare:** The poison has a TN of 16 and deals 6 penetrating damage.

STAMINA POISON

SPECIAL

These poisons ravage the target's Stamina. A successful Constitution (Stamina) test reduces the damage by one-half (to a minimum of 1).

The exact damage and TN of the test are determined by the quality of the poison, as noted below:

- ◆ **Common:** The poison has a TN of 11 and loses 2d6 Stamina.
- ◆ **Uncommon:** The poison has a TN of 13 and loses 3d6 Stamina.
- ◆ **Rare:** The poison has a TN of 15 and loses 4d6 Stamina.

LINGERING STAMINA POISON

SPECIAL

This poison lingers in the target, ravaging their Stamina. For 1 minute, the target loses Stamina each round. A successful Constitution (Stamina) test each round reduces the damage by one-half (to a minimum of 1).

The exact damage and TN of the test are determined

by the quality of the poison, as noted below:

- ◆ **Common:** The poison has a TN of 12 and deals 2 Stamina damage.
- ◆ **Uncommon:** The poison has a TN of 14 and deals 4 Stamina damage.
- ◆ **Rare:** The poison has a TN of 16 and deals 6 Stamina damage.

POISON OF VULNERABILITY

SPECIAL

These poisons renders the target susceptible to a specific hazard/effect. The target suffers a penalty to ability tests to resist that hazard/effect, and take an extra damage, if applicable. The effect lasts for 1 minute.

Variations of this potion are: Fire vulnerability, Frost vulnerability, Shock vulnerability, Magic vulnerability (rare only).

The exact penalty and extra damage depends on the quality of the poison, as noted below:

- ◆ **Uncommon:** The penalty is -1 and the extra damage is 1d6.
- ◆ **Rare:** The penalty is -2 and the extra damage is 2d6.

BLINDING POISON

UNCOMMON

This poison blinds the target. For 1 minute, the target automatically fails Perception (Seeing) tests. In addition, they suffer a -2 penalty to their Defense and on any ability tests requiring sight.

DEAFENING POISON

UNCOMMON

This poison deafens the target. For 1 minute, the target automatically fails Perception (Hearing) tests.

DAZING POISON

RARE

This poison dazes the target. For 1 minute, the target has a 50/50 chance of not doing anything that round. Roll 1d6. On a 3 or less, the character does not take an action that round.

PARALYSIS POISON

RARE

This poison paralyzes the target. For 1 minute, the target cannot act and is considered Helpless. Helpless characters have a Defense of 10.

FEAR POISON

RARE

This poison instills fear into the target. For 1 minute, the target has a -2 penalty on all ability tests and to their Defense, and generates -2 less SP. A successful TN 13 Willpower (Faith) test reduces the penalties by one-half.

This poison counters the effects of a potion of courage.

FRENZY POISON

UNCOMMON

This poison instills great rage into the target. For 1 minute, the target is Frenzied. Frenzied target perceives other creatures as a threat, including allies. In addition, they have a +2 bonus to their attack and damage rolls, but suffer a -2 penalty to their Defense. Each round the target can make a TN 13 Willpower (Self-discipline) test to overcome their frenzy.

WEAKENING POISON

RARE

These poisons weaken the abilities of a target. For 10 minutes, the target has one ability lowered by 2. All secondary statistics relating to the lowered ability are also affected.

There are nine variations to this poison, one for each ability.

SLEEPING POISON

SPECIAL

This poison renders the target unconscious. The target must make a Constitution (Stamina) test or fall asleep for a number of minutes.

The exact time length and TN of the test are determined by the quality of the poison, as noted below:

- ◆ **Common:** The poison has a TN of 12 and lasts for 1 minute.
- ◆ **Uncommon:** The poison has a TN of 14 and lasts 10 minutes.
- ◆ **Rare:** The poison has a TN of 16 and lasts for 1 hour.

CHARACTER SPECIALIZATION: MASTER ALCHEMIST

This specialization provides additional knowledge of alchemy recipes and other benefits to the dedicated alchemist.

MASTER ALCHEMIST [SPECIALIZATION]

Classes: Mage, Rogue, and Warrior.

Requirements: Intelligence 3 or higher, Alchemy Training (master) talent.

Alchemy is your passion.

- ◆ **Novice:** You learn two recipes of your choice.
- ◆ **Journeyman:** You learn two recipes of your choice. In addition, when harvesting reagents, you have a +1 bonus to avoiding Hazards.
- ◆ **Master:** You learn three recipes of your choice. In addition, you also can use the unique stunt, *Bountiful Harvest*.

Bountiful Harvest (2+ SP): For every 2 SP you spend on this stunt, you gain one extra reagent that you are harvesting. However, if the reagent you are harvesting is unique (like a heart from an animal) you are still limited to one item.