

# ALCHEMISTS

## KNOWLEDGE SKILLS

Rank	Knowledge Names	Build Cost	Casting Cost	Knowledge Description	Duration	Effect	Target	Prerequisites
Buy-in	Purify Alchemy	3 or 5		This Knowledge allows someone to become an Alchemist. They may purify components as well as combine components to make new unique components. Components take one minute to gather one dose, one minute to purify, and one minute to combine	Constant			None
	Poison Immunity	6		The character may become immune to all effects from a specific poison. The chosen poison must be taken once an event for three consecutive events and the character must endure the full effect of the poison. The tags for each dose of the poison must be submitted to the teacher of the skill.	Constant			Rank 5 Poison
	Philosopher Stone	5		Grants + 10 mana after 30 build spent on alchemy list.	Constant			30 Build Spent in Alchemist

## MANA SKILLS

Rank	Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
	Identify Alchemy	3	1m	This Knowledge allows the character to tell what type of potion or poison is in a vial or other medium. This will only work on Rank 1-5 potions or poisons	Instant	Instant	Potion or Poison	Purify Alchemy
	Alchemical Potency	4	X2 Mana Cost	The character may use this skill to increase the duration of any potion or poison that they make. 1 minute durations increase to 5 minutes, 5 minute durations increase to 15 minutes, 15 minute durations increase to 30 minutes, 30 minute durations increase to 1 hour, and 1 hour increases to 6 hours. Instant duration potions or poisons are unaffected by this skill.	Varies	Varies	Potion or Poison	Purify Alchemy
	Extend Alchemy	2	Varies	This skill allows the character to extend the life span of any potion or poison by 1 month. This skill cost 1 mana per rank of the potion or poison. This may only be used once in the potion or poison's lifetime.	1 Month	Instant	Potion or Poison	Purify Alchemy
	Mask Alchemy	5	5m	This skill makes any alchemy detect as any potion or poison of the casters choosing. The character is responsible for renaming the alchemy as well as acquiring new tags for the item	Instant	Instant	Potion or Poison	Rank 5 Potion or Poison

Rank	Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
	Transmute Component	5	2m	This skill allows an Alchemist to transmute one component into another of the same rank or lower. To transmute a component, it takes 3mins per rank and a lab is required. (A lab consists of a mortar and pestle, candle, beaker, and vials). This does not refresh the expiration date of a component.	Varies	Varies	Component	Alchemical Potency and Mask Alchemy
	Create Contact Poison	2	+1m	This skill allows the character to make any poison they have knowledge of as a contact poison. A contact poison is represented by lotion or some other type of viscous, non-hazardous substance. Please be aware of any player allergies when attempting to use contact poisons. Any contact with the substance from bare skin or cloth armor after the initial placing of the poison will cause the victim to take the effects of the poison.	3 Months	Instant	Poison	Purify Alchemy
	Create Blade Poison	3	+2m	This skill allows the character to make any poison they have knowledge of as a blade poison. A blade poison may be applied to any weapon and will be used on the target of the weapons next attack. This will only affect the target if the attack damages their essence pool.	3 Months	Instant	Poison	Create Contact Poison
	Create Dust Poison	5	+3m	This skill allows the character to make any poison they have knowledge of as a dust poison. A dust poison is represented by a spell packet. Any Target struck by the packet will be affected by the poison, regardless of armor.	3 months	Instant	Poison	Create Blade Poison

## ALCHEMY

*All alchemy has a specific recipe that must be followed to create the alchemy. Common components (available in the Alchemist's surroundings and which do not need to be dissected) take 1 minute per dose to harvest. Alchemy takes one minute per rank to create, and will last for three months. Alchemy is one use per dose created.*

### Potions:

Rank	Potion Name	Build Cost	Casting Cost	Potion Description	Duration	Effect	Target	Prerequisites
1	Potion of Giant's Strength	1	1m	This Potion will grant the Target +1 Strength.  <b>Ingredients:</b> Water, Feral Tooth	1 Minute	Instant	Any	Purify Alchemy
1	Lesser Healing Potion	1	1m	This Potion will heal a Target for 5 Essence up to their maximum essence pool.  <b>Ingredients:</b> Water, Moss	Instant	Instant	Any	Purify Alchemy

Rank	Potion Name	Build Cost	Casting Cost	Potion Description	Duration	Effect	Target	Prerequisites
1	Antidote	1	1m	This Potion will cure the effects of any Rank 1-4 poison with a duration.  <b>Ingredients:</b> Water, Goblin Wart.	Instant	Instant	Any	Purify Alchemy
2	Vigor Bottle	2	2m	This Potion will heal a Target for 5 Vigor up to their maximum vigor pool.  <b>Ingredients:</b> Water, Green Pine Needles, 5 Vigor.	Instant	Instant	Any	Equal number of Rank 1 Potions
2	Mana Bottle	2	2m	This Potion will heal a Target for 5 Mana up to their maximum mana pool.  <b>Ingredients:</b> Water, Green Grass, 5 Mana	Instant	Instant	Any	Equal number of Rank 1 Potions
2	Healing Potion	2	2m	This Potion will heal a Target for 10 Essence up to their maximum essence pool.  <b>Ingredients:</b> Water, Horde Saliva	Instant	Instant	Any	Equal number of Rank 1 Potions
3	Potion of Enlightenment	3	3m	This potion allows the target to only require the use of the appropriate Rank 1 verbal for all of their spells.  <b>Ingredients:</b> Water, Goblin Grass (Goblin Wart and Green Grass)	30 Minutes	Instant	Any	Equal number of Rank 2 Potions
3	Potion of Regeneration	3	3m	This potion will heal a target 1 essence every minute up to their maximum essence pool. This potion will continue to work for the full duration including while the Target is unconscious.  <b>Ingredients:</b> Water, Wolf Needles (Feral Tooth and Green Pine Needles)	30 Minutes	Instant	Any	Equal number of Rank 2 Potions
3	Potion of Wholeness	3	3m	This potion will heal all of the Targets broken or severed limbs. This does not effect a severed head.  <b>Ingredients:</b> Water, Horde Moss (Horde Saliva and Moss)	Instant	Instant	Any	Equal number of Rank 2 Potions
4	Potion of Hardiness	4	4m	This Potion will make the user immune to stun effects for 15 minutes.  <b>Ingredients:</b> Water, Earth Tooth (Feral Tooth and Elemental Earth), Feral Tongue	15 Minutes	Instant	Any	Equal number of Rank 3 Potions

Rank	Potion Name	Build Cost	Casting Cost	Potion Description	Duration	Effect	Target	Prerequisites
4	Potion of Freedom	4	4m	This Potion will make the user immune to Pins and Binds for 15 Minutes <b>Ingredients:</b> Water, Mana Wart (Goblin Wart and Elemental Mana), Goblin Eye	15 Minutes	Instant	Any	Equal number of Rank 3 Potions
4	Potion of Titan Strength	4	4m	This Potion will grant the Target +1 Strength. <b>Ingredients:</b> Water, Horde Water (Horde Saliva and Elemental Water), Horde Blood.	1 Hour	Instant	Any	Equal number of Rank 3 Potions
5	Potion of Racial Guise	5	5m	This potion allows the target to take the appearance of any humanoid race their familiar with. The duration begins as soon as the costume change is complete. This only changes the appearance. <b>Ingredients:</b> Mirror Water, Strip Your Blood Poison, Moss Eye (Goblin Eye and Moss) 1 essence worth of blood of the humanoid race wish to take the guise of.	1 Hour	Instant	Any	Equal number of Rank 4 Potions
5	White Potion	5	5m	This potion will heal a living target for all essence damage up to the target's maximum essence pool. It will also regenerate all limbs and organ damage. This potion will cure all diseases of rank 1 through 4 on the target. This will also bring a character out of their second stage death count once per weekend. <b>Ingredients:</b> Mirror Water, Healing Potion, Blood Moss (Horde Blood and Moss)	Instant	Instant	Any	Equal number of Rank 4 Potions
5	Potion of Steel Skin	5	5m	This potion allows the target to take minimal damage from all normal damage. <b>Ingredients:</b> Mirror Water, Potion of Giant's Strength, Needle Tongue (Feral Tongue and Green Pine Needles)	5 Minutes	Instant	Any	Equal number of Rank 4 Potions

### *Poisons:*

Rank	Poison Name	Build Cost	Casting Cost	Poison Description	Duration	Effect	Target	Prerequisites
1	Burning Poison	1	1m	This poison will inflict 5 Essence damage on the target. <b>Ingredients:</b> Water, Chimney Ash	Instant	Instant	Any	Purify Alchemy
1	Sleep Poison	1	1m	This poison will put the Target into a light sleep. Any contact with the sleeping target's body or weapon (if held), as well as loud screaming (particularly the target's name) directed at the target will wake them. This includes all kinds of damage including the start of a killing blow. <b>Ingredients:</b> Water, Crushed Dried Leaves	5 Mins	Instant	Any Conscious	Purify Alchemy

Rank	Poison Name	Build Cost	Casting Cost	Poison Description	Duration	Effect	Target	Prerequisites
1	Sleep Poison	1	1m	This poison will put the Target into a light sleep. Any contact with the sleeping target's body or weapon (if held), as well as loud screaming (particularly the target's name) directed at the target will wake them. This includes all kinds of damage including the start of a killing blow. Ingredients: Water, Crushed Dried Leaves	5 Mins	Instant	Any Conscious	Purify Alchemy
1	Weakness Poison	1	1m	This poison will inflict the Target with -1 Strength. A character may never be caused to swing less than 1 damage through this means. Ingredients: Water, Pine-cone Petal	15 Minutes	Instant	Any	Purify Alchemy
2	Living Death	2	2m	This poison will render a target Unconscious They will detect as dead, and no amount of healing will bring them from this condition, however 10 Damage will break this effect. Ingredients: Water, Bone Dust	5 Minutes	Instant	Any	Equal number of Rank 1 Poisons
2	Heavy Pockets Poison	2	2m	this poison causes the target to move at a heel-to-toe pace. Ingredients: Water, Mortal Tendon	5 Minutes	Instant	Any	Equal number of Rank 1 Poisons
2	Strip Your Blood	2	m2	This poison causes the target to be unable to invoke any of their racial abilities. Constant racial abilities are unaffected. Ingredients: Water, Horde Blood	15 Minutes	Instant	Any	Equal number of Rank 1 Poisons
3	Scorching Poison	3	3m	This poison will inflict 10 Essence damage on the target Ingredients: Water, Demon Ash (Demon Nail and Chimney Ash)	Instant	Instant	Any	Equal number of Rank 2 Poisons
3	Poison of Confusion	3	3m	This poison will cause the target to become confused to the point where the target of this poison will not remember how to use a weapon, spells, or their name. Any damage taken by the victim will break the effects of this poison. Ingredients: Water, Bone Nail (Bone Dust and Demon Nail)	5 Minutes	Instant	Any	Equal number of Rank 2 Poisons
3	Disintegrating Poison	3	3m	This poison causes the target to take 1 Essence damage every minute for the duration. Ingredients: Water, Tendon Leaf (Mortal Tendon and Crushed Dried Leaves)	30 Minutes	Instant	Any	Equal number of Rank 2 Poisons
4	Mana Scourge	4	4m	This poison causes the target to lose 10 Mana. Ingredients: Water, Living Air (Mortal Tendon and Elemental Air), Mortal Brains	Instant	Instant	Any	Equal number of Rank 3 Poisons

Rank	Poison Name	Build Cost	Casting Cost	Poison Description	Duration	Effect	Target	Prerequisites
4	Vigor Scourge	4	4m	This poison causes the target to lose 10 Vigor. Ingredients: Water, Fire Nail (Demon Nail and Elemental Fire), Demon Heart.	Instant	Instant	Any	Equal number of Rank 3 Poisons
4	Poison of Unholy Taint	4	4m	This poison will cause a target to be unable to be healed by any Spell means. Alchemical and First Aide means still function normally. Ingredients: Water, Moon Bone (Bone Dust and Moon Dust)	30Minutes	Instant	Any	Equal number of Rank 3 Poisons
5	Blazing Poison	5	5m	This poison will inflict 20 Essence damage on the target. Ingredients: Mirror Water, Burning Poison, Heart Pine (Demon Heart and Pine-cone Petals)	Instant	Instant	Any	Equal number of Rank 4 Poisons
5	Poison of the Inept	5	5m	This poison will cause any Mana ability the target uses to cost 10 Mana instead of the normal amount. Ingredients: Mirror Water, Sleep Poison, Brain Leaf (Mortal Brain and Crushed Dried Leaves)	15 Minutes	Instant	Any	Equal number of Rank 4 Poisons
5	Poison of Sloth	5	5m	This poison will cause any Vigor ability the target uses to cost 10 Vigor instead of the normal amount. Ingredients: Mirror Water, Weakness Poison, Ashen Flesh (Decaying Flesh and Chimney Ash)	15 Minutes	Instant	Any	Equal number of Rank 4 Poisons