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## ALCHEMY

Alchemists have been delving into the nature of Kelestia's substance since prehistoric times. Alchemy is an esoteric art whose practitioners are mainly involved with the analysis, reparation, enhancement and transformation of potions, elixirs, phylters, and various other compounds and concoctions. Most are members of the Guild of Arcane Lore, an association of scholars, some of whom, including most alchemists, practice magic.

### Apothecaries and Alchemists

There is a special relationship between alchemists and apothecaries. The Apothecaries' Guild has a legal monopoly on the domestication and sale of medicines. Apothecaries supply alchemists with materiel and possess alchemical expertise, but their emphasis is different. Many alchemists join the Apothecaries' Guild. This requires that dues be paid to both guilds, but enhances the alchemist's legal professional standing. It is relatively easy for a member of either guild to obtain equivalent rank in the other.

### Alchemical Almanac

Players whose characters are alchemists should keep careful notes. Alchemy is, mostly, the invention and collection of recipes, knowing what to buy at the apothecary's shop, how to mix it and what it will do once it is prepared. Each player-alchemist should, therefore, have a set of recipes that will expand in the course of play as the alchemist gains more knowledge. In other words, the player will have a set of recipes which will serve as a facsimile of his character's almanac.

## BECOMING AN ALCHEMIST

A player character may, at GM discretion, begin play as a newly created Satia or as a Mavari close to advancement. A Satia has more freedom of action and usually suits players better. A newly graduated Satia of Alchemy should have the following skills: Alchemy/4; Mathematics/3; Herblore/2; Mineralogy/1; Physician/1; Local Script.

Like other starting characters, the new alchemist has five option points which may be used to open new skills or develop those already opened. Alchemists should be given access to a wide range of esoteric skills. The GM may even, at his discretion, allow an alchemist to open an appropriate spell or two...

Each alchemist-player should keep a personal alchemical almanac (book of alchemical recipes) and a carefully maintained inventory of ingredients. Players occasionally forget when they have expended valuable ingredients or left them at home, so the occasional GM audit is to be expected...

### Starting an Almanac

The new alchemist has Recipe Option Points (ROPs) equal to the sum of his Intelligence attribute and Alchemy Skill Base. ROPs are used to "purchase" recipes from the Alchemical Recipe List. The ROP cost of each recipe is determined by the recipe's Occurance, and is given on the List as a numeral: Common 1; Uncommon 2; Rare 3; Very Rare 4.

Example: Tarindia has an Intelligence of 14 and an Alchemy SB of 15 for 29 ROPs. She selects: Devarium (4); Yulpris (4); Gaethius (3); Kargele (3); Teranya (3); Elemeto (2); Quessel (2); and all 8 of the Common (1 point) recipes.

The PC alchemist should be provided with copies of the recipes he has selected, and of the list. These are his stock in trade and should be carefully guarded. If the character loses his Almanac, the player should return his recipes to the GM.

### Memorization (Optional Rule)

The GM may allow player alchemists to have a limited number of recipes memorized at any given time. A list of which recipes are memorized at any given time should be filed with the GM. This rule would assume that a character must spend about thirty minutes each day reciting his memorized recipes to himself. The character could, by expending a reasonable period of time, amend his memorized list, as long as the total number thereon would not exceed his Intelligence (Memory) attribute.

## Equipment and Ingredients

The new alchemist should begin play with an assortment of alchemical supplies and equipment which he has acquired during his apprenticeship. The simplest method is to have him purchase items to a value of 240d from the Alchemical price lists (not included in this release).

## ALCHEMICAL OPERATIONS

Alchemists perform five basic operations: Analysis, Preparation, Preservation Transformation, and Research. All of these employ (sometimes modified) Alchemy Skill in determining success.

Alchemical operations are penalized if they are attempted in an inappropriate environment, or with inferior equipment or materials. This is common sense. The chance of success may be reduced (perhaps to zero) if materials or equipment are lacking. Most master alchemists have personal sanctums/laboratories in which to conduct experiments; alchemical equipment is not very portable. A few simple operations may, however, be attempted in the field.

NOTE: Alchemical skill has little or nothing to do with the use to which compounds, potions, and elixirs are put. An alchemical compound will produce the same effects no matter who uses it.

## PREPARATION

This is the attempt to prepare a mixture/etc. from a recipe. It is not always a clearcut matter, but it is the simplest alchemical operation and anyone may attempt it. For a lucid recipe, an EML of five times alchemy SB (whether or not the skill is open) or alchemy ML + Alchemy SB (whichever is higher) is used to determine success. Modify these EMLs by subtracting the recipe complexity. For poorly written recipes, further reductions are in order.

## Failure

The recipe has gone wrong and the alchemist has a useless mess on his hands; ingredients are irretrievably spoiled. With CF, dangerous or volatile ingredients will have reacted, and this may be hazardous to health.

## Success

The recipe has been successfully followed and a quantity of the end product has been produced.

With CS, some bonus, slightly higher yield, less preparation time, etc., may have been achieved (GM discretion).

Some recipes call for enhancement, indicating that during preparation alchemical magic must be employed. Where enhancement is called for, a number is given for Enhancement (eg. 2.5). This means that the alchemist must make an extra roll (against Alchemy ML) for Value Enhancement; if the indicated enhancement is not achieved, preparation will automatically fail.

NOTE: This table is the same as the Value Enhancement Table given in Harnmaster (Skills-7).

*Enhancement Table*

SI	CS	MS	MF
0	1.1	1.0	1.0
1	1.3	1.0	1.0
2	1.6	1.1	1.0
3	2.0	1.2	1.0
4	2.5	1.3	1.0
5	3.0	1.5	1.0
6	4.0	2.0	1.0
7	5.0	2.5	1.1
8	6.0	3.0	1.2
9	7.0	3.5	1.3
10	8.0	4.0	1.4
11	9.0	5.0	1.5
12	10.0	6.0	1.6

## ANALYSIS

Alchemical analysis is different from analysis in other skills in that it tends to be more, rather than less difficult than fabrication. Hence, the rule for using skills for appraisal (Harnmaster Skills 6) does not apply to alchemy.

Analysis is an attempt to analyze a compound, liquid, salve, elixir, potion, powder, etc. as to its contents. Barring Critical Failure, the alchemist will automatically detect obvious ingredients (such as a 90% sulphur content). Otherwise, the knowledge gained will be determined by the success level, by the alchemist's familiarity with, and complexity of, the subject. Analysis can be a long process: allow 1 hour times the compound's complexity.

One half Alchemy ML is used for alchemical analysis when the alchemist has no notion as to the substance's identity. If, however, the alchemist recognizes the substance, and is only testing the substance to determine if it is what he thinks it is, the roll may be made against Alchemy ML. In both cases, the substance's complexity is subtracted from the EML. Enhancement usually requires CS to detect.

## Critical Failure

Perhaps even obvious ingredients are mistaken for something else, or remain unidentified. The alchemist knows little/no more than he did before he started.

## Marginal Failure

Only fairly obvious ingredients are identified; the preparation remains a mystery.

## Marginal Success

MS will (usually) give a complete list of the ingredients. This can be an invaluable aid to researching the recipe. MS will not, however, detect alchemical Enhancement.

## Critical Success

An alchemist who achieves CS may (within reason) extract the complete recipe from the substance, and have a fair idea of its function. He is also able to detect any Alchemical Enhancement involved.

## PRESERVATION

Alchemical preservation is an attempt to fix the properties of a substance. Preservation of unenhanced substances may be attempted against Alchemy ML minus recipe complexity. To preserve an enhanced compound a second enhancement roll is made.

## Failure

With CF, the substance is immediately spoiled. Volatile substances may have reacted in a dangerous manner. Marginal Failure has no effect, but this may not be detected by the alchemist.

## Marginal Success

The substance will maintain its properties for approximately 1d12 years. The appearance will, however, decay normally.

## Critical Success

The substance will maintain its appearance and properties indefinitely, until the preservation is "dispelled".

## TRANSFORMATION

This is an attempt to transform materials or compounds into other types; this function employs alchemical magic, and is the most difficult function performed by alchemists. It will never work on living or recently living materials. The basic chance of success is reduced by ten times the impurity (a 98% pure substance involves a penalty of 20). The EML also assumes a constant mass of 1 dram (1/16 ounce). For each dram by which the object mass is increased, the EML is halved. Example: for a mass of 4 drams the EML is halved three times (multiplied by 0.125%). Transformation of a pound of lead into a pound of gold is impossible. Mass is preserved; this may result in a change in volume. It is not possible to change part of an object. Transformation takes six to thirty hours, depending on the mass of the object.

## Failure

With MF, nothing Happens. With CF, an unintended (possibly random) transformation takes place. This may render the material(s) useless or dangerous (especially since the nature of the transformation may not be apparent to the alchemist).

## Marginal Success

The transformation is achieved, but the transformed substance will revert back to its original nature in 1d1000 minutes.

## Critical Success

The transformation is achieved, and will last forever. The new substance is a normal example of its type and bears no sign of magic.

## RESEARCH

Despite the dangers, serious alchemists spend as much time as they can attempting to discover new recipes. Some discoveries are made by chance tinkering, some by carefully planned research.

## PURE RESEARCH

This type of research is an attempt to discover the properties of various ingredients in combination. It is undertaken without any particular objective in mind, except to gain knowledge. Success may provide leads for the alchemist to follow up by directed research.

Pure research is a full-time activity. The character informs the GM of the materials with which he is conducting pure research. The GM then checks to see whether any combination of these materials (plus others) can be made into an existing recipe. If they do not so combine, the GM has the option to invent a new recipe including some/all of the ingredients involved. At this stage, there either will or will not be a recipe to be discovered. A roll is made after each 100 hours of pure research, against one half the researcher's Alchemy ML. Pure research always destroys/spoils the materials employed.

The results are interpreted as follows:

### Failure

The researcher learns nothing. With CF, a dangerous reaction may have taken place or the researcher may be given a false lead.

### Marginal Success

If there is a recipe involving two or more of the materials, the researcher is informed of one or more of the properties of the end product. He is not, however, told which of the materials he is examining are involved in the "target" compound.

### Critical Success

The researcher is told clearly whether there is a recipe employing some/all of the ingredients to be discovered, and which ingredients are involved. He is also told one or more of the properties of the "target" compound. If, however, there are one or more ingredients missing, he is not so informed. If

there is more than one target recipe, the alchemist is so informed.

## DIRECTED RESEARCH

Directed research is used to follow up leads discovered through pure research, or given by colleagues, written works, etc. That is, to turn a partial list of ingredients and a general idea as to function(s) into a proper alchemical recipe. Directed research is used to answer specific questions in precise order. Each question may be answered in 12-36 hours of experimentation. Most alchemists repeat experiments (ask each question several times) to avoid error. The following questions are asked in order. If a researcher asks question 4 (for example) before he has a true answer to question 3, he will automatically achieve Critical Failure.

(1) Are there ingredients missing?

This question is used to determine whether the list of ingredients is complete; it will be answered truthfully yes or no with CS/MS and randomly answered yes or no with CF. MF gives no answer at all.

(2) How many ingredients are missing?

Once the alchemist has determined that there are ingredients missing, he may ask how many.

(3) What kind of ingredient is missing?

This question must be asked of each missing ingredient individually. The GM will report only one or more of the general properties of the missing ingredient, not its name or appearance. If the alchemist recognizes the properties involved, he may ask the next question:

(4) Is "x" ingredient missing?

This question may be tested by research. If the alchemist knows a substance that might perform the necessary function, he may ask the GM if it will in fact do so. He cannot research the name of the missing ingredient, although he could ask colleagues whether they know of substances that will perform the required function.

(5) What are the correct proportions?

Once the alchemist has researched all the necessary ingredients, he must research the proportions by trial and error. When this question is answered, the alchemist has a complete recipe, although he may not know the common name of the end product (he can just as easily invent a new name anyway). It is not uncommon for alchemists doing independent research to invent the same compound.

(6) What is the correct preparation? Once the alchemist has all of the ingredients and proportions he can research the method of preparation. This is generally a trial and error process, and may involve magic. The GM has the option to simplify research procedures by allowing more complex questions to be answered.

## RECIPES

Alchemists collect recipes. A recipe to an alchemist is like a recipe to a chef; his whole skill revolves around them. Without a selection of recipes, the alchemist has no function. A selection of recipes is given. More may be invented by the GM and/or discovered by alchemists. Each alchemical recipe has the same general format, containing the following information:

### Name [Complexity] Occurance

Alchemists use names to mislead as well as identify. There is also the fact that the same recipe may be discovered by several alchemists operating independently, and this may cause some of the less common concoctions to have hundreds of different names. The names used here are those most common among western Lythian apothecaries/alchemists.

The complexity of the substance is given in square brackets immediately following its name. Whenever an alchemist attempts to research, analyze or prepare the substance, this number is subtracted from his EML. This may make some operations impossible for some alchemists.

Occurance is how common the recipe is. This has very little to do with how common the ingredients are. Recipes are rated as Common, Uncommon, Rare or Very Rare.

### Description

Immediately following the name and complexity is a short description of the substance's function(s). Berilum, for example, is described as a "Disinfectant/Anesthetic".

### Appearance

The appearance of the substance when in good condition. Some compounds tend to discolour and/or lose their potency with age, and some may be artificially coloured or otherwise disguised. Obviously, when a player-character encounters an alchemical compound, all he will perceive (at least initially) is its appearance.

### Effects/Usage

Under this heading are described what the substance is supposed to do. The effects of old or deteriorated organic compounds are left to GM discretion.

### Dosage

If the substance is a potion, the method of administering it is given. The effects of abuse are left to GM discretion.

### Antidote

If applicable. The effects of some substances are reversible by means of others.

### Ingredients

Ingredients are generally given in parts. This may be translated as ounces, pounds or tons.

### Yield

The amount of substance that is produced if the recipe is successfully followed. This is usually given in parts.

### Preparation

How to combine the ingredients, including time requirements. From this description, the GM can estimate whether the alchemist has the necessary resources to successfully prepare the substance.

### Enhancement

If Alchemical Enhancement (magic) is called the required multiple is given (see Preparation above).

Note: Some of the Herbal recipes have been described in the Encyclopedia Harnica article Herblore. The entries here are under the alchemical names of the finished product which is not necessarily identical with the name(s) of any herbal component(s).

*Alchemical Recipe Table*

Alchemical	Recipe	List
Alarsina	2	Hallucinogen
Alerten	1	Residual Poison
Arvium	2	Strength Potion
Berilum	1	Disinfectant/Anesthetic
Devarium	4	Pyrotechnic/Explosive
Doshenkana	1	Poison
Elemeto	2	Invisible Ink
Fanosel	1	Narcotic
Fletharane	2	Hallucinogen
Gaethius	3	Poison
Habsulum	1	Brain Stimulant
Hreyochor	2	Fertility Drug
Joldraiven	3	Equine Stimulant
Kargele	3	Healing Drug
Lavaryctia	2	Soporific
Monogium	1	Stimulant
Perigwar	3	Aphrodisiac
Quessel	2	Antibiotic
Rasakile	2	Contraceptive
Stiltrassa	2	Emetic/Diarrhetic
Tanium	2	Aphrodisiac
Tasparth	1	Hallucinogen
Teranya	3	Eye Cure
Tirageyth	1	Narcotic
Wylorafina	2	Stimulant/Poison
Yulpris	4	Universal Antidote

### ALARSINA [5] Uncommon

Description: Hallucinogen  
 Appearance: Bitter yellow crystals.  
 Effects/Usage: After 4-24 minutes the subject will experience euphoria, vivid illusions and susceptibility to suggestion, for 7-12 hours. Overdoses often cause brain damage, and prolonged use results in addiction and permanent personality modification (moodiness, irritability, etc.).  
 Doseage: One fiftieth of an ounce to be taken orally, usually dissolved in beverage.  
 Antidote(s): Large quantities of water taken within 5 minutes of ingestion has a 60% chance of flushing the drug out of the system before it takes effect.  
 Ingredients: 16 parts Alanal root; 50-60 parts water.

Preparation: Extract sap from root by crushing, dilution and straining; concentrate by boiling off water. Resultant crystals are sol- ible in water.  
 Enhancement: None required.  
 Yield: 1 part.  
 Note: Possession of this drug is illegal in many jurisdictions and carries penalties ranging from heavy fines to mutilation.

### ALERTEN [0] Common

Description: Special Poison.  
 Appearance: Fine off-yellow crystals.  
 Effects/Usage: Mild euphoria, delusions of heightened senses. Addictive and harmless but withdrawal is fatal. Once ingested, a weekly dose is necessary to prevent death.  
 Doseage: 0.5 ounces orally.  
 Antidote(s): Yulpris/compound.  
 Ingredients: 32 parts Leortevald Plant(s).  
 Preparation: Crush and ferment entire plant. Concentrate by boiling.  
 Enhancement: None required.  
 Yield: 1 part.  
 Note: The Leortevald plant is found easily in forest shade by its odour of decay; it is commonly called the corpse plant, and is very common.

### ARVIUM [5] Uncommon

Description: Strength Potion  
 Appearance: Thin lavender liquid.  
 Effects/Usage: 3-18 minutes after taking, subject will experi- ence dramatic increase in metabolic rate, doubling of strength, etc. Effects will last 1-2 hours. Subject will burn off 10-20% of body mass and be totally exhausted. 20% chance of mild shock. Effects can vary with dosage and body mass.  
 Doseage: 2 ounces orally.  
 Antidote(s): None.  
 Ingredients: 8 parts Arva plant; 16 parts water.  
 Preparation: Crush whole plant, mix with water and ferment for 16 days. Strain and distill.  
 Enhancement: Not required and generally avoided since overdose is usually fatal.  
 Yield: 1 part.

### BERILUM [0] Common

Description: Disinfectant/Anesthetic  
 Appearance: Light brown, oily paste.  
 Effects/Usage: Acts as a disinfectant and (variable) anes- thetic. In reasonably mild cases, the anesthetic effect normal- ly lasts about 4 hours.

Berilum has no effect on the healing process, but does reduce the chance of infection by 20%.

Slight residual numbness, and lethargy, for 6-10 hours, are common aftereffects. Doseage: Spread lightly over open sores, wounds, etc.

Ingredients: 5 parts Herbal Berilik, 20 parts water.

Preparation: Crush leaves into a thick paste. Boil flowers in water and strain, to produce an oily clear liquid. Combine and seal; let stand ten days.

Enhancement: Not required

Yield: 2 parts

### DEVARIUM [15] Very Rare

Description: Pyrotechnic Explosive

Appearance: Black powder.

Effects/Usage: May be used as a pyrotechnic powder, or, if contained as an explosive.

Ingredients: 15 parts Saltpetre; 3 parts Charcoal and 2 parts Brimstone.

Preparation: Grind and mix (in that order - or else)

Enhancement: See note.

Yield: 20 parts.

Note: Devarium works properly only in magic weak environments such as some p-worlds of Terra. In proximity to strong enchantment, psionic effects or magical energy all it will do is fizz awhile and go out (and if contained it will not ignite at all). It will generally not ignite at all within about twenty leagues (four hexes) of a godstone or within a league of a Shek-Pvar Chantry or Sanctum. Alchemical Enhancement of 6.0 will enable the Devarium to overcome this limitation, and produce a substance that will generally work as well as it would on Terra. It should be noted that unenhanced Devarium (called gunpowder on Terra) will work in proximity to Terran godstones this has something to do with the overall background level of magic.

### DOSHENKANA [0] Common

Description: Poison.

Appearance: Fine dull-green bitter powder.

Effects/Usage: 3 hours after ingestion, subject will experience shortness of breath, blurred vision and nausea, leading (in 20-30 minutes) to convulsions, Shock; 70% fatal. Survivors have a 40% chance of permanent eye damage (reduce Eyesight by 2-4 points) and generally require at least 15 days of convalescence.

Doseage: 0.5 ounces orally.

Antidote(s): Induce vomiting within 30 mins. of consumption; or Application of Yulpris has a 75%

chance of success. Resistance may be acquired by intake of gradually larger doses.

Ingredients: 9 parts Doshenkana plant.

Preparation: Dry entire plant, including flowers, and grind to powder.

Enhancement: None required.

Yield: 1 part.

Note: This poison is proscribed in much of the civilized world. It is, nevertheless popular with assassins who wish to be far away when their work is discovered.

### ELEMETO [0] Uncommon

Description: Invisible Ink

Appearance: Light grey-green ink.

Effects/Usage: Used as ink. Dries to invisibility in about a minute, and is made visible by light brushing with salt water.

Doseage: n/a

Antidote(s): n/a

Ingredients: 1 part Metyssso (plant) bulb; one part water.

Preparation: Crush bulb to extract viscous dye and dilute with water.

Enhancement: none required.

Yield: 1 part ink.

Note: When salted to become visible, ink will fade again in about half an hour. The treatment may be repeated about a dozen times before the ink becomes permanently visible.

### FANOSEL [5] Common

Description: Narcotic

Appearance: Clear, salt-like crystals.

Effects/Usage: Within 5-15 minutes of ingestion, euphoria, powerful delusions of grandeur and reduced inhibitions lasting 2-6 hours. Aftereffects include depression and/or irritability. Fanosel is highly addictive and prolonged use results in personality disorders.

Doseage: 2 ounces orally mixed with 10 ounces of beverage.

Antidote(s): None.

Ingredients: 25 parts Fanosel berries

Preparation: Scrape skin from berries and discard interiors. Soak skins for three days in salt water. Boil off all but one part.

Enhancement: None Required.

Yield: 1 part.

Note: This potion is banned in Kaldor, Melderyn, Chybisa and Kanday.

## FLETHARANE [0] Uncommon

Description: Hallucinogen.

Appearance: Ropy plant fibre.

Effects/Usage: Within a few minutes,

lightheadedness leading to trance and brief bouts of heavy perspiration. Hallucinations occur while in trance state which generally lasts about an hour. Common aftereffects include lethargy and hunger. Overdose may cause memory loss.

Doseage: 0.3 ounces. Ignite and inhale smoke. The drug is usually taken by having masses tossed on a campfire this can be dangerous.

Antidote(s): None.

Ingredients: 5 parts Large Fletharane leaves; 5+ parts dried Fletharane roots.

Preparation: Partially dry lower (larger) leaves over a fire made from dried Fletharane roots. Twist dried leaves into a rope and complete drying (slowly).

Enhancement: None required.

Yield: 1 part.

Note: An intermediate hallucinogen used by various tribal nations including the Bujoc of Harn. It is important to use only the larger, lower leaves as the smaller upper leaves are poisonous. The finished product has more than a hundred names, most of which translate as Happy smoke, or divine breath.

## GAETHIUS [5] Rare

Description: Poison

Appearance: White gum.

Effects/Usage: Within 10-30 seconds, causes paralysis of entire nervous system, leading to convulsions and death within another 10-60 seconds. Survivors are rare. Of the 10% that survive (roll against 1xEND), half die within 1d6 hours and about 40% suffer serious brain/other organ damage, partial or total paralysis and/or blindness. Only about 10% of the survivors suffer no permanent ill effects.

Doseage: Introduce trace into bloodstream.

Antidote(s): None.

Ingredients: 50 insect lures from about 6 Gaethipa blossoms; a gallon or so of water; 5 ounces of alcohol.

Preparation: Crush lures, mix with water and boil down to a sweet smelling paste. Dry to a solid cake then crush to powder and reduce to a gummy, whitish substance by boiling in alcohol. Strain.

Enhancement: None required.

Yield: 0.2 ounces per 50 lures.

Note: An effective and fast acting poison favoured by assassins in a hurry, and almost universally proscribed.

## HABSULUM [0] Common

Description: Brain Stimulant.

Appearance: Fine brown-black powder.

Effects/Usage: 2-24 minutes after placing under tongue, or within 10 seconds of inhaling, subject experiences an increase in synaptic activity, improved memory, etc. The effect is accompanied by slight nausea and lasts for 1-3 hours. Aftereffects include exhaustion, headaches and congestion of the lungs or nasal passages.

Doseage: A pinch (about 0.05 ounces) placed under the tongue, or inhaled sharply through the nose.

Antidote(s): A pint of strong alcoholic beverage ingested within five minutes will usually work, unless the drug has been inhaled.

Ingredients: 6 parts Habsulara root.

Preparation: Dry root over fire and grind to powder.

Enhancement: None required.

Yield: 1 part.

Note: This drug is sometimes used by those wishing to attune themselves to esoteric artifacts since it enhances Intelligence, Will and Aura (generally by 1d3 points). The drug is proscribed in Melderyn and Emelrene.

## HREYOCHOR [5] Uncommon

Description: Fertility Drug

Appearance: Golden fluid.

Effects/Usage: Increases female fertility by 50% for 8-12 days. In important side effect is that the chance of multiple birth is increased to 25%.

Doseage: 0.5 ounces, orally.

Antidote(s): None.

Ingredients: 48 parts Hreyochor whole plant(s). 200 parts clean water.

Preparation: Crush entire plant in bud stage, mix with water, ferment for 2 months and distill.

Enhancement: None Required.

Yield: 1 part.

Note: The drug is well known to clerics of Peoni, but they are reluctant to use it until after prayers have failed, and sometimes even then.

## JOLDRAIVEN [0] Rare

Description: Equine Stimulant

Appearance: Dried Plant 15-25 inches high with red leaf tips.



Effects/Usage: Increases metabolic rate of horses for 2-5 hours with increases in speed endurance etc. Also kills most internal parasites. Aftereffects include exhaustion, and there is a 10% chance of heart or muscle damage to animal prolonged uses shortens animal lifespan. The drug makes humans nauseus and is generally vomitted up within a few minutes of ingestion this is followed by a severe headache.

Doseage: 1-3 whole plants in feed.

Antidote(s): none.

Ingredients: n/a

Preparation: Dry plant.

Enhancement: none required (dangerous).

Yield: n/a

Note: This drug is occasionally used by unscrupulous trainers to fix horse races. It has also seen limited use among the nomads of central Lythia.

### **KARGELE [5] Rare**

Description: Healing Drug.

Appearance: Seed paste wrapped in leaves.

Effects/Usage: Painkiller and soporific. Puts subject into a deep sleep for 20-50 hours. Speeds healing by 20%. Common aftereffects include voracious hunger and a temporary 5-15% weight loss.

Doseage: 0.5 ounces orally (chewed).

Antidote(s): none.

Ingredients: 1 part Kargele seeds; 1 part Kargele Leaves.

Preparation: Crush seed pods in mid autumn. Steam leaves in brandy (etc.) vapour and wrap around curshed seeds. Bake bundles for 1 hour and let stand for 20 days.

Enhancement: Not required.

Yield: 1 part Kargele cake

Note: Used extensively by the temples of Peoni and Larani, and by many military forces throughout Western Lythia.

### **LAVARYCTIA [0] Uncommon**

Description: Soporific.

Appearance: Acrid yellow liquid.

Effects/Usage: Soporific taking effect within 5-30 minutes. Patient sleeps for 7-12 hours. No other known effects, although massive overdose may cause coma or death.

Doseage: 0.5 ounces orally.

Antidote(s): none

Ingredients: 80 parts whole Lavaryctia Plant(s) whole.

Preparation: Crush plant(s) and ferment for 3 weeks, strain and distill.

Enhancement: None Required.

Yield: 1 part.

Note: Used extensively by members of the Society of Physicians.

### **MONOGIUM [0] Common**

Description: Stimulant.

Appearance: Small, clear crystals.

Effects/Usage: Keeps user awake, and somewhat hyperactive (this varies) for 20-40 hours. Often causes weight loss of 5-20% and exhaustion.

Prolonged use may cause personality disorders, paranoia, etc.

Doseage: 0.025 ounce (dissolved in 1 pint of water/etc.) orally.

Antidote(s): Most Soporifics will counter the effects, but there is a significant danger when Monogium is mixed with other substances.

Ingredients: 32 parts Olrui leaves; 32 parts water.

Preparation: Extract sap from leaves by crushing, diluting with water and straining. Concentrate by boiling.

Enhancement: none required.

Yield: 1 part.

Note: Used by students in the Guild of Arcane Lore.

### **OIL OF PERIGWAR [0] Rare**

Description: Aphrodisiac.

Appearance: Fine, fragrant violet oil.

Effects/Usage: On contacting skin, emits a pleasant musky odour which arouses members of the opposite, and sometimes the same, sex. Effect lasts 2-4 hours (or until subject bathes).

Doseage: Apply sparingly to skin

Antidote(s): n/a

Ingredients: 80 parts Perigwar blossoms; 10 parts Whale oil; 80 parts water.

Preparation: Crush flowers, dilute with water and distill. Mix with 10 parts whale oil.

Enhancement:

Yield: 11 parts.

Note: A fragrance commonly used by courtesans. Oil of Perigwar has a medium aphrodisiac effect and no side effects.

### **QUESSEL PASTE [0] Uncommon**

Description: Antibiotic.

Appearance: Dried yellow pollen.

Effects/Usage: Increases resistance to disease and slightly retards aging process. Use at onset of

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many diseases speeds recovery. One dose lasts 6-12 months.

Doseage: 1.0 ounces, orally. (0.5 ounces of pollen may be taken by itself).

Antidote(s): n/a

Ingredients: 1 part Quessel pollen; one part nut paste (optional).

Preparation: Dry the pollen. The Quessel is usually mixed with some kind of paste to prevent it from getting lost.

Enhancement: none required.

Yield: 2 parts paste.

Note: A very valuable antibiotic which even cures some social diseases.

## **RASAKILE [0] Uncommon**

Description: Contraceptive.

Appearance: Blue/green tea.

Effects/Usage: Daily ingestion by women reduces chance of pregnancy by 60%. Effect lasts as long as dosage continues. Extended use may cause permanent sterility.

Doseage: 0.1 ounce in 2 pints boiling water (taken as tea).

Antidote(s): n/a

Ingredients: 2 parts Rasakile flowers and leaves.

Preparation: Shred and dry flowers and leaves.

Enhancement: none required.

Yield: 1 part dried Rasakile tea.

Note: Rasakile has a pleasant and subtle odour and is used by perfumers.

## **STILTRASSA [0] Uncommon**

Description: Emetic/Diarrhetic

Appearance: Sweet, white viscous fluid.

Effects/Usage: A powerful and fast acting emetic and laxative. Will effectively empty digestive and excretory tracts within 10 minutes. May cause exhaustion and hunger. Overdose may cause ulcers, internal bleeding, or in extreme cases, severe internal bleeding and death.

Doseage: 1 ounce (usually taken in a pint of milk).

Antidote(s): n/a

Ingredients: 4 parts Stiltrassa root.

Preparation: Extract sap from root by crushing.

Enhancement: none required.

Yield: 1 part.

## **TANIUM [5] Uncommon**

Description: Aphrodisiac

Appearance: Thin, pale pink liquid.

Effects/Usage: 20-40 minutes after ingestion, subject's pupils will dilate and he will experience greatly increased sexual arousal and loss of sexual inhibitions. Effects last 2-5 hours.

Aftereffects: 5% chance of sterility; prolonged usage may cause heart damage. Most users tend to build up resistance, requiring ever-increasing doses to achieve the same effect(s).

Doseage: 0.1 to 0.2 ounces orally.

Antidote(s): None.

Ingredients: 10 parts Elprequir beans; 20 parts water.

Preparation: Roast and crush beans to a fine powder. Boil, strain and distill.

Enhancement: None required

Yield: 1 part

Note: Tanium is used in Halean temple rituals, where it is fed to initiates, or potential converts. It is named for the demigoddess Tania, princess of brief ecstasy. A less polite name for the substance is Tania's Juice.

## **TASPARTH [0] Common**

Description: Hallucinogen.

Appearance: Reddish-brown powder.

Effects/Usage: Vivid and frightening hallucinations, heavy pre-spiration and physical pain. Effects last 2-5 hours. Aftereffects include 5-10% weight loss, and exhaustion. Victims with poor constitutions or in a weakened state due to illness, may die. In some cases, permanent mental instability results. Overdoses may cause death or madness. Effects are maximized in enclosed spaces.

Doseage: Burn 0.1 ounces and inhale fumes.

Antidote(s): Removal of drug and ample fresh air may lessen the effects.

Ingredients: 4 parts Tasparth root.

Preparation: Dry and grind root.

Enhancement: none required.

Yield: 1 part powder.

Note: Used by various tribal nations as an ordeal drug.

## **TERANYA [0] Rare**

Description: Eye Cure.

Appearance: Blue green bitter liquid.

Effects/Usage: Will cure, with 40% effectiveness, blindness from disease, cataract(s), age, etc. Will not repair injury, and is usually ineffective on blindness from birth. Effect may be partial in cases where there is a lot to repair, repeated doses tend to be less effective. Used on healthy

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eyes, the liquid may increase ocular sensitivity, sometimes to painful levels.

Doseage: 0.05 ounce in each eye.

Antidote(s): Rinse eyes immediately with clean water.

Ingredients: 8 parts Teranya leaves.

Preparation: Crush and ferment leaves. Strain.

Enhancement: None required.

Yield: 1 part liquid.

## TIRAGEYTH [0] Common

Description: Narcotic.

Appearance: Dried/Gummy plant matter.

Effects/Usage: Within a few minutes, Euphoria lasting 5-30 minutes and leading to drowsiness. Overdoses may result in coma/death. Addictive. Prolonged use leads to brain damage.

Doseage: First time (about) 0.2 ounce (chewed). Prolonged use establishes immunity to effect and necessitates higher doseage.

Antidote(s): n/a

Ingredients: 2 parts Tirageyth plant.

Preparation: Shred and dry plant.

Enhancement: none required.

Yield: 1 part.

Note: This drug is proscribed in many regions because of its addictiveness. It is nevertheless sometimes used to combat insomnia (and of course for the euphoria).

## WYLORAFINA [0] Uncommon

Description: Stimulant/Poison.

Appearance: Sour red liquid.

Effects/Usage: Within 1 hour, causes heart fibrillation leading to failure and death in 50% of victims. Survivors may suffer permanent heart damage.

Doseage: 0.5 ounce taken in beverage.

Antidote(s): Stiltrassa.

Ingredients: 12 parts Wylorafina stalk; 12 parts water.

Preparation: Extract sap from stems by splitting and boiling in water. Distill.

Enhancement: None required.

Yield: 1 part.

Note: This drug is not widely used because, as a poison it is only 50% effective and only a few potential addicts enjoy the mild fibrillation effect caused by lighter doses.

## YULPRIS [0] Very Rare

Description: Universal Antidote.

Appearance: Greenish Crystals.

Effects/Usage: Greatly stimulates production of white corpuscles. This vastly increases chance of recovery from most diseases and several poisons. It also lessens any dependency on some addictive drugs. Some patients have reported having a feeling of increased energy.

Doseage: Dilute 1 ounce of crystals in 5 ounces of water and take orally.

Antidote(s): n/a

Ingredients: 24 parts Yulpris root.

Preparation: Grind root, ferment and concentrate by boiling in small quantities of water. Strain.

Enhancement: None required

Yield: 1 part crystals.

Note: Yulpris is a very rare and valuable plant, but it has never been successfully domesticated. On Harn, it is found only in boggy soil on SETHA Heath.

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