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Potion Creation in *Legend*

Based on *Arms of Legend*, *Arcania of Legend: Blood Magic*
and the *Renaissance SRD*
by Alex Greene

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Introduction

The book *Arms of Legend* missed out on the fine art of alchemical potion creation, and while the Enchantment section of *Arcania of Legend: Blood Magic* did somewhat close the gap, Legend has still missed out on some important rules concerning the creation of potions through alchemy.



Important Sourcebooks

The following sourcebooks provide the essential information needed for this article.

- *Legend Core Rulebook*
- *Arms of Legend*
- *Arcania of Legend: Blood Magic*
- *Renaissance SRD*

Basic Information

Alchemical potion creation involves use of the alchemist's Philosopher's Stone (see "Alchemy," *Arms of Legend*, p. 150) and the Lore (Alchemy) skill (p. 151). The process involves expending some of the stored Magic Points in the Philosopher's Stone to transmute base materials into what is called a substrate.

Substrate Preparation

The alchemist rolls Lore (Alchemy) to create the substrate (*Renaissance*, p. 104). The alchemist creates a number of measures of substrate equal to one tenth of his Lore (Alchemy skill): an alchemist with Lore (Alchemy) 76% could create 8 measures of substrate. This process takes one hour per measure, and each measure consumes one Magic Point from the alchemist's Philosopher's Stone.

Each measure weighs 2 ounces. The substrate is the same regardless of the spell cast into it: a crumbly, granulated powder that can be crushed into a fine dust in the fingers, equally soluble in watery liquids and oily materials.

Roll Results

Critical Success: Each Magic Point spent from the Philosopher's Stone yields two ounces of substrate at one higher level of Refinement – see below.

Success: Each Magic Point of Philosopher's Stone yields two ounces of substrate.

Failure: The materials are wasted.

Fumble: Something bad happens. Consult the Transmutation Backlash Table, *Arms of Legend*, p. 154.

Alternative Substrate Creation Methods

Western alchemy is not the only form of alchemy, and it is possible to come up with an alternative potion creation system independent of the need to include the creation of a Philosopher's Stone.

Here are a couple of alternative systems for potion creation.

Lore (Alchemy) as an Extended Task

Treat Lore (Alchemy) as a craft skill, using the system on p.43 of *Arms of Legend*. The base Purity is 1, and each Enhancement increases the Purity by +1; a critical success also adds +1 to Purity, yielding a maximum possible Purity of 5. The alchemist creates a maximum number of measures of substrate equal to one-tenth his percentage in Lore (Alchemy), each measure costing him 1 Magic Point (either his own, which he recovers normally, or obtained through the Tap sorcery spell or a Power Crystal – see *Arms of Legend*).

This can be used to abstract the process of alchemical creation without the trappings of Western alchemy, for instance an alternative system based on Eastern alchemy or a version of alchemy as imagined by your own setting which might not even resemble Western alchemy in the slightest.

Sorcery and Enchantment

Instead of using Lore (Alchemy), the Games Master could rule that substrate creation is a form of enchantment, using either the Enchant skill from *Arcania of Legend: Blood Magic* or the Sorcery Enchantment Ritual from *Arms of Legend*, either one creating a maximum number of measures equal to the Intensity. Other than requiring temporary Magic Points which are normally recovered, one Magic Point being sufficient to transmute base materials into a 2 oz measure, and yielding substrate with a Purity of 1 per 3 Intensity with a maximum of 5, substrate creation can be treated as if it were any other kind of enchantment.

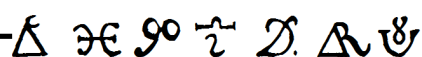
Alchemy and Concerts

To create substrates with the highest Purity, the alchemist might require a concert effort. The rules in *Arcania of Legend: Blood Magic* for concert casting apply here to concert efforts with Lore (Alchemy) to create quantities of viable substrate for spell imprinting. There is, however, a natural limitation to the amount of people who may participate: an alchemist may have a maximum number of assistants working for him (with access to the Concert skill) equal to one-third of his CHA.

Spell Imprinting

The alchemist, or an assisting spell caster, now imprints the spell into the substrate, charging it with the spell and treating one batch of substrate (one or more 2 oz measures) as a single target. Once imprinted, the substrate is known as a preparation, and this needs to be mixed with an appropriate medium for consumption.

Medium	Application	Product	Yield
Water, Milk, Weak Ale or Diluted Wine	Dissolved	Potion	1 dose (about a cupful)



Cosmetic Cream	Mixed	Salve	1 hit location
Lotion	Mixed	Unguent	1 hit location
Wax	Mixed	Candle	1 candle

Refinement

The Purity of the Philosopher's Stone used determines the refinement of the substrate – how small a dose contains one charge of the spell, and how many doses a measure contains. Critical success treats the Purity of the Philosopher's Stone as one grade higher (5 maximum): a Purity 2 Philosopher's Stone produces a Purity 3 substrate.

Purity	Dosage	Doses
1	1 jack = 2 ounces (oz)	1
2	1 semis = 1 oz	2
3	1 drachm (dr) (1/8 oz)	16
4	1 scruple (sc) (1/3 dr, 1/24 oz)	48
5	1 grain (1/20 sc, 1/60dr, 1/480 oz).	960

For the purpose of this article, 1 grain equals a single granule of the substrate.

Regardless of the Purity of the Stone, the process of creating the substrate still yields quantities of substrate measured in units weighing 2 oz; so a high-Purity Stone can yield *a lot* of doses of preparation.

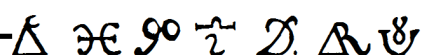
Quantities of raw, unimprinted substrate will last forever, as do measures of prepared preparation. Premixed potions, salves, creams, ointments, tinctures and unguents need to be kept in sealed containers or used on the spot, or they will lose their efficacy at a rate of 1 Intensity per week.

Dosages

Taken internally, a preparation must be dissolved in at least half a cup of liquid, and the whole dose consumed to be effective. Measuring out a dose takes 1d6 CA; consuming it takes 1 CA. Drinking half the dose now and the rest later just wastes the potion.

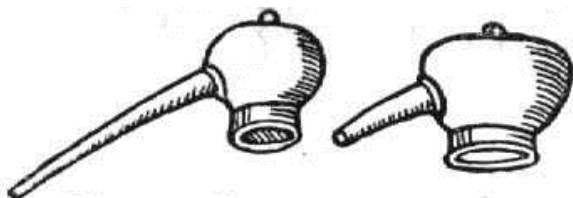
Boosters

Multiple quantities of the preparation can be premixed and drunk as one potion, taking 1d6 CA per dose. Either the Intensity of the potion is increased by half the original dose again for each additional dose, or some other factor is similarly increased. For instance, a double dose of Treat Wounds potion accelerates healing twice as rapidly, healing two Hit Points at the end of each round.



Mixers

Different preparations can be premixed to create a single potion combining all the properties of the individual component doses of preparation. Typically a Treat Wounds potion can be mixed with Immunity (see “Immunity” spell below) and Enhance CON potions at the same time to create an elixir that both heals wounds and fortifies the character against infection at the same time, for instance.



Overdosing

There are limits as to how much one character can consume at one time. At any time, a character may consume a maximum number of

potions in a single day equal to one third of his CON. Any more than that requires a Resilience roll at a cumulative penalty of -10% per dose above the limit or suffer from a poison of Intensity equal to the excess (which cannot be magically cured or treated), and a number of Conditions equal to the excess, taken from the Overdose Table below, the effects lasting 1d6 hours:-

Overdose Table

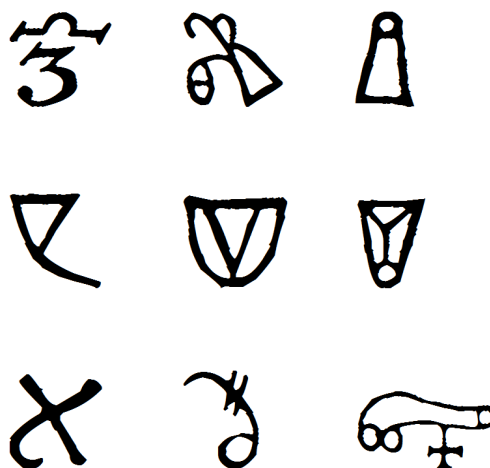
Excess	Condition	Result
1	Nausea	Strenuous actions require a Resilience roll to avoid being physically sick.
2	Agony	Incapacitated with pain.
3	Fever	Aching muscles, temperature fluctuations. All skills halved, plus the effects of Nausea above.
4	Vertigo	Unable to maintain balance. All skills halved.
5	Exhaustion	Character gains one level of Fatigue.
6	Paralysis	One random hit location is paralysed. If the head or chest, the character is unable to move or act.
7	Hallucination	Character suffers visions and hallucinations, and is unable to separate the real world from the visions and sensations.
8	Sapping	Victim loses a number of Magic Points equal to the total doses consumed.
9	Weakness	STR, CON and DEX reduced to species minimum.
10+	Unconscious	Loss of consciousness. On recovery, suffers Nausea, Exhaustion and Sapping.

Carried In The Air: Incenses, Candles and Perfumes

A Delicate Fragrance

Some preparations are not consumed directly by a patient, but are mixed with other substances to be burned or sprayed in the air.

Candles, incenses and perfumes can carry a spell effect, which can affect anyone who breathes in the fumes arising from the preparation. A large enough quantity of the preparation can spray enough of the spell effect to affect everyone in a large chamber, such as the interior of a temple.



A Powerful Effect

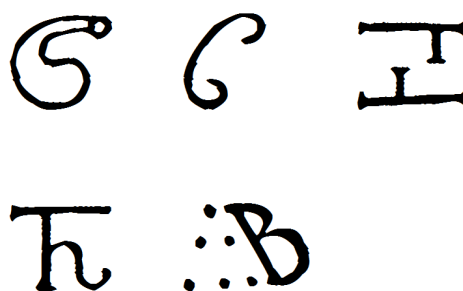
While potions and other preparations are useful for conveying healing spell effects, candles, incense and perfumes typically act as media for less beneficial spells, such as Dominate, Enslave (see p. 53, *Arcania of Legend: Blood Magic*), a specific Phantom Sense illusion and Hinder or even Smother.

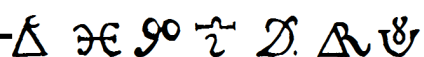
Such effects are resisted by Resilience, regardless of whether they are normally resisted by Resilience, Persistence or Evade (since they require that they be physically inhaled), and bypass armour – even magical armour.

Sometimes, however, the spell is beneficial in some way, usually granting insights or imparting visions such as Intuition, Mystic Vision, Project (Sense), Telepathy or Sense.

A perfume may be applied to a single Hit Location, affecting the wearer in some way usually relating to social skills – perfumes laced with Enhance CHA or Common Magic spells such as Entertainer's Smile, for example – or they may be sprayed into the air, where a single dose of the perfume affects everyone within a radius of 5 metres with a spell such as Dominate or Enslave, or Smother.

With effects carried in incense and candles, the area of effect of the spell is typically a 5 metre radius + 1 metre radius per Magnitude (for Common Magic) or Intensity (sorcery) and the Duration is typically for as long as the candle or incense is kept burning.





The Apothecary's Kitbag: Sample Preparations

Terminology

Products: *Substrate* - The crumbly, grainy powder that acts as the flux for a spell. *Measure* - a 2 oz quantity of substrate. *Preparation* - a substrate imprinted with a spell. *Potion* - a preparation dissolved into a potable liquid. *Ointment, Salve, Lotion, Unguent* - an oily paste applied over a Hit Location that affects that Hit Location.

Magnitude and Sorcery: In the Sorcery chapter of the *Legend Core Rulebook* (p. 190) Magnitude refers solely to the power of this spell to penetrate magical defences and to resist being dispelled. Magnitudes higher than 1 require Manipulation factors to be spent on the spell. Magnitude in Common Magic and Divine Magic reflects the relative strength of the spell and the scale of its effect.

Intensity: From *Arcania of Legend: Blood Magic*, Intensity measures the power and scale of the spell. It is not dependent on the Manipulation of the caster as the Magnitude is, but rather on the caster's Grimoire (sorcery) skill - Intensity is always one tenth of the Grimoire skill.

Sorcery spells typically affect a maximum of 3 characteristic points (such as SIZ or POW) or a maximum of 1 cubic metre per Intensity.

The following preparations derived from sorcery spells listed in *Legend*, particularly the *Legend Core Rulebook*. The default Intensity is 5 standard (able to affect maximum characteristic ratings of 15) and 4 Magnitude, with either a standard Duration of 2 Manipulation factors based on a POW of 16 (48 minutes), or a set 24 hours (which requires 5 Manipulation factors). One target, no Combine spells and a Range of Touch.

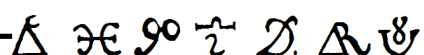
Basic Preparations (costs per measure)

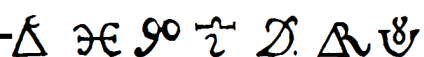
Treat Wounds Preparation (100 sp)

This potion can be applied internally, dividing its effect equally among all affected Hit Locations. Applied as a cream, the potion only benefits the hit location it is applied to.

Restoration Preparation (600 sp)

This potion can only be applied internally. It restores any form of permanent characteristic loss - up to 1 point per Intensity. Each point restored takes one minute to heal until either the characteristic has been healed and is back to normal, or the potion reaches the limit of its Intensity.





Only one characteristic can be restored at a time by a single dose of potion – if a character has lost both CON and POW, one dose of Restoration Potion would restore all points in one characteristic, chosen by the player at the time of consumption.

Regenerate Preparation (600 sp)

This potion can only be applied externally. It works to regenerate Serious and Major Wounds, and permit regrowth or the reattachment of severed limbs. Locations of up to 1 Hit Point per Intensity can be treated with this potion. It cannot bring back a person who is dead.

Abjure Fatigue Preparation (150 sp)

A potion which allows the caster to forego the effects of fatigue for its 24 hour duration. Affects up to 3 CON per Intensity.

Neutralise Magic Preparation (100 sp)

This potion neutralises magic that is affecting the drinker. It must be consumed internally, and it neutralises 1 Magnitude of the incoming spell per Intensity. If the Intensity is greater than the spell being neutralised, both spell and potion's effects vanish. Surplus Intensity of potion is lost, and does not carry over to other spells.

Immunity Preparation (100 sp)

Bolsters the immune system of the recipient for a set 24 hour period, providing immunity against poisons, infections, drugs and diseases. Can be applied either as a prophylactic before or just after exposure to poison or disease.

The preparation educes the Potency of a pathogen, whether poison or disease, by three times the Intensity. If the Potency is reduced to 0, the character is totally immune to it.

Unlike the spell, the immunity provided is not selective; beneficial medicines are rejected by this preparation as much as toxins and harmful drugs.

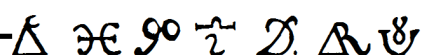
See the “Immunity” sorcery spell below.

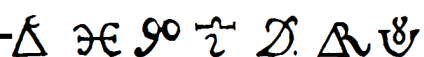
Infertility Preparation (15 sp)

This potion affects a maximum CON of three times the Intensity. It reduces the chances of conception, or of causing a woman to become pregnant if consumed by a man, by 20% per Intensity, should mating take place at any time during the 24 hour Duration. See “Fertility” and “Infertility” sorcery spells.

Fertility Preparation (175 sp)

This potion affects a maximum CON of three times the Intensity. It increases the





chances of conception, or of causing a woman to become pregnant if consumed by a man, by 20% per Intensity, should mating take place at any time during the 24 hour Duration. See “Fertility” and “Infertility” sorcery spells.

Gender Change Preparation (300 sp)

This potion affects a maximum CON of three times the Intensity. It changes the gender of the consumer to the opposite gender. Some Gender Change potions (10% chance) remove the characteristics of the consumer's gender altogether, leaving them an androgynous hermaphrodite. See “Gender Change” below. The Duration is 24 hours.

Other Preparations

The following aren't based on any particular sorcery spells, but are just part of any competent adventurer's potions kit.

Sleep Potion (25 sp)

A grainy powder that can be dissolved in wine, water or other potable fluids. Takes [1d6+Constitution] rounds to take effect, and the imbiber will sleep deeply for 1d6 hours, less 20 minutes per point of Constitution. During that time, surgery can be performed on the patient without waking him from sleep. Nothing can wake up the character, in fact, short of magic of some sort.

No Sleep Potion (95 sp)

One scruple-weight dose of this preparation in a cup of weak wine or water enables the imbiber to go without sleep for one week. After this period, he automatically falls unconscious for 1 day – 30 minutes per point of Constitution.

Clarity (100 sp)

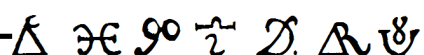
One scruple-weight dose of this preparation in a cup of weak wine or water protects the imbiber's mind from malign powers and mental influences. The imbiber's Persistence score to resist mental influences and attacks is increased by +10% per point of Intensity.

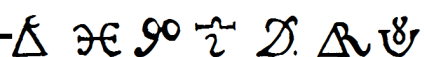
Allure Fragrance (300 sp)

A fragrance which enhances the wearer's CHA, a single dose of this spray gives the wearer Enhance CHA, Intensity 5, Magnitude 4, Duration 3 (duration 64 minutes).

Slumber Candles (50 sp per candle)

This six hour candle, when lit, effectively fills a maximum volume of 10 cubic metres with a numbing anaesthetic gas with Potency 5, carrying the Unconsciousness Condition. The Duration is the burning duration of the candle.





Love Potions

The staple of every apothecary, love potions (also called philtres) are typically sold in individual 2 oz measures, premixed, at an exorbitant cost – usually to young men eager to gain the affections of some hapless young woman, but sometimes to young women wanting to turn the heads of some man.

Allure Fragrance (see above) is one kind of love philtre, increasing the wearer's CHA; below are three other compounds, of varying degree of efficacy, aimed at creating the right conditions for love.

Seducer's Draught (200 sp)

A single 2 oz shot of vile-tasting liquid, when imbibed it grants the drinker a temporary +50% boost to Seduction skills for the next hour. Multiple doses have no effect.

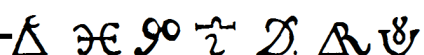
Notice-Me Scent (250 sp)

A fragrance based on petunia oil which makes the wearer more noticeable – to everybody with a sense of smell. For the two hours the scent lasts, the character is treated as if he had the highest CHA in the room: his Influence and Seduction skills increase by +50%. The bad news is, this scent also attracts the unwanted attention of troublemakers – consider the wearer's Influence to be effectively 10% with them.

Faerie Brew (100 sp)

A somewhat controversial concoction of exotic herbs including Valerian and poppy seeds, hemp extract and certain mushrooms, 1 oz of this intoxicating liquid mixed with a drink will knock out the imbiber who fails a Resilience check against a poison with a Potency of 5. The imbiber will remain unconscious for one hour, upon which he or she will fall in love with the first person seen on waking up.

Curiously enough, despite it being very popular among people for whom “ethics” is just a word, the person the victim *actually* ends up seeing is very often someone else. Someone far more suitable as a partner for the victim. Almost as if Fate seems to take delight in conspiring to prevent users of this potion from profiting from its use ...



Blank Substrates and Preparations Price List

Item	Cost / Jack (sp)	ENC	Notes
2 ounce jack, empty	10	--	For filling with premixed potions
Atomiser	50	--	Holds one measure of perfume (20 doses)
Substrate, coarse grade (Purity 1, 2 oz per dose)	10	--	Blank substrate for filling with a spell
Substrate, semis grade (Purity 2, 1 oz per dose)	20	--	Blank substrate for filling with a spell
Substrate, medium grade (Purity 3, 1 dr per dose)	40	--	Blank substrate for filling with a spell
Substrate, fine grade (Purity 4, 1 sc per dose)	60	--	Blank substrate for filling with a spell
Substrate, high grade (Purity 5, 1 gr per dose)	80	--	Blank substrate for filling with a spell
Preparation, Sorcery spell, Intensity 5, Magnitude 4, Duration 2 (48 mins)	200	--	Blank substrate for filling with a spell
Preparation, Sorcery spell, Intensity 5, Magnitude 4, Duration 5 (24 hr)	400	--	Blank substrate for filling with a spell
Pot of Ointment	35 (one small pot, 4 oz)	--	Pot of creamy ointment, enough to cover 1 Hit location with 1 standard dose of preparation mixed in
Perfume, Imprinted	100	--	One measure yields 20 doses
Candles, Imprinted	50 per hour duration	--	As per description for candles in <i>Legend</i> and for Religious Candle in <i>Arms of Legend</i>
Incense, Imprinted	150	--	Burns for one hour in a thurible (<i>Arms of Legend</i>)

Equipment List

Item	Cost (sp)	ENC	Notes
Preparation measurement kit	40	--	Weighing scale, spatula, spare canteen of water, measuring cup
Kit bag	100	1	Contains space for a measurement kit and space for forty 2 ounce jacks

New Sorcery Spells

Substrate Creation Enchantment

Autonomous

Presented here as an alternative to using Lore (Alchemy) skill in the process of substrate creation – see above. This enchantment ritual uses Magic Points, which may be drawn from the caster's own Magic Points (and which are normally recovered) or from other sources such as Power Crystals or the Tap spell.

Each Magic Point creates a single 2 oz measure of substrate, in a process taking 1 hour per Magic Point spent. A maximum of one measure is created per point of Intensity. The maximum Refinement of the substrate is equal to one-third of the Intensity, maximum of Purity 5.

Fertility

Autonomous, Resist (Resilience)

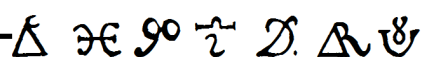
This spell affects a maximum CON of three times the Intensity. It increases the chance of conceiving a baby if the target is a woman, or causing a woman to get pregnant if the target is a man, by +10% per Intensity for the duration. Once the woman conceives, this spell ends.

Gender Change

Autonomous, Resist (Resilience)

A form of Shapechange spell, this spell specifically alters the character's gender. The spell affects a maximum SIZ of three times the Intensity.

The recipient's characteristics do not alter. Only the gender alters, either to the opposite



sex or to an androgynous, genderless form neither male nor female. Since this spell does not alter the target's sexual orientation and preferences, this could cause social problems for the target.

If a male adopts a female body and becomes pregnant, this spell persists after its duration has expired, long enough for the character to come to term and deliver the baby. This might raise some questions after the delivery.

Immunity

Autonomous

This spell bolsters the immune system of the recipient, providing immunity against poisons, infections, drugs and diseases. Can be applied either as a prophylactic before or just after exposure to poison or disease.

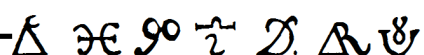
The spell reduces the Potency of any pathogen, whether poison or disease, by three times the Intensity. If the Potency is reduced to 0, the character is totally immune to it.

Immunity is also selective. The recipient may allow certain drugs to affect him, such as beneficial medicines, herbs and alcohol, for instance; the recipient could enjoy all of the pleasures of drunkenness and none of the side effects such as belligerence, liver atrophy and hangovers. At any time, if needed, he can spend a single Combat Action to clear his head of all traces of alcohol or other recreational substances; for the purpose of this spell, non-magical recreational drugs such as alcohol have a base Potency of 1.

Infertility

Autonomous, Resist (Resilience)

This spell affects a maximum CON of three times the Intensity. It decreases the chance of conceiving a baby if the target is a woman, or or causing a woman to get pregnant if the target is a man, by -10% per Intensity for the duration of the spell.



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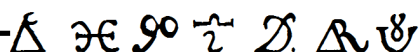
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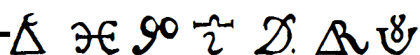
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