

THE KIASYD COOKBOOK

AN OWBN GUIDE TO KIASYD ALCHEMY - 2022



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NOTIFY/APPROVAL/DISALLOW

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1. Kiasyd Alchemy Recipes shall be purchased as Rituals at the cost of 2/4/6 for Basic/Intermediate/Advanced.

KIASYD ALCHEMY

"The secrets of alchemy exist to transform mortals from a state of suffering and ignorance to a state of enlightenment and bliss."

~ Deepak Chopra

"Your luck works against you," a voice from the shadows cooed. "Not many retain consciousness during this process." Pale blue fingers drifted from the shadows, reaching for the ghostly white skin of the victim chained to the ceiling of the abandoned basement. The fingers ran down a wound along one arm, a clean cut made with medical precision along the basilic vein. "It is your luck, you see, that I want... such a delightfully rare ingredient for my alchemical concoction." a light groan came from the still semi-conscious body.

"Shh, shh... I'm feeling generous. It seems your luck continues even in your final moments." with a single, clean motion, a new wound appeared along the victims neck. Just as precise as the cut made before, only this time along the carotid arteries. It took only moments for the last of the precious crimson to flow from the wounds into a cauldron beneath the suspended corpse. "It will serve me better."

KIASYD ALCHEMY RULES

1. This packet contains a list of example recipes, and characters may learn recipes from this list with no further approval. Custom Potions are Lasombra Coordinator Approval.
2. To make a Kiasyd Alchemy Potion you must purchase the Recipe with experience points at a rate of 2xp for a basic, 4xp for an intermediate, and 6xp for advanced.
3. A Character may never be under the effects of more than one Kiasyd Alchemy potion at a time.
4. The ability Kiasyd Alchemy is needed to make these potions. Levels 1&2 of this ability allow you to learn basic potions. Levels 3 & 4 of this ability allow you to learn intermediate potions. Level 5 of this ability allows you to learn advanced potions.
5. PCs may not learn or create Kiasyd Alchemy Recipes or Potions beyond Advanced. NPCs may possess higher levels, but each unique and approval of the Lasombra Coordinator.
6. Only Kiasyd and Maeghar may innately learn and teach the Ability: Kiasyd Alchemy. Any others require a teacher to learn but may not teach the Ability: Kiasyd Alchemy.
7. Only Vampires may benefit from the effects of Kiasyd Alchemy Potions.

MECHANICS

Learning Recipes:

Learning a Recipe requires a Mental Challenge.

- Difficulty = 12 for Basic, 17 for Intermediate, and 22 for Advanced.

Creating Custom Recipes takes a number of Months equal to 1 + the Level of the Recipe, and requires a Mental Challenge each Month. A number of successful Mental Challenges equal to the Level of the Recipe are required to successfully create the Recipe.

- Difficulty = 15 for Basic, 20 for Intermediate, and 25 for Advanced.
- Each Failure adds an extra month and increases the difficulty of further challenges by 1.
- If more Failures are gained than the Success needed, creation of the recipe fails and the time is wasted.
- Custom Recipes must either be learned from the character that created it or another character who can accurately trace the instruction to the original creator, or reverse engineered.

Identifying Potions:

To Identify a Potion as the product of Kiasyd Alchemy requires Kiasyd Lore 3 if the character does not possess the Ability: Kiasyd Alchemy.

To Identify the specific effects of a Potion requires the Ability: Kiasyd Alchemy and a Mental Challenge.

- If the Recipe is known, Difficulty = 10 + the Level of the Potion.
- If the Recipe is not known, Difficulty = 10 + Twice the Level of the Potion.
- Failed Potions and Expired Potions may not be Identified.
- Success determines the Mechanical Effects and Ingredients of the Potion.
- Failure gives false information, which is determined by a Storyteller. A failed identification may not be attempted again until after a Failed Potion has been created by the recipe and a Success or Tie on a Simple Challenge.

Reverse Engineering Recipes:

This process of learning how to create a potion from an existing potion takes 30 Days, and the Potion must not Expire during this time. If the Potion will Expire in less than 30 Days, it may not be Reverse Engineered.

The Potion must first be successfully Identified. A Potion which was unsuccessfully identified will result in an automatic Failed Potion when attempting to make it.

Once Identified, Mental Challenges will be thrown until a number of successes equal to twice the level of the potion are achieved.

- Difficulty = 15 + Twice the Level of the Potion.
- If the level of the Ability: Kiasyd Alchemy is one lower than the level of the Potion, the number of successes needed doubles.
- If the level of the Ability: Kiasyd Alchemy is two or more lower than the level of the Potion, the Challenges are thrown as losing on ties and a Forced Retest is suffered on the first success of each Challenge.
- Each Failure adds an extra day and increases the difficulty of further challenges by 1.
- If more Failures are gained than the Success needed, or if the Potion Expires before enough Successes are achieved, creation of the Recipe fails and the Potion is wasted.
- If Successful and the level of the Ability: Kiasyd Alchemy is sufficient to learn the Recipe, then the Recipe for the Potion may be learned.

Creating Potions:

Creating a Potion takes a number of hours equal to the level of the Potion and requires a Mental Challenge.

- Difficulty = 10 for Basic, 15 for Intermediate, and 20 for Advanced.
- Success creates one Potion.
- Failure creates a nauseating Failed Potion and renders all ingredients lost.

In addition to the Blood required for the potion, which must be fresh or have been properly preserved, Recipes may require other unique ingredients, rare Lores or knowledge, or other special circumstances.

Potions only last 42 days from the date of creation. All Item Cards for Potions must have the dates of both creation and expiration on them to be valid. Expired Potions will be visually congealed, and will have no effect.

Consuming Potions:

Attempting to consume an Expired Potion or a Failed Potion causes the drinker to make a Simple Challenge:

- On a Win they are able to spit it out.
- On a Tie they spend their Normal Action vomiting the contents of the potion.
- On a Loss they spend a Full Round vomiting up the contents of the potion and lose a Trait of Blood.

Consuming a Potion while affected by a different Potion will replace the existing Effect. This is the only way to end the Effect of a Potion early.

Consuming another Potion of the same type will double the duration, but will also double all negative effects of the Drawback for the new duration.

Vampires remain affected by the Drawbacks of all Potions for their full duration even if the Effect is replaced.

Potions do not provide a Trait of Blood, as the Blood is immediately used to create the effect.

Potions have no effect on a Vampire who is outside their body, including Subsume, Possession, Astral Projection, Soul Steal, etc..

Note: In Chronicles which add Abilities to Traits, the Difficulty of all Kiasyd Alchemy Challenges should be increased by 5.

RECIPES

Potion of Focus

Blood: Numina Human

Effect: Gain 1 free retest that may be called any time in the night on any challenge. If this retest is not used by the end of the night it is lost.

Drawback: You are down one Trait on all Mental Challenges for the remainder of the night.

Kiasyd Alchemy Level: 1

Potion of Vitae

Blood: Vampire Clan

Additional Requirements: Lore: Kindred/Cainite 3+

Effect: Gain 3 Bonus Traits on all challenges with one in-clan discipline of the clan Blood used for the remainder of the night.

Drawback: Gain the clan weakness of the Blood used for the remainder of the night.

Kiasyd Alchemy Level: 1

Potion of Balance

Blood: Mummy

Additional Requirements: Lore: Mummy 3+

Effect: Gain a Free retest on all Frenzy challenges for the remainder of the night.

Drawback: Drawback: You are considered down 1 Trait on all Conscience/Conviction Challenges for the remainder of the night.

Kiasyd Alchemy Level: 2

Potion of Conviction

Blood: Imbued

Additional Requirements: Ability: Imbued Hunter Exposure 3+

Effect: Gain a Free retest on all Conscience/Conviction Challenges for the remainder of the night.

Drawback: Gain the Temporary Derangement: Schizophrenia (Voices of Guidance) which lasts for the remainder of the night. If you fail a Conscience/Conviction Challenge, the Derangement becomes permanent.

Kiasyd Alchemy Level: 2

Potion of Paradox

Blood: Mage

Additional Requirements: A Pawn of Tass

Effect: Gain 3 Mental Traits for a scene. Gain a free retest defending against all Magic for the remainder of the night.

Drawback: You suffer 1 level of Unsoakable Lethal damage every time you use Blood Magic in the presence of Non-Supernaturals.

Kiasyd Alchemy Level: 3

Potion of Rage

Blood: Werewolf

Additional Requirements: Lore: Garou 3+

Effect: Gain 3 Physical Traits for a scene. Gain 1 additional Physical action a round for a scene.

Drawback: You gain the flaws Lunacy and Permanent Fangs and are down two Traits on all Frenzy Challenges for the remainder of the night.

Kiasyd Alchemy Level: 3

Potion of Chi

Blood: Kuei-Jin

Effect: For the remainder of the night; whenever you frenzy you gain 4 Physical Traits and a free retest on all combat Challenges; This includes when riding the wave.

Drawback: For the remainder of the night you may be staked by metal.

Kiasyd Alchemy Level: 4

Potion of the Wyrn

Blood: Fomori

Effect: You gain 2 willpower Traits over your max for the remainder of the night. If they are not used by the next night they are lost.

Drawback: You are down 5 Traits in all Challenges made against Spirits for the remainder of the night.

Kiasyd Alchemy Level: 4

Potion of Demonhood

Blood: Laham

Additional Requirements: Ability: Demonology 3+

Effect: Upon consuming the potion, you transform into an unholy monster, gaining the following for the Scene:

- Claws, fangs and horns that grant +2 Traits to Physical Challenges, and Intimidation Challenges when using the weapon as intended and +1 damage with the natural weapons.
- Demonic Armor that adds +1 Healthy level to your health chart.
- +1 Brutal Physical Trait.

Drawback: You gain the Flaw: Infernal Aura for the Scene and the Flaw: Unholy Stain for the remainder of the night.

Kiasyd Alchemy Level: 5

Potion of Enchantment

Blood: Changeling

Additional Requirements: Cinnabar infused with Dross

Effect: Your blood is infused with the glamor of Changeling magic. For the remainder of the night, no outside source can manipulate your blood unless it too comes from a Changeling Art. Additionally, you are considered under the effects of Enchanted until the potion wears off.

Drawback: Chimerstry may not be disbelieved and affects them as if it was real. Vampires “killed” by Chimerstry are driven into torpor. This effect lasts the remainder of the night.

Kiasyd Alchemy Level: 5

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