



Alchemy

Alchemy is the medieval precursor of chemistry and came about from a desire to understand and control the natures of matter.

Alchemists base their studies on the principle that all substances are composed of the same materials, earth, fire, water, air, and Mercury. Mercury obtained through alchemy is not the familiar element mercury, referred to as quicksilver in these times, but is rather the distilled spiritual or magical force of an object.

The Mercury is extracted from a substance through various methods involving distillation, condensation, sublimation, calcination, solution, coagulation, fixation, or ceration, among others. The remains of the original substance are sometimes burned, especially in the case of herbal preparations. These ashes are then purified by continued incineration. The ashes will eventually change color, from black, to white, to red, a sign that the ashes have been completely purified - the color red is associated with gold, the most perfect of metals. This remainder is referred to as Salt, obviously different from sodium-chloride.

To create gold, the alchemist would theoretically recombine the purified essence of some other metal, say lead, with its Salt to create gold. This model of transmutation makes use of a hierarchy of metals and the notion that all substances have common components. Lead is merely imperfect gold, and by purifying the Mercury and Salt, gold can be created.

Herbs are also made into medicines through this method. The Mercury is recombined with Salt and mixed in water just before administering the medicine to the patient. It is hoped that the alchemical preparation will greatly enhance the efficacy of the natural healing powers of the herb through purgation of inessential elements.

Alchemical medicines are sometimes homeopathic in nature. Substances are administered to patients in minute doses that would produce effects similar to the symptoms of the disease if given in a higher dosage. For more information on this subject, the reader should see the section on medicine. Other medicines that produce opposite symptoms are also used, depending upon which theory one espouses.

Alchemy may become a mystical enterprise; some might claim that only the spiritually pure and enlightened alchemist will ever have success. Other forms of alchemy rely instead on more scientific practices, and the beginnings of modern chemistry are to be found in this field. Many alchemists occupy themselves with the search for the fabled philosopher's stone, the lapis philosophicus, or the Elixir. The lapis philosophicus, when applied to base metals, causes

transmutation, while the Elixir causes a similar transformation in the body, producing health and longevity.

Alchemy in Cinis

The following are rules which allow for the implementation of the above ideas into the game of Cinis.

Selection of Alchemical Formulae

Those characters with the Alchemy skill gain a certain number of formulae based upon their skill rank and the availability of a given recipe. Alchemists spend much of their time pursuing research and attempting to transmute metals, so alchemists often do not have very many usable

formulae.

The table below indexes the rank of a character's Alchemy skill with the number of Common, Uncommon, Rare, and Very Rare formulae that the character will start to game with. Additional formulae may always be collected by trading with other alchemists or exploring libraries, etc. Note that table should be altered by the GM if alchemy is more common or rare than assumed in the description in Cinis.

Table 78: Number of Alchemical Formulae Known

Rank	Common	Uncommon	Rare	Very Rare
1	1	0	0	0
2	2	1	0	0
3-4	3	1	0	0
5-7	4	2	1	0
8-10	4	3	2	1
11-14	5	4	3	1
15+	+1/2 / rank	+1/3 rank	+1/3 / rank	+1/4 / rank

Producing a Potion

The correct reagents are absolutely necessary to the production of an elixir or potion. Only the foolish alchemist will ever attempt substitutions. In this case, the suitability of the substitute should be determined by the GM, and the Alchemical Production roll modified as needed.

The price of reagents increases with rarity, if the reagents can be purchased at all. Often, the alchemist will have to travel to remote and dangerous areas to collect a supply of the materials needed for a potion. If reagents are available for purchase, see the table on goods and prices for rough estimates of costs. If the reagents can be purchased, the listed price is for an amount of material required to make one single potion.

The AD column on the Alchemical Formulae Table refers to the alchemical difficulty in creating an elixir.

The Alchemical Production roll is made like any other skill roll. See page 78 for more details. Use DX as the base ability, unless the GM decides in a case that IN is more appropriate. The unmodified difficulty of the formula is denoted by Alchemical Difficulty (AD) on various charts. Reduce the difficulty level due to skill ranks as usual.

The Column entitled "Danger" on the Alchemical Formulae table expresses the chance of a grievous mishap due to the handling of either toxic or explosive substances. If the Alchemical Production roll is failed, the chance of an accident doubles. This means that an alchemist may succeed in creating a potion but may still have an accident.

The effects of accidents include: unconsciousness,

burns, explosions, fires, and poisoning. The specific effect should be determined by the GM, and should be relevant to the formula and reagents being used. Thus, an explosion is much more likely to occur in the pursuit of a gunpowder recipe than of a Death I poison formula.

The amount of time required to produce a potion is left to the GM, although the following guidelines may help. First, much of the time spent creating a potion is time used to prepare the reagents. Some materials must be pounded, mixed, etc., before they can be used. We recommend that each portion of reagents required for a single potion to be prepared require about 3 hours, remembering that a single potion may require several different reagents. Overall, a potion can probably be made from unprocessed materials in the space of 2-3 days.

If an alchemist wishes to make more than one potion (of the same type) at a time, he must begin by preparing all of the necessary reagents. After this has been accomplished, the potions may be created using one alchemy roll. As the number of potions increases, so too the difficulty increases. We recommend that for each increase in the number of potions created by a multiple of 2 (2, 4, 8, etc.), the fully modified skill difficulty be increased by one level. These are only guidelines, and we recommend that the GM act accordingly.

The Transmutation of Metals

In reality, of course, transmutation is not possible without an elaborate understanding of nuclear physics unavailable to ancient alchemists.

The theory behind the transmutation of metals is covered in the Alchemy Historical Background section.



Due to the existence of magic, it is not inconceivable that some alchemists may have methods to actually transmute metals. Guidelines are provided for those who wish to include transmutation in their games; the GM may just as reasonably rule to outlaw transmutation. In any case, the secrets of nature are difficult to unearth, and transmutation is not a common occurrence even among the most skilled alchemists.

Transmutation is Cinis is treated as an alchemical formula like all others. The Transmutation Table found on following pages lists the statistics for some transmutation formulae and the distance that such a procedure allows the performer to move on the hierarchy of metals. The number in the “Move” column indicates the number of steps, up or down, that may be moved within the hierarchy of metals. Thus, if Jurgal has

Transmutation I, he can only change metals one step. To make gold requires silver. The Hierarchy of Metals table may be located below.

Table 79: Hierarchy of Metals

Metals in Order
Gold
Silver
Quicksilver
Copper
Iron
Tin
Lead

Table 80: Transmutation

Name	Mv	AD	Danger	FR
Transmutation I	1	Very Difficult	2%	Rare
Transmutation II	1	Difficult	2%	Very Rare
Transmutation III	2	Very Difficult	3%	Very Rare
Transmutation IV	4	Very Difficult	4%	Very Rare
Transmutation V	6	Very Difficult	8%	Very Rare

Table Explanations

RR

Reagent Rarity. Rare and Very Rare reagents may be unavailable for purchase, although Common and Uncommon reagents should normally be available. The cost of all reagents is fairly high, with rarity affecting price.

AD

Alchemical Difficulty. This value reflects the difficulty of passing an Alchemical Production roll. These values may be shifted depending upon skill, as per normal skill rules.

Danger

This represents the chance of an unpleasant accident in the laboratory while creating the potion. See the above section on Alchemy Rules for more details.

FR

Formula Rarity. Roughly a measure of how many people possess the formula, rarity also relates to the number of initial formulae that alchemists begin with in Cinis. See the Alchemy Rules for more details.

Mv

The number of steps that may be moved on the Hierarchy of Metals.

Formulae Descriptions

Black Powder

Black powder is essentially gunpowder with perhaps a few impurities due to the crude methods employed in alchemical creation. Black powder is useful for guns, bombs, and fireworks.

Dexterity

Potions of dexterity increase the DX statistic of the imbiber for 1D4 hours. DX is increased +10. After the effects of this potion disappear, the user will feel tired and cranky.

Euphoria

This potion is used to cure depression, melancholy, drunkenness, and a host of other problems. Producing a pleasant feeling of warmth and happiness, elixirs of euphoria make the drinker more amiable and agreeable.

Flash of Light

This mixture consists of a specially prepared vial or flask with several chambers. When the container is broken, a flash of brilliant white light occurs as the reagents come into contact with one another. All those who look directly at the light will be blinded for fifteen seconds, or one combat round, resulting in an Attack and Defense Class penalty of -6. Those who look generally at the flash will experience distracting white spots on the eyes for thirty seconds, but not blindness. If used in a

very dark location, persons looking at or near the flash will require thirty minutes to completely readjust to the darkness again, making this creation very useful occasionally.

Greek Fire

All of the Greek Fire recipes produce Greek fire, an oily substance that is highly inflammable. Vials of Greek fire can be thrown at targets and then ignited to great effect, or the oil may be used to coat a weapon, or even pumped out of a device and used like a flame-thrower. The formulae are different only in their difficulty, danger factor, and reagents.

Love Potion

One of the potions in the highest demand, love potions are the most frequently-sold alchemical creation. Love potion I results in a potion that makes the imbiber dizzy and light-headed, and it is hoped therefore more prone to fall in love with the desired person. Love potion II is similar to the first formulae except that its effects also include euphoria. The rarest of the formulae, love potion III, has some actual magical effect on the drinker. The imbiber must pass a +10 CO based Resistance Roll to avoid falling in love with a person who gives great attention during the next two days.

Once upon a time, Prince Bearne, a fine man of high standing in the Holy Empire, was deeply affected with love. He was so in love that he had even ceased eating, and his father grew very nervous about his health.

The problem, you see, is that his love, a princess in Orcheron who has stayed with the Prince on a visit abroad from her pathetic country, would have none of the good Prince. She deemed him unworthy of her affections, although the Prince was indeed most charming and handsome.

The father of the Prince has the court magician prepare a most mighty elixir, a philter of love. This he mixed with a fine Holy Empire wine, which he sent to the Princess with a portrait of the Prince as a gift.

The Princess drank the wine, and soon felt the insidious and irrepressible effects of the potion. As a poor servant happened to enter her room when she was so afflicted, she immediately fell into the deepest love with the fellow.

She married the poor man the next day, and has been eternally faithful since then. She lived happily ever after, thanks to the potion, the spy was killed, and the Prince died of starvation shortly thereafter.

Hence, always be present when the potion is served, lest you lose in the end, for love is blind, and love caused by a potion even more so!

Lubricant

This oil serves as a generic lubricant. Due to its viscosity, the oil may be applied to ropes and other

unlikely surfaces at full effect. This mixture is most often used to reduce friction in machinery much like modern oils.

Med: Anesthetic

This rudimentary anesthetic may be applied to regions to reduce pain. Not tremendously effective, use of this substance will not allow surgery without immense agony. Alcohol and assistants are still necessary in these situations. The anesthetic can be used to reduce aches, however, and can also be used much like aspirin to alleviate headaches and other minor pains.

Med: Antiseptic

This creation serves as an archaic sterilization fluid. This fluid can be used on both the patient and the physician to prevent infection from surgery and open wounds. The GM should halve the chance of infection, and also halve the chance of fatal infections if this substance is carefully applied to the regions in question.

Med: Birth Control

This basic potion can be used either to prevent pregnancy or to cause a new pregnancy within three months of conception to miscarry. As a means of birth control, the potion should be consumed before intercourse by either the male or female; the imbiber does not need to be one or the other. Obviously, the woman must drink the potion to miscarry.

If used to cause a miscarriage, the elixir works 50% of the time. In any case, the woman has a 5% chance of becoming deathly ill due to the potion, and may die if unattended.

Med: Cure Disease, Easy

This alchemical medicine is used by a patient to treat a mild disease, such as a cough or minor allergies. The preparation has about a 50% success rate within two days, but it is unclear if perhaps the patient would have recovered without any aid. Essentially, this formula serves to placate patients who feel they need medicine.

Med: Cure Disease, Medium

These medicines are extremely varied in both production on reagents, so the statistics on the Alchemical Formulae chart may be modified by the GM in certain cases. Each recipe is used to treat a single ailment or perhaps a closely related set of illnesses. Suitable diseases or problems include severe colds with fevers, minor infections, etc. These remedies seem to be slightly magical in nature, and improve a patient's recovery rates by 33% (a disease that would normally run its course in 9 days will end in only 6 days).

Med: Cure Disease, Hard

This last group of medicines represents cures to various dangerous and life-threatening diseases. Diseases



including the bubonic plague, influenza, malaria, typhus, and diphtheria can be treated with such medicines. The treatments are not guaranteed to work but will provide some relief; halve the chance of fatality from such illnesses. Recovery time is not greatly enhanced by use of these alchemical medications.

Med: Cure Poison, as poison

There are as many cures to poisons as there are poisons themselves. For the sake of ease and playability, in Cinis treat the antidotes to poisons as being as difficult to create as the poisons themselves. Admittedly this is not very realistic. A GM is welcome to create specific remedies to specific poisons.

Med: Longevity

Also referred to as the Elixir, potions of longevity are one of the pinnacles of alchemical success. Aging is slowed to the rate of one month apparent age per year. Potions must be consumed one per month or the normal aging process will resume. In large doses, potions of longevity are thought to produce health and vitality along with reduced aging. This formulae is incredibly rare and guarded by alchemists; only the initiated and

worthy deserve such a powerful recipe.

Melancholy

This elixir has two uses. It can either be used to calm an extremely agitated person or induce sleep in a more regular person. Sleep may be avoided if the drinker passes a CO based Resistance Roll with a modifier of +15.

Oil of Vitriol

Oil of vitriol, known in the modern day as acid, may be used for a variety of purposes. Safely contained in glass vials, oil of vitriol may be used to eat through metals, to burn opponents, etc. Oil of Vitriol I and II have the same effectiveness. Oil of vitriol III, however, is highly caustic and can even destroy steel if given enough time. If oil of vitriol comes in contact with skin, it will severely burn the unlucky party unless the oil is carefully washed away with water immediately. Acid burns leave horrendous scars and can remove physical features. Due to the small quantities produced, the effects of acid are usually not fatal. The effects of such acids in combat should be determined by the GM, based upon skin coverings and hit location.

Table 81: Alchemical Formulae

Name	RR	AD	Danger	FR
Black Powder	Common	Easy	1%	Very Rare
Dexterity	Rare	Moderate	0%	Rare
Euphoria	Common	Easy	0%	Uncommon
Flash of Light	Rare	Hard	2%	Rare
Greek Fire I	Rare	Moderate	3%	Common
Greek Fire II	Very Rare	Easy	2%	Rare
Greek Fire III	Uncommon	Moderate	1%	Very Rare
Love Potion I	Rare	Easy	0%	Common
Love Potion II	Rare	Moderate	0%	Common
Love Potion III	Very Rare	Moderate	0%	Rare
Lubricant	Common	Moderate	0%	Uncommon
Med: Anesthetic	Uncommon	Moderate	0%	Uncommon
Med: Antiseptic	Common	Moderate	0%	Common
Med: Birth Control	Common	Difficult	0	Uncommon
Med: Cure Disease, Easy	Common	Easy	0%	Common
Med: Cure Disease, Hard	Very Rare	Difficult	0%	Very Rare
Med: Cure Disease, Medium	Uncommon	Moderate	0%	Rare
Med: Cure Poison, as poison	as poison	as poison	0%	Rare
Med: Longevity	Very Rare	Very Difficult	2%	Very Rare
Melancholy	Uncommon	Easy	0%	Uncommon
Oil of Vitriol I	Uncommon	Easy	4%	Common
Oil of Vitriol II	Uncommon	Moderate	2%	Uncommon
Oil of Vitriol III	Rare	Moderate	2%	Rare

Table 81: Alchemical Formulae

Name	RR	AD	Danger	FR
P: Blindness	Uncommon	Moderate	1%	Rare
P: Death I	Uncommon	Easy	3%	Common
P: Death II	Common	Moderate	2%	Common
P: Death III	Rare	Easy	2%	Uncommon
P: Death IV	Uncommon	Moderate	1%	Rare
P: Death V	Very Rare	Difficult	1%	Very Rare
P: Dehydration	Common	Easy	1%	Common
P: Incapacitation I	Uncommon	Easy	1%	Common
P: Incapacitation II	Uncommon	Easy	1%	Uncommon
P: Incapacitation III	Rare	Moderate	1%	Rare
P: Permanent Paralysis	Rare	Difficult	1%	Very Rare
P: Uncontrollable Vomiting	Common	Easy	1%	Common
P: Wasting I	Rare	Easy	1%	Rare
P: Wasting II	Rare	Moderate	1%	Rare
P: Wasting III	Very Rare	Moderate	1%	Very Rare
Smoke I	Uncommon	Easy	2%	Uncommon
Smoke II	Uncommon	Moderate	2%	Rare
Speed	Very Rare	Difficult	0%	Very Rare
Strength	Rare	Difficult	0%	Rare
Transmutation I - V	See the Transmutation section			

Poisons

The person who comes in contact with a poison by any means capable of producing poisoning (specially envenomed weapons, poisoned drinks, etc.) must make a Resistance Roll. The information necessary to perform this roll can be found in the Resistance Rolls and Special Attacks section of Cinis. Specific poison effects can also be found in this section, although obviously the names of the various poisons are linked to function.

If a GM feels that specific poisons such as hemlock and nightshade are more interesting, the GM is encouraged to create new formulae.

Here are some likely examples of specific poisons:

Table 82: Poisons

Hemlock	Death III
Nightshade	Death V
Cyanide	Death IV
Arsenic	Wasting II

Smoke

These alchemical formulae results in a beaker or glass vial filled with a powder that erupts into clouds of black smoke upon contact with the air. Usually thrown against the ground, these bombs cause no damage. Smoke I bombs fill approximately 1,000 cubic feet (a room 10 by 10 by 10) with smoke, while Smoke II bombs fill 8,000

cubic feet (a room 20 by 20 by 20).

Speed

Potions of Speed are last resort potions employed by some suicidal cults. The user's physical abilities are heightened for 15 minutes. After these 15 minutes, paralysis and then death ensue. The drinker can run twice as fast, gains +15 to her or his ST, RE, and PS abilities for the duration, and will not fail any Fatigue checks. Stun/Shock checks are still performed, but the imbiber gains a +5 to all such rolls.

Strength

The imbiber of this philter becomes immensely strong during the duration of the potion. The drinker gains +10 to her or his strength for 2D12 minutes. When the magical effects have disappeared, the user will be left exhausted and sore.

Transmutation

See the section entitled The Transmutation of Metals for details on the art of converting metals.