

# Alchemy Recipes

The following entries represent those recipes that are readily known by the Alchemists of Torakand.

## Binder Trade Goods

**Rank:** Apprentice Alchemist    **Materials:** Any 2 Binder Components of the same Rarity  
**Type:** Creation    **Creates:** 1 Shipment of Binder Trade Goods  
**Time:** 10 minutes    **Expiration:** None

This recipe refines Binder Components into Binder trade goods. The trade good retains the rarity of the Binder used. These items will always trade for a standard value with the Quartermaster. Delivering certain quantities of requested Trade Goods may be useful when completing Commerce Quests. The description of the Trade Good is up to the player crafting the item as long as it does not attempt to replicate, or masquerade, as another Item. Trade Good Items have no game mechanical benefits. If you are making trade goods simply to sell to the Quartermaster or to complete a commerce quest, then no card is required -- simply delivery the Component Used instead.

## Mineral Trade Goods

**Rank:** Apprentice Alchemist    **Materials:** Any 2 Mineral Components of the same Rarity  
**Type:** Creation    **Creates:** 1 Shipment of Mineral Trade Goods  
**Time:** 10 minutes    **Expiration:** None

This recipe refines Mineral Components into Mineral trade goods. The trade good retains the rarity of the Mineral used. These items will always trade for a standard value with the Quartermaster. Delivering certain quantities of requested Trade Goods may be useful when completing Commerce Quests. The description of the Trade Good is up to the player crafting the item as long as it does not attempt to replicate, or masquerade, as another Item. Trade Good Items have no game mechanical benefits. If you are making trade goods simply to sell to the Quartermaster or to complete a commerce quest, then no card is required -- simply delivery the Component Used instead.

# Base Transmutation

**Rank:** Apprentice Alchemy

**Materials:** 2 Components of the same Material, one Component of the target Material.

**Type:** Procedure                      **Creates:** 1 Transmuted Material

**Time:** 2 Minutes

This alchemical process allows you to take two units of any one material and convert it into a different base type for use in a recipe or ritual process. For example, you could convert a specific Herb to a Mineral, or a Fiber to a Metal, while keeping some of the first material's unique properties. The results or consequences of substituting a different type of material will vary from craft to craft.

Suggested Process:

1. For flammable materials, distill the material to ash. Otherwise, melt or boil the base materials down to an liquified essence.
2. Add the essence to a batch of cold water, the colder the better.
3. Heat the sample substance you intend to use as a transmutation framework, before quenching it in cold water.
4. Apply a condensing agent to the water, shake well, and remove the sample.
5. Base transmutation serves as the gateway to an entire world of experimentation and alchemical science.

However, it is hard to argue that infusing Sulfur into a flower is a bit of a waste of a flower.

— Grand Distiller Xhatai, 1405

Item Transmuted Material

Qty 1 Unit

Type Material

Effect Counts as one unit of [Original Material], as well as a unit of [Material Type]

Expiration N/A

Price Cheap

Rarity Common

# Binding Bag

**Rank:** Alchemy 1

**Materials:** Any 1 Binder, Any 1 Mineral

**Type:** Creation

**Creates:** 3 throwable Bags

**Time:** 2 minutes

This creates a series of goo-filled bags that may be thrown at a target. If the packet lands successfully on the target, they must call a Physical Save or suffer Slow. If you miss with the thrown packet, you must call a Physical Save or suffer Slow.

Suggested Process:

1. Flatten the binder to create a sheet you can layer repeatedly.
2. Sprinkle ground dust between the layers, and place a dollop of water in the center.
3. Quickly roll the layers up to create a bead. If the outer layer breaks, you will make a gigantic mess, so be quick but careful.

Binding Bags are really more of gelatinous pellet created by suspending the process of the whole thing coming loose between proper layers. Using them in the rain or in the hands of children are not recommended.

— Brewer Fieldmore, 1515

Item Binding Bag

Qty 3 packets

Type Consumable

Effect Throw with a packet to cause Slow – a missed throw causes Slow to you.

Expiration This Event

Price Cheap

Rarity Common

# Glowlight Oil

**Rank:** Alchemy 1

**Materials:** 1 Pitch, or 1 of any Binder and 1 of any Mineral

**Type:** Creation

**Creates:** 2 Doses

**Time:** 2 Minutes

This recipe creates a special oil that glows faintly in the dark. When applied to an object it begins to glow with the same light. The light lasts a significant time but is dim and tends to come in a variety of strange colors depending on the source material and stray particles in the mix. The glowing light lasts until it is vigorously wiped off or the luminescence fades fully over time.

OOG: This allows you to attach two thin or one thick glowstick or other similar lighting to an object or prop. The effect lasts until you take the time to remove it or until the glowstick itself fades.)

Suggested Process:

1. Soften the material to a paste.
2. Gather the material into a set of small portions, no more than two coins wide.
3. Apply a suspended catalyst to the material. You may use a dropper or attempt this by hand. If the latter method is used, a bit of dry dirt or stone in the mix is recommended to disperse any excess.
4. Bottle the mixture quickly before the catalyst ceases being suspended.

The potency of Glowlight Oil is far less than a torch or lantern, difficult as best to read by. There are many situations in which this is an asset, not a detriment. In high winds, or when you don't want to be seen, for example.

— Alchemitrix Mornay, 1530

Item Glowlight Oil

Qty 2 doses

Type Consumable

Effect May apply 2 thin or 1 thick glowstick to an item, lasts until it goes out.

Expiration Current Event

Price Cheap

Rarity Common

# Iron Rope

**Rank:** Alchemy 1

**Materials:** 1 Binder, Herb

**Type:** Creation

**Creates:** 1 Dose

**Time:** 2 Minutes

This recipe creates a thick paste that can be applied to rope or string. The treated section of the rope becomes as hard as iron. Although the original recipe was created by an alchemist who needed a quickly improvised support for a distilling experiment, the recipe has been extensively used by trappers and thieves. The effect lasts for 15 minutes reliably, after which the rope softens and collapses sometimes in the next few minutes.

Suggested Process:

1. Carefully warm the binder; add the herbs & mix
2. Rapidly quench the mixture using any chilled Mineral as a catalyst
3. Bottle in an airtight container; the paste will set when exposed to air.

Carrying around a grappling hook in a city makes it pretty obvious that you're going to try to get somewhere you shouldn't. Carrying a rope and a bottle is much easier to explain.

— Cyrl the Acquisitions specialist at his trial

Item Iron Rope

Qty 1 dose

Type Consumable

Effect Reinforce a rope with a strong wire

Expiration Scene

Price Average

Rarity Common

# Signal Flare

**Rank:** Alchemy 1

**Materials:** Flint or Any 2 Minerals

**Type:** Creation

**Creates:** One Signal Flare

**Time:** 2 minutes

This creates a colorful flare in the sky, allowing the user to send a short, simple message to a target in the same scene, as per the Send Message ability of the skill Semaphore, by donning a white headband and moving out of game to deliver the message. If the target receiving the message has the Semaphore skill, they may send a reply for free.

Suggested Process:

1. Powder and section the minerals into a booster and the actual payload, making sure the second section has a far finer ground than the first.
2. Carefully wrap the combination in a disposable tube– paper, wood, or reeds are all valid choices.
3. Attach a fuse to the base of the tube.

An army with enough Flares almost inevitably has a few left at the end for their victory celebration– because they will be the victors.

– Marshal Kanton, 1556

Item Signal Flare

Qty 1 Flare

Type Consumable

Effect Fire to don a white headband to pass a short message to an ally of your choice. [Off-Screen]

Expiration This Event

Price Cheap

Rarity Common

# Reload Bag

**Rank:** Alchemy 1

**Materials:** 1 Sulfur or Saltpeter, Any 1 Fiber

**Type:** Creation

**Creates:** 1 Bag

**Time:** 2 Minutes

Creates a bag that can be used to salvage ammunition. The bag is filled with gunpowder and wadding. Apprentice alchemists are given a Reload Bag and sent out to collect musket balls from the battlefield; the collected bag full of ammunition is returned to the musketeers who can withdraw bullet, powder and wadding ready for reload. This allows a player to, as an Off-Screen effect, don a White Headband and retrieve nerf darts and ammunition from the battlefield, and return them to PCs who may load them. Please do not grab NPC ammunition if possible.

Suggested Process:

1. Acquire a normal bag with tight seams
2. Fill the bag with component materials
3. Scavenge ammunitions into the bag
4. Turn the bag over to your friendly musketeer.

"Yes, technically "getting gutshot" does count as collecting ammunition, but I think you're going to find it difficult

to move the ammunition from your belly to the bag. Next time, use your hands.. . "

— Major Cyril the Stern

Item Reload Bag

Qty 1

Type Durable

Effect: Allows player to retrieve fired darts safely [Off-Screen]

Expiration : 6 months

Price Cheap

Rarity Common

# Darklight Oil

**Rank:** Alchemy 1

**Materials:** 1 Potash, 1 Tallow

**Type:** Creation

**Creates:** Fuel for one Device for one Event. **Time:** 2 Minutes

Creates oil that sheds darklight when burned in a lantern or similar device. Darklight sheds an intense dark purple light that causes certain chemicals and spiritual phenomena to glow brightly.

(OOG) The user may use a black light device for the duration of the event. Certain objects and creatures will be black light sensitive. Most nerf darts are black light sensitive, so one of the most common uses is to find "bullets" at night.

Suggested Process:

1. Mix potash into the tallow until it become a thick paste.
2. Mix a similar volume of distilled spirits into paste. Let sit under heat for 3 minutes.
3. Skim solids off top. Bottle the dark colored oil for later or immediate use.

Item: Darklight Oil

Qty 1

Type: Consumable

Effect: Allows player to use a blacklight lantern or device

Expiration : One Event

Price Cheap

Rarity Common

# Umbral Pigment

**Rank:** Alchemy 1

**Materials:** 1 Chalk, 1 Common Metal or any 2 Binders

**Type:** Creation

**Creates:** 1 Vial

**Time:** 6 Minutes

Creates a paint or ink that glows when exposed to darklight. Can be used to send secret messages or mark certain areas/objects to be noticeable to someone burning darklight oil. (OOG) Allows the user to use black light sensitive paint, ink, or pigment.

Suggested Process:

1. Grind chalk into a superfine powder in a mortar and pestle.
2. Use a file or grind stone to turn the metal sample into powdered shavings.
3. Combine the two into a powder and add water or a non-reactive oil for the desired paint or ink consistency.

Item: Darklight Oil

Qty 1 vial

Type: Consumable

Effect: Allows writing in UV sensitive ink or pigment on an object IG

Expiration : One Event

Price Cheap

Rarity Common

## Create Arcane Implement

Rank: Alchemy 2

Materials: 1 Common, 1 Uncommon, and 1 Rare,

Type: Creation

with at least one Binder and one Mineral

Creates: 1 Ritual Implement    Time: 10 minutes

*This item refines materials into a Implement for the performance of Forces rituals. When using this implement, Once Per Event, you may either gain a +2 on your Destiny Draw, or spend a point of Grit in place of any common or uncommon material in the ritual. This implement may serve as a Wand for rituals that require it. When creating this implement, it must have an element chosen from every element except Qi. Mark that on the item card- that is the damage type of attacks if the item should be empowered as a Wand. The element should fit the ingredients chosen or be the result of a 1 card Destiny Draw.*

Item: Arcane Implement (Enchanted Item)

Qty: 1

Type: Creation

Effect: A implement for Forces Rituals that can grant +2 on a Destiny Draw for a ritual or replace a common or uncommon material, once per Event. Can be Enchanted as a Wand

Expiration: Permanent

Price: Average

Rarity: Common

# Explosive Bombs

Rank: Alchemy 2

Materials: 1 Saltpeter, 1 Sulfur

Type: Creation

Creates: 5 Bombs

Time: 8 Minutes

Produces 5 small bombs. This recipe results in a set of explosives that may be primed and thrown. It takes 5 seconds to prime a bomb, after which it must be thrown in the next ten seconds. It deals 3 damage to whatever target it hits. To throw a bomb, use a spell packet instead.

## Suggested Process:

1. Start by grinding saltpeter into a fine powder.
2. Separately grind sulfur into a fine powder. Violently grinding these components together can potentially cause premature ignition and missing fingers.
3. Once each component is turned into a powder, gently combine together in whatever vessel will contain the explosive.
4. Seal the container and add a simple fuse that's been coated in the powdery residue.

An enterprising alchemist may attempt to modify the recipe by adding or altering ingredients. Results may (drastically) vary.

Item: Explosive Bombs

Qty: 5

Type: Creation

Effect: Throws a Bomb that deals 3 Damage

Expiration: This Event

Price: Average

Rarity: Common

# Repelling Charge

**Rank:** Alchemy 2

**Materials:** 1 Flint, 1 Clay, 1 Saltpeter

**Type:** Creation

**Creates:** 2 Charges

**Time:** 8 Minutes

This recipe creates a small explosive tube that generates a large concussive force. This may be activated by pointing it at a target within melee range and activating it. It causes an Auto-hit REPEL 7 PACES and TRIP on both the target and the user. Both of these may be Saved against as normal.

Suggested Process:

1. Take the clay and kneed it thoroughly.
2. Grind flint fragments into a sand-like consistency and kneed into the clay.
3. It is suggested you do this while wearing gloves, unless you enjoy flint shards embedded in your hands.
4. Add a small amount of flammable oil to this mixture and kneed until a consistent consistency is achieved.
5. Roll this wad of material into a cylinder.
6. Grind saltpeter into a powder.
7. Coat the still moist cylinder in the powdered saltpeter, caking it on like a crust.
8. Wrap the completed charge in thin leather or thick lard smeared paper.

Item: Repelling Charge

Qty: 2

Type: Creation

Effect: Inflicts Auto-hit Repel 7 and Trip on both the target and the user.

Expiration: This Event

Price: Average

Rarity: Common

# Elemental Incense

**Rank:** Alchemy 2

**Materials:** 2 Binders, 1 Herb: No more than 2 of these may be common, one item linked to the element(not consumed)

**Type:** Creation

**Creates:** 2 Sticks

**Time:** 10Minutes

Alchemy 2

This creates a burnable stick of incense that infuses the area with a hazy smoke aligned to a particular element. Spiritual beings associated with the opposition element will find the smoke repulsive and generally wish to leave as quickly as possible, whereas such beings aligned with the element will find themselves relaxed or drawn in. If you perform a Destiny Draw in an area clouded by one of these sticks, discard any cards containing the opposing element without effect and draw a replacement. Lasts for 10 Minutes. The smoke fills a 5 ft radius area before dissipating to the point where it no longer has an effect. The type of Incense created is defined when made and should be noted on the card.

- Suggested Process: Ensure herb is dried and ground into a powder. Add a drop of melted grease to this powder. Combine both binders together, form into a stick or cone, and char over an open flame. Roll or dip this formed shape into the herb/grease mixture. While drying, a ritualist must perform a blessing dedicated to the spirit in question and incorporate an item associated with the element into the ritual. The item is burned, spilled, or otherwise consumed during this blessing (the item is up to the alchemist and ritualist to agree on, and it RP based. It does not need to be a component card item).

Item: Elemental Incense (Type)

Qty: 2

Type: Creation

Effect: Creates 5ft Radius Cloud for 10 min that lures in/repulses certain spirits

Expiration: This Event

Price: Average

Rarity: Common

# Constituted Analysis Method

**Rank:** Alchemy 2

**Materials:** 2 Common and 1 uncommon out of Mineral, Binder, Metal, and Fiber, no two of which can be the same type.

**Type:** Procedure

**Time:** 8 Minutes

This procedure uses a series of vapors and alchemically active papers to do a complete analysis of an object without disassembling it. Once complete, the alchemist will know what the object is made of, including all components, how long ago it was made (if made by human hands), and any unique properties of the materials as well as their dangers or volatility.

Suggested Process:

1. Reduce any binders and minerals to a powder.
2. Stir in a warm plant-based oil until a sludge is created.
3. Hammer and roll metals or fibers into thin sheets, such as paper or foil.
4. Use indirect heat to heat up the paper or foil.
5. Brush the sludge onto the paper and allow to cool for a minute before repeating the process until three layers are complete on each sheet.

Use:

The end result will resemble tacky sandpaper. In the case of a solid object, rub this paper over the object to be analyzed for 30 seconds. For liquids, submerge the strip in the liquid. Using gloves, tong, and goggles (or not, I'm not your mother), burn the test strips or heat the liquid containing the strips. The color of the flames or vapors will indicate the composition of the item being tested. Odd objects may yield odd results.

# Albrecht's Annealing Adhesive (AAA)

**Rank:** Alchemy 2

**Materials:** Shield Slime (unique binder), 1 common wood

**Type:** Creation

**Creates:** 1 dose

**Time to craft:** 6 minutes

Effect: When spread on an item (weapon, armor, implement, 5x5 surface), AAA has one of two effects, chosen when applied:

1. The item applied to gains one Physical Save against any effect that would break or destroy it. The save remains in place until used or the end of the event in which it was applied.
2. When applied to a broken object that is primarily made of metal, AAA will repair the item 30 seconds after applied.

NOTE: If an item treated with AAA is submerged in saltwater, or exposed to excess salt, its effects will immediately expire as the fungus breaks down (saves will be lost, repaired items will regain the broken condition).

Suggested Process for Creation:

- Saw, grind, or shave the wood into a rough saw dust.
- Heat the raw Shield Slime to medium heat.
- Add animal fats to the saw dust until a thick paste is formed.
- Add the warm Shield Slime and violently stir until combined.
- Salt will destabilize the process. Ensure no salt is present during the creation.

Item: AAA

Qty: 1 Dose

Type: Creation

Effect: Grants an item a Physical Save against Destruciton, or Repairs a Metal Object in 30 Sececonds.

Expiration: This Event

Price: Average

Rarity: Common

## **Shield Slime (mycetozoa aspida) - Unique Binder**

One of the first forms of flora discovered on Torakand was largely revealed by accident. Mycetozoa aspida, a unique species of fungus native to the new continent which has a particular habitat. It grows on moist wood and feeds almost exclusively on animal fats. The galleys of the ships crossing between the continents present a near perfect biome for the fungus, with moist timbers constantly awash in airborne grease from the ships' larders. The fungus has a dull silver appearance, akin to a slimy viscous metal.

Ships' cooks discovered the fungus to be especially resilient to any removal efforts, as its usually mucous consistency hardens into a protective shell as a reaction to the kinetic force of being scraped away. However, it has been recently discovered that salt will quickly breakdown the fungus, almost like an acid, allowing for its removal if desired.

Creating a Shield Slime specimen to harvest:

Shield Slime is surprisingly easy to grow once isolated. Alchemists, Herbalists, and Trappers/Foragers can locate it if they know where to look (see description of mycetozoa aspida, above). Once isolated in a container, it only requires the following conditions to thrive:

1. Minimize exposure to sunlight.
2. Ensure it is fed water, wood, and animal fats every so often.
3. Avoid contact with salt and saltwater at all costs.

If you possess a Shield Slime specimen, you may "feed" it 1 wood component and 1 meat component of any rarity. Doing this will produce 2 Shield Slime components. This can be done once per game per specimen. While the Shield Slime specimen can survive indefinitely if cared for, Shield Slime components will wither and expire at the end of each event.

# Focusing Apparatus

Rank: Alchemy 3    Materials: One Common, One Uncommon, One Rare, all of the same component type

Type: Procedure [Apparatus]

Time: 12 minutes

Prop Requirements: At least three props the size of the palm of your hand, at least one of which should be glass, crystal, or somehow optical in nature, And a Destiny Deck.

The focusing apparatus allows the Alchemist to attune their working surface to certain energies by arranging their tools and focusing agents in just the right way.

After you set up the apparatus do a three card Destiny Deck draw. Of the three cards drawn, select one to lock in and two to lock out. The locked in card should remain face up, the other two will be face down underneath it. Subsequent Destiny Deck card draws done using this apparatus will be at one fewer card. Instead, the chosen locked-in card will count as the first card of the draw. The two locked out cards are not available to be drawn. Expenditure of a Spirit Token during setup allows the Alchemist to guarantee that spirit's card is drawn as part of the three cards drawn.

This apparatus may not stay active for longer than one hour. After this it must be rebuilt and new cards drawn.

Note: This does not trap or summon spirits in anyway. Instead, think of it as aligning the purpose of the workspace to the energies most in tune with the spiritual energies locked in.

## **Apparatus:**

Certain recipes may be tagged with "Apparatus". These recipes, in addition to their ingredient requirements, require an Apparatus to be set up- a series of props defined by the recipe that must exist IG and OOG. It takes four minutes to set up an Apparatus, which remains ready to use unless left unattended for an hour, at which point it must be reset.

Recipies requiring an apparatus must be applied/finished within range of the Apparatus unless otherwise specified. Any effect that would disrupt your crafting (such as damage) also disrupts the Apparatus, requiring it to be reset. Repairing a broken apparatus takes 5 minutes and 1 uncommon material you can gather.

# Soxhlet Apparatus

Rank: Alchemy 3

Materials: One Uncommon Binder, plus the materials for the process.

Type: Procedure, Apparatus

Time: 4 minutes

**Prop Requirements:** At least two props that measure six inches in one dimension

This apparatus enables an Alchemist to set up one Alchemy Creation recipe in such a way that multiple items are created with minimal interaction by the Alchemist.

After setting up the apparatus, the Alchemist must start the process by creating the recipe once at its base creation time. After that, additional items are created automatically as long as enough ingredients are present to continue to do so. These additional item creations take four times as long as the base creation time of the recipe, however the Alchemist may be occupied with other activities. An Alchemist must check up on the apparatus at least once every 30 minutes.

When the ingredients run out, or if the Alchemist chooses to stop the reaction, then the Alchemist makes a Destiny Deck draw. The difficulty of this draw is equal to the number of items created.

- If the draw equals or exceeds this number, nothing happens.
- If the draw is less than this number, one of your props gains the broken condition and you may not accomplish any Apparatus procedures until it is repaired.
- If the draw is also less than half this number then, the last item created is wasted as it is sprayed on all within 10 feet delivering its effects along with 10 damage each.

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