

This sample comes from a project that was canceled midway through development late in 2019. It was intended to be part of a Blood Magic anthology for Vampire the Masquerade: 20th Anniversary Edition. I've taken a few samples of the section of the book I worked on for this sample, which include a few path abilities, some sample rituals and associated lore blurbs.

Path of Alchemy

Though Alchemy is said to have fallen out of practice in recent nights, modern alchemists have perfected their art to a stunning degree. Beyond simply making temporary alterations to the composition of matter, Alchemists are capable of creating mystical concoctions that can grant whoever imbibes them a myriad of exotic abilities.

Clinical Alchemy

Also known as transmutative alchemy, the primary purpose of this path of Blood Sorcery has long been thought to be clinical, though it does have individual abilities. Clinical alchemy is a highly useful discipline, but requires extensive preparations and sometimes expensive components, depending on the difficulty of the transformation sought.

More than just an element's position on the periodic table, transmutation also concerns itself with the density of elements, as well as their quantity—Alchemy cannot create something from nothing, so transmuting breathing air to gold would likely yield only a few grams of usable material. Furthermore, what is possible to accomplish with Alchemy is highly dependent on the alchemist's skill in the path. By extension, the more skill is required to execute the transmutation, the more time and effort will be required on the Alchemist's part.

Clinical alchemy is an extended action in which the alchemist makes an Intelligence + Alchemy roll. The difficulty and number of successes needed varies based on the difficulty of the transformation, but the alchemist can make one roll per night. When undertaking an alchemical transmutation, the work cannot be interrupted. Throughout the process, the alchemist must work all night, every night, until the transmutation is complete, stopping only to sleep and resuming upon waking—otherwise, the entire endeavor is ruined. As such, transmutations are extremely taxing, and the alchemist spends 2 points of Willpower and 2 Blood Points each time he makes a roll. At the Storyteller's option, rare alchemical components with varying degrees of material cost can lower the difficulty by 1 or even 2. Attempting clinical alchemy without a fully-equipped laboratory can be dangerous: the difficulty increases by 2, and botches frequently have explosive consequences.

The transmutation is effectively permanent when left untouched. However, any further changes to the form or the composition of the transmuted matter causes the change to forcefully and immediately revert. This applies to any further attempts at

transmutation, as well as plastic deformations caused by damaging or bending the shape of the substance. It also applies to significant changes in composition, such as transmuted iron beginning to rust or transmuted wood subjected to fire (which is both a change to form and composition). Otherwise, the transmuted matter adopts all the properties of its new form or composition, including weight and toughness—for instance, werewolves are as vulnerable to transmuted silver as they are normal silver. Finally, the amount an alchemist can transmute at a time is usually limited to a few cubic feet of matter. Particularly small or large transmutations can decrease or increase the difficulty considerably, at the Storyteller's discretion.

Path Rating	Difficulty	Number of Successes	Effect
1	5	5	Simple changes (iron into steel, water into specific shapes of ice)
2	6	7	Minor changes (iron to silver, breathable air into ice)
3	7	10	Major changes (lead into gold, steel into wood)
4	8	12	Complex changes (water into steel, rock into breathable air)
5	9	15	Miraculous changes (mercury into gold, breathable air into marble)

••• Alacritous Solifaction

Considered by some to be a refinement of clinical alchemy, Alacritous Solifaction allows an alchemist to perform transmutations quickly by simply touching an object. These transmutations are much simpler, but also fade away without outside intervention very quickly. To use this power, the vampire simply visualizes the transmutation with their mind's eye and expends an effort of will to make it reality.

System: This power requires the expenditure of a Willpower point. Successful activation causes an immediate transmutation that lasts for one scene, and is otherwise subject to all the normal limitations of clinical alchemy and the resulting transmutations (particularly regarding subsequent changes in form or composition). Additionally, transmutations created by Alacritous Solifaction cannot be affected by Flamel's Stratagem or Khrusos' Everlasting Journey.

The complexity of the transmutation determines the number of successes required when activating this power. This must be declared before making the Activation roll. The transmutations increase in successes required from simple to miraculous, requiring 1, 2, 3, 5, and 7 respectively.

Alchemical Elixirs

Much the same way most disciplines of Blood Sorcery have their own rituals, Alchemists have formulae that let them concoct a number of powerful elixirs with a myriad of exotic effects. Like rituals, there are also distinctions between the types of elixirs. Though most brew result in a concoction that must be drank, an alchemist can also create a contact salve or a liquid that evaporates into a cloud of vapor. Each level of an alchemical elixir represents both to the Path Rating in Alchemy and the corresponding school of Blood Magic.

Brewing Elixirs

Brewing an elixir is a surprisingly quick process, requiring only the expenditure of a Blood Point, five minutes per level of the elixir, and an Intelligence + Alchemy roll called the Brewing roll, difficulty equal to 3 + the elixir level (maximum 9). Once brewed, an elixir remains potent until the next sunrise, at which point it is rendered completely inert because of the vitae that powers it. Brewing an elixir does not require as extensive a laboratory as clinical alchemy does, though basic supplies and a heat source are required to adequately prepare the ingredients. Without tools or a heat source, the difficulty to brew elixirs increases by 2. Without *both*, the difficulty increases by 5.

ALCHEMY

Alchemy requires vast knowledge of the transitive properties of materials that should have no interaction with one another. Though the knowledge of this unique secondary Knowledge can help non-Alchemists identify alchemical concoctions and ferret out errors in alchemical formulae, it is used almost exclusively by thaumaturges. Without Alchemy, Brewing rolls and transmutations can be made with Science or Occult at +4 difficulty. Any task with a difficulty higher than 10 is simply impossible without Alchemy.

Because there are many paths to reaching the same goal, all elixirs require specific ingredients, but not every elixir lists them, and those listed are only suggestions! The Storyteller is free to invent more specific and exotic recipes.

Only a single success is required to brew an elixir, but many elixirs benefit from a greater margin of success. Should the Brewing roll result in a botch, the Storyteller should create strange and perplexing consequences or side effects.

Unlike rituals, only alchemists can brew elixirs, no matter how high their Blood Sorcery rating is. To acquire and master new formulae, refer to the section below.

Acquiring New Formulae

The rules for acquiring a new elixir formula are based on the rules for learning new rituals (found in V20 Rites of the Blood, p. 136). The alchemist must succeed at an extended Intelligence + Investigation roll with a difficulty equal to 3 + the elixir level and achieve a number of successes equal to the elixir level \times 5. Each roll represents a week of work pouring over occult tomes and consulting often archaic and dubious sources. That done, the alchemist can transcribe the formula with a Perception + Alchemy roll of the same difficulty. If this roll fails, the alchemist realizes their error and can try again—if it botches, however, the alchemist doesn't catch their mistake, and every attempt to brew the elixir is treated as a botch!

At this stage, the alchemist can brew the elixir using the written formula. This increases the difficulty of the Brewing roll by 1 (maximum 10). Alternatively, the alchemist can attempt to master the elixir by making an extended Intelligence + Alchemy roll with a difficulty equal to 3 + the elixir's level, and again reach a number of successes equal to the elixir level \times 5. Each roll represents a week of work, but allows the alchemist to perform other tasks as well, as long as they can dedicate a few hours a night to practice. If the alchemist dedicates their entire night mastering an elixir and doing nothing else but feeding, each roll may represent a single night.

It is also possible to create new formulae, but this is best left at the Storyteller's discretion. However, a simple way to handle the process is an extended Intelligence + Alchemy roll with a difficulty of 4 + the elixir level, and a target number of successes equal to the elixir level \times 15. As before, each roll should represent a week of work and should require considerable material expenses as the process of trial and error mines the alchemist's resources.

Elixir Types

Mercifully, the type of elixir brewed has little to do with the formulae and everything to do with the brewing method. As such, many elixirs can be brewed in different form using the same recipe. The different types of elixirs are: potions, powders, salves and vapors.

Divergent: This type of brew has an application that doesn't lend itself to codification. The specific action of the brew is different from one elixir to the next, and is described in the elixir's description.

Potion: This type of brew is the most common, and usually what most people imagine when they picture an alchemical elixir. Potions are liquids of various colors, clarity and viscosity, usually no more than an ounce per dose and typically stores in vials. They must be ingested to have any effect.

Powder: This brew produces a fine powder that can easily fit in the palm of the hand. It can be ingested or inhaled, usually needing to be thrown at an opponent's face (Difficulty 8). As such, powders rarely work on vampires.

Salve: This brew can coat an object no larger than a grown man's hand and affects whoever touches it on contact. Unlike other types of elixirs, the salve can be applied and remains potent until the next sunrise, or until the salve's effects are triggered once, at which point it is rendered inert.

Vapor: This type of brew is a liquid that must be stored in an air-tight container. When exposed to air, it quickly evaporates into a cloud of gas and affects everyone who breathes it in within a 1 yard/meter radius. Like powders, this rarely affects vampires.

MYTHS AND MIRACLES

Whispers of powers run wild in all circles, and alchemists are no different. Like rituals, it is theoretically possible to create level six or higher elixirs, and rumors about their fabrication have been circulating for thousands of years, since the very conception of alchemy itself. As mere students of the arts, we cannot confirm whether these brews truly exist or not, but agree the Storyteller should compile a list of facts and fictions regarding their existence. The Philosopher's Stone, for instance, is rumored to be able to accomplish any transmutation, regardless of its complexity—such as transmuting the soul into an avatar, for instance.

Level One

Aqua Vitae

This elixir condenses blood into a clear red liquid. When uncapped, aqua vitae has a heady aroma and a rich, intoxicating taste as potent as the blood of any Methuselah.

Brew Type: Potion.

System: When brewing aqua vitae, the alchemist must use at least an additional blood point worth of blood from any source. Aqua vitae restores a number of blood points used in brewing it or the number of successes on the Brewing roll, whichever is lower. Aqua vitae is so potent it even restores vitae to ghouls at half the vitae used (round down), but not so potent as to slake a Methuselah's infernal thirst unless it is also brewed with at least half vampire blood. Ingested this way, vampire blood may still form a blood bond, but if blood from multiple sources is used, only the most potent blood forges the bond—if two bloods of equal potency are used, the one used in greater quantity prevails.

VITAE RUSH

Aqua vitae is one of the truest examples of "too much of a good thing." Each drink leaves such a pleasant, lasting aftertaste that overconsumption of the elixir can overwhelm the senses in a very significant way. At the Storyteller's discretion, they may rule that an individual can only consume one dose of aqua vitae every *hour*. Every drink afterwards requires a Strength + Stamina roll (difficulty 8). Each success allows the drinker to retain one Blood Point from the drink, but each botch causes the imbiber to vomit 2 Blood Points instead.

Bottled Sunlight

This elixir is a source of fascination for many, as it takes the form of a viscous liquid that glows with the sun's ray. When exposed to air, the concoction's glow quickly gains intensity, causing the area around it to briefly become lit as brightly as the noonday sun before settling to a luminosity comparable to a small campfire. This can cause blindness in those not prepared for the sudden burst of light, and is well known to trigger Röttschreck in

the more sensitive Kindred. Because of the elixir's action, it is usually stored in fragile containers.

Brew Type: Divergent.

System: When this oil is thrown and exposed to air, it flares up brightly but generates no heat in the process. The elixir forms a cloud within a 1 yard/meter radius from the point it was thrown that shines as bright as a torch would or lantern for 1 minute per success achieved on the Brewing roll. The initial flare is extremely bright, though it causes no physical injury, and can blind those too close or unprepared for the flash. Any character unaware of the incoming flash, or those within the radius of the cloud itself, must make a Stamina roll to avoid being blinded (Difficulty 7). Kindred who have not seen this effect are at risk from Röttschreck (Difficulty 4).

Level Two

Alchemist's Fire

A fabled elixir, this fire is known for its capacity to continue to burn anything it touches

Brew Type: Divergent.

System: This elixir erupts into flame on impact when in contact with air, usually when the vessel containing it breaks or when it is splashed on something (which may require a Dexterity + Athletics roll). The alchemist's fire is special in that while it can spread like other fires, it does so much more quickly and aggressively. However, each object is subject to the supernatural flames only for a short duration, after which they are put out even if the object isn't fully burnt. Alchemist's fire inflicts 2 health levels of lethal damage each turn, though vampires and werewolves each take aggravated damage instead. After an object catches fire, it burns until the flames are put out, or for one turn per two successes achieved on the Brewing roll. Extinguishing this fire can be difficult, and requires roughly twice the usual effort.

CATCHING FIRE

A character who catches fire is subject to more than just the heat of the flames, but risks falling prey to terror as well, even if they aren't Kindred. A character who catches fire must succeed a Self-Control/Instinct roll (difficulty 8) to take any action that requires planning and foresight, such as trying to put out the flames by means more involved than flailing and screaming. The act of putting out a fire itself does not require a roll, simply one turn's worth of action from one character per damage dice inflicted by the fire. A single character can put out a bonfire (2 dice) in 2 turns, while two characters could put it out in one turn.

Level Three

Alkahest

Many legends surround this mystical fluid, said to be able to dissolve anything in just seconds. These legends are somewhat of a misnomer, however, as this function is only one part of a complex and highly useful substance, indeed capable of not only dissolving virtually any substance but also to reconstitute them fully later.

Brew Type: Salve.

System: This salve must be applied to an object no greater in volume than a cubic foot. Within a minute of the application, the object dissolves into a silvery liquid. This liquid behaves like mercury in almost every way, except that on contact with air after being stored for at least half an hour, or at the precise moment of sunrise, it reconstitutes itself into the dissolved object. If the pool of liquid was captured in its entirety or left undisturbed, the object will be whole; otherwise, it will reform in broken pieces. Alkahest can only affect solid matter that has not been reanimated, transmuted or is otherwise the subject of an active alchemical alteration, alchemical preparation, thaumaturgical power or thaumaturgical ritual. When captured in an airtight container, an object dissolved with alkahest can be combined with an elixir of potency to allow the object to remain dissolved until poured out of the container or for a full month, whichever comes first.