

The Alchemy Skill



an expansion pack for
The Mana World

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Alchemy

There was a time where the only way to control the sources of mana was to enclose his power in several form of glassware. There was a time where the only kind of magic was mixing together the exact amount of specific reagents.

In those days the magic was called science and the mages were called alchemists.

Legends tells that at the beginning there were four schools of alchemy where all the initiates worked together in the name of the knowledge bringing the gift of mana to everyone.

But soon the thirst for power overwhelmed their original intents, causing what historians named the War of the Schools. At the end the few surviving masters spread out across the lands, bringing along their precious wisdom.

During the last two moons rumors have started to flow about a last pupil settling in the depth of Woodlands forest.

The return of one of the forgotten chemists could be the last and greatest opportunity to dig into the old-school art of Alchemy.

Master of Alembics

Caul, the lonely scholar of the science, loves to live far from the chaos of the villages and prefers to keep working at his unstable and powerful potions.

The long time spent alone has made him surly and pretty unkindly. All these aspects are, however, counterbalanced by his endless knowledge in the fields of ancient chemistry.

His devotion to this art can be easily recognized by the dirty and pierced lab coat he wears during his work.

Unlike Wyara, Caul is capable of teaching. He used to refer to Wyara as a *“merchant of glassware”*, it's not rare hearing him swearing against her.

“..just look at her laboratory, a real alchemist would never use a cauldron to craft potions and should surely know more than two or three recipes..”

House of the Alchemist

The laboratory is said to be located in the depth of Woodlands forest, following the path south of Dimond's Cove, and then just west of Gwendolyn's training camp.

The small house is all surrounded by trees and a sharp smell of sulphur comes from the chimney.

The Concept

All the original TMW graphics have been updated and adapted to a laboratory usage. Tables have now drawers and a modular tiled surface, stools are now higher and share the same surface with tables. The dark Hurnscale indoor floor is now warmer and lighter to best fit with the furnitures.



A new lighter wall-library can now be used to store both chemistry books and potions.

A complete set of chemistry glassware has been designed comprehending flasks, potions, vials, alembics, beakers, spiral condensers, funnels.



Little details complete the concept.

The next page is a first draft of the laboratory interior, *(all original graphics included are designed by the The Mana World graphic team, for more information visit themanaworld.org).*





The Skill System

The system relies on an object-based approach, where the player has to be in the presence of the large alembic to train the skill. Both, master's suggestions and mouseover effect (skill cursor), lead the player to interact with it.



(Red zone is only for illustrative purpose).

When the player interacts with the alembic, a crafting dialog box appears, allowing the players to choose among the reagents stored in their equipment.

By pressing <React> the dialos box disappears and the crafting system checks if the reagents match one of the correct alchemic combinations, (see the “Potions and Reagents” chapter).



If one of the combinations is matched, an animation of the alembic and a related sound effect are both played.

Eventually, a message informs the player that the new crafted potion is being added to the Inventory.



Skill Advancement

Initial implementation of Alchemy Skill only provides a basic crafting system for some specific low/mid level potions.

Further implementation will provide a skill level advancement system, avoiding low-level characters to become overpowered and allowing more skilled character to craft more powerfull potions.

Potions and Reagents

To entrap the power of the Mana in the glass, the alchemist needs to find the right sources of energy from nature. Lots of monsters, animals and plants possess the specific reagents that can be used by the chemist to extract the natural elements he needs.

Besides reagents, the alchemist also needs a solvent to dissolve the substances he uses.

Reagents

	SPHERE	SOURCE
Root	Earth, Health	Log Head
White Fur	Air, Speed	Fluffy
File of Ash	Fire, Damage	Fire Goblin
Ice Cube	Water, Mana, Mind	Ice Goblin
Scorpion Stinger	Poison	Scorpion, Angry/Red/Black S.
Cave Snake Lamp	Telekinesis, Light	Cave Snake
Small Mushroom	Transmutation, Growth	Evil Mushroom
Hard Spike	Protection	Spiky Mushroom
Sulphur Powder	Catalyst (high-lev. potions)	Poltergeist, Spectre, Wisp

The nine basic reagents can be mixed together leading to endless combinations. Besides them other unusual exotic reagents can be used to craft some special potions.

There are several way to discover a correct combination. Most common potions are taught by the ancient master, more rare recipes are told by people that often live far away from the noisy and crowded cities.

Eventually, the more powerful potions can only be crafted by alchemists that have spent their lives digging into secret legends around the forgotten sciences.

Standard Potions:



POTION OF HEALING

Root (x2), Small Mushroom (x1), Solvent (x1), Empty Flask (x1)

This blood-red potion will restore part of your health. Different versions of the Potion are available, (see below).



POTION OF PROTECTION (x3)

Hard Spike (x1), Solvent (x3), Empty Flask (x3)

When armors and shields are not enough, drink it! Armor increase for 30 minutes.



POTION OF INVISIBILITY

Small Mushroom (x2), White Fur (x2), Solvent (x1), Empty Flask (x1)

One of the most famous and powerful potion, it gives the alchemist just 3 minutes of absolute transparency. Use it wisely.



POTION OF MANA

Ice Cube (x2), Solvent (x1), Empty Flask (x1)

This avalon-blue potion reinvigorates your energies, refreshing part of your mana pool. Different versions of the Potion are available, (see below).



POTION OF CONCENTRATION

Ice Cube (x1), White Fur (x1), Solvent (x1), Empty Flask (x1)

Attack Speed temporary increase.



POTION OF IRON STRENGTH

Ice Cube (x1), Pile of Ash (x1), Solvent (x1), Empty Flask (x1)

Attack strength temporary increase.



LIQUID PORTAL

Cave Snake Lamp (x3), Root (x1), White Fur (x1), Solvent (x5), Empty Flask (x1)

Teleport you to the player-bound Soul Menhir.



POTION OF REGENERATION

Root (x1), Small Mushroom (x1), Solvent (x1), Empty Flask (x1)

This Potion guarantees you 30 minutes of slow health regeneration 10HP/10 seconds.
The perfect choice for brave adventurers.



POTION OF VENOM

Angry Scorpion Stinger (x2), Solvent (x1), Empty Flask (x1)

Don't drink it! Different versions of the Potion are available, (see below). The venomous substances can be used on arrows or light blades to inflict additional damage to enemies, (see "Special Recipes" chapter).



ELIXIR OF THE JUST

Pile of Ash (x2), Cave Snake Lamp (x1), Solvent (x5), Empty Flask (x1)

Increase of Attack Strength and Accuracy for 30 minutes.

Special Potions/Recipes:



VENOMOUS ARROWS (x100)

Potion of Venom (x1), Arrow (x100)

These arrows infect the victims dealing additional damage +25%.



ELIXIR OF THE TREANT

Root (x3), Raw Log (x1), Small Mushroom (x1), Solvent (x5), Empty Flask (x1)

It guarantees you 30 minutes of slow health regeneration 10HP/10 seconds and +10% Defense/M. Defense increase.



POTION OF LONG INVISIBILITY

Potion of Invisibility (x1), Cave Snake Lamp (x2), Solvent (x1), Empty Flask (x1)

The 10-minutes version of the basic Potion.

These are just some examples of the potions that can be crafted by a skilled alchemists. There are several secret recipes still to be discovered.

STANDARD POTIONS:

Potion of Minor Healing

Root (x1), Solvent (x1), Empty Flask (x1)

Potion of Healing

Root (x2), Solvent (x1), Empty Flask (x1)

Potion of Major Healing

Root (x2), Small Mushroom (x1), Solvent (x1), Empty Flask (1x)

Potion of Superior Healing (x3)

Root (x1), Small Mushroom (x1), Sulphur Powder (x1), Solvent (x3), Empty Flask (x3)

Potion of Minor Mana

Ice Cube (x1), Solvent (x1), Empty Flask (x1)

Potion of Mana

Ice Cube (x2), Solvent (x1), Empty Flask (x1)

Potion of Major Mana

Ice Cube (x1), Small Mushroom (x1), Solvent (x1), Empty Flask (x1)

Potion of Superior Mana (x3)

Ice Cube (x1), Small Mushroom (x1), Sulphur Powder (x1), Solvent (x3), Empty Flask (x3)

Irritating Potion

Scorpion Stinger (x2), Solvent (x1), Empty Flask (x1)

Potion of Venom

Angry Scorpion Stinger (x2), Solvent (x1), Empty Flask (x1)

Potion of the Assassin

Red Scorpion Stinger (x2), Pile of Ash (x2), Solvent (x1), Empty Flask (x1)

Black Venom

Black Scorpion Stinger (x2), Pile of Ash (x2), Solvent (x1), Empty Flask (x1)

Potion of Invisibility

Small Mushroom (x2), White Fur (x2), Solvent (x1), Empty Flask (1x)

Potion of Long Invisibility

Small Mushroom (x2), White Fur (x2), Cave Snake Lamp (x2), Solvent (x1),

	Empty Flask (1x)
Potion of Protection (x3)	Hard Spike (x1), Solvent (x3), Empty Flask (x3)
Liquid Portal	Cave Snake Lamp (x3), Root (x1), White Fur (x1), Solvent (x5), E. Flask (x1)
Elixir of the Just	Pile of Ash (x2), Cave Snake Lamp (x1), Solvent (x5), Empty Flask (x1)
Potion of Regeneration	Root (x1), Small Mushroom (x1), Solvent (x1), Empty Flask (x1)
Potion of Iron	Ice Cube (x1), Pile of Ash (x1), Solvent (x1), Empty Flask (x1)
Potion of Concentration	Ice Cube (x1), White Fur (x1), Solvent (x1), Empty Flask (x1)

SPECIAL POTIONS:

Elixir of the Treant	Root (x3), Raw Log (x1), Small Mushroom (x1), Solvent (x5), E. Flask (x1)
Elixir of the Old Treant	Elixir of the Treant (x1), Sulphur Powder (x1)
Venomous Arrows (x100)	Potion of Venom (x1), Arrow (x100)
Black Arrows (x100)	Black Venom (x1), Arrow (x100)
Assassin Dagger	Potion of the Assassin (x1), Dagger (x1)
Potion of Metamorphosis: Maggot	Roasted Maggot (x1), Bug Leg (x4), Small Mushroom (x1), Maggot Slime (x1), Empty Flask (x1)
Potion of Metamorphosis: Mouboo	Mouboo Figurine (x1), Small Mushroom (x3), Solvent (x1), E. Flask (x1)



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