

Alchemist Vessel

Class: Summoning Totem

Faction: Mage Guild

Requirement: The Summoner's team must contain at least **3 Summoning Points of Mage Guild units**.

Alchemist's Supply

At the start of each round, the Summoner chooses **one** of the following potions. The chosen potion is carried and used by the Summoner.

Light Healing Potion:

The Summoner may use the potion as an **Interrupt** at any time during the round. Make a **Light Fate Roll** and restore Health equal to the result.

Light Armor Potion:

The Summoner may use the potion as an **Interrupt** at any time during the round. Make a **Light Fate Roll** and restore Armor equal to the result.

Potion Rules

- Only **one potion** may be created each round.
- The Summoner must choose between the Light Healing Potion and Light Armor Potion at the **start of the round**.
- The potion is carried by the **Summoner** and may only be used by the Summoner.
- A potion must be used during the round in which it was created. If it is not used by the end of the round, it is lost.
- Potions **cannot be stored or stacked** between rounds.
- A potion cannot restore Health or Armor beyond the unit's normal maximum value.

Lore

Deep within the Mage Guild is an ancient alchemical vessel that has served generations of Guild members. Within its enchanted cauldron, magical ingredients combine to produce a single potent potion each round—either restoring the wounds of an ally or repairing their battered defenses.

The Vessel never produces more than is needed, and its creations quickly lose their potency once removed. Choosing which potion to prepare—and knowing the perfect moment to use it—is yet another example of the Mage Guild's greatest strength:

having the right magical solution at exactly the right time.