

Learning an Artificer Skill

This is done in the normal way. The only exception is that Skill Priority and Intellect can only lower a Progression by 1 in total.

The Artificer Skills are:

Skill	SS/Progression	Wares
Armorer	8	Armor
Weaponsmith	7	Weapons
Bowyer	3	Bows, Crossbows and ammunition
Inscriptor	9	Scrolls, wards and Power Words
Archanist	10	Items of the Archanium
Spell Forge	10	Magic Items
Alchemist	7	Potions, Salves and more
Blacksmith	2	Metal items and barding
Cooking	1	Food
Leather Working	2	Leather goods
Clothier	2	Cloth goods
Cartography	3	Maps
Fletcher	1	Arrows and bolts
Light Alchemy	4	Some potions
Shipwright	7	Ships, wagons and other vessels
Lapidary	3	Cut gems, jewels and jewelry

Each Skill has particulars to a set of Artificer rules. Below are the general rules, but each Skill may expound on any number of them, may add, take away, or modify.

Quality

Higher quality items are more difficult to craft, but substantially more desirable. Moreover, higher quality items may be more effective and only higher quality items are able to be enchanted.

There are three levels of quality: Standard, Fine and Exceptional. Standard is created off the base Skill Check Target Number. The higher qualities require a better roll. Fine Quality items can accept up to Lesser Enchantments, with Exceptional items are limitless.

Higher quality items may take more and different material to furnish. Each of these is listed by the quality.

Generally, Artificers can make items that are justifiably more expensive by adding precious metals and so on. This does not affect the true quality of the item, and not covered in the Skill descriptions. However, the Storyteller can add into this however they see fit. If an Armorer wanted to make a Fine suit of Plate Armor for a noble, they might demand some gold inlay. The Storyteller would tell the player to buy some gold from a jeweler and use it, setting the Target number maybe a little higher than listed.

Substitutions

In some cases, artificers may substitute certain materials for others. Substituting Mithrel for the steel plate in an armor will make the piece more durable, but heavier. Only the main material/ingredient may be substituted, and some creations are unable to accept substitutions. Each main Skill has a list of those items that may be substituted, the modified Target Number and what effects they have.

Work Hours

Each item takes a certain number of work hours to complete. Keep in mind this WORK hours, not hours in a day. Normally, a dedicated craftsman can complete 10-hour days continuously, 15 hour days for a short while. Of course, the character's race has play as well.

These hours are per project, so if a character is making two different items, those times would be added together. If they focused on each equally, they would finish at the same time. The character has so many hours in a day and may place as much time as possible toward any number of projects and in any combination.

Preparation

Unlike many other Skills, Artificer Skills can be modified based on how the character prepares for them. Each Artificer Skill has different aspects to preparation. Generally, these involve preparing for a certain time in exchange for a bonus to roll. Other times, the character can sacrifice time and extend the work hours of the project to increase their roll.

Workshop

Workshops are needed for most crafting efforts. Each item has a nominal Workshop Rank listed, ranging from 1 to 5. Items *can* be crafted 1 Workshop Rank lower, but the time to complete is tripled. For each Rank above what is needed, add +3 to the Skill Check. Each Artificer Skill describes what each Rank of Workshop is like.

Materials

Each item states what materials are needed to create the item. The Artificer Skill also lists what materials are needed in general and some additional information about them. Keep in mind, this is a baseline and the Storyteller can modify things as necessary.

Materials generally come in bundles, portions, or some form of group. They are made by other gatherers and crafters. Most of these lesser crafting skills are not part of the game, as making steel wire is not very exciting.

At other times, materials are very ambiguous and left to the imagination of the Storyteller. This is particularly common for the Binder, but other “magical” and “Rare” items might be listed under certain formulae.

Failed Rolls

Failed rolls work a little differently than other Skills. Firstly, only ONE roll is allowed per project. If failed, all materials might be lost. A failed roll indicates that something went wrong, and the character took action to correct. Then, things may have seemed better, but another issue came up. After many efforts and adjustments, the project is just too far gone now to be recovered. Normally, failed rolls only take half the time of a successful project.

The Armorer

(Armorer Skill)

Quality

Any time a substitution is made, the final quality must be at least Fine. The bonuses for quality are also one “Step” less. So, a substitution must be at least Fine Quality, and grants no bonus from the Quality. An Exceptional craft grants the normal Fine Quality bonuses.

Materials

The materials needed for this Artificer Skill are listed below. No extra materials are needed to make Fine or Exception Quality Armors, as it is a matter of function over form.

Material	Unit	Description	Open Market Price	Enc
Cloth	Bolt	A bolt of some tough, thick, and drab cloth.	4 StP.	2
Hide	Each	A cured and thick animal hide about 2 feet round.	1 StP.	0.1
Large Hide	Each	A large hide, from a large animal.	1 BzP.	1
Leather	Each	Tanned animal hides about 2 feet round.	3 StP.	0.2
Large Leather	Each	A large tanned and shaped hide.	1 BzP. and 5 StP.	3
Chainmail	Portion	Portion of pre-made steel 'mail.	3 BzP.	1
Brass Plate	Plate	Finished and treated brass plating.	2 BzP.	4
Iron Plate	Plate	Finished and treated iron plating.	4 BzP.	6
Steel Plate	Plate	Finished and treated steel plating.	5 BzP.	5
Wood	Portion	Finished and cut hardwood	1 StP.	3
Cloth Scrap	Portion	Large segments of leftover tough cloth	-	0.2
Hide Scrap	Bunch	Small cured hides	1 StP.	0.1
Leather Scrap	Bunch	Small tanned hides	2 StP.	0.1
Chainmail Scrap	Portion	Functional portions of leftover pre-made chainmail	-	0.3
Brass Scrap	Portion	Undamaged brass plating leftovers	-	1
Iron Scrap	Portion	Undamaged iron plating leftovers	-	2
Steel Scrap	Portion	Undamaged steel plating leftovers	-	2
Fiber Stitching	Roll	Hemp, Linen or thick silk thread	1 StP.	0.1
Leather Stitching	Roll	Leather chord	2 StP.	0.3
Steel Stitching	Roll	Steel wire, flexible for stitching/	1 BzP.	1
Brass Riveting	Box	Brass Rivets	1 BzP.	2
Iron Riveting	Box	Iron Rivets	1BzP.	2
Steel Riveting	Box	Steel Rivets	2 BzP.	2

Substitutions

Only the Main Material may be substituted for any affect.

Material	Examples of Substitutes	Effects	Open Market Price	Rarity	Workshop Needed
Cloth	Exceptional Cloth, such as Silk or Kantir Wool	Cost of completed item x5	2 BzP.	Rare	-
Cloth	Voision Wool or Talon Spider Silk	+2 Abs vs. #1 and +1 vs. #3	4 BzP.	Very rare	+1
Hides and Leather	Hides from a large, particularly thick-skinned anim	+1 to Abs #1 - #4	x2	Common	-
Hides and Leather	Flamecat Hides	+1 to Fiery Abs	x30	Rare	+1
Hides and Leather	Tundra Bison hides	+2 to Cold Abs	x4	Common	-
Hides and Leather	O'Thoul Hides	+4 vs. Abs #9	x1,000	Extremely Rare	Rank 5
Chainmail	Made from Adament chord	+7 vs. Abs #1	5,000 BzP.	Extremely Rare	Rank 5
Iron Plate	Mithrel	+1 Abs vs. #1, +3 vs #2 & +5 vs. #3	4,000 BzP.	Extremely Rare	Rank 5
Steel Plate	High-forged plating	+1 vs. Abs #1 and 2	25 BzP.	Common	+1
Steel Plate	Adament plating	+5 vs. Abs #1 and +4 vs Abs #2	12,000 BzP.	Extremely Rare	Rank 5
Wood	Whipwood	-1 Enc	3 StP.	Common	-
Wood	Ironwood	+2 Defense Power	3 BzP.	Rare	-
Fiber Stitching	High tensile silk	-3% Critical Resistance	10 BzP.	Rare	-
Steel Stitching	Adament Chord	+2 Abs vs. #1	100 BzP.	Rare	+2

Work Hours

Smithing is hard work. 8 hours days is sustainable long-term. For short periods (equal to the character's Longevity), 16 hours can be worked. Once the 16 hour days are done, a number of full-rest days equal to the number of 16-hour worked days must be taken before you can start smithing again.

Preparation

Armorers cannot prepare in any special way, they can however, be very thorough and meticulous. They can take extra time in the process to add to the number of dice they roll. Roll these dice separate, as any 1s do not count towards botching.

Work Hours	
Double	+1 Die
Triple	+2 Dice
Quintuple	+3 Dice

Workshop

- **Rank 0** – Crafting done without any special supplies or work place. As long as the Artificer has tools, they can attempt to craft.
- **Rank 1** – Basic Workshop with tools. Minor storage space and only a basic forge.
- **Rank 2** – Basic Workshop with an upgraded forge and 2 work stations.
- **Rank 3** – Advanced Workshop with rarer tools, a good forge, water-driven heavy tools, plenty of storage and 3 workstations.
- **Rank 4** – Advanced Workshop with the very best of tools, an exceptionally hot forge, power tools driven by water or arcanic means, 3 or 4 workstations, and a storage building.
- **Rank 5** – Arcanic forge and tools, storage building and multiple workstations.
- **Rank 6** – Needed in theory only. This refers to the forge itself. Some metals may need a special heat applied to allow them to be worked.

Characters receive +4 to Roll per Workshop Rank above what is needed.

Failed Rolls

Are as normal, any 1 on one die and 2 ones on multiple dice always botch. A botch means you lose all the materials. A Failed attempt allows you to roll the Normal Repair Skill Check. Success means you recover all the Main Material.

Failed attempts use only $\frac{1}{2}$ the Work hours before the character determine the project is a loss. However, if they choose to prepare, they spend all Work Hours before they realize it's a loss.

Special Rolls

- **Minor Repairs** – This allows an Artificer to repair moderately damaged armors. They require up to $\frac{1}{3}$ of the Main Material count (determined by the Storyteller), and some odds and ends. The Workshop may also be 2 Ranks lower than the requirement for making the actual item. Bonuses for using a higher Rank Workshop apply as normal.
- **Major Repairs** – For heavily damaged armors. This will require at least $\frac{1}{2}$ of the Main Material as well as $\frac{1}{3}$ of all the other materials. The Workshop may be no more than 1 Rank lower than the requirement for making the actual item. Bonuses for using a higher Rank Workshop apply as normal.

Armor Crafts

Cloth Armor

Target Numbers	Workshop	Repair Target Numbers
Standard 3	Rank 1	Minor 2
Fine 4		Major 2
Exceptional 9		

5 Cloth Portions, 2 Cloth Scrap Portions & 2 Fiber Stitching Portions

Main Material: Cloth

Fine Effects: +1 to Abs #3
 Exceptional Effects: +2 to Abs #3

Hide Armor

Target Numbers	Workshop	Repair Target Numbers
Standard 6	Rank 2	Minor 2
Fine 7		Major 3
Exceptional 12		

2 Cloth Portions, 3 Hide Portions & 2 Large Hide Portions
 1 Cloth Scrap Portion, 3 Hide Scrap Portions, 2 Fiber Stitching Portions, 3 Leather Stitching Portions,

Main Material: Hide

Fine Effects: -.5 Enc
 Exceptional Effects: +1 to Abs #2 and -.5 Enc

Leather Armor

Target Numbers	Workshop	Repair Target Numbers
Standard 6	Rank 2	Minor 2
Fine 8		Major 3
Exceptional 13		

2 Cloth Portions, 2 Hide Portions, 2 Leather Portions, 2 Large Leather Portions,
 1 Cloth Scrap Portion, 1 Hide Scrap Portion, 3 Leather Scrap Portions, 2 Fiber
 Stitching Portions & 3 Leather Stitching Portions

Main Material: Leather

Fine Effects: -.5 Enc
 Exceptional Effects: +1 to Abs #2 and -.5 Enc

Studded Leather Armor

Target Numbers	Workshop	Repair Target Numbers
Standard 8	Rank 2	Minor 3
Fine 10		Major 4
Exceptional 15		

2 Cloth Portions, 2 Hide Portions, 2 Leather Portions, 2 Large Leather Portions,
 1 Cloth Scrap Portion, 1 Hide Scrap Portion, 3 Leather Scrap Portions, 2 Iron
 Scrap Portions & 2 Fiber Stitching Portions
 3 Leather Stitching Portions, 1 Brass
 Riveting Portion,

Main Material: Leather

Fine Effects: -.5 Enc
 Exceptional Effects: +1 to Abs #2 and -.5 Enc

Chain Leather Armor

Target Numbers	Workshop	Repair Target Numbers
Standard 9	Rank 2	Minor 3
Fine 11		Major 4
Exceptional 16		

2 Cloth Portions, 2 Hide Portions, 2 Leather Portions, 2 Large Leather Portions,
 2 Chainmail Portions, 1 Cloth Scrap Portion, 1 Hide Scrap Portion, 3 Leather
 Scrap Portions, 2 Chainmail Scrap Portions, 1 Iron Scrap Portion, 1 Fiber
 Stitching Portion, 4 Leather Stitching Portions, 1 Steel Stitching Portion & 1 Brass
 Riveting Portion

Main Material: Leather

Fine Effects: +1 to Abs #2
 Exceptional Effects: +1 to Abs #2 and Additional -2% Critical Resistance

Plated Leather Armor

Target Numbers	Workshop	Repair Target Numbers
Standard 11	Rank 3	Minor 4
Fine 14		Major 5
Exceptional 19		

2 Cloth Portions, 2 Hide Portions, 2 Leather Portions, 2 Large Leather Portions,
 2 Chainmail Portions, 2 Steel Plate Portions, 1 Cloth Scrap Portion, 1 Hide Scrap
 Portion, 3 Leather Scrap Portions, 1 Chainmail Scrap Portion, 1 Steel Scrap
 Portion, 1 Fiber Stitching Portion, 3 Leather Stitching Portions & 3 Steel Stitching
 Portions
 2 Iron Riveting Portions,

Main Material: Leather

Fine Effects: +1 to Abs #3
 Exceptional Effects: +1 to Abs #3, and Ev d penalty lessened by 1

Ringmail

Target Numbers	Workshop	Repair Target Numbers
Standard 8	Rank 2	Minor 3
Fine 10		Major 4
Exceptional 15		

2 Cloth Portions, 3 Leather Portions, 2 Large Leather Portions, 2 Brass Plate
 Portions, 1 Cloth Scrap Portion, 1 Hide Scrap Portion, 3 Leather Scrap Portions,
 1 Fiber Stitching Portion, 3 Leather Stitching Portions & 5 Steel Stitching Portions

Main Material: Brass Plate

Fine Effects: +1 to Abs #3
 Exceptional Effects: +2 to Abs #3

Scalemail

Target Numbers	Workshop	Repair Target Numbers
Standard 8	Rank 2	Minor 3
Fine 9		Major 4
Exceptional 14		

1 Cloth Portion, 2 Leather Portions, 1 Chainmail Portion, 3 Brass Plate Portions,
 1 Cloth Scrap Portion, 1 Leather Scrap Portion, 1 Chainmail Scrap Portion, 2
 Brass Scrap Portions, 1 Fiber Stitching Portion & 5 Leather Stitching Portions
 2
 Brass Riveting Portions,

Main Material: Brass Plate

Fine Effects: +1 to Abs #1
 Exceptional Effects: +2 to Abs #1

Chainmail

Target Numbers	Workshop	Repair Target Numbers
Standard 7	Rank 2	Minor 3
Fine 9		Major 4
Exceptional 14		

2 Cloth Portions, 7 Chainmail Portions, 2 Leather Scrap Portions, 3 Chainmail Scrap Portions, 1 Iron Scrap Portion, 1 Fiber Stitching Portion, 1 Leather Stitching Portion & 1 Steel Stitching Portion

Main Material: Chainmail

Fine Effects: +1 to Abs #2
 Exceptional Effects: +1 to Abs #2 and Additional -5% Critical Resistance

Banded Armor

Target Numbers	Workshop	Repair Target Numbers
Standard 9	Rank 2	Minor 3
Fine 12		Major 4
Exceptional 17		

2 Cloth Portions, 3 Large Hide Portions, 2 Brass Plate Portions, 2 Iron Plate Portions, 1 Cloth Scrap Portion, 1 Hide Scrap Portion, 3 Brass Scrap Portions & 1 Fiber Stitching Portion 2 Leather Stitching Portions, 2 Iron Riveting Portions,

Main Material: Iron Plate

Fine Effects: +1 to Abs #3
 Exceptional Effects: +1 to Abs #3, and Evd penalty lessened by 1

Brigandine

Target Numbers	Workshop	Repair Target Numbers
Standard 13	Rank 3	Minor 5
Fine 16		Major 6
Exceptional 21		

4 Cloth Portions, 2 Leather Portions, 3 Large Leather Portions, 2 Chainmail Portions, 4 Iron Plate Portions, 1 Cloth Scrap Portion, 1 Hide Scrap Portion, 1 Leather Scrap Portion, 2 Chainmail Scrap Portions, 2 Iron Scrap Portions, 4 Fiber Stitching Portions, 1 Steel Stitching Portion & 1 Steel Riveting Portion

Main Material: Leather

Fine Effects: +1 to Abs #3
 Exceptional Effects: +1 to Abs #3, and Evd penalty lessened by 1

Plated Chainmail

Target Numbers	Workshop	Repair Target Numbers
Standard 12	Rank 3	Minor 4
Fine 14		Major 6
Exceptional 19		

2 Cloth Portions, 6 Chainmail Portions, 3 Steel Plate Portions, 1 Cloth Scrap Portion, 1 Hide Scrap Portion, 1 Leather Scrap Portion, 3 Chainmail Scrap Portions, 2 Iron Scrap Portions, 1 Fiber Stitching Portion, 1 Leather Stitching Portion, 3 Steel Stitching Portions, 1 Steel Riveting Portion &

Main Material: Steel Plate

Fine Effects: +1 to Abs #3
 Exceptional Effects: +1 to Abs #3, and Evd penalty lessened by 1

Half Plate Armor

Target Numbers	Workshop	Repair Target Numbers
Standard 18	Rank 4	Minor 6
Fine 22		Major 9
Exceptional 27		

1 Cloth Portion, 2 Leather Portions, 2 Chainmail Portions, 5 Steel Plate Portions, 1 Cloth Scrap Portion, 1 Leather Scrap Portion, 1 Chainmail Scrap Portion, 1 Brass Scrap Portion, 2 Iron Scrap Portions, 4 Steel Scrap Portions, 1 Fiber Stitching Portion, 1 Leather Stitching Portion, 4 Steel Stitching Portions, 1 Brass Riveting Portion, 1 Iron Riveting Portion & 5 Steel Riveting Portions

Main Material: Steel Plate

Fine Effects: -2 Enc
 Exceptional Effects: Evd penalty lessened by 1 and -2 Enc

Full Plate Armor

Target Numbers	Workshop	Repair Target Numbers
Standard 25	Rank 5	Minor 9
Fine 32		Major 12
Exceptional 37		

1 Cloth Portion, 2 Leather Portions, 2 Chainmail Portions, 9 Steel Plate Portions, 1 Cloth Scrap Portion, 1 Leather Scrap Portion, 1 Chainmail Scrap Portion, 1 Brass Scrap Portion, 3 Iron Scrap Portions, 5 Steel Scrap Portions, 1 Fiber Stitching Portion, 1 Leather Stitching Portion, 6 Steel Stitching Portions, 2 Brass Riveting Portions, 2 Iron Riveting Portions & 7 Steel Riveting Portions

Main Material: Steel Plate

Fine Effects: -2 Enc
 Exceptional Effects: Evd penalty lessened by 1 and -2 Enc

Battle Plate Armor

Target Numbers	Workshop	Repair Target Numbers
Standard 36	Rank 5	Minor 12
Fine 45		Major 18
Exceptional 50		

1 Cloth Portion, 1 Leather Portion, 15 Steel Plate Portions, 1 Cloth Scrap Portion, 1 Leather Scrap Portion, 5 Iron Scrap Portions, 7 Steel Scrap Portions, 1 Fiber Stitching Portion, 1 Leather Stitching Portion, 10 Steel Stitching Portions, 1 Brass Riveting Portion, 1 Iron Riveting Portion & 15 Steel Riveting Portions

Main Material: Steel Plate

Fine Effects: -2 Enc
 Exceptional Effects: Evd penalty lessened by 1 and -2 Enc

Light Shi

Target Numbers	Workshop	Repair Target Numbers
Standard 8	Rank 2	Minor 3
Fine 9		Major 4
Exceptional 14		

1 Cloth Portion, 2 Steel Scrap Portions, 20 Steel Stitching Portions,

Main Material: Steel Stitching

Fine Effects: +1 to Abs #3 and Additional -2% Critical Resistance
 Exceptional Effects: +2 to Abs #3 and an Additional -3% Critical Resistance

Heavy Shi

Target Numbers	
Standard	12
Fine	15
Exceptional	20

Workshop	Repair Target Numbers
Rank 3	Minor 4
	Major 6

1 Cloth Portion, 2 Leather Portions, 1 Leather Scrap Portion, 3 Steel Scrap Portions & 30 Steel Stitching Portions

Main Material: Steel Stitching

Fine Effects: +1 to Abs #3 and Additional -2% Critical Resistance
 Exceptional Effects: +2 to Abs #3 and an Additional -4% Critical Resistance

Light Ni-Jie

Target Numbers	
Standard	16
Fine	20
Exceptional	25

Workshop	Repair Target Numbers
Rank 4	Minor 6
	Major 8

10 Cloth Portions, 2 Hide Portions, 4 Brass Plate Portions, 4 Wood Portions & 9 Cloth Scrap Portions
 1 Hide Scrap Portion, 2 Brass Scrap Portions, 10 Fiber Stitching Portions, 1 Steel Stitching Portion, 2 Brass Riveting Portions,

Main Material: Cloth

Fine Effects: +1 to Abs #3 and Additional -2% Critical Resistance
 Exceptional Effects: +2 to Abs #3 and an Additional -4% Critical Resistance

Ni-Jie

Target Numbers	
Standard	25
Fine	31
Exceptional	36

Workshop	Repair Target Numbers
Rank 5	Minor 9
	Major 12

15 Cloth Portions, 3 Hide Portions, 6 Brass Plate Portions, 6 Wood Portions, 15 Cloth Scrap Portions, 2 Hide Scrap Portions, 4 Brass Scrap Portions, 15 Fiber Stitching Portions, 1 Steel Stitching Portion & 2 Brass Riveting Portions

Main Material: Cloth

Fine Effects: +1 to Abs #3 and Additional -3% Critical Resistance
 Exceptional Effects: +2 to Abs #3 and an Additional -5% Critical Resistance

Battle Ni-Jie

Target Numbers	
Standard	35
Fine	44
Exceptional	49

Workshop	Repair Target Numbers
Rank 5	Minor 12
	Major 17

20 Cloth Portions, 4 Hide Portions, 8 Brass Plate Portions, 8 Wood Portions, 25 Cloth Scrap Portions, 3 Hide Scrap Portions, 6 Brass Scrap Portions, 20 Fiber Stitching Portions, 1 Steel Stitching Portion & 3 Brass Riveting Portions

Main Material: Cloth

Fine Effects: +2 to Abs #3 and Additional -5% Critical Resistance
 Exceptional Effects: +3 to Abs #3 and an Additional -7% Critical Resistance

Bracers

Target Numbers	
Standard	4
Fine	5
Exceptional	9

Workshop	Repair Target Numbers
Rank 1	Minor 2
	Major 3

1 Large Hide Portion, 2 Steel Plate Portions, 1 Leather Stitching Portion & 1 Steel Riveting Portion

Main Material: Steel Plate

Fine Effects: None
 Exceptional Effects: +1 Parry

Buckler

Target Numbers	
Standard	4
Fine	5
Exceptional	10

Workshop	Repair Target Numbers
Rank 1	Minor 2
	Major 3

3 Steel Plate Portions, 1 Leather Scrap Portion, 1 Leather Stitching Portion & 1 Steel Riveting Portion

Main Material: Steel Plate

Fine Effects: None
 Exceptional Effects: +1 Parry

Round Shield

Target Numbers	
Standard	5
Fine	6
Exceptional	11

Workshop	Repair Target Numbers
Rank 1	Minor 2
	Major 3

2 Hide Portions, 1 Leather Portion, 4 Wood Portions, 1 Hide Scrap Portion, 1 Leather Scrap Portion, 2 Iron Scrap Portions, 1 Leather Stitching Portion & 1 Steel Riveting Portion

Main Material: Wood

Fine Effects: +1 Block
 Exceptional Effects: +1 Block and +1 Parry

Kite Shield

Target Numbers	
Standard	9
Fine	12
Exceptional	17

Workshop	Repair Target Numbers
Rank 2	Minor 3
	Major 4

5 Hide Portions, 2 Leather Portions, 6 Wood Portions, 1 Hide Scrap Portion, 1 Leather Scrap Portion, 3 Steel Scrap Portions, 1 Leather Stitching Portion & 4 Steel Riveting Portions

Main Material: Steel Plate

Fine Effects: +1 Block
 Exceptional Effects: +1 Block and +1 Parry

Tower Shield

Target Numbers	Workshop	Repair Target Numbers
Standard	Rank 2	Minor 2
Fine		Major 3
Exceptional		12

2 Leather Portions, 2 Large Leather Portions, 10 Wood Portions, 2 Leather Scrap Portions, 2 Steel Scrap Portions, 2 Leather Stitching Portions & 1 Brass Riveting Portion

Main Material: Wood

Fine Effects: Evd penalty lessened by 0
Exceptional Effects: Evd penalty lessened by 1 and -2 Enc

Kelsius

Target Numbers	Workshop	Repair Target Numbers
Standard	Rank 4	Minor 6
Fine		Major 8
Exceptional		25

2 Cloth Portions, 2 Leather Portions, 10 Iron Plate Portions, 4 Leather Scrap Portions, 5 Steel Scrap Portions, 5 Steel Riveting Portions &

Main Material: Iron Plate

Fine Effects: +1 Block
Exceptional Effects: +1 Block and +1 Parry

Cloth Coif

Target Numbers	Workshop	Repair Target Numbers
Standard	Rank 1	Minor 2
Fine		Major 0
Exceptional		6

1 Cloth Portion & 1 Fiber Stitching Portion

Main Material: Cloth

Fine Effects: None
Exceptional Effects: None

Leather Coif

Target Numbers	Workshop	Repair Target Numbers
Standard	Rank 1	Minor 2
Fine		Major 2
Exceptional		7

1 Cloth Portion & 1 Leather Portion1 Fiber Stitching Portion, 1 Leather Stitching Portion,

Main Material: Leather

Fine Effects: None
Exceptional Effects: An additional -2% Critical Resistance

Adventurer's Hat

Target Numbers	Workshop	Repair Target Numbers
Standard	Rank 1	Minor 2
Fine		Major 2
Exceptional		2

1 Cloth Portion, 2 Leather Portions, 1 Cloth Scrap Portion, 1 Leather Scrap Portion, 1 Fiber Stitching Portion & 1 Leather Stitching Portion

Main Material: Leather

Fine Effects: An additional -1% Critical Resistance
Exceptional Effects: An additional -3% Critical Resistance

Chain Coif

Target Numbers	Workshop	Repair Target Numbers
Standard	Rank 1	Minor 2
Fine		Major 2
Exceptional		8

1 Cloth Portion, 2 Chainmail Portions, 1 Chainmail Scrap Portion, 1 Leather Stitching Portion,

Main Material: Chainmail

Fine Effects: An additional -1% Critical Resistance
Exceptional Effects: An additional -4% Critical Resistance

Helm

Target Numbers	Workshop	Repair Target Numbers
Standard	Rank 2	Minor 2
Fine		Major 3
Exceptional		13

1 Cloth Portion, 1 Leather Portion, 3 Iron Plate Portions, 1 Leather Scrap Portion, 1 Iron Scrap Portion, 1 Fiber Stitching Portion, 2 Leather Stitching Portions & 2 Steel Riveting Portions

Main Material: Iron Plate

Fine Effects: An additional -2% Critical Resistance
Exceptional Effects: An additional -5% Critical Resistance

Full Helm

Target Numbers	Workshop	Repair Target Numbers
Standard	Rank 3	Minor 4
Fine		Major 5
Exceptional		18

2 Cloth Portions, 1 Leather Portion, 2 Chainmail Portions, 4 Steel Plate Portions, 3 Steel Scrap Portions, 1 Leather Stitching Portion, 1 Steel Stitching Portion & 4 Steel Riveting Portions

Main Material: Steel Plate

Fine Effects: An additional -4% Critical Resistance
Exceptional Effects: An additional -10% Critical Resistance

Shiken Helmet

Target Numbers		Workshop	Repair Target Numbers	
Standard	9		Rank 2	Minor
Fine	11	Major		4
Exceptional	16			

2 Cloth Portions, 3 Leather Portions, 3 Brass Plate Portions, 3 Wood Portions, 2 Cloth Scrap Portions, 1 Leather Scrap Portion, 1 Brass Scrap Portion, 5 Fiber Stitching Portions, 1 Leather Stitching Portion & 2 Brass Riveting Portions

Main Material: Brass Plate

Fine Effects: An additional -5% Critical Resistance
Exceptional Effects: An additional -12% Critical Resistance

Armored Cloak

Target Numbers		Workshop	Repair Target Numbers	
Standard	5		Rank 1	Minor
Fine	7	Major		3
Exceptional	12			

1 Cloth Portion, 2 Leather Portions, 3 Large Leather Portions, 1 Cloth Scrap Portion, 2 Hide Scrap Portions, 1 Fiber Stitching Portion, 4 Leather Stitching Portions, 1 Brass Riveting Portion,

Main Material: Large Leather

Fine Effects: An additional -3% Critical Resistance
Exceptional Effects: An additional -7% Critical Resistance

Alchemist

Quality

There are no levels of quality specifically defined in Alchemy. However, Roll Overs effect most everything made by an Alchemist.

Materials

The materials needed for this Artificer Skill are listed below. Additionally, rarity of certain materials can be a factor. The chart also lists each major populated location with each ingredient's availability.

	Tol-Son	Soga	Northern Ika	Southern Ika	Raaz	Hammer Isle	Tonsack Province	Daferia	Elvenweild	Coneria	Lyteria	Western Dust	Eastern Dust	Standard Market Price	Abundant Market	Plentiful Market	Meager Market
Arkarath	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	55 BzP.	40 BzP.	50 BzP.	85 BzP.
Balsin River Rock	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	1 BzP.	5 StP.	1 BzP.	2 BzP.
Beech Heart	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	1 BzP.	5 StP.	1 BzP.	2 BzP.
Distilled Spirits	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	1 BzP.	5 StP.	1 BzP.	2 BzP.
Dollup Root	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	1 BzP.	5 StP.	1 BzP.	2 BzP.
Dragon's Flame	☉	☐	☉	☉	☐	☐	☐	☐	☉	☐	☐	☐	☐	31 BzP.	22 BzP.	28 BzP.	47 BzP.
Epsolim	☉	☐	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	33 BzP.	24 BzP.	30 BzP.	50 BzP.
Fass Mud	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	2 BzP.	2 BzP.	2 BzP.	3 BzP.
Fish Liver	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	1 BzP.	5 StP.	1 BzP.	2 BzP.
Galfin Tubers	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	1 BzP.	5 StP.	1 BzP.	2 BzP.
Gem Dust	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	1 BzP.	5 StP.	1 BzP.	2 BzP.
Gold Sage	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	2 BzP.	2 BzP.	2 BzP.	3 BzP.
Great Spider Ichor	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	1 BzP.	5 StP.	1 BzP.	2 BzP.
Ground Dragon's Tooth	☉	☉	☉	☉	☐	☐	☉	☐	☉	☐	☐	☐	☐	55 BzP.	40 BzP.	50 BzP.	85 BzP.
Ground Giant's Tooth	☉	☐	☉	☉	☐	☐	☉	☐	☉	☐	☐	☐	☐	55 BzP.	40 BzP.	50 BzP.	85 BzP.
Gurik Weed	☉	☐	☉	☉	☐	☐	☉	☐	☉	☐	☐	☐	☐	95 BzP.	65 BzP.	85 BzP.	145 BzP.
Hard Ash	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	2 BzP.	2 BzP.	2 BzP.	3 BzP.
Hiscus Bark	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	30 BzP.	21 BzP.	27 BzP.	45 BzP.
Hiscus Leaves	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	30 BzP.	21 BzP.	27 BzP.	45 BzP.
Hiscus Root	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	30 BzP.	21 BzP.	27 BzP.	45 BzP.
Ice Bloom	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	115 BzP.	80 BzP.	105 BzP.	175 BzP.
Iron Oak Sap	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	100 BzP.	70 BzP.	90 BzP.	150 BzP.
Lauper Tongue	☉	☐	☉	☐	☐	☉	☐	☐	☐	☐	☐	☐	☐	120 BzP.	85 BzP.	110 BzP.	180 BzP.
Lox Oil	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	425 BzP.	300 BzP.	385 BzP.	640 BzP.
Moonleaf	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	115 BzP.	80 BzP.	105 BzP.	175 BzP.
Moss Flower	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	32 BzP.	23 BzP.	29 BzP.	48 BzP.
Mountain Breeze	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	9 BzP.	7 BzP.	9 BzP.	14 BzP.
Powdered Rock	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	1 BzP.	5 StP.	1 BzP.	2 BzP.
River Weed	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	1 BzP.	5 StP.	1 BzP.	2 BzP.
Sarragon	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	1 BzP.	5 StP.	1 BzP.	2 BzP.
Silv Blood	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	39 BzP.	28 BzP.	36 BzP.	59 BzP.
Silver Beech coal	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	32 BzP.	23 BzP.	29 BzP.	48 BzP.
Spider Ichor	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	1 BzP.	5 StP.	1 BzP.	2 BzP.
Spring Water	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	1 BzP.	5 StP.	1 BzP.	2 BzP.
Squid Ink	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	1 BzP.	5 StP.	1 BzP.	2 BzP.
Star Blossom	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	1 BzP.	5 StP.	1 BzP.	2 BzP.
Stavi Leaf	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	32 BzP.	23 BzP.	29 BzP.	48 BzP.
Tarnic	☉	☉	☉	☉	☐	☉	☉	☐	☉	☉	☉	☐	☉	1 BzP.	5 StP.	1 BzP.	2 BzP.
Tolud Nut	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	1 BzP.	5 StP.	1 BzP.	2 BzP.

Rarity	Symbol
Common	☐
Rare	○
Extremely Rare	◦
Not Present	☐

Storytellers may also choose to modify the costs based on the local market. There are four markets: Abundant, Plentiful, Standard and Meager.

Location	Market
Tol-Son	Abundant
Soga	Standard
Northern Ika	Abundant
Southern Ika	Meager
Raaz	Meager
Hammer Isle	Standard
The Torsack Province	Plentiful
Dafteria	Standard
Elvenweild	Plentiful
Coneria	Standard
Lyfenia	Standard
Western Dust	Meager
Eastern Dust	Standard

For ease of play, the cost to create a Batch is listed with each recipe. If the Storyteller doesn't want to burden the Players with details of materials and market prices, they may simply place a cost to the materials needed to create a Batch. This cost applies to either a Small or Large Batch, as they both take the same amounts of materials.

Substitutions

There are no substitutions in Alchemy. However, in addition to the specific materials needed, there are up to two general ingredients: "Other Basic Ingredients" and "Other Rare Ingredients". These costs 1 StP. and 3 StP. respectively no matter the market.

These are the local things an Alchemist uses as the bulk of each concoction, the inert ingredients if you will. They are just as necessary as the others, but not specified. These also cannot be substituted for named ingredients.

Work Hours

Split into two kinds, normal Work Hours and Brewing Time. Work Hours are the amount of active time needed, where the Alchemist is working. Brewing Hours is when the concoction is brewing away, drying or distilling. The Alchemist doesn't need to actively work on the project during Brewing Time.

Preparation

There are two methods for increasing a roll. The first is by seasoning. This is the act of preparing a tool specifically so that it is perfectly ready for the project. The second is using a better tool than required.

There are 5 tools needed in Alchemy.

- Cauldron – Comes in both Large and Small sizes. Cauldrons are heated over different fires to brew concoctions. There are 5 grades. From least to greatest: Iron, Steel, Stone, Silver, Mithrel. As with all tools, the listed grade is the minimal requirement.

- Distiller – A series of glass tubes, flasks and vials that extract essence from materials by heating them in a still over fire. There are 3 grades: Basic, Advanced, Alchemist.
- Flame – The heat source for brewing. Some concoction require heat far beyond what a normal flame can produce. Alchemists learn how to make all types of fire. Grades from least to greatest: Normal, Forge, Blue, Green, Sun.
- Drying Board – Some projects need to be carefully dried. This is done on special wooden planks that properly wick away moisture. This comes in two varieties: normal, and one made from Iron Oak.
- Flasks, vials and wraps – Not listed as a requirement per se, but a requirement none-the-less. This is what holds the concoctions once they're done.

Tool	Cost	Tool	Cost
Small Iron Cauldron	5 BzP.	Large Iron Cauldron	25 BzP.
Small Steel Cauldron	10 BzP.	Large Steel Cauldron	50 BzP.
Small Stone Caldron	50 BzP.	Large Stone Caldron	250 BzP.
Small Silver Cauldron	400 BzP.	Large Silver Cauldron	2000 BzP.
Small Mithrel Cauldron	1000 BzP.	Large Mithrel Cauldron	5000 BzP.
Simple Distiller	35 BzP.		
Advanced Distiller	150 BzP.		
Alchemist's Distiller	350 BzP.		
Drying Board	2 BzP.		
Iron Oak Drying Board	10 BzP.		

To gain a better chance of making difficult projects, better tools can be used than the minimal requirement. The chart below shows the bonus to roll.

		Minimim Required Tool									
		Iron Cauldron	Steel Cauldron	Stone Caldron	Silver Cauldron	Mithrel Cauldron	Simple Distiller	Advanced Distiller	Alchemist's Distiller	Drying Board	Iron Oak Drying Board
Tool Used	Iron Cauldron	0	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
	Steel Cauldron	+1	0	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
	Stone Caldron	+4	+2	0	N/A	N/A	N/A	N/A	N/A	N/A	N/A
	Silver Cauldron	+6	+5	+3	0	N/A	N/A	N/A	N/A	N/A	N/A
	Mithrel Cauldron	+8	+6	+4	+2	0	N/A	N/A	N/A	N/A	N/A
	Simple Distiller	N/A	N/A	N/A	N/A	N/A	0	N/A	N/A	N/A	N/A
	Advanced Distiller	N/A	N/A	N/A	N/A	N/A	+5	0	N/A	N/A	N/A
	Alchemist's Distiller	N/A	N/A	N/A	N/A	N/A	+8	+4	0	N/A	N/A
	Drying Board	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	0	N/A
	Iron Oak Drying Board	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	+1	0

Fire can never be substituted and must be exactly what is required, no hotter, no cooler.

Workshop

Workshops mean little to an Alchemist directly. What they need are the tools, the workshop has no Rank in Alchemy and adds nothing to the Skill directly.

Failed Rolls

Are as normal, any 1 on one die and 2 ones on multiple dice always botch. A botch or failure means you lose all the materials. Botch may result in an explosion, causing 1d6 damage. On a botch, roll 1d6, 5 or 6 is an explosion. Explosions always destroy a Distiller.

Failures always occur (or are noticed) at the end of the project.

Special Rolls

- Make Brewing Fire – Allows an Alchemist to make the needed Fires. All are made through a combination of normal items (wood, bricks to hold and focus the flame and so on), and small concoctions that increase the intensity.

Fire	Skill Check
Normal	2
Forge	3
Blue	6
Green	9
Sun	10

Once a fire is made, it can be sustained as long as the Alchemists tends it once in a while.

- Season Item – The Alchemists chooses how much of a bonus they desire. They then spend that many hours seasoning the tool. At the end of this time, they make a Skill Check with a Target Number of the bonus they chose. Success grants that bonus to roll for that project, and the one more of the same concoction if the Alchemists makes them back-to-back. A failure means no bonus and lost time, but no last materials either. Only one tool can be seasoned per project.
- Learn Recipe – Alchemists starts out with all recipes of a Skill Check Target Number of 6 or less. They must learn the rest, which are usually known by other Alchemists. Some suppliers of herbs and such might carry recipes. To learn a new recipe, make a Skill Check with a Target Number of that recipe's Skill Check. Any failure means the Alchemist must ponder and experiment for a month before they can try again. Each failure adds 1 to the Target Number to learn, to a maximum of 10. There is no preparation allowed for learning a new recipe.

Kinds of Brews

There are a few kinds of brews.

- Potions – A liquid put into a glass carafe or flask and drunk.
- Elixir – A very light essence in a small flask or carafe.
- Vial – A glass vial or carafe thrown to take effect.
- Oil – The essential oils of a brew collected and normally rubbed onto something.
- Balm – An infused wax, carried in a small tin and normally rubbed on something.
- Liquor – A distilled spirit and drunk. Usually a (relatively) large volume.
- Salve – A paste carried in a small leather satchel. Normally rubbed on a person.
- Philter – A light liquid, poured over the body.
- Remedy – A combination of material, dried into a small plug and eaten.
- Tonic – A liquid put into glass flasks. Always made in pairs and at the last moment, a key ingredient is added which causes the two tonics to have opposite effects.
- Unguent – A thick past carried in a small leather satchel. Rubbed on wounds.

Poison is made by the ounce. In all other cases, one vial, flask, elixir (and so on) is enough for one use.

Brews can also be classified by how they work, and their effects.

- Changing – Changes something
- Bolstering – Increases something
- Healing – Heals something
- Protecting – Protects something
- Utility – Normally vials that are thrown
- Poison – Natural poison

Batch Size

There are two size batches. Small batches can be made in either a small or large cauldron, if a cauldron is required. Small cauldrons are portable, as are Drying Boards. Not all recipes allow for a Small Batch. Distillers are never portable, and take some effort to move and set up into a workshop.

Each batch size yields a different number of concoctions. No matter the size, the materials needed are the same for a Small and Large Batch. Alchemy is such that the potency of a brew must be equal and is based on the materials, not the fillers.

Balms

Balm of Camouflage

(Changing) {Balm}

Skill Check: 5

Needed Tools

Iron Cauldron & Drying Board

Effects

Smearred on a cloak or clothes. Grants Camouflage. Lasts 1 hour, +1 hour per RO.

Small Batch **Large Batch**
- 3 Balms

Cost per Batch: 8 BzP. & 1 StP.

Work Hours Brewing Time
3 Hours 3 Hours

Formula

1 Part Fass Mud, 1 Part Fish Liver, 1 Part Hiscus Leaves & 3 Parts Sarragon. With 2 Parts Other Basic Ingredients

Superb Balm of Camouflage

(Changing) {Balm}

Skill Check: 7

Needed Tools

Iron Cauldron & Drying Board

Effects

Smearred on a cloak or clothes. Grants Camouflage and Cover Save (2). Lasts 5 hours, +1 hour per RO.

Small Batch **Large Batch**
- 3 Balms

Cost per Batch: 11 BzP. & 6 StP.

Work Hours Brewing Time
5 Hours 5 Hours

Formula

2 Parts Fass Mud, 2 Parts Fish Liver, 1 Part Hiscus Leaves & 4 Parts Sarragon. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Balm of Night Vision

(Changing) {Balm}

Skill Check: 6

Needed Tools

Iron Cauldron & Drying Board

Effects

A thick wax When smearred on the eyes, grants Night Vision as if it were day. Eyes are closed. Lasts 1 hour, +1 hour per RO

Small Batch **Large Batch**
2 Balms 5 Balms

Cost per Batch: 21 BzP. & 6 StP.

Work Hours Brewing Time
2 Hours 2 Hours

Formula

4 Parts Galfin Tubers, 2 Parts Hard Ash, 1 Part Powdered Rock, 1 Part River Weed, 1 Part Sarragon & 3 Parts Silver Beech coal. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Elixirs

Dodging Elixir

(Bolstering) {Elixir}

Skill Check: 8

Needed Tools

Iron Cauldron, Normal
Fire & Simple Distiller

Effects

When drank, grants +3 Dodge, +1 Dodge per 3
RO, lasts 2 hours.

Small Batch **Large Batch**
2 Elixirs 4 Elixirs

Cost per Batch: 16 BzP. & 6 StP. Work Hours Brewing Time
1 Hour 5 Hours

Formula

2 Parts Balsin River Rock, 2 Parts Dollup Root, 1 Part Epsolim,
1 Part Fish Liver, 4 Parts Sarragon & 3 Parts Spring Water.
With 4 Parts Other Basic Ingredients & 1 Part Other Rare
Ingredients

Superb Dodging Elixir

(Bolstering) {Elixir}

Skill Check: 11

Needed Tools

Steel Cauldron, Forge
Flame & Simple Distiller

Effects

When drank, grants +6 Dodge, +2 Dodge per 3
RO, lasts 4 hours.

Small Batch **Large Batch**
2 Elixirs 5 Elixirs

Cost per Batch: 22 BzP. & 1 StP. Work Hours Brewing Time
1 Hour 5 Hours

Formula

2 Parts Balsin River Rock, 2 Parts Dollup Root, 1 Part Epsolim,
1 Part Fish Liver, 5 Parts Sarragon & 3 Parts Spring Water
1 Part Stavi Leaf, . With 5 Parts Other Basic Ingredients & 2 Parts
Other Rare Ingredients

Elixir of Defiance

(Bolstering) {Elixir}

Skill Check: 8

Needed Tools

Iron Cauldron, Normal
Fire & Simple Distiller

Effects

+3 to Resistance Checks vs. Naturals, +1 per
4RO. Last 1 hour, + 1 hour per RO.

Small Batch **Large Batch**
- 1 Elixir

Cost per Batch: 26 BzP. & 5 StP. Work Hours Brewing Time
1 Hour 5 Hours

Formula

1 Part Hard Ash, 2 Parts Iron Oak Sap & 5 Parts Spring Water.
With 2 Parts Other Basic Ingredients & 1 Part Other Rare
Ingredients

Elixir of Magic Defiance

(Bolstering) {Elixir}

Skill Check: 15

Needed Tools

Steel Cauldron, Forge
Flame & Simple Distiller

Effects

+3 to Resistance Checks vs. Magic, +1 per 4RO.
Last 1 hour, + 1 hour per RO.

Small Batch **Large Batch**
- 1 Elixir

Cost per Batch: 42 BzP. & 5 StP. Work Hours Brewing Time
1 Hour 5 Hours

Formula

1 Part Hard Ash, 3 Parts Moonleaf & 5 Parts Spring Water.
With 3 Parts Other Basic Ingredients & 1 Part Other Rare
Ingredients

Elixir of Arcane Defiance

(Bolstering) {Elixir}

Skill Check: 10

Needed Tools

Steel Cauldron, Forge
Flame & Simple Distiller

Effects

+3 to Resistance Checks vs. Mystics, +1 per
4RO. Last 1 hour, + 1 hour per RO.

Small Batch **Large Batch**
- 1 Elixir

Cost per Batch: 12 BzP. & 5 StP. Work Hours Brewing Time
1 Hour 5 Hours

Formula

1 Part Arkarath, 1 Part Hard Ash & 5 Parts Spring Water. With
2 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Elixir of Defiance

(Bolstering) {Elixir}

Skill Check: 13

Needed Tools

Steel Cauldron, Forge
Flame & Simple Distiller

Effects

+4 to Resistance Checks vs. Naturals, +1 per
2RO. Last 3 hours, + 1 hour per RO.

Small Batch **Large Batch**
- 1 Elixir

Cost per Batch: 26 BzP. & 5 StP. Work Hours Brewing Time
1 Hour 5 Hours

Formula

1 Part Hard Ash, 2 Parts Iron Oak Sap & 5 Parts Spring Water.
With 2 Parts Other Basic Ingredients & 1 Part Other Rare
Ingredients

Superb Elixir of Magic Defiance

(Bolstering) {Elixir}

Skill Check: 16

Needed Tools

Stone Caldron, Forge
Flame & Simple Distiller

Effects

+4 to Resistance Checks vs. Magic, +1 per 2RO.
Last 3 hours, + 1 hour per RO.

Small Batch **Large Batch**
- 1 Elixir

Cost per Batch: 42 BzP. & 5 StP. Work Hours Brewing Time
1 Hour 5 Hours

Formula

1 Part Hard Ash, 3 Parts Moonleaf & 5 Parts Spring Water.
With 3 Parts Other Basic Ingredients & 1 Part Other Rare
Ingredients

Superb Elixir of Arcane Defiance

(Bolstering) {Elixir}

Skill Check: 13

Needed Tools

Stone Caldron, Forge
Flame & Simple Distiller

Effects

+4 to Resistance Checks vs. Mystics, +1 per
2RO. Last 3 hours, + 1 hour per RO.

Small Batch **Large Batch**
- 1 Elixir

Cost per Batch: 12 BzP. & 5 StP. Work Hours Brewing Time
1 Hour 5 Hours

Formula

1 Part Arkarath, 1 Part Hard Ash & 5 Parts Spring Water. With
2 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Grand Elixir of Defiance

(Bolstering) {Elixir}

Skill Check: 28

Needed Tools

Silver Cauldron, Sun
Flame & Simple Distiller

Effects

+4 to all Resistance Checks & +1 per 2RO. Last
1 hour, + 1 hour per RO.

Small Batch **Large Batch**
- 1 Elixir

Cost per Batch: 68 BzP. & 5 StP. Work Hours Brewing Time
1 Hour 5 Hours

Formula

1 Part Arkarath, 1 Part Hard Ash, 2 Parts Iron Oak Sap, 3 Parts
Moonleaf & 5 Parts Spring Water. With 3 Parts Other Basic
Ingredients & 1 Part Other Rare Ingredients

Elixir of Skill

(Bolstering) {Elixir}

Skill Check: 8

Needed Tools

Iron Cauldron, Normal
Fire & Simple Distiller

Effects

Grants a Skill of the Alchemist's choosing.
Skill is at 2 dice, or +2 dice if already known.
Lasts 5 hours, +4 hours per RO. An ingredient
must be something associated to that Skill.

Small Batch **Large Batch**
3 Elixirs 7 Elixirs

Cost per Batch: 19 BzP. & 1 StP. Work Hours Brewing Time
1 Hour 5 Hours

Formula

2 Parts Fass Mud, 3 Parts Gold Sage, 1 Part Hiscus Bark, 6
Parts Spring Water & 2 Parts Star Blossom
2 Parts Tolud Nut.
With 5 Parts Other Basic Ingredients & 2 Parts Other Rare
Ingredients

Superb Elixir of Skill

(Bolstering) (Elixir)

Skill Check: 10

Needed Tools

Steel Cauldron, Normal Fire & Simple Distiller

Effects

Grants a Skill of the Alchemist's choosing. Skill is at 4 dice, or +2 dice if already known. Lasts 10 hours, +5 hours per RO. An ingredient must be something associated to that Skill.

Small Batch 4 Elixirs
Large Batch 8 Elixirs

Cost per Batch: 22 BzP. & 2 StP.

Work Hours 2 Hours
Brewing Time 10 Hours

Formula

5 Parts Fass Mud, 3 Parts Gold Sage, 1 Part Hiscus Bark, 6 Parts Spring Water, 2 Parts Star Blossom & 2 Parts Tolud Nut. With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Elixir of the Night Eye

(Changing) (Elixir)

Skill Check: 8

Needed Tools

Iron Cauldron, Normal Fire & Simple Distiller

Effects

The user can see auras at a distance of 30 yards, +5 yards per RO. The auras convey intent. Lasts 3 hours.

Small Batch -
Large Batch 1 Elixir

Cost per Batch: 19 BzP. & 5 StP.

Work Hours 3 Hours
Brewing Time 3 Hours

Formula

1 Part Arkarath, 1 Part Dragon's Flame, 1 Part Fass Mud, 2 Parts Fish Liver, 1 Part Hiscus Leaves & 3 Parts Spring Water. With 2 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Elixir of Sneaking

(Changing) (Elixir)

Skill Check: 7

Needed Tools

Iron Cauldron & Simple Distiller

Effects

Grants the user Move Silently, Move in Shadows, Prowl, and Stealth at 50% accuracy. Last 10 min +10 min per RO.

Small Batch -
Large Batch 2 Elixirs

Cost per Batch: 22 BzP. & 6 StP.

Work Hours 3 Hours
Brewing Time 3 Hours

Formula

1 Part Moonleaf, 1 Part Moss Flower, 1 Part Mountain Breeze, 3 Parts River Weed & 2 Parts Spring Water. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Elixir of Sneaking

(Changing) (Elixir)

Skill Check: 11

Needed Tools

Steel Cauldron & Simple Distiller

Effects

Grants the user Move Silently, Move in Shadows, Prowl, and Stealth at 100% accuracy. Last 10 min +10 min per RO.

Small Batch -
Large Batch 2 Elixirs

Cost per Batch: 39 BzP. & 6 StP.

Work Hours 4 Hours
Brewing Time 4 Hours

Formula

2 Parts Moonleaf, 2 Parts Moss Flower, 2 Parts Mountain Breeze, 3 Parts River Weed & 2 Parts Spring Water. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Elixir of Water Breath

(Changing) (Elixir)

Skill Check: 7

Needed Tools

Iron Cauldron & Simple Distiller

Effects

Allows the user to breath underwater. Lasts 20 min +20 min per RO.

Small Batch 4 Elixirs
Large Batch 8 Elixirs

Cost per Batch: 17 BzP. & 2 StP.

Work Hours 1 Hour
Brewing Time 1 Hour

Formula

2 Parts Dollup Root, 6 Parts River Weed, 3 Parts Spring Water & 5 Parts Squid Ink. With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Superb Elixir of Fury

(Changing) (Elixir)

Skill Check: 10

Needed Tools

Stone Caldron & Simple Distiller

Effects

User does not need to make a KO check, and can fight until dead. Lasts 3 hours. Users is also Frenzied.

Small Batch -
Large Batch 1 Elixir

Cost per Batch: 24 BzP. & 6 StP.

Work Hours 3 Hours
Brewing Time 3 Hours

Formula

1 Part Epsolim, 1 Part Fass Mud, 1 Part Galfin Tubers & 1 Part Hiscus Leaves 1 Part Iron Oak Sap, 3 Parts Powdered Rock, 2 Parts Spring Water, . With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Elixir of Fury

(Changing) (Elixir)

Skill Check: 10

Needed Tools

Stone Caldron & Simple Distiller

Effects

User does not need to make a KO check, and can fight until dead. Lasts 3 hours. Users is also Frenzied.

Small Batch -
Large Batch 1 Elixir

Cost per Batch: 24 BzP. & 6 StP.

Work Hours 3 Hours
Brewing Time 3 Hours

Formula

1 Part Epsolim, 1 Part Fass Mud, 1 Part Galfin Tubers, 1 Part Hiscus Leaves, 1 Part Iron Oak Sap, 3 Parts Powdered Rock & 2 Parts Spring Water. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Liquors

Liquor of Attack Imbuement

(Bolstering) {Liquor}

Skill Check: 13

Needed Tools

Normal Fire & Advanced Distiller

Small Batch 3 Liquors
Large Batch 7 Liquors

Cost per Batch: 64 BzP. & 5 StP. Work Hours 8 Hours Brewing Time 8 Hours

Formula

1 Part Arkarath, 3 Parts Balsin River Rock, 1 Part Beech Heart, 2 Parts Distilled Spirits, 2 Parts Galfin Tubers, 2 Parts Ice Bloom, 3 Parts River Weed, 3 Parts Silver Beech coal, 2 Parts Stavi Leaf & 2 Parts Tolud Nut. With 6 Parts Other Basic Ingredients & 3 Parts Other Rare Ingredients

Effects

Grants the user +10 to roll on Spell Lore when using the Attack Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher. Lasts 1 hour, +1 hour per 2RO.

Liquor of Aura Imbuement

(Bolstering) {Liquor}

Skill Check: 10

Needed Tools

Normal Fire & Advanced Distiller

Small Batch 3 Liquors
Large Batch 6 Liquors

Cost per Batch: 45 BzP. & 1 StP. Work Hours 8 Hours Brewing Time 8 Hours

Formula

1 Part Arkarath, 2 Parts Balsin River Rock, 1 Part Hard Ash, 2 Parts Hiscus Leaves, 1 Part Moss Flower, 1 Part Mountain Breeze, 2 Parts Silver Beech coal, 3 Parts Stavi Leaf, 1 Part Tarnic & 3 Parts Tolud Nut. With 5 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Effects

Grants the user +10 to roll on Spell Lore when using the Aura Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Liquor of Defending Imbuement

(Bolstering) {Liquor}

Skill Check: 9

Needed Tools

Normal Fire & Advanced Distiller

Small Batch 2 Liquors
Large Batch 4 Liquors

Cost per Batch: 33 BzP. & 6 StP. Work Hours 8 Hours Brewing Time 8 Hours

Formula

1 Part Arkarath, 2 Parts Beech Heart, 1 Part Dollup Root, 3 Parts Moss Flower, 1 Part Powdered Rock, 2 Parts Stavi Leaf & 3 Parts Tolud Nut. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Grants the user +10 to roll on Spell Lore when using the Defending Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Liquor of Healing Imbuement

(Bolstering) {Liquor}

Skill Check: 16

Needed Tools

Normal Fire & Advanced Distiller

Small Batch -
Large Batch 3 Liquors

Cost per Batch: 90 BzP. Work Hours 8 Hours Brewing Time 8 Hours

Formula

1 Part Arkarath, 1 Part Distilled Spirits, 1 Part Epsolim, 2 Parts Gem Dust, 4 Parts Gurik Weed, 2 Parts Ice Bloom & 1 Part Powdered Rock 2 Parts Stavi Leaf, 3 Parts Tolud Nut. With 5 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Effects

Grants the user +10 to roll on Spell Lore when using the Healing Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Liquor of Knowledge Imbuement

(Bolstering) {Liquor}

Skill Check: 10

Needed Tools

Normal Fire & Advanced Distiller

Small Batch -
Large Batch 2 Liquors

Cost per Batch: 48 BzP. & 5 StP. Work Hours 8 Hours Brewing Time 8 Hours

Formula

1 Part Arkarath, 2 Parts Gem Dust, 2 Parts Ice Bloom, 3 Parts River Weed, 3 Parts Silv Blood & 1 Part Tolud Nut. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Grants the user +10 to roll on Spell Lore when using the Knowledge Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Liquor of Protection Imbuement

(Bolstering) {Liquor}

Skill Check: 17

Needed Tools

Normal Fire & Advanced Distiller

Small Batch 3 Liquors
Large Batch 6 Liquors

Cost per Batch: 100 BzP. & 5 StP. Work Hours 8 Hours Brewing Time 8 Hours

Formula

1 Part Arkarath, 2 Parts Balsin River Rock, 2 Parts Gem Dust, 2 Parts Ice Bloom, 2 Parts Lauper Tongue & 2 Parts Moonleaf 2 Parts Moss Flower, 3 Parts Spring Water, 3 Parts Star Blossom, 3 Parts Tolud Nut. With 6 Parts Other Basic Ingredients & 3 Parts Other Rare Ingredients

Effects

Grants the user +10 to roll on Spell Lore when using the Protection Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Liquor of Trasmutive Imbuement

(Bolstering) {Liquor}

Skill Check: 15

Needed Tools

Normal Fire & Advanced Distiller

Small Batch 3 Liquors
Large Batch 7 Liquors

Cost per Batch: 83 BzP. & 5 StP. Work Hours 8 Hours Brewing Time 8 Hours

Formula

1 Part Arkarath, 2 Parts Distilled Spirits, 2 Parts Fass Mud, 3 Parts Fish Liver, 2 Parts Gem Dust, 2 Parts Hiscus Leaves, 1 Part Lox Oil, 2 Parts Moss Flower, 2 Parts Powdered Rock, 3 Parts River Weed, 1 Part Silv Blood & 1 Part Tolud Nut. With 6 Parts Other Basic Ingredients & 3 Parts Other Rare Ingredients

Effects

Grants the user +10 to roll on Spell Lore when using the Trasmutive Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Liquor of Animal Imbuement

(Bolstering) {Liquor}

Skill Check: 13

Needed Tools

Normal Fire & Advanced Distiller

Small Batch -
Large Batch 2 Liquors

Cost per Batch: 63 BzP. & 6 StP. Work Hours 8 Hours Brewing Time 8 Hours

Formula

1 Part Arkarath, 1 Part Fass Mud, 4 Parts Fish Liver, 2 Parts Hard Ash, 1 Part Lox Oil, 1 Part Moss Flower, 1 Part Spring Water, 2 Parts Tolud Nut. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Grants the user +10 to roll on Spell Lore when using the Animal Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Liquor of Earth Imbuement

(Bolstering) {Liquor}

Skill Check: 9

Needed Tools

Normal Fire & Advanced Distiller

Small Batch 3 Liquors
Large Batch 7 Liquors

Cost per Batch: 31 BzP. & 6 StP. Work Hours 8 Hours Brewing Time 8 Hours

Formula

1 Part Arkarath, 2 Parts Beech Heart, 2 Parts Distilled Spirits, 1 Part Fass Mud, 1 Part Hard Ash, 1 Part Ice Bloom, 1 Part Moss Flower, 2 Parts River Weed & 1 Part Tolud Nut. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Grants the user +10 to roll on Spell Lore when using the Earth Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Liquor of Fire Imbuement

(Bolstering) {Liquor}

Skill Check: 9

Needed Tools

Normal Fire & Advanced Distiller

Small Batch -
Large Batch 3 Liquors

Cost per Batch: 29 BzP. & 6 StP. Work Hours 8 Hours Brewing Time 8 Hours

Formula

1 Part Arkarath, 1 Part Balsin River Rock, 2 Parts Dragon's Flame, 2 Parts Fish Liver, 1 Part Mountain Breeze, 2 Parts Silver Beech coal, 2 Parts Tarnic, 1 Part Tolud Nut. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Grants the user +10 to roll on Spell Lore when using the Fire Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Liquor of Natural Imbuement

(Bolstering) {Liquor}

Skill Check: 11

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Natural Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Small Batch 3 Liquors
Large Batch 6 Liquors

Cost per Batch: 54 BzP.

Work Hours 8 Hours
Brewing Time 8 Hours

Formula

1 Part Arkarath, 3 Parts Epsolim, 2 Parts Hiscus Leaves, 1 Part Lauper Tongue, 2 Parts Moss Flower, 2 Parts Powdered Rock, 3 Parts Spring Water, 3 Parts Star Blossom & 1 Part Tolud Nut. With 4 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Liquor of Time Imbuement

(Bolstering) {Liquor}

Skill Check: 10

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Time Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Small Batch 3 Liquors
Large Batch 6 Liquors

Cost per Batch: 47 BzP. & 1 StP.

Work Hours 8 Hours
Brewing Time 8 Hours

Formula

1 Part Arkarath, 3 Parts Beech Heart, 1 Part Hard Ash, 2 Parts Moonleaf, 2 Parts Powdered Rock, 2 Parts River Weed, 1 Part Silv Blood, 3 Parts Squid Ink & 1 Part Tolud Nut. With 5 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Liquor of Water Imbuement

(Bolstering) {Liquor}

Skill Check: 11

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Water Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Small Batch 2 Liquors
Large Batch 4 Liquors

Cost per Batch: 56 BzP.

Work Hours 8 Hours
Brewing Time 8 Hours

Formula

1 Part Arkarath, 2 Parts Ice Bloom, 1 Part Lauper Tongue, 1 Part Silv Blood, 6 Parts Spring Water & 3 Parts Tolud Nut. With 4 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Liquor of Wind Imbuement

(Bolstering) {Liquor}

Skill Check: 26

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Wind Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Small Batch -
Large Batch 1 Liquor

Cost per Batch: 189 BzP. & 3 StP.

Work Hours 8 Hours
Brewing Time 8 Hours

Formula

1 Part Arkarath, 1 Part Balsin River Rock, 1 Part Beech Heart, 2 Parts Fish Liver, 2 Parts Ice Bloom & 2 Parts Iron Oak Sap 3 Parts Lauper Tongue, 2 Parts Lox Oil, 2 Parts Moss Flower, 1 Part Sarragon, 3 Parts Tolud Nut. With 4 Parts Other Basic Ingredients & 3 Parts Other Rare Ingredients

Liquor of Blade Imbuement

(Bolstering) {Liquor}

Skill Check: 14

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Blade Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Small Batch 2 Liquors
Large Batch 5 Liquors

Cost per Batch: 65 BzP. & 1 StP.

Work Hours 8 Hours
Brewing Time 8 Hours

Formula

1 Part Arkarath, 3 Parts Beech Heart, 3 Parts Distilled Spirits, 3 Parts Moonleaf, 3 Parts Silv Blood, 3 Parts Tarnic & 1 Part Tolud Nut. With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Liquor of Enchantment Imbuement

(Bolstering) {Liquor}

Skill Check: 10

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Enchantment Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Small Batch 3 Liquors
Large Batch 6 Liquors

Cost per Batch: 40 BzP. & 1 StP.

Work Hours 8 Hours
Brewing Time 8 Hours

Formula

1 Part Arkarath, 3 Parts Balsin River Rock, 2 Parts Beech Heart, 1 Part Gem Dust, 1 Part Lauper Tongue, 1 Part Powdered Rock & 2 Parts Silver Beech coal 1 Part Spring Water, 3 Parts Star Blossom, 2 Parts Tolud Nut. With 5 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Liquor of Iron Imbuement

(Bolstering) {Liquor}

Skill Check: 10

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Iron Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Small Batch 2 Liquors
Large Batch 5 Liquors

Cost per Batch: 47 BzP.

Work Hours 8 Hours
Brewing Time 8 Hours

Formula

1 Part Arkarath, 1 Part Distilled Spirits, 1 Part Dragon's Flame, 1 Part Epsolim, 1 Part Fass Mud, 3 Parts Hard Ash, 1 Part Lauper Tongue, 2 Parts Powdered Rock, 3 Parts Silver Beech coal & 1 Part Tolud Nut. With 4 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Liquor of Iron Imbuement

(Bolstering) {Liquor}

Skill Check: 10

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Iron Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Small Batch 2 Liquors
Large Batch 5 Liquors

Cost per Batch: 47 BzP.

Work Hours 8 Hours
Brewing Time 8 Hours

Formula

1 Part Arkarath, 1 Part Distilled Spirits, 1 Part Dragon's Flame, 1 Part Epsolim, 1 Part Fass Mud, 3 Parts Hard Ash, 1 Part Lauper Tongue, 2 Parts Powdered Rock, 3 Parts Silver Beech coal & 1 Part Tolud Nut. With 4 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Liquor of Perception Imbuement

(Bolstering) {Liquor}

Skill Check: 9

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Perception Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Small Batch -
Large Batch 2 Liquors

Cost per Batch: 28 BzP. & 6 StP.

Work Hours 8 Hours
Brewing Time 8 Hours

Formula

1 Part Arkarath, 1 Part Epsolim, 1 Part Iron Oak Sap, 1 Part River Weed, 1 Part Sarragon, 3 Parts Spring Water & 3 Parts Tolud Nut. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Liquor of Star Imbuement

(Bolstering) {Liquor}

Skill Check: 11

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Star Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Small Batch 4 Liquors
Large Batch 8 Liquors

Cost per Batch: 51 BzP. & 2 StP.

Work Hours 8 Hours
Brewing Time 8 Hours

Formula

1 Part Arkarath, 1 Part Beech Heart, 1 Part Dollup Root, 1 Part Dragon's Flame, 2 Parts Fish Liver, 2 Parts Hard Ash & 1 Part Hiscus Root 1 Part Lauper Tongue, 1 Part Silver Beech coal, 3 Parts Spring Water, 2 Parts Stavi Leaf, 2 Parts Tarnic, 2 Parts Tolud Nut. With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Liquor of Utility Imbuement

(Bolstering) (Liquor)

Skill Check: 10

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Utility Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Small Batch 2 Liquors
Large Batch 4 Liquors

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Blood Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Cost per Batch: 47 BzP.

Work Hours 8 Hours
Brewing Time 8 Hours

Skill Check: 20

Small Batch 2 Liquors
Large Batch 5 Liquors

Work Hours 8 Hours
Brewing Time 8 Hours

Formula

1 Part Arkarath, 1 Part Beech Heart, 2 Parts Dollup Root, 3 Parts Hard Ash, 3 Parts Iron Oak Sap, 1 Part Mountain Breeze, 1 Part Tarnic & 2 Parts Tolud Nut. With 4 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

1 Part Arkarath, 1 Part Dragon's Flame, 1 Part Gem Dust, 1 Part Lox Oil, 2 Parts Moonleaf, 2 Parts Powdered Rock, 1 Part River Weed & 7 Parts Silv Blood 3 Parts Silver Beech coal, 3 Parts Star Blossom, 1 Part Tolud Nut. With 7 Parts Other Basic Ingredients & 3 Parts Other Rare Ingredients

Liquor of Decay Imbuement

(Bolstering) (Liquor)

Skill Check: 13

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Decay Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Small Batch 4 Liquors
Large Batch 9 Liquors

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Explosion Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Cost per Batch: 64 BzP. & 5 StP.

Work Hours 8 Hours
Brewing Time 8 Hours

Skill Check: 24

Small Batch -
Large Batch 1 Liquor

Work Hours 8 Hours
Brewing Time 8 Hours

Formula

1 Part Arkarath, 3 Parts Dollup Root, 1 Part Fass Mud, 3 Parts Fish Liver, 6 Parts Great Spider Ichor, 2 Parts Moonleaf, 3 Parts Moss Flower, 1 Part Silv Blood, 2 Parts Spider Ichor & 2 Parts Tolud Nut. With 6 Parts Other Basic Ingredients & 3 Parts Other Rare Ingredients

1 Part Arkarath, 3 Parts Dollup Root, 2 Parts Gem Dust, 1 Part Gold Sage, 1 Part Ice Bloom, 3 Parts Lox Oil, 3 Parts Mountain Breeze, 1 Part Silv Blood, 2 Parts Silver Beech coal & 1 Part Tolud Nut. With 5 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Liquor of Necromancy Imbuement

(Bolstering) (Liquor)

Skill Check: 10

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Necromancy Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Small Batch 3 Liquors
Large Batch 6 Liquors

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Non-Lethal Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Cost per Batch: 43 BzP. & 1 StP.

Work Hours 8 Hours
Brewing Time 8 Hours

Skill Check: 14

Small Batch 2 Liquors
Large Batch 4 Liquors

Work Hours 8 Hours
Brewing Time 8 Hours

Formula

1 Part Arkarath, 1 Part Balsin River Rock, 5 Parts Great Spider Ichor, 2 Parts Hiscus Leaves, 1 Part Iron Oak Sap, 2 Parts Silv Blood, 3 Parts Tarnic & 3 Parts Tolud Nut. With 3 Parts Other Basic Ingredients & 3 Parts Other Rare Ingredients

1 Part Arkarath, 1 Part Epsolim, 2 Parts Gold Sage, 1 Part Hiscus Root, 2 Parts Ice Bloom, 1 Part Iron Oak Sap, 3 Parts Moss Flower & 1 Part Spring Water 3 Parts Tarnic, 2 Parts Tolud Nut. With 4 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Liquor of Shade Imbuement

(Bolstering) (Liquor)

Skill Check: 9

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Shade Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Small Batch 4 Liquors
Large Batch 8 Liquors

Needed Tools

Normal Fire & Advanced Distiller

Effects

Grants the user +10 to roll on Spell Lore when using the Summoning Source only. Spells cannot be miscast or interrupted. Can also cast as if 3 levels higher.

Cost per Batch: 35 BzP. & 2 StP.

Work Hours 8 Hours
Brewing Time 8 Hours

Skill Check: 11

Small Batch 4 Liquors
Large Batch 8 Liquors

Work Hours 8 Hours
Brewing Time 8 Hours

Formula

1 Part Arkarath, 2 Parts Fass Mud, 3 Parts Hard Ash, 1 Part Hiscus Bark, 3 Parts Moss Flower, 2 Parts Mountain Breeze, 3 Parts Spring Water & 3 Parts Tolud Nut. With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

1 Part Arkarath, 2 Parts Beech Heart, 2 Parts Fass Mud, 3 Parts Galfin Tubers, 2 Parts Hiscus Leaves, 2 Parts Moonleaf, 2 Parts Powdered Rock & 3 Parts Squid Ink 3 Parts Tolud Nut. With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Oils

Oil of the Hunter's Vision

(Changing) {Oil}

Skill Check: 8

Needed Tools

Steel Cauldron & Forge
Flame

Small Batch 2 Oils
Large Batch 5 Oils

Cost per Batch: 19 BzP. & 8 StP. Work Hours 2 Hours Brewing Time 8 Hours

Formula

4 Parts Galfin Tubers, 3 Parts Hard Ash, 1 Part River Weed, 1 Part Sarragon, 2 Parts Silver Beech coal, 1 Part Squid Ink & 1 Part Tolud Nut. With 5 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Oil is rubbed on a weapon. For the next 1 hour, +20 min per RO, that weapon will always hit a specific (predetermined by the Alchemist) kind of enemy, as in Dragons, Trolls or Elves. Rolls to hit are still made, but any misses count as a hit, at the minimal roll.

Oil of Softening

(Healing) {Oil}

Skill Check: 8

Needed Tools

Steel Cauldron & Forge
Flame

Small Batch -
Large Batch 3 Oils

Cost per Batch: 62 BzP. Work Hours 3 Hours Brewing Time 12 Hours

Formula

2 Parts Hiscus Leaves, 1 Part Lox Oil, 10 Parts Powdered Rock, 2 Parts Tolud Nut. With 4 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Effects

Cures ongoing effects of Petrification.

Superb Oil of Softening

(Healing) {Oil}

Skill Check: 14

Needed Tools

Steel Cauldron & Forge
Flame

Small Batch 2 Oils
Large Batch 5 Oils

Cost per Batch: 67 BzP. Work Hours 4 Hours Brewing Time 16 Hours

Formula

3 Parts Hiscus Leaves, 1 Part Lox Oil, 10 Parts Powdered Rock & 4 Parts Tolud Nut. With 5 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Effects

Cure those who have been Petrified.

Oil of Blade Guard

(Protecting) {Oil}

Skill Check: 8

Needed Tools

Steel Cauldron & Forge
Flame

Small Batch -
Large Batch 1 Oil

Cost per Batch: 25 BzP. & 5 StP. Work Hours 1 Hour Brewing Time 4 Hours

Formula

2 Parts Fass Mud, 2 Parts Fish Liver, 1 Part Ground Giant's Tooth & 1 Part Hard Ash 1 Part Iron Oak Sap, 1 Part Moss Flower, . With 2 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +3 to Absorb #1, +1 per 4RO. Lasts 1 hour, +20 minutes per RO.

Oil of Spear Guard

(Protecting) {Oil}

Skill Check: 8

Needed Tools

Steel Cauldron & Forge
Flame

Small Batch -
Large Batch 1 Oil

Cost per Batch: 25 BzP. & 5 StP. Work Hours 1 Hour Brewing Time 4 Hours

Formula

2 Parts Fass Mud, 2 Parts Fish Liver, 1 Part Ground Giant's Tooth, 1 Part Hard Ash, 1 Part Iron Oak Sap & 1 Part Moss Flower. With 2 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +3 to Absorb #2, +1 per 4RO. Lasts 1 hour, +20 minutes per RO.

Oil of Hammer Guard

(Protecting) {Oil}

Skill Check: 8

Needed Tools

Steel Cauldron & Forge
Flame

Small Batch -
Large Batch 1 Oil

Cost per Batch: 25 BzP. & 5 StP. Work Hours 1 Hour Brewing Time 4 Hours

Formula

2 Parts Fass Mud, 2 Parts Fish Liver, 1 Part Ground Giant's Tooth, 1 Part Hard Ash, 1 Part Iron Oak Sap & 1 Part Moss Flower. With 2 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +3 to Absorb #3, +1 per 4RO. Lasts 1 hour, +20 minutes per RO.

Oil of Blast Guard

(Protecting) {Oil}

Skill Check: 9

Needed Tools

Steel Cauldron & Forge
Flame

Small Batch -
Large Batch 2 Oils

Cost per Batch: 33 BzP. & 5 StP. Work Hours 1 Hour Brewing Time 4 Hours

Formula

2 Parts Fass Mud, 2 Parts Fish Liver, 1 Part Hard Ash, 1 Part Iron Oak Sap, 1 Part Moonleaf, 1 Part Moss Flower & 2 Parts Powdered Rock. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +3 to Absorb #4, +1 per 4RO. Lasts 1 hour, +20 minutes per RO.

Oil of Fire Guard

(Protecting) {Oil}

Skill Check: 8

Needed Tools

Steel Cauldron & Forge
Flame

Small Batch -
Large Batch 2 Oils

Cost per Batch: 24 BzP. & 6 StP. Work Hours 1 Hour Brewing Time 4 Hours

Formula

2 Parts Distilled Spirits, 1 Part Dragon's Flame, 2 Parts Fass Mud, 2 Parts Fish Liver, 1 Part Iron Oak Sap, 1 Part Moss Flower & . With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +5 to Absorb #5, +1 per 2RO. Lasts 10 minutes, +2 minutes per RO.

Oil of Ice Guard

(Protecting) {Oil}

Skill Check: 14

Needed Tools

Steel Cauldron & Forge
Flame

Small Batch -
Large Batch 1 Oil

Cost per Batch: 66 BzP. & 5 StP. Work Hours 1 Hour Brewing Time 4 Hours

Formula

2 Parts Fass Mud, 2 Parts Fish Liver, 2 Parts Ice Bloom, 1 Part Iron Oak Sap, 2 Parts Moonleaf & 1 Part Moss Flower. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +5 to Absorb #6, +1 per 2RO. Lasts 10 minutes, +2 minutes per RO.

Oil of Storm Guard

(Protecting) {Oil}

Skill Check: 11

Needed Tools

Steel Cauldron & Forge
Flame

Small Batch -
Large Batch 2 Oils

Cost per Batch: 57 BzP. & 6 StP. Work Hours 1 Hour Brewing Time 4 Hours

Formula

2 Parts Fass Mud, 2 Parts Fish Liver, 1 Part Iron Oak Sap, 3 Parts Moonleaf, 1 Part Moss Flower & 3 Parts Star Blossom. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +5 to Absorb #7, +1 per 2RO. Lasts 10 minutes, +2 minutes per RO.

Oil of Acid Guard

(Protecting) {Oil}

Skill Check: 9

Needed Tools

Steel Cauldron & Forge
Flame

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +5 to Absorb #8, +1 per 2RO. Lasts 10 minutes, +2 minutes per RO.

Small Batch Large Batch
- 3 Oils

Cost per Batch: 35 BzP. & 6 StP. Work Hours Brewing Time
1 Hour 4 Hours

Formula

2 Parts Fass Mud, 2 Parts Fish Liver, 1 Part Gold Sage, 1 Part Iron Oak Sap, 1 Part Moss Flower & 4 Parts Silver Beech coal. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Oil of Magic Guard

(Protecting) {Oil}

Skill Check: 8

Needed Tools

Steel Cauldron & Forge
Flame

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +5 to Absorb #9, +1 per 2RO. Lasts 10 minutes, +2 minutes per RO.

Small Batch Large Batch
- 1 Oil

Cost per Batch: 24 BzP. & 5 StP. Work Hours Brewing Time
1 Hour 4 Hours

Formula

1 Part Arkarath, 2 Parts Fass Mud, 2 Parts Fish Liver, 1 Part Iron Oak Sap, 1 Part Moss Flower & . With 2 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Oil of Blade Guard

(Protecting) {Oil}

Skill Check: 10

Needed Tools

Steel Cauldron & Forge
Flame

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +6 to Absorb #1, +1 per 2RO. Lasts 5 minutes, +2 minutes per RO.

Small Batch Large Batch
- 2 Oils

Cost per Batch: 27 BzP. & 6 StP. Work Hours Brewing Time
3 Hours 12 Hours

Formula

1 Part Balsin River Rock, 1 Part Beech Heart, 2 Parts Fass Mud, 2 Parts Fish Liver, 1 Part Ground Giant's Tooth, 1 Part Hard Ash, 1 Part Iron Oak Sap & 1 Part Moss Flower. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Oil of Spear Guard

(Protecting) {Oil}

Skill Check: 10

Needed Tools

Steel Cauldron & Forge
Flame

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +6 to Absorb #2, +1 per 2RO. Lasts 5 minutes, +2 minutes per RO.

Small Batch Large Batch
- 2 Oils

Cost per Batch: 27 BzP. & 6 StP. Work Hours Brewing Time
3 Hours 12 Hours

Formula

1 Part Balsin River Rock, 1 Part Beech Heart, 2 Parts Fass Mud, 2 Parts Fish Liver, 1 Part Ground Giant's Tooth, 1 Part Hard Ash, 1 Part Iron Oak Sap & 1 Part Moss Flower. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Oil of Hammer Guard

(Protecting) {Oil}

Skill Check: 10

Needed Tools

Steel Cauldron & Forge
Flame

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +6 to Absorb #3, +1 per 2RO. Lasts 5 minutes, +2 minutes per RO.

Small Batch Large Batch
- 2 Oils

Cost per Batch: 27 BzP. & 6 StP. Work Hours Brewing Time
3 Hours 12 Hours

Formula

1 Part Balsin River Rock, 1 Part Beech Heart, 2 Parts Fass Mud, 2 Parts Fish Liver, 1 Part Ground Giant's Tooth, 1 Part Hard Ash, 1 Part Iron Oak Sap & 1 Part Moss Flower. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Oil of Blast Guard

(Protecting) {Oil}

Skill Check: 11

Needed Tools

Steel Cauldron & Forge
Flame

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +7 to Absorb #4, +3 per 1RO. Lasts 1 minute.

Small Batch Large Batch
- 3 Oils

Cost per Batch: 35 BzP. & 6 StP. Work Hours Brewing Time
3 Hours 12 Hours

Formula

1 Part Balsin River Rock, 1 Part Beech Heart, 2 Parts Fass Mud, 2 Parts Fish Liver, 1 Part Hard Ash, 1 Part Iron Oak Sap, 1 Part Moonleaf & 1 Part Moss Flower 2 Parts Powdered Rock, . With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Oil of Fire Guard

(Protecting) {Oil}

Skill Check: 10

Needed Tools

Steel Cauldron & Forge
Flame

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +10 to Absorb #5, +2 per RO. Lasts 10 minutes, +2 minutes per RO.

Small Batch Large Batch
- 3 Oils

Cost per Batch: 26 BzP. & 6 StP. Work Hours Brewing Time
3 Hours 12 Hours

Formula

1 Part Balsin River Rock, 1 Part Beech Heart, 2 Parts Distilled Spirits, 1 Part Dragon's Flame, 2 Parts Fass Mud, 2 Parts Fish Liver, 1 Part Iron Oak Sap & 1 Part Moss Flower. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Oil of Ice Guard

(Protecting) {Oil}

Skill Check: 16

Needed Tools

Steel Cauldron & Forge
Flame

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +10 to Absorb #6, +2 per RO. Lasts 10 minutes, +2 minutes per RO.

Small Batch Large Batch
- 1 Oil

Cost per Batch: 68 BzP. & 5 StP. Work Hours Brewing Time
3 Hours 12 Hours

Formula

1 Part Balsin River Rock, 1 Part Beech Heart, 2 Parts Fass Mud, 2 Parts Fish Liver, 2 Parts Ice Bloom, 1 Part Iron Oak Sap, 2 Parts Moonleaf & 1 Part Moss Flower. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Oil of Storm Guard

(Protecting) {Oil}

Skill Check: 13

Needed Tools

Steel Cauldron & Forge
Flame

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +10 to Absorb #7, +2 per RO. Lasts 10 minutes, +2 minutes per RO.

Small Batch Large Batch
2 Oils 4 Oils

Cost per Batch: 59 BzP. & 7 StP. Work Hours Brewing Time
3 Hours 12 Hours

Formula

1 Part Balsin River Rock, 1 Part Beech Heart, 2 Parts Fass Mud, 2 Parts Fish Liver, 1 Part Iron Oak Sap, 3 Parts Moonleaf, 1 Part Moss Flower & 3 Parts Star Blossom. With 5 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Oil of Acid Guard

(Protecting) {Oil}

Skill Check: 11

Needed Tools

Steel Cauldron & Forge
Flame

Effects

Thoroughly rubbed onto a main armor piece, which takes about 5 minutes. Affected armor gains +10 to Absorb #8, +2 per RO. Lasts 10 minutes, +2 minutes per RO.

Small Batch Large Batch
2 Oils 4 Oils

Cost per Batch: 37 BzP. & 6 StP. Work Hours Brewing Time
3 Hours 12 Hours

Formula

1 Part Balsin River Rock, 1 Part Beech Heart, 2 Parts Fass Mud, 2 Parts Fish Liver, 1 Part Gold Sage, 1 Part Iron Oak Sap, 1 Part Moss Flower & 4 Parts Silver Beech coal. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Philters

Philter of Spell Power

(Bolstering) {Philter}

Skill Check: 23

Needed Tools

Stone Caldron & Green Flame

Effects

Spells cannot be miscast. Triples any RO score for purposes of spells. Grants Spellcraft-like modifying abilities as if a roll of 12 is done, up to 3 modifications. Lasts for 10 minutes, +10 minutes per RO.

Small Batch **Large Batch**
- 1 Philter

Cost per Batch: 104 BzP. & 3 StP. Work Hours 3 Hours Brewing Time 24 Hours

Formula

4 Parts Arkarath, 1 Part Balsin River Rock, 2 Parts Epsolim, 2 Parts Gem Dust, 1 Part Lauper Tongue, 4 Parts Moonleaf, 1 Part Moss Flower & 4 Parts Spring Water. With 4 Parts Other Basic Ingredients & 3 Parts Other Rare Ingredients

Philter of Fortune

(Bolstering) {Philter}

Skill Check: 12

Needed Tools

Stone Caldron & Green Flame

Effects

User will come upon some odd fortune. This can take on many different forms, as determined by the Storyteller. For a benchmark, equal to adding +10% to percentile rolls. Lasts 1 day, +5 hours per RO.

Small Batch **Large Batch**
- 1 Philter

Cost per Batch: 29 BzP. & 6 StP. Work Hours 3 Hours Brewing Time 24 Hours

Formula

2 Parts Balsin River Rock, 1 Part Galfin Tubers, 1 Part Hiscus Root, 1 Part Lauper Tongue, 1 Part Powdered Rock, 2 Parts Silver Beech coal, 1 Part Spring Water & 1 Part Squid Ink. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Good Philter of Fortune

(Bolstering) {Philter}

Skill Check: 15

Needed Tools

Stone Caldron & Green Flame

Effects

User will come upon some odd fortune. This can take on many different forms, as determined by the Storyteller. For a benchmark, equal to adding +20% to percentile rolls. Lasts 1 day, +5 hours per RO.

Small Batch **Large Batch**
- 1 Philter

Cost per Batch: 33 BzP. & 5 StP. Work Hours 4 Hours Brewing Time 32 Hours

Formula

2 Parts Balsin River Rock, 1 Part Galfin Tubers, 1 Part Hiscus Root, 1 Part Lauper Tongue, 1 Part Powdered Rock, 3 Parts Silver Beech coal, 1 Part Spring Water & 1 Part Squid Ink. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Grand Philter of Fortune

(Bolstering) {Philter}

Skill Check: 16

Needed Tools

Stone Caldron & Green Flame

Effects

User will come upon some odd fortune. This can take on many different forms, as determined by the Storyteller. For a benchmark, equal to adding +30% to percentile rolls. Lasts 1 day, +5 hours per RO.

Small Batch **Large Batch**
- 1 Philter

Cost per Batch: 37 BzP. & 6 StP. Work Hours 5 Hours Brewing Time 40 Hours

Formula

2 Parts Balsin River Rock, 1 Part Galfin Tubers, 1 Part Hiscus Root, 1 Part Lauper Tongue, 1 Part Powdered Rock, 4 Parts Silver Beech coal, 1 Part Spring Water & 1 Part Squid Ink. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Philter of Fortune

(Bolstering) {Philter}

Skill Check: 21

Needed Tools

Stone Caldron & Green Flame

Effects

User will come upon some odd fortune. This can take on many different forms, as determined by the Storyteller. For a benchmark, equal to adding +50% to percentile rolls. Lasts 1 day, +5 hours per RO.

Small Batch **Large Batch**
- 1 Philter

Cost per Batch: 85 BzP. Work Hours 6 Hours Brewing Time 48 Hours

Formula

2 Parts Balsin River Rock, 1 Part Galfin Tubers, 1 Part Hiscus Root, 1 Part Lauper Tongue, 1 Part Lox Oil, 1 Part Powdered Rock, 5 Parts Silver Beech coal, 1 Part Spring Water & 1 Part Squid Ink. With 4 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Philter of Feather Fall

(Changing) {Philter}

Skill Check: 14

Needed Tools

Stone Caldron & Green Flame

Effects

User becomes light as a feather, able to float down from a fall, or be caught up by a strong wind. Lasts 5 minutes, +1 minute per RO.

Small Batch **Large Batch**
- 1 Philter

Cost per Batch: 25 BzP. & 6 StP. Work Hours 1 Hour Brewing Time 8 Hours

Formula

1 Part Beech Heart, 1 Part Moonleaf, 1 Part Moss Flower, 3 Parts Mountain Breeze, 2 Parts Sarragon, 1 Part Spring Water, 2 Parts Star Blossom, . With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Philter of Defense

(Protecting) {Philter}

Skill Check: 9

Needed Tools

Stone Caldron & Green Flame

Effects

Increases all Block AND Parry scores by 3. Lasts for 10 minutes, +1 minute per RO.

Small Batch **Large Batch**
- 1 Philter

Cost per Batch: 15 BzP. & 6 StP. Work Hours 2 Hours Brewing Time 16 Hours

Formula

1 Part Gold Sage, 1 Part Hard Ash, 1 Part Silver Beech coal, 3 Parts Spring Water, 1 Part Stavi Leaf, 1 Part Tarnic & 1 Part Tolud Nut. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Philter of Defense

(Protecting) {Philter}

Skill Check: 13

Needed Tools

Stone Caldron & Green Flame

Effects

Increases all Block AND Parry scores by 7. Lasts for 10 minutes, +1 minute per RO.

Small Batch **Large Batch**
- 1 Philter

Cost per Batch: 15 BzP. & 6 StP. Work Hours 3 Hours Brewing Time 24 Hours

Formula

1 Part Gold Sage, 1 Part Hard Ash, 1 Part Silver Beech coal, 3 Parts Spring Water, 1 Part Stavi Leaf, 1 Part Tarnic & 1 Part Tolud Nut. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Potions

Potion of Haste

(Bolstering) {Potion}

Skill Check: 5

Needed Tools

Iron Cauldron & Normal Fire

Small Batch **Large Batch**
2 Potions 5 Potions

Cost per Batch: 20 BzP. & 6 StP. Work Hours 2 Hours Brewing Time 16 Hours

Formula

3 Parts Fish Liver, 2 Parts Silv Blood, Parts Spring Water, 4 Parts Squid Ink & 1 Part Stavi Leaf. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

User gains +1 Dexterity and is able to attack at +1 Step. This increase can break a weapon's max attacks per Round. Lasts 1 minute, +30 seconds per RO.

Superb Potion of Haste

(Bolstering) {Potion}

Skill Check: 9

Needed Tools

Steel Cauldron & Forge Flame

Small Batch **Large Batch**
2 Potions 5 Potions

Cost per Batch: 29 BzP. & 8 StP. Work Hours 4 Hours Brewing Time 32 Hours

Formula

3 Parts Fish Liver, 3 Parts Silv Blood, Parts Spring Water, 5 Parts Squid Ink & 2 Parts Stavi Leaf. With 5 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

User gains +1 Dexterity and is able to attack at +2 Steps. This increase can break a weapon's max attacks per Round. Lasts 2 minutes, +30 seconds per RO.

Potion of the Ox Heart

(Bolstering) {Potion}

Skill Check: 9

Needed Tools

Stone Caldron & Forge Flame

Small Batch **Large Batch**
5 Potions 10 Potions

Cost per Batch: 22 BzP. & 3 StP. Work Hours 1 Hour Brewing Time 10 Hours

Formula

3 Parts Distilled Spirits, 10 Parts Galfin Tubers, 5 Parts Spring Water, 1 Part Star Blossom & 2 Parts Tarnic. With 7 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Effects

Increases the users Longevity Attribute by 1d4, +1 per 5 RO, to a maximum of 25. Lasts 1 hour, +5 minutes per RO.

Potion of the Cat's Speed

(Bolstering) {Potion}

Skill Check: 9

Needed Tools

Stone Caldron & Forge Flame

Small Batch **Large Batch**
- 3 Potions

Cost per Batch: 15 BzP. & 7 StP. Work Hours 1 Hour Brewing Time 10 Hours

Formula

3 Parts Distilled Spirits, 1 Part Epsolim, 5 Parts Spring Water, 1 Part Star Blossom & 2 Parts Tarnic. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Increases the users Agility Attribute by 1d4, +1 per 5 RO, to a maximum of 25. Lasts 1 hour, +5 minutes per RO.

Grand Potion of Haste

(Bolstering) {Potion}

Skill Check: 17

Needed Tools

Stone Caldron & Green Flame

Small Batch **Large Batch**
2 Potions 4 Potions

Cost per Batch: 48 BzP. & 2 StP. Work Hours 6 Hours Brewing Time 48 Hours

Formula

4 Parts Fish Liver, 1 Part Lauper Tongue, 4 Parts Silv Blood, Parts Spring Water, 6 Parts Squid Ink & 2 Parts Stavi Leaf. With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Effects

User gains +1 Dexterity and is able to attack at +3 Steps. This increase can break a weapon's max attacks per Round. Lasts 2 minutes, +30 seconds per RO.

Potion of the Bear's Strength

(Bolstering) {Potion}

Skill Check: 9

Needed Tools

Stone Caldron & Forge Flame

Small Batch **Large Batch**
- 3 Potions

Cost per Batch: 17 BzP. & 6 StP. Work Hours 1 Hour Brewing Time 10 Hours

Formula

3 Parts Distilled Spirits, 1 Part Ground Giant's Tooth, 5 Parts Spring Water, 1 Part Star Blossom, 2 Parts Tarnic & . With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Increases the users Strength Attribute by 1d4, +1 per 5 RO, to a maximum of 25. Lasts 1 hour, +5 minutes per RO.

Potion of the Strider's Grace

(Bolstering) {Potion}

Skill Check: 8

Needed Tools

Stone Caldron & Forge Flame

Small Batch **Large Batch**
2 Potions 4 Potions

Cost per Batch: 12 BzP. & 7 StP. Work Hours 1 Hour Brewing Time 10 Hours

Formula

3 Parts Distilled Spirits, 1 Part Dollup Root, 5 Parts Spring Water, 1 Part Star Blossom & 2 Parts Tarnic. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Increases the users Dexterity Attribute by 1d4, +1 per 5 RO, to a maximum of 25. Lasts 1 hour, +5 minutes per RO.

Potion of the Owl's Wisdom

(Bolstering) {Potion}

Skill Check: 10

Needed Tools

Stone Caldron & Forge Flame

Small Batch **Large Batch**
2 Potions 4 Potions

Cost per Batch: 30 BzP. Work Hours 1 Hour Brewing Time 10 Hours

Formula

3 Parts Distilled Spirits, 3 Parts Ground Drangon's Tooth, 5 Parts Spring Water, 1 Part Star Blossom & 2 Parts Tarnic. With 4 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Effects

Increases the users Intellect Attribute by 1d4, +1 per 5 RO, to a maximum of 25. Lasts 1 hour, +5 minutes per RO.

Potion of the O'Thoul's Spirit

(Bolstering) {Potion}

Skill Check: 11

Needed Tools

Stone Caldron & Forge Flame

Small Batch **Large Batch**
2 Potions 5 Potions

Cost per Batch: 42 BzP. Work Hours 1 Hour Brewing Time 10 Hours

Formula

5 Parts Arkarath, 3 Parts Distilled Spirits, 5 Parts Spring Water, 1 Part Star Blossom & 2 Parts Tarnic. With 4 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Effects

Increases the users Mysticism Attribute by 1d4, +1 per 5 RO, to a maximum of 25. Lasts 1 hour, +5 minutes per RO.

Superb Potion of the Bear's Strength

(Bolstering) {Potion}

Skill Check: 9

Needed Tools

Stone Caldron & Forge Flame

Small Batch **Large Batch**
2 Potions 5 Potions

Cost per Batch: 25 BzP. Work Hours 2 Hours Brewing Time 20 Hours

Formula

3 Parts Distilled Spirits, 2 Parts Ground Giant's Tooth, 5 Parts Spring Water, 2 Parts Star Blossom & 2 Parts Tarnic. With 4 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Effects

Increases the users Strength Attribute by 1d6, +1 per 3RO, to a maximum of 27. Lasts 1 hour, +5 minutes per RO.

Superb Potion of the Ox Heart (Bolstering) {Potion}

Skill Check:	10
Small Batch	Large Batch
5 Potions	10 Potions
Cost per Batch: 28 BzP. & 7 StP.	
Work Hours	Brewing Time
2 Hours	20 Hours
Formula	
3 Parts Distilled Spirits, 15 Parts Galfin Tubers, 5 Parts Spring Water, 2 Parts Star Blossom & 2 Parts Tarnic. With 9 Parts Other Basic Ingredients & 3 Parts Other Rare Ingredients	

Needed Tools
Stone Caldron & Forge Flame

Effects
Increases the users Longevity Attribute by 1d6, +1 per 3RO, to a maximum of 27. Lasts 1 hour, +5 minutes per RO.

Superb Potion of the Cat's Speed (Bolstering) {Potion}

Skill Check:	9
Small Batch	Large Batch
2 Potions	4 Potions
Cost per Batch: 16 BzP. & 6 StP.	
Work Hours	Brewing Time
2 Hours	20 Hours
Formula	
3 Parts Distilled Spirits, 1 Part Epsolium, 5 Parts Spring Water, 2 Parts Star Blossom & 2 Parts Tarnic. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients	

Needed Tools
Stone Caldron & Forge Flame

Effects
Increases the users Agility Attribute by 1d6, +1 per 3RO, to a maximum of 27. Lasts 1 hour, +5 minutes per RO.

Superb Potion of the Strider's Grace (Bolstering) {Potion}

Skill Check:	8
Small Batch	Large Batch
2 Potions	5 Potions
Cost per Batch: 13 BzP. & 8 StP.	
Work Hours	Brewing Time
2 Hours	20 Hours
Formula	
3 Parts Distilled Spirits, 1 Part Dollup Root, 5 Parts Spring Water, 2 Parts Star Blossom & 2 Parts Tarnic. With 5 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients	

Needed Tools
Stone Caldron & Forge Flame

Effects
Increases the users Dexterity Attribute by 1d6, +1 per 3RO, to a maximum of 27. Lasts 1 hour, +5 minutes per RO.

Superb Potion of the Owl's Wisdom (Bolstering) {Potion}

Skill Check:	10
Small Batch	Large Batch
2 Potions	5 Potions
Cost per Batch: 37 BzP.	
Work Hours	Brewing Time
2 Hours	20 Hours
Formula	
3 Parts Distilled Spirits, 4 Parts Ground Drangon's Tooth, 5 Parts Spring Water, 2 Parts Star Blossom & 2 Parts Tarnic. With 4 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients	

Needed Tools
Stone Caldron & Forge Flame

Effects
Increases the users Intellect Attribute by 1d6, +1 per 3RO, to a maximum of 27. Lasts 1 hour, +5 minutes per RO.

Superb Potion of the O'Thoul's Spirit (Bolstering) {Potion}

Skill Check:	11
Small Batch	Large Batch
2 Potions	5 Potions
Cost per Batch: 43 BzP.	
Work Hours	Brewing Time
2 Hours	20 Hours
Formula	
5 Parts Arkarath, 3 Parts Distilled Spirits, 5 Parts Spring Water, 2 Parts Star Blossom & 2 Parts Tarnic. With 4 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients	

Needed Tools
Stone Caldron & Forge Flame

Effects
Increases the users Mysticism Attribute by 1d6, +1 per 3RO, to a maximum of 27. Lasts 1 hour, +5 minutes per RO.

Potion of Strider's Speed (Bolstering) {Potion}

Skill Check:	5
Small Batch	Large Batch
2 Potions	5 Potions
Cost per Batch: 22 BzP. & 6 StP.	
Work Hours	Brewing Time
1 Hour	10 Hours
Formula	
4 Parts Distilled Spirits, 2 Parts Fish Liver, 1 Part Gem Dust, 1 Part Gold Sage & 1 Part Ice Bloom 2 Parts Spring Water, . With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients	

Needed Tools
Iron Cauldron & Normal Fire

Effects
Grants the user +1d10 Land Speed, +1 per 2 RO. Lasts for 2 minutes.

Potion of Confusion (Bolstering) {Potion}

Skill Check:	10
Small Batch	Large Batch
-	1 Potion
Cost per Batch: 7 BzP. & 3 StP.	
Work Hours	Brewing Time
1 Hour	10 Hours
Formula	
2 Parts Beech Heart, 1 Part Dollup Root, 2 Parts Gold Sage, 1 Part Sarragon & Parts Spring Water. With 2 Parts Other Basic Ingredients	

Needed Tools
Iron Cauldron, Blue Flame & Simple Distiller

Effects
User becomes Confused (10) for 2 Rounds. From the onset, and then 10 Rounds after, the user is immune to any psychological attacks or effects.

Potion of Peace (Bolstering) {Potion}

Skill Check:	4
Small Batch	Large Batch
-	3 Potions
Cost per Batch: 8 BzP. & 6 StP.	
Work Hours	Brewing Time
1 Hour	10 Hours
Formula	
2 Parts Balsin River Rock, 2 Parts Beech Heart, 3 Parts Gold Sage, Parts Spring Water & . With 3 Parts Other Basic Ingredients	

Needed Tools
Iron Cauldron, Normal Fire &

Effects
Whoever drinks this potion becomes extraordinarily peaceful, to the point of near-pacifism. They must have a Resistance Check vs. Mystics to even defend themselves. They are happy and content with all things, move sluggishly and love to sleep. However, one specific word (which is spoken when the potion is drunk) will immediately negate all effects. Otherwise, this lasts 5d6 days, +2 days per RO.

Potion of Vitality (Bolstering) {Potion}

Skill Check:	8
Small Batch	Large Batch
2 Potions	5 Potions
Cost per Batch: 19 BzP. & 8 StP.	
Work Hours	Brewing Time
2 Hours	20 Hours
Formula	
2 Parts Beech Heart, 3 Parts Distilled Spirits, 1 Part Ground Giant's Tooth, 1 Part Mountain Breeze, 2 Parts Sarragon & 5 Parts Spring Water. With 5 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients	

Needed Tools
Iron Cauldron, Normal Fire & Simple Distiller

Effects
Adds 1d8, +1 per RO, to the user's maximum Hit Points. Lasts for 1 hour.

Superb Potion of Vitality (Bolstering) {Potion}

Skill Check:	14
Small Batch	Large Batch
-	2 Potions
Cost per Batch: 19 BzP. & 8 StP.	
Work Hours	Brewing Time
3 Hours	30 Hours
Formula	
2 Parts Beech Heart, 3 Parts Distilled Spirits, 1 Part Ground Giant's Tooth, 1 Part Mountain Breeze, 2 Parts Sarragon & 5 Parts Spring Water. With 5 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients	

Needed Tools
Stone Caldron, Forge Flame & Simple Distiller

Effects
Adds 3d8, +2 per RO, to the user's maximum Hit Points. Lasts for 1 hour.

Dream Potion

(Changing) {Potion}

Skill Check: 20

Needed Tools

Stone Cauldron, Blue Flame & Alchemist's Distiller

Effects

A very special potion, with very few who know the recipe. The Alchemist must have a 19 Mysticism to make. The potion itself is a powerful dream crafted by the Alchemist. Anyone drinking it will become sleepy, and enter into a dream so real and visceral, it cannot be distinguished from reality. Dreams last 3 hours.

Small Batch **Large Batch**
- 1 Potion

Cost per Batch: 19 BzP. & 4 StP. Work Hours Brewing Time
4 Hours 40 Hours

Formula

2 Parts Arkarath, 1 Part Distilled Spirits, 1 Part Dragon's Flame, 1 Part Gem Dust & 1 Part Spring Water. With 1 Part Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Dream Potion

(Changing) {Potion}

Skill Check: 23

Needed Tools

Silver Cauldron, Blue Flame & Alchemist's Distiller

Effects

A very special potion, with very few who know the recipe. The Alchemist must have a 20 Mysticism to make. The potion itself is a powerful dream crafted by the Alchemist. Anyone drinking it will become sleepy, and enter into a dream so real and visceral, it cannot be distinguished from reality. Powerful enough that the user can gain Experience Points from the adventures within the dream. Dreams last 5 hours.

Small Batch **Large Batch**
- 1 Potion

Cost per Batch: 19 BzP. & 4 StP. Work Hours Brewing Time
5 Hours 50 Hours

Formula

2 Parts Arkarath, 1 Part Distilled Spirits, 1 Part Dragon's Flame, 1 Part Gem Dust & 1 Part Spring Water. With 1 Part Other Basic Ingredients & 1 Part Other Rare Ingredients

Grand Dream Potion

(Changing) {Potion}

Skill Check: 25

Needed Tools

Mithrel Cauldron, Blue Flame & Alchemist's Distiller

Effects

A very special potion, with very few who know the recipe. The Alchemist must have a 22 Mysticism to make. The potion itself is a powerful dream crafted by the Alchemist. Anyone drinking it will become sleepy, and enter into a dream so real and visceral, it cannot be distinguished from reality. Powerful enough that the user can gain Experience Points from the adventures within the dream. Powers and treasures gain within the dream follow the user into reality, but quickly fade over the next hour. Dreams last 10 hours.

Small Batch **Large Batch**
- 1 Potion

Cost per Batch: 19 BzP. & 4 StP. Work Hours Brewing Time
6 Hours 60 Hours

Formula

2 Parts Arkarath, 1 Part Distilled Spirits, 1 Part Dragon's Flame, 1 Part Gem Dust & 1 Part Spring Water. With 1 Part Other Basic Ingredients & 1 Part Other Rare Ingredients

Potion of Swimming

(Changing) {Potion}

Skill Check: 6

Needed Tools

Iron Cauldron, Normal Fire &

Effects

User can swim as if a superhero flying through the air, Land Speed of 25. Lasts 5 minutes, +1 minute per RO.

Small Batch **Large Batch**
3 Potions 6 Potions

Cost per Batch: 24 BzP. & 8 StP. Work Hours Brewing Time
1 Hour 10 Hours

Formula

1 Part Dollup Root, 1 Part Hard Ash, 1 Part Moonleaf, 10 Parts Spring Water & . With 5 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Ghost Potion

(Changing) {Potion}

Skill Check: 9

Needed Tools

Iron Cauldron, Normal Fire & Simple Distiller

Effects

User becomes partially invisible, and can only be seen in good light, and then, an Observation Check of (9) is needed. Lasts 20 minutes, +1 minute per 2RO.

Small Batch **Large Batch**
- 1 Potion

Cost per Batch: 28 BzP. & 5 StP. Work Hours Brewing Time
2 Hours 20 Hours

Formula

2 Parts Epsolim, 1 Part Lauper Tongue, 1 Part Silv Blood, 3 Parts Spring Water & 1 Part Squid Ink. With 2 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Ghost Potion

(Changing) {Potion}

Skill Check: 21

Needed Tools

Silver Cauldron, Green Flame & Simple Distiller

Effects

User becomes totally invisible. Lasts for 10 minutes, +1 minute per RO.

Small Batch **Large Batch**
- 1 Potion

Cost per Batch: 28 BzP. & 5 StP. Work Hours Brewing Time
3 Hours 30 Hours

Formula

2 Parts Epsolim, 1 Part Lauper Tongue, 1 Part Silv Blood, 3 Parts Spring Water & 1 Part Squid Ink. With 2 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Potion of Copying

(Changing) {Potion}

Skill Check: 11

Needed Tools

Iron Cauldron, Normal Fire & Alchemist's Distiller

Effects

The potion is drunk, then the user touches a like-sized person or being. The user will transform into that form, voice and all, for 1 hour, +10 minutes per RO. The effect cannot be ended early. The new form is "real" and feels real to the touch. However, no Absorbs can be gained, and the user retains their normal Attributes and statistics.

Small Batch **Large Batch**
- 1 Potion

Cost per Batch: 14 BzP. & 1 StP. Work Hours Brewing Time
1 Hour 10 Hours

Formula

1 Part Arkarath, 1 Part Epsolim, 1 Part Sarragon, 2 Parts Spring Water & 1 Part Star Blossom. With 2 Parts Other Basic Ingredients

Potion of Bouncing

(Changing) {Potion}

Skill Check: 7

Needed Tools

Steel Cauldron, Normal Fire &

Effects

The User becomes "bouncy". If struck by Blunt attacks, it will throw the user back an number of feet equal to the damage done. The user cannot be crushed, takes no damage from falling and is immune to any kind of blunt damage. Lasts 5 minutes, +1 minute per RO.

Small Batch **Large Batch**
- 3 Potions

Cost per Batch: 13 BzP. & 6 StP. Work Hours Brewing Time
1 Hour 10 Hours

Formula

2 Parts Balsin River Rock, 1 Part Epsolim, 1 Part Fish Liver, 3 Parts Gold Sage & 3 Parts Spring Water. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Potion of Growing

(Changing) {Potion}

Skill Check: 6

Needed Tools

Iron Cauldron & Normal Fire

Effects

The user grows 20% larger, gaining +10% Hit Points and +2 Strength, minimum of 16. Normal-Sized people are now considered Large-Sized. Lasts 5 minutes +1 minute per RO.

Small Batch **Large Batch**
4 Potions 9 Potions

Cost per Batch: 25 BzP. & 2 StP. Work Hours Brewing Time
1 Hour 10 Hours

Formula

2 Parts Epsolim, 2 Parts Fish Liver, 6 Parts Gold Sage, 1 Part Sarragon, 4 Parts Spring Water & 3 Parts Star Blossom. With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Superb Potion of Growing

(Changing) {Potion}

Skill Check: 8

Needed Tools

Iron Cauldron & Forge Flame

Effects

The user grows 50% larger, gaining +30% Hit Points and +4 Strength, minimum of 18. Normal-Sized people are now considered Large-Sized. Lasts 5 minutes +1 minute per RO.

Small Batch **Large Batch**
5 Potions 10 Potions

Cost per Batch: 37 BzP. & 5 StP. Work Hours Brewing Time
2 Hours 20 Hours

Formula

1 Part Arkarath, 3 Parts Epsolim, 3 Parts Fish Liver, 6 Parts Gold Sage, 1 Part Sarragon & 4 Parts Spring Water 4 Parts Star Blossom, . With 6 Parts Other Basic Ingredients & 3 Parts Other Rare Ingredients

Potion of Shrinking

(Changing) {Potion}

Skill Check: 7

Needed Tools

Iron Cauldron & Normal Fire

Effects

The user shrink to 50% of their original size. They loose 50% of their Strength Attribute and Hit Points. Lasts for 40 minutes, +10 minutes per RO and effects cannot be ended early.

Small Batch 5 Potions
Large Batch 10 Potions

Cost per Batch: 42 BzP. & 6 StP. Work Hours 1 Hour Brewing Time 10 Hours

Formula

1 Part Arkarath, 4 Parts Epsolim, 4 Parts Fish Liver, 1 Part Gold Sage, 6 Parts Sarragon, 4 Parts Spring Water & 4 Parts Star Blossom. With 7 Parts Other Basic Ingredients & 3 Parts Other Rare Ingredients

Superb Potion of Shrinking

(Changing) {Potion}

Skill Check: 9

Needed Tools

Iron Cauldron & Forge Flame

Effects

The user shrink to the size of a mouse. Their Strength Attribute is set to 1 and Hit Points are quartered. Lasts for 40 minutes, +10 minutes per RO and effects cannot be ended early.

Small Batch 5 Potions
Large Batch 10 Potions

Cost per Batch: 30 BzP. & 2 StP. Work Hours 2 Hours Brewing Time 20 Hours

Formula

3 Parts Epsolim, 3 Parts Fish Liver, 1 Part Gold Sage, 6 Parts Sarragon, 4 Parts Spring Water, 3 Parts Star Blossom & . With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Basic Potion of Healing

(Healing) {Potion}

Skill Check: 7

Needed Tools

Iron Cauldron & Normal Fire

Effects

Instantly Heal 2d4 HP, +1 to each die per 3 RO. i.e. RO of 3 is 2d4+2 Healing. This counts as Magical Healing.

Small Batch 4 Potions
Large Batch 8 Potions

Cost per Batch: 38 BzP. & 2 StP. Work Hours 1 Hour Brewing Time 10 Hours

Formula

2 Parts Gurik Weed, 1 Part Moss Flower, 2 Parts Sarragon, 8 Parts Spring Water & 3 Parts Star Blossom. With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Good Potion of Healing

(Healing) {Potion}

Skill Check: 10

Needed Tools

Steel Cauldron & Forge Flame

Effects

Instantly Heal 2d6 HP, +1 to each die per 2 RO. i.e. RO of 2 is 2d6+2 Healing. This counts as Magical Healing. Heals minor natural physical effects and maladies.

Small Batch 3 Potions
Large Batch 7 Potions

Cost per Batch: 48 BzP. & 2 StP. Work Hours 1 Hour Brewing Time 10 Hours

Formula

3 Parts Gurik Weed, 1 Part Moss Flower, 2 Parts Sarragon, 8 Parts Spring Water & 3 Parts Star Blossom. With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Superb Potion of Healing

(Healing) {Potion}

Skill Check: 14

Needed Tools

Stone Caldron & Forge Flame

Effects

Instantly Heal 2d8 HP, +1 to each die per 2 RO. i.e. RO of 2 is 2d8+2 Healing. This counts as Magical Healing. Heals minor natural physical effects and maladies.

Small Batch 2 Potions
Large Batch 5 Potions

Cost per Batch: 58 BzP. & 2 StP. Work Hours 1 Hour Brewing Time 10 Hours

Formula

4 Parts Gurik Weed, 1 Part Moss Flower, 2 Parts Sarragon, 8 Parts Spring Water & 3 Parts Star Blossom. With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Grand Potion of Healing

(Healing) {Potion}

Skill Check: 18

Needed Tools

Silver Cauldron & Forge Flame

Effects

Instantly Heal 2d10 HP, +1 to each die per 1 RO. i.e. RO of 2 is 2d10+4 Healing. This counts as Magical Healing. Heals minor natural physical effects and maladies.

Small Batch 2 Potions
Large Batch 4 Potions

Cost per Batch: 68 BzP. & 2 StP. Work Hours 2 Hours Brewing Time 20 Hours

Formula

5 Parts Gurik Weed, 1 Part Moss Flower, 2 Parts Sarragon, 8 Parts Spring Water & 3 Parts Star Blossom. With 7 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Magnificent Potion of Healing

(Healing) {Potion}

Skill Check: 27

Needed Tools

Mithrel Cauldron & Sun Flame

Effects

Instantly Heal 2d20 HP, +2 to each die per 1 RO. i.e. RO of 2 is 2d20+8 Healing. This counts as Magical Healing. Heals minor natural physical effects and maladies.

Small Batch -
Large Batch 1 Potion

Cost per Batch: 78 BzP. & 2 StP. Work Hours 3 Hours Brewing Time 30 Hours

Formula

6 Parts Gurik Weed, 1 Part Moss Flower, 2 Parts Sarragon, 8 Parts Spring Water & 3 Parts Star Blossom. With 7 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Potion of Regeneration

(Healing) {Potion}

Skill Check: 7

Needed Tools

Iron Cauldron & Normal FireSimple Distiller,

Effects

User gains Regeneration (1), lasts for 5 Rounds. Acidic and Fiery Damage cannot be healed in this manner. Any healing of lost flesh, crushed appendages and amputations must take place within 5 Rounds, at the rate of 1 Hit Point per Round. This counts as Magical Healing.

Small Batch 2 Potions
Large Batch 4 Potions

Cost per Batch: 38 BzP. & 7 StP. Work Hours 2 Hours Brewing Time 20 Hours

Formula

1 Part Epsolim, 2 Parts Gurik Weed, 1 Part Moss Flower, 1 Part River Weed & 1 Part Sarragon7 Parts Spring Water, 1 Part Star Blossom, . With 5 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Good Potion of Regeneration

(Healing) {Potion}

Skill Check: 10

Needed Tools

Iron Cauldron, Normal Fire & Simple Distiller

Effects

User gains Regeneration (3), lasts for 5 Rounds, +1 per 4RO, and Regeneration (1) against Acidic and Fiery Damage. Any healing of lost flesh, crushed appendages and amputations (not caused by Acidic or Fiery Damage) must take place within duration, at the rate of 3 Hit Points per Round. This counts as Magical Healing.

Small Batch 2 Potions
Large Batch 4 Potions

Cost per Batch: 38 BzP. & 7 StP. Work Hours 2 Hours Brewing Time 20 Hours

Formula

1 Part Epsolim, 2 Parts Gurik Weed, 1 Part Moss Flower, 1 Part River Weed, 1 Part Sarragon, 7 Parts Spring Water & 1 Part Star Blossom. With 5 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Potion of Regeneration

(Healing) {Potion}

Skill Check: 15

Needed Tools

Steel Cauldron, Green Flame & Advanced Distiller

Effects

User gains Regeneration (4), lasts for 5 Rounds, +1 per 3RO, and Regeneration (2) against Acidic and Fiery Damage. Any healing of lost flesh, crushed appendages and amputations (not caused by Acidic or Fiery Damage) must take place within duration, at the rate of 4 Hit Points per Round. This counts as Magical Healing.

Small Batch -
Large Batch 1 Potion

Cost per Batch: 38 BzP. & 7 StP. Work Hours 3 Hours Brewing Time 30 Hours

Formula

1 Part Epsolim, 2 Parts Gurik Weed, 1 Part Moss Flower, 1 Part River Weed, 1 Part Sarragon, 7 Parts Spring Water & 1 Part Star Blossom. With 5 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Grand Potion of Regeneration (Healing) {Potion}

Skill Check: 21

Needed Tools

Stone Cauldron, Green Flame & Advanced Distiller

Effects

User gains Regeneration (4), lasts for 5 Rounds, +1 per 3RO, and Regeneration (3) against Acidic and Fiery Damage. Any healing of lost flesh, crushed appendages and amputations must take place within duration, at the rate of 3 Hit Point per Round. If given to a fallen person within 1 minute, it can revive them, provided enough healing is done. This counts as Magical Healing.

Small Batch **Large Batch**
- 1 Potion

Cost per Batch: 38 BzP. & 7 StP. Work Hours 4 Hours Brewing Time 40 Hours

Formula

1 Part Epsolim, 2 Parts Gurik Weed, 1 Part Moss Flower, 1 Part River Weed, 1 Part Sarragon, 7 Parts Spring Water & 1 Part Star Blossom. With 5 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Magnificent Potion of Regeneration (Healing) {Potion}

Skill Check: 26

Needed Tools

Silver Cauldron, Sun Flame & Advanced Distiller

Effects

User gains Regeneration (5), lasts for 5 Rounds, +1 per 2RO, and Regeneration (4) against Acidic and Fiery Damage. Any healing of lost flesh, crushed appendages and amputations must take place within duration, at the rate of 3 Hit Point per Round. If given to a fallen person within 5 minutes, it can revive them, provided enough healing is done. This counts as Magical Healing.

Small Batch **Large Batch**
- 1 Potion

Cost per Batch: 38 BzP. & 7 StP. Work Hours 5 Hours Brewing Time 50 Hours

Formula

1 Part Epsolim, 2 Parts Gurik Weed, 1 Part Moss Flower, 1 Part River Weed, 1 Part Sarragon, 7 Parts Spring Water & 1 Part Star Blossom. With 5 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Basic Ether Potion (Healing) {Potion}

Skill Check: 16

Needed Tools

Iron Cauldron, Blue Flame & Advanced Distiller

Effects

Instantly restores 1d4 Spell Points, +1 per 5 RO.

Small Batch **Large Batch**
- 1 Potion

Cost per Batch: 36 BzP. & 2 StP. Work Hours 4 Hours Brewing Time 40 Hours

Formula

1 Part Gem Dust, 2 Parts Gurik Weed, 1 Part Moonleaf, 1 Part Spring Water & 2 Parts Star Blossom. With 3 Parts Other Basic Ingredients

Good Ether Potion (Healing) {Potion}

Skill Check: 19

Needed Tools

Steel Cauldron, Blue Flame & Advanced Distiller

Effects

Instantly restores 1d6 Spell Points, +1 per 4RO.

Small Batch **Large Batch**
- 1 Potion

Cost per Batch: 49 BzP. & 6 StP. Work Hours 5 Hours Brewing Time 50 Hours

Formula

2 Parts Gem Dust, 3 Parts Gurik Weed, 1 Part Moonleaf, 1 Part Spring Water & 4 Parts Star Blossom. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Ether Potion (Healing) {Potion}

Skill Check: 22

Needed Tools

Stone Caldron, Blue Flame & Advanced Distiller

Effects

Instantly restores 1d8 Spell Points, +1 per 3RO.

Small Batch **Large Batch**
- 1 Potion

Cost per Batch: 63 BzP. & 1 StP. Work Hours 6 Hours Brewing Time 60 Hours

Formula

3 Parts Gem Dust, 4 Parts Gurik Weed, 1 Part Moonleaf, 1 Part Spring Water & 6 Parts Star Blossom. With 5 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Grand Ether Potion (Healing) {Potion}

Skill Check: 26

Needed Tools

Silver Cauldron, Blue Flame & Advanced Distiller

Effects

Instantly restores 2d6 Spell Points, +1 per 2RO.

Small Batch **Large Batch**
- 1 Potion

Cost per Batch: 76 BzP. & 2 StP. Work Hours 7 Hours Brewing Time 70 Hours

Formula

4 Parts Gem Dust, 5 Parts Gurik Weed, 1 Part Moonleaf, 1 Part Spring Water & 8 Parts Star Blossom. With 7 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Magnificent Ether Potion (Healing) {Potion}

Skill Check: 30

Needed Tools

Mithrel Cauldron, Blue Flame & Advanced Distiller

Effects

Instantly restores 2d10 Spell Points, +2 per RO.

Small Batch **Large Batch**
- 1 Potion

Cost per Batch: 89 BzP. & 7 StP. Work Hours 8 Hours Brewing Time 80 Hours

Formula

5 Parts Gem Dust, 6 Parts Gurik Weed, 1 Part Moonleaf, 1 Part Spring Water & 10 Parts Star Blossom. With 8 Parts Other Basic Ingredients & 3 Parts Other Rare Ingredients

Potion of Cure Disease (Healing) {Potion}

Skill Check: 27

Needed Tools

Silver Cauldron, Sun Flame & Simple Distiller

Effects

Cures any natural disease over the course of 10 days, and the user must live long enough for the effects to fully take place, but will be given a small surge of vitality upon drinking. If a RO of 10 is achieved, this will also cure any magical disease.

Small Batch **Large Batch**
- 1 Potion

Cost per Batch: 59 BzP. Work Hours 2 Hours Brewing Time 20 Hours

Formula

1 Part Arkarath, 2 Parts Gem Dust, 1 Part Great Spider Ichor, 1 Part Gurik Weed & 1 Part Hiscus Bark1 Part Hiscus Leaves, 1 Part Hiscus Root, 1 Part Ice Bloom, 1 Part Moonleaf, 6 Parts Spring Water, . With 4 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Potion of Poison Guard (Protecting) {Potion}

Skill Check: 4

Needed Tools

Silver Cauldron, Sun Flame & Advanced Distiller

Effects

Prevents Poison A. Lasts for 1 day, +1 hour per RO.

Small Batch **Large Batch**
- 1 Potion

Cost per Batch: 30 BzP. & 2 StP. Work Hours 1 Hour Brewing Time 10 Hours

Formula

1 Part Fish Liver, 4 Parts Gold Sage, 2 Parts Great Spider Ichor, 1 Part Moonleaf, 2 Parts Spider Ichor, 3 Parts Spring Water, 3 Parts Squid Ink, 1 Part Tarnic & 1 Part Tolud Nut. With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Superb Potion of Poison Guard (Protecting) {Potion}

Skill Check: 9

Needed Tools

Iron Cauldron, Normal Fire & Simple Distiller

Effects

Prevents Poison A and B. Lasts for 1 day, +1 hour per RO.

Small Batch **Large Batch**
4 Potions 8 Potions

Cost per Batch: 31 BzP. & 2 StP. Work Hours 1 Hour Brewing Time 10 Hours

Formula

1 Part Fish Liver, 4 Parts Gold Sage, 3 Parts Great Spider Ichor, 1 Part Moonleaf, 2 Parts Spider Ichor, 3 Parts Spring Water, 3 Parts Squid Ink, 1 Part Tarnic & 1 Part Tolud Nut. With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Grand Potion of Poison Guard

(Protecting) {Potion}

Skill Check: 13**Needed Tools**Steel Cauldron, Normal
Fire & Simple Distiller**Effects**Prevents Poison A, B and C. Lasts for
1 day, +1 hour per RO.**Small Batch** **Large Batch**
5 Potions 10 PotionsCost per Batch: 37 BzP. & 6 StP. Work Hours Brewing Time
1 Hour 10 Hours**Formula**1 Part Fish Liver, 4 Parts Gold Sage, 5 Parts Great Spider
Ichor, 1 Part Moonleaf, 1 Part Sarragon, 4 Parts Spider
Ichor, 3 Parts Spring Water, 4 Parts Squid Ink, 1 Part
Tarnic & 1 Part Tolud Nut. With 7 Parts Other Basic
Ingredients & 3 Parts Other Rare Ingredients**Watering Potion**

(Utility) {Potion}

Skill Check: 5**Needed Tools**Iron Cauldron, Normal
Fire &**Effects**A crystal clear and incredibly
refreshing drink. The user will feel
satiated and not need to drink any
water for 1d4+2 days, +1 per 3 RO.**Small Batch** **Large Batch**
2 Potions 5 PotionsCost per Batch: 17 BzP. & 6 StP. Work Hours Brewing Time
1 Hour 10 Hours**Formula**3 Parts Sarragon, 6 Parts Spring Water, 2 Parts Stavi Leaf,
. With 4 Parts Other Basic Ingredients & 1 Part Other
Rare Ingredients**Superb Watering Potion**

(Utility) {Potion}

Skill Check: 9**Needed Tools**

Iron Cauldron & Blue Flame

EffectsA crystal clear and incredibly
refreshing drink. The user will feel
satiated and not need to drink any
water for 1d8+4 days, +2 per 3 RO.**Small Batch** **Large Batch**
4 Potions 8 PotionsCost per Batch: 28 BzP. & 2 StP. Work Hours Brewing Time
1 Hour 10 Hours**Formula**3 Parts Sarragon, 12 Parts Spring Water & 3 Parts Stavi
Leaf. With 6 Parts Other Basic Ingredients & 2 Parts
Other Rare Ingredients

Remedies

Fortifying Remedy

(Healing) {Remedy}

Skill Check: 5

Needed Tools

Iron Cauldron, Normal
Fire & Drying Board

Effects

Lowers users Death Number by -10. Lasts 1 day. If brought below their natural Death Number when the duration ends, the user will fall unconscious, and heal 10 Hit Points in one hour. Also grants +10% to roll Knock Out Checks.

Small Batch **Large Batch**
- 2 Remedys

Cost per Batch: 27 BzP. & 6 StP. Work Hours 2 Hours Brewing Time 20 Hours

Formula

1 Part Epsolim, 2 Parts Gold Sage, 1 Part Gurik Weed, 1 Part Hiscus Bark, 1 Part River Weed, 1 Part Star Blossom, 1 Part Stavi Leaf & 2 Parts Tarnic. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Good Fortifying Remedy

(Healing) {Remedy}

Skill Check: 7

Needed Tools

Iron Cauldron, Normal
Fire & Drying Board

Effects

Lowers users Death Number by -15. Lasts 1 day. If brought below their natural Death Number when the duration ends, the user will fall unconscious, and heal 15 Hit Points in one hour. Also grants +15% to roll Knock Out Checks.

Small Batch **Large Batch**
2 Remedys 4 Remedys

Cost per Batch: 41 BzP. & 6 StP. Work Hours 2 Hours Brewing Time 20 Hours

Formula

1 Part Epsolim, 3 Parts Gold Sage, 2 Parts Gurik Weed, 2 Parts Hiscus Bark, 1 Part River Weed, 1 Part Star Blossom, 1 Part Stavi Leaf & 2 Parts Tarnic. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Fortifying Remedy

(Healing) {Remedy}

Skill Check: 10

Needed Tools

Iron Cauldron, Normal
Fire & Drying Board

Effects

Lowers users Death Number by -20. Lasts 1 day. If brought below their natural Death Number when the duration ends, the user will fall unconscious, and heal 20 Hit Points in one hour. Also grants +20% to roll Knock Out Checks.

Small Batch **Large Batch**
2 Remedys 5 Remedys

Cost per Batch: 56 BzP. Work Hours 2 Hours Brewing Time 20 Hours

Formula

1 Part Epsolim, 4 Parts Gold Sage, 3 Parts Gurik Weed, 3 Parts Hiscus Bark, 1 Part River Weed, 1 Part Star Blossom, 1 Part Stavi Leaf & 2 Parts Tarnic. With 4 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Grand Fortifying Remedy

(Healing) {Remedy}

Skill Check: 15

Needed Tools

Stone Caldron, Forge
Flame & Iron Oak Drying
Board

Effects

Lowers users Death Number by -25. Lasts 1 day. If brought below their natural Death Number when the duration ends, the user will fall unconscious, and heal 25 Hit Points in one hour. Also grants +25% to roll Knock Out Checks.

Small Batch **Large Batch**
- 2 Remedys

Cost per Batch: 67 BzP. Work Hours 3 Hours Brewing Time 30 Hours

Formula

1 Part Epsolim, 5 Parts Gold Sage, 4 Parts Gurik Weed, 3 Parts Hiscus Bark, 1 Part River Weed, 1 Part Star Blossom, 1 Part Stavi Leaf & 2 Parts Tarnic. With 5 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Magnificent Fortifying Remedy

(Healing) {Remedy}

Skill Check: 21

Needed Tools

Stone Caldron, Forge
Flame & Iron Oak Drying
Board

Effects

User cannot be killed through conventional means while affected by this potion. Lasts 1 day. If brought below their natural Death Number when the duration ends, the user will fall unconscious, and heal 2 Hit Points per minute until they reach 0 Hit Points.

Small Batch **Large Batch**
- 3 Remedys

Cost per Batch: 81 BzP. & 5 StP. Work Hours 4 Hours Brewing Time 40 Hours

Formula

1 Part Epsolim, 6 Parts Gold Sage, 5 Parts Gurik Weed, 4 Parts Hiscus Bark, 1 Part River Weed, 1 Part Star Blossom, 1 Part Stavi Leaf & 2 Parts Tarnic. With 6 Parts Other Basic Ingredients & 3 Parts Other Rare Ingredients

Salves

Salve of Sight

(Changing) {Salve}

Skill Check: 8

Needed Tools

Iron Cauldron, Normal Fire & Drying Board

Effects

Rubbed on the eyelids. Grants the user amazing sight. They can see at least double their natural distance, and gain Observation 1. Lasts 1 hour, +30 minutes per RO.

Small Batch **Large Batch**
2 Salves 5 Salves

Cost per Batch: 25 BzP. & 8 StP. Work Hours 1 Hour Brewing Time 15 Hours

Formula

2 Parts Beech Heart, 2 Parts Dollup Root, 2 Parts Gold Sage, 1 Part Hiscus Root, 3 Parts Stavi Leaf & 4 Parts Tolud Nut. With 5 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Salve of Sensing

(Changing) {Salve}

Skill Check: 8

Needed Tools

Iron Cauldron, Normal Fire & Drying Board

Effects

Rubbed on the temples. Grants the user amazing hearing and non-visual senses. They gain Detection 5. Lasts 1 hour, +30 minutes per RO.

Small Batch **Large Batch**
3 Salves 6 Salves

Cost per Batch: 32 BzP. & 1 StP. Work Hours 1 Hour Brewing Time 15 Hours

Formula

1 Part Arkarath, 2 Parts Beech Heart, 2 Parts Dollup Root, 2 Parts Gold Sage, 1 Part Hiscus Root & 3 Parts Stavi Leaf 4 Parts Tolud Nut. With 5 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Phase Salve

(Changing) {Salve}

Skill Check: 8

Needed Tools

Iron Cauldron, Normal Fire & Drying Board

Effects

Smearred across the chest and the user gains Phase (2). Lasts 5 minutes, +2 minutes per RO.

Small Batch **Large Batch**
2 Salves 4 Salves

Cost per Batch: 28 BzP. & 6 StP. Work Hours 1 Hour Brewing Time 15 Hours

Formula

1 Part Epsolim, 5 Parts River Weed, 2 Parts Sarragon, 4 Parts Silver Beech coal & 1 Part Tolud Nut. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Superb Phase Salve

(Changing) {Salve}

Skill Check: 14

Needed Tools

Iron Cauldron, Normal Fire & Iron Oak Drying Board

Effects

Smearred across the chest and the user gains Phase (4) and Phase (2) against any non-piercing or ranged attack. Lasts 10 minutes, +2 minutes per RO.

Small Batch **Large Batch**
2 Salves 4 Salves

Cost per Batch: 29 BzP. & 8 StP. Work Hours 2 Hours Brewing Time 30 Hours

Formula

1 Part Epsolim, 6 Parts River Weed, 2 Parts Sarragon, 4 Parts Silver Beech coal & 1 Part Tolud Nut. With 5 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Salve of Levitation

(Changing) {Salve}

Skill Check: 13

Needed Tools

Iron Cauldron, Normal Fire & Drying Board

Effects

Applied to rod or something else that can be held onto. When the thing it thrust upward, it will continue to drift upward until yanked downward. It will lift up to 600 stones.

Small Batch **Large Batch**
2 Salves 5 Salves

Cost per Batch: 72 BzP. Work Hours 2 Hours Brewing Time 30 Hours

Formula

2 Parts Arkarath, 2 Parts Beech Heart, 1 Part Dragon's Flame, 2 Parts Ground Dragon's Tooth, 1 Part Moss Flower, 1 Part Mountain Breeze & 9 Parts Stavi Leaf. With 5 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Tonics

Sleeping Tonic

(Bolstering) (Tonic)

Skill Check: 7

Needed Tools

Normal Fire & Simple Distiller

Small Batch **Large Batch**
- 1 Tonic

Cost per Batch: 18 BzP. & 5 StP. Work Hours 1 Hour Brewing Time 2 Hours

Formula

1 Part Hiscus Root, 2 Parts Moss Flower, 1 Part Mountain Breeze, 2 Parts Spring Water & 1 Part Stavi Leaf. With 2 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

These tonics are always made in pairs. Whom drinks the first tonic falls into a deep sleep for 2d20 days that they cannot wake from, or be roused in any way, save taking damage. Upon the end of the duration, the drinker may make one Resistance Check vs. Mystics per day, starting at -10 to roll and improving by 1 each day. The drinker will remain sleeping until given the other tonic, or they make a Resistance Check. While sleeping, they recover 1 Hit Point and 1 Spell Point per hour.

Courage Tonic

(Bolstering) (Tonic)

Skill Check: 7

Needed Tools

Normal Fire & Simple Distiller

Small Batch **Large Batch**
- 1 Tonic

Cost per Batch: 16 BzP. & 5 StP. Work Hours 1 Hour Brewing Time 2 Hours

Formula

2 Parts Fass Mud, 1 Part Iron Oak Sap, 2 Parts Mountain Breeze, 2 Parts Spring Water & . With 2 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Made in pairs. The first grants the user +5 to Resist any fear causing effect. Lasts 1 minute, +1 minute per RO. The second will negate the first (and vice versa). If the second is drank alone, it will cause the user unnaturally frightened, needing a Resistance Check vs Mystics to do anything in the least bit scary.

Superb Courage Tonic

(Bolstering) (Tonic)

Skill Check: 8

Needed Tools

Normal Fire & Advanced Distiller

Small Batch **Large Batch**
- 1 Tonic

Cost per Batch: 17 BzP. & 6 StP. Work Hours 1 Hour Brewing Time 2 Hours

Formula

2 Parts Fass Mud, 1 Part Iron Oak Sap, 2 Parts Mountain Breeze, 2 Parts Spring Water & 1 Part Tolud Nut. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Made in pairs. The first grants the user +8 to Resist any fear causing effect. Lasts 1 minute, +1 minute per RO. The second will negate the first (and vice versa). If the second is drank alone, it will cause the user unnaturally frightened, needing a Resistance Check vs Mystics -3 to do anything in the least bit scary.

Grand Courage Tonic

(Bolstering) (Tonic)

Skill Check: 11

Needed Tools

Normal Fire & Alchemist's Distiller

Small Batch **Large Batch**
- 1 Tonic

Cost per Batch: 31 BzP. & 6 StP. Work Hours 2 Hours Brewing Time 4 Hours

Formula

1 Part Dragon's Flame, 2 Parts Fass Mud, 2 Parts Iron Oak Sap, 2 Parts Mountain Breeze & 2 Parts Spring Water 1 Part Tolud Nut. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Made in pairs. The first grants the user +15 to Resist any fear causing effect. Lasts 1 minute, +1 minute per RO. The second will negate the first (and vice versa). If the second is drank alone, it will cause the user unnaturally frightened, needing a Resistance Check vs Mystics -10 to do anything in the least bit scary.

Tonic of Curing

(Healing) (Tonic)

Skill Check: 13

Needed Tools

Normal Fire & Simple Distiller

Small Batch **Large Batch**
- 1 Tonic

Cost per Batch: 75 BzP. & 7 StP. Work Hours 1 Hour Brewing Time 2 Hours

Formula

1 Part Gurik Weed, 1 Part Lox Oil, 2 Parts River Weed, 3 Parts Silver Beech coal, 1 Part Spider Ichor, 3 Parts Spring Water & 1 Part Stavi Leaf. With 4 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Made in pairs. The first is a light potion that heals 1d4 Hit Points over 1 hour. The second is drank after 1 hour, and causes 1d4 Hit Points, but cures lesser status effects, magical or otherwise. This would include a broken bone and a Hex spell up to the 3rd Rank.

Superb Tonic of Curing

(Healing) (Tonic)

Skill Check: 15

Needed Tools

Normal Fire & Advanced Distiller

Small Batch **Large Batch**
- 3 Tonics

Cost per Batch: 82 BzP. Work Hours 2 Hours Brewing Time 4 Hours

Formula

1 Part Gurik Weed, 1 Part Lox Oil, 4 Parts River Weed, 3 Parts Silver Beech coal, 1 Part Spider Ichor, 3 Parts Spring Water & 2 Parts Stavi Leaf. With 5 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Effects

Made in pairs. The first is a light potion that heals 1d4 Hit Points over 1 hour. The second is drank after 1 hour, and causes 1d4 Hit Points, but cures greater status effects, magical or otherwise. This would include a broken back, crushed appendage and a Hex spell up to the 5rd Rank.

Grand Tonic of Curing

(Healing) (Tonic)

Skill Check: 18

Needed Tools

Normal Fire & Alchemist's Distiller

Small Batch **Large Batch**
- 3 Tonics

Cost per Batch: 88 BzP. & 1 StP. Work Hours 3 Hours Brewing Time 6 Hours

Formula

1 Part Gurik Weed, 1 Part Lox Oil, 6 Parts River Weed, 3 Parts Silver Beech coal, 1 Part Spider Ichor, 3 Parts Spring Water & 3 Parts Stavi Leaf. With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Effects

Made in pairs. The first is a light potion that heals 1d4 Hit Points over 1 hour. The second is drank after 1 hour, and causes 1d4 Hit Points, but cures any status effects, magical or otherwise.

Tonic of Craze

(Protecting) (Tonic)

Skill Check: 8

Needed Tools

Normal Fire & Simple Distiller

Small Batch **Large Batch**
- 1 Tonic

Cost per Batch: 28 BzP. & 5 StP. Work Hours 1 Hour Brewing Time 2 Hours

Formula

1 Part Dollup Root, 2 Parts Fass Mud, 1 Part Iron Oak Sap, 1 Part Lauper Tongue, 2 Parts Spring Water, 1 Part Tarnic & . With 2 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

Made in pairs. User becomes immune to any slowing, paralyzing, or rooting effect. Lasts for 1 hour. Upon the end of the duration, the user feels a sting throughout their body. The second tonic must be drank within 1 minute to negate. If not drank in time, or if the second potion is drunk, the user becomes Stunned for 10 minutes and takes 1d6 unavoidable damage..

Unguents

Basic Unguent of Wound Wipe (Healing) {Unguent}

Skill Check: 12

Needed Tools

Stone Caldron, Forge
Flame & Drying Board

Small Batch **Large Batch**
- 1 Unguent

Cost per Batch: 119 BzP. & 1 StP. Work Hours 3 Hours Brewing Time 21 Hours

Formula

1 Part Gold Sage, 9 Parts Gurik Weed, 1 Part Hiscus Bark, 1 Part Moss Flower & 5 Parts Silv Blood. With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Effects

A thick brown paste is wiped onto a bandage and placed on a wound. This heals only a single wound taken, including magical wounds, and heals at a rate of 1 Hit Point per hour, to a maximum of 15, +1 per RO. If placed on a killing blow within 1 minute, can revive the wounded - assuming the bandage heals enough Hit Points. This will also regenerate lost flesh, broken bones and seal amputations.

Good Unguent of Wound Wipe (Healing) {Unguent}

Skill Check: 16

Needed Tools

Stone Caldron, Forge
Flame & Drying Board

Small Batch **Large Batch**
- 1 Unguent

Cost per Batch: 112 BzP. & 7 StP. Work Hours 4 Hours Brewing Time 28 Hours

Formula

1 Part Gold Sage, 10 Parts Gurik Weed, 1 Part Hiscus Bark, 2 Parts Moss Flower & . With 5 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

A thick brown paste is wiped onto a bandage and placed on a wound. This heals only a single wound taken, including magical wounds, and heals at a rate of 1 Hit Point per hour, to a maximum of 25, +1 per RO. If placed on a killing blow within 2 minutes, can revive the wounded - assuming the bandage heals enough Hit Points. This will also regenerate lost flesh, broken bones, heal crushing wounds and small amputations.

Superb Unguent of Wound Wipe (Healing) {Unguent}

Skill Check: 20

Needed Tools

Stone Caldron, Forge
Flame & Iron Oak Drying Board

Small Batch **Large Batch**
- 1 Unguent

Cost per Batch: 127 BzP. Work Hours 5 Hours Brewing Time 35 Hours

Formula

1 Part Gold Sage, 11 Parts Gurik Weed, 1 Part Hiscus Bark & 3 Parts Moss Flower. With 5 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Effects

A thick brown paste is wiped onto a bandage and placed on a wound. This heals only a single wound taken, including magical wounds, and heals at a rate of 1 Hit Point per hour, to a maximum of 35, +1 per RO. If placed on a killing blow within 5 minutes, can revive the wounded - assuming the bandage heals enough Hit Points. This will also regenerate lost flesh, broken bones, heal crushing wounds, amputations and cures ongoing *damaging effects like poison and magic.*

Grand Unguent of Wound Wipe (Healing) {Unguent}

Skill Check: 22

Needed Tools

Stone Caldron, Blue
Flame & Iron Oak Drying Board

Small Batch **Large Batch**
- 1 Unguent

Cost per Batch: 154 BzP. & 1 StP. Work Hours 6 Hours Brewing Time 42 Hours

Formula

1 Part Gold Sage, 13 Parts Gurik Weed, 2 Parts Hiscus Bark & 4 Parts Moss Flower. With 6 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Effects

A thick brown paste is wiped onto a bandage and placed on a wound. This heals only a single wound taken, including magical wounds, and heals at a rate of 1 Hit Point per hour, to a maximum of 50, +2 per RO. If placed on a killing blow 1 hour, can revive the wounded - assuming the bandage heals enough Hit Points. This will also regenerate lost flesh, broken bones, heal crushing wounds, amputations and cures ongoing *damaging effects like poison and magic.*

Magnificent Unguent of Wound Wipe (Healing) {Unguent}

Skill Check: 36

Needed Tools

Stone Caldron, Green
Flame & Iron Oak Drying Board

Small Batch **Large Batch**
- 1 Unguent

Cost per Batch: 181 BzP. & 5 StP. Work Hours 7 Hours Brewing Time 49 Hours

Formula

1 Part Gold Sage, 15 Parts Gurik Weed, 3 Parts Hiscus Bark & 5 Parts Moss Flower. With 7 Parts Other Basic Ingredients & 3 Parts Other Rare Ingredients

Effects

A thick brown paste is wiped onto a bandage and placed on a wound. This heals only a single wound taken, including magical wounds, and heals at a rate of 1 Hit Point per hour, to a maximum of 100, +3 per RO. If placed on a killing blow 1 hour, can revive the wounded - assuming the bandage heals enough Hit Points. This will also regenerate lost flesh, broken bones, heal crushing wounds, amputations and cures ongoing *damaging effects like poison and magic.*

Banquet's Unguent (Utility) {Unguent}

Skill Check: 4

Needed Tools

Stone Caldron, Green
Flame & Drying Board

Small Batch **Large Batch**
- 1 Unguent

Cost per Batch: 24 BzP. & 6 StP. Work Hours 1 Hour Brewing Time 7 Hours

Formula

1 Part Balsin River Rock, 1 Part Beech Heart, 1 Part Gurik Weed & 1 Part Moss Flower 1 Part Silver Beech coal, 1 Part Squid Ink, 3 Parts Tolud Nut. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

A thick paste is rubbed onto the stomach. Within 5 minutes, the user will feel as if he has had a decent meal, and continue to feel as such, needing no food, for 1 day +1 day per RO.

Superb Banquet's Unguent (Utility) {Unguent}

Skill Check: 7

Needed Tools

Stone Caldron, Green
Flame & Drying Board

Small Batch **Large Batch**
- 1 Unguent

Cost per Batch: 24 BzP. & 6 StP. Work Hours 2 Hours Brewing Time 14 Hours

Formula

1 Part Balsin River Rock, 1 Part Beech Heart, 1 Part Gurik Weed, 1 Part Moss Flower, 1 Part Silver Beech coal, 1 Part Squid Ink & 3 Parts Tolud Nut. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

A thick paste is rubbed onto the stomach. Within 5 minutes, the user will feel as if he has had a fantastic meal, and continue to feel as such, needing no food, for 3 days +1 day per RO.

Grand Banquet's Unguent (Utility) {Unguent}

Skill Check: 12

Needed Tools

Stone Caldron, Green
Flame & Iron Oak Drying Board

Small Batch **Large Batch**
- 1 Unguent

Cost per Batch: 24 BzP. & 6 StP. Work Hours 3 Hours Brewing Time 21 Hours

Formula

1 Part Balsin River Rock, 1 Part Beech Heart, 1 Part Gurik Weed, 1 Part Moss Flower, 1 Part Silver Beech coal, 1 Part Squid Ink & 3 Parts Tolud Nut. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

A thick paste is rubbed onto the stomach. Within 5 minutes, the user will feel as if he has had an incredible meal, and continue to feel as such, needing no food, for 6 days +1 day per RO. The feeling of satisfaction is so great, the user will receive +1 to any Longevity Checks and +2 to Resistance Checks vs. Naturals.

Vials

Vial of Healing Mist

(Healing) (Vial)

Skill Check: 15

Needed Tools

Blue Flame & Advanced Distiller

Small Batch **Large Batch**
- 1 Vial

Cost per Batch: 97 BzP.

Work Hours 1 Hour
Brewing Time 3 Hours

Formula

1 Part Arkarath, 2 Parts Distilled Spirits, 3 Parts Gem Dust, 7 Parts Gurik Weed, 1 Part Hard Ash, 1 Part Ice Bloom, 1 Part Spring Water & 1 Part Star Blossom. With 5 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Effects

When thrown, erupts into a dazzling shower of small pins of light. All within a 10 yard radius are healed for 3d8, +1 to each die per RO. i.e. RO of 6 is 3d8 +18.

Superb Vial of Healing Mist

(Healing) (Vial)

Skill Check: 23

Needed Tools

Blue Flame & Advanced Distiller

Small Batch **Large Batch**
- 3 Vials

Cost per Batch: 119 BzP. & 2 StP.

Work Hours 2 Hours
Brewing Time 6 Hours

Formula

1 Part Arkarath, 2 Parts Distilled Spirits, 5 Parts Gem Dust, 9 Parts Gurik Weed, 1 Part Hard Ash, 1 Part Ice Bloom, 1 Part Spring Water & 1 Part Star Blossom. With 7 Parts Other Basic Ingredients & 2 Parts Other Rare Ingredients

Effects

When thrown, erupts into a dazzling shower of small pins of light. All within a 10 yard radius are healed for 3d8, +2 to each die per RO. i.e. RO of 6 is 3d8 +36.

Vial of Gorgon's Breath

(Poison) (Vial)

Skill Check: 16

Needed Tools

Green Flame & Advanced Distiller

Small Batch **Large Batch**
- 1 Vial

Cost per Batch: 44 BzP. & 5 StP.

Work Hours 2 Hours
Brewing Time 6 Hours

Formula

1 Part Arkarath, 4 Parts Distilled Spirits, 1 Part Ground Drangon's Tooth, 1 Part Hiscus Root, 2 Parts Moonleaf & 1 Part Star Blossom. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

When thrown, all within a 10 foot radius suffers Petrification (10). A mists persists for 1d6 Rounds, anything new entering the mist will be Petrified (12). Once affects, leaving the mist does nothing.

Superb Vial of Gorgon's Breath

(Poison) (Vial)

Skill Check: 18

Needed Tools

Green Flame & Advanced Distiller

Small Batch **Large Batch**
- 1 Vial

Cost per Batch: 56 BzP. & 5 StP.

Work Hours 3 Hours
Brewing Time 9 Hours

Formula

1 Part Arkarath, 4 Parts Distilled Spirits, 1 Part Ground Drangon's Tooth, 1 Part Hiscus Root, 3 Parts Moonleaf & 1 Part Star Blossom. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

When thrown, all within a 10 foot radius suffers Petrification (6). A mists persists for 1d6 Rounds, anything new entering the mist will be Petrified (10). Once affects, leaving the mist does nothing.

Grand Vial of Gorgon's Breath

(Poison) (Vial)

Skill Check: 21

Needed Tools

Green Flame & Alchemist's Distiller

Small Batch **Large Batch**
- 1 Vial

Cost per Batch: 68 BzP. & 5 StP.

Work Hours 4 Hours
Brewing Time 12 Hours

Formula

1 Part Arkarath, 4 Parts Distilled Spirits, 1 Part Ground Drangon's Tooth, 1 Part Hiscus Root, 4 Parts Moonleaf & 1 Part Star Blossom. With 3 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients

Effects

When thrown, all within a 10 foot radius suffers Petrification (4). A mists persists for 1d6 Rounds, anything new entering the mist will be Petrified (6). Once affects, leaving the mist does nothing.

Vial of Luminescence

(Utility) (Vial)

Skill Check: 7

Needed Tools

Forge Flame & Simple Distiller

Small Batch **Large Batch**
- 1 Vial

Cost per Batch: 16 BzP. & 1 StP.

Work Hours 1 Hour
Brewing Time 3 Hours

Formula

1 Part Distilled Spirits, 1 Part Gem Dust, 1 Part Gold Sage, 1 Part Moonleaf, 1 Part Powdered Rock & . With 2 Parts Other Basic Ingredients

Effects

An area of a 20 yard sphere becomes illuminated as if in the brightest harvest moon light. Light created is contained to the area of effect only. Lasts for 1d10 minutes, +1 minute per RO.

Superb Vial of Luminescence

(Utility) (Vial)

Skill Check: 8

Needed Tools

Forge Flame & Simple Distiller

Small Batch **Large Batch**
- 1 Vial

Cost per Batch: 16 BzP. & 1 StP.

Work Hours 1 Hour
Brewing Time 3 Hours

Formula

1 Part Distilled Spirits, 1 Part Gem Dust, 1 Part Gold Sage, 1 Part Moonleaf & 1 Part Powdered Rock. With 2 Parts Other Basic Ingredients

Effects

An area of a 30 yard sphere becomes illuminated as if in the failing light of a day. Light created is contained to the area of effect only. Lasts for 2d8 minutes, +1 minute per RO.

Grand Vial of Luminescence

(Utility) (Vial)

Skill Check: 9

Needed Tools

Forge Flame & Advanced Distiller

Small Batch **Large Batch**
- 1 Vial

Cost per Batch: 16 BzP. & 1 StP.

Work Hours 1 Hour
Brewing Time 3 Hours

Formula

1 Part Distilled Spirits, 1 Part Gem Dust, 1 Part Gold Sage, 1 Part Moonleaf & 1 Part Powdered Rock. With 2 Parts Other Basic Ingredients

Effects

An area of a 30 yard sphere becomes illuminated as if in bright day light. Light created is contained to the area of effect only. Lasts for 4d10 minutes +1 minute per RO.

Vial of the Volcanic

(Utility) (Vial)

Skill Check: 19

Needed Tools

Sun Flame & Alchemist's Distiller

Small Batch **Large Batch**
- 1 Vial

Cost per Batch: 44 BzP. & 2 StP.

Work Hours 2 Hours
Brewing Time 6 Hours

Formula

2 Parts Arkarath, 4 Parts Dragon's Flame, 1 Part Epsolm & 2 Parts Ground Drangon's Tooth. With & 1 Part Other Rare Ingredients

Effects

The ground hit starts to shake upon impact. Within 1d4 Rounds, lava erupts from that location, causing 2d20 heat damage to everything within 20 Yards, R.Myc 0/H.

Superb Vial of the Volcanic

(Utility) (Vial)

Skill Check: 21

Needed Tools

Sun Flame & Alchemist's Distiller

Small Batch **Large Batch**
- 1 Vial

Cost per Batch: 44 BzP. & 2 StP.

Work Hours 2 Hours
Brewing Time 6 Hours

Formula

2 Parts Arkarath, 4 Parts Dragon's Flame, 1 Part Epsolm & 2 Parts Ground Drangon's Tooth. With & 1 Part Other Rare Ingredients

Effects

The ground hit starts to shake upon impact. Within 1d6 Rounds, lava erupts from that location, causing 4d20 heat damage to everything within 30 Yards, R.Myc 0/H.

Acid Vial

(Utility) {Vial}

Skill Check: 5**Needed Tools****Effects****Small Batch** **Large Batch**
3 Vials 6 VialsNormal Fire & Simple
Distiller

As per Weapon.

Cost per Batch: 4 BzP.

Work Hours Brewing Time
1 Hour None**Formula**2 Parts Distilled Spirits, 1 Part Great Spider Ichor & 1 Part
Spider Ichor. With 1 Part Other Basic Ingredients**Fire Vial**

(Utility) {Vial}

Skill Check: 5**Needed Tools****Effects****Small Batch** **Large Batch**
3 Vials 6 VialsNormal Fire & Simple
Distiller

As per Weapon.

Cost per Batch: 5 BzP.

Work Hours Brewing Time
1 Hour None**Formula**1 Part Distilled Spirits, 1 Part Dragon's Flame & . With 1
Part Other Basic Ingredients**Ice Bomb**

(Utility) {Vial}

Skill Check: 8**Needed Tools****Effects****Small Batch** **Large Batch**
2 Vials 4 VialsForge Flame & Advanced
DistillerActs like a Fire Vial for purposes of
attacking and proficiency. Within a
10 yard radius, all takes 2d10 Icey
damage. Anything killed by the blast
is turned into ice.

Cost per Batch: 14 BzP.

Work Hours Brewing Time
1 Hour None**Formula**2 Parts Distilled Spirits & 1 Part Ice Bloom. With 1 Part
Other Basic Ingredients

Poisons

<p>Poison 1 (Poison) {ounce}</p> <p>Skill Check: 2</p> <p>Small Batch 2 ounces Large Batch - ounces</p> <p>Cost per Batch: 3 BzP. & 1 StP.</p> <table border="1"> <thead> <tr> <th>Work Hours</th> <th>Brewing Time</th> </tr> </thead> <tbody> <tr> <td>1 Hour</td> <td>None</td> </tr> </tbody> </table> <p>Formula</p> <p>3 Parts Spider Ichor. With 1 Part Other Basic Ingredients</p>	Work Hours	Brewing Time	1 Hour	None	<p>Effects</p> <p>Produces Poison A (5, +1 per RO). i.e. RO of 5 yields Poison A (10). 1 ounce will coat a melee weapon or 10 missiles.</p>	<p>Poison 2 (Poison) {ounce}</p> <p>Skill Check: 3</p> <p>Small Batch 2 ounces Large Batch - ounces</p> <p>Cost per Batch: 3 BzP. & 1 StP.</p> <table border="1"> <thead> <tr> <th>Work Hours</th> <th>Brewing Time</th> </tr> </thead> <tbody> <tr> <td>1 Hour</td> <td>None</td> </tr> </tbody> </table> <p>Formula</p> <p>3 Parts Spider Ichor. With 1 Part Other Basic Ingredients</p>	Work Hours	Brewing Time	1 Hour	None	<p>Effects</p> <p>Produces Poison A (9, +1 per RO). i.e. RO of 5 yields Poison A (14). 1 ounce will coat a melee weapon or 10 missiles.</p>
Work Hours	Brewing Time										
1 Hour	None										
Work Hours	Brewing Time										
1 Hour	None										
<p>Poison 3 (Poison) {ounce}</p> <p>Skill Check: 4</p> <p>Small Batch 2 ounces Large Batch - ounces</p> <p>Cost per Batch: 3 BzP. & 1 StP.</p> <table border="1"> <thead> <tr> <th>Work Hours</th> <th>Brewing Time</th> </tr> </thead> <tbody> <tr> <td>1 Hour</td> <td>None</td> </tr> </tbody> </table> <p>Formula</p> <p>3 Parts Spider Ichor. With 1 Part Other Basic Ingredients</p>	Work Hours	Brewing Time	1 Hour	None	<p>Effects</p> <p>Produces Poison A (5, +2 per RO). i.e. RO of 5 yields Poison A (15). 1 ounce will coat a melee weapon or 10 missiles.</p>	<p>Poison 4 (Poison) {ounce}</p> <p>Skill Check: 5</p> <p>Small Batch 2 ounces Large Batch - ounces</p> <p>Cost per Batch: 4 BzP.</p> <table border="1"> <thead> <tr> <th>Work Hours</th> <th>Brewing Time</th> </tr> </thead> <tbody> <tr> <td>1 Hour</td> <td>None</td> </tr> </tbody> </table> <p>Formula</p> <p>1 Part Great Spider Ichor 3 Parts Spider Ichor, . With 1 Part Other Basic Ingredients</p>	Work Hours	Brewing Time	1 Hour	None	<p>Effects</p> <p>Produces Poison A (10, +2 per RO). i.e. RO of 5 yields Poison A (20). 1 ounce will coat a melee weapon or 10 missiles.</p>
Work Hours	Brewing Time										
1 Hour	None										
Work Hours	Brewing Time										
1 Hour	None										
<p>Poison 5 (Poison) {ounce}</p> <p>Skill Check: 6</p> <p>Small Batch 2 ounces Large Batch - ounces</p> <p>Cost per Batch: 6 BzP. & 3 StP.</p> <table border="1"> <thead> <tr> <th>Work Hours</th> <th>Brewing Time</th> </tr> </thead> <tbody> <tr> <td>1 Hour</td> <td>None</td> </tr> </tbody> </table> <p>Formula</p> <p>3 Parts Great Spider Ichor & 3 Parts Spider Ichor. With 1 Part Other Basic Ingredients & 1 Part Other Rare Ingredients</p>	Work Hours	Brewing Time	1 Hour	None	<p>Effects</p> <p>Produces Poison A (15, +2 per RO). i.e. RO of 5 yields Poison A (35). 1 ounce will coat a melee weapon or 10 missiles.</p>	<p>Poison 6 (Poison) {ounce}</p> <p>Skill Check: 8</p> <p>Small Batch 2 ounces Large Batch - ounces</p> <p>Cost per Batch: 7 BzP. & 3 StP.</p> <table border="1"> <thead> <tr> <th>Work Hours</th> <th>Brewing Time</th> </tr> </thead> <tbody> <tr> <td>1 Hour</td> <td>None</td> </tr> </tbody> </table> <p>Formula</p> <p>4 Parts Great Spider Ichor & 3 Parts Spider Ichor. With 1 Part Other Basic Ingredients & 1 Part Other Rare Ingredients</p>	Work Hours	Brewing Time	1 Hour	None	<p>Effects</p> <p>Produces Poison B (3, +1 per 2RO). i.e. RO of 6 yields Poison B (6). 1 ounce will coat a melee weapon or 10 missiles.</p>
Work Hours	Brewing Time										
1 Hour	None										
Work Hours	Brewing Time										
1 Hour	None										
<p>Poison 7 (Poison) {ounce}</p> <p>Skill Check: 12</p> <p>Small Batch 2 ounces Large Batch - ounces</p> <p>Cost per Batch: 8 BzP. & 4 StP.</p> <table border="1"> <thead> <tr> <th>Work Hours</th> <th>Brewing Time</th> </tr> </thead> <tbody> <tr> <td>1 Hour</td> <td>None</td> </tr> </tbody> </table> <p>Formula</p> <p>5 Parts Great Spider Ichor & 3 Parts Spider Ichor. With 1 Part Other Basic Ingredients & 1 Part Other Rare Ingredients</p>	Work Hours	Brewing Time	1 Hour	None	<p>Effects</p> <p>Produces Poison B (5, +1 per 2RO). i.e. RO of 6 yields Poison B (86). 1 ounce will coat a melee weapon or 10 missiles.</p>	<p>Poison 8 (Poison) {ounce}</p> <p>Skill Check: 14</p> <p>Small Batch 2 ounces Large Batch - ounces</p> <p>Cost per Batch: 11 BzP. & 6 StP.</p> <table border="1"> <thead> <tr> <th>Work Hours</th> <th>Brewing Time</th> </tr> </thead> <tbody> <tr> <td>1 Hour</td> <td>None</td> </tr> </tbody> </table> <p>Formula</p> <p>8 Parts Great Spider Ichor & 3 Parts Spider Ichor. With 1 Part Other Basic Ingredients & 2 Parts Other Rare Ingredients</p>	Work Hours	Brewing Time	1 Hour	None	<p>Effects</p> <p>Produces Poison B (7, +1 per 2RO). i.e. RO of 6 yields Poison B (10). 1 ounce will coat a melee weapon or 10 missiles.</p>
Work Hours	Brewing Time										
1 Hour	None										
Work Hours	Brewing Time										
1 Hour	None										
<p>Poison 9 (Poison) {ounce}</p> <p>Skill Check: 16</p> <p>Small Batch 2 ounces Large Batch - ounces</p> <p>Cost per Batch: 12 BzP. & 6 StP.</p> <table border="1"> <thead> <tr> <th>Work Hours</th> <th>Brewing Time</th> </tr> </thead> <tbody> <tr> <td>1 Hour</td> <td>None</td> </tr> </tbody> </table> <p>Formula</p> <p>9 Parts Great Spider Ichor & 3 Parts Spider Ichor. With 1 Part Other Basic Ingredients & 2 Parts Other Rare Ingredients</p>	Work Hours	Brewing Time	1 Hour	None	<p>Effects</p> <p>Produces Poison B (9, +1 per 2RO). i.e. RO of 6 yields Poison B (12). 1 ounce will coat a melee weapon or 10 missiles.</p>	<p>Poison 10 (Poison) {ounce}</p> <p>Skill Check: 18</p> <p>Small Batch 1 ounce Large Batch - ounces</p> <p>Cost per Batch: 13 BzP. & 6 StP.</p> <table border="1"> <thead> <tr> <th>Work Hours</th> <th>Brewing Time</th> </tr> </thead> <tbody> <tr> <td>1 Hour</td> <td>None</td> </tr> </tbody> </table> <p>Formula</p> <p>10 Parts Great Spider Ichor & 3 Parts Spider Ichor. With 1 Part Other Basic Ingredients & 2 Parts Other Rare Ingredients</p>	Work Hours	Brewing Time	1 Hour	None	<p>Effects</p> <p>Creates Poison C. 1 ounce will coat a melee weapon or 10 missiles.</p>
Work Hours	Brewing Time										
1 Hour	None										
Work Hours	Brewing Time										
1 Hour	None										

Spell Forge

Spell Forge is the process by which items or locations are imbued with magical essence. While much of this can be done through the Enchanting source, Spell Forge adds so much more possibility. Furthermore, Spell Forge allows for combinations and creations that cannot be done

through other means and encompasses the whole world of creating magic items and more.

The person using Spell Forge does not need to be a spellcaster but must possess at least a **17 Mysticism**.

Spell Forge is a 5-Stage process: Determination, Welling, Modification, Imbuement and Closing. Some steps have sub-steps within them, and still others are optional. Moreover, the whole process of Spell Forge works in a non-standard manner.

no way of making it larger. For locations, it can either be a room, no matter the size, but fully enclosed, or up to a 30' radius circle on the ground.

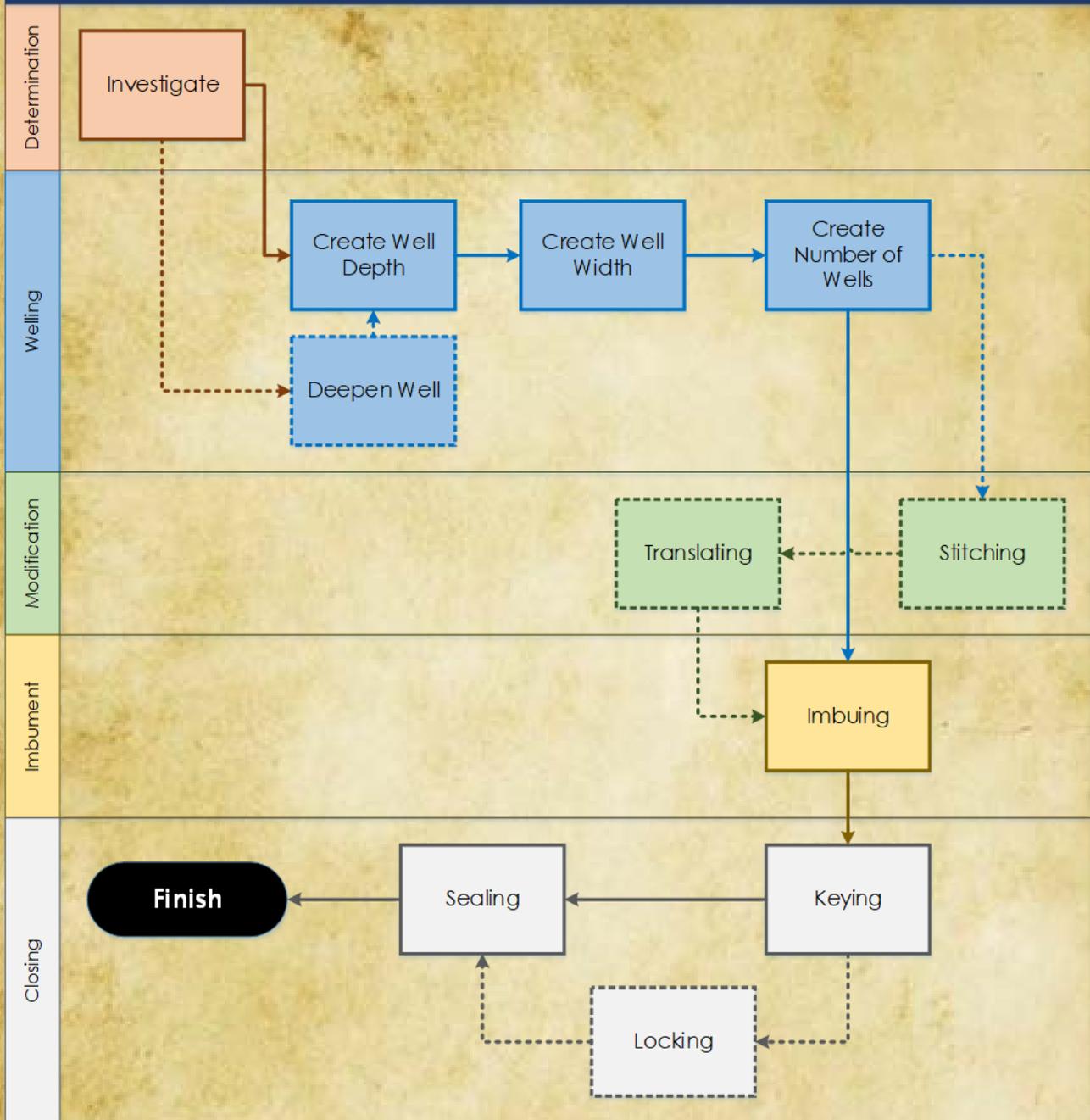
There are two parts that a Spell Forger needs to be concerned with of the overall process: Determination, and the rest (called Spell Forging). When starting the process, the Spell Forger makes a Spell Forge Skill Check for Investigation – which lets them know how much Natural Capacity the item or location has. From there, the Spell Forger makes a second check and the score of that Check equals the amount of dice the Spell Forger has to distribute between the rest of the process. As some are optional, the Spell Forger will not need to assign dice there. For all others, a minimal of 1 die is required, meaning that the minimum check is 5 for Spell Forge. Each of these set of dice is then rolled in a standard Skill Check method and compared against the description of each for each step.

An item must be no larger than a rod by a rod (6ft by 6ft). If it is one homogeneous item, then the area increases to 30' x 30', no larger with

Example

The Spell Forger has a Skill Rank 2+1 in Spell Forge. They roll to Investigate the item (and let's assume they make the Check). That item is then Investigated, and the Spell Forger can come back to start the Spell Forge process at any time from then on. They then roll on the Spell Forge process as a whole and get a score of 12. They then assign as many dice as they want to each step, to a minimum of 1 die (or 0 for any optional step they don't want to use).

Spell Forge Process



Determination

This is where a Spell Forger scrutinizes the item or location where the rest of the process will be focused. Each item and location has a natural capacity to hold SpP, called the “Natural Capacity”. When created, an item has a certain amount of time and care put into it. This attention used in creation produces an innate vestige of power within that item or location, very similar to how AUSA flows and works. The greater the attention and work put into an item or location, the more capacity.

This also means that not all items and locations that have greater beauty have great capacity. An apprentice blacksmith who spends weeks crating their first dagger may have put more love and effort into it than his master, even if the master’s is far superior. Therefore, the apprentice’s item may have greater capacity. “May” is the key here. Even though a master may not put a lot of effort into something individually, they have put immense effort and determination getting to the point where a master-crafted item is made consistently. While the specific item may not have as much passion put into it as the apprentice’s, those years of hard work and dedication carry through to each item made by the master. In general, for items, the master’s years’ of dedication will eclipse the apprentice’s initial passion for the craft, but only if the master makes the effort.

It is for this reason that Spell Forgers demand intricate items made by master craftsmen – to ensure their efforts and time produce an item of sufficient Capacity. It is also why most magical items are things of beauty made from precious metals and stones.

This aspect is different for locations. Locations seem to carry with them more Capacity for different reasons. A hut made by a person to keep their family warm and safe would prove to be far superior for implanting spells than even the most lavish castle. Modern Scribes theorize it is because a location has far more of a person

poured into it, and even can have the passion of multiple people; whereas items are often sold and therefore (normally) don’t have as much personal meaning.

Determination has only one step: Investigation. Investigation is the action of determining the Natural Capacity of an item or location. This Check is rolled apart from the rest of the Spell Forge process, and ONLY serves to identify the item or location.

Each item has that intrinsic Capacity that must be known before Spell Forging. When an item or location has too much SpP poured into it, it becomes unstable and may explode into a “Spell Storm”. A Spell Storm is a clashing of all the planes (Sources) in a vortex that breaks the bounds between the Prime Plane and the others. The vortex causes Raw Magic Damage at the source (the item or location), brought on by even the slightest tremor or use of the things, and also the Spell Forgers themselves. Anyone who took part in the process will experience the Spell Storm manifest around them, and at double the severity. Spell Storms inflict 1d6 per SpP. The damage is rolled and then doubled for the Spell Forger.

How unstable the item is depends on how much SpP was imbued compared to the Natural Capacity. It is 5% per SpP over the Natural Capacity, and a flat 50% at the time of Imbuement. This 5% comes into effect each time the item or location is used or when in the presence of a person. That presence is not compounding, it would be 5% per instance that someone comes into the area. For items, touching triggers the 5% chance. For instance, you may try and shove a very potent Ward into a room with a small Natural Capacity (even if just 1 SpP under), figuring the Ward will go off when someone comes into the room, and if it trips from the 5% anyway, no big deal – it still goes off. But that Ward will have 5% chance anytime ANYONE comes into the room, whether they say the password or not. When it goes off, the person in

the room takes 1d6 per SpP of the Ward (not per SpP over the Natural Capacity, 1d6 per SpP period), plus the effects of the Ward. Moreover, the creator of the Spell Forge will take double that. They could be sitting having a nice cup of tea years after placing that Ward... and then BOOM!

The Natural Capacity of an item or location is determined by the Storyteller, based on the description above. The Spell Forger can detect the magnitude up to a limit of 1 SpP per roll of the Skill Check. Thus, with a roll of 12, they could know an item has a Natural Capacity of 12 or less, but it may have more. If rolling within 3 of the Natural Capacity (if it is 12, then a roll of 9, 10, 11 or 12) marks the area of uncertainty. With a 12 or lower Capacity, then a roll of 13 or better makes the Spell Forger certain as to the thing's Capacity.

Once an item is identified, it doesn't need to be done so again. The Spell Forger can mark down the Capacity on paper, in a log, or whatever they wish. However, the Spell Forger does not intrinsically know the Capacity, it is just the Capacity does not change. If they can find a way to catalog the Capacity, then they may be able to store the item or come back later. And that is the point, the Investigation is not part of the Spell Forging process, it only identifies the Capacity. In fact, it doesn't need to be done at all should one be so brave.

Natural Capacity	Certainty Roll	Uncertainty Area
1	2+	N/A
2	3+	2
3	4+	2 to 3
4	5+	2 to 4
5	6+	2 to 5
6	7+	3 to 6
7	8+	4 to 7
8	9+	5 to 8
9	10+	6 to 9
10	11+	7 to 10
11	12+	8 to 11
12	13+	9 to 12
13	14+	10 to 13
14	15+	11 to 14
15	16+	12 to 15
16	17+	13 to 16
17	18+	14 to 17
18	19+	15 to 18
19	20+	16 to 19
20	21+	17 to 20
21	22+	18 to 21

Welling

This is the process that marks the start of Spell Forging and defines the using-Capacity of the item or location. There are 3 required steps, and one optional.

It is important to note that once this process starts, the Spell Forger must maintain

concentration on the project or it will close down. If it closes down after the Imbuement step, then a Spell Storm is certain. "Concentration" means that the Spell Forger must be actively performing one of the steps. Very experienced Spell Forgers may be able to sneak away for a quick break, but it is always risky.

Deepen Well

This is an optional Step. If not wanted, the Spell Forger does not need to assign dice to this step.

This allows the Spell Forger to increase the Natural Capacity of the thing, based on the starting Natural Capacity. Base Target Number is always 1, and certain ROs add 1 SpP Natural Capacity. In fact, they may not know what the Natural Capacity is, and therefore the result may be obscured.

Make a Skill Check-like roll with as many d6s as you assigned to this step and consult the chart.

Starting Natural Capacity	Check
1 to 5	+1 Natural Capacity per 2RO
6 to 10	+1 Natural Capacity per 3RO
11 to 15	+1 Natural Capacity per 4RO
16 to 20	+1 Natural Capacity per 5RO
21 to 25	+1 Natural Capacity per 6RO
22+	+1 Natural Capacity per 7RO

Create Well Depth

This is NOT an option step and requires at least 1 die assigned to it.

This establishes the usable Capacity of the item – how many SpP it can hold. This is independent of the Natural Capacity. If the created Well Depth is greater than the Natural Capacity, there is no issue. It becomes an issue when more SpP is Imbued than its Natural Capacity. Thus, an item may have a Natural Capacity (“NC” from now on) of 5 and the Spell Forger create a Well of 3. That’s fine, and in fact, no different than if they created a Well of 15. What is an issue is when more than 5 SpP (the item’s NC) is Imbued into the item – See the Determination Process for more info. A botched roll ends the Spell Forging process with the item or location returned to as it was before the start, but with ½ the Natural Capacity (round down).

Make a Skill Check-like roll with as many d6s as you assigned to this step and consult the chart.

Check	Created Well	Check	Created Well
2	3	16	16
3	4	17	16
4	5	18	17
5	6	19	18
6	7	20	19
7	8	21	20
8	9	22	20
9	10	23	21
10	11	24	22
11	12	25	23
12	13	26	23
13	14	27	24
14	15	28	25
15	15	29	25
		30+	+1 SpP per 2 RO

When Imbued, some spells act different than others naturally. Likewise, some spells are not constant and have a limited time they are in effect. How often a spell can be activated within a location or item are determined by the depth of the Well. Spells are broken down into 3 categories:

Enchantments – these spells from the Enchantment Source will act as they do per the spell description. Normally, this means they are always active.

Duration Spells – for spells that have a duration of some sort, the item or location will bring forth the spell when triggered, and it will last for the normal duration. The item or location then needs to recharge for a certain time, as per the chart below, before it can be triggered again. The “roll” on the chart is always determined by the Create Well Depth Check.

Instant Spells – for those spells that have an immediate effect and then dissipate, like many attack spells, the using of that spell through the item or location will consume as many SpP as per the spell’s description. The item then starts to regain SpP as per the chart below. Once there are enough SpP, the spell can be triggered again.

Note that these are guidelines, and the Storyteller will make up their mind as to which category the spell belongs to. Some spells, even if an Enchantment, don’t make sense being in that category and will be moved. Based on the Storyteller’s decision, that category is fixed and cannot be modified by the Spell Forger.

Check	Recharge Time	SpP Regeneration
2	1 day	1 SpP per 5 hours
3	14 hours	1 SpP per 4 hours
4	12 hours	1 SpP per 3 hours
5	9 hours	1 SpP per 3 hours
6	5 hours	1 SpP per 2 hours
7	45 minutes	1 SpP per 2 hours
8	30 minutes	1 SpP per hour
9	29 minutes	1 SpP per hour
10	27 minutes	2 SpP per hour
11	24 minutes	2 SpP per hour
12	20 minutes	3 SpP per hour
13	15 minutes	3 SpP per hour
14	9 minutes	4 SpP per hour
15	2 minutes	4 SpP per hour
16	10 Rounds	5 SpP per hour
17	9 Rounds	5 SpP per hour
18	9 Rounds	6 SpP per hour
19	8 Rounds	7 SpP per hour
20	8 Rounds	8 SpP per hour
21	7 Rounds	9 SpP per hour
22	7 Rounds	10 SpP per hour
23	6 Rounds	11 SpP per hour
24	6 Rounds	12 SpP per hour
25	5 Rounds	13 SpP per hour
26	5 Rounds	14 SpP per hour
27	4 Rounds	15 SpP per hour
28	4 Rounds	16 SpP per hour
29	3 Rounds	17 SpP per hour
30+	2 Rounds	18 SpP per hour

Create Well Width

This is NOT an option step and requires at least 1 die assigned to it.

The width of the Well limits the maximum Rank of Spell that can be cast into the item or location. It does not limit the number of SpP, only the Rank. A botched roll ends the Spell Forging process with the item or location returned to as it was before the start, but with $\frac{1}{2}$ the Natural Capacity (round down).

Make a Skill Check-like roll with as many d6s as you assigned to this step and consult the chart.

Roll	Max Spell Rank
2 to 3	1st
4 to 6	2nd
7 to 10	3rd
11 to 14	4th
15 to 18	5th
19 to 23	6th
24 to 28	7th
29 to 34	8th
35 to 40	9th
41+	10th

Create Number of Wells

This is NOT an optional step and requires at least 1 die assigned to it.

The number of Wells determines how many spells can be Imbued. It does not affect the maximum Rank or amount of SpP in total possible. Keep in mind that the Well Depth is the total SpP limit, not per Well. A botched roll ends the Spell Forgeing process with the item or location returned to as it was before the start, but with $\frac{1}{2}$ the Natural Capacity (round down).

Make a Skill Check-like roll with as many d6s as you assigned to this step and consult the chart.

Roll	# of Wells
2 to 5	1
6 to 10	2
11 to 16	3
17 to 23	4
24+	5

Modification

Next are the Modification steps of Stitching and Translating. Both these steps are optional, depending on what it is you want to do.

Stitching

This is an optional Step. If not wanted, the Spell Forger does not need to assign dice to this step.

The most subjective of all the steps with regards to the result, this allows a Spell Forger to have multiple of the same spell Imbued and result in a stronger form of that spell.

First, the item or location must have more than one Well created from the Create Number of Wells step. For each one created, the same number of identical spells can be Imbued. When Stitched, the same number of spells combined reduces the number of Wells. If you combine 2 spells into 1, then the number of Wells goes from 2 to 1.

Make a Skill Check-like roll with as many d6s as you assigned to this step and consult the chart below. Note that the number of spells Stitched MUST be indicated BEFORE the roll. If the roll is insufficient for that number of called spells, then the process fails and the Spell Forging process ends with the item or location returned to as it was before the start, but with $\frac{1}{2}$ the Natural Capacity (round down).

Translating

This is an optional Step. If not needed, the Spell Forger does not need to assign dice to this step. HOWEVER, the type of spell is paramount and ONLY when an Enchantment is Imbued is this step optional; for any other case, it is not.

Translating allows a wide variety of end-case effects to the process. First, it allows the

The result of the effect of the two combined spells is up to the Storyteller. It may be proportional to the number of stitched spells or it may be greater, or far weaker – the spectrum is possible. As a guide:

- Damaging and Healing spells do not stack proportionally
- Utility-Type Spells stack proportionally
- Wards have degraded improvements from one to two stitched spells and so on
- The function of the spells tends to stay very similar to the base

Roll	Stitched Spells
2 to 7	1
8 to 14	2
15 to 22	3
23 to 31	4
32+	5

Spell Forger to Imbue non-Enchantment spells. The variety comes from the definition of how the spell forms.

Normally, with no Translation, all spells are centered on the item or at the middle of the room. If a Fireball were Imbued, it would go off

centered on the item or at the center of the room, which may not be desired.

When desiring to Imbue a non-Enchantment, make a Skill Check-like roll with as many d6s as you assigned to this step and consult the chart below. When attempting to define the formation of the spell, likewise roll a Skill Check-like roll with as many d6s as you assigned to this step with the result being based on the desired effect and Target Number defined by the Storyteller. If trying to do both, roll only once and apply that score to both aspects. A botched or failed roll, for either aspect the Translating, ends the process with the item or location returned to as it was before the start, but with 1/2 the Natural Capacity (round down).

Type of Spell to be Imbued	Target Number
Enchantment	N/A
Mind-Altering	2
Ward	4
Hex	5
Undefined	6
Magic Missile	7
Healing	8
Dispel	12

So, what does formatting mean?

Formatting can, in no way, change the theme of the spell's effect or add additional aspects. What it does is redefine the spell's Range and Area of

Effect from away from the item or within a location. If the spell was a fireball, then a successful Check would make the fireball regain its original spell Range so it would shoot out of the item instead of being centered on it. If a spell created some form of magic bow that shoots lightning bolts, then normally those lightning bolt effects would be centered on the item Imbued or the center of the location. A successful check could make the item shoot the bolts (as per the spell's normal range) or target the person within the room (rather than shooting to the center of the room). Again, the Target Numbers can change, but as a guide:

- Establishing a non-Enchantment to affect what the item touches (instead of centered on the weapon), Target Number 3
- Reestablishing a spell's Range so that the item is the base and the spell shoots forth from it (as per the spells Range), Target Number 5
- Allowing the effect of a spell, that normally effects the caster and then has some effect based on the caster's action (like a Magic Missile), to have that effect projected from the item or location, Target Number 10
- Limiting the AoE of a spell to the sized of the room, Target Number 12
- Increasing the number of Targets to affect everyone within the room, Target Number 20

Imbuement

This is NOT an option step and requires at least 1 die assigned to it.

Imbuement is a process all to itself. This is where the spell is cast into the item or location. The Spell Forger does not need to be the one casting the spell, but they do need to be present, Imbuing the spell into the item or location.

When a spell is cast into the item or location, the Spell Forger starts by making a Check based on the number of dice assigned to this step. The Target Number is equal to the base Casting Difficulty of the spell being Imbued. If there are multiple spells, then the Spell Forger must roll for each spell Imbued, and therefore, must have enough dice to cover each cast. The Spell Forger may roll in any order they wish, as long as the spells cast are in the same order. If 5 dice were allotted for 2 spells, the Spell Forger may roll 3 dice for the first spell and 2 for the second, as long as they call which roll is for which spell at the bringing of the stage. If either of these checks is failed, the spell takes immediate effect (per the spell description) and then immediately fizzles, even if it is a permanent spell. this is done from spell to spell. one spell can not take, and then the other may. The item or location does not

reset on a failed attempt. Although, depending on the spell, the caster and Spell Forger may be hurt.

Once the Spell Forger has readied the item or location to receive a spell, then the caster cast the spell into the item or location as normal, rolling as normal and accounting for any RO bonuses. If they fail, the spell simply fizzles per normal. Note, the Spell Forger does not need to equal the caster's roll, only the base CsD. This process can be done again and again within a 1 hour period, from multiple caster, but only one with one Spell Forger. If the caster fails, the Spell Forger does not need to (and can't) reroll, their initial roles remain locked.

There is a level of coordination needed between the caster and Spell Forger. The spells cast into the item or location are independent of the Spell Forger's rolls and desires. If the caster cast spells out of sequence, the first spell cast is associated to the first roll made by the Spell Forger. If it is not enough, then it counts as a fail and the spell goes off centered on the item or location. The Range for Imbuement is always touch, and for locations, the Spell Forger must be within that room

Closing

Closing is where the Spell Forger finishes after Imbuement and sets the activation precepts,

resistance to dispelling and permanency of the Spell Forge.

Keying

This is NOT an option step and requires at least 1 die assigned to it.

Keying is a very important aspect of Spell Forging, it determines how the item or location will trigger. Most Enchantment Spells already define that an effect is always active and don't need to consult this step, although, 1 die still needs to be allotted (even if not rolled). Anything else must be rolled against. Botched rolls count as a 1. A

When rolling, you must first choose what level of activation you want. If your roll fails, the item is destroyed and all spells contained within are let loose.

Make a Skill Check-like roll with as many d6s as you assigned to this step and consult the chart.

Target Number	Item Trigger	Location NOT Trigger
1	When touched	-
3	When used in its intended fashion	-
5	Upon a spoken work (Evoke)	When password (Evoke) spoken BEFORE entering
7	Upon a spoken word (non-Evoke)	When password (non-Evoke) spoken BEFORE entering
9	Upon a simple condition	When password (Evoke) spoken within 30 sec of entering
12	Upon a complex condition	When password (non-Evoke) spoken within 30 sec of entering
15	-	Only for certain people, set at time of Keying. (must have at least an article of clothing or hair for each person)
17+	-	Only when certain items are brought into the location, set at the time of Keying.

Locking

This is an optional Step. If not wanted, the Spell Forger does not need to assign dice to this step.

Locking places some protection on the Spell Forge and resists Dispel. If none are used (the Spell Forger skips this step), the count a roll of 2. If your roll fails, the item is destroyed and all spells contained within are let loose.

Make a Skill Check-like roll with as many d6s as you assigned to this step and consult the chart.

Roll	Needed Rank of Dispel to remove Spell Forge
1 to 2	1
3 to 4	2
5 to 6	3
7 to 9	4
10 to 12	5
13 to 16	6
17 to 20	7
21 to 24	8
25 to 29	9
31+	10

Sealing

This is NOT an option step and requires at least 1 die assigned to it. Enchanters may use their Class Ability to skip this step. If they do, they can treat this as an optional step and DO NOT need to assign a die to it.

Sealing determines how long the Spell Forge Lasts. While the spells contained in a Spell Forge never go away, the containment of those spell only lasts for so long. If your roll botches, the item is destroyed and all spells contained within are let loose.

Make a Skill Check-like roll with as many d6s as you assigned to this step and consult the chart.

Roll	Permanency of Spell Forge
2 to 3	1 day
4 to 5	5 days
6 to 7	10 days
8 to 9	20 days
10 to 11	50 days
12 to 14	100 days
15 to 17	200 days
18 to 20	400 days
21 to 24	800 days
25 to 28	1000 days
29 to 32	1200 days
33 to 36	1600 days
37 to 40	2000 days
41+	Permanent

Ranking-Up Spell Forge

As you may have noticed, the minimum check to place at least 1 die in each of the required steps, is a 6. Combined with the highest Progression in the game, one may think it's impossible to improve.

For most of their apprenticeship, young Spell Forgers Investigate items for their master. For characters, they get 1 Pip on every successful Investigation until they have accumulated 40 Pips for that part of the Skill. At that point, the Investigation yields no further Pips.

Like all Skills, 1 Pip is received for a successful Check. With Spell Forge, you also get 1 more Pip for each 6 you roll within a step. If you

roll double 6s on one step, a 6 and a 4 on another and then a 6 on yet another, that's 4 extra Pips. Plus the 1 for succeeding, and that's 5. If you fail the overall process but roll a few 6s during, you may get $\frac{1}{2}$ the Pips you would have gotten for those 6s, rounded down. This applies until you reach Rank 3, then only successes yield Pips and extra Pips from those 6s.

If using a Workshop Improvement that allows you to reroll 5s and 6s, only the 6s count for getting extra Pips.

Multiple Spell Forgers

Up to 4 Spell Forgers can create a single item, each concentrating on one Process within the Spell Forge, i.e. one Spell Forger who only does Imbuement, one that only does Closing and so on. Of the 4, one is the lead and makes the decisions for everyone – the Master Spell Forger.

When multiple characters attempt to Spell Forge together, all will roll their initial Spell Forge Check. The average of everyone is taken with the lowest roll discarded (round up) and +1 dice are added for each person. The Master Spell Forger then assigns the dice to a process and who will roll what. Again, the processes are assigned (Welling, Modification, Imbuement and Closing) and not the steps. Each character then rolls their dice as normal but may reroll one Check. How the other characters place the dice within that process it up to them

When using more than one person, only one Workshop Improvement can be used, and it must be used by the Master Spell Forger.

Example

If we had 3 characters, each rolls a Skill Check. One gets a 12, the next a 5 and the last a 7. We ignore the 5. The total is 19, and $19 \div 2 = 10$ when rounded up. Then, we have 3 people, which is +3 dice, so a total of 13 dice can be used.

The Master assigns himself to roll Imbuement and places 4 dice there. He also chooses to handle Closing and places 2 dice there. He gives 4 dice to character two and assigns them to Welling. The remaining 3 are given to character three, and they are assigned Modification.

Characters two and three may place their dice however they choose within their process.

Blacksmith (Intellect)

General Skill

Skill Slot Cost: 3

This Skill allows characters to repair and create simple metal items. This will not allow a character to create suits of armor or weapons. They can create small pieces of a weapon or item, or repair the same. However, if the piece in question is an integral part of the weapon or armor, it is beyond the capabilities of this Skill. An example would be the blade of a sword, which is outside the scope of the Skill. Something within the scope of the Skill would be the pommel of the sword. Other things that can be created would be metal tools, pieces of tackle for horse riding, and simple metal household items. In all cases, the proper tools are required.

Leatherworking (Intellect)

General Skill

Skill Slot Cost: 3

This Skill is treated in much the same way as Blacksmithing. Characters can make basic items out of leather, but not armor or overly complex items (such as a saddle). Limitations of the Skill are restricted to things like pouches, sacks, belts, tackle, light armor repair and straps.

Cartography (None)

General Skill

Skill Slot Cost: 3

This is the intricate skill of creating to-scale maps that have objects correctly oriented and spaced. While anybody can grab a piece of paper and do their best to sketch the landscape, characters with this Skill can create maps that will accurately guide others.

Light Alchemy (None)

Mystic Skill

Skill Slot Cost: 4

Light Alchemy allows a character to brew the simplest of potions. They'll be quite limited in what they can create. However, this does permit characters to create some potions without an Artificer Skill. When a brew is made, it is made in a cauldron in batches. Each kind of brew makes enough to bottle a certain number of potions. Each concoction needs a specific combination of ingredients (which can be found in the Artificer's Skill).

Alchemy	Target Number
Bottling	2
Learn Recipe	3
Season Cauldron	3
Acid Vial	5
Alert Dust	14
Anti-Venom (A)	2
Anti-Venom (B)	4
Anti-Venom (C)	8
Healing Salve	3
Minor Healing Potion	7
Ox Heart Potion	13
Potion of Swiftmess	12
Purification Potion	9
Strength Potion	11
Watering Potion	4

Table 20 – Light Alchemy

- Bottling allows the character to put brews into carafes and bottles.
- Characters start the game with Bottling, Learn Recipe, Season Cauldron and 1d6 other concoctions. Learn Recipe is used to learn new ones.
- Alchemy requires some equipment, especially a cauldron. Every time a new brew is made, the cauldron must be properly cleaned and seasoned for the next brew.
- Acid Vial (Enough to bottle 5). As per the weapon.
- Alert Dust (Enough to bottle 6). Allows the user to go without sleep for triple the normal time without issue. After which, they sleep for 24 hours.
- Anti-Venom (Enough to bottle 10). Instantly cures that type of Poison.
- Healing Slave (Enough to bottle 3). Used on a single wound and *Regenerates* (3) that one wound until it is totally healed. Dose not count as Magical Healing.
- Minor Healing Potion (Enough to bottle 4). Heals 1d8 HP.
- Ox Heart Potion (Enough to bottle 3). Adds 1d8 HP to maximum for 1 hour.
- Potion of Swiftmess (Enough to bottle 6). +1 Agility and Dexterity for 2 hours.
- Purification Potion (Enough to bottle 2). Cures illnesses and toxins over the course of 2 hours.
- Strength Potion (Enough to bottle 5). Adds 1d4 Strength for 3 hours. 2 can be taken at once and will stack effects. Second potion causes 1d6 unavoidable damage.
- Watering Potion (Enough to bottle 10). When drunk, target will be fully sated for 3 days and not need to drink at all.

