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| **Book of Salves, Tinctures and Remedies** | | | | |
| **Tier One Recipes** | | | | |
| **Spell** | **DL** | **DR** | **Effects** | **Enhancements** |
| Boost Blood | 10 | 1 h | * +4 temporary hit points | * Duration x5 / x2 / +2 DL * Hit Points +4 / 2x / +6 DL |
| Boost Muscle | 10 | 3 h | * Muscle +2 | * Duration x5 / x2 / +2 DL * Muscle +2 / x1 / +6 DL |
| Boost Toughness | 10 | 3 h | * Toughness +2 | * Duration x5 / x2 / +2 DL * Toughness +2 / x1 / +6 DL |
| Doctor’s Friend | 10 | 1 D | * Resist(2) against diseases | * Duration x5 / x2 / +2 DL |
| Healing Vial | 10 | inst | * 1d4 Alchemical Healing | * Additional Heal Die / x 1 / +4 DL * Increase Heal Dice / x2 / +3 DL |
| Smelling Salts | 10 | Inst | * Removes daze and stun statuses from one adjacent ally | * Affects all adjacent allies / x1 / +6 DL |
| Sleeping Pills | 10 | Inst | * Allows restful, dreamless sleep in even the worst conditions * This character can sleep through anything and can rest even though his party’s survival check fails * Cannot be woken in case of ambush or other disturbance in the night | * Option – can create a set of doses for the entire group which gives +2 survival checks instead / x1 / +3 DL * User gains 1 additional HP for sleeping / x1 / +2 DL * User gains 1 additional spell level for resting / x1 / +2 DL |
| Soothing Ointment | 10 | Inst | * Removes bleed, ignite and itching statuses from the user | * Can be taken to provide immunity from bleed for 1 hour / x1 / +3 DL * Can be taken to provide immunity from ignite for 1 hour / x1 / +3 DL * Duration x5 / x2 / +2 DL |
| **Tier Two Recipies** | | | | |
| **Spell** | **DL** | **DR** | **Effects** | **Enhancements** |
| Black Vial | 14 | 6 R | * Thrown at target and does 1d6 penetrating damage if it hits * Target saves power 14 or is cursed for 6 rounds | * Increase Dmg Dice / x3 /+3 DL * Save DL +2 / x3 / +2 DL |
| Face Cream | 14 | 3 H | * +2 Charisma * Seduction +2 (or 12 if no skill) | * Duration x5 / x2 / +2 DL * Charisma +2 / x1 / +6 DL |
| Nettle Tea | 14 | Inst | * Gives user instant second save against disease effect – success means he is cured in 2-6 days | * Cures in 1 day / x1 / +3 DL * Save Bonus +1 / x4 / +2 DL |
| Numbing Agent | 14 | Inst | * Removes pained status from one adjacent ally | * Can be taken to provide immunity from pained for 1 hour / x1 / +3 DL * Duration x5 / x2 / +2 DL |
| Snake Blood | 14 | 3 H | * Gives resist(2) against poisons | * Duration x5 / x2 / +2 DL * Grants immunity to envenomed / x1 / +4 DL |
| **Tier Three Recipes** | | | | |
| **Spell** | **DL** | **DR** | **Effects** | **Enhancements** |
| Cure Disease | 18 | Inst | * Cures disease effects up to DL 18 | * Disease DL +2 / x4 / +2 DL |
| Cure Poison | 18 | Inst | * Cures Poison effects up to DL 18 * Removes envenomed status | * Poison DL +2 / x4 / +2 DL |
| Love Potion | 18 | 1 d + | * Victim saves Power DL 18 or becomes enamored with the first appropriate being he sees * Once so smitten, the victim’s love is natural and subject to fading because of the actions of the beloved * The victim will not necessarily go against their nature because of their newfound love. That depends on the circumstances and GM’s discretion * The victim can save each day | * None |

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| **Book of Noxious Mixtures** | | | | |
| **Tier One Recipes** | | | | |
| **Spell** | **DL** | **DR** | **Effects** | **Enhancements** |
| Acid Vial | 10 | Inst | * 2d4 acid damage to target * Pierce(3) * AV reduced by 1 (repaired by DL 14 check) * Eats through soft metals | * Increase Dmg Dice / x3 /+3 DL * Pierce +1 / x3 / +2 DL * Eats through advanced metals / x1 / +3 DL |
| Boost Wit | 10 | 3 h | * +2 Wit | * Duration x5 / x2 / +2 DL * Wit +2 / x1 / +6 DL |
| Grease | 10 | 6 r | * In combat makes up to 7 hexes rough ground and you must save (skill 12) or fall prone upon first entering the zone of effect * Makes surfaces hard to handle (skill or muscle 12 to grasp) * In combat, lasts 6 rounds * Out of combat, duration of effect is GM’s discretion | * Can be hit with flame to ignite, causing 2d4 penetrating damage and ignite(2) to everyone in the area / x1 / +3 DL * Duration x2 / x2 / +2 DL * Radius +1 / x2 / +3 DL * Save DL +2 / x3 / +2 DL |
| Racing Blood | 10 | 10 r | * +1 initiative * +1 Move | * Also +1 damage / x1 / +3 DL * Also +1 defense / x1 / +3 DL * Also +1 to-hit / x1 / +3 DL |
| Shards | 10 | Inst | * Thrown at a target to give them bleed(1) * Save Toughness 12 to negate | * Save DL +2 / x3 / +2 DL |
| Smelling Salts | 10 | Inst | * Removes daze and stun statuses from one adjacent ally | * Affects all adjacent allies / x1 / +6 DL |
| Soothing Ointment | 10 | Inst | * Removes bleed, ignite and itching statuses from the user | * Can be taken to provide immunity from bleed for 1 hour / x1 / +3 DL * Can be taken to provide immunity from ignite for 1 hour / x1 / +3 DL * Duration x5 / x2 / +2 DL |
| **Tier Two Recipes** | | | | |
| **Spell** | **DL** | **DR** | **Effects** | **Enhancements** |
| Acid Burst | 14 | Inst | * 2d4 acid damage to targets in 1 hex radius * Pierce(3) * AV reduced by 1 (repaired by DL 14 check) * Eats through soft metals | * Increase Dmg Dice / x3 /+3 DL * Pierce +1 / x3 / +2 DL * Eats through advanced metals / x1 / +3 DL |
| Bad Air | 14 | 6 r | * Create a zone of bad air in a 1 hex radius * Anyone starting their turn in the zone takes 1d4 penetrating damage | * Duration x2 / x2 / +2 DL * Increase Dmg Dice / x3 /+3 DL |
| Fever Blood | 14 | 4 h | * Target saves or feels feverish and ill * No combat effect, but out of combat will lay someone out as though they are deathly sick * Save toughness 14 to negate | * Duration x5 / x2 / +2 DL * Does 1d4 damage each hour, but cannot actually kill the victim / x1 / +4 DL * Save DL +2 / x3 / +2 |
| Itching Powder | 14 | 6 r | * Thrown at an enemy to daze them until a save is made (each rd) * Toughness or Power 14 to negate | * Save DL +2 / x3 / +2 DL |
| Poison, Impairing | 14 | 6 r | * Applied to an edged, or pointed weapon * Target saves Toughness or Power DL 14 or is impaired, in addition to any other effect of the attack * Sticky(2) | * Save DL +2 / x3 / +2 DL * Sticky +1 / x3 / +2 DL |
| Poison, Weak | 14 | Inst | * Applied to an edged, or pointed weapon * If weapon pierces skin, an additional 1d4 damage is done * Sticky(4) (+2 sticky) | * Increase Dmg Dice / x3 /+3 DL * Sticky +1 / x3 / +2 DL |

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| **Book of Beast Extractions** | | | | |
| **Tier One Recipes** | | | | |
| **Spell** | **DL** | **DR** | **Effects** | **Enhancements** |
| Boost Muscle | 10 | 3 h | * Muscle +2 | * Duration x5 / x2 / +2 DL * Muscle +2 / x1 / +6 DL |
| Boost Reflex | 10 | 3 h | * Reflex +2 | * Duration x5 / x2 / +2 DL * Reflex +2 / x1 / +6 DL |
| Boost Skill | 10 | 3 h | * Skill +2 | * Duration x5 / x2 / +2 DL * Skill +2 / x1 / +6 DL |
| Boost Toughness | 10 | 3 h | * Toughness +2 | * Duration x5 / x2 / +2 DL * Toughness +2 / x1 / +6 DL |
| Carapace | 10 | 1 H | * +1 Block defense * Deflect 2/12 * -1 Move | * Defense +1 / x2 / +6 DL * Duration x5 / x2 / +2 DL * No move penalty / x1 / +2 DL * Proc +1 / x2 / +3 DL |
| Natural Weaponry | 10 | 1 H | * The user’s nails and teeth elongate and harden, becoming 1d6 weapons * If other natural weaponry is already possessed, the user’s damage dice are increased by one step * Brawling, dirty fighting, or dueling combat skill can be used | * Duration x5 / x2 / +3 DL * Increase Dmg Dice / x3 /+3 DL |
| Scales | 10 | 1 H | * +1 AV * -1 Move | * AV +1 / x2 / +6 DL * Duration x5 / x2 / +2 DL * No move penalty / x1 / +2 DL |
| **Tier Two Recipes** | | | | |
| **Spell** | **DL** | **DR** | **Effects** | **Enhancements** |
| Bloodhound | 14 | 3 H | * Can track by scent * Tracking +4 (or 16) | * Duration x5 / x2 / +2 DL |
| Cat’s Eye | 14 | 1 H | * See in the dark | * Duration x5 / x2 / +2 DL |
| Frog Legs | 14 | 10 M | * Jump 8” (4x normal) | * Duration x5 / x2 / +2 DL |
| Spider Climb | 14 | 10 m | * Cling to walls and surfaces, even ceilings | * Duration x5 / x2 / +2 DL |
| Water Breathing | 14 | 1 h | * Breathe underwater * Swim +2” | * Allows free action underwater / x1 / +4 DL * Duration x5 / x2 / +2 DL * Move +1 / x2 / +2 DL |
| **Tier Three Recipes** | | | | |
| **Spell** | **DL** | **DR** | **Effects** | **Enhancements** |
| Fly | 18 | 1 h | * Fly at normal speed | * Duration x5 / x2 / +2 DL * Speed x2 / x2 / +3 DL |

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| **Book of Elemental Infusions** | | | | |
| **Tier One Recipes** | | | | |
| **Spell** | **DL** | **DR** | **Effects** | **Enhancements** |
| Boost Power | 10 | 3 h | * Power +2 | * Duration x5 / x2 / +2 DL * Power +2 / x1 / +6 DL |
| Dwarven Oil | 10 | Inst | * Removes 3 wear checks on a piece of gear | * Wear Checks +2 / x2 / +4 DL |
| Fire Vial | 10 | inst | * 2d6 fire damage to target * Ignite(3) | * Ignite +1 / x3 / +2 DL * Increase Dmg Dice / x3 /+3 DL |
| Instant Ice | 10 | Inst/6 r | * In combat makes up to 7 hexes rough ground and you must save (skill 12) or fall prone upon first entering the zone of effect * Makes surfaces hard to handle (skill or muscle 12 to grasp) * In combat, lasts 6 rounds * Out of combat, duration of effect is GM’s discretion | * Anyone who falls prone in the area gets chill(1) for 3 rounds / x1 / +3 DL * Duration x2 / x2 / +2 DL * Radius +1 / x2 / +3 DL * Save DL +2 / x3 / +2 DL |
| Obscuring Fog | 10 | 10 m | * Makes a cloud of thick, white gas, 3 hex radius * Vision range in the cloud is 1 hex * Each hex a missile has to pass through gives a -2 to the to-hit roll | * Duration x5 / x2 / +2 DL |
| Oil of Fire | 10 | 6 r | * Applied to a weapon, causes it to flame * Flaming weapon is +1 damage and Ignite(3) * Produces light in 6 hex radius | * Damage +1 / x3 / +2 DL * Duration x5 / x2 / +2 DL * Radius x2 / 3x / +3 DL |
| **Tier Two Recipes** | | | | |
| **Spell** | **DL** | **DR** | * **Effects** | * **Enhancements** |
| Fire Burst | 14 | inst | * 2d6 fire blast in 1 hex radius * Ignite(3) | * Ignite +1 / x3 / +2 DL * Increase Dmg Dice / x3 /+3 DL * Radius +1 / x1 / +4 DL |
| Freezing Vial | 14 | Inst/10 m | * Thrown as an attack * 2d6 ice damage in 1 hex radius and chill(3) * Can be used to freeze up to 7 hexes of water for 10 minutes | * Chill +1 / x3 / +2 DL * Increase Dmg Dice / x3 /+3 DL * Radius +1 / x1 / +4 DL |
| Repel Liquids | 14 | 1 H | * Treated item/character repels liquids and cannot get wet * Immune to powers that rely on liquid to deliver their effect (so spit, potions) * Can still be affected by liquids that are injected or ingested | * Duration x2 / x2 / +2 DL |
| Wall of Fire | 14 | 6 r | * Create a 1 hex radius zone of fire * Anyone entering, or starting their turn in the zone takes 2d4 penetrating damage | * Duration x2 / x2 / +2 DL * Radius +1 / x2 / +3 DL |

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| **Book of Vaporous Essences** | | | | |
| **Tier One Recipes** | | | | |
| **Spell** | **DL** | **DR** | **Effects** | **Enhancements** |
| Blowing Vial | 10 | 6 R | * Pushes a single target away from the caster * Target must make save muscle 14 each round or be pushed 1 hex away from the user * If pushed, knockdown(3) * Each round the user can choose a different target | * Does 1d4 penetrating damage on failed save / x1 / +4 DL * Knockdown +1 / x3 / +2 DL * Save DL +2 / x3 / +2 DL |
| Boost Reflex | 10 | 3 h | * Reflex +2 | * Duration x5 / x2 / +2 DL * Reflex +2 / x1 / +6 DL |
| Listening Vial | 10 | 30 M | * Once activated, will record nearby sounds (within 10 hexes) * Replays recorded sounds when opened later | * Duration x5 / x2 / +2 DL * Radius x2 / x3 / +3 DL |
| Pressurized Vial | 10 | Inst | * Shatters and does 2d4 damage in 1 hex radius * Knockdown(3) | * Increase Dmg Dice / x3 /+3 DL * Knockdown +1 / x3 / +2 DL * Radius +1 / x1 / +4 DL |
| **Tier Two Recipes** | | | | |
| **Spell** | **DL** | **DR** | **Effects** | **Enhancements** |
| Liquid Air | 14 | 5 m | * Each vial can be used as a breathing apparatus, providing clean air for the duration | * Can be shattered to create a 1 hex radius zone of good air for 6 r / x1 / +3 DL * Duration x5 / x2 / +2 DL * Radius +1 / x2 / +3 DL |
| Liquid Mana | 14 | Inst | * Turns 1 exotic into mana that can be stored and used later | * None |
| Silencing Vial | 14 | 6 R | * Silences |  |
| Wall of Wind | 14 | 6 r | * Create a 2 hex radius zone of strong wind * Missile attacks through the zone are -2 to hit and -1 damage * Zone is considered rough ground | * Duration x2 / x2 / +2 DL * Radius +1 / x2 / +3 DL |
| Water Walking | 14 | 1 h | * Walk on water and other liquid surfaces | * Duration x5 / x2 / +2 DL * Move +1 / x2 / +2 DL |
| **Tier Three Recipes** | | | | |
| **Spell** | **DL** | **DR** | * **Effects** | * **Enhancements** |
| Gaseous Form | 18 | 1 h | * Turn into a cloud of visible, colored gas * Can pass through non-sealed surfaces * Movement speed is ½ normal | * Duration x5 / x2 / +2 DL |
| Invisibility | 18 | 1 h | * Invisible * Search DL 20 to detect signs of user’s presence | * Duration x5 / x2 / +2 DL * Save DL +2 / x3 / +2 DL |