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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) * Acts as a solvent, eating through many organic materials, and even 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 |
| Foul Food and Water | 10 | Inst | * Fouls up to 1 man-week of food and water | * Amount x2 / x4 / +2 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 |
| Nose Plugs | 10 | 1 h | * User is immune to nausea and stench effects * Can eat or smell anything without getting sick (though other effects might still apply) * Loses sense of smell and taste, which can have effects at the GM’s discretion | * Also +2 save vs. disease / x1 / +3 DL * Also +2 save vs. poison / x1 / +3 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 * Also +1 move / x1 / +3 DL |
| Shards | 10 | Inst | * Thrown at a target to give them bleed(1) * Save Toughness 12 to negate * If failed by 3 or more, effect is increased to bleed(2) | * 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 |
| Stinking Pouch | 10 | 3 h | * Can create a pouch of nasty smelling liquid that will waft into the air and either repel, or attract certain types of creatures * The effect and category of creatures must be determined at the time of creation, and the caster must have had some contact with the type of creature in question, or make an Animal Lore check (GM’s discretion) |  |
| **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 |
| Repellent Cologne | 14 | 10 r | * Any smelling creature that enters a hex adjacent to you must save Toughness or Power 14 or become Sickened | * Save DL +2 / 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 |