

Nevermore Potions :

“Alchemy, Chemistry, Qymia, Herbalisim— all refer to the Ars Arcanum designated to the brewery of potions and ointments. Alchemy in Nevermore is a tool used by all intelligent beings, for careful and well studied preparations ensure a victory. As with magic, Alchemy is a science to be studied, and a puzzling one at that. Brewing concoctions is not a matter of mashing herbs and bone dust. Alchemy requires patience, meticulous attention, dexterous hands, and a fortune of Cryer. Each result varies depending on the skills and intuition of the Alchemist. Renowned alchemists are rare and valuable assets, for a single potion can be the determining factor in a war.”

Many types of potions exist, with some having more than one physical state. The simplest example is the healing potion. You can have a drinkable brew, or an ointment to rub on the wound. Each state has its own benefits, costs, and needs of preservation. Good Alchemists know the recipe. Great Alchemists know the benefits of each recipe.

Healing Potion : The most basic potion, and the most relied upon, the healing potion is the very first potion to consider bringing to an expedition. Many recipes are present, and most have their own variations as well. An alchemist that does not know the standard recipe by heart is a poacher, no matter how amazing their legacy is.

The healing potion will not regrow a sliced arm or leg, but it will heal non major wounds, and will delay critical states otherwise.

Formats : Gaz, solid, liquid, soft solid

Ingredients :

- Asphodelaceae Shifa' : GreenHorn Flower's horn ; open the horn and extract the gelatin inside

- Asphodelaceae Shifa' : Twin Child Leaves : Pluck the two leaves of the plant, and mash them with the gelatin

- Zingiberaceae Moudad : BitterBite Fruit : if possible, peel of the skin of the fruit, and mash it in its entirety alongside the mashed gelatin.

- Mix the components with water until it becomes a soft, but sticky paste. In case the paste is not sticky, add the three flora components again. In case not soft enough, add more water.

- the basic ointment is done. For potion format, Mix 2 standard spoonfuls with milk (Honey is acceptable too, but make sure the paste is softer in this case)

Upgrades :

- Higher Healing Potion : Hylocereus Undatus Tinin : peel and mash a Yan Mikala fruit (Unripe) before adding water. (Healing effects are faster, and more potent)
- Healing-Antidote Potion : Mix one quarter of an Antidote Potion with the Healing Potion, (It is not an antidote on its own, but will fight off any poison long enough to reach safety)
- Vitality Potion : Hylocereus Undatus Tinin : take the seeds of a Gugu plant, and boil in water until the water turns pink. Add 6 droplets to every one quarter of the Healing Potion (Will allow one to breath freely, thus rejuvenating stamina in addition)
- Healing Elixir : Abietoideae Karin : mix one large spoon of Karla tree sap with the Higher Healing potion (able to sanitize wounds, neutralize low poisons, and will heal deep, bleeding wounds)

Mana Potion : The basic mana potion is simple, but overestimated. A regular mana potion will only enhance the generation of mana. If one has drained themselves repeatedly, then this potion will have little effect in its standard form.

Nevertheless, Mana potions are a second instinct bought alongside Healing potion.

Ingredients :

- Asphodelaceae Shifa' : Twirling Fairy : distinctable by its entanglement, pick a singleton of this plant and take out the innards.
- Asphodelaceae Shifa' : Glowing Vein : insert the innards in the soil near this plant (having a plantation will ensure that this plant alone benefits). Wait until the glowing veins turn from yellow to green. Take out the vein of the plant. Mash it and mix it with sugar water. For paste format, add sugar to the mashed vein, and chew. The effects are delayed and weakened.

Upgrades :

- Higher Mana Potion : Asteraceae Soum : take the top of one Pulbous plant, and squeeze out the juice into the potion. (Faster and stronger regeneration)

- Suppression Potion : Litchi Sapendia Aayn : fill one Hollow Cup flower with the Mana potion, then wait 28 hours. (By suppressing magic flow for a while, the user can allow their body to rest)
- Mana Repulsion Ointment : Ore'al gem dust + Abietoideae Karin : mix one tiny spoon of Ore'al gem dust with the Mana Potion. After the change of color, mix one cup of Kawana Sap until the texture becomes paste-like. (Outside magic will not be able to enter the body, nullifying any natural magical threat)

Power Potion : One of the basic support potions, allowing the user to bring out a part of their naturally limited muscular prowess. The Power Potion is an effective tool, increasing the dynamic power. The chemicals disable the inhibition signals of the brain, permitting the release of the explosive power of muscles. Needless to say, this potion should not be used more than 2 times a day, and in specified doses.

Ingredients :

- Hylocereus Undatus Tinin : crush the seeds of one Lam fruit to a fine dust.
- Hylocereus Undatus Tinin : crush a standard stick of Ujen Bark into fine dust.
- Passi Edukis Oushk : boil and simmer 10 petals of Hok'd flower. Add the two dusts to the bole. (for dust format, filter the water and let the residue on the cloth dry out. Take the dust and mix all three together)

Variants :

- Stim Shot : Ascomycotac Ahmar : extract the nutrient sac from a Figi Hook, preferably stuck on a big game of threat level 2, or a wolf, then mix it in. (this allows the potion to target a specific organ, and focus solely there)
- Numbing Potion : Asteraceae Soum : crush the stem of one Crept Flower into a fine paste. Dry it out in open air. When it hardens, crumble it and mix it in. (This potion will make the muscles numb)

Explosive Flask : As the name suggests, this liquified bomb is an alchemist's first offensive. Explosive Flask are notorious for their effectiveness, for their indiscriminate blazes swallow all. Bombs exist in powder form, but explosive flasks have the benefit of stealth and trickery : one can throw a colored flask, and the opposition would not be able to know what type of harmful substance is inside. A bomb shows what it contains due to preservation needs. A vial in the air is a mind game.

Ingredients :

- Litchi Sapendia Aayn : squeeze 3 Myew Fruits into a bole.
- Litchi Sapendia Aayn : dry out 2 and a half cups of Loyl Cap leaves. Upon becoming hard and crumbling, fine dust them thoroughly (any clumps, or big particles will explode preemptively. This step is the most important)
- Metal Ore : fine dust a tiny bar of Ragna ore. Gently, and slowly mix the two dusts, then mix them in with the same precaution with the juice.(it should absolutely be in ore format)

Variants :

- All variants introduce new ailments. The explosive flask is as varied as the Heal Potion

Warmth Vessel : The greatest forgiver, and the worst foe is Nature itself. Cold expeditions end in death tolls by the hundreds due solely to the jaws of frost. This potion is the heart of all arctic expeditions ; a potion to give warmth and serenity.

Some make this potion as a drink, for its heritage and nostalgia ridden taste are sentimental.

Ingredients :

- Abietoideae Karin : procure 3 spoons of Kako tree syrup.
- Hylocereus Undatus Tinin : mush 3 Cupash fruits.
- Salacca Vipea Haya : mix the two components in a large, hollowed Obess branch. Preserve for two days afterwards. To finalize, add some of the hardened block to a cup of milk.

Variants :

- Warmth Cataphract : Rare Gem : add Los-Ember dust to the initial mush, before preserving. (The warmth lasts longer, and cold weather will not be able to nullify the effects as quickly)
- Warmth Angel : Rare Gem : add Nox dust to the initial mush. (The warmth is soothing, fortifying one against the depth of The Beacon. Any user will be resilient to the depth of The Beacon)

Vampire Night : A natural born Vampire is the only good Vampire. Humans envy these blessed creatures, for they are stronger, more resilient to despair, and closer to The Angels. It is thus how many experiments were issued to transform Humans into an alpha form of Vampires. This potion was achieved, but it is far from perfect. The transformation is unstable, leading to eternal bloodlust. The newly made vampire will always be hungry, enough to defeat the purpose of this experiment, for a hungry vampire draws despair ever so close.

Ingredients :

- Litchi Sependia Aayn : Draw a full phial of Junby Tree Sap. Boil it over 3 days on low heat until the sap changes color from dark orange to a murky grey.
- Rare Gem : add a spoon of Zylph dust on the third day of brewery. Turn off the heat, and let the concoction mix until the color brightens significantly.
- Vampire Blood : a full phial of fresh Vampire Blood is to be mixed at the end. Consumption must happen in the following 5 minutes, else the blood will spoil.

Smoke Bomb : A successful retreat is dishonorable, but what can dead men say to the living ? Smoke bombs are a highly efficient tool used by many adventures, with applications growing with the user's imagination.

Ingredients :

- Sarington Moltahem : Harvest a kilogram of Pilmeyer spores.
- Poace-Add-Homentmen : fill a single branch of Trant Tree with the kilogram of spores, then plant it in high calcite soil. Water the plant with Ioda dust ridden water. After a week or so, the spores will burst out, leaving a peculiar dust. This is the dust that creates the smoke screen. Utilize any storing bottle, alongside any low explosion trigger.

Variants : poison / paralytic poison / heavy smoke / double smoke for tricks / air bomb to remove smoke through expulsion of air / chaos bomb / etc...

Shrapnel Bomb : a bomb's lethality does not spurn from the expulsion, but from the shrapnel it sends off. Certain bombs have been modified to further hone this trait : Shrapnel bombs. These sharp, prickly bombs lacerate anything within explosion radius. Shrapnel bombs are an amazing suppression tool, but they are a little bit costly.

Ingredients :

Variants : needle bomb

Fungus Plague Vials : Many kingdoms have tried banning and suppressing the proliferation of this recipe. But with all things that are forbidden, people crave it. The Fungus Plague Vial is a war weapon capable of ending entire villages. The damned vial forces fungi to grow on whatever is in contact with the liquid, making all vegetation still, and all living beings Pots for the plants. This use of this weapon is deemed a crime, and any kingdom seen using this weapon will be prosecuted by other kingdoms : Too much damage has been done by this cheap tactic, enough that the world cursed its inventor.

Hycroptic Stimulus : Another evil in Nevermore, invented post Angel Disappearance, this potion is a hypnotic drug injected straight into the bloodstream. The effects are devastating, rendering the senses inaccurate, and making the afflicted feel out of their own body.

In Nevermore, willpower is the source of life. Robbing one from their own mind, making them peer into the world of the psyche is a dark way to end a life.

Slumber Potion : Sleepless nights are insidious killers, slowly widdeling away at the poor soul. Many alchemists came together to find a cure for their forced waking. While this potion is indeed effective, overuse will make the taker immune to its effects, so one should always watch out for the allowed dosage.

Beacon's Bone Marrow : The Beacon's Bones are a great resource, allowing one to harvest many materials. The marrow is rich in nutrients, and is especially bountiful with lingering magical prowess. This potion will enhance the user's magic, being the most effective for dark affinity. People have recorded their bones becoming slowly deformed with every single use, so once again, the age old lesson of moderation.

Cold Blood Potion : A hunter bears the breath of the wilderness behind their back ; they are the hunter and the hunted, at respective times. The Cold Blood potion is one tool used to avoid heat sensing abilities. As the name states, the potion will reduce the user's heat signature. Allowing

one to become more homogenous with the surroundings. A simple and effective design, standardizable and simple.

Essence Potion : Many worlds are in superposition, with each having their own logic. Many creatures reside in these intangible, by them and by the outsiders. Yet the unknown is as intriguing as terrifying. The Essence Potion allows one to peer into one of the superposed worlds : The Limbo , a world that is mere seconds away from life and death.

Luminescence Potion : A seasoned adventurer knows better than to wield a flashlight in the darkness. The Luminescence potion is seldom used to light the way, but rather to mark night hunters, hindering all stealth attempts. A simple shake will make the potion glow lightly ; soft enough for comfort at times.

Slippery Oils : A sticky situation typically just needs a slippery solution. The Slippery Oils are an atypical response to many problems, but time has proven their effectiveness. These oils allow any surface to become harder to handle, and oddly enough, will allow the user to escape some clutches, literally.

High Burn Oils : magic is not always needed to breathe fire. The High Burn Oils are blessed siege weapons, and are stocked piled en masse. Adventurers will use these oils to inflict severe burns on their targets, and at times to light torches for the 5 minute expeditions.

Dreamer Brew : one of the potions that do not have any alchemical benefits, or any magical properties, but still have that special charm that just does its job. The Dreamer Brew is a Pre-Angel Disappearance drink, brewed on all days due to its rumoured effects. Some say that this brew bestows pleasant dreams, and wards off any dark creatures that interrupt sleep. Passed on from generation to generation, adventurers will give up precious space from their inventory just to be able to make this brew on the spot. Tastes like warm honey milk, with a freckle of cinnamon.

Anti-Limiter Resort : A potion that has yet to be perfected— or so the alchemists say. The Anti-Limiter Resort is a final line of defense, for the user will ***not*** survive consumption, with the exception of the few who arguably do not even need it. The Potion removes any mental limits imposed by the thought central of the drinker, and allows magic free roam inside their bodies. As one can imagine, the user's strength is folded over hundredth of times.

This potion is extremely hard to brew, with a success rating of once every CryptMoon, and even then, the longest user survived half a minute before imploding from the force of their attacks.

