





## About this Edition

### Disclaimer:

There are continuous developments in The Empire concerning Apothecaries and their craft. This book attempts to keep pace with these changes, and the author makes all practical efforts to ensure the reliability of the information contained in these pages. However, this book and it's contained information is used at the reader's own risk, and the author cannot be held responsible for any mishaps which may occur due to the use of the information within this book.

In particular, within these pages are contained the details of some preparations which are considered illegal within The Empire. They are here for the purposes of education, and the author does not condone the creation, possession, or use of these preparations.

### Changes:

The 7<sup>th</sup> edition includes the following changes:

- ❖ Adds the new potion set Runa's Gift.
- ❖ Adds alternative names for some potions.



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## Common Herbs, Other Ingredients, and Skills

There are five common herbs in the Empire. Herbs have powerful healing properties; however, they require skill to apply usually in the hands of a physick.

An apothecary can instead use herbs to brew potions, which can then be used by anyone who is physically capable. These potions usually provide a medicinal effect, but others allow the drinker to perform skills that usually take years to master.

*“Blue Mazzarine to save a limb,  
Grey Bladeroot stems a weakness dim,  
Red Roseweald poison's power breaks,  
True Vervain body's healing wakes,  
Though Marrowort takes soldiers' pain,  
At battle's end, they'll fall again.”*



## Bladeroot

This perennial flowering plant grows most commonly in cold environments, and is often called Frost Narcissus. The plant flowers briefly in late Winter/early Spring and its flowers are grey in colouration - a ring of six circular petals around a darker inner trumpet. The woody bulb of the Bladeroot is noticeably elongated compared to that of similar plants.

The root is mildly toxic, causing nausea, vomiting and dizziness if consumed raw. Properly prepared, these negative side effects pass quickly.

Using this, a physick can remove the weakness condition from a patient.



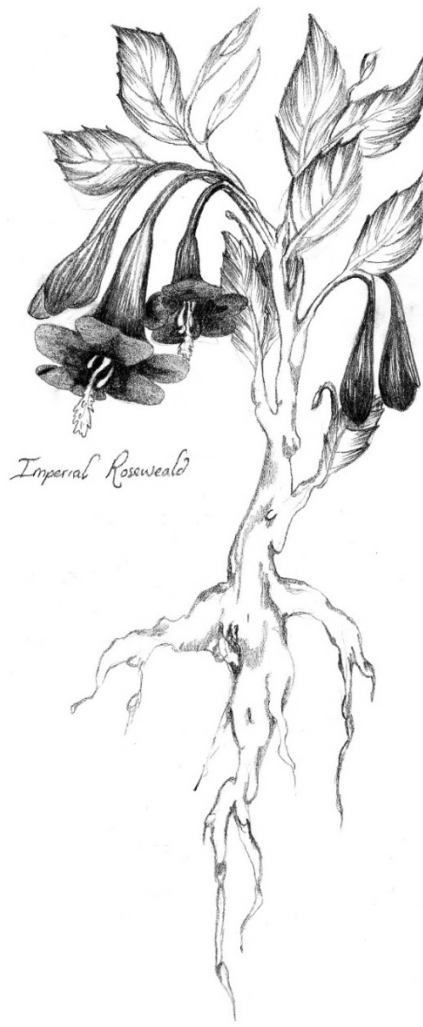


## Cerulean Mazzarine

The deep blue flowers of this delicate plant resemble butterflies.

It favours warm, dry environments and is most common in the wild around the Bay of Catazar, growing equally well in the Orchards of the Brass Coast, on the lower slopes of Urizen, and in the gardens of Sarvos. It has thick, fleshy leaves that produce a numbing sap with analgesic properties.

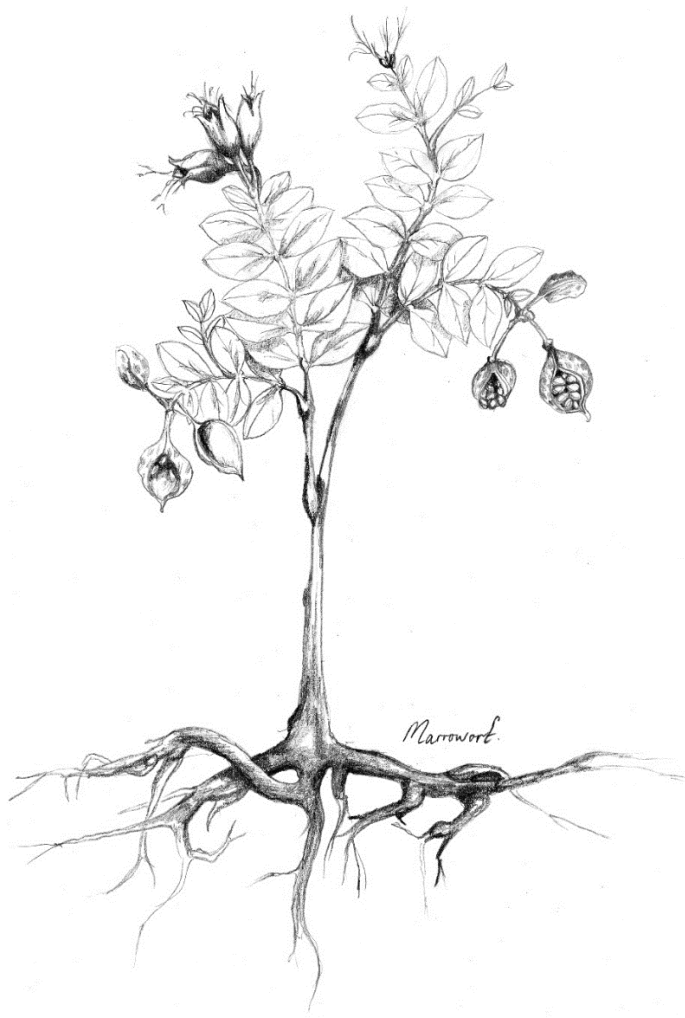
Using this, a physick can restore a limb which has been cleaved or impaled.



## Imperial Roseweald

The Imperial Roseweald plant, also called the Sanguine Hibiscus, is a reddish-brown plant whose trumpet-shaped flowers are the colour of dried blood. It grows well in temperate climates.

The roots of the plant are prised for their medicinal qualities, but must be carefully prepared. Incorrectly prepared it can induce symptoms including profuse sweating, temperature fluctuation and fever. Properly applied by a physick, Imperial Roseweald can be used to remove venom from a patient.



## Marrowwort

The Marrowwort plant grows in small patches, and in the wild is most commonly found around battlefields. Its stems are erect, branched in the upper section, and can grow to four-feet high. It has opposing, stalk-less, ovate leaves, and has a naturally pale colouration. It flowers in Spring and early Summer, and the flower-buds and seed-pods alike are collected and crushed to produce a sticky, translucent oil.

A patient who is treated with Marrowwort by a physick may ignore any traumatic wounds they have received until the end of battle. If a traumatic wound has specific effects, then these effects are not affected by Marrowwort.



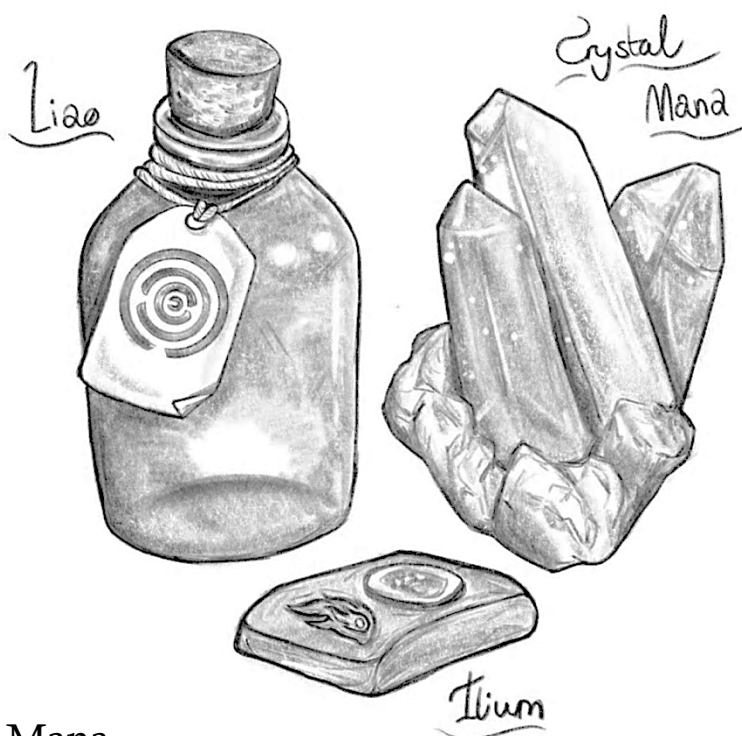
## True Vervain

While the common Vervain has flowers that are typically some shade of blue, the True Vervain or Imperial Vervain is known for tight clumps of tiny yellow-green flowers.

It is recognised by its brilliantly green, excessively hairy leaves which release a delicate, fresh aroma when crushed or bruised.

- ❖ Applying this herb for 10 seconds, a physick can heal a patient with at least 1 hit remaining to full hits.
- ❖ Applying this herb for 30 seconds, a physick can heal a patient with 0 hits remaining to full hits.

## Other Potion Ingredients



### Crystallised Mana

Crystallised Mana is not required for most potions, and is most often used in potions which either aid or hinder those who wield magic.

### Ilium

Sometimes called star metal, Ilium is a pale, dull metal that falls from the sky. There are few potions which require the inclusion of Ilium, and as one might expect, these are some of the most potent concoctions.

### Liao

Liao is a purple powdery substance which is usually used in religious ceremonies. In potion making it is used almost exclusively in the potions from the chapter titled 'Tisanes of the Labyrinth'.

### Realmsroot

Also known as Bright Mandrake or Gatebloom, Realmsroot grows in areas of magical density such as around regioes or unharvested mana crystals. Used on its own by a lineaged individual, it has been observed to deepen their connection to the magical realm of their lineage.

## Heroic Skills

### Cleaving Strike

If you have a hero point, then you can expend it to call CLEAVE when striking a single blow with any one-handed weapon that is between 24" and 42" long. If you also have the Weapon Master skill, then you can use the skill with any weapon up to 84" long.

### Mortal Blow

If you have a hero point, then you can expend it to call IMPALE when striking a single blow with any two-handed weapon that is between 48" and 60" long. You cannot use this skill with a weapon, even a two-handed weapon, that is shorter than 48" in length.

*Note: You may only use this skill with a suitable weapon - such as a great sword, Dane axe, or a two-handed hammer or mace. You cannot use this skill with a flail, spear or other polearm regardless of length.*

### Mighty Strikedown

If you have a hero point, then you can expend it to call STRIKEDOWN when striking a single blow with any two-handed polearm that is between 60" and 84" long.

### Relentless

Effects that would cripple your limbs are less effective when used against you.

By spending a hero point and taking at least five seconds to muster your energy, you can regain the use of one of your limbs that has been ruined by Cleaving or Impaling. If you make an attack while using this skill the attempt fails. You do not lose the hero point but you must begin again, building your energy from scratch.

### Unstoppable

You possess an almost uncanny will to survive, or seemingly bottomless reserves of physical stamina allowing you to take blow after blow and keep fighting. You may restore up to three lost hits by expending a hero point and spending at least five seconds catching your breath, letting forth a roar of renewed vigour. This skill may even be used to bring you back from bleeding out. Whilst catching your breath, you cannot attack. This skill does not restore ruined limbs and does not purge you of venom. A hero cannot use this skill if they are under the effect of Weakness.

### Stay With Me

You may restore one hit to a bleeding companion and stop them bleeding to death by spending a hero point, and spending at least five seconds encouraging them to get back on their feet. If you or your target attacks another person, or either of you are hit, then the attempt to use Stay With Me fails. Your hero point is not lost but you must begin helping the target again. You must be close enough to touch the target and it does not restore the use of a limb that has been Cleaved or Impaled.

### Get It Together

You may restore three hits to a companion who still has hits remaining by expending a hero point and performing at least five seconds encouraging them to pull themselves together. If you or your target attacks another character, or either of you are hit, then the attempt to use Get It Together will fail. Your hero point is not lost but you must begin helping the target again. You must be close enough to touch the target and it does not restore the use of a limb that has been Cleaved or Impaled.

## Religious Ceremonies

Religious skills normally require the use of Liao; the strength of a ceremonial effect is equal to the number of doses of Liao used. Normally, a priest can only use a single dose of Liao during a ceremony. Priests dedicated to the same virtue, or in the same sect, may cooperate to perform ceremonies of greater strength.

### Anointing

Creates a personal aura upon a willing individual. Such an aura gives the individual a source of spiritual strength which may help them to overcome other spiritual effects.

### Consecration

Creates an aura upon an area. The aura gives individuals a source of spiritual strength which may help them to overcome other spiritual effects whilst in the area.

### Dedication

Allows a priest to place a mark of dedication upon a willing individual's soul. This mark will tie the recipient to the same virtue as the performing priest and is persistent unless actively removed.

### Excommunication

An individual who has been excommunicated cannot use any religious skill and cannot experience or guide past life visions. The individual will feel a sense of unease and detachment from the world. This persists unless actively removed.

The use of Excommunication should follow the issuance of a Writ of Excommunication from the Imperial Synod. Excommunicating without a writ may constitute a Religious Crime.



## Exorcism

Banishes an unwanted ghost or spirit from a person or item anchoring it to the mortal world. The strength of the ceremony must be equal to or greater than the strength of the spirit or ghost. Some spirits have multiple anchors to the world and will reform at the nearest anchor if a previous one is destroyed. The Insight ceremony can be used to see if an item is an anchor.

## Hallow

Creates an aura upon an item and gives the item a name. Large immobile objects cannot be hallowed. Such an aura can be felt by anyone who examines the object. The aura from a hallowed item does not provide the same source of spiritual strength as other auras.

## Insight

Insight can be quick or thorough. A quick insight will reveal the target's species, any auras present, and the effects of any spiritual traumatic wounds. A thorough insight will reveal information about any malign spiritual effects on the target such as being cursed or possessed, as well as details about any anointing, dedication, excommunication, or testimony.

It will also give an understanding of any other spiritual effects.

## Testimony

This ceremony creates a spiritual mark upon an individual's soul, whether willing or unwilling. A testimony may consist of up to two words which must be spoken as part of the ceremony.



## 1.0 Basic Apothecary Potions

Every apothecary knows how to mix these five essential philtres; and all citizens of the Empire can recognise them.

They allow a drinker to gain basic medicinal aid without needing the attention of a physick.

## 1.1 Anodyne Analgesic

### Description:

This dark blue elixir has a gritty, slightly sandy texture. It smells strongly of freshly cut grass. Put a tiny drop on your finger or your tongue, and the tip quickly becomes numb.

Form: Philtre

### Sensation:

The liquid numbs the pain of your injuries, and provides an invigoration that quickly clears your mind.

### Symptoms/Effects:

The drinker can overcome the effect of a single traumatic wound until the end of the current engagement.

### Recipe:

1 x Marrowort

1 x True Vervain

*Note: Previously known as Anodyne Embrocation. The power of the Sentinel Gate interferes with this potion removing its effects when returning from battle.*

## 1.2 Bloodharrow Philtre

### Description:

This translucent red liquid has tiny white particles suspended in it. It has a spicy scent, and a tiny amount on your tongue or your finger tingles unpleasantly for a moment.

### Form: Liquid Philtre

### Sensation:

Pain spreads rapidly through your body; you feel as if your blood is on fire. After a moment or two, the pain fades.

### Symptoms/Effects:

You lose the venom condition.

### Recipe:

1 x Imperial Roseweald  
1 x Marrowort

## 1.3 Elixir Vitae

### Description:

This translucent liquid is tinted a pale blue-green. It has a clean, fresh scent. A tiny drop of the sticky fluid on your tongue or your finger tingles pleasantly for a moment.

### Form: Liquid Philtre

### Sensation:

A warm glow spreads quickly through your body, removing pain, revitalising your spirit and creating a sense of enormous well-being.

### Symptoms/Effects:

You regain up to three lost hits.

### Recipe:

1 x Cerulean Mazzarine  
1 x True Vervain

## 1.4 Feverfail Elixir

### Description:

This translucent grey liquid smells faintly of Spring flowers. A tiny drop of the thick, syrupy fluid on your tongue causes a grimace - it tastes a little like spoiled milk.

### Form: Liquid Philtre

### Sensation:

You feel nauseous. A dizzying chill spreads through your body, leaving you incapacitated for a few moments. Both effects clear as quickly as they arose, leaving you feeling revitalised.

### Symptoms/Effects:

You lose the weakness condition.

### Recipe:

1 x Bladeroot

1 x Imperial Roseweald

*Note: Occasionally useful in treating symptoms that include excessive tiredness or dizziness.*

## 1.5 Ossean Solution

### Description:

This thick, odourless, blue liquid has a gritty texture. When you rub it between finger and thumb it leaves a crusty residue that soon flakes away. It tastes disgusting.

### Form: Philtre

### Sensation:

You feel a numbness spreading through the flesh of your ruined limb as the torn ligaments and broken bones fuse together.

### Symptoms/Effects:

You regain the use of a single limb that has been ruined by cleave or impale.

### Recipe:

1 x Bladeroot

1 x Cerulean Mazzarine

*Note: When this potion is drunk, it tends to repair the limb which is most encumbering to the drinker. There is fierce debate in some circles about how the potion "knows" which limb to heal. But one must remember that whilst its operation is highly technical; the potion 'knows' nothing and merely acts as an unknowing device whose inner workings are as yet not fully understood. A full discussion of the possible ways in which this potion works is far too lengthy for the pages of this book, and worthy of a volume in its own right. In this author's opinion, it is apparent that this preparation follows the body's defences, and rushes to assist with the most sever of wounds with which one's natural responses are already concerned.*

Warning: *With the above in mind, it is not unheard of for the potion to restore the 'wrong' limb.*





## 2.0 Balms of the Fountainhead

Ointments that increase the power of ritualists who wield Spring Lore.

Mastery of these recipes allows an apothecary to brew preparations valuable to ritual magicians versed in the Lore of Spring. With one of these potions a ritualist can wield the magic of the Spring Realm more effectively, but they also become more susceptible to the influence of that Realm.

## 2.1 Vernal Balm

### Description:

This blood-red ointment smells delicious. It has an oily, greasy texture if you rub it between finger and thumb, and it is quickly absorbed into your skin causing your entire hand to tingle.

### Form: Salve

### Sensation:

You become prone to sudden mood shifts and displays of strong emotion. Your attitudes become more straightforward, and you find complex plans and overthinking frustrating. You would rather take action than talk about it.

### Symptoms/Effects:

If you possess the Spring Lore skill then you gain one additional effective rank to the next Spring ritual that you perform within ten minutes, subject to the normal rules for effective skill.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

### Recipe:

2 x Imperial Roseweald

2 x Marrowort

1 x True Vervain

1 x Crystallised Mana

## 2.2 Suffusion of Blood

### Description:

When this blood-red elixir catches the light, it glows with a faintly translucent aura. The scent smells of freshly cut grass, and causes your nostrils to tingle. The sweet, fruity taste causes a moment of dizziness.

### Form: Liquid

### Sensation:

You become very direct, preferring to go directly to the heart of a problem, say what you think, or deal with immediate problems. You find it difficult to think about the past, or anything more pressing than the immediate future. You also become emotionally volatile, and are especially short-tempered. Anything that frustrates or irritates you is likely to cause you to lash out against its source.

### Symptoms/Effects:

If you possess the Spring Lore skill, then you can use up to 3 personal mana as if it were crystal mana on the next Spring ritual that you perform within ten minutes.

### Recipe:

3 x Imperial Roseweald  
2 x True Vervain  
1 x Bladeroot  
1 x Cerulean Mazzarine  
1 x Marrowort

## 2.3 Talonvine Infusion

### Description:

This coarse yellow-green substance has a musty scent that intensifies if it is rubbed between finger and thumb. Where it touches exposed skin, it raises itchy welts reminiscent of nettle stings. It tastes incredibly sweet, but even a small amount on the tongue causes an unpleasant reaction, as if one had been stung in the mouth by a wasp.

### Form: Liquid

### Sensation:

If you have inhaled the steam or smoke, you feel a rush of vitality and strength that quickly fades but leaves a powerful desire to take action - without concern for rules or long-term consequences.

If instead you ate this substance, you experience stabbing stomach pains.

### Symptoms/Effects:

If you possess the Spring Lore skill then you gain three additional ranks to the next Spring ritual that you perform within ten minutes, subject to the normal rules for effective skill.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

### Recipe:

3 x Imperial Roseweald

3 x Marrowort

1 x True Vervain

1 x Crystallised Mana

1 x Ring of Ilium

*Warning: This is an infusion which is designed to be INHALED ONLY!*

*If the user drinks this infusion, it will cause internal swelling and irritation resulting in a sore throat, stabbing stomach pains, and possibly a loss of voice. These symptoms will normally persist for about half an hour but can be alleviated sooner if the patient is treated by herb, potion, or spell for the venomous effects that eating this infusion causes.*

### 3.0 Decoctions of Hoarfrost

Preparations that increase the power of Winter ritualists. Mastery of these recipes allows an apothecary to brew preparations valuable to ritual magicians versed in the Lore of Winter.

With one of these potions a ritualist can wield the magic of the Winter Realm more effectively, but they also become more susceptible to the ambiguous influences of that Realm.

### 3.1 Decoction of the Hungry Moon

#### Description:

This black, oily elixir has a thick sediment at the bottom that seems to drink in any light that hits it. It tastes vile, like rotting meat. It would require quite an effort of will for most people to drink this liquid.

#### Form: Liquid

#### Sensation:

This potion tastes unpleasantly of spoiled meat. You become emotionally cold but highly possessive and protective of your friends and allies.

#### Symptoms/Effects:

If you possess the Winter Lore skill then you gain one additional effective rank to the next Winter ritual that you perform within ten minutes, subject to the normal rules for effective skill.

#### Recipe:

2 x Bladeroot  
2 x True Vervain  
1 x Marrowort  
1 x Crystallised Mana

This is a tonic; the effect of any other tonic you have drunk immediately ends.

*Warning: When consumed, it cools the blood and chills the heart; by focusing a magician towards the dark emotional states it enhances the synergy between a mortal and the Winter Realm.*

## 3.2 The Barren Watchtower

### Description:

This black, oily elixir seems to drink in any light that hits it. The thick sediment at the bottom hangs in the liquid for several minutes after it is shaken up. The salty, bitter taste gives you an urge to rinse your mouth out.

### Form: Liquid

### Sensation:

Drinking this elixir makes you very thirsty and dry mouthed. You become cold and calculating, seeing everything in terms of cost and benefit. Individual lives or needs become meaningless in the face of your goals and what you consider to be best. You feel a powerful urge to ensure you and yours are safe, regardless of the cost to other people.

### Symptoms/Effects:

If you possess the Winter Lore skill, then you can use up to 3 personal mana as if it were crystal mana on the next Winter ritual that you perform within ten minutes.

### Recipe:

3 x Bladeroot

2 x Marrowort

1 x Cerulean Mazzarine

1 x Imperial Roseweald

1 x True Vervain

### 3.3 Sorrow's Mask

#### Description:

This lumpy white salve exudes an indefinable scent that brings to mind sad memories of past loss. It tastes unspeakably horrible, and takes an effort of will to consume any.

#### Form: Salve

#### Sensation:

Where this balm has been applied, your skin becomes numb. You are constantly reminded of your regrets; it is easy for you to succumb to feelings of grief, loss, despair, and sorrow if you do not keep focused on the task at hand.

#### Symptoms/Effects:

If you possess the Winter Lore skill then you gain three additional ranks to the next Winter ritual that you perform within ten minutes, subject to the normal rules for effective skill.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

#### Recipe:

3 x Bladeroot

3 x True Vervain

1 x Marrowort

1 x Crystallised Mana

1 x Ring of Ilium

*Warning: As with the Decoction of the Hungry Moon, this salve focuses a magician towards dark emotional states as it enhances the resonance between the drinker and the Winter Realm. Unlike the weaker preparations, however, it is very easy for an inexperienced user to become so lost in feelings of sorrow and despair that they are unable to rouse themselves to contribute to the very magic they seek to enhance with this preparation. A novice user must be carefully watched to ensure they remain focused on the matter at hand rather than lost in grim remembrance of every past failure.*



## 4.0 Infusions of Feathers

Mysterious infusions that grant supernatural insight to those who breath their mystic fumes.

These mystic infusions grant those who inhale them supernatural insight. They are intended to be poured into hot water and the resulting steam drawn into the lungs, from where its semi-narcotic effect flows throughout the entire body. Extensive use of these infusions can have a detrimental effect on the peace of mind of the user, and they are best employed sparingly.

These potions are, unsurprisingly, popular with the Kallavesi and with mystics of all nations. The modern recipes used to brew the infusions were refined over centuries in the swamps of Kallavesa, but the Navarr used similar preparations for centuries, and can claim the credit for first developing the Ravenwing infusion at the very least.

## 4.1 Magpie Infusion

### Description:

This oily blue substance smells of Summer flowers. When exposed to the air, it begins to evaporate. A tiny amount on your fingertip immediately begins to bubble and soon evaporates into a thin blue-tinted cloud.

### Form: Infusion

### Sensation:

Your tongue and lips are numbed, meaning your speech is slurred. You find yourself blinking rapidly, or suffering from watering eyes. Any spell that you hear being cast causes you to perceive dramatic displays of colourful light that can be quite distracting.

### Symptoms/Effects:

Inhaling the steam from this infusion grants you the ability to use the 'detect magic' spell once during the next ten minutes without requiring you to know the spell or expend any mana.

### Recipe:

2 x Cerulean Mazzarine

*Note: Taken deep into the lungs, it allows the user to perceive magical auras, or gain an instinctive feel for the qualities of a ritual being performed nearby.*

## 4.2 Ravenwing Infusion

### Description:

This crumbly red substance smells strongly of exotic spices. When rubbed between finger and thumb the spicy scent intensifies dramatically.

### Form: Infusion

### Sensation:

You feel suddenly dizzy, and then lose the ability to see colours; everything becomes visible in shades of grey. The exception is that you can see colourful auras around living creatures, with the colour and intensity reflecting how you feel about that person. The night after taking this infusion you will have exceptionally vivid dreams.

### Symptoms/Effects:

Inhaling the steam from this infusion grants you the ability to use the insight skill once during the next ten minutes without requiring you to know the skill or expend any Liao.

### Recipe:

1 x Bladeroot  
1 x Cerulean Mazzarine  
1 x Imperial Roseweald  
1 x Marrowort

*Note: The infusion also causes the user to have exceptionally vivid dreams for up to a full day after using it, and many mystics believe that there were hidden messages in those dreams; either hints of the future or insight into the nature of the skein.*

## 4.3 Goosewhisper Infusion

### Description:

This midnight blue solution is a thick, resinous liquid. It has a sweet, sharp scent that causes your nostrils to tingle and chills your lungs. The unpleasant, acrid flavour makes drinking it unappealing.

### Form: Infusion

### Sensation:

For around an hour after experiencing this infusion you see things out of the corner of your eye; anyone you are not looking at directly appears to be surrounded by a shimmering multi-coloured halo. You tend to see things in symbolic ways, and may see weird images hanging around people you know, relating to how you feel about them. These effects are very pronounced if you are a member of the Naga lineage.

### Recipe:

2 x Bladeroot  
1 x Marrowort  
1 x True Vervain

### Symptoms/Effects:

Inhaling the steam from this infusion causes you to enter a trance during which you suffer a brief but intense vision.

This vision is provided by a referee, and will contain information about things that are happening, have happened or may happen at the event. There is no way to direct this vision towards a specific topic. These visions are the same as those received from the Signs and Portents ritual; you will receive the same vision if you are part of that ritual, or have already performed it.

*Note: If it is inhaled deeply, a chill sensation emanates from the chest through the whole body. After a moment, the imbiber enters a hypnogogic trance during which they receive symbolic visions concerning important events.*

## 5.0 Lambent Essences

Methodical elixirs that increase the power of ritualists to wield Day magic.

Mastery of these recipes allows an apothecary to brew preparations valuable to ritual magicians versed in the Lore of Day. With one of these potions a ritualist can wield the magic of the Day Realm more effectively, but they also become more susceptible to the influence of that Realm.

Like the Magnum Opus, preparation of these recipes involves a slightly more alchemical than herbal approach. Herbs are carefully measured out with mithril, silver and copper spoons, sublimed in weltsilver crucibles and distilled and condensed to draw out their essential natures.

## 5.1 Effulgent Primessence

### Description:

This clear liquid glows slightly with an inner radiance even in shadow. The liquid bubbles and begins to evaporate when exposed to the air. A tiny droplet on your tongue has a delicate, delicious flavour that you cannot quite place.

### Form: Infusion

### Sensation:

You become calm and cerebral, fascinated by thoughts, ideas and knowledge. You are disinclined to physical action where mental action might be sufficient. Your movements and thoughts become precise and ordered.

### Symptoms/Effects:

If you possess the Day Lore skill then you gain one additional effective rank to the next Day ritual that you perform within ten minutes, subject to the normal rules for effective skill.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

### Recipe:

2 x Marrowort  
1 x Bladeroot  
1 x Cerulean Mazzarine  
1 x True Vervain  
1 x Crystallised Mana

*Note: Overuse of Effulgent Primessence can lead to increasing lassitude. It becomes increasingly hard to care about physical things, and there are some rare cases where magicians have starved to death, lacking the inclination to move to satisfy their hunger or thirst. Users remain coherent, intelligent, and capable of rational discourse, which can often hide the signs of Effulgent Primessence abuse.*

## 5.2 Lucent Quintessence

### Description:

This clear liquid seems to have a slightly different colour from different angles. It smells strongly of aniseed, and a tiny droplet on your tongue reveals it to have an almost overwhelming flavour of aniseed as well.

Form: Liquid

### Sensation:

You become highly focused, pursuing things that interest you with stubborn doggedness. You find it difficult to show interest in things that do not engage your intellect, no matter how important it might be to others.

### Symptoms/Effects:

If you possess the Day Lore skill, then you can use up to 3 personal mana as if it were crystal mana on the next Day ritual that you perform within ten minutes.

### Recipe:

3 x Marrowort

2 x Bladeroot

2 x True Vervain

1 x Cerulean Mazzarine

## 5.3 Radiant Transcendence

### Description:

There are thousands of tiny grains suspended in this translucent, oily substance. When exposed to air, the grains begin to glow faintly as the substance becomes warmer. A droplet on your tongue has a refreshing flavour.

### Form: Salve

### Sensation:

This salve cleans your skin as it is absorbed. You become increasingly offended by anything you see as disordered, random, or inefficient. You feel an urge to impose order on your surroundings, and on the people around you.

### Symptoms/Effects:

If you possess the Day Lore skill then you gain three additional ranks to the next Day ritual that you perform within ten minutes, subject to the normal rules for effective skill.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

### Recipe:

3 x Marrowort  
2 x True Vervain  
1 x Bladeroot  
1 x Cerulean Mazzarine  
1 x Crystallised Mana  
1 x Ring of Ilium

*Note: This salve must be kept in sealed containers because once exposed to air the salve begins to heat up and will eventually consume itself in a flash of heat. Near completion it must be sealed in an airtight container.*

*The salve is refreshing, but it also encourages magicians who use it to impose their will on their surroundings and as such it is all too easy for those using radiant transcendence to fall into argument.*



## 6.0 Legacy of Thorns

Toxic preparations that weaken and envenom, used on weapons or to poison the unwary.

Mastery of these preparations allows the brewing of several toxic substances which can hamper an enemy's ability to fight. They have been extensively used by the Navarr, and many societies have their own equivalents. This includes the barbarian orcs of course - the Druj of the eastern swamps are known to make extensive use of preparations such as these when battling their Imperial enemies.

Two of the preparations in this chapter are intended to be applied to melee weapons. Navarr apothecaries have spent centuries trying to develop a thicker version of these venoms that can be successfully applied to arrows or thrown weapons, but to date they have made no progress.

## 6.1 Oil of Blackthorn

### Description:

This thin, oily paste is the colour of grey slate. If you rub it between your finger and thumb, it has a slick texture that leaves a faint residue behind on your fingers. The oily taste is offensively and deeply unpalatable.

### Form: Oil

### Sensation:

If you have drunk this oil, you are subject to nausea and painful stomach cramps for the next half hour, although if you vomit or are treated with the purify spell or by anything else that can end the weakness or venom conditions, you can alleviate these symptoms early.

### Symptoms/Effects:

This oil must be smeared on a melee weapon over 5 seconds. The wielder must call VENOM on the next blow with the weapon within 10 seconds.

### Recipe:

2 x Bladeroot

1 x Cerulean Mazzarine

1 x Marrowort

1 x True Vervain

*Note: It is occasionally used as an oral poison, but the benefits of doing so are minimal; the victim tends to recover quickly after they have vomited, and there are no permanent effects from consuming the venom. Commonly referred to as Basilisk Ichor by the Unconquered of Higjguard and Oil of Blackroot in Varushka and Urizen.*

## 6.2 Redwillow Paste

### Description:

This rust-coloured paste smells faintly of stagnant water. It has a sticky texture if you rub it between your finger and thumb that is hard to get rid of. It has an incredibly sweet, sickly taste that is unappealing.

Form: Oil

### Sensation:

If you have drunk this oil, you are subject to the sudden onset of a feverish temperature accompanied by severe sweating, headache, tiredness and other flu-like symptoms that last for the next half hour, although if you vomit or are treated with the purify spell or by anything else that can end the weakness or venom conditions, you can alleviate these symptoms early.

### Symptoms/Effects:

This oil must be smeared on a melee weapon over 5 seconds. The wielder must call WEAKNESS on the next blow with the weapon within 10 seconds.

### Recipe:

2 x Imperial Roseweald  
1 x Cerulean Mazzarine  
1 x Marrowort  
1 x True Vervain

*Note: Known as Dogman's Slather in the Marches and Roseweald Paste in Varushka and Urizen. As with Oil of Blackthorn, this paste can be administered orally - or accidentally drunk when mistaken for another substance - but it has minimal effect that soon passes.*

## 6.3 Gutwrench

### Description:

This translucent liquid has a red-brown tinge to it and sticks viscously to the inside of the container if you shake it. It smells faintly of over-ripe pears and has a faint, tangy flavour.

### Form: Liquid

### Sensation:

As long as you suffer from either weakness or venom you feel as if your stomach is on fire; you may experience other symptoms including severe sweating, feverishly elevated temperature, throbbing aches in the head and joints, tiredness, agonizing stomach cramps, nausea, dizziness and painfully heightened senses that make bright lights or loud noises almost unbearable.

### Symptoms/Effects:

You are subject to both the WEAKNESS and VENOM conditions.

These conditions may be removed normally.

### Recipe:

2 x Bladeroot

2 x Imperial Roseweald

1 x Cerulean Mazzarine

*Note: It is ILLEGAL to carry Gutwrench within the Empire.*

*Possibly referred to as Mudhoney (ref. Stone Toad).*

## 6.4 Legionnaire's Stare

### Description:

This odourless yellow-green paste has a sticky texture. If you rub it between your finger and thumb, it leaves a residue that is hard to get rid of. It has a metallic, earthy flavour that is surprisingly tasty.

### Form: Oil

### Sensation:

If you have drunk this oil, you are subject to the sudden onset of a feverish chill accompanied by severe sweating, significant lower back pain, and a strong need to urinate that last for the next half hour, although if you vomit or are treated with the purify spell or by anything else that can end the weakness or venom conditions, you can alleviate these symptoms early.

### Symptoms/Effects:

This oil must be smeared on a melee weapon over 5 seconds. The wielder must call PARALYSE on the next blow with the weapon within 10 seconds.

### Recipe:

3 x Bladeroot

2 x Marrowort

2 x True Vervain

1 x Cerulean Mazzarine

*Note: Known as Stonespear by the Great Forest Orcs, and as Serpentoath by the Druj. Other names include Waspsting, Toadsweat, Cranesblood, and Bloodstinger (ref. Stone Toad).*



## 7.0 Magnum Opus

Mysterious preparations that increase the power of ritualists to wield Night magic.

Mastery of these recipes allows an apothecary to brew preparations valuable to ritual magicians versed in the Lore of Night. With one of these potions a ritualist can wield the magic of the Night Realm more effectively, but they also become more susceptible to the influence of that Realm.

As with the Lambent Essences, brewing these potions involves a somewhat more alchemical than herbal approach. The recipes also tend to be a little abstruse, using metaphor and simile rather than direct instructions on measures or processes. More than one apothecary has wasted large amounts of herbs trying to decipher the precise proportions to use.

## 7.1 Chiaroscuran Balsam

### Description:

This mysterious ointment is half black, and half white. It has a heady, almost narcotic scent that causes the blood to pound if it is inhaled, and a smooth, oily texture that is quickly absorbed into the skin.

### Form: Salve

### Sensation:

You feel giddy and excitable for several minutes after applying this balsam. You feel every emotion very strongly and have a strong urge to be gregarious, to seek out opportunities to interact with others wherever they present themselves, and want to be comfortable, well-fed and content.

### Symptoms/Effects:

If you possess the Night Lore skill then you gain one additional effective rank to the next Night ritual that you perform within ten minutes, subject to the normal rules for effective skill.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

### Recipe:

2 x Imperial Roseweald

1 x Bladeroot

1 x Marrowort

1 x True Vervain

1 x Crystallised Mana

*Note: When applied to the skin, the two parts are mixed together and rapidly absorbed by the skin. Users who apply the salve too quickly risk becoming intoxicated and acting in an agitated and excitable manner for several minutes.*



## 7.2 Philosopher's Stone

### Description:

This elixir holds a crimson liquid and a heavy yellow liquid. They mix when shaken creating a hypnotic suffusion of both colours that slowly separates. It seems never to smell or taste quite the same way twice.

### Form: Liquid

### Sensation:

This elixir has a strong taste of something (practically any taste is possible). You feel a strong urge to be mysterious and enigmatic; to avoid direct answers, to conceal your intentions and to couch your speech in allusion and metaphor. Direct answers and direct solutions are unsatisfying.

### Symptoms/Effects:

If you possess the Night Lore skill, then you can use up to 3 personal mana as if it were crystal mana on the next Night ritual that you perform within ten minutes.

### Recipe:

3 x Imperial Roseweald  
2 x Bladeroot  
2 x Cerulean Mazzarine  
1 x True Vervain

*Note: The potion should be shaken and then quickly drunk to get the full effect. It has an indescribable flavour that is rarely the same twice.*

## 7.3 Black Star

### Description:

This milky white liquid swirls like trapped smoke. Black motes appear in the depths, becoming more distinct if it is shaken. It has a strong aroma of ripe fruit, but a droplet on the tongue tastes unpleasantly bitter.

Form: Liquid

### Sensation:

You are filled with a growing sense that there is a conspiracy at work around you. It is easy to start speculating on the secret schemes that underlie anything from the performance of your ritual, to the formation of your coven, to the choice of clothing a stranger has made.

### Symptoms/Effects:

If you possess the Night Lore skill then you gain three additional ranks to the next Night ritual that you perform within ten minutes, subject to the normal rules for effective skill.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

### Recipe:

3 x Imperial Roseweald

2 x Bladeroot

1 x Marrowort

1 x True Vervain

1 x Crystallised Mana

1 x Ring of Ilium

## 8.0 Master Medicinal

Specialist medicinal potions that restore groups of people or provide multiple healing benefits in one swallow.

While any skilled Apothecary can prepare medicinal elixirs, the students of the Master Medicinal learn to make specialist potions that expand on the basic knowledge shared by all students of herbalism.

## 8.1 Tranquil Nostrum

### Description:

This yellow-green liquid clings viscously to the inside of the container. It has a sweet scent, but a tiny drop on your tongue reveals it to be extremely bitter, and a little salty.

Form: Liquid

### Sensation:

You feel lethargic, sleepy and relaxed, disinclined to be active or aggressive.

### Recipe:

1 x Bladeroot  
1 x Marrowort

### Symptoms/Effects:

This preparation is used to brew a pot of tea. Each person drinking a cup of the tea recovers all lost hits after fifteen minutes of rest and relaxation.

There is no effect if the drinker is on a battlefield or similar stressful environment. If the drinker attacks a target or is attacked during this time, then the effect is negated. The tea loses its beneficial properties fifteen minutes after being brewed regardless.

## 8.2 Maledict's Medicament

### Description:

This deep crimson liquid has a thin layer of scummy froth atop it. It smells unpleasant, and has an oily texture. A drop on your tongue makes you salivate – it is vile and you feel a strong urge to spit the mixture out.

### Form: Liquid

### Sensation:

You feel nauseous and dizzy; you may be overcome with retching and vertigo for a few moments.

### Symptoms/Effects:

You are relieved of both the venom and the weakness conditions.

### Recipe:

1 x Bladeroot  
1 x Cerulean Mazzarine  
1 x Imperial Roseweald

*Note: A mouthful of this potion causes momentary retching and dizziness, but purges both venom and weakness. The preparation may also be effective as a treatment for cases of mild poisoning, minor curses, or similar ailments.*

## 8.3 The Sovereign Specific

### Description:

This clear liquid seems almost to sparkle when it is shaken or held up to the light. It smells fresh and a little minty. A drop on your tongue reveals it to have a vibrant, pleasant taste.

### Form: Liquid

### Sensation:

You feel light headed for a moment, then refreshed and full of energy, and an incredible sense of well-being suffuses you. It is hard not to be filled with optimism and enthusiasm.

### Symptoms/Effects:

This potion removes the venom and weakness conditions from you, restores all limbs ruined by cleave or impale, and restores you to full hits.

You may also ignore the effects of any traumatic wounds you are suffering until the end of the battle.

### Recipe:

3 x True Vervain  
1 x Bladeroot  
1 x Cerulean Mazzarine  
1 x Imperial Roseweald  
1 x Marrowort

## 9.0 Philtres of the High Peaks

Potions that restore the personal mana of magicians, or drain it completely.

It should come as little surprise that The Philtres of the High Peaks were first codified by the Urizen, but the original recipes themselves date back to the time of Terunael. The Urizen refined and developed them over the course of several centuries, improving their potency and efficiency, and by the time they joined the Empire the preparations were in the form they exist today.

These potions restore personal mana. They will not give a character personal mana if they do not already possess it, and they will not raise personal mana above the maximum set by skills and crafted items.

## 9.1 Mageblood

### Description:

This red liquid contains tiny particles of pale material suspended within it. It is very thick, and smells faintly of copper. A tiny droplet on your tongue reveals it to have a surprisingly salty flavour.

### Form: Liquid

### Sensation:

You feel an urge to gaze in wonder at the world around you for a few moments.

### Symptoms/Effects:

You regain up to 2 spent personal mana. If you do not have capacity for personal mana, the preparation has no effect.

### Recipe:

1 x Imperial Roseweald  
1 x True Vervain

*Note: Historically known in Urizen by the name The Philre of Celestial Excellence.*

## 9.2 The Philtre of Heavenly Lore

### Description:

This thin liquid has a startlingly violet hue. It smells faintly medicinal, like cough syrup. A tiny droplet of this oily fluid on your tongue reveals it to have a tangy, citrus flavour.

### Form: Liquid

### Sensation:

You feel a strong urge to gather magical power, items and knowledge.

### Symptoms/Effects:

You regain up to 6 points of personal mana. If you do not have personal mana, this preparation has no effect.

### Recipe:

2 x Bladeroot  
2 x Imperial Roseweald  
1 x Cerulean Mazzarine



## 9.3 Tisane of the Stuttering Fool

### Description:

This pale green liquid clings viscously to the inside of the container when you shake it. It smells strongly of spice and Summer flowers. A droplet on your finger or tongue causes the tip to tingle, almost expectantly.

### Form: Liquid

### Sensation:

You are confused, unable to concentrate properly or focus your thoughts for at least the next ten minutes.

### Symptoms/Effects:

If you have any personal mana, you immediately lose it all. You can regain personal mana normally.

### Recipe:

2 x Cerulean Mazzarine  
1 x Marrowort  
1 x True Vervain

*Note: It is common to give this herbal tea to a criminal who might possess dangerous magical powers. Sometimes referred to as Thresher's Tea.*

## 9.4 The Elixir of Empyrean Art

### Description:

This silvery liquid is filled with tiny bubbles. If you shake the container it effervesces energetically and seems to sparkle like polished glass. It has no aroma but tasting it makes your tongue tingle almost expectantly.

### Form: Liquid

### Sensation:

You are filled with almost painful amounts of magical power. As long as you have personal mana remaining, you feel a strong urge to perform magic as often as possible. When the effects wear off, you feel a vague urge to sample them again.

### Symptoms/Effects:

You regain all your spent personal mana, and gain an additional 2 points of temporary personal mana.

These temporary points are the first ones spent when you spend personal mana. If you have not used these temporary points within half an hour, they are lost. If you do not have personal mana, this preparation has no effect.

### Recipe:

3 x Bladeroot  
2 x Cerulean Mazzarine  
2 x Imperial Roseweald  
1 x True Vervain  
1 x Ring of Ilium

*Note: Some circumstantial evidence exists to suggest this elixir is addictive. To date, few magicians have been rich enough to afford enough draughts of the elixir for this craving - if it exists - to become a problem.*

## 10.0 Philtres of War

Potions that restore hero points and bolster a character's fighting spirit - or remove it.

The Philtres of War are popular with soldiers and warriors throughout the Empire. They invigorate personal reserves and strengthen the body, as well as helping to focus the will.

These potions restore spent hero points; they will not give a character hero points if they do not already possess them.

## 10.1 Philtre of Strength

### Description:

This translucent liquid has a faint blue tinge. It has a rich, spicy scent, but a tiny droplet on your tongue discovers it to have a surprisingly sweet flavour.

### Form: Liquid Philtre

### Sensation:

You feel all your cares and worries fall away; you feel a strong urge to shout, bellow or sing something as you are suddenly invigorated.

### Symptoms/Effects:

You regain one spent hero point.  
If you have no hero points this potion has no effect.

### Recipe:

2 x True Vervain  
1 x Bladeroot

## 10.2 Skop's Mead

### Description:

This deep amber syrup clings viscously to the inside of the container, and when it catches the light it seems to glow. It smells sweet, and a sticky droplet on your tongue reveals it to have the sweet flavour of fine honey.

### Form: Liquid Philtre

### Sensation:

You feel a burst of renewed energy, and an urge to act immediately in pursuit of your goals. You also feel a strong urge to share your confidence with, and raise the morale of, your allies - to inspire others to follow your lead.

### Symptoms/Effects:

You regain three spent hero points.

If you have no hero points this potion has no effect.

### Recipe:

3 x True Vervain

2 x Bladeroot

2 x Imperial Roseweald

1 x Marrowort

*Note: This potion is also known by the names Bannerman's Honey, Errant's Wine, and Ploughman's Ale.*

## 10.3 Elixir of Exalted Puissance

### Description:

This deep green liquid is filled with tiny bubbles; if you shake the container it effervesces energetically. It smells strongly of mint, and a tiny droplet on your finger or tongue causes the tip to tingle almost expectantly.

### Form: Liquid

### Sensation:

You are filled with a sensation of immense confidence and belief in your own abilities. You want to demonstrate your prowess to everyone.

### Symptoms/Effects:

You regain all your spent hero points, and gain an additional temporary hero point. This temporary point is the first one spent when you spend hero points. If you have not used this temporary hero point within half an hour, it is lost. If you do not have hero points, this preparation has no effect.

### Recipe:

3 x Imperial Roseweald  
2 x Bladeroot  
2 x True Vervain  
1 x Marrowort  
1 x Ring of Ilium

## 10.4 Tincture of the Whipped Cur

### Description:

This amber syrup clings viscously to the inside of the container, and when it catches the light it glistens like fine oil. It smells very sweet, but a sticky droplet on your tongue reveals it to have a surprisingly bitter flavour.

### Form: Liquid

### Sensation:

You are filled with self-doubt and uncertainty for at least ten minutes.

### Symptoms/Effects:

You immediately lose all your hero points. You can regain hero points normally.

### Recipe:

2 x Bladeroot

1 x Cerulean Mazzarine

1 x Marrowort

*Note: Possession of this potion is not technically criminal. However, in the past, possession has been cited as proof of criminal intent.*





## 11.0 The Assassin's Gate

Lethal ingested poisons that cause swift, painful death - and their antidotes.

The poisons known as The Assassin's Gate are as straightforward as they are lethal. The Black Gate attacks the stomach, kidney, liver and most importantly the brain, causing terrifying hallucinations and then killing the target. The Crimson Gate by contrast attacks the lungs, the heart and the blood vessels causing uncontrollable bleeding.

Both substances are illegal within The Empire; possession of either is generally viewed by the Imperial Magistrates as intent to commit murder. The antidote for both the Black Gate and the Crimson is an infusion called the Silver Key. It purges the symptoms of either or both poisons if they are present, meaning it is pointless to try and poison someone with both preparations.

## 11.1 The Black Gate

### Description:

This clear, odourless, tasteless liquid appears indistinguishable from water.

Form: Liquid

### Sensation:

You feel dizzy and enervated. Over the next fifteen minutes you become increasingly confused, suffering random aches and pains and a growing awareness of your own death. You may occasionally hallucinate that people around you are friends, loved ones or dead relatives.

### Symptoms/Effects:

You are immediately effected by WEAKNESS which cannot be removed until the poison is cured. After ten minutes you can no longer move under your own power and cannot attack, defend yourself or use any abilities or items. At the end of thirty minutes you suffer an agonising seizure and die.

### Recipe:

4 x Bladeroot  
3 x Marrowort  
3 x True Vervain

### Incorrect Antidote:

If the incorrect antidote is applied, the victim goes into a fatal, agonizing seizure and dies.

*Note: This lethal poison goes to work almost immediately, affecting the stomach and spreading quickly through the body of the victim. It attacks all the major organs, especially the brain, and eventually causes an agonising, and fatal, seizure.*

## 11.2 The Crimson Gate

### Description:

This fine, odourless, tasteless liquid appears indistinguishable from water.

Form: Liquid

### Sensation:

You feel very warm and thirsty, quickly developing a raging fever. Over the next fifteen minutes you begin to suffer agonising pain in your joints and muscles, and begin to cough up blood, you have difficulty breathing, and a growing awareness of your own death. You begin to bleed from the eyes and nose.

### Recipe:

4 x Imperial Roseweald  
3 x Cerulean Mazzarine  
3 x True Vervain

### Incorrect Antidote:

If the incorrect antidote is applied, the victim goes into a fatal, agonizing seizure and dies.

### Symptoms/Effects:

You are immediately affected by VENOM which cannot be removed until the poison is cured. After ten minutes you can no longer move under your own power and cannot attack, defend yourself or use any abilities or items.

At the end of thirty minutes you die, either drowning in your own blood or from massive internal haemorrhaging.

*Note: This lethal poison goes to work almost immediately, affecting the lungs and spreading quickly through the bloodstream of the victim. The target begins to bleed and cannot stop. Eventually death comes as the lungs fill with blood and the victim drowns or expires from rupturing blood vessels.*

## 11.3 The Silver Key

### Description:

This grey solution is a thick, resinous liquid. It has an acrid, burning scent that brings on coughing and chills the lungs. The overpowering, acidic flavour makes drinking it unappealing.

### Form: Infusion

### Sensation:

You begin to cough uncontrollably, and after a few moments will vomit until your stomach is empty. You may lose consciousness. Over the next five minutes the symptoms of either The Black Gate or The Crimson Gate quickly recede.

### Symptoms/Effects:

Removes the effect of either or both of The Black Gate or The Crimson Gate. The weakness and venom effects need to be removed separately. If you are not poisoned, you are reduced to 0 hits by this unpleasant preparation.

### Recipe:

4 x Imperial Roseweald  
4 x Bladeroot  
4 x Marrowort  
2 x True Vervain  
1 x Cerulean Mazzarine

*Note: As with the poisons to which this preparation is an antidote, the Silver Key becomes inert fifteen minutes after being brewed.*

*It causes the body to purge the poison, inducing either vomiting or a wracking coughing fit. Those cured with the silver key are still weak and are likely to need further medical attention. If the user is not poisoned, the Silver Key causes coughing and vomiting that quickly incapacitate the person who has unwisely attempted to inhale the pale vapours.*

*Unfortunately, it exacerbates the effect of other poisons, allowing them to quickly overwhelm the body's defences and resulting in quick death.*

## 12.0 The Winter Moon

Lethal ingested poisons that cause madness and lingering death - and their antidotes.

The poisons known as The Winter Moon are sinister and somewhat supernatural poisons that combine the effects of a terrible curse with a cruel lethality. The Virus Lunarae attacks the spirit, causing a slow, numbing chill but the vile effectiveness of this venom does not end with death - the corpse of the victim soon reanimates as a flesh-hungry husk and attacks friends and family gathered around the sickbed. The Hunger of the Wolf drives the target increasingly mad, culminating in a bloody rampage that ends only when the poor victim is dead. Both poisons work by causing a fundamental imbalance in the body and mind - and some say spirit - of the victim.

Both substances are illegal within The Empire; possession of either is generally viewed by the Imperial Magistrates as intent to commit murder. The antidote for both the Virus Lunarae and the Hunger of the Wolf is an infusion called the Feast for Crows. It purges the symptoms of either or both poisons if they are present, meaning it is pointless to try and poison someone with both preparations.

## 12.1 Virus Lunarae

### Description:

This clear, odourless, tasteless liquid appears indistinguishable from water.

Form: Liquid

### Sensation:

You feel a growing chill spreading through your body. Over the next fifteen minutes you become increasingly cold and numb; shivering despite all efforts to keep you warm. You lose all sensation in your extremities, and eventually are incapable of feeling any physical sensation or holding anything in your numb fingers. You also become increasingly incoherent, and will tend to babble incomprehensibly as the symptoms worsen.

### Symptoms/Effects:

You are immediately effected by WEAKNESS which cannot be removed until the poison is cured. After ten minutes you can no longer move under your own power and cannot attack, defend yourself or use any abilities or items. At the end of thirty minutes you slip into a coma from which you will never recover. A few minutes after that, you reanimate as a flesh-hungry zombie bent on killing and devouring the living.

### Recipe:

3 x Cerulean Mazzarine  
3 x Marrowort  
2 x Bladeroot  
2 x True Vervain

### Incorrect Antidote:

If the incorrect antidote is applied, you slip into a coma and die. A few minutes later you will animate as a flesh-hungry zombie.

*Note: This cruel ingested poison numbs and kills the victim. When the subject finally succumbs, their flesh rises again as a monstrous undead horror bent on attacking the living.*

## 12.2 Hunger of the Wolf

### Description:

This clear, odourless, tasteless liquid appears indistinguishable from water.

Form: Liquid

### Sensation:

You feel a growing heat spreading through your body. Over the next fifteen minutes you become extremely short tempered, often incoherent with rage, and lash out at anyone who annoys you. Your growing rage makes it harder and harder for you to concentrate; you begin to hear voices urging you to kill everyone around you.

### Symptoms/Effects:

You are immediately affected by VENOM which cannot be removed until the poison is cured. After ten minutes you can no longer communicate coherently with others, and become extremely violent. After thirty minutes you may either enter a psychotic killing frenzy or suffer a fatal brain haemorrhage. You will never recover from this state.

### Recipe:

4 x Imperial Roseweald  
4 x True Vervain  
2 x Bladeroot

### Incorrect Antidote:

If the incorrect antidote is applied, you undergo a psychotic break, raving incoherently and lashing out at everyone nearby for at most a minute or so before suffering a fatal brain haemorrhage and dropping dead.

*Note: When the target eventually succumbs to the poison, they enter a final psychotic frenzy from which there is no recovering. This will last until the target is fatally injured or a fatal brain haemorrhage kills them. The poison also prevents the blood from clotting naturally, any serious injury is sufficient to kill the target.*

## 12.3 Feast for Crows

### Description:

This lumpy red balm has a texture similar to that of rotting meat soaked in blood. It is quickly absorbed into the skin, leaving red marks behind.

### Form: Salve

### Sensation:

You are overwhelmed by alternating burning fever and freezing numbness that completely incapacitates you. You may lose consciousness, and suffer painful convulsions. Over the next five minutes the symptoms of either Virus Lunarae or Hunger of the Wolf quickly recede.

### Symptoms/Effects:

Removes the effect of either or both of Virus Lunarae or Hunger of the Wolf. The WEAKNESS and VENOM effects need to be removed separately. If you are not poisoned, you are reduced to 0 hits by this unpleasant preparation.

### Recipe:

4 x Cerulean Mazzarine  
4 x Marrowort  
3 x Bladeroot  
3 x Imperial Roseweald  
1 x True Vervain

*Note: As with the poisons to which this preparation is an antidote, the Feast for Crows becomes inert fifteen minutes after being brewed.*

*Unfortunately, it exacerbates the effect of other poisons, allowing them to quickly overwhelm the body's defences and resulting in quick death.*



## 13.0 Tisanes of the Labyrinth

Liao-based preparations that empower religious ceremonies with extra strength.

These preparations are of special interest to the priests of The Way. Each of these preparations uses Liao, and consequently those apothecaries who master them usually require the assistance of someone with access to that comparatively rare preparation, under normal circumstances this means a priest with a congregation as a resource.

## 13.1 Usher's Decoction

### Description:

When this pale orange liquid catches the light it seems to glow. It has a light, spicy scent. A tiny droplet of this thin fluid on your tongue reveals it to taste faintly of cherries.

### Form: Liquid

### Sensation:

Until you next perform or participate in a ceremony, and for a short time afterward, you feel remarkably centred. If you are dedicated to a virtue, you feel a strong urge to take action in line with that virtue. If not, you feel a strong urge to take action in keeping with your personal philosophy. The night after drinking this potion you will have particularly vivid dreams.

### Recipe:

1 x Imperial Roseweald  
1 x True Vervain  
1 x Dose of Liao

### Symptoms/Effects:

The next time you perform or participate in a ceremony of anointing, consecration, hallow, exorcism, excommunication or testimony the effect is one rank higher than normal. You must possess the appropriate skill to take part in the ceremony. The effects last for ten minutes or until you next perform a religious ceremony.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

## 13.2 Waywalker's Suffusion

### Description:

When this midnight blue liquid catches the light it seems to glow. It has a light, spicy scent. A tiny droplet of this thin fluid on your tongue reveals it to have a rich, bitter flavour.

### Form: Liquid

### Sensation:

Until you next use a priest skill, and for a short time afterward, you are aware of unseen presences as if you are at the centre of an unseen crowd. Occasionally you hear distant muttering or occasionally a comprehensible word or fragment of a sentence.

### Recipe:

2 x Cerulean Mazzarine  
2 x Marrowort  
1 x True Vervain  
2 x Doses of Liao

### Symptoms/Effects:

The next time you perform or participate in a ceremony of anointing, consecration, hallow, exorcism, excommunication or testimony the effect is two ranks higher than normal. You must possess the appropriate skill to take part in the ceremony. The effects last for ten minutes or until you next perform a religious ceremony.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

### 13.3 Shadowcrow Infusion

#### Description:

This glimmering silver liquid has a light scent reminiscent of cloves. Tasting it reveals it to have a sharp bitter flavour that is never-the-less quite appealing.

#### Form: Infusion

#### Sensation:

Inhaling this infusion causes a momentary anguish, like the sudden separation from a loved one, but there are no other immediate affects.

#### Recipe:

1 x Marrowort  
1 x Dose of Liao

#### Symptoms/Effects:

Inhaling the steam from this infusion causes your aura to become impossible to read with the insight ceremony or similar effects. You are also unable to make use of liao, true liao, or any religious skill. The effects last until the next sunrise. If you are human, any time you sleep under the influence of the potion, you either do not dream or do not remember your dreams.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

## 14.0 Tonics of the Deep Forest

Potions that enhance an individual's ability to take damage, allowing them to shrug off wounds that might otherwise incapacitate them

The Tonics of the Deep Forest grant vigour and health. These preparations use alcohol as a base, and are usually very strong tasting. They are especially popular among the Varushkans, who mix them with raw spirits and flavour them with strong honey. Some Freeborn Kohan are leery of using the Winterskin and Ironblood tonics due to the way they dampen strong passions. By contrast, many Landsknecht and Schlacta appreciate the way these elixirs help them suppress feelings of fear, empathy or compassion.

## 14.1 Oakenhide Tonic

### Description:

This deep golden liquid looks a little like watered-down honey. It has an alcoholic scent, and a tiny droplet of the sticky fluid on your tongue tastes strongly of apples.

### Form: Liquid

### Sensation:

You feel very confident in your ability to survive dangerous situations.

### Symptoms/Effects:

You gain an additional rank of Endurance until the next sunrise.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

### Recipe:

1 x Bladeroot  
1 x True Vervain

## 14.2 Winterskin Tonic

### Description:

When this golden-brown liquid catches the light, it seems almost to glow. It has a strongly alcoholic scent, but tastes sweet - like butterscotch. Place a tiny drop on your finger or your tongue, and the tip quickly becomes numb.

### Form: Liquid

### Sensation:

You feel distanced from your emotions, as if they were being experienced by someone else.

### Symptoms/Effects:

You gain two additional ranks of Endurance until the next sunrise.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

### Recipe:

2 x Cerulean Mazzarine  
1 x Bladeroot  
1 x True Vervain

## 14.3 Ironblood Tonic

### Description:

This golden-brown liquid clings viscously to the inside of the container if you shake it. It smells faintly of apples, but a tiny drop on your tongue reveals it to have a strangely salty flavour.

### Form: Liquid

### Sensation:

You find it very hard to care about the feelings of other people, and tend to take the most expedient course of action regardless of who it might hurt.

### Symptoms/Effects:

You gain three additional ranks of Endurance until the next sunrise.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

### Recipe:

3 x Marrowort  
2 x Cerulean Mazzarine  
2 x True Vervain  
1 x Bladeroot

*Note: Excessive and extended use of Ironblood Tonic has been known to permanently reduce the ability to relate to others, and lead to long-term emotional damage.*





## 15.0 Tonics of the Open Sky

Potions that give enhanced fortitude; the extra time they grant the mortally wounded has saved many lives.

The Tonics of the Open Sky are useful preparations that slow bleeding and help mitigate injury. They allow a severely injured warrior finds it easier to endure their wounds, granting valuable time for a healer or surgeon to reach them.

The recipes originated in the Brass Coast in pre-Imperial times. While they were initially a secret of the Riqueza tribe, the method of brewing these lifesaving tonics quickly spread to the other Freeborn families. In the decades before the formation of the Empire, Freeborn merchants engaged in a lucrative trade in selling them to foreign warriors. After the Brass Coast joined the Empire it was only a matter of time before the recipes became generally known. To pre-empt this, a family of the Riqueza tribe simultaneously sold the formulae to no fewer than fourteen apothecaries in various nations, often through intermediaries, for quite astronomical sums of money. When challenged, their Dhomiro simply shrugged, and said it was better to sell something while it still had value than to allow it to be stolen.

## 15.1 Tonic of Sunlit Glass

### Description:

When this translucent yellow-gold liquid catches the light it seems almost to glow. It has a faint scent of lemons, and a tiny drop on your tongue tastes of freshly squeezed oranges.

Form: Liquid

### Sensation:

You feel a sudden burst of optimism and a rush of positive emotions; you are reminded of past triumphs, hopes and dreams.

### Symptoms/Effects:

You gain an additional rank of Fortitude until the next sunrise.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

### Recipe:

1 x Cerulean Mazzarine  
1 x Imperial Roseweald

## 15.2 Tonic of Surging Flame

### Description:

This tangerine liquid has a layer of darker sediment at the bottom; shake the container and it quickly settles again. It smells strongly of apricots - or perhaps oranges - and has a tart, citrus taste.

### Form: Liquid

### Sensation:

Warmth spreads from your stomach to your entire body, and persists for the duration of the effect. It brings with it feelings of absolute confidence in your ability to survive no matter what happens. You find it hard to remember that risky behaviour might result in permanent injury or death.

### Symptoms/Effects:

Once today you may use the Unstoppable skill as if you know it without spending hero points. The effect remains until used or until the next sunrise.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

### Recipe:

2 x Imperial Roseweald  
2 x True Vervain  
1 x Cerulean Mazzarine

*Note: This preparation almost encourages the drinker to take foolhardy risks. The tonic dulls the sense of self-preservation that many consider so important to their continued survival.*

*The description, ingredients, and effect of this potion have changed as of Winter 381<sup>YE</sup>.*

## 15.3 Tonic of the Distant Shore

### Description:

When this cherry-red liquid catches the light it seems to glow. A droplet of this sticky fluid on your fingertip stains it a deep crimson. It smells strongly of fresh berries and has a sweet, dry, fruity flavour.

### Form: Liquid

### Sensation:

You feel a sudden burst of optimism and renewed hope; feelings of worry, doubt and uncertainty are banished.

### Symptoms/Effects:

You gain an additional three ranks of Fortitude until the next sunrise.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

### Recipe:

2 x Imperial Roseweald  
2 x Marrowort  
1 x Cerulean Mazzarine

## 16.0 Tinctures of True Eminence

Heady elixirs that increase the power of ritualists to wield Summer magic.

Mastery of these recipes allows an apothecary to brew preparations valuable to ritual magicians versed in the Lore of Summer. With one of these potions a ritualist can wield the magic of the Summer Realm more effectively, but they also become more susceptible to the influence of that Realm.

## 16.1 Dragon's Blood

### Description:

This red elixir smells of oranges and glows with an inner radiance when it catches the light. The scent makes your nostrils tingle and warms your chest. The tangy flavour makes you want to down the entire potion.

### Form: Liquid

### Sensation:

You are filled with personal pride and self-assurance. Any contradiction or lack of respect is profoundly annoying, and you find it difficult to tolerate mockery, insolence or being treated as if you are unimportant.

### Symptoms/Effects:

If you possess the Summer Lore skill then you gain one additional effective rank to the next Summer ritual that you perform within ten minutes, subject to the normal rules for effective skill.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

### Recipe:

2 x Cerulean Mazzarine  
2 x True Vervain  
1 x Imperial Roseweald  
1 x Crystallised Mana

*Note: The tincture itself is volatile and somewhat flammable. As with many of the more potent preparations, it is easy for a magician to become reliant on the power this potion grants, or to abuse the sensations of power and confidence it imparts.*

## 16.2 Goldencrown

### Description:

When this beautiful golden elixir catches the light it glows with an inner radiance. If the container is shaken, the liquid within hisses and bubbles energetically. It smells strongly of apples and pears. A tiny droplet on your tongue reveals it to have a delicious, fruity flavour that leaves you with a strong desire to drink the entire thing, savouring every mouthful.

### Form: Liquid

### Sensation:

You feel a strong urge to take charge of any situation you find yourself in. Filled with pride and self-confidence, people who disagree with you or disrespect you make you exceptionally angry. Whatever you are doing, you very much want to be the centre of attention.

### Symptoms/Effects:

If you possess the Summer Lore skill, then you can use up to 3 personal mana as if it were crystal mana on the next Summer ritual that you perform within 10 minutes.

### Recipe:

3 x Cerulean Mazzarine  
2 x Imperial Roseweald  
1 x Bladeroot  
1 x Marrowort  
1 x True Vervain

## 16.3 Firewine

### Description:

This syrupy russet liquid smells very alcoholic. A droplet on your tongue brings an overwhelming taste of strong spirits and fermented fruit. Even a small amount makes your heart beat faster for a few moments.

### Form: Liquid

### Sensation:

You experience a rush of heat that flows down your throat and boils in your stomach. When you feel thwarted, belittled, or wronged you find it hard to avoid becoming enraged. If you are actually insulted, disrespected, or threatened you experience an urge to respond violently.

### Symptoms/Effects:

If you possess the Summer Lore skill then you gain three additional ranks to the next Summer ritual that you perform within ten minutes, subject to the normal rules for effective skill.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

### Recipe:

3 x Imperial Roseweald  
3 x True Vervain  
1 x Cerulean Mazzarine  
1 x Crystallised Mana  
1 x Ring of Ilium

*Note: A coven that shares a bottle of Firewine should take care before doing so that there are no outstanding grievances between their members lest the power of this philtre bring them explosively to the surface.*



## 17.0 Unguents of Falling Leaves

Exotic preparations that increase the power of ritualists to wield Autumn magic.

Mastery of these recipes allows an apothecary to brew preparations valuable to ritual magicians versed in the Lore of Autumn. With one of these potions a ritualist can wield the magic of the Autumn Realm more effectively, but they also become more susceptible to the influence of that Realm.

## 17.1 Bronze Spider Balsam

### Description:

This copper-brown ointment glows when it catches the light. If rubbed on the fingers it releases a strong, spicy scent and is quickly absorbed into your skin. It is hard to resist the urge to rub the entire pot onto your skin.

Form: Salve

### Sensation:

You are driven to match wits with those around you, and try to gain influence over them. You become acutely aware of anyone who owes you a favour, or to whom you in turn might owe a favour.

### Recipe:

2 x Cerulean Mazzarine

2 x Marrowort

1 x True Vervain

1 x Crystallised Mana

### Symptoms/Effects:

If you possess the Autumn Lore skill then you gain one additional effective rank to the next Autumn ritual that you perform within ten minutes, subject to the normal rules for effective skill.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

## 17.2 Leaden Quicksilver

### Description:

When this smooth, metallic-grey ointment catches the light it glows with a cold, reflective light. The firm texture feels like metal when rubbed between finger and thumb. It chills your flesh where it touches exposed skin.

Form: Salve

### Sensation:

You become highly motivated to pursue and achieve your goals, whatever they may be. Anything that stands in the way of your success is an obstacle to be overcome, although you feel an urge to avoid personal physical confrontation. Other people should follow your advice because you alone know what is best for them. Anyone who refuses to heed your suggestions is probably plotting against you.

### Symptoms/Effects:

If you possess the Autumn Lore skill then you can use up to 3 personal mana as if it were crystal mana on the next Autumn ritual that you perform within ten minutes.

### Recipe:

3 x Cerulean Mazzarine  
2 x Marrowort  
1 x Bladeroot  
1 x Imperial Roseweald  
1 x True Vervain

## 17.3 Essence of Verdigris

### Description:

This thick blue-green paste has a rough, coarse texture. Rubbed between finger and thumb, it smears easily and releases a strong smell of vinegar and copper.

Form: Salve

### Sensation:

You feel an urge to test your skills against others. It is easy to become contrary and stubborn, to try and force people into competing with you. Only the competition matters - winning or losing is irrelevant.

### Symptoms/Effects:

If you possess the Autumn Lore skill then you gain three additional ranks to the next Autumn ritual that you perform within ten minutes, subject to the normal rules for effective skill.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

### Recipe:

3 x Cerulean Mazzarine  
3 x Marrowort  
1 x True Vervain  
1 x Crystallised Mana  
1 x Ring of Ilium

## 18.0 Double-Sided Blade

These potions were captured from the Druj during the liberation of Reikos but may have their origins with The Orcs of The Great Forest.

These potions were codified into Imperial Lore in the Autumn of 382YE. The potions in this chapter appear to be designed to have more profound effects upon orcs; although they will also affect humans in a similar way. Each of these preparations has significant drawbacks which are likely to endanger the life of the drinker whilst giving the drinker the false feeling of safety.

**Warning:** In Autumn 382<sup>YE</sup> The Imperial Conclave made a Declaration of Interdiction against the potions in this chapter. As such, possession of these potions in the Empire, regardless of the intent, is ILLEGAL.

The reasoning for this declaration has not been recorded with much detail but is likely due to the moral issues which surround the use of these potions.

## 18.1 Warming Armour

### Description:

This deep crimson liquid is oddly warm to the touch. It has a strong, spicy odour and taste.

Form: Liquid

### Sensation:

You feel a warmth in your belly that spreads quickly throughout your body. You feel an urge to take bloody, violent revenge on anyone you feel has wronged you.

### Recipe:

2 x Imperial Roseweald  
2 x True Vervain  
1 x Cerulean Mazzarine  
1 x Marrowort

### Symptoms/Effects:

You are subject to the VENOM condition. If this condition is removed prematurely, you immediately drop to 0 hits.

If you are an orc, you also gain 3 additional ranks of Endurance. If you are a human, you gain 2 additional ranks of Endurance. The effects last until the end of the next skirmish, battle, or quest; or until the VENOM is removed.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

*Note: This potion is known by the name Warspice among the Druj and the Great Forest Orcs. This potion has been used by the Druj to send warriors into battle with reckless vigour and almost no chance of return.*

*Warning: This potion is subject to a Declaration of Interdiction by the Conclave, and so is ILLEGAL to possess within the Empire.*

## 18.2 Weakening Sun

### Description:

This thick dark-blue salve is oily to the touch and absorbed quickly by the skin. It smells strongly of fresh, uncooked meat.

Form: Salve

### Sensation:

You feel a burst of euphoria that slowly fades but never goes away. Painful or uncomfortable sensations are muted, and you feel an urge to submit to anyone who you feel has authority over you.

### Recipe:

2 x Bladeroot  
2 x Marrowort  
1 x Cerulean Mazzarine  
1 x True Vervain

### Symptoms/Effects:

You are subject to the WEAKNESS condition. If this condition is removed prematurely, you immediately drop to 0 hits.

If you are an orc, you also gain 3 additional ranks of endurance. If you are a human, you gain 2 additional ranks of endurance. The effects last until the end of the next skirmish, battle, or quest, or the WEAKNESS is removed.

This is a tonic; the effect of any other tonic you have drunk immediately ends.

*Note: This preparation is known by the name Corpseskin by the Druj, and as Oakenshield by the Great Forest Orcs. This salve is smeared on the skin. The user will feel euphoria but will lose all sense of self. They will become, for all intents and purposes, an obedient slave who will take orders from a perceived superior regardless of the consequences. Due to the loss of will and self, the user will not be able to wield magic, use crafted items, or enact any heroic skills.*

*Warning: This potion is subject to a Declaration of Interdiction by the Conclave, and so is ILLEGAL to possess within the Empire.*





## 19.0 The Last Resort

These lethal ingested poisons were captured from the Druj during the liberation of Reikos. They cause sickness and agonising death; and this chapter includes their antidotes. They are known to the Druj as 'The Buruk's Blade'

These potions were codified into Imperial Lore in the Autumn of 382<sup>YE</sup>.

Both substances are illegal within The Empire; possession of either is generally viewed by the Imperial Magistrates as intent to commit murder.

## 19.1 Watery Grave

### Description:

This clear, odourless, tasteless liquid appears indistinguishable from water.

Form: Liquid

### Sensation:

You feel nauseous and unwell.  
Over the next fifteen minutes you feel dehydrated and suffer stabbing stomach pains and vomiting. Your bowel movements are voluminous and watery.  
Your breathing becomes laboured.

### Symptoms/Effects:

You are immediately affected by WEAKNESS that cannot be removed until the poison is cured.  
After ten minutes your blood is viscous and foul smelling and your bleed time is increased by three minutes.  
At the end of thirty minutes your organs collapse leading to a fatal collapse.

### Recipe:

4 x Bladeroot  
2 x Cerulean Mazzarine  
2 x Marrowort  
2 x True Vervain

### Incorrect Antidote:

If the incorrect antidote is applied, the victim goes into a fatal, agonizing seizure and dies.

*Note: This poison is also known under the name of Ashwater to the Druj.*

## 19.2 Python's Hug

### Description:

This clear, odourless, tasteless liquid appears indistinguishable from water.

Form: Liquid

### Sensation:

You feel warm and unwell. After five minutes, you suffer a nosebleed, headache, and abdominal pain. After fifteen minutes you are enervated and feverish and barely able to move, feeling as if your guts are twisting inside you.

### Symptoms/Effects:

After fifteen minutes you are unable to move unaided, attack, defend, or use any skill or magical item unless it explicitly says that it can be used while dying.

You may be fed a potion by another character. After thirty minutes, your organs rupture bloodily leading to a painful death.

### Recipe:

4 x Imperial Roseweald  
2 x Bladeroot  
2 x Marrowort  
2 x True Vervain

### Incorrect Antidote:

If the incorrect antidote is applied, the targets stomach and intestines rupture fatally, killing them.

*Note: This poison is also known under the name of Gutwreck to the Druj.*

## 19.3 Restless Slumber

### Description:

This thin, tan salve is unpleasantly greasy to the touch. It smells of spoiled offal.

Form: Salve

### Sensation:

You experience a powerful chill and over the next few minutes lose consciousness. Over the next five minutes the symptoms of either Watery Grave or Python's Hug poisons quickly recede.

### Recipe:

5 x Bladeroot  
5 x Imperial Roseweald  
5 x True Vervain

### Symptoms/Effects:

Removes the effect of either or both of Watery Grave and Python's Hug.

You are left subject to both VENOM and WEAKNESS, regardless.

If you were not poisoned, you are WEAKENED and VENOMED by this unpleasant preparation.

*Note: This antidote is also known under the name of Deathsleep to the Druj.*

## 19.4 Hooded Misery

### Description:

This red liquid is thick and viscous, with crushed herbal particles clearly visible within it. It smells almost overpoweringly of fish.

### Form: Liquid

### Sensation:

This vile tasting liquid causes you to feel nauseous and unwell for several minutes.

### Symptoms/Effects:

If you have drunk this vile tasting liquid, you should contact the civil service as soon as possible.

### Recipe:

4 x Bladeroot  
1 x Cerulean Mazzarine  
1 x Marrowort  
1 x True Vervain

*Note: This potion is also known under the name of Brackblood to the Druj.  
This poison appears to be a refinement of the poison Watery Grave.*

*The effect of this poison is to inflict the disease known as Reikos Flux (Brackblood Pestilence to the Druj) on the drinker. This disease normally progresses over the course of four days:*

- 1. Victim feels cold and clammy, skin on hands and feet wrinkles, dry mouth, and irritated bowels.*
- 2. Previous symptoms are joined by; vomiting, stomach cramps, lethargy, and inability to focus. The victim's blood becomes viscous.*
- 3. Symptoms worsen, the victim's blood barely flows, and their skin takes on a grey-blue colouration. The victim will have difficulty breathing, and any wound may become untreatable.*
- 4. Death or recovery. Some people of very strong will may recover, if not, the victim will be irrecoverable and will die.*

*The source text 'The Herbal' states that the disease will spread among human (and only humans) to "any with whom they share water". Whilst the symptoms at day 2 can be treated with traditional methods, the source text indicates that this may cause long term harm to the victim and accelerate the disease.*

*Imperial references state that the disease can be cured using Bloodharrow Philtre (1.2).*



## 20.0 Unshackled Gift

These potions were captured from the Druj during the liberation of Reikos but may have their origins with the Orcs of the Great Forest.

These potions were codified into Imperial Lore in the Autumn of 382<sup>YE</sup>. The potions in this chapter appear to be designed to affect orcs alone; they will cause illness in humans.

Each of these infusions makes an orc who inhales them significantly more likely to hear the voices of their ancestors and causes certain "flavours" of ancestor to be heard more clearly than others. This effect is likely to be particularly pronounced for orcs who are Shamans.

## 20.1 Ancestor's Word

### Description:

This granular red powder is full of sharp fragments that draw blood if rubbed between finger and thumb.

### Form: Infusion

### Sensation:

You feel a surge of physical aggression building. You are strongly aware of the voices of your ancestors, urging you to fight and take joy in battle. If you are human you feel dizzy, and a burning pain spreads through your body.

### Symptoms/Effects:

If you are a human, you become subject to VENOM and the potion has no other effect. If you are an orc, you gain an additional hero point. In addition, this counts as a source of spiritual strength to overcome other effects.

The effects last until the end of the next skirmish, battle, or quest.

### Recipe:

2 x Imperial Roseweald  
1 x True Vervain

This is a tonic; the effect of any other tonic you have drunk immediately ends.

*Note: This potion is also known under the names of Butcher's Gate by the Druj, and as Budding Leaf among the Great Forest Orcs.*

*This preparation is consumed by burning the powder and inhaling the smoke.*



## 20.2 Legionnaire's Will

### Description:

This deep purple powder crumbles easily between finger and thumb. It has a strong scent that is familiar but impossible to place.

### Form: Infusion

### Sensation:

If you are human, you feel a sudden crippling fear and confusion. If you are an orc you feel a sudden bond of connection to those you trust. You are strongly aware of the voices of your ancestors, urging you to revel in the company of other orcs.

### Symptoms/Effects:

If you are a human, you become subject to VENOM and the potion has no other effect. If you are an orc, you gain two additional hero points. In addition, this counts as a source of spiritual strength to overcome roleplaying effects. The effects last until the end of the next skirmish, battle, or quest.

### Recipe:

3 x Imperial Roseweald  
1 x Marrowort  
1 x True Vervain

This is a tonic; the effect of any other tonic you have drunk immediately ends.

*Note: This potion is also known under the names of Tykai's Haven by the Druj, and as Summer Bloom among the Great Forest Orcs.*

*This preparation is consumed by being burnt, or boiled in water, and the smoke or steam inhaled.*

## 20.3 Indomitable Might

### Description:

This greasy dark brown resin is difficult to break apart, and smells of cooked meat.

### Form: Infusion

### Sensation:

If you are human, you feel a sudden vertigo and lose your balance. If you are an orc, you are filled with the certainty that you are not alone. You are strongly aware of the voice of an ancestor, urging you to survive no matter the cost.

### Symptoms/Effects:

If you are an orc, you gain the ability to use the Unstoppable skill as if you know it. If you are a human, you become subject to WEAKNESS and the potion has no other effect.

The effects last until the end of the next skirmish, battle, or quest.

### Recipe:

2 x Marrowort  
2 x True Vervain  
1 x Imperial Roseweald

This is a tonic; the effect of any other tonic you have drunk immediately ends.

*Note: This potion is also known under the names of Chikkad's Scream by the Druj, and as Autumn's Gall among the Great Forest Orcs.*

*This preparation is consumed by being burnt, and its sweet smoke inhaled.*

## 20.4 Skar's Strength

### Description:

This thick green resin crumbles easily between finger and thumb. It is marked with golden speckles, and smells of spilled blood.

### Form: Infusion

### Sensation:

If you are human, you feel a sudden crippling fear and confusion. If you are an orc, you feel a sense of your own power surge through you. You are strongly aware of the voices of your ancestors, urging you to take the lead.

### Symptoms/Effects:

If you are a human, you become subject to VENOM and the potion has no other effect. If you are an orc, you gain the ability to use the Cleaving Strike, Mighty Strikedown, and Mortal Blow skills as if you know them. The effects last until the end of the next skirmish, battle, or quest.

### Recipe:

3 x Imperial Roseweald  
2 x Marrowort  
2 x True Vervain  
1 x Bladeroot  
1 x Cerulean Mazzarine

This is a tonic; the effect of any other tonic you have drunk immediately ends.

*Note: This potion is also known under the names of Pakad's Path by the Druj, and as Winter's Breath among the Great Forest Orcs.*



## 21.0 Runa's Gift

These recipes come from the Yerende who have kept the knowledge whilst under Druj rule.

Bought into Imperial Lore in Winter 386<sup>YE</sup>, these potions are mostly of use by orc magicians, although they may offer interesting experiences to human drinkers.

These are the first potions to enter Imperial Lore which use Realmsroot.

## 21.1 Greenmaster's Reach

### Description:

This thick, orange liquid leaves streaks on the inside of the container. It has a consistency similar to honey with a strong, meaty taste.

Form: Liquid

### Sensation:

If you are an orc, you feel a surge of conviction of your past actions; you are strongly aware of the voices of those ancestors that encourage you to strengthen yourself or improve your status, urging you to surpass what you have achieved so far. If you are a human, you feel a dizzying sense of euphoria that slowly builds. At the same time you feel your senses becoming keener until any strong sensory stimulation becomes almost painful.

### Symptoms/Effects:

If you are an orc and you have the magician skill, you can cast either Repel or Entangle once without expending personal mana or crystal mana within 10 seconds. You do not need to be able to cast either spell to benefit from this effect.

If you are a human, or an orc who does not have the magician skill, the potion has no mechanical effect.

### Recipe:

1 x Imperial Roseweald  
1 x Realmsroot

## 21.2 Brokendraught

### Description:

This green liquid has tiny pale flecks floating within it. It smells strongly of blood, and a tiny droplet on your tongue reveals it tastes strongly of liquorice.

### Form: Liquid

### Sensation:

If you are an orc, you feel a sense of power surge through you that quickly becomes almost overwhelming. You feel empowered to take action, doubts and worries feel distant and indistinct. Taking action to reduce or prevent suffering or pain feels righteous and empowering, and after the effect ends you may experience a craving to feel it again. If you are human, you become increasingly certain that you can "smell" magic around you as your senses shift and become unreliable. You quickly become disoriented and confused, unsure of what is real and what is a hallucination.

### Symptoms/Effects:

If you are an orc and you have the magician skill, you can swift cast either Restore Limb or Shatter once without expending personal mana or crystal mana within 10 seconds. You do not need to be able to cast either spell to benefit from this effect.

If you are a human, or an orc that does not have the magician skill, the potion has no mechanical effect.

### Recipe:

1 x Cerulean Mazzarine  
1 x Realmsroot

## 21.3 Runa's Whisper

### Description:

This gloopy, brown concoction adheres to the inside of the container. It has a strong earthy scent, but a drop on your tongue reveals it to be cloyingly sweet.

### Form: Liquid

### Sensation:

If you are an orc, you are reminded of the fragility and value of life; seeing loved ones at risk can feel physically painful. It is easy for you to see the importance of life for strangers and even enemies; whatever your spiritual beliefs it is hard to escape the knowledge that once ended a life can never be regained. If you are human, you feel numbed to grief, sorrow, and suffering, and may experience moments of intense introspection. You may lose all interest in the outside world for a time, focusing entirely on your own feelings and thoughts.

### Symptoms/Effects:

If you are an orc and you have the magician skill, you can swift cast either Venom or Purify once without expending personal mana or crystal mana within 10 seconds. You do not need to be able to cast either spell to benefit from this effect.

If you are a human, or an orc who does not have the magician skill, the potion has no mechanical effect.

### Recipe:

1 x Bladeroot

1 x Realmsroot



## 21.4 Tender's Path

### Description:

This sticky, orange liquid smells strongly of overripe mango. A drop on your tongue reveals it to taste unbelievably spicy.

Form: Liquid

### Sensation:

If you are an orc, you feel invigorated by the bonds of connection to your closest supporters. You are keenly aware of the connections you share with others and how they affect your life. It is easy to become overwhelmed by an awareness of your place in the world. If you are human, you initially feel exhilarated and full of energy, each new experience is incredibly exciting. This quickly becomes overwhelming, making it hard to speak coherently or focus on anything for more than a few moments.

### Symptoms/Effects:

If you are an orc and you have the magician skill, you can swift cast either Heal or Empower once without expending personal mana or crystal mana within 10 seconds. You do not need to be able to cast either spell to benefit from this effect.

If you are a human, or an orc who does not have the magician skill, the potion has no mechanical effect.

### Recipe:

1 x True Vervain

1 x Realmsroot

## 21.5 Clodden Earth

### Description:

This greasy, pale ointment has an odour of rotting wood. It is quickly absorbed into the skin, and it tastes of rancid fruit.

Form: Salve

### Sensation:

If you are an orc, you become aware of a reservoir of magical power that lies just out of reach. If you push yourself, if you can gather sufficient power, you could achieve anything, change anything, create anything. If you are human, you are vividly reminded of times when you feel you failed yourself or others, and times when other people let you down. It is easy to feel guilty, or lash out at others, but the idea that anyone might be able to make amends for their mistakes feels alien and naïve.

### Symptoms/Effects:

If you are an orc with the magician skill, you gain two additional personal mana. Whether you are a magician or not, this counts as a source of spiritual strength to overcome roleplaying effects. If you are a human, the potion has no mechanical effect. The effects - mechanical and roleplaying - last until the end of the next skirmish, quest, or battle, or until sunrise, whichever comes first. This is a tonic; the effect of any other tonic you have drunk immediately ends.

### Recipe:

1 x Imperial Roseweald  
1 x True Vervain  
1 x Realmsroot



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## Potion Identification Tables

### Using these tables:

To use these tables, one must first look at the concoction in hand and assess its most prominent characteristics such as colour and consistency.

These can then be found on the two axes of one of the tables overleaf to find a number (12.1 etc). This can then be used to find the appropriate potion and yield an identification.

This publication includes two tables: one each for fluids and non-fluids. Preparations may appear in the table in multiple places if there are multiple descriptors which apply.

### Warning:

Caution must be exercised when identifying all potions. There are many potions, salves, ointments, infusions, and oils which share common identifying characteristics.

Where more than one reference number is listed in a single box, it indicates that on these descriptors alone multiple options are possible. In these cases, extra care should be taken to compare the potion in hand against the full descriptions in this book for all the possible outcomes before making an identification.

The author can take no responsibility for any consequences as a result of a miss-identification using these tables; they are for reference only and used at your own risk.

## Example

Given the description of a potion:

*“This translucent red liquid has tiny white particles suspended in it. It has a spicy scent, and a tiny amount on your tongue or your finger tingles unpleasantly for a moment.”*

We can look at the table for liquids, and see a column labelled

‘*Red, Crimson, ...*’, which applies to our potion.

Then we look down the column for any row containing an applicable descriptor. We find the first row ‘*Bubbles, Gritty, Motes, Particles*’ applies to our example, this gives us reference numbers of 1.2, 9.1, and 19.4.

If we find there are multiple possibilities (as we do here) we could look at each potion using its reference number to see which one matches. Alternatively, we can continue looking down the column to see if any other descriptors also match, and possibly narrow down our search.

If we continue to look down the descriptors, we find that ‘*Translucent*’ also applies. In this box we have only result, 1.2. And indeed, when we look for the potion with reference 1.2, we find that the description above matches that of Bloodharrow Philtre.

Table 1: Liquids, Philtre, Oils, and Liquid Infusions

	<b>Blue, Violet, Dark Blue, Blue-Green</b>	<b>Red, Crimson, Crimson &amp; Yellow</b>	<b>Amber, Yellow, Orange, Gold</b>
<b>Bubbles, Gritty, Motes, Particles</b>	1.1, 1.5	1.2, 9.1 19.4	
<b>Odourless, Tasteless</b>			
<b>Iridescent, Glimmer, Sparkle</b>			
<b>Thick, Viscous, Sticky, Syrupy <sup>+</sup></b>	1.5, 4.3	9.1, 19.4	10.2, 10.4, 14.1 14.3, 21.1, 22.4
<b>Translucent</b>	1.3, 10.1	1.2	
<b>Glow, Aura</b>	13.2	2.2, 15.3 16.1	13.1, 14.2 15.1, 16.2
<b>Oily, Thin</b>	4.1, 9.2	8.2	
<b>Sediment, Separates, Streaks</b>		7.2, 15.2	15.2, 21.1
<b>Spicy</b>		18.1	22.4

<sup>+</sup> includes Honey-like, Gloopy



Green, Green-Yellow	Red-Brown, Russet, Copper, Brown	Grey, Silver	Black	Clear, White	
10.3, 21.2		9.4		7.3	
6.4				11.1, 11.2, 12.1 12.2, 19.1, 19.2	<i>Danger!</i>
		13.3		5.2, 8.3	
6.4, 8.1 9.3	16.3, 22.3	11.3			
	6.3	1.4			
				5.1	
		6.1	3.1, 3.2		
			3.1, 3.2		

*A further table is situated on the next page.*

Table 2: Salves, Pastes, and Salve/Powder/Resin Infusions

	Red	Yellow-Green, Tan	White, Grey, Pale, Black& White	Translucent	Brown, Copper, Rust	Blue, Purple	Green, Blue-Green
<b>Oily, Greasy</b>	2.1	19.3	7.1, 22.5	5.3	20.3	18.2	
<b>Gritty, Coarse, Sharp</b>	20.1	2.3		5.3	17.1		17.3
<b>Lumpy</b>	12.3		3.3				
<b>Crumbly</b>	4.2					20.2	20.4
<b>Sticky</b>					6.2		
<b>Glow</b>			17.2				

# Multiplication Table

	Cost/Item																								
	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25							
2	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50							
3	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72	75							
4	32	36	40	44	48	52	56	60	64	68	72	76	80	84	88	92	96	100							
5	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125							
6	48	54	60	66	72	78	84	90	96	102	108	114	120	126	132	138	144	150							
7	56	63	70	77	84	91	98	105	112	119	126	133	140	147	154	161	168	175							
8	64	72	80	88	96	104	112	120	128	136	144	152	160	168	176	184	192	200							
9	72	81	90	99	108	117	126	135	144	153	162	171	180	189	198	207	216	225							
10	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240	250							
11	88	99	110	121	132	143	154	165	176	187	198	209	220	231	242	253	264	275							
12	96	108	120	132	144	156	168	180	192	204	216	228	240	252	264	276	288	300							
13	104	117	130	143	156	169	182	195	208	221	234	247	260	273	286	299	312	325							
14	112	126	140	154	168	182	196	210	224	238	252	266	280	294	308	322	336	350							
15	120	135	150	165	180	195	210	225	240	255	270	285	300	315	330	345	360	375							
20	160	180	200	220	240	260	280	300	320	340	360	380	400	420	440	460	480	500							
25	200	225	250	275	300	325	350	375	400	425	450	475	500	525	550	575	600	625							
30	240	270	300	330	360	390	420	450	480	510	540	570	600	630	660	690	720	750							
40	320	360	400	440	480	520	560	600	640	680	720	760	800	840	880	920	960	1000							
50	400	450	500	550	600	650	700	750	800	850	900	950	1000	1050	1100	1150	1200	1250							

[illegible]

