

Character Name: \_\_\_\_\_

Quintessence Points = ESS \* Arcana(Variance)

QP

## Alteration Formulae Variants

Kn Name	Cst	Df	Effect	Ingredients
Elixir of Agility	0	10	Boosts AGL +1 PDL	Evening primrose, queen's jewels
Elixir of Beauty	0	10	Boosts BTY +1 PDL	Rosenshine, kapok
Elixir of Build	0	10	Boosts BLD +1 PDL	Vencewort, fenwheat
Elixir of Essence	0	10	Boosts ESS +1 PDL	Purple lockstrife, tutine, lavender
Elixir of Intuition	0	10	Boosts ITU +1 PDL	Calea, ginkgo
Elixir of Might	0	10	Boosts MGT +1 PDL	Evening primrose, poolwort
Elixir of Presence	0	10	Boosts PRS +1 PDL	Balah's lips, dahoon
Elixir of Reason	0	10	Boosts RSN +1 PDL	Ginko, bitter apple
Elixir of Vitality	0	10	Boosts VIT +1 PDL	Evening primrose, calaemia
Elixir of Will	0	10	Boosts WLL +1 PDL	Poolwort, red shavra
Mist of Frenzy	0	15	+2 MGT & LP, uncontrollable	Datura, wireweed, pennyworm
Oil of Honing	0	5	+1d10 LP to blade	Weeping catfish, nender
Powder of Sleep	0	5	Deep sleep, only pain awakens	Linden blossoms, snow willow
Salve of Coloration	0	5	Changes color of target	Achiote, elderberry
Tea of Acuity	0	5	Doubles visual properties	Eyebright, pipsissewa
Tea of Guardedness	0	10	Awake for duration; perception +1 PDL; fearless	Poolwort, wireweed
Tonic of Mind Shielding	0	20	+2 PDL against mentalism	Red shavra, feverfew, impwort
Balm of Armor Splitting	1	5	Reduces PL by 1 PDL	Academia, wooly rhino horn
Mist of Slowness	1	15	Halves move, drains 1 action	Passion flower, wooly rhino horn
Mist of Speed	1	15	Doubles move, adds 1 action	Queen's jewels, wireweed
Rocoe's Gripping Wax	1	10	Binds objects, +3 climbing	Coltsfoot, baneberry, embelia
Tea of Illumination	1	10	Light from eyes 5 y L x 5 y W	Sabal, thornbright, bavaq
Tincture of Resistance	1	20	+5 to dominion(resistance)	Jewel-toad tear, red shavra
Balm of Disguise	2	15	Alters appearance 1 day PDL	Penny worm, nender
Elixir of Quintessence	2	15	Replenishes 1d10 QP	Delp vine, jewel-toad tears
Solution of Verdancy	2	10	Grows plant to full height, 5 min	Ginkgo, autumn crocus
Tea of the Learned	2	20	Learn new skills (or variants) at double the rate.	Calea, snow willow
Tincture of Masking	2	20	Changes the look/smell of potions	Vencewort, pipsissewa
Tonic of Ambrosia	15	15	Supplies all sustenance	Fenwheat, tansy, orange florent
Philter of Immunity Depression	3	20	Depresses the user's immune system	Wooly rhino horn, green lepota, cerestia tree
Salve of Armament	3	10	Hardens skin 2 PL PDL	Weeping catfish, bishop fish
Tincture of Staying	3	15	All variants duration doubled	Mandrake, miastra marrow
Tincture of Stretching	3	15	All variants range doubled	Delp vine, miastra marrow
Elixir of Replenishment	4	20	Replenishes all QP	Impwort, mandrake, nightmoss
Powder of Escapes	4	15	Escape if opponent fails roll	Passion flower, pipsissewa
Demulcent of Defiance	5	10	User is immune form critical damage and injuries	Scarlet mulberry, rockpulse
Decisicant of Extraction	5	10	Extracts potions from people	Dragonwort, linden blossoms
Philter of Emotions	5	20	Confers emotion of philtrologist's choice	Datura, mandrake, tutine
Tea of Warlords	6	25	+1 PDL to military arts	Calea, ginkgo, mandrake
Philter of Forgetfulness	7	20	Forget last 1 year PDL	Passion flower, datur
Tonic of the Privileged Few	7	20	Talent increased by 1 point permanently	Impwort, red shavra, valeria
Philter of Erotic Love	8	15	Feels intense feelings of lust and romantic love	Bhala's lips, Aliadus, nettle
Philter of Fraternal Love	8	15	Feels intense feelings of friendship	Datura, Red poppy, yaje
Cordial of Agility	9	25	Increases AGL by 1 point permanently	Evening primrose, feverfew, and myrtle
Cordial of Beauty	9	25	Increases BTY by 1 point permanently	Rosenshine, ava, and adder's tongue
Cordial of Build	9	25	Increases BLD by 1 point permanently	Nender, wooley rhino horn, and dragon bone
Cordial of Essence	9	25	Increases ESS by 1 point permanently	Purple lockstrife, impwort, and delp vine
Cordial of Intuition	9	25	Increases ITU by 1 point permanently	Calea, kaemint, and red shavra
Cordial of Might	9	25	Increases MGT by 1 point permanently	Evening primrose, fenwheat, and bhala's lips
Cordial of Presence	9	25	Increases PRS by 1 point permanently	Dahoon, pennyworm, and scarlet mulberry
Cordial of Reason	9	25	Increases RSN by 1 point permanently	Ginkgo, pipsissewa, and emu oil
Cordial of Vitality	9	25	Increases VIT by 1 point permanently	Evening primrose, cranesbill, and absinthe
Cordial of Will	9	25	Increases WLL by 1 point permanently	Poolwort, wireweed, and vencewort
Elixir of Senility	10	25	Ages consumer 1d10 years PDL	Vencewort, murple damp
Elixir of Youth	10	25	Drinker 1d10 years younger PDL	Nender, passion flower, kapok

## Curative Formulae Variants

Kn Name	Cst	Df	Effect	Ingredients
Elixir of Healing	0	10	Heals 2 LP/hour for 1 hour PDL	Wolfsbane, dawn bee jelly, valeria
Poultice of Muscle Mending	0	15	Cures muscle damage in 3 days	Purple foxglove, five leaf creeper
Tea of Cleansing	0	15	Kills parasites, prevents infection	Black alder, dog rose, ipson root
Tonic of Antitoxin	0	20	Prevents death from poison	Hazelwort, iceplant, valeria
Tonic of Pain Resistance	0	5	No IL effects for 1 hour PDL	Angibalm, morning trumpets
Elixir of Salubrince	1	15	Heals 5 LP/hour for 1 hour PDL	Wolfsbane, white flanders
Philter of Smiles	1	15	Regrows teeth	Bhala's lips, Aliadus, nettle
Lotion of Prevention	2	10	Prevents any contagious disease for the duration	Meliot, yopo
Poultice Bone Mending	2	15	Cures bone damage in 3 days; -3 to PRS and social skills	Dragon bone, vapor wasp
Oil of Reviving	3	15	Heals 1 LP per turn for each target for 1 turn/PDL	Woundwort, baneberry, valeria
Poultice of Nerve Mending	3	20	Cures nerve damage in 3 days	Amber touch, morning trumpets
Philter of Vigor	3	15	Restores temp. drained VAs	White willow, cassabont, valeria
Elixir of Curing	4	20	Cures any disease w/in 3 days	Vapor ivy, white willow, cassabont
Tonic of Antidotes	4	25	Cures any poison instantly	Merethian rue, girenblot
Ichor of Saints	5	15	Turns imbibers blood into healing dram - healing 2 LP per hour PDL	Feverfew, baneberry, agrimony
Ointment of Regeneration	5	20	Regrows severed limb	White flanders, angibalm
Poultice of Organ Mending	5	25	Cures organ damage in 3 days	White flanders, viper oil
Balm of Unification	6	25	Reattaches severed body part	Agrimony, ginseng, meliote
Elixir of Repair	6	20	"Heals" 5 SP/hr for 1 hour PDL	Polysulfonide, five leaf creeper
Elixir of Life	7	25	Saves dead through 6th IL	Blue curl, woundwort, ginseng
Cordial of Inoculation	8	25	Immune to genetic and contagious diseases	Blue curls, garlic, white flanders
Philter of Purity	8	25	Cures hexes, curses, arcane	Morning trumpets, ginseng
Cordial of Immunization	9	25	Renders imbibers permanently immune to poisons	Merethian rue, hazelwort, cove pepper
Philter of Wholeness	9	25	Permanently adds 1 LP	Passion flower, datura
Ointment of Cloning	10	25	Exact copy of target; mind of a newborn	White flanders, blue curl, woundwort

## Poison Formulae Variants

Kn Name	Cst	Df	Effect	Ingredients
Decoction of Poison	0	20	10 LP/minute, 1 minute PDL	Carreu bile, deadly nightshade
Mist of the Void	0	15	Drains all VAs by 5	Happy toad, kawthourua's eye
Oil of Creeping Doom	0	15	1 LP/day for 1 month, no healing	Green lepota, viji fish
Oil of Fumbling	0	5	Next action a critical fumble	Monoxalide, broken lap
Paste of Amputation	0	20	Will amputate limbs in five minutes	Cockatrice oil
Powder of Holding	0	10	Causes paralysis 1 hour PDL	Jithna snake, shivergloom
Oil of Impact	1	5	Knocks back 2 yards PDL	Lichgrass, darkweb spider, flywort
Powder of Wounding	1	10	Damage impact +5	Hellrose, eveningvale
Foam of Disunity	2	20	Absorb damage causing variant	Impwort, blue shavra, datura
Powder of Eversion	3	15	Damage impact +15	Frost spider, early frog
Decoction of Undeath	5	25	Animates 1 deadliness PDL	Viji fish, prismatic shavra
Mist of Consumption	5	15	Drains 5 QP PDL	Blue shavra, shivergloom
Mist of Variant Slaying	5	20	Disunites variants if bests roll	Prismatic shavra, hydra toxin
Potion of Witch's Brew	6	20	Equivalent to a theurgy hex or curse	Destroying angel, aliadus, lousewort
Decoction of Insanity	7	25	Causes permanent insanity	Polysulfonide, eveningvale
Decoction of Death	8	25	30 LP/turn for 2 turns PDL	Destroying angel, flywort
Venom of Agility	9	25	-1 to AGL permanently	Evening primrose, jithna snake
Venom of Beauty	9	25	-1 to BTY permanently	Kapok, cockatrice oil
Venom of Build	9	25	-1 to BLD permanently	Fenwheat, lich grass
Venom of Essence	9	25	-1 to ESS permanently	Purple lockstrife, early frog
Venom of Intuition	9	25	-1 to ITU permanently	Calea, shivergloom
Venom of Might	9	25	-1 to MGT permanently	Poolwort, flywort
Venom of Presence	9	25	-1 to PRS permanently	Balah's lips, dahoon
Venom of Reason	9	25	-1 to RSN permanently	Ginko, hellrose
Venom of Vitality	9	25	-1 to VIT permanently	Calaemia, viji fish
Venom of Will	9	25	-1 to WLL permanently	Poolwort, happy toad
Fog of Doom	10	15	Causes 20 LP damage per minute with an instant onset time	Jelly fish, viper venom, frost spider

## Notes

#	Ingredient	Cost	Compt	Effects
<b>Alteration Types</b>				
Ava	10	Root		Sedative (+5 on fear/anxiety resistance rolls, -5 on surprise rolls)
Achiote	3	Seed		Red dye, can produce artificial suntan
Badoh begro	12	Seed		Mild hallucinogen, euphoric, addictive, lasting 10 hours
Berberis	8	Fruit		Freshens breath
Bhala's lips	15	Caps		Aphrodisiac, causes sexual arousal (-3 against persuasion (seduction) rolls)
Bishopfish	1	Gland		Preservative, water-proofer and hardener
Bitter apple	4	Fruit		Purgative (loss of all bowel control)
Miastra marrow	100	Marrow		5 PL vs. energy (fire, electricity, etc.)
Calaemia	50	Seeds		Fizzles when poured onto imbued objects
Calea	15	Leaves		Increases ITU +1 (for 1 hour), followed by constipation
Cove pepper	3	Berries		Refreshing and relaxing bath additive
Dahoon	25	Leaves		Increases PRS +1 (for 1 hour), euphoric, addictive
Datura	6	Seeds		Causes delirium, then fitful sleep (for 6 hours),
Delp vine	45	Leaves		Regenerates 1 QP instantly
Dragonwort	2	Plant		Used in place of firewood, weighs 1 lb for a 8 hr fire
Ebon daisy	5	Flower		Paste used as a black dye to aid in nighttime stealth (+1)
Elderberry	2	Plant		Bark produces black, leaves green, and berries purple dye
Evening prim-rose	40	Leaves		Raises AGL, MGT & VIT by +1 (for 2 hours)
Eyebright	15	Plant		Enhances all properties of vision by two (for 1 hour)
Fenwheat	10	Plant		May be used as a weeks rations, 1 lb
Feverfew	4	Flowers		It is a strong insect repellent, relaxes tense muscles
Ginkgo	25	Bark		Increases RSN +1, relieves dizziness & vertigo (for 4 hours)
Goora nut	1	Seeds		Flavor enhancer, also makes spoiled food taste edible, masks taste of poison
Gwegyth grass	10	Leaves		Allows one to hold their breath for 5 min, causes gas
Halindi	18	Fruit		Can perfectly copy other peoples voices (for 20 min)
Impwort	50	Nectar		Contains 2 QP (acts like QP reservoir)
Jewel-toad tears	40	Tears		+1 on dominion (resistance) rolls
Kapok	8	Fruit		Used in exquisite shampoo and soap
Kaemint	14	Leaves		Smoke is a mild sedative (for 1 hour)
Lavender	1	Flowers		Aromatic, used in perfumes
Linden blossoms	5	Flowers		Causes sleep within 5 minutes (for 1 hour)
Mandrake	75	Root		Raises all arcane skills by +1, causes hallucinations (for 5 hours)
Murple damp	5	Fungi		Weakens metals, including armor (-1 PL for metal armor) after 24 hours
Myrtle	2	Root		Used in cosmetics
Nender	15	Seed		Regrows hair over a month of daily use
Nightmoss	45	Moss		+2 on dominion (resistance) vs. demonic magic (for 2 hours)
Passion flower	5	Flowers		Sedative (+2 on fear/anxiety resistance rolls, -2 on surprise rolls)
Pennyworm	12	Grub		Masks all body odor, undetectable by scent
Pipsissewa	15	Fruit		Removes dreams and nightmares
Poolwort	35	Leaves		Increases WLL +1, reduces bladder control (for 1 hour)
Purple lockstrife	40	Flowers		Increases ESS +1, euphoric, addictive (for 2 hours)
Queen's jewels	15	Flowers		Removes fatigue, aromatic
Red shavra	30	Leaves		+1 against mental instability (mentalism, fear, etc.) for 3 hours
Rosenshine	33	Cap		Increases BTY +1 (for 1 hour)
Snow willow	4	Leaves		Reduces libido, euphoric
Scarlet mulberry	9	Fruit		Induces peaceful sleep
Thornbright	1	Thorns		Thorns glow, 1 thorn as bright as a candle for one hour after crushing it
Tutine	15	Berries		Strong euphoric, 2 or more doses cause coma (1 day/dose)
Vencewort	4	Fungi		Repels spade-tailed dragons, usually kept on mounts
Weeping catfish	2	Oil		Makes metal rust resistant, removes corrosion and shines metal
Wireweed	10	Seeds		Removes drowsiness (for 6 hours), continual use causes sterility
Wooly rhino horn	3	Horn		Increases appetite, aids in digestion
Yaje	20	Stem		Hallucinogen (used for dream quests), lasting 1 to 2 hours

#### Curative Types

Absinthe	16	Bark		Kills external parasites, such as lice within 10 minutes
Adder's tongue	7	Flowers		Softens skin and removes warts and blemishes (+1 BTY for 2 hours)
Agrimony	10	Flowers		+2 on medicine (healing) rolls when used with other medical equipment
Aloe vera	10	Leaves		Heals +1 LP of skin or burn damage over 1 day
Amber touch	20	Flowers		Shortens nerve injury healing time by 2 days
Angipalm	2	Leaves		Anesthetic, removes pain (1 IL for 6 hours) and induces sleep
Autumn crocus	3	Flower		Relieves menstrual problems and aids in pregnancy or childbirth
Beechdrops	15	Root		Heals +1 LP over 1 day, causes citrus odor
Baneberry	20	Berry		Kills internal parasites within 1 minute
Blue curls	150	Nectar		Instantly heals 2 LP of damage
Cerestia tree	15	Bark		Strengthens loose teeth and heals tooth decay
Coltsfoot	15	Leaves		Restores drained VA levels within 1 minute
Cranesbill	11	Leaves		Stops internal bleeding in 1 turn
Dawn bee jelly	35	Royal jelly		Increase LP by +1 (for 1 day)
Dog rose	25	Roots		Animal poison antidote, halves poison damage for patients already affected
Dragon bone	15	Bone		Shortens bone injury healing time by 2 days
Emu oil	4	Oil		Restores drained mind VA levels within 1 turn
Embelia	16	Leaves		Stops seizures instantly
Feverfew	9	Flowers		+1 on medicine (healing) rolls when used with other medical equipment

#	Ingredient	Cost	Compt	Effects
Five leaf creeper	5	Twigs		Relieves headaches, coughing, fever, +3 on contagious disease resistance
Frostgoat liver	12	Liver		Cures frostbite within 1 week
Garlic	1	Bulb		Balm prevents gangrene
Ginseng	15	Root		Allows second VIT roll vs. contagious disease (once per illness)
Girenblot	30	Cap		General poison antidote, halves psn dmg for already affected, causes coma
Hazelwort	25	Plant		Chemical poison antidote, halves poison damage for those already affected
Hyerba	18	Leaves		Stops a stroke, small doses relieve headaches
Ice plant	45	Flower		Botanical/fungal poison antidote, halves psn dmg for those already affected
Ipson root	10	Root		Contraceptive (usable by either sex), lasts one day
Lovage	33	Leaves		Stops a heart attack and induces sleep
Meliot	15	Leaves		Increases healing rate to 2 LP per day for 3 days, +1 on disease resistance
Merethian rue	25	Seeds		General poison antidote - lasts 2 hours, halves poison damage
Morning trumpets	12	Flower		Relieves paralysis in 1 turn, +1 on contagious disease resistance
Nettle	6	Plant		Removes dandruff, also conditions and strengthens hair
Noraba	13	Nector		Alleviates allergy symptoms
Orange florent	3	Flower		Cures minor fungal infections (such as athlete's foot) with 2 weeks daily use
Peppermint	5	Leaves		Eases upset stomach and cramps
Purple foxglove	15	Plant		Shortens muscle damage healing time by 2 days
Red poppy	6	Blossom		Antiseptic, prevents infection after surgery, also sedative
Sabal	25	Nector		Prevents birth defects
Senna	12	Fruit		Laxative, relieves indigestion
Shine salmon	16	Oil		Restores drained body VA levels within 2 turns
Tansy	11	Nector		Removes rashes
Throatwort	10	Plant		Heals sore throat and soothes coughing
Valeria	25	Root		Heals +2 LP over 1 day, halts bleeding instantly
Vapor ivy	50	Leaves		+3 on rolls for fighting off contagious disease/infection for 1 day
Vapor wasp	5	Venom		Anesthetic, removes pain (1 IL) and induces sleep for 2 hours
Viper oil	5	Spleen		Halts bleeding after 1 turn, also clears skin, removes scars
White flanders	50	Leaves		Shortens organ injury healing time by 2 days, +2 on contagious disease res.
White willow	2	Stem		Removes headaches and lowers fever for 4 hours
Wolfsbane	25	Flowers		Heals +5 LP over 1 day
Woundwort	15	Plant		+3 on medicine (healing) rolls when used with other medical equipment
Yopo	8	Leaves		Removes joint pain

#### Poison Types

Aliadus	18	Fungus		Inhalation, 1 LP/hr for 24 hours (1 minute onset), hallucinations for duration
Blue shavra	35	Leaves		Ingestion, drains 5 QP instantly
Bavaq	20	Fungus		Inhalation, powder suffocates for 1d5 minutes (instant onset)
Broken lap	15	Spores		Inhalation, causes blindness for 2 hours (3 turns onset)
Carreu bile	50	Bile		Injection, paralysis for 10 minutes (1 turn onset)
Cockatrice oil	40	Oil		Contact, injection or ingestion, rots flesh, 1d10 LP instantly
Cynanol oxilate	75	Chemical		Injection, causes random nerve crit (1 turn onset)
Darkweb spider	50	Venom		Injection, causes random muscle crit (1 turn onset)
Deadly nightshade	55	Flowers		Ingestion, 5 LP/hr for 5 hours (5 minute onset), hallucinations for 8 hours
Destroying angel	75	Cap		Ingestion, 5 LP/hr for 10 hours (1 minute onset), coma for 7 days
Early frog	12	Toxin		Any delivery, 3 LP/hr for 5 hours (1 turn onset)
Eveningvale	20	Seeds		Ingestion, induces coma for 5 hours (10 minutes onset)
Flywort	45	Berries		Ingestion, 2 LP/hr for 5 hours (5 minute onset)
Frost spider	40	Venom		Injection, 2 LP/hr for 10 hours (1 minute onset)
Green lepota	25	Fungus		Ingestion, incapacitates for 1 hour with severe vomiting
Happy toad	25	Secretion		Contact, reduces MGT by -5 for 2 days (1 minute onset)
Hellrose	10	Flowers		Contact or Injection, 1d10 LP instantly
Hydra toxin	20	Toxin		Ingestion, 5 LP/hr for 5 hours (5 minute onset)
Jelly fish	14	Toxin		Contact, injection or ingestion, 1d5 LP instantly
Jithna snake	6	Venom		Injection, causes paralysis (1 turn onset) for 1 hour
Kawthourua's eye	12	Nector		Inhalation, vertigo, -2 on all actions (3 turn onset) for 8 hours
Lichgrass	10	Plant		Induces abortion, -2 temporary sterility in men
Lousewort	33	Seeds		Injection, 4 LP/turn (1 turn onset) for 3 turns
Monoxalide	20	Chemical		Contact, -3 on maneuvering (for 2 hours)
Mottled peeper	10	Secretion		Contact, drains 1 QP instantly
Night thyme	12	Fungus		Contact, causes muteness and deafness (for 1 hour)
Polysulfonide	50	Chemical		Inhalation, reduces all mind VAs by -2 (1 turn onset)
Prismatic shavra	75	Leaves		Ingestion, prevents any arcane skill for 5 hours (1 turn onset)
Rockpulse	18	Toxin		Contact, incapacitates for 1 hour with severe pain (1 minute onset)
Rot creep	46	Venom		Injection, 1 LP/hr for 24 hours, hallucinations (1 minute onset)
Shivergloom	15	Fungus		Injection, severe cramps prevent movement (2 turn onset)
Tricholoma	40	Fungus		Inhalation, dizziness and 3 LP/turn for 3 hours (3 turn onset)
Toadfish	28	Venom		Injection, seizures for 1 hour (1 turn onset)
Viji fish	10	Secretion		Ingestion, 3 LP/turn for 5 turns (instant onset)
Viper venom	17	Venom		Injection, causes random nerve crit (1 minute onset)