

K'zara Qhotar's Alchemy Sheet

Medicine

Relaxant:

This alchemical concoction came through the discovery of the natural side effects of muscle relaxers and other calming agents used for the body. By isolating the relaxants ingredients it has been able to make a single purpose product that could be placed into a cream or solvent. Its effects have been widely used in creams for relaxing aching joints and muscles in varying levels of strengths based on concentration.

Mother's Mercy:

This medicine is typically found in many surgeon kits and others who frequent combat environments as its function could save lives if ingested with great haste. The medicine swiftly coats the inside of the stomach with a thick mucus from the ingredient gentian, allowing the blood to clot and the wound to stabilize. This medicine is not a cure all nor will it be the only item needed for a wound as it only serves to buy the individual much needed time to be taken to surgeons.

Suppressants:

This medication takes form as a pill as its properties were made up of various plants and popular medicinal herbs. The various plants go through a lengthy process of grinding down and even chemically altering some of these items to alter their effects by boiling and adding additional concentrated oils. Then returning them into powdered form after dehydrating this pseudo concoction and adding them with the existing grounded herbs into a capsule for oral ingestion. These suppressants were created to help reduce or even halt the process of estrus that miqo'te females go through during their ovulation cycle. The strength of the suppressant is highly reliant on the dosage and individuals personal state of being such as weight, height, and natural intensity of their cycle. This suppressant is recommended to be taken daily for the duration of the estrus period of their natural cycle.

Matron's Wish:

A natural herb found in the wildlands of the shroud where it has since begun to be cultivated for farming as its use is considered to be a rather important product for many. As it had been found that if the herb was dried and prepared as a tea it provides a form of contraceptive to women. The tea has been recommended to be drunk once daily and to wait a week of dosing before attempting sexual intercourse to assure optimal effects of the brew. Although it has shown to reduce the risk of pregnancy it is not a full preventative and does not reduce spread of disease. Individuals have expressed during the beginning week of administration to have moments of drowsiness, upset stomach, and lowered sex drive. Some symptoms have shown to go away after acclimation to the effects while others experienced other rare symptoms.

Atropine:

A medication to treat certain types of nerve agent and pesticide poisonings as well as some types of slow heart rates and to decrease saliva production during surgery. It is typically given intravenously or by injection into a muscle. Common side effects include a dry mouth, large pupils, urinary retention, constipation, and a fast heart rate.

Naloxone:

A medication used to block the effects of opioids, especially in overdose. Naloxone may be combined with an opioid (in the same pill) to decrease the risk of misuse. When given intravenously, naloxone works within two minutes, and when injected into a muscle, it works within five minutes; it may also be sprayed into the nose. The effects of naloxone last about half an hour to an hour. Multiple doses may be required, as the duration of action of most opioids is greater than that of naloxone. Administration to opioid-dependent individuals may cause symptoms of opioid withdrawal, including restlessness, agitation, nausea, vomiting, a fast heart rate, and sweating. To prevent this, small doses every few minutes can be given until the desired effect is reached.

Naltrexone:

A medication primarily used to manage alcohol or opioid dependence. An opioid-dependent person should not receive naltrexone before detoxification. It is taken by mouth or by injection into a muscle. Effects begin within 30 minutes. A decreased desire for opioids, though, may take a few weeks. Side effects may include trouble sleeping, anxiety, nausea, and headaches. In those still on opioids, opioid withdrawal

may occur. The most common side effects reported with naltrexone are gastrointestinal complaints such as diarrhea and abdominal cramping. These adverse effects are analogous to the symptoms of opioid withdrawal, as the mu receptor blockade will increase GI motility. Naltrexone should not be started until several (typically 7-10) days of abstinence from opioids have been achieved. This is due to the risk of acute opioid withdrawal if naltrexone is taken, as naltrexone will displace most opioids from their receptors. The time of abstinence may be shorter than 7 days.

Tippler's Bane:

Coprinopsis Atramentaria, an edible but sometimes poisonous, when combined with alcohol, mushroom. The grey-brown cap is initially bell-shaped before opening, after which it flattens and disintegrates. The flesh is thin and the taste mild. The term "tippler's bane" is derived from its ability to create acute sensitivity to alcohol. Symptoms include facial reddening, nausea, vomiting, malaise, agitation, palpitations and tingling in limbs, and arise five to ten minutes after consumption of alcohol. If no more alcohol is consumed, they will generally subside over two or three hours. Symptom severity is proportional to the amount of alcohol consumed. The symptoms can occur if even a small amount of alcohol is consumed up to three days after eating the mushrooms, although they are milder as more time passes. Treatment involves reassuring the patient that the often frightening symptoms will pass, rehydration for fluid loss from vomiting and monitoring for irregular heartbeat. Due to the effects of this mushroom its properties have been used to create medicines to aid those suffering from alcoholism.

Comatose Rejuvenation:

This potion has been created with another innovative approach to alchemy and the manipulation of aether through both the host and potions properties. Although its effects may not be considered the best healing method compared to skilled magic healers, it allows for doctors or other physical healers to create an artificial spell to heal an injured individual. Its creation is quite complex and difficult to stabilize given its dense infusion of aether and its ingredients needed to produce the desired effects. However, with its experimental design it has shown to provide favorable results. This potion however requires to place the patient into a medically induced coma to minimize the patients influence on the effects. Before the individual is fully placed into a coma, they are injected with the first dose of the concoction given its delayed onset and to minimize the duration. The patient would soon begin to take on an aetheric glow which resembles the shimmer that comes from aether healers spells. Depending on the individual's state of health and progress in healing they may need additional injections of the same potion in

different dosages to assure the patient remains under the potions effects. Throughout this process the patient will require careful observation and upon completion the patient will be taken out of the comatose state.

Sobering Tonic:

A highly sought out tonic across all the lands! When this had been invented the masses clung to it as the holy grail to every individual's mind splitting headache, stomach wrenching pain and prevention to awakening in a gutter struggling to find water. This tonic, although highly sought out, is difficult to create due to its ingredients still being rare and its demand being high. Even with its miracle cure for hangovers and general drunkenness the ability to create or buy is difficult given its value making its use something that needs to be done in necessity or in key situations as its use isn't likely to be done every time one drinks.

Status Effects

Blinding Potion:

A powerful concoction of quicksilver, ochu vine and formic acid. When carefully crushed and blended together with sufficient water to raise the pH of the acid and introduced to heat and aetheric energy it can induce temporary or permanent loss of vision depending on usage and concentration of dosage. It is heavily advised to follow the necessary measurements as the effects could become long lasting or cause permanent damage to the individual's vision.

Paralyzing Potion:

A powerful concoction of quicksilver, ochu vine and the venom of a black vilekin scorpion found in upper noscea. When carefully crushed and blended together with water and aetheric energy it induces temporary loss of motor skills often leading to paralysis. Due to the use of a deadly concentrated venom found in a scorpion this concoction must be handled with great care as its chemical makeup could prove deadly to the recipient if the potion was not properly made. Depending on the usage and dosage an individual may find themselves with a range of severity and duration of symptoms. One may find themselves only feeling sluggish or rigid while in extreme cases some have been reported to not return from a paralyzed or sluggish state. Other reports have been of death due to the highly concentrated venom. A normal range of effect is often from several minutes to several hours.

Sleeping Potion:

A powerful concoction of quicksilver, ochu vine, and desert saffron, when correctly grounded and introduced together with the appropriate amount of heat, water, and aetheric energy, this concoction can induce sleep to many beasts or individuals. However, depending on concentration and target the appropriate dose is needed or else the individual may find themselves drowsy, waking up shortly after or depending on overdose, going into coma or in some cases death. Depending on the usage and dosage an individual may find a normal range of effect to be from several minutes to a full sleep cycle.

Silencing Potion:

A powerful concoction made up of quicksilver, ochu vine, and poison of the dart frog which is found on their skin. This tiny frog found in the swamps and lakes of the Black Shroud secretes a powerful poison known to induce paralysis. When carefully crushed and blended together with water and aetheric energy it induces temporary loss of magic casting capability. Depending on the usage and dosage an individual may find themselves with a range of severity and duration of symptoms. One may find themselves only feeling sluggish or rigid while in extreme cases some have been reported to not return from a paralyzed or sluggish state due to the dart frogs existing paralyzing poison. However when properly created its properties focus more toward the individual aether currents outputs causing difficulty or even fully ceasing the ability of casting magic. Depending on the usage and dosage an individual may find a normal range of effect to be several minutes, due to the fragility of an individual's aether currents any stronger dose may in fact cause permanent damage or harm to them.

Truth Potion:

Unlike the most common traits that this potion has with its reputation, when created correctly and with high quality materials this potion can reduce its side effects of strain and discomfort. Oftentimes it causes the individual to fight its effects, resisting the compulsion of telling the truth or speaking their mind. Some have even mentioned that fighting the urge could be in fact physically painful, however the higher quality the truth potion is the less side effects and noticeability the individual may have.

Sun Drops:

A product quite common among the shroud region as the region is rife for nocturnal being both spoken and beastkin. Many non-duskwight and non-keepers have adopted this product to keep within their arsenal of products as just a few drops amplifies a normal beings capability to see similarly like those who can see in the dark. Needing only a few minutes to take effect one's eyes would also take on a slight glow as they take on more light from their surroundings and become more sensitive to brighter light.

Persuasion Potion:

Taken from the inspirations of narcotic drugs alchemists have managed to isolate certain characteristic traits from existing narcotics to create a volatile persuasion potion. The potion is still considered to be in the early stages of its production as the ingredients have been heavily debated and often altered based on the creator in their interpretation to what is more correct. The side effects and intensity of the potion has not been able to be properly listed but reported effects have been sweating, tremors, dilated pupils, sluggish behavior, memory loss, unconsciousness. These effects are variable and not always expected depending on the potions ingredients.

Mood Shifters:

The origins of this concoction is unknown as its purposes can be quite vast falling upon the intentions of the one administering the item. This potion has been quite popular in social settings given its array of options though it has also been sought out in more malicious oriented interests given the more negative effects it could have and be used to supplement in other settings. The ingredients in question do have a base formula with an aetheric infusion either from a crystalized source or from the alchemists own aether. The variation or differing “emotional” effects are based upon a single ingredient change. The effect is non harmful and its effects can vary depending on the concentration of the single variable leaving it to last a few minutes to an hour.

Maddening Potion:

A powerful concoction which induces severe anger and acute madness. Its use is advised with discretion as its effects can be dangerous to not only the drinker but those exposed to the individual as well. Given its concentrated form of ingredients involved the dosage is important to be measured based upon the individual. It is also worth

taking into consideration that if one were to drink a large quantity or frequently its effects could very well leave permanent alteration to the mind.

Pulse Stopper:

Once rumored to be an ancient potion that was created and secretly used in eastern shinobi clans. This potion held different names through the years as its usage and masters gave it unique names that were relevant to its time. This concoction made up of various herbs has been passed down the generations as its recipe is critical for it to have the desired effects. Made up of various poisons and depressants the user is placed into a state of near death leaving the individual in a coma like state. Though what's unique and splits itself from being an actual poison is that if created perfectly the potion will slow the users heart rate to unreadable levels, isolating and lowering aether levels mimicking death. Its process is painless and often explained like falling into a deep sleep. In other forms however the recipe can also be purposely altered to in fact cause death leaving little to no evidence, creating the mirage of the individual passing in their sleep. Its effects have yet to be fully studied and the recipe left unchanged for fear of its delicate balance. Concentrations and length of time aren't fully able to be manipulated due to this careful balance between life and death, its effective time has been recorded to be many hours to even days.

Transformation Potion:

A horrifying and highly dangerous concoction created and heavily inspired by the great beasts in the wild who yield the power of transforming even the mightiest of adventurers into various creatures ranging from mighty beasts to the most defenseless of weasels. Its creation is reliant on the acquisition of the specific beasts aether as it wields the ability to transform living beings into different creatures. However, these beasts may be limited to one specific creature or a few leaving options limited to the aether you acquire. This concoction requires a large amount of aether to infuse into the potion as it's also been shown to benefit to also add essence of the creature desired to transform into as a catalyst. Depending on the chosen transformation and the concentration of the aether within the potion the effect could last seconds to several minutes.

Thioacetone:

An organosulfur compound that has been isolated as an orange or brown liquid at low temperatures. Thioacetone has an intensely foul odor; the smell is potent and can be detected even when highly diluted. An attempt to distill the chemical in a rural village

was followed by cases of vomiting, nausea and unconsciousness in an area with a radius of .47 malms. report that dilution seemed to make the smell worse and described the smell as "fearful". Thioacetone is considered a dangerous chemical due to its extremely foul odor and ability to render people unconscious, induce vomiting, and be detected over long distances. Two chemists who had done no more than investigate the cracking of minute amounts of trithioacetone found themselves the object of hostile stares in a restaurant and suffered the humiliation of having a waitress spray the area around them with a deodorant. The odours defied the expected effects of dilution since workers in the laboratory did not find the odours intolerable and genuinely denied responsibility since they were working in closed systems. To convince them otherwise, they were dispersed with other observers around the laboratory, at distances up to a quarter of a malm, and one drop from crude trithioacetone crystallisations were placed on a watch glass in a fume cupboard. The odour was detected downwind in seconds.

Hypersensitivity Potion:

Through careful experimentation with stimulates and sense altering narcotics, alchemists had discovered that through the isolation of certain properties within existing ingredients and created items there had become a way to heighten the senses of an individual. Making sight, sound, touch, and smell more pronounced and noticeable for the individual. With the correct dosing this potion could prove valuable to individuals in night missions or in situations where normal senses could not keep up. However, the dosing is highly variable and dependent on the situation as too much or even what may be considered suitable at night with minute sensory cues can become overwhelming and debilitating during the day or in sensory heavy situations.

Invisibility Potion:

An ability that had only recently been brought to light with the growing awareness of the shinobi's abilities has been recreated into an alchemical product. This potion was originally a test for a new concept regarding aether manipulation and has raised the bar on what had originally been thought to what alchemy can achieve. Its ingredients are left vague but it has been rumored to use a rare beastial species found in the shroud that has been thought to also share the ability of going invisible which makes for replication difficult and costly. Given its effects it has also been expressed that it utilizes a large concentration of aether that is infused into the potion to maintain its effects on the user.

Combat

Lunar Curtain:

Unaspected crystals ground into a fine powder that, when cast in the air, form a magical barrier by means of absorbing free-roaming aetherial particles and concentrating them in a single point. This powder is often used in potions but with the right delivery it can also be used in a combatant approach. It has also shown to float and remain as an aether absorbing barrier for longer when fueled by aether but will collapse if there is no aether to consume.

Black Fog:

An aetherical noxious fog like substance that is akin to a parasite, seeking beings to cling onto. Upon making contact with an individual or group the fog would transmute into a sludge like substance making it difficult to remove as it appears to smear further then ooze off. As its form changes the effects quickly begin, as its physical make up creates a constricting form and its aetheric properties begin to disrupt their aetherial flow. Depending on the quantity on the individual will influence the severity.

Solar Curtain:

Unaspected crystals ground into a fine powder but then infused heavily with aether. When cast in the air, the area affected would become heavily aether enriched. This powder is often used in potions but with the right delivery it can also be used in a combatant approach. Given its unstable infusion when thrown the aether would disperse from its crystal contents and flood the area with unaspected aether, particularly casters are at great risk of causing self harm and injuring anyone around them.

Levorpheniminol:

Designed and derived from the stoneskin mushroom in the southern shroud said to have the properties to extend one's life. This concoction is boiled with the stoneskin shroom and other ingredients to amplify its effects. The properties of the shroom will enhance one's physical properties beyond that of the normal ability. The average user will receive further endurance and ignorance to pain, due to a euphoric feeling caused by the stoneskin mushroom. Thus dismissing pain and enhancing healing naturally. Due

to the fact that the stonesskin mushroom is poisonous in high doses it is highly advised not to overdose.

Aether Boosters:

Aether Boosters come in many forms and variations given its properties and usages. What is common and required however is a vessel to carry concentrated aether, either through urolith cores, or a more common but slightly less concentrated source, aether crystals. The benefit to aether crystals however is that they are easier to acquire and even allow for elemental attributed aether to be stored for a more aether specific booster. These concentrated aether sources are then infused into a liquid, oftentimes water so it can later be consumed. Though there have been some more experimental boosters that have infused concentrated aether into an existing concoction but due to its heavy potency of other various ingredients it has been seen to be quite dangerous and carries a risk if used.

Aether Drainer:

Through the study of aetheric infusion an aether drainer had been created which causes an artificial forced channeling of an individual's aether. This product can be considered hazardous and must be used with careful instruction as its uses can be both beneficial and destructive. With careful adjustment to potency and administration it can be an aid for individuals with high aether production along with lowering one's pool for certain aether channel treatments. Others have also seen this product as a powerful counter to enemies who utilize aether as a form of weapon, oftentimes using said product to negate or drain a user of aether. Its form can vary and tests are still being conducted, in hopes of further miniaturization and improving its administration.

Cleared Mind:

A potion that has grown in popularity among heavy aether users as its properties give them a boon to their craft. This concoction allows the individual to have a sharpened train of thought and what has been described as enhanced aether manipulation capabilities. Cleared mind had become the favoured nickname to such a brew as various users have expressed different benefits such as: improved casting time, spell strength, improved aether efficiency. There have been reports of other benefits but the potion does seem to help certain users differently while having some commonality. However, Cleared mind has also been reported to cause problems with prolonged

usage and high dosages, leading individuals to have headaches, fatigue, strained aether webs, and other problematic symptoms.

Raving Ferocity:

This potion carries many names along with its different forms due to the popular nature and its many attempts of recreation to sell to the many who yearn for a boon to their physical state. Although there are some that offer different effects and drawbacks they do share some common traits such as: Increase in strength, speed and general resilience to damage with lessened sensations of pain. Other traits that have been sought after are a feeling of rage or increase in endurance. Like the many other potions that alter the mind or body it does carry a risk of negative symptoms from either over use, high dosages, or other traits that may be unwanted by the user. Exhaustion, physical strain and harm are frequently seen along with a period of time of a foggy mind which is more commonly seen when the rage trait is found within the potion. Others have also expressed an increase in appetite and a reduced physical state until their bodies have recovered.

Poisons

Curare:
(weakening, paralysis, asphyxiation)

Curare is a common name for various plant extract alkaloid poisons. These poisons function by competitively and reversibly inhibiting receptors. This causes weakness of the skeletal muscles and, when administered in a sufficient dose, eventual death by asphyxiation due to paralysis of the diaphragm. Can only be introduced by an injection or a direct wound contamination by poisoned dart or arrow. It is harmless if taken orally.

Atropa Belladonna:
(hallucinations, tachycardia, spasms, convulsions, coma)

commonly known as belladonna or deadly nightshade, the foliage and berries are extremely toxic when ingested, containing tropane alkaloids. Which cause delirium and hallucinations, and are also used as pharmaceutical anticholinergics. A substance that blocks the neurotransmitter acetylcholine in the central and the peripheral nervous system. Although it has been reported to have additional unpredictable effects.

Strychnos Nux-Vomica:

(Spasms, cramping, hyperthermia, tachycardia, kidney failure, respiratory failure)

also known as nux vomica, It is a medium-sized tree in the family Loganiaceae. It is a source of the highly poisonous, alkaloids strychnine and brucine, derived from the seeds inside the tree's round, fruit. The seeds and the dried blossoms contain strychnine. However, the tree's bark also contains brucine and other poisonous compounds. The first symptoms to appear are generalized muscle spasms. They appear very quickly after inhalation or injection. With a very high dose, the onset of respiratory failure and brain death can occur. If a lower dose is ingested, other symptoms begin to develop, including seizures, cramping, stiffness, hypervigilance, and agitation. They are often triggered by the senses and can cause other symptoms, hyperthermia, kidney failure, and respiratory acidosis. As strychnine poisoning progresses, tachycardia, hypertension, tachypnea, cyanosis, full body spasms can occur.

Cyanide:

(Headache, tachycardia, shortness of breath, vomiting seizures, slow heart rate, low blood pressure, loss of consciousness, cardiac arrest)

In inorganic cyanides, the cyanide group is present as the anion CN^- . For the salts such as sodium cyanide and potassium cyanide, these compounds are highly toxic. Organic cyanides are usually called nitriles. Because they do not release cyanide ions, nitriles are generally far less toxic than cyanide salts. Cyanides are produced by certain bacteria, fungi, and algae and are found in a number of plants. The most hazardous compound is hydrogen cyanide, which is a gas and kills by inhalation. Oral ingestion of a small quantity of solid cyanide or a cyanide solution as little as 200 mg, or exposure to airborne cyanide, is sufficient to cause death within minutes.

Conium Maculatum:

(Heavy Salivation, burning of the digestive tract, muscle pain, kidney damage, rapid breakdown of muscle tissue, rapid heart rate followed by a decreased heart rate, loss of speech, paralysis, unconsciousness, kidney failure)

Known as hemlock, a highly poisonous biennial flowering plant. Hemlock is widely naturalized in locations outside its native range. In a short time, the alkaloids produce a potentially fatal neuromuscular blockage when the respiratory muscles are affected. Acute toxicity, if not lethal, may resolve in the spontaneous recovery of the affected individuals provided further exposure is avoided. The onset of symptoms is similar to that caused by curare, with an ascending muscular paralysis leading to paralysis of the respiratory muscles, causing death from oxygen deprivation.

Amanita phalloides:

(Low blood pressure, high pulse, jaundice, delirium, seizures, coma)

commonly known as the death cap, is a deadly poisonous fungus or mushroom. These toxic mushrooms resemble several edible species commonly consumed increasing the risk of accidental poisoning. The class of toxins found in these mushrooms are thermostable: they resist changes due to heat, so their toxic effects are not reduced by cooking. It is estimated that as little as half a mushroom contains enough toxin to kill an adult human. Coupled with the delay in the appearance of symptoms during which time internal organs are being severely, sometimes irreparably, damaged makes it dangerous. If left untreated, and, in severe cases, low blood pressure, abnormally high pulse, and acid base disturbances. These first symptoms resolve two to three days after the ingestion. A more serious deterioration signifying liver involvement may then occur jaundice, diarrhea, delirium, seizures, and coma due to liver failure caused by the accumulation of normally liver-removed substance in the blood.

Leisure

Alchemical Bath Bombs:

Given the versatility of numerous existing alchemical products a more trending option has been started in hopes of diversifying and allowing users to transition their care to a more soothing setting. A condensed alchemy infused soap orb can be dropped into a bath and infuse the water with its alchemical effects, while also offering wonderful skin care. Depending on the infusion, the water may yield varying effects which will be best to request further information.

Flavour Flippers:

Famously known for its usage as a kids game there are a few key herbs and fruits that have apparent influences to one's palette resulting in the spectrum of flavours becoming opposite. Citrusy sour fruits may taste sweet while sugars taste sour or chili may become sweet and honey may suddenly have a spicy kick. The flavor profiles are affected by key ingredients containing chemicals such as miraculin or curculin and by choosing to use one may result in an opposite or just a change between other flavours. This liquid has been proven to not be harmful or leave long lasting effects as the change may subside after 30 minutes to 2 hours depending on concentration.

Aesthetic

Hair Coloration:

Through the use of glamour technology and existing aetheric influences on an individual alchemists have devised a method of altering one's appearance. One of these is the alteration of hair color giving the user an array of options in what color they desire. Its effects can last from hours to even days depending on the concentration of the potions ingredients and how long the user continues to supplement the existing effects with additional aether.

Hair Growth:

A popular specialty tonic that grants the drinker hair growth for immediate styling. Its effects are permanent as the hair is physically grown in a one time use, leaving the user to cut or alter its style after consuming the potion. Depending on the concentration of ingredients and aether infusion will influence length grown.

Youth Alteration Potion:

An enriched aetheric potion carrying a newer form of glamor system that allows for the alteration of appearance giving the user the ability to have their key features to change allowing the user to look younger or older. Its alteration is done through smaller details being shifted based on the direction of aging as it is still reliant on a form of glamourization but its alchemical make up allows its illusion to become more realistic and harder to discover. The effects duration is short as the illusion requires a large amount of aether that is already infused within its contents but, the individual may supplement the existing effects by fueling it with additional aether after consuming the product. Doing so is not often advised as the requirement of aether is high and may lead to exhaustion. This potion is often made to be highly concentrated to allow a longer period of time for use but it has often been reported to only last a few hours.

Aether Infused War Paint / Tattoo Ink:

Traditional paints and Inks being used to mark individuals have kept a long standing tradition in many different cultures ranging from the limsan pirates to the paints used by the xaela tribe Hotgo. Through the continuous developments of dyes, new ink sources and alchemical achievement a method of infusing alchemical ingredients into paint and

ink. Through this new found process the user would gain the ability to inscribe this infusion to give them small sources of aetheric energy or sigils, and even have elemental attunement. The user needs only channel aether into their markings to gain access to the markings. Upon depletion, depending on the user and whether it is paint or permanent ink one could use aether charged cores or crystals to refuel their markings. Or if they have someone capable, or themselves capable, they could also recharge them at a later time.

Voice Alteration:

With heavy experimentation on the effects of alchemical alteration on the body it has led to one in particular which allows for the user to either raise or lower one's pitch of voice. This product typically requires personal experimentation in finding the right shift one desires from their alteration. It is typically advised to avoid large dosages or skipping the testing phase as depending on the individual's natural pitch they could find themselves going to an extreme quickly. Its effects have been shown to last a range of time depending upon the quantity of aether that has been infused.

Eternal Youth:

A specialized cream that utilizes a multiregional formula that provides the user an extension of youth upon their skin. Although not as everlasting and potent as spells and other unspecified means, this provides users a classical aether infused cream to provide a means in prolonging their state.

Scar Fader:

An ongoing cream treatment that is applied directly to scarred skin which aids in fading scars over time. Depending on severity would determine the length of use and would be recommended to use alongside other lotions and products to promote overall skin health.

Narcotics

(Not Publically Sold)

Somnus:

The plant itself resembles Lavender, It has long stalks with small flowers which are purple in color. When dried and smoked with a pipe, it induces sleep or hallucinogenic

effects. It is illegal and a controlled substance, particularly within Limsa and Ul'dah.

Moko Grass:

The leaves are wide with jagged edges, and they're colored a bright green. While the fibers are used to make Hempen cloth and yarn, the buds can be dried and smoked to induce relaxation and mild euphoria.

Milk Root:

Milk root is a thick white sap extracted from the roots of Ochus. It has an Opiate like effect on humanoids, with a very pungent smell. Dreamtoad Ooze, a slippery substance secreted by a Dreamtoad, is known to enhance the hallucinatory effects of Milkroot. This specific hallucinogenic has been noted to produce a more prominent sensation of loss of mental faculties or "Ego death".

Morbol Vine:

The Morbol Vine is one of the many tendrils found protruding from a morbol, with a texture akin to a slimy mushroom or eel. It is said to be a powerful hallucinogenic however, unlike Milk Root, the Morbol Vines overlap with the poisonous breath creating a physical prominence leading to varied bodily sensations and interactions around them.

Foxglove:

A poisonous herb native to the Coerthas highlands. Up to twenty purple finger-length flowers can bloom on a single stalk. Although this herb is typically viewed as a more traditional option of producing a poison, this flower has also begun to be experimented with in producing its own unique hallucinogen. Its manipulation is crucial given its delicate nature, as this herb produces a more visual and auditory hallucinogenic experience.

Dreamweed:

The plant has thin green leaves with light purple flowers. It's chemical components bring it remarkably close to methamphetamine, offering aphrodisiac and euphoriant effects. Some have described its effects as the clouds parting and an infusion of life to the soul.

Upon isolating the chemical of interest, users have expressed careful dosing given its intense nature.

Blackroot Rose:

Its name comes directly from the plant's blackened roots and its effects originating from the leaves after the rose blooms upon a new moon. Upon digesting the leaves of the rose, the individual would begin to experience extreme visual hallucinations while also entering a state of anger, leaving one prone to violence and risk assaulting those around them or destroying property.

Pluto:

Appearance unknown, usually imbibed as a potion. It greatly increases short-term physical strength similar to anabolic steroids, with its effects being very fast acting. Users have reported at times experiencing an increase in endurance and resilience to harm as if it had given the user invulnerability. Users have noted intense muscular pain upon using high doses and long term issues.

Shiva's Tear:

This hallucinogenic comes in a liquid form once it's brewed from shrubs in clear spring water. Although often used for recreational effects, the bitter substance has shown to decrease body temperature and create the mental effects of a self perceived slowed down time often found having sluggish movements. Some have reported an increase in relaxation along with its hallucinogenic effects.

Quick Indigo:

A purplish blue liquid that is consumed orally that gives the user hypersensitivity to all five senses. Users have also expressed that the Quick Indigo gives a feeling of euphoria and mild psychedelic effects. Due to its liquid form the concentration of this drug can vary depending on the creator but it's often created with the intention of having the effects last several hours with residual effects as it wears off.

Rigor Mortis:

This narcotic is mainly found in powdered or pill formation and has the ability to be ingested through various means, each with varying levels of intensity and duration. Its

origins are unknown as its chilling name had taken form through its effects. Rigor Mortis takes on the characteristics of artificial creation as its potency in miniscule quantities can be considered fatal. Its name originates from its key characteristic of inducing a catatonic like state. The user remains awake yet appears to be mentally absent or lost. The users capable of offering information after usage have left various impressions of both positive and negative experiences. However, a common trend across them is foggy memory of the experience and attempts of recollection match those trying to recall a distant dream.

Primalic Feralia:

One of the more modern discoveries of the drug world, Primalic Feralia is a powerful mind altering narcotic that appears to remove an individual's consciousness or what some would consider the part of the mind that separates a person from a beast. The user loses their inhibitions and higher thought processes which is often reflected upon their speech and behavior. Often resorting to act upon impulses and emotions as anything beyond that appears absent. This drug is imbibed and its effects have been reported to last for several hours to even days depending on dosage. Lasting effects are unknown.