
MODULE: ALCHEMY

Some tap into the weave of ley lines to produce magical effects. Others rely on skill, training, or physical prowess. The alchemists rely on the science of magical chemistry to create a wide variety of potions, elixirs, unguents, and treatments that can provide nigh-miraculous effects. Through careful process and ancient recipes that have survived for centuries, alchemists ply their trade, turning plants and other materials into pure magic.

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RECIPES:

The recipes in this chapter are common and widely known. Any Alchemist will have access to these and can successfully brew them, as long as she has access to a Hermetic Workshop. Often, there are uncommon alchemical recipes that can be found or created as part of the game.

CRAFTING PLAN BASICS:

All crafting plans have the following six parts:

- **Resources:** Lists the resources that will be consumed in the crafting process. This does not list items that are only used in the roleplay of the crafting, or items that are not used up in the process.
- **Creates:** The specific results of the crafting plan, including how items are made (if applicable).
- **Expiration:** The out-of-game date when the special properties of the crafted item expire. The default standard is 1 year. After the expiration date, the information card describing the Special Item card should be torn up and discarded, leaving behind a normal base item (if there is one).
- **Crafting Process:** This describes the crafting process that takes place at the Tinker's Forge, using the required tools, in order to craft a Tinkered item. If any part of the crafting process is not followed, the process can be immediately restarted without losing any resources. If the process is abandoned for any reason, all resources that would have been used in the recipe are ruined and must be discarded.
 - **Roleplayed crafting:** Most of the in-game crafting process will be role-played. No metals are actually reshaped, no liquids are combined, no magical dust is thrown in the air, etc. Players may enhance the crafting roleplay as desired so long as courtesy and safety are taken into consideration and the structure of the crafting process is followed.

- **Interrupted crafting:** If the crafter takes or deals damage, takes an Effect, leaves the general area of the crafting station, or completes a Rest, this is considered an interruption, and the crafting process must be restarted or abandoned.
- **Complete Item Card:** Blank item cards for crafted items are usually provided at crafting stations.
- **Description:** This is the in-game view of the results of the crafting plan. It may contain history, flavor text, or even physical descriptions of the item. The description says what the crafting character (rather than the player) knows about the item being made.
- **Effect:** This is where the exact mechanical and role-playing effects of the item are explained.

Alchemy Recipe Specifics

In addition to the standard parts of any crafting plan, Alchemy Recipes have the following details:

- **Application:** Alchemy recipes include this part, which describes how the substance is to be used.
 - “Quaff” means the character ingests the liquid by drinking it for at least three swallows, drink three swallows of actual liquid, or finish the container (whichever is less). Props should be containers with either actual liquid, or a representation of the contents (such as green resin in a test tube). Quaffed liquids can be administered to unconscious or unresisting characters by someone else, who will roleplay the process for about the same amount of time. Remember never to touch another player without prior Physical Roleplay Consent. This will never work on an actively resisting character. Quaffed substances can always be taken/mixed with food or drink, but giving such a mixture to someone who is unaware must follow the same procedure as using a poison on another (see below).
 - “Topical” means the substance is applied directly on the target, whether that is a weapon, trap, person, etc.. Remember never to touch another player without prior Physical Roleplay Consent. Applying a substance to food or drink requires the Poisoner skills and means using the Poison Token rules for an ingested substance (see below). Many recipes that create a topical preparation can also be ingested, so both are listed.
 - “Ingest” means the character must mime eating the food for at least three bites or actually eat a piece that is at least 1” x 1”.
 - “Component” means the result doesn’t have any interesting effects by itself, but can be used as part of another crafting process.
- **Turns are one minute:** Many instructions say to do something for a “turn”; this means one turn of the provided hourglass, which should take approximately one minute but may vary depending on the hourglass used.

Poison Token

Applying a substance to food or drink requires that you place a poison token. A poison token should be a small plastic piece without any sharp edges that may be of any color. It shouldn’t be larger than 1.54 inches in any direction (poker chip) and may be no less than three-quarters of an inch across (about the size of a small guitar pick). This takes exactly as much time as it does to place the token in the food/drink. If the token is not noticed while an individual is eating, the poisoning does not occur. Similarly, if the

token is found, but none of that food has been ingested (or touched, if it is a contact poison) then there is no effect. When a character notices a poison token, she should look on the poison token for written details about the effect of the poison/substance. If the Call is not written on the token itself, the poisoning is not successful. Only trained alchemists or characters that have taken the Poisoner skill may apply poison tokens. It is highly recommended that players store the Poison Tokens in a zip lock bag, or some other way to keep them clean. After being used, please make sure to wash the tokens thoroughly.

The Hermetic Lab

In each game, there will usually be a designated game space set up as a Hermetic Lab. This is where characters will craft all of their alchemy items. The items that will be there and used in different recipes are the following:

- Large flasks/beakers/glassware to perform tests in
- Small vials for final products
- Antique Scale
- Mortar and Pestle
- Hourglass (1 minute)
- Small Flame of some sort, candle or otherwise
- Retort
- Simple Knife for cutting
- Cutting Board
- Gloves
- Tongs (for holding vials over heat)
- Ashbin
- Simple Salts (with an OOG bag for refilling nearby)
- Alchemical Suspension (with an OOG container for refilling nearby)
- Water (with an OOG container for refilling nearby)
- Eye dropper

Apprentice Alchemy Recipes

Adderstrike Venom [Apprentice Recipe]

Resources: 4 Night Prizes

Uses per Batch: 3 servings

Expiration: 1 year (out of game) from the crafting date

Application: Topical (Any weapon/food/drink)

Crafting Process: Pick apart the caps of the Night Prizes and place them in a vial. Cover just slightly with water and stir gently for a Quick Count of 30. Chop up the stems with a sharp object and slowly add to the mixture. Let it boil for three full hourglass turns and then decant into a vial or jar. Deposit Night Prizes into ashbin.

Description: A reddish brown liquid that slightly burns to the touch when applied to bare skin. It has a faint acidic smell to it.

Effect: Once applied to a weapon for a Quick Count of 30, the weapon can make one attack with a +2 bonus to its damage “by Poison” before the end of the Event. Note that any one attack will only ever have one Accent. If a second alchemical preparation of any kind is applied to the same weapon, the Adderstrike Venom will become inert. This may also be added to food or drink and it will cause 4 points of Piercing damage by Poison.

Alcohol [Apprentice Recipe]

Resources: None

Uses per Batch: Enough for several servings, such as a bottle of wine, a flask of liquor or a round of ale.

Expiration: 3 years (out of game) from the crafting date

Application: Quaff

Crafting Process: Alcohol is created from small amounts of the stem of Bloom, leaving the Bloom itself intact. Trim a tiny portion of the Bloom stem, grind it into a fine powder and mix with water inside the retort, and heat to a boil. Quickly dilute the results into a solution of other common ingredients from the Hermetic Lab to create 8 servings of varying potency, depending on desired results.

Description: Most ancient of all alchemy is the creation of alcohol. Otherwise unused parts of the stem of Bloom are combined to create a potent concentrate, which must be quickly diluted to create the alcohol. Other common ingredients, easily available at any Hermetic Lab, create different flavoring, texture and concentration, resulting in everything from rum to mead.

Effect: Alcohol causes only a role-play effect of intoxication, nothing more. The player may portray this however they wish and it can last until she completes a Long Rest, or can end early at any time, for any reason. Its effects can be forcibly removed by Cure Poison. No item card is created, so these effects may need to be communicated to players.

General Alchemical Supply [Apprentice Recipe]

Resources: Any 1 Resource

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Component

Crafting Process: Take the Resource and meditate over it for a Quick Count of 30 before either putting it in the mortar and grinding it (to make salts) or run water over it and catch the runoff for Suspension.

Description: Either a powdery salt or clear Alchemical Suspension.

Effect: Produces a finite amount of either salts or Alchemical Suspension, enough to fill any standard container.

Hardening Lacquer [Apprentice Recipe]

Resources: 2 Ingots, 2 Rare Minerals

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Topical

Crafting Process: Place the Rare Minerals in a vial. Heat the Ingot over the flame, holding it in the tongs. After one turn of the hourglass, scrape shavings off the Ingots with the knife into the Rare Minerals vial. Pour the mixture into the mortar and add four drops of Alchemical Suspension. Grind into a paste. Scoop back into a vial and cork.

Description: This dark paste has flecks of sparkle in it and it is usually applied with a disposable rag.

Effect: This special lacquer can be rubbed vigorously on any item to give it a Protect against Shatter, which must be noted on an information card that accompanies the item. If ingested, the Hardening Lacquer causes Drain by Poison.

Health Drops [Apprentice Recipe]

Resources: 2 Bloom

Uses per Batch: 2 servings

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: Take the two Bloom and fit it entirely into a small vial. Add three drops of water and shake the vial vigorously for one hourglass turn. Then, let stand for a second hourglass turn. Finish the product by adding Alchemical Suspension until the vial is full.

Description: A dark gold liquid,, it smells slightly of spirits, citrus and peaches.

Effect: Heals 1 Life Point upon drinking the potion.

Nyte Tea [Apprentice Recipe]

Resources: 1 Night Prize

Uses per Batch: 8 servings

Expiration: 2 years (out of game) from the crafting date

Application: Quaff

Crafting Process: Take the Night Prize and add it to a hot cup of water. Let it steep for 2 turns. Remove it from the water and tear it into smaller pieces. After letting it cool, add it back into the water. Decant into another vial and let sit for 2 more turns.

Description: A light tea, with a slight tingling upon the tongue when drunk. Brewers often have their own blends that alter and add brighter flavors to the drink. Many different blends are enjoyed by different cultures around the land, and everyone seems to have their favorite.

Effect: This brew only has role-playing effects. It will induce a very slight hallucinogenic buzz, much like alcohol-intoxication. The character may experience mild sensory hallucinations of a generically pleasant kind. Too much Tea can result in darker and more revealing sensory experiences. The player may role-play this as they wish. The effect will last until the character completes a Long Rest. However, the player may opt to end it at any time for whatever reason. Its effects can be forcibly removed by Cure Poison.

Recycle Toxin [Apprentice Recipe]

Crafting Materials Needed: 1 Night Prize, Up to 10 expired topical substances from the below list.

Uses per Batch: Equal to the number of expired topical substances used (up to 10)

Expiration: End of Event

Application: Topical

Crafting Process: Chop up the Night Prize into fine pieces and add to a large beaker. Slowly add each expired topical substances, one at a time, stirring between each one. Heat to a vigorous boil, about 3 turns of an hourglass. Let sit until cool (about 2 turns of the hourglass) and decant into vials.

Description: A dark red liquid with the consistency of maple syrup.

Effect: Once applied to a weapon, requiring a Quick Count of 30, the weapon can be used to make one attack with a +1 bonus to its damage as long as the accent “by Poison” is added to the attack. This toxin will become inert at the end of the Event. Note that any one attack will only ever have one Accent. If a second alchemical preparation of any kind is applied to the same weapon, the poison will become inert. This may also be added to food or drink and it will cause 3 points of Piercing damage by Poison.

Expired Topicals Substances Allowed - Adderstrike Venom, Enervation Poison, Hardening Lacquer, Holy Oil, Steel Oil, Noctilotoxin, Pillowspore Poison, Aerial Doom Powder, Red Death Poison

Simple Healing Draught [Apprentice Recipe]

Crafting Materials Needed: 1 Bloom, Up to 10 expired alchemy potions from the below list.

Uses per Batch: Equal to the number of expired potions used (up to 10)

Expiration: End of Event

Application: Quaff

Crafting Process: Take the expired potions and pour them into a large beaker and heat over the fire for two turns of the hourglass. Quickly sear the outside edges of the Bloom over the candle and place into the larger beaker. Swish it around six times and then decant into individual vials for use.

Description: A light green liquid.

Effect: By taking expired potions from the below list, the alchemist can squeeze just a little extra juice out of each one creating a health drop which heals 1 life point upon drinking the potion.

Qualifying Expired Potions: Spellnaught Draught, Vision Valiant, Elixir of Bodily Health, Bloodseeker Draught, Delicious Rage, Elixir of Expeditious Retreat, Liquid Agility, Malleable Beauty, Trollblood Potion, Unliving Blood, Agony Elixir, Anti-Magic Elixir, Godsblood, Liberty, Omniscience Elixir, Overpotence, Panacea, Steelskin Potion, Mind's Ease, Universal Curative

Simple Ink [Apprentice Recipe]

Crafting Materials Needed: 3 Bloom, 2 Ingots

Uses per Batch: 2 Novice-tier spells worth of ink

Expiration: 1 year (out of game) from the crafting date

Application: Component

Crafting Process: Carefully soak the leaves or flowers of the Bloom in water for three turns of the hourglass. Discard any other pieces of the Bloom you might have. Squeeze out all liquid and press the damp leaves and/or flowers into a very thin sheet. Take the dropper and place 8 drops of Alchemical Suspension onto the sheet, as spread out as possible. Mash into a paste using the Ingot, making sure to use all sides of the Ingot. Discard the used Ingot. Bottle the paste and fill to the top with water. Gently shake the container for a few seconds.

Description: Simple Ink is inherently a reddish color.

Effect: This creates a batch of ink that Enchanters can use to scribe scrolls. It makes up to two spells worth of ink that can be used for Novice scrolls (only). See Enchanting for more information on scribing scrolls.

Journeyman Alchemy Recipes

Alchemist's Fire [Journeyman Recipe]

Resources: 1 Bloom, 1 Foundation Resource Infusion - Power

Uses per Batch: 2 servings

Expiration: 1 year (out of game) from the crafting date

Application: Topical (Weapon, food, drink)

Crafting Process: This procedure can create unstable mixtures. Be sure to wear gloves, and use glassware that is free of cracks. Begin by filling a small glass bottle with Alchemical Suspension and adding the Foundation Resource Infusion. Then, being careful as to not disturb the solution, add the Bloom slowly, leaf by leaf to the solution. Cap and slowly heat this solution for one hourglass's turn. Then leave the solution to cool for at least 30 seconds.

Description: Black and sticky, like tar, with glimmers of metallic flakes suspended within the compound.

Effect: Once applied to a weapon for a Quick Count of 30, the weapon can do one blow that is “6 Fire” before the end of the Event. If a second Alchemical preparation is applied to the same weapon, the Alchemist Fire will become inert. If ingested, Alchemical Fire causes 8 Piercing by Fire.

Arcane Ink [Journeyman Recipe]

Crafting Materials Needed: 2 Bloom, 2 Harvest, 2 Rare Minerals, 2 Night Prizes

Uses per Batch: 2 Intermediate-tier spells worth of scrolls

Expiration: 1 year (out of game) from the crafting date

Application: Component

Crafting Process: Take the two Harvest and dice into small pieces. Rip up the Bloom and add to the Harvest. Add three drops of water to the Harvest pile. Take the Night Prizes and grind in the mortar and pestle. Mix the ground Night Prizes by hand with the Harvest. Add the mixture above with the Rare Minerals and bring to boil in a vial for two turns of the hourglass. Discard all non-liquid ingredients and decant the liquid into vial.

Description: A brownish color, Arcane Ink has a faint golden sheen that sparkles in the sun.

Effect: This creates a batch of ink that Enchanters can use to scribe scrolls. It makes enough ink to pen two scrolls that can scribe Novice- or Intermediate-tier spells. See Enchanting for more information on scribing scrolls.

Bloodseeker Draught [Journeyman Recipe]

Resources: 4 Night Prizes

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: This liquid must sit for at least seven hours to ferment. Take the four Night Prizes and add to the bottom of a vial or container. Fill halfway with water. Prick a finger and add 5 drops of blood to the draught. Slowly warm over heat for two turns of the hourglass uncorked. Quickly remove from heat and cork the mixture. Let the mixture rest for at least seven hours to ferment. The longer it ferments, the stronger the intoxication effect.

Description: A strong heady drink, mildly alcoholic with a faint metallic taste.

Effect: After the character drinks this potion, it will increase the maximum number of Spikes a character has by +3 until the end of the next Short Rest. It will also create a mild intoxication effect during this period that can end at any time the player wishes.

Circle Chalk [Journeyman Recipe]

Crafting Materials Needed: 2 Harvest, 4 Rare Minerals

Uses per Batch: 4 pieces

Expiration: 1 year (out of game) from the crafting date

Application: Topical (component)

Crafting Process: Grind the Harvest and Rare Minerals together in a large mortar and pestle, creating a mix of powders. Then, one drop at a time, add Alchemical Suspension until it holds together. Let the product sit in open air until it is dry to the touch for about ten minutes.

Description: A simple white chalk, with a silver marbling throughout.

Effect: This is an ancient recipe that creates a particular kind of chalk which can be used to inscribe Haven rituals and other such magical diagrams such as summoning circles. Each time a piece is used in the Haven ritual, it can substitute for a Coin or Rare Mineral, adding protection against four more creatures for each piece of chalk used. It can also substitute in any other ritual as a Bloom, Ingot, Hide, or Coin.

Elixir of Bodily Health [Journeyman Recipe]

Resources: 6 Bloom

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: Take all six Bloom and fit entirely into a vial. Add nine drops of water and shake the vial vigorously for one hourglass's turn. Then, let it stand for a second turn. Finish the product by adding Alchemical Suspension until the vial is full.

Description: A green-tinted liquid that smells strongly of spirits, citrus and peaches. This is often just called a "Health Potion".

Effect: Heal 4 upon drinking the potion.

Elixir of Expeditious Retreat [Journeyman Recipe]

Resources: 4 Bloom, 2 Harvest

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: Take the Harvest and soak it in three finger-widths of water. While it soaks, heat up both Bloom over a candle until the edges of the Bloom start to crisp. Remove the spent Harvest from the water and discard into the Ashbin. Take the Bloom and muddle within the water that the Harvest had been

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soaking in. Heat the entire mixture over a candle for one turn of the hourglass. Then quickly bottle the preparation and stopper. Let cool in a bottle for use.

Description: Once opened, the clear substance begins to react with the air, heating up. When drunk, the heat consumes the mouth for a few quick seconds but eventually fades as it wears off.

Effect: Immediately after quaffing this elixir, the character gains *immunity* to 1-point Weapon attacks and *resistance* to Damage and Effects. This immunity is very specific however. It will only last until the character makes an attack, spends more than 2 seconds without taking a step, or until the character has taken ten steps.

Enervation Poison [Journeyman Recipe]

Resources: 2 Night Prizes

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Topical (Any weapon/food/drink)

Crafting Process: Wear gloves for this process, or you could accidentally poison yourself! Heat the Night Prizes slowly over a candle flame until it is hot to the touch (about 30 seconds), but do not burn. Squeeze the warm Night Prizes over a vial and collect any liquid. Add a drop of iron from ore-grade dirt or a drop of your blood to determine the potency; if it bubbles, the process was successful.

Description: A purplish sticky liquid that smells slightly of citrus. The liquid easily sticks to whatever it is poured on and is difficult to wipe off.

Effect: Once applied to a weapon for a Quick Count of 30, the weapon can make one attack that causes “Weakness by Poison” before the end of the Event. If a second alchemical preparation is applied to the same weapon, the Enervation Poison will become inert. When ingested, Enervation Poison causes Drain by Poison.

Foundation Resource Infusion [Journeyman Recipe]

Resources: 2 Rare Minerals, 2 Harvest

Uses per Batch: 2 servings

Expiration: 1 year (out of game) from the crafting date

Application: Topical (Foundation Resource)

Crafting Process: Grind the Rare Minerals in the mortar and add to a vial of Alchemical Suspension. Cut up the Harvest and add to the vial. Gently stir over low heat for one turn of the hourglass. The Infusion is now complete. In order to store a Foundation Resource, an enchanter holds the vial in one hand, with another touching the Planar Portal. They will then focus on the Foundation Resource that is within their soulhold for a Quick Count of 100. Once that is complete, the Foundation Resource Infusion now contains the same energy that was within their soulhold.

Description: A clear substance with strange swirls in it. Staring intently at the swirls will bring thoughts to mind that match the Foundation Resource held within.

Effect: The Foundation Resource Infusion is what is used when Alchemical Recipes, Tinkering Schematics, Rituals, or Enchanting Formulae calls for a Foundation Resource. It is the vessel that enchanter's store and transfer Foundation Resources that they draw from the Planar Portal.

Holy Oil [Journeyman Recipe]

Resources: 2 Bloom

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Topical (Any weapon or materia)

Crafting Process: (May only be done in a place of religious power! Does not happen at a Hermetic Laboratory.) - While humming hymns softly to greater powers who oppose the Undead, take the Bloom, grind it, and mix it into a vial of water. Then, heat it slowly over a candle flame for five hourglass turns while swirling. Once it begins to simmer, remove the vial, and allow it to cool. Now, either remove the Bloom via decanting or straining the remaining liquid, which will become the final product.

Description: A clear oil, with a faint floral scent. Looking closely at it, you can see particles within it that slightly glimmer.

Effect: Upon pouring the oil over a packet of materia (spell-ball or spell-packet), the materia can then be thrown to harm the Undead. The Call for this packet is "Piercing 2 to Undead by Radiance". If applied to a weapon for a Quick Count of 30, it allows the character to add +2 damage to a Spike the character uses as long as she adds the "by Radiance" Accent and the "to Undead" Qualifier. If ingested (undead hunters might lace bodies with Holy Oil to catch Ghouls, in which case the body is the container) Holy Oil causes Piercing 4 to Undead by Radiance.

Liquid Agility [Journeyman Recipe]

Resources: 2 Bloom, 2 Rare Minerals

Uses per Batch: 1 serving

Expiration: 2 years (out of game) from the crafting date

Application: Quaff

Crafting Process: Boil some water in a container over a flame. Once it has a vigorous boil to it, slowly add in the leaves of the Bloom a little bit at a time, over the course of a few minutes. Continue to let it boil. Once all the Bloom has been added, add in the Rare Minerals. Quickly stir the mixture while removing it from heat. As it cools, it will turn into a silver liquid. Add two pinches of salt and 3 drops of Alchemical Suspension while continuing to stir. After a full turn of the hourglass while cooling, the mixture can be poured into a fresh vial to be used later.

Description: Looking like quicksilver, this potion is usually shot quickly as it is believed to be good luck to drink it as fast as possible.

Effect: Grants one Protection against Thrown that lasts until the end of the Event or until used. The character should call “Protect!” when she Counters the Thrown attack.

Malleable Beauty [Journeyman Recipe]

Resources: 2 Night Prizes, 6 Bloom

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: Start by sprinkling a pinch of salt over the Bloom. Grind all of the Bloom into a fine powder with the mortar and pestle. Dust the mixture over the Night Prizes and heat them over a flame for one turn of the hourglass, keeping it a good distance from the flame so that it doesn’t burn, but instead just lightly toasts. The heat of the flame will activate the Night Prizes and infuse the powder dusted upon it. Gently shake the powder off the Night Prizes. The Night Prizes can be discarded and the powder will then be ready for consumption. The dust should be collected in a vial.

Description: Malleable Beauty is a powder that is poured upon the tongue to dissolve. It has a biting bitter flavor and is often eaten with honey.

Effect: This unusual powder creates strong roleplay effects, bringing a strong euphoric feeling, reducing inhibitions, and encouraging the user to try things that she normally wouldn’t. In addition, the character can recover one spent Power of 6th level or lower (the Power cannot have the Refresh Effect or a refresh time of greater than a Short Rest), or refresh one expended Novice or Intermediate spell-slot. The condition lasts approximately one hour or until the player wishes it to end. Afterwards, the character will be strongly inclined to take a pessimistic view of every situation, for about an hour or until the player wishes it to end.

Pillowspore Poison [Journeyman Recipe]

Resources: 2 Night Prizes, 2 Hide

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Topical (Weapon, food, drink)

Crafting Process: Take the Hide and shave with the knife, collecting the shavings that come off into a vial. Hold the Night Prizes in the tongs over flame until it burns, then put the ashes into a vial with six drops of Alchemical Suspension. Run the contents of the first vial (with the Skin shaving) through the retort into the second vial. Agitate for a turn of the hourglass, then heat for a turn. Then agitate for a turn. Leave to cool and then cork.

Description: This hazy liquid smells slightly of soap.

Effect: Once applied to a weapon for a Quick Count of 30, the weapon can make one attack that is “Short Sleep by Poison” before the end of the Event. If a second Alchemical preparation is applied to the same weapon, the Pillowspore Poison will become inert. If ingested, Pillowspore Poison causes “Sleep by Poison”.

Ritual Powder [Journeyman Recipe]

Resources: 4 Bloom, 4 Hides, 2 Harvest, 1 spell-packet

Uses per Batch: Creates one dose of Ritual Powder

Expiration: 1 year (out of game) from the crafting date

Application: Component

Crafting Process: Using the knife, shave down the Hides as much as possible. Grind the Bloom, Harvest, and contents of a spell-packet/materia (a spell-packet should not actually be disassembled) in the mortar. Mix with water, adding drop by drop until a stiff paste is created. Let sit for three turns of the hourglass and then grind up into powder in the mortar.

Description: This powder is used in Ritual magic and is a basic ingredient of those powerful magics. Multiple doses of this powder can be kept in a single container.

Effect: A basic requirement for many Rituals.

Spellnaught Draught [Journeyman Recipe]

Resources: 6 Bloom

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: Using the scale, find a packet of materia that is as close to the same weight as your six Bloom. Drip 24 drops of Alchemical Suspension over the packet, and squeeze out the Alchemical Suspension into a vial. Grind all six Bloom into a fine powder with the mortar and pestle, then add to the materia-soaked Alchemical Suspension in a vial. Shake vigorously for at least 50 shakes. The Alchemical Suspension is not consumed in this process.

Description: Smelling of cloves, the potion is a light auburn color.

Effect: The potion, when drunk, Grants Protection from Packets and Verbals that lasts until used, or until the end of the Event, whichever comes first.

Steel Oil [Journeyman Recipe]

Resources: 2 Bloom, 2 Ingots, 1 Foundation Resource Infusion - Power

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Topical (armor, food, drink)

Crafting Process: Harvest the Bloom specifically for any petals it has, and discard all other remains. Soak the petals completely in the Foundation Resource Infusion for at least an hour. After returning, decant Alchemical Suspension and keep (as a nice, floral flavored liquor, or for more alchemy in the future). Grind the soaked petals with the Ingots using the mortar and pestle for one turn, then put the resulting slurry into a vial.

Description: A greasy thick oily paste, which after being exposed to air for a few moments, hardens and reinforces cracks.

Effect: Upon roleplaying applying this oil to a piece of armor for at least a Quick Count of 30, while this piece is worn, the character's total armor points increases by one (both maximum and current Armor Points go up by one) until the end of the next Long Rest. Because of the nature of the oil, it stiffens, meaning that the armor piece must be worn when it is applied, and the effect will end if the piece of armor is removed. Steel Oil will work on non-metal armors, but not on summoned or natural armor. No single piece of armor can benefit from more than one Steel Oil at any one time. Steel Oil, if ingested, will cause the Slow by Poison Effect.

Trollblood Potion [Journeyman Recipe]

Resources: 6 Bloom, 10 Harvest, 1 vial of blood from any creature that was drained within the last hour

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: Slowly heat the vial of blood over a flame for ½ turn of an hourglass, or until the blood starts to coagulate. Grind the Harvest in a mortar and pestle; once it is the consistency of rough dirt or rock, start to add in the Bloom while continuing to grind. The total amount of time should be about 30 seconds. Take the mixture and add it to the vial of blood along with two drops of alcohol. Let sit for the time of a Short Rest before using.

Description: A mixture of bone, blood and flower, it is an oddly chunky substance, with a smell of iron and floral overtones. The two do not mix well.

Effect: The character can Heal 1 Life Point by Focusing for a Quick Count of 100. She will heal to full after any Rest. The character will have vulnerability to fire and acid, taking a Quick Drain Effect (as well as any other Effects) from them, and will generally have difficulty thinking quickly or deeply. This effect lasts until the end of a Long Rest.

Vision Valiant [Journeyman Recipe]

Resources: 4 Night Prizes, 2 Bloom

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: Scrape the Night Prizes' surface for their skins, and add the skins to the mortar. Dispose of what remains of the Night Prizes to the ashbin. While wearing gloves, slowly bruise the Night Prizes' skins. At the same time, allow the Bloom to soak in a container of water. After one hourglass turn of bruising the Night Prizes' skin, pour the Bloom-soaked water over them, and grind finely with a mortar and pestle for one turn. Pour the entire completed solution into a vial.

Description: Salty and sweet, this milky white solution goes down like candy.

Effect: This concoction allows the character to see things usually unseeable. The character will be able to see both tracks (tracking flags: green with the Halo Sigil) and the unseen (supernatural flags: red with a Halo Sigil) and will be able to read any information cards on those flags. The enhanced vision will last only until the character takes a Long Rest.

Expert Alchemy Recipes

Aerial Doom Powder [Expert Alchemy Recipe]

Resources: 2 Night Prizes, 2 Rare Minerals, 4 Harvest, 1 Foundation Resource Infusion - Power OR Death OR Ruin OR Energy

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Topical (materia)

Crafting Process: For this recipe, it is important to make sure to cover your mouth and nose with a cloth soaked in water while making it, to try and protect your lungs. Keep the cloth damp throughout the procedure. For the first part of this recipe, boil the Rare Minerals in a bath of the Foundation Resource Infusion until the liquid of the Infusion has boiled off and it begins to smell burned. Grind the result into an extremely fine dust for three turns of the hourglass. Take the Night Prizes and soak it in water for about 30 seconds. Remove and squeeze out any liquid. Take what is left of the Night Prizes and chop finely. Grind up the two Harvest and add to the Night Prizes. Mix thoroughly. Add the ground Rare Minerals to the mixture. Stir it again and then spread it out over a cloth so that it dries. After about 10 minutes, coat a packet of materia in the powder.

Description: A superfine grey powder, much like powdered graphite. A slight whiff of it burns the nostrils.

Effect: By applying this to a packet of materia, it can be thrown to cause Death by Poison. If a character handles the packet without the Poisoner skill, or the Journeyman or Master Alchemy skills, that character takes the Effect. This powder is volatile and if held too close to materia activated with magic or other power, it will either go inert, if it is held while materia is charged, or will cause the other to go inert, if it

is applied while there is activated materia in hand. Ingested, Aerial Doom Powder is actually surprisingly ineffective, doing “Piercing 2 by Poison”.

Agony Elixir [Expert Alchemy Recipe]

Resources: 1 Foundation Resource Infusion - Spark, Vial of heartblood

Uses per Batch: 1 serving

Expiration: End of Event

Application: Quaff

Crafting Process: The alchemist must provide a vial of heartblood. This is blood taken from as close to the heart as possible, preferably from deep inside the chest cavity. Opening the wound enough will require the loss of at least one Life Point and then two more Life Points worth of blood must be collected before any Healing is received. This is boiled quickly over an open flame and then the Foundation Resource Infusion is added and agitated.

Description: This tastes like deep, rich blood. Regardless of how long ago it was brewed, it is warm, and the vibrancy of the liquid is obvious

Effect: This potion gives the drinker the ability to cast one spell with the Grant Life Effect, even if she would normally be unable to because of that spell’s once-per-Long-Rest limit. The spell to be cast may be any such spell, but only one additional casting is granted by the Agony Elixir. As soon as this potion is imbibed, the character is wracked with unbelievable pain, which feels like every ounce of blood in her body is trying to stab her with tiny shards of glass from the inside. The character is inherently *drained* by Agony until she completes a Short Rest. There are many who have braved one drink of this type for the common good and have then sworn to die before they take another sip, whatever the cost.

Cure Raw Scale [Expert Alchemy Recipe]

Crafting Materials Needed: One Raw Scale, 5 Night Prizes, 5 Rare Minerals, 5 Harvest

Uses per Batch: Refines one Raw Scale.

Expiration: Never

Application: Component

Crafting Process: Take the Night Prizes and pull them apart and place into a large beaker. Add three drops of Alchemical Suspension as well as three vials worth of water. Heat over a flame for two turns of the hourglass. Slowly pour the Rare Minerals into the beaker, one at a time, making sure not to inhale any of the fumes. Chop the Harvest up into fine pieces and place on top of the Raw Scale. Let the mixture in the beaker cool for a few turns of the hourglass and slowly pour over the Raw Scale. This will release a toxic mist, so be prepared*. Set the Raw Scale out into sunlight for six hours for it to fully cure.

Description: Using many rare and toxic resources, the Alchemist refines a Raw Scale into a Scale.

Effect: This process takes a Raw Scale and turns it into a Scale, an Advanced Resource.

*At this point in the process, you must make a ‘Pollution Call’ of “By My Voice 5 Piercing by Poison and Taint by Poison”.

Delicious Rage [Expert Alchemy Recipe]

Resources: 10 Bloom

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: Draw two fingers’ worth of Alchemical Suspension into a standard vial. Place one Bloom in the mixture and heat over a flame for one full hourglass turn. Quickly pull from the flame and blow on the mixture to cool it quickly for a Quick Count of 30. Pull apart the other Bloom and place them in the vial. Reheat the mixture for another full hourglass turn. Remove from and decant into a vial.

Description: The thickness of blood, but dark purple in color, it has a spicy kick to it.

Effect: Until the character completes a Short Rest they can sacrifice two Life Points in order to gain the *strengthened* Condition and to refresh a Spike. The strengthened Condition only lasts until the character completes a Short Rest. In addition, the first time after drinking the Delicious Rage that the character would be dropped to 0 Life Points by damage, she is instead healed to full Life Points and becomes *berserk*. If she forgets to use this ability, it is lost. While under the influence of this potent solution, the character will be more aggressive and irritable.

Double Brew [Expert Alchemy Recipe]

Resources: 1 Foundation Resource Infusion - Tempus, 1 Foundation Resource Infusion - Aspect

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Topical (Component)

Crafting Process: Take a vial of Alchemical Suspension, add three pinches of salt. Stir. Bring to a boil while adding five drops each of the two Foundation Resource Infusions (the rest should be discarded). Cork.

Description: Suspended gold flakes float around in this faint blue liquid.

Effect: When added as the last step to any alchemical recipe that is in the public list (with the exception of Double Brew), it creates two of those preparations rather than one. That means if you use Double Brew with Alcohol, it will produce 16 servings rather than 8 servings

Eternal Ink [Expert Alchemy Recipe]

Crafting Materials Needed: 10 Bloom, 6 Rare Minerals, 6 Harvest

Uses per Batch: Two Greater-tier spells worth of scrolls

Expiration: 1 year (out of game) from the crafting date

Application: Component

Crafting Process: Take two pinches of salt and sprinkle over the ten Bloom. Using tongs, heat each Bloom for a few seconds over a candle flame, but not long enough to burn it. Crush the heated Bloom and mix with the Rare Minerals in a vial. Add three drops of Alchemical Suspension. Next, break down the Harvest with the back of your knife. Add to a vial filled halfway with water. Boil for two turns of the hourglass. Remove from heat and slowly add to the Bloom/Rare Mineral mixture. Add water to fill to the top of the vial. Let the mixture sit for 3 turns of the hourglass, then decant all the liquid into a vial and discard all the non-liquid ingredients.

Description: A purple-bluish ink with a slight silvery sparkle to it.

Effect: Eternal Ink is a specially crafted ink that Enchanters use for powerful inscriptions and can be used to scribe up to two Novice-, Intermediate- or Greater-tier spells. See the Enchanting chapter for more information.

Liberty [Expert Alchemy Recipe]

Resources: 2 Night Prizes, 4 Bloom, Foundation Resource Infusion - Refuge

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: Hold the Night Prizes and Bloom in a single bundle in the tongs. Roast over a fire lightly for two turns of an hourglass. Gently remove them from the flame and crush in a mortar to a coarse grit. After sunset (must be done within an hour of sunset), add the mixture to seven drops of Foundation Resource Infusion - Refuge (the rest should be discarded).

Description: Upon shaking and then released from the container, the liquid turns to gas and is inhaled with a faint smoky smell.

Effect: By inhaling the fumes from this potion, the character is freed from fear of bondage. Until she completes a Long Rest, she will have *immunity* to Charm, Dominate, Slow, Imprison, and Root. In addition, she will be able to immediately escape from shackles and ropes. The *immunity* is immediately lost if the character uses any of the Effects to which she is immune.

Noctilotoxin [Expert Alchemy Recipe]

Resources: 2 Night Prizes, 2 Harvest

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Topical (Weapon, food, drink)

Crafting Process: Take the Harvest and cut it into small pieces/shards using the knife. Separate to one side. Slice the Night Prizes into pieces about the size of your small finger. Heat the pieces over a flame for a Quick Count of 30. Remove from heat and grind in a mortar. Add three drops of Alchemical Suspension and continue to grind. It should start to form a paste at this point. Add in the chopped Harvest slowly while continuing to mix. Let rest for one turn of the hourglass and then carefully store it in a vial until use.

Description: A green sticky substance that has a putrid odor, smelling of decay and rot. The smell is barely noticeable once on a weapon, but in its vial, if you hold it close to your nose it is very noticeable.

Effect: Once applied to a weapon for a Quick Count of 30, the weapon can make one attack that is “Taint by Poison” before the end of the Event. If a second Alchemical preparation is applied to the same weapon, the Noctilotoxin will become inert. If ingested, Noctilotoxin causes “Taint and Silence both by Poison”.

Otherworldly Chalk [Expert Alchemy Recipe]

Resources: 4 Rare Minerals, 1 Foundation Resource Infusion - Firmament

Uses per Batch: 2 pieces of chalk

Expiration: 1 year (out of game) from the crafting date

Application: Topical (Component, food, drink)

Crafting Process: Grind the Rare Minerals together in a large mortar and pestle, creating a mix of powders. Then, one drop at a time, add the Foundation Resource Infusion until it holds together. Place the mixture in a container and heat over a flame, gently stirring it for about 15 seconds. Let it cool for three turns of the hourglass. Pour it into a vial-shaped object and let cool. The chalk should then slide out of the vial as a straight stick of chalk that can be split into two individual pieces.

Description: A black chalk, with golden marbling throughout.

Effect: This ancient recipe creates a particular kind of chalk that can be used to inscribe Haven rituals and other such magical diagrams. Each time a piece is used in the Haven ritual, it can substitute for a Coin or Rare Mineral, adding protection against 8 more creatures per each piece of chalk. In other rituals, if there is a plot member or Curate nearby, it can give temporary boosts of power to the ritual up to the decision of the plot member or Curate. If ingested, Otherworldly Chalk causes Grant Resistance to Insubstantial by Poison.

Overpotence [Expert Alchemy Recipe]

Resources: 4 Bloom, 2 Harvest, 1 Foundation Resource Infusion - Power, 1 serving of Alcohol.

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: This recipe has few steps, but each one takes a good deal of time to finish. First, take the Harvest and grind in a mortar and pestle for a total of five turns of the hourglass. Take the Bloom and

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drip 3 drops of Alchemical Suspension over each piece. Let sit for approximately ten minutes. Combine all of the material with one serving of Alcohol. Mix over a low heat for three turns of the hourglass and then strain/decant out all materials other than the liquid. Let rest for 2 hours and then mix with the Foundation Resource Infusion of Power before corking.

Description: Almost always taken with a chaser, this golden liquid has a strong flavor of ammonia which does not leave the mouth quickly.

Effect: This potion gives the character 3 additional Spikes and plus one Spike Damage that last until the end of her next Short Rest. Reminder: No character can have more than three additional Spikes or more than a +3 to Spike damage.

Steelskin Potion [Expert Alchemy Recipe]

Resources: 8 Bloom, 2 Rare Minerals, 1 Foundation Resource Infusion - Refuge, 1 Foundation Resource Infusion - Spark.

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: First, put two Bloom each in four separate vials and add one quarter of the Foundation Resource Infusion - Refuge to each vial. Use the mortar to grind the Rare Minerals as finely as possible for at least one turn, then sprinkle a quarter of the dust into each vial of Bloom. Agitate each vial, cork, and let sit. Hold the vial of Foundation Resource Infusion - Spark over a flame for a Quick Count of 30. Put one drop from each vial of Bloom into a fifth vial and fill the rest of the way with the Spark Infusion. Cork.

Description: A clear liquid. Close inspection will show whirls of metallic strings within the liquid. The taste will be strangely metallic as well.

Effect: Grants five points of Natural Armor and gives Resistance to Weapons. The character is *Inherently slowed*. The effects of this preparation last only until the character completes a Short Rest.

Mind's Ease [Expert Alchemy Recipe]

Resources: 4 Night Prizes, 2 Harvest, 1 serving of Alcohol

Uses per Batch: 3 servings

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: Chop the Harvest into tiny pieces with a knife. Put the pieces in a vial and hold over a flame until all are charred. Put Alchemical Suspension into that vial and agitate, then pour off the Suspension into another vial. Crush the Night Prizes with the mortar, and add to the charred Harvest. Add Alchemical Suspension and agitate again. Run the liquid through a retort and discard. Empty sediment from retort and mix with 6 drops of Alcohol. Heat for one turn. Cork and let cool.

Description: Mind's Ease is almost flavorless unless the sediment happens to land on the lips, where it will burn unpleasantly for a moment.

Effect: This delightful substance causes a roleplay effect of extreme euphoria and physical well-being. Most who drink Mind's Ease feel more confident, attractive, and capable. They are unworried by possible failure, conflict and other things that would normally cause anxiety, shame, or fear. The character can ignore penalties from Indoor or Outdoor Discomfort (Character Options) and gains *resistance* to the Berserk Effect, as well as Fear or Terror related Accents. These effects will last until the player decides it should wear off, or until the character completes a Long Rest.

Unliving Blood [Expert Alchemy Recipe]

Resources: 2 Night Prizes, 2 Harvest, 1 Foundation Resource Infusion - Ruin, 1 Foundation Resource Infusion - Power

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: This potion can only be made during the hours of darkness after the sun has set and before it has arisen. Grind the Harvest using the mortar and pestle for one turn of the hourglass, until it is a fine powder. In a vial, put 10 drops of Alchemical Suspension. Pick apart the Night Prizes and place in the vial. One pinch at a time, put the ground Harvest into the vial, shaking it around after each pinch to make sure that the Harvest dissolves. Let sit under the night sky for approximately 1 hour, and then add both Foundation Resource Infusions to the concoction.

Description: Glittery green specks suspended in a yellow goo. The taste to a mortal is one of week-old decaying rat mixed with the finest apple spirits in the land.

Effect: If an Undead creature consumes this brew, it gains Shielding equal to its current maximum Armor Points up to the limit of 3 points of Shielding. It also increases its Spike Damage by one and gives two additional Spikes. The increased Spike Damage and the extra Spikes last until the creature loses its last point of Shielding. If a Living creature drinks this, it is *weakened* and *tainted*. This brew will be ineffective if diluted and so cannot be mixed with drinks or food.

Master Alchemical Recipes

Anti-Magic Elixir [Master Recipe]

Resources: 6 Bloom, 1 Foundation Resource Infusion - Thought, 1 Foundation Resource Infusion - Refuge

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: Take the six Bloom and immerse in Alchemical Suspension. Let it rest for about 10 minutes. Once done, remove and discard the Bloom, then take the liquid and heat over a flame for one turn of an hourglass. Add three pinches of salt and continue to heat for three more turns of the hourglass. Remove from heat and mix thoroughly with the two Foundation Resource Infusions. Fill a vial to the top and discard the rest.

Description: A bubbly blue liquid, with the aroma of a salty sea coming from it.

Effect: Grants *immunity* to Packets. This will last until the end of the next Long Rest, or until 10 total packets have been stopped by it, whichever comes first.

Blacksmith Oil [Master Recipe]

Crafting Materials Needed: 2 Bloom, 2 Night Prizes, 1 Rare Mineral

Uses per Batch: 1 vial of oil

Expiration: 1 year (out of game) from the crafting date

Application: Component

Crafting Process: Take the Rare Minerals and sprinkle them over the 2 Night Prizes. Using tongs, gently place the Night Prizes into a large vial. Fill halfway with water and slowly simmer for 2 turns of the hourglass. Tear up the Bloom and place them into the vial, gently stirring. Heat to a boil and then let it cool slowly to room temperature, about twenty turns of the hourglass. Decant into a vial for use.

Description: A small black oily liquid that smells like cinnamon.

Effect: When a Tinker uses Blacksmith Oil while crafting an item, it will increase the duration of that item, adding two months or two events, whichever is longer, to the duration of the item. The Tinker can use it at any step of the process that they feel will work best with their role-play.

Godsblood [Master Recipe]

Resources: 1 Foundation Resource Infusion - Spark, 1 Foundation Resource Infusion - Firmament, 10 Bloom, 6 Harvest, 2 Rare Minerals

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: The Bloom should be separated and laid out individually in order to let them dry out. Take the six Harvest and slice into thin slices. Place into a bowl or container. Sprinkle the Rare Minerals over the Harvest. Add one drop of Alchemical Suspension to each Bloom, then allow the Harvest slices and Bloom to dry out for an hour. The Resources may be covered while drying out. Come back, and select the best looking Harvest, and the two best looking Bloom. Grind them up in a mortar and heat in a vial for two turns of the hourglass. Fill a second vial one-quarter full with the Foundation Resource Infusion -

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Firmament and then the rest of the vial with the Foundation Resource Infusion - Spark, mix thoroughly. Pour liquid from the second vial into the first vial until it is full. Discard all of the remaining pieces and liquids. Swirl the vial slowly for a Quick Count of 30.

Description: Drizzled slowly into the mouth from a long tube is how this red potent liquid is usually consumed over several minutes, though it may be quaffed more quickly if needed.

Effect: After consuming this potion, until the end of the Event, the next time the character's death count finishes, instead of dying, she Heals 1 Life Point. This includes after being Deathblowed, meaning that ten seconds after being Deathblowed, she will become conscious. This effect can only occur once per serving of Godsblood.

Life Elixir [Master Recipe]

Crafting Materials Needed: 10 Bloom, 3 Night Prizes, 1 Eternal Blossom

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: Take seven drops of Alchemical Suspension and add it to a beaker. Take the Bloom and put it into the beaker, being careful not to bruise any of the leaves or petals. Grind up the Night Prizes in the mortar and pestle to a fine paste. Gently fold the Eternal Blossom into the paste over and over until fully incorporated for at least one turn of the glass. Add three vials of alcohol to the beaker and the paste. Now muddle the Bloom with the paste for two turns of the hourglass. Finish filling the beaker with water and let sit for three more turns of the hourglass. Decant the top of the mixture into a vial, capping it tightly and then discarding the rest of the mixture.

Description: This purple elixir has a pungent scent reminiscent of garlic.

Effect: When drunk or fed to another, this powerful Elixir infuses the target with life-energy. The Call for this is "Grant Life". If the target is a corpse, it will bring it back to the living with 1 Life Point. Grant Life used on the undead will cause the target to drop to 0 Life Points and lose its Undead Type if it isn't Inherent. An Alchemist can only ever create one Life Elixir before requiring a Long Rest.

Panacea [Master Recipe]

Resources: 2 Bloom, 6 Rare Minerals

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: Take the Bloom and fit entirely into a vial. Add nine drops of water and shake the vial vigorously for one hourglass turn. Quickly take two pinches of salt, add to the mixture along with the six Rare Minerals. Finish the product by adding the Alchemical Suspension until the vial is full.

Description: A deep red liquid, smelling strongly of berries. The taste is almost sickeningly sweet with a syrup-like consistency.

Effect: Upon drinking the potion, the user immediately is affected by a Cure All Conditions Final.

Red Death Poison [Master Recipe]

Resources: 4 Night Prizes, 1 Foundation Resource Infusion - Death

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Topical (Weapon, food, drink)

Crafting Process: Important Note: Any Healing Effect performed in the same Hermetic Lab while this is being prepared (while this is being created) will instantly ruin the preparation. Take precautions before commencing. Wear gloves throughout. Take the Night Prizes and chop it with the knife before grinding it with the mortar. Place the resulting powder in a vial. Heat over a flame for one turn. Drip the solution into the Foundation Resource Infusion - Death drop by drop until the vial is full. Heat over a candle for one turn. Cork.

Description: A viscous black-red liquid that is smeared onto a weapon.

Effect: Once applied to a weapon for a Quick Count of 30, the weapon can make one attack that is “Taint by Poison and Grant Resistance to Cure by Poison” before the end of the Event. If a second alchemical preparation is applied to the same weapon, the Red Death Poison will become inert. If ingested, Red Death causes “Death by Poison and Grant Resistance to Grant Life by Poison”.

Universal Curative [Master Recipe]

Resources: 2 Bloom, 2 Rare Minerals

Uses per Batch: 1 serving

Expiration: 1 year (out of game) from the crafting date

Application: Quaff

Crafting Process: Take the Bloom and fit entirely into a vial. Add nine drops of water and shake the vial vigorously for one hourglass turn. Then, let stand for a second turn. Take the Rare Minerals and slowly add to the vial, pinch by pinch until it turns a deep green (it should take most of the sample of Rare Minerals). Pour the entire mixture into another container and add the Ingot to it. Let stand for 3 turns of the hourglass to allow the metal in the Ingot to react with the deep green mixture. Pour back into the original vial and finish the product by adding Alchemical Suspension until the vial is full.

Description: A deep green liquid that smells strongly of spirits and citrus.

Effect: Upon drinking the potion, the user is affected by a Cure Tainted and will have *immunity* to Taint until the end of their next Short Rest.