

Extracts

Mairbh

Anyone who drinks this viscous black fluid suffers no effect from consuming rotten, tainted, or otherwise inedible food or drink until the next sunrise or sunset. The imbiber is also immune to ingested poisons during that time. Alternately, if the imbiber is suffering from the effects of an ingested poison, or from one or more effects, either beneficial or deleterious, due to consuming another extract or Cordial, this extract immediately ends those effects before being rendered inert, itself.

Krov

This thin, reddish extract has the color and consistency of wine. When mixed with any food or beverage (or if consumed on its own), the imbiber is inflicted with a damaging poison that reduces all five of his Traits by 2 until the next sunrise or sunset. If this reduces any of the victim's Traits below zero, he or she will linger in agony for the full duration before finally passing away. Otherwise, the victim's Traits will return to normal once the duration has passed.

Incubo

This dull grey, gritty extract causes the imbiber to radiate an aura of despair. Not only does the imbiber gain a Fear Rating of 1 (or an increase of 1, if he or she already has a Fear Rating), any Brutes within 30 feet have their Threat Rating reduced by 1, while Henchmen, Villains, and Heroes (including other Player Characters) within the same range roll one less Action Die during combat (in addition to any dice lost from the Fear effect). The effects of this elixir last until the next sunrise or sunset.

Sha'ir

This extract is pale blue with flashes of electricity randomly sparkling within it. Anyone who consumes it is immune to the effects of weather (but not drowning) until the next sunrise or sunset. He or she takes no damage from the Weather Chart in the Game Master's Guide, and is even immune to the effects of the Villskap Knack.

Qatihl'i

This clear extract has a bitter flavor, but those who manage to imbibe it are immune to all serpent venoms until the next sunrise or sunset. In addition, snake-like scales grow all over the imbiber's body for the duration of the Extract, increasing his or her TN to be hit by 5, but giving him or her the Below Average Countenance Advantage (replacing any Appearance Advantages the imbiber may have, except Dangerous Beauty).

Cordials

Whisper's Cordial

Ingredients: 1 Glamour, 1 Mairbh, 1 Drama Die

This Cordial is a thick, clear liquid that refracts light like a prism (or, more accurately, like a soap bubble). Anyone who consumes it will experience subtle changes to his or her appearance—all Appearance Advantages (Attractive or Unattractive) are temporarily lost, and the imbiber's features become utterly nondescript, sufficient to allow him or her to blend into a crowd or otherwise pass without notice, even if someone (say a town guardsman) is actively looking for him or her. The effects of this Cordial last until the next sunrise or sunset.

Cordial of the Bear

Ingredients: 1 Laerdom, 1 Bearsark Extract (see below), 1 Drama Die

Creating this deep brown Cordial requires one dose of Laerdom extract, as well as one extract taken from someone (Sorcerous or not) with the Bearsark Advantage. For three hours after drinking this Cordial, the imbiber's Wits is reduced to 1 and his or her Brawn is increased to 4. In addition, the imbiber exudes a subtle musk that sets animals on edge, giving him or her the equivalent of the Animal Animosity Background at a Rank of 2 with respect to all animals appropriate to that Rank or lower. The imbiber never receives Drama Dice for this pseudo-Background, which lasts for twenty-four hours after the Cordial is imbibed.

Goodfellow's Cordial

Ingredients: 1 Glamour, 1 Huan Shu, 1 Drama Die

This Cordial has the appearance, consistency, and flavor of honey. Anyone who consumes it may Roll and Keep (+1k1) an extra Die when using the Attack (Archery), Snapshot, or Trick Shot (Archery) Knacks, or when using the Tracking Knack. The effects of this Cordial last for one hour.

Alastair's Cordial

Ingredients: 1 Zerstörung, 1 Krov, 1 Drama Die

When mixed, this Cordial congeals into a rust-colored grease that is meant to be smeared on a weapon blade rather than consumed. A single dose is sufficient to cover one Heavy or Fencing Weapon, or ten arrowheads. The Cordial permeates the metal and, for the next five rounds (or five minutes, outside of combat), the wielder of the weapon may add 5 to all Damage Rolls made with the treated weapon. At the end of this duration, the weapon's blade becomes pitted and useless, breaking into pieces if used in combat.

Doomsday Cordial

Ingredients: 1 El Fuego Adentro, 1 Zerstörung, 1 Porté, 3 Drama Dice

This Cordial is an effervescent green liquid with a sweet flavor. The imbiber's body temperature begins to rise almost immediately while simultaneously protecting him or her from heat, providing the benefits of both the Cold Weather Conditioning and Warm Weather Conditioning Advantages. After one full hour, the imbiber's temperature spikes dramatically, then he or she explodes in a gory ball of flame. This is a 10-die explosion that instantly kills the imbiber—and very possibly everyone around him or her.

Poisons

Essential Arsenic

Ingredients: Tempus Extract, arsenic

1 Dramatic Wound / 10 minutes / 40 minutes

This potent form of arsenic has been distilled not only in a physical sense, but an elemental one as well, rendering it much more potent, though over a far shorter period of time. This poison is also notable for being the only known use for a Tempus Extract.

Arciniega's Fever

Ingredients: El Fuego Ardent Extract, belladonna

3k3 dice of Flesh Wounds / 3 hours / 3 days

In addition to the damaging effect of the belladonna in this ingested concoction, every time a victim suffers a Dramatic Wound, he loses one Rank of Brawn, to a minimum of zero. A character reduced to zero Brawn by this poison will barely be able to lift his arms, let alone a weapon, and is essentially bedridden. As implied by the name, victims of the poison suffer from a severe fever for the duration, which may mask the poisoning as some sort of illness.

Wolfen Dust

Ingredients: Magebane Cordial, vagabond root

-1 Brawn + Special / Special, see below / 1 hour

Like the blade venom that serves as its base, this inhaled poison takes effect the Phase after exposure. Repeated exposure does not have a cumulative effect, nor does it extend the duration, but for the entire hour that this poison remains in effect, the victim is unable to use any form of Sorcery or Shamanism.

Bloodborne Mist

Ingredients: Laerdom Extract, Zerstörung Extract, ethera

Special, see below / Special, see below / unlimited

When the three components of this poison are combined and subjected to the proper procedures, they congeal into a viscous, mustard-yellow fluid that evaporates readily when exposed to air, producing a sweet-smelling gas. While exposed to this gas, and for one Phase thereafter, a victim's Flesh Wound total does not reset after he or she suffers a Dramatic Wound.