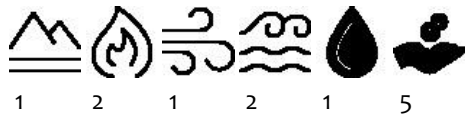


Already Single Nation

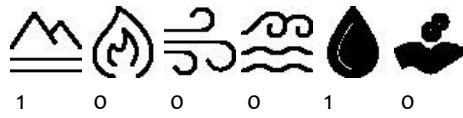
Avert the Stony Glare



Dust: Cures PARALYSIS

Healing

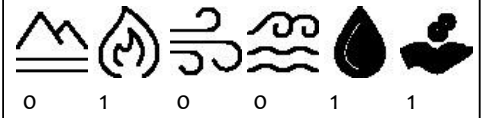
Borrow the Mountain's Strength.



Potion. Individual may RESIST first REPEL

Defense

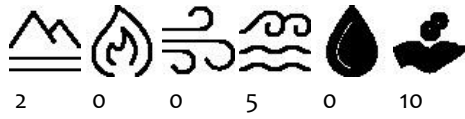
Choleric Tincture



Potion. Drinker becomes choleric for an hour (easily angered, bad tempered) as a roleplaying effect. Can be used to treat some minor curses.

Humour

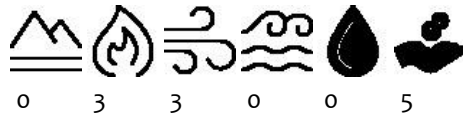
Feast of Fortifying Balm



Dust: Sprinkled on food, feeds 5 people and restores to full hits. The food may not be stored.

Healing

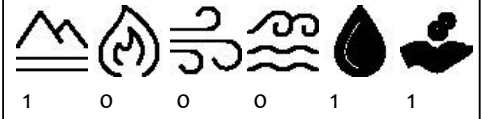
Hail of Stone and Lead



Dust. Can be applied to a sling to let the wielder call STRIKEDOWN five times. Arena or Quest.

Attack

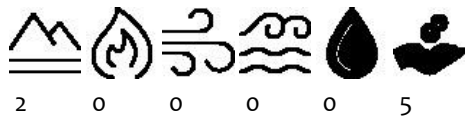
Melancholic Tincture



Potion. Drinker becomes melancholic for an hour (despondent, irritable) as a roleplaying effect. Can be used to treat minor curses.

Humour

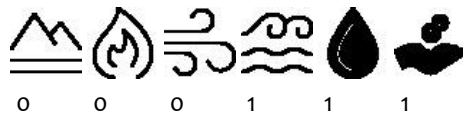
Outlast the Minotaur's Strength



Dust. Treated object/weapon may call RESIST to CRUSH for a Quest/Arena fight.

Defense

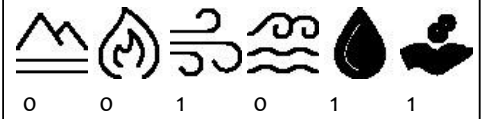
Phlegmatic Tincture



Potion. Drinker becomes phlegmatic for an hour (calm, unemotional) as a roleplaying effect. Can be used to treat minor curses.

Humour

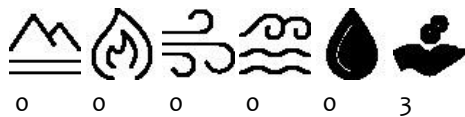
Sanguine Tincture



Potion. Drinker becomes sanguine for an hour (courageous, hopeful, amorous) as a roleplaying effect. Can be used to treat some minor curses.

Humour

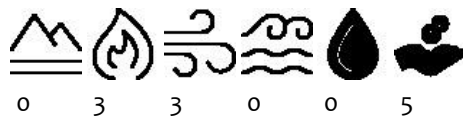
Separating the Elements



Instant. Destroys a preparation and recoups 1 measure of the Prime Quint used in the prep. Doesn't work on preps that don't use quint.

Transmutation

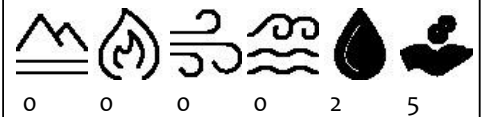
Strike with the Fate's Needles



Dust: Can be sprinkled on up to 2 javelins, which then do CRUSH on a next throw, whether or not that throw is successful.

Attack

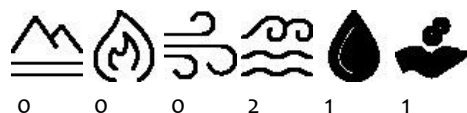
The Juice of Safu



Potion. Lets an attendant retain the use of a skill without requiring supervision. Lasts until sunrise or sunset.

Skill buff

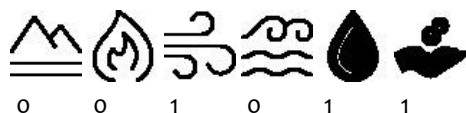
Break the Final Journey



This potion temporarily restores the drinker from being incapacitated. The drinker can act as if they had one body hit remaining and may use active skills and move as normal. This potion is often given to physicians in emergencies so they are then able to heal themselves. The effect lasts for around two minutes - long enough for physicians to heal themselves from being incapacitated. It only affects characters from the same nation as the philosopher.

Healing

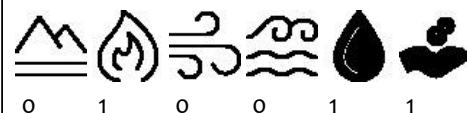
Club of the Cyclops



This creates a potion that grants the ability to use a melee weapon to hit for a STRIKEDOWN. The drinker of this potion may use a melee weapon to call STRIKEDOWN once in an arena combat or on a quest. This does not have to be the first strike with the weapon. The potion only affects characters from the same nation as the philosopher but the blow affects all characters.

Attack

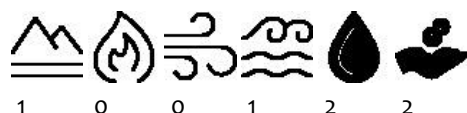
Foam of Cerberus



This creates a poison with a bitter aftertaste. Anyone who drinks the potion suffers a death curse and must make a bead pull from a referee after ten minutes to see if they survive. The chance of death for a normal character is around one in ten. It only affects characters from the same nation as the philosopher. This potion affects all such characters, even those already under the influence of another preparation.

Curse

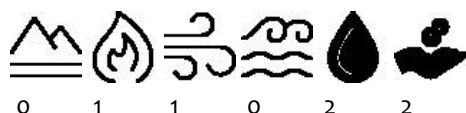
Fortitude of the Ram



This potion grants the drinker one temporary additional body hit. This protection lasts for one arena combat or quest and only has effect in these environments. It only affects characters from the same nation as the philosopher.

Hit Buff

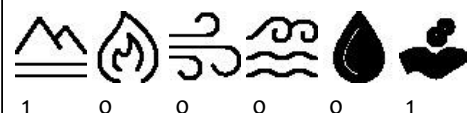
Roar of the Aurochs



This creates a potion that grants the ability to use a weapon to call REPEL. The drinker of this potion may make a loud warcry and then use a melee weapon to hit for REPEL once in an arena combat or on a quest. This does not have to be the first strike with the weapon. The potion only affects characters from the same nation as the philosopher but the blow affects all characters.

Attack

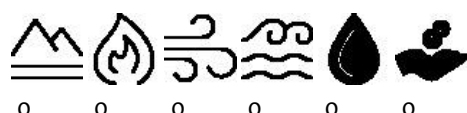
Turn the Minotaur's Strength



This preparation can be applied to a weapon or shield. The target item is then not affected by the first CRUSH that would otherwise destroy it. This protection lasts for one arena combat or quest and only has effect in these environments. This may be used by a character of any nation.

Defense

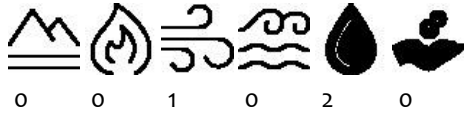
Wisdom of the Seer



This reveals to the philosopher whether a single item is a focus for a greater mystery. It may also reveal further information depending on the specific focus. The effect is instant and cannot be stored.

Divination

Wisdom of the ages

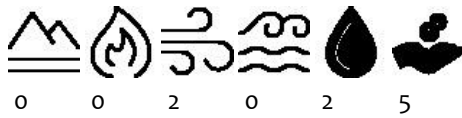


Cost: One Air, One of the quintessence of the current starsign's element This reveals to the philosopher the history and sometimes more of items subject to large amounts of magic. Items which this can be cast on are labelled with ribbons. This spell does not work on sentient targets. The effect is instant and cannot be stored.

Divination

Previously Nation-Specifics

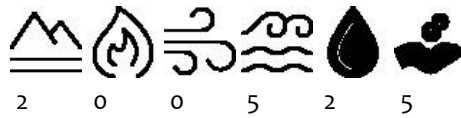
Call forth the hero's courage



Potion. Individual gains a Champion skill of their choosing for duration of a Quest/Arena fight.

Skill buff

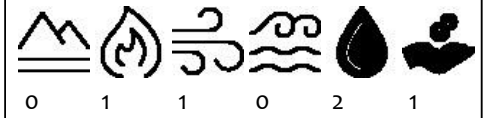
Call the serpent's aid



Potion: Drinker is asleep and INCAPACITATED for 30 seconds, but awakes on full hits.

Healing

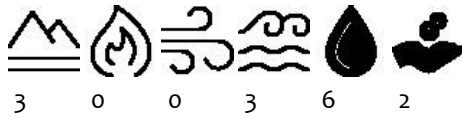
Curse of Enervation



Potion: Curse target to be unable to make any damage call other than single with a hand-held weapon until next incapacitated in the arena or linear.

Curse

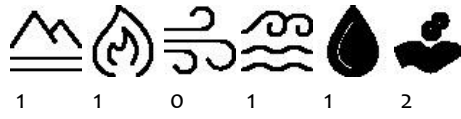
Defeat the scorpion's touch



Potion. Individual takes 2 picks off any currently active death curse attempt

Defense

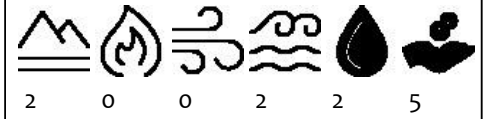
Defense of the rising storm



Potion: Until sunset you may consume either a Water or Air quint to gain an additional pull from the bead bag when treated by a Physician. The best result is kept.

Healing

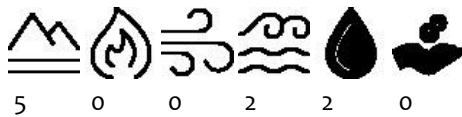
Deleted Fortitude Mystery



Potion: Individual gets +3 hits. Duration of a Quest/Arena fight. Hits gained are lost first by subsequent attacks. If any hits gained by taking the potion remain at the end of the duration, they are lost then.

Hit Buff

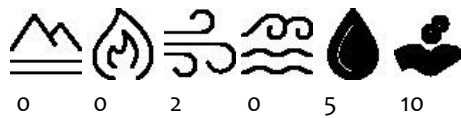
Draught of the salamander's survival



Potion: Regenerates hits for the potion duration. One hit is returned to you every 30 seconds. Does not affect INCAPACITATION. If you have been on 0 hits, you still require a beadpull.

Healing

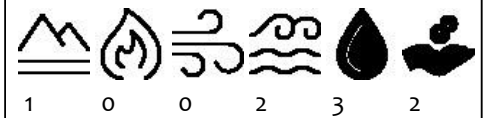
Draw the hidden claw



Potion. When imbibed, a weapon usable with the "Use one-handed weapon" skill wielded with two hands may do STRIKEDOWN for the duration of a Quest/Arena fight.

Attack

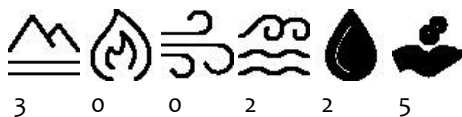
Fight the scorpion's touch



Potion. Individual takes one pick off any active death curse attempt

Defense

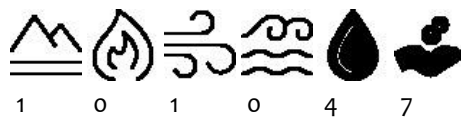
Fury guard the heart's blood



Potion. Individual may call RESIST to the first IMPALE for a Quest/Arena fight.

Defense

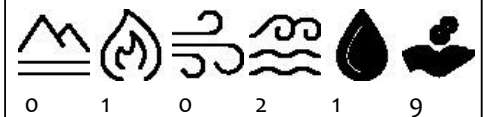
Mighty hands of obeisance



Potion. Drinker uses two-handed weapon to call STRIKEDOWN three times. Quest/Arena.

Attack

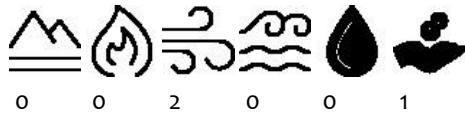
Pull down the highest tide



Potion: Until sunset you may consume a Water quint to heal yourself to full hits as long as you are NOT INCAPACITATED

Healing

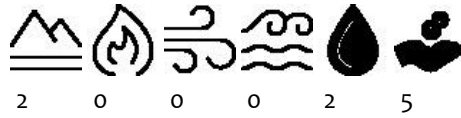
Smoke in the shadowed mirror



Instant. Name a territory and learn any powerful magical effects (especially those from Greater Mysteries) as well as status of all trade routes connected to territory.

Divination

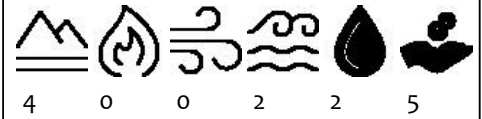
Stand fast against the raging storm



Potion. Individual may RESIST REPEL for a Quest/Arena fight.

Defense

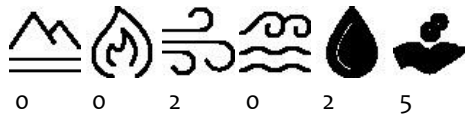
Stand with hero's strength



Potion. Call RESIST to REPEL and STRIKEDOWN for potion duration if you are using a cultural shield.

Defense

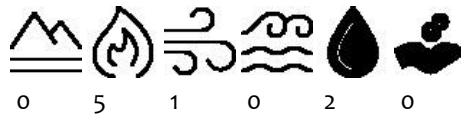
Strength of Will guide the hand



Potion. Individual calls CRUSH with melee weapon twice, during the length of a Quest/Arena fight, or is capable of a superhuman feat of strength (when reffed.)

Attack

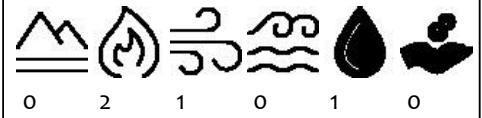
Summon the darkest shadows



Potion: Individual is cursed with a simple curse of death – delivery method is food or drink, consuming the potion must take three picks from the beadbag and one hit (which may cause another beadbag pick). If any picks show a BLACK bead, the character is dead.

Curse

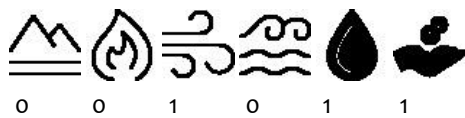
Summon the deep shadows



Potion: Individual is cursed with a simple curse of death – delivery method is food or drink, consuming the potion must take five picks from the beadbag and three hits (which may cause another beadbag pick)

Curse

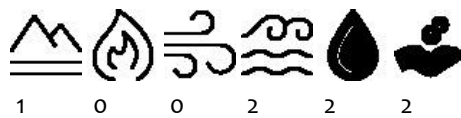
The Hunter's Wrist



Potion. Drinker gains the ability to use a sling as if he had Missile Weapons skill. Arena/Quest.

Attack

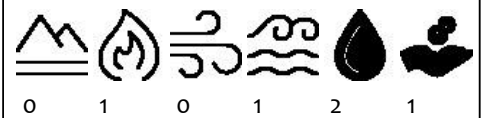
The hero's final resolve



Potion. Taken during a Quest or Arena, grants a number of additional hits sufficient to raise total hits back to a characters maximum. Duration of a Quest/Arena fight. Hits gained are lost first by subsequent attacks. If any hits gained by taking the potion remain at the end of the duration, they are lost then.

Hit Buff

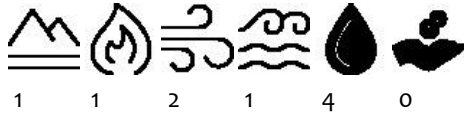
Unfavoured Fate



Potion: Curse target to make an additional bead pull the next time they make one. The worst result is retained.

Curse

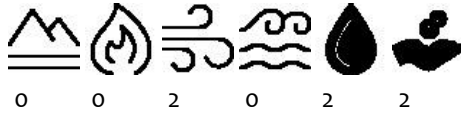
Wield the gods blood anew



Potion. Individual gains a Apply Quintessence skill of their choosing while on Quest or in an Arena.

Skill buff

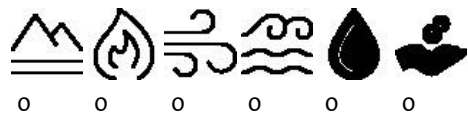
Wield the gods' blood wisely



Potion. Individual reduces costs of Mysteries by 1 of each quint to minimum 1 for potion duration

Skill buff

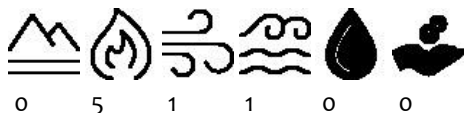
Enter World Forge



1

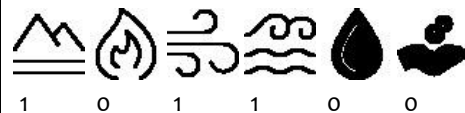
World Forge

Enter the Shattered Forge



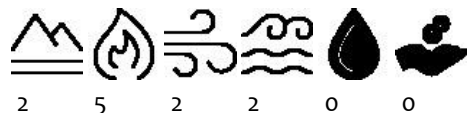
World Forge

Lock the Forge's Gate



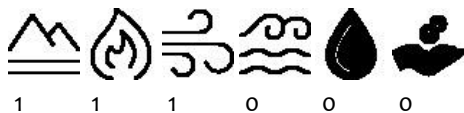
World Forge

Seal the Forge's Gate



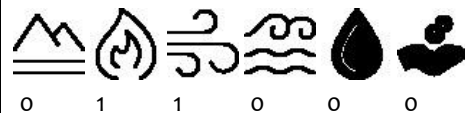
World Forge

The Arrows of Iron



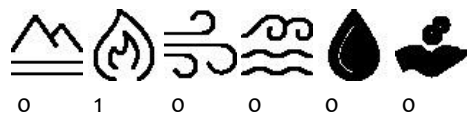
World Forge

The Crown of Horns



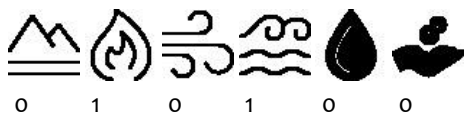
World Forge

The Deep Dweller's Current



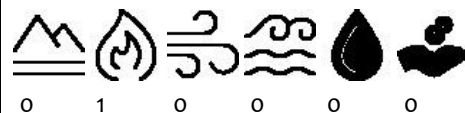
World Forge

The Gate of Lead



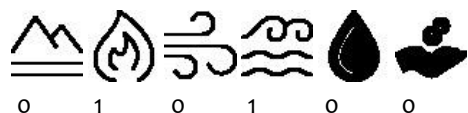
World Forge

The Hidden Hand



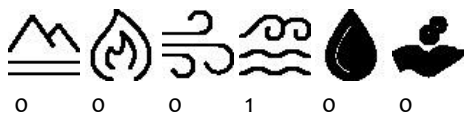
World Forge

The Immobile Ewer



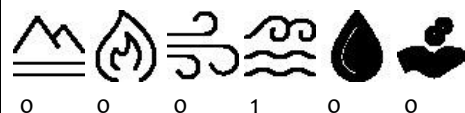
World Forge

The Intractable Dual Counterparts



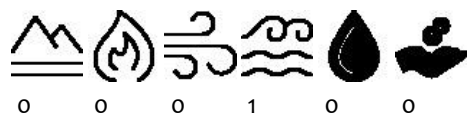
World Forge

The Intractable Paired Scales



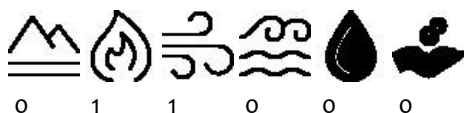
World Forge

The Intractable Twinned Amphorae



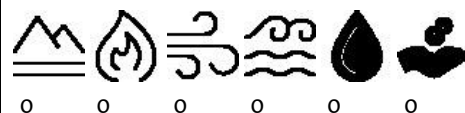
World Forge

The Obstinate Bull



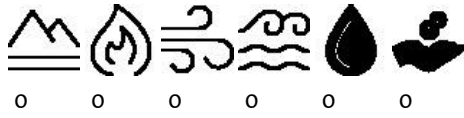
World Forge

The Obstinate Dual Sharks



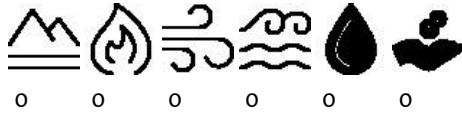
World Forge

The Obstinate Paired Moonchildren



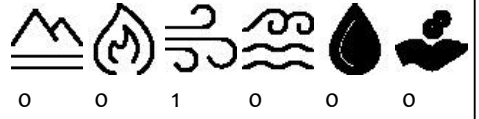
World Forge

The Obstinate Twinned Scarabs



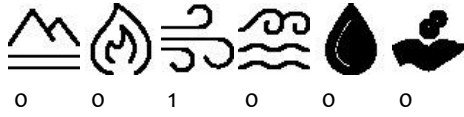
World Forge

The Resilient Dual Maidens



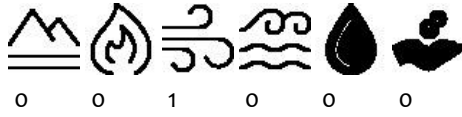
World Forge

The Resilient Paired Bucks



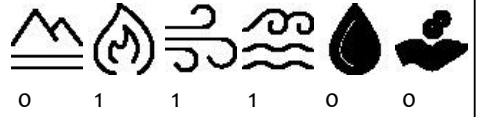
World Forge

The Resilient Twinned Bullocks



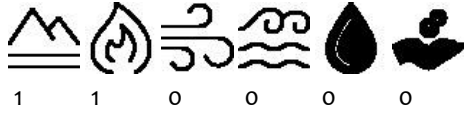
World Forge

The Sheaf of Tin



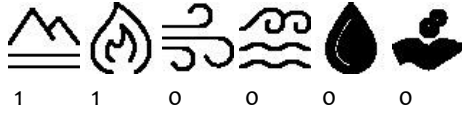
World Forge

The Shepherd's Sacrifice



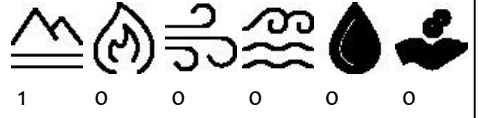
World Forge

The Ship of Copper



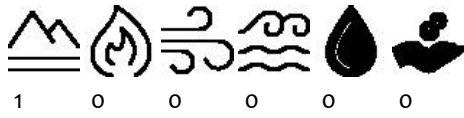
World Forge

The Stubborn Dual Archers



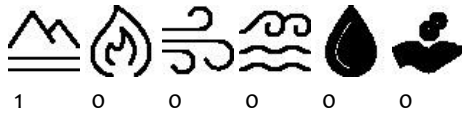
World Forge

The Stubborn Paired Rams



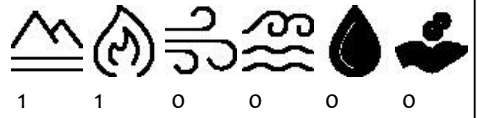
World Forge

The Stubborn Twinned Lionesses



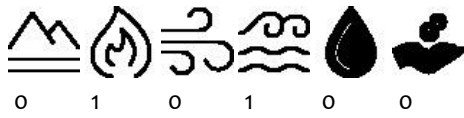
World Forge

The Throne of the King



World Forge

The Twins' High Judgement



World Forge