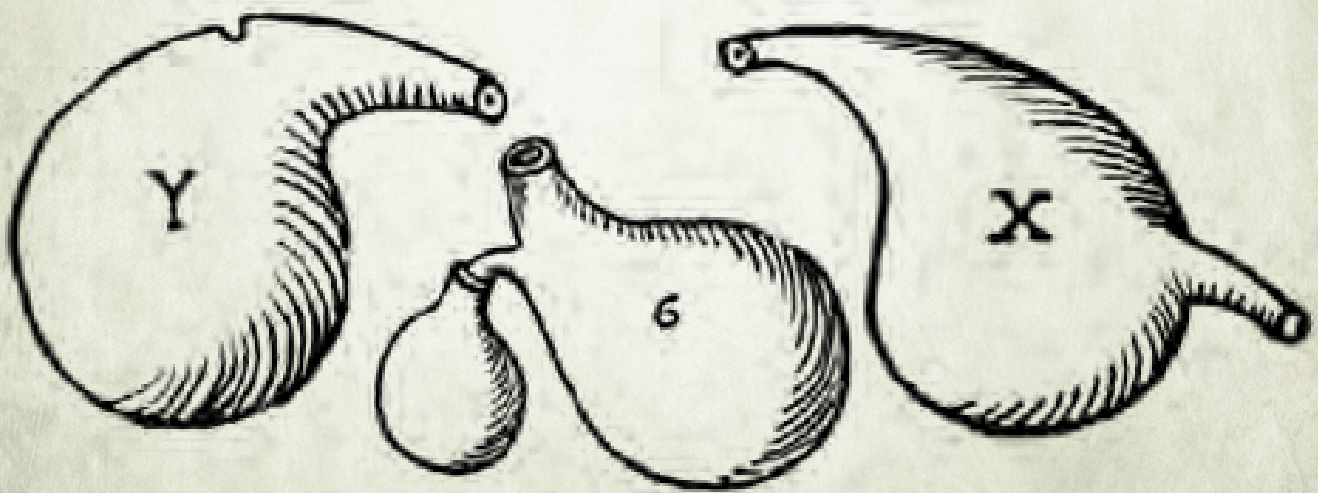


LANG'S COMPLETE
OMNIBUS
OF
POTIONS & POISONS
AND ALL KNOWN
CONCOCTIONS & PREPARATIONS



A Complete Omnibus of
Potions and Poisons and All
Known Concoctions and
Preparations

By

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MAY VERENA SAPIENTIA BLESS AND PROTECT THIS BOOK

GALLIPOTS & CONCOCTIONS AND PREPARATIONS

These rules expand upon the basic rules for the creation of concoctions and preparations by apothecaries, herbalists, and poisoners.

The two primary potion-making careers are Apothecary and Herbalist. There is no primary poison-making career: both Apothecaries and Herbalists can turn to Trade (Poisoner) if their inclinations lead them that way.

WFRP 4TH EDITION REFERENCES

These rules extensively refer to and expand upon the following sections in WFRP.

Apothecary, p. 53
Herbalist, p. 79
Drugs and Poisons, p. 306
Herbs and Draughts, p. 307
Concoct Talent, p. 135
Pharmacist Talent, p. 142
Savant Talent, p. 143
Crafting Endeavors, p. 197
Invent! Endeavors, p. 199
Research Lore Endeavors, p. 201

GALLIPOTS

A *gallipot* is any person who follows the career of apothecary or herbalist who has either the Trade (Apothecary) or Trade (Herbalist) skill. Poisoners are not *technically* gallipots, but for simplicity are included in the term as well.

These rules use *gallipots* to refer to apothecaries and herbalists (and poisoners) as a group, and *gallipot* to mean either an apothecary or herbalist (or poisoner).

WHAT IS AN APOTHECARY?

Skilled in chemistry and concoctions, you create and sell medicine of all kinds.

Apothecaries specialize in preparing pharmaceutical medication — commonly pills, draughts, and ointments — for sale to patients and doctors alike. Their workshops are filled with a dazzling array of bubbling alembics, overflowing beakers, worn mortar and pestles, and other physic-making paraphernalia. Some Apothecaries supplement their income selling illicit substances — from stimulants for desperate students, to hallucinogenic weirdroot for bored nobles or shady commissions from even shadier groups. Supplying these is lucrative, but also dangerous. Rare ingredients are expensive, so Apothecaries frequently have cash flow problems, and journey the wilds to collect their own ingredients. Many take temporary employment with expeditions, mercenaries, or the military for extra coin.

Trade Skill: Apothecary

Important Lore Skills: Chemistry, Medicine, Plants

See WFRP p. 53.

WHAT IS AN HERBALIST?

Skilled botanists who use Rhya's bounty to create cures for many ailments.

Medicines from apothecaries are expensive and rarely available in the Reikland's hinterlands, so peasants rely on the healing power of plants gathered, doctored, and administered by Herbalists. Most Herbalists' lore is verbally passed down from master to apprentice, so

names for illnesses and treatments often vary from village to village. The most experienced Herbwise are sent for in cases of mysterious or stubborn sicknesses. Herbalists dedicate time to visiting the sick, diagnosing their ailments and searching for herbs to treat them with. Some Herbalists ply a darker trade, sought out by those who can pay a high price for the illicit substances they offer. Although an untrue stereotype, it's a standing joke in the trade that Halfling Herbalists are only interested in pipeweed and wyrdroot.

Trade Skill: Herbalist

Important Lore Skills: Medicine, Herbs

See WFRP p. 79

WHAT IS A POISONER?

A bad person?

There is no Poisoner career. Rather, apothecaries and herbalists may choose to take up the dark path of the poisoner by learning Trade (Poisoner) as part of their career. Apothecaries may learn this trade as an apprentice. Herbalist may learn this trade as a Herb Master. These rules will not refer to poisoners as a separate career.

Trade skill: Poisoner

Important Lore Skills: Poisons, Plants, Herbs

CONCOCTIONS AND PREPARATIONS

A concoction is a *complex chemical compound*, requiring multiple steps, raw ingredients, and special equipment to create. Creating concoctions requires the proper ingredients, the proper Trade Tools, and a proper Workshop.

A preparation is a *simple (usually herbal) compound*, requiring only a few simple steps and ingredients to properly create. Creating

preparations requires the proper ingredients and the proper Trade Tools. A Workshop is not required to create preparations, though if one is available, it grants +1 SL on preparation crafting Tests.

PRESCRIPTIONS & FORMULAS REMEDIES & TOXINS

A prescription is a recipe for creating a *medicinal concoction*.

A formula is a recipe for creating a *poisonous concoction*.

A remedy is a recipe for creating a *medicinal preparation*.

A toxin is a recipe for creating a *poisonous preparation*.

Prescriptions and formulas are complex, multi-step chemical procedures akin to professional brewing with precise times, temperatures, and methods that may take hours, days or weeks to complete. They are written down as arcane chemical texts and diagrams.

Take-away: *Concoction recipes (prescriptions and formulas) are complex.*

Remedies and toxins are simple and short instructions that can often be completed in a few hours at most. Often preparations are formed into rhymes to make them easier to remember, for example:

*In the summery piney wood
There ye find alfunas good.
Crush it under ye muddling stone
Rub it over ye broken bone.*

Take-away: *Preparation recipes (remedies and toxins) are much simple than concoction recipes.*

OVERLAPPING TRADES

There is some overlap between Trade (Apothecary), Trade (Herbalist), and Trade (Poisoner), although the three are not fully-

interchangeable.

It is possible to substitute one for the other in a pinch, but this always occurs with a **Hard (-20)** penalty, *above and beyond* any other penalties incurred. Thus, an apothecary can use their Trade (Apothecary) to manufacture an herbal remedy, with a **Hard (-20)** penalty, or an herbalist can use Trade (Herbalism) to manufacture a poisonous formula, with a -20 penalty.

Otherwise, the methods for the creation and manufacture of concoctions and preparations are virtually identical *mechanically*, differing only on the specific Trade skill used. In the world, the procedures and belief systems of the three trades vary dramatically.

THE WORD “RECIPE”

A recipe is the catch-all, non-specific term for any set of instructions describing the creation of a concoction or a preparation. Gallipots (apothecaries, herbalists, and poisoners) all use



recipes.

THE FOLIO OF RECIPES

Like a wizard's grimoire, gallipots also possess a list of recipes they know and jealously guard. This list usually takes the form of a well-thumbed, stained, and tattered *folio*, although some gallipots commit their most precious recipes to memory.

CONCOCTION RECIPES IN THE FOLIO

Folios may contain up to 8 concoction recipes each. A gallipot may have as many folios as they can afford.

A blank folio costs 1GC and is Scarce. It weighs 1 ENC.

Note: A folio with eight basic *Folklore* recipes matches the description of a Book (Apothecary), given on WFRP p. 304.

Reality versus “Reality”

Folios have more than eight pages. However, for simplicity, these rules assume that the recipe for one concoction recipe takes up 1/8th of the folio. To avoid confusion, these rules will refer to that eighth of a folio as a “folio chapter”.

Thus, the recipe for one concoction uses up one of the eight available chapters in a folio.

PREPARATION RECIPES IN THE FOLIO

Preparations may be written small in the margins of the folio, or several to a chapter.

The gallipot may use the margins of the folio to record 8 preparations. Writing in the margins, the folio can contain 8 concoctions and 8 preparations (written in the margins).

The gallipot can decide to dedicate one or

more folio chapters to preparations, as well. A single chapter can contain 8 preparations. Thus, a folio dedicated to nothing but preparations can contain 72 preparations (8 in the 8 chapters, plus 8 more scribbled in the margins).

Many gallipots dedicate one chapter of their folio to preparations and the rest to concoctions. Used thus, a folio can contain 7 concoctions and 16 preparations (writing in the margins, as well).

COMMITTING RECIPES TO MEMORY

The gallipot may commit a number of concoction recipes to memory equal to their Intelligence Bonus. In effect, the gallipot has that many folio chapters in memory.

The gallipot may memorize any concoction recipe they know with a day of study.

The gallipot may also memorize up to their Intelligence Bonus x 2 preparation recipes they know per day of study.

CHANGING YOUR MIND

If the gallipot wants to “change their mind”, forgetting one memorized concoction or up to two memorized preparations, they must use a modified *Research Lore Endeavor*, testing using the most appropriate Lore (see pp. 4-5) skill or a **Difficult (-20) Intelligence Test**. Any success means the gallipot may reorder their mental chapters of concoctions and preparations,



replacing one concoction recipe and/or up to two preparation recipes as the gallipot chooses.

PREPARATION RECIPES FOR THE FOLIO

Preparation recipes come in two forms:

- ◆ Folklore
- ◆ Secret

There are no *refined* preparation recipes.

CONCOCTION RECIPES FOR THE FOLIO

Concoction recipes come in three forms:

- ◆ Folklore
- ◆ Refined
- ◆ Secret

Folklore Recipes

Folklore recipes are the common recipes derived from ancient wisdom, passed down through the ages, and formed from communal experience and practice. Every gallipot worth their salt at least has *heard* of these recipes before and could probably make them given the right ingredients and enough time.

Folklore Recipe Example: Healing Draught

Refined Recipes

A refined recipe is a folklore recipe that the gallipot has taken and improved upon it somehow, usually making it easier to make with substitute ingredients or more efficacious (or harmful) somehow. Any gallipot can attempt to refine a Folklore recipe to come up with their own improved version.

Note: Only concoctions can be refined. Preparations cannot be refined - they are too simple to improve upon and represent generations of refinement already.

Some gallipots are willing to teach their refinements to others, although others might regard their refinements as trade secrets to be closely held.

Example: Cy's Healing Draught

Secret Recipes

Secret recipes make compounds that are unique to the gallipot. These almost certainly will be held as close secrets and committed to memory. Many gallipots derive their fame and fortune from peddling their "secret recipe" throughout the Empire.

Example: Mamma Melchin's Cure for What Ails Ya

HOW MANY RECIPES DO I BEGIN WITH?

When the gallipot first learns their Trade skill, their master gives them their first folio with a handful of Folklore concoctions in it, the number of which is equal to the apprentice's Intelligence Bonus. The player may record whatever recipes they like from the Omnibus of Potions and Poisons, though these almost invariably include *Shallyatränen* and *Kleinensegen*.

Additionally, the master will provide instruction in the properties of efficacious herbs and herbal remedies. The apprentice also learns Intelligence Bonus herbal preparations and records them in the margins and/or a dedicated chapter in their folio. The player may record whatever preparations they like from the *Omnibus of Potions and Poisons* (see the appendix).

The gallipot is not limited in the number of recipes they may eventually add to their folio(s), though they may need several folios to contain their library of recipes.

A gallipot may *refine* any number of Folklore concoctions they *know* and have recorded in their folio. Each *refined* recipe counts as a new, additional recipe. The gallipot usually names the *refined* recipe after themselves (eg, *Cy's Healing Draught*).

A gallipot may create and know only a limited number of *secret* recipes. These represent the pinnacle of their art and are a unique knowledge unto themselves - it's what rich and famous gallipots are rich and famous for. Most gallipots never create a secret recipe. Some create just one in their lifetimes. At most, a gallipot can create a number of secret recipes equal to their Trade skill bonus, for each Trade (Apothecary, Herbalist, or Poisoner) they know. Secret recipes are invariably named after the creator and are indulgently descriptive (eg, *Mamma Melchin's Cure for What Ails Ya*).

KNOWN AND HEARSAY RECIPES

All recipes in the *Omnibus of Potions and Poisons* are "hearsay" recipes in that the gallipot has probably heard of them, but does not actually *know* the recipe.

A recipe becomes *known* when the gallipot learns it and records it in their folio.



CONCOCT TALENT ERRATA

There is some confusion in the Rules As Written regarding the Concoct Talent. Here is the talent with these errors corrected in line with the purposes of these rules:

CONCOCT (APOTHECARY, HERBALIST, OR POISONER)

Max: Intelligence Bonus

Tests: Trade (Apothecary, Herbalist, or Poisoner)

You are skilled at making potions, philters, and draughts on the go. You may take one free Crafting Endeavor for each level of Concoct to use Trade (Apothecary, Herbalist, or Poisoner) without the need of a Workshop. Other Crafting Endeavors use the normal rules.

LEARNING RECIPES

A gallipot may learn another recipe from the *Omnibus of Potions and Poisons* via the following means. The gallipot may also create a new secret recipe no one else knows.

First, they may learn the recipe via Endeavors using a mentor (*Consult an Expert*) or through pure research and experimentation (*Research Lore* plus *Crafting*).

Or they may obtain a written copy the recipe, either through purchase, luck, or guile. A recipe so-obtained may be *complete*, *incomplete*, or *fragmentary*.

LEARNING NEW SECRET RECIPES

If the gallipot wishes to create a new, secret recipe, they need to use the *Research Lore*, *Invent!*, and *Crafting* Endeavors to do so.

First, the player and GM need to determine the following for the final compound the player wants to make:

- ◆ What does the compound actually do? What are the game effects of the compound?
- ◆ How available should the compound be (Common, Scarce, Rare, or Exotic)?
- ◆ How much should the compound cost?
- ◆ What is the compound's form? Refer to the *List of Forms* in the appendix.
- ◆ What is the compound's primary active ingredient and appropriate fillers? The active ingredient should be special or unique. For fillers, refer to the *List of Fillers* in the appendix.

After this meta-information is figured out by the player and GM, the process of learning the how to make the compound can begin.

Secret Recipe Research Process

1. The player executes a *Research Lore* Endeavor, or possibly a *Consult an Expert* Endeavor instead, or possibly both for extremely exotic recipes, to learn how such a compound might be made and what special ingredients they might need to make it.
2. The player executes an *Invent!* Endeavor using their Trade (Apothecary, Herbalist, or Poisoner) skill, as appropriate. This endeavor creates the experimental recipe with the parameters the player and GM have determined for the compound. In effect, the gallipot has created a one-off hearsay recipe that only they know about.
3. The player now executes a *Crafting* Endeavor using the experimental recipe as a guide. At this point, use the *Learning By Experimentation* rules below to guide you.

LEARNING FROM A COPY

Perhaps the most straight-forward way of learning a recipe is to find, steal, or buy, a recipe that is already written down. These recipes will either be *complete*, *incomplete*, or *fragmentary*.

COMPLETE RECIPES

If the recipe is *complete*, the gallipot makes a **Simple Challenging (+o) Trade (Apothecary, Herbalist, or Poisoner) Test** to successfully add the recipe to their folio. The gallipot may make one test per day.

The gallipot does not need access to their Trade Tools or a Workshop to make this test.

A *complete* recipe typically costs **four times** the value of the compound it represents. Availability is the **one step less available**. There is no availability beyond Exotic: if a compound is Exotic, recipes for it are simply not for sale.

For example, a *complete* recipe for the Healing Draught (WFRP p. 307) costs 40/- and has an Availability of Rare.

INCOMPLETE RECIPES

If the recipe is *incomplete*, some crucial step or ingredient is missing from the recipe (whether by design or accident), or the recipe is simply wrong on some level (again, by accident or design). The gallipot needs to test the recipe. Instead of a simple test, the gallipot must make an **Extended Challenging (+0) Combined Trade (Apothecary, Herbalist, or Poisoner) and Lore (Herbs, Medicine, Plants, Poisons, or Science) Test**, once per day.

The gallipot needs **5 Success Levels** to complete the recipe and record it in their folio.

The gallipot needs access to their Trade Tools and/or a Workshop to make this test without penalty. If missing one or the other, the test becomes **Difficult (-10)**. If missing both, the test becomes **Hard (-20)**.

An *incomplete* recipe, should it be for sale, typically costs **twice** the value of the compound it represents. Availability is **one step less available**. There is no availability beyond Exotic.

SECRETLY INCOMPLETE RECIPES

The GM may determine that a recipe looks complete (and allow the gallipot to pay for and learn it if it was) but is, in fact, *incomplete*. In this case, the recipe will produce either a useless and harmless compound (wasting resources and time - and a page in the folio!), a deleterious version of the desired compound (as a rule of thumb, invert any bonuses or benefits the compound confers), or a simple Challenging poison, GM's choice or use a **1D10** roll on the *Secretly Incomplete Result Table*.

The gallipot can go back and try to complete the now not-so-secretly incomplete recipe. They may also keep the deleterious or poisonous version.

SECRETLY INCOMPLETE RESULT

| 1D10 | Result |
|------|---------------------------------|
| 1-7 | Useless waste of time and space |
| 8-9 | Inverted or deleterious |
| 10 | Poisonous |

Fragmentary Recipes

If the recipe is *fragmentary*, most of the recipe is missing or incomplete and the gallipot must complete it to learn it. Or perhaps it is complete, but in code and the gallipot needs to decipher the code first.

The process of completing and recording the *fragmentary* recipe is the same as for *incomplete* recipes, but the number of Success Levels required **doubles to 10**.

The gallipot needs access to their Trade Tools and/or a Workshop to make this test without penalty. If missing one or the other, the test becomes **Difficult (-10)**. If missing both, the test becomes **Hard (-20)**.

Fragmentary recipes are nigh worthless to most gallipots. Most are found as scraps in ruined libraries and other such places, but should one need to be bought, it costs 1/- and is Scarce.

LEARNING UNDER A MENTOR

A gallipot may pay another gallipot to teach them a recipe. This requires a *Consult an Expert Endeavor* (see WFRP p. 197) if a suitable mentor needs to be located. The gallipot must succeed a **Challenging (+0) Gossip Test** (modified by the size of the local settlement) to locate a suitable teacher.

Once the mentor is found, the gallipot must convince the mentor to part with their knowledge. This is entirely based upon the value of compound the student wishes to learn and the stubbornness and greed of the mentor. The gallipot enters into a period of negotiation with the mentor, represented by one or more tests.

First, determine the overall value and difficulty of the negotiation by using the nearby tables as a guide.

These tables will help the GM determine the test difficulty and number of successes required to convince the mentor to part with the recipe, represented overall as an **Dramatic Opposed Haggle Test**.

Use the *Mentoring Difficulty* table to determine the overall difficulty of the negotiation, based on the availability of the compound itself.

Use the *Mentoring Success Levels* table to determine the number of success levels the gallipot needs to win the negotiation, based upon the cost of the compound.

For example, trying to convince a mentor to part with the recipe for Weirdroot (WFRP p. 306, Rare, 4/-) would be Difficult (-10), requiring 3 success levels.

If the GM needs to determine the Haggle skill of the mentor, use the *Approximate Haggle Skill* table as a guide.

The GM should also take note of relative Social Status and any other modifiers they think are appropriate, especially ones linked to reputations.

Learning Refined or Secret Recipes from a Mentor

A gallipot can learn *refined* and *secret* recipes from a mentor, although the number of successes required in the Haggle test goes up by +2 for refined recipes and +4 for secret recipes.

Most mentors are loathe to teach their secret recipes to anyone except their *most trusted* friends and students - it may simply be impossible to negotiate a secret recipe out of the mentor without such a relationship.

Opening Negotiations

The gallipot *must* begin the negotiation with something to trade, whether this is payment or a favor. The gallipot may open negotiations by offering either 1 minor favor or 1 "unit" of

MENTORING DIFFICULTY

| Availability | Difficulty |
|--------------|------------------|
| Common | Average (+20) |
| Scarce | Challenging (+0) |
| Rare | Difficult (-10) |
| Exotic | Very Hard (-30) |

MENTORING SUCCESS LEVELS

| List Price | SL |
|------------|----|
| Brass | 1 |
| Silver | 3 |
| Gold | 5 |

APPROXIMATE HAGGLE SKILL

| Level | Haggle Skill |
|-------|--------------|
| 1 | 30 |
| 2 | 45 |
| 3 | 60 |
| 4 | 75 |

| Race | Modifier |
|--------------|----------|
| Human or Elf | +0 |
| Dwarf | -10 |
| Halfling | +10 |
| Gnome | -5 |



payment, a “unit” being equal to the normal cost of the item the recipe for which the gallipot wishes to learn.

See WFRP p. 198 for more about Favors.

For example, Cy wants to learn how to make Avarizia from Molly Sonnigapfel, a halfling Apothecary (Level 2) mentor he located in the town of Salfen. Cy has a Haggle skill of 50. Molly has a Haggle skill of 55. Avarizia is Scarce, so Cy receives no bonus or penalty to the test (+0). Because Avarizia is a Gold Tier item, however, he’ll need to generate at least 4 SLs to win the Haggle contest. Cy opens the negotiations by offering 1 GC, the value of one dose of Avarizia, to Molly.

Sweetening the Pot

The gallipot can sweeten the pot, to increase the number of success levels they can automatically earn. They may sweeten the pot in the following ways:

- ◆ **More Money:** For each additional “unit” of the recipe the apothecary pays the prospective mentor, they gain an automatic +1 SL on the test.
- ◆ **More Favors:** Promised favors can swing the tide the apothecary’s way. The apothecary may add **one** Major Favor for +2 SLs and/or **one** Significant Favor for +4 SLs. Minor Favors are only good for opening negotiations.

For example, Cy doesn’t think he can generate 4 success levels in the Haggle test without sweetening the pot, so he decides to throw in 2 more GCs (for a total of 3) and a Major Favor, garnering him +4 SLs upfront. All he needs to do now is win the contest, even with a marginal success.

If the gallipot wins the Haggle contest, they may record the recipe in their folio in exchange for the money and favors offered.

If the gallipot loses, but only by a Marginal Failure (0 to -1 SLs), they may *immediately* sweeten the pot one more time, either with one

more “unit” of cash or an unused Favor. Doing so will push them over the edge and win the contest.

If the gallipot loses by more than a Marginal Failure, negotiations have failed and they must use another Endeavor to find another mentor, or learn the recipe another way.

LEARNING HEARSAY RECIPES

Hearsay recipes are just that: the gallipot has heard of the compound, but has no real clue to nature the recipe. All recipes in the *Omnibus of Potions and Poisons* are *hearsay* recipes. The gallipot can, through experimentation, attempt to reconstruct the recipe and learn it. This requires a *Crafting* Endeavor (WFRP p.197).

- ◆ The gallipot requires Trade Tools *and* a Workshop;
- ◆ The gallipot needs raw materials worth a quarter of the compound’s normal price. These materials are one step more available than the finished compound;
- ◆ The gallipot needs a sample of the compound’s active ingredient -at the GMs option, this can be abstracted as another raw materials purchase worth a quarter of the compound’s normal price but at the same availability as the finished compound;
- ◆ The Difficulty of the Endeavor is set by the Availability of the completed compound (see WFRP p. 198);
- ◆ The base Success Levels required is set by the listed price of completed compound (see WFRP p. 198).
- ◆ Because the gallipot is experimenting and guessing, they must **double** the base Success Levels to determine the total number of Success Levels they need to reconstruct the recipe.

When the Endeavor succeeds, the gallipot has a usable dose of the compound *and* a new *complete* written recipe to add to their folio (automatically).

Yes, this is almost exactly what a gallipot would do to craft any compound from the Consumers' Guide using the *Crafting Endeavor*. The benefit is that the gallipot has added the recipe to their folio (see below), making future *Crafting Endeavors* easier.

Note: The Concoct Talent is not useful for this particular *Crafting Endeavor*.

Note: The apothecary can use a *Research Lore Endeavor* to improve their success levels in the recipe *Crafting Endeavor*.

The Benefit of Knowing a Recipe

A gallipot gains no direct bonus for *knowing* a recipe or having their folio on hand when crafting apart from the ability to craft the recipe when they want to *without additional penalties*.

If the gallipot attempts to craft a *known* recipe without either their folio present or the recipe committed to memory, they must *reconstruct* the recipe from memory. Doing so takes more time and opens the door wider for failure: **add 5 Success Levels** to the total number of Success Levels needed to craft the compound.

The apothecary can automatically identify any Folklore compound they *know*.

It is not possible to directly craft a compound that the gallipot does not *know*. They must obtain the recipe first.



CRAFTING COMPOUNDS

Compounds may be crafted using *Crafting Endeavors* during downtime, or they may be crafted *à la minute* during play.

CRAFTING PREPARATIONS

Preparations are simple and direct recipes. Gallipot PCs can craft preparations *à la minute* without the stiff penalties imposed on crafting concoctions *à la minute*, provided they have their Trade Tools, their folio, and ingredients on hand. If they have access to a workshop, they gain +1 SL bonus on all crafting tests for preparations.

PCs may also use *Crafting Endeavors* to produce preparations. When doing so, they do not need a workshop. However, if they have use a workshop to craft preparations, they gain +1 SL on all tests during the crafting endeavor.

CRAFTING CONCOCTIONS

Normally, gallipot PCs should use the *Crafting Endeavor* to craft complex concoctions. This is the safest and most practical approach. Fashioning powerful concoctions takes patience and equipment, things not usually available *à la minute*.

However, a PC may desire to craft a concoction *à la minute*. They may do so with penalties and risk (see *À la Minute Crafting* below).

NPC CRAFTING

These crafting rules are for PCs. NPCs don't use Endeavors and shouldn't normally be the focus of *à la minute* crafting. However, if it becomes important to know how many compounds a NPC could manufacture "in downtime" or *à la minute*, use the following:

1. For "downtime" crafting, NPC gallipot can manufacture their Trade (Apothecary, Herbalist, or Poisoner) Bonus concoctions - and twice as many preparations - per week, presuming they have full access to their equipment and resources (it's their *full-time job*, after all); or the same number of compounds and preparations *per month* if they are gallivanting around the country in the company of ne'er-do-wells. For example, a NPC apothecary with Trade (Apothecary) skill of 65 could manufacture 6 concoctions per week and 12 preparations in their shop, working full-time, or 6 concoctions and 12 preparations per month gallivanting about with, well, *you know who...*
2. For *à la minute* crafting, assuming the NPC has full access to their resources and equipment, they can manufacture 1 concoction **or** 2 preparations per hour with a **Simple Challenging (+o) Trade (Apothecary, Herbalist, or Poisoner) Test**, though the GM may treat any failure as Fumble.
3. If the NPC is a close companion or hiring to the PCs, the GM may elect to use the full crafting system rules for the NPC if it makes the story more interesting. Otherwise, use a Simple test - or none at all - and hand over the compound - or *not* - and get on with play.



À LA MINUTE CRAFTING

Sometimes the gallipot PC will want to create a compound *à la minute* (that is, *in the moment*) during play for expediency or emergency. This is possible *only* with recipes the gallipot has in their folio (or committed to memory).

The gallipot will need access to:

- ◆ A vessel of some kind to receive the finished compound;
- ◆ ingredients to make the compound;
- ◆ their Recipe Folio;
- ◆ their Trade Tools; and
- ◆ their Workshop.

The vessel is mandatory, unless dumping the result on the ground is the goal.

Ingredients are mandatory. The gallipot must have the raw ingredients they need to craft the compound, and this must include the active ingredient for the compound.

The recipe folio is optional. However, without the folio or the recipe committed to memory, the gallipot can reconstruct the recipe from memory, but the test is one difficulty step harder (eg, Average becomes Challenging) or impossible if already Very Hard).

The Trade Tools are mandatory. However, even without proper Trade Tools, the gallipot can spend 15 minutes to gather Trade Tools (Makeshift) from the environment. Using Trade Tools (Makeshift) increases the Difficulty of the test by one step (eg, Average becomes Challenging). If this pushes the Difficulty past Very Hard, the test is impossible with makeshift Trade Tools.

The Workshop is optional for preparations and mandatory for concoctions *unless* the gallipot has the Concoct Talent, in which case a Workshop may or may not be used without

bonus or penalty. Otherwise, for concoctions the effect on the Difficulty is the *same as and cumulative with* not having Trade Tools (above) and it is *impossible* if the difficulty is ramped beyond Very Hard.

For preparations, there is no penalty for not having a workshop, but if one is available, the gallipot gains +1 SL to each crafting test.

À LA MINUTE DIFFICULTY

À la Minute crafting is one step more difficult than Endeavor crafting, based on the *Crafting Endeavor* difficulty table (see WFRP p. 198 and Appendix) and the normal availability of the compound being crafted. The modified difficulty is given below on the *A la Minute Difficulty* table.

The number of success levels required remains the same as for *Crafting Endeavors* (see WFRP p. 198 and Appendix), based on the price of the finished compound.

INGREDIENTS

To keep the game from bogging down too much in detail, the gallipot needs three abstracted ingredients to make the compound.

First, the gallipot needs the recipe's *active ingredient*. This is listed on the *Omnibus of Potions and Poisons* table under the Active Ingredient column. The gallipot only needs one of the listed active ingredients. Without an appropriate active ingredient, the gallipot *cannot* begin.

À LA MINUTE DIFFICULTY

| Availability | Base Difficulty |
|--------------|------------------|
| Common | Average (+20) |
| Scarce | Challenging (+0) |
| Rare | Difficult (-10) |
| Exotic | Very Hard (-30) |

Second, the gallipot needs two fillers, which can be foraged for or gathered from the immediate environment. Fillers represent the “spit and baling wire” the gallipot is going to use to *MacGuyver* the recipe together. The *Omnibus of Potions and Poisons* (see appendix) lists several common fillers for each recipe. Additional example fillers are listed in the appendix on the *List of Fillers* table. The player and the GM should select any two fillers they deem appropriate to the recipe and the story, or come up with their own. Fillers cannot be the same as the active ingredient.

The GM may allow the player to purchase the fillers for one quarter the cost of the completed item if supplies are available in the settlement. A lenient GM might allow the player to purchase the active ingredient as well for another quarter of the cost, but number of active ingredients available for sale in the settlement should be *very limited*.

THE À LA MINUTE TEST

The crafting test is an **Extended Trade (Apothecary, Herbalist, or Poisoner) Test**. The base difficulty and success levels to complete the test are the same as if using a Crafting Endeavor to make the compound (see WFRP p. 198 and Appendix). **If after the first test, the total SL score falls to 0 or less**, the entire attempt fails and the ingredients are lost (this means the first test **must** generate 1 SL). The gallipot must start again from scratch with new ingredients.

If making a preparation, the gallipot may make a test every 10 minutes, 6 times an hour.

If making a concoction, the gallipot may make a test once every 30 minutes, or twice an hour.

If the gallipot rolls a Fumble (a failure with doubles) during the tests, a catastrophic event occurs. The GM should choose whatever catastrophe seems most appropriate from the table nearby.

A LA MINUTE CATASTROPHE

| Catastrophe | Result |
|---------------------|---|
| Whoops! | The gallipot's Trade Tools are destroyed and must be replaced (cost 3GC). |
| Un-oh! | The gallipot's Workshop is damaged and temporarily non-functional until repaired (cost 8GC). |
| Dagnabit! | The gallipot drops or spills the active ingredient, but manages to save enough to continue. However, all remaining tests are one Difficulty step harder. If the difficulty gets pushed past Very Hard, it becomes impossible. |
| Poisoned! | The gallipot is careless and Poisons themselves: make a Challenging (+0) Endurance Test. Regardless of success or failure, the apothecary receives 1 Poisoned Condition. For every -2 SLs, the gallipot receives +1 Poisoned Condition (eg, a failure with -3 SLs, the gallipot receives 2 Poisoned Conditions - 1 regardless, and 1 for at least -2 SLs). |
| Explosion! (Poison) | As Poisoned, except anyone within 6 yards of the gallipot is also Poisoned in a similar fashion. Additionally, anyone or thing with 3 yards takes 1 Wound to a random hit location. |
| Ablaze! | The gallipot is careless and sets themselves Ablaze: make a Challenging (+0) Athletics Test. Regardless of success or failure, the apothecary receives 1 Ablaze Condition. For every -2 SLs, the gallipot receives +1 Ablaze Condition (eg, a failure with -3 SLs, the gallipot receives 2 Ablaze Conditions - 1 regardless, and 1 for at least -2 SLs). |
| Explosion! (Ablaze) | As Ablaze, except anyone within 6 yards of the gallipot is also set Ablaze in a similar fashion. Additionally, anyone or thing with 3 yards takes 1 Wound to a random hit location. |
| Ouch! | The gallipot is careless and badly cuts themselves: make a Challenging (+0) Athletics Test. Regardless of success or failure, the apothecary receives 1 Bleeding Condition. For every -2 SLs, the gallipot receives +1 Bleeding Condition (eg, a failure with -3 SLs, the gallipot receives 2 Bleeding Conditions - 1 regardless, and 1 for at least -2 SLs). |
| Explosion (Ouch!) | As Ouch, except anyone within 6 yards of the gallipot is also injured in a similar fashion. Additionally, anyone or thing with 3 yards takes 1 Wound to a random hit location. |

The fumble does not **necessarily** destroy the compound. If the total SLs still remain above 0, the apothecary can pick up the pieces and continue.

If the gallipot rolls a critical (succeeds with a double), they gain a bonus +2 SLs for that roll.

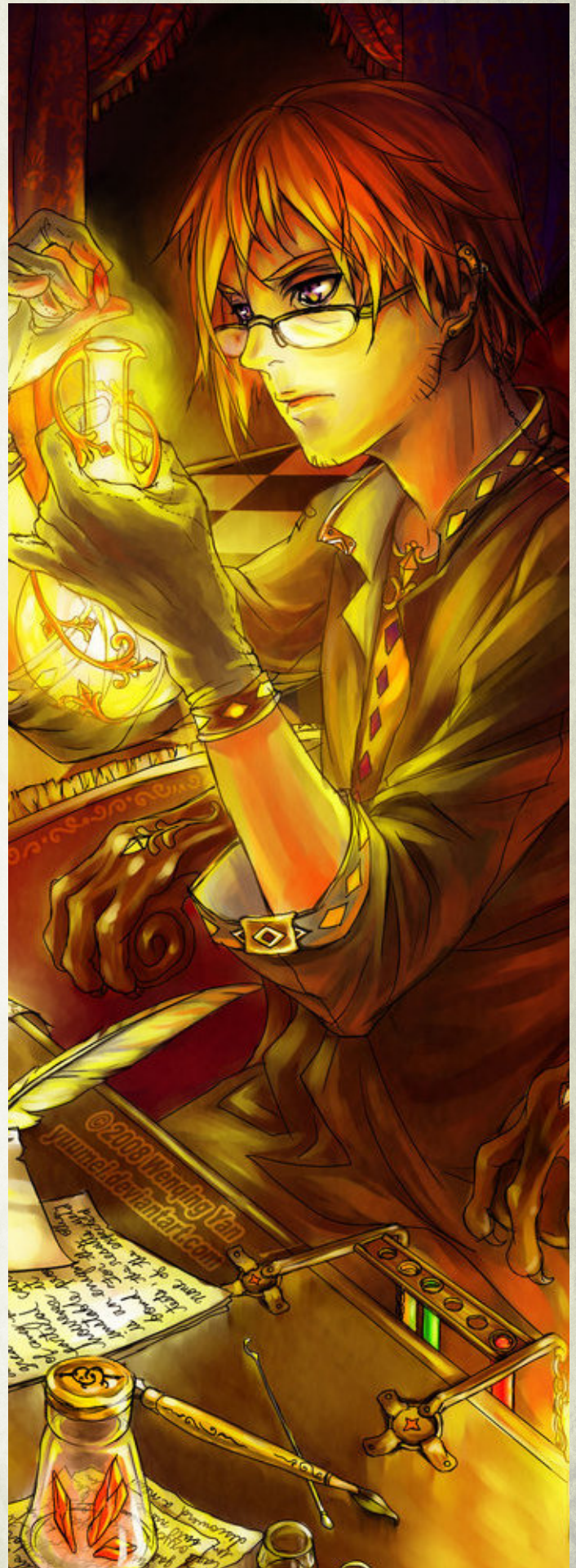
EXAMPLE OF CRAFTING A COMPOUND À LA MINUTE!

Cy wants to make a Healing Poultice *à la minute*. Fortunately, he has some sigmafoil, an active ingredient for Healing Poultices. He collects some dung and urine as appropriate fillers for the poultice. Thus, he has formed the necessary ingredient triad (an active ingredient and two fillers).

Cy has an empty honey pot to put the poultice into. He also has his folio and his Trade Tools, but he does not have access to a Workshop. However, he has the Concoct Talent and can forego the need for a workshop.

Healing Poultices are Common and cost 12/- . The GM refers to the *À la Minute Difficulty* table (p. 14) to set the difficulty of the test: it is an **Extended Average (+20) Trade (Apothecary) Test**, requiring 5 success levels to complete. The test is Average because Healing Poultices are Common (see table on p. 12). The test requires 5 success levels because healing poultices cost 12/- (Silver level) (see Appendix).

Cy has a Trade (Apothecary) skill of 44. Because the test is Average (+20), his effective skill is 64. He begins crafting the poultice, and his first test. He rolls 26, for 4 SLs ($6-2=4$). He must continue: 63, success but he doesn't make any progress ($6-6=0$). He must continue: 51, for 1 SLs ($6-5=-1$), for a total of 5 SLs. He completes the healing poultice after 3 tests (30 minutes per test for concoctions), or in 1.5 hours.



REFINING RECIPES

Gallipots are always playing a subtle game of professional one-upmanship with their fellow gallipots. Besides the usual back-biting, theft, and murder, this usually takes the form of refining recipes to make them better (and more expensive) than the usual fare.

Any gallipot worth their salt, therefore, will want to improve and refine several recipes, if only to compete with the apothecary across the street or the herbalist in the next village.

Refining a recipe is handled as a special *Research Lore* Endeavor (WFRP p. 201), which allows the apothecary to improve a recipe in the *Omnibus of Potions and Poisons*.

The gallipot must make an **Average (+20) Lore (Medicine, Plants, Herbs, or Poisons) Test**, using the Lore most appropriate for the recipe, or a **Difficult (-10) Intelligence Test**. If successful, the gallipot can modify one detail of the source compound. For every +2 SLs, the gallipot can modify an *additional* detail of the source compound. The gallipot records the new recipe in his folio, often naming it after themselves.

Regardless of the number of Success Levels the gallipot achieves, they are ultimately limited by their Trade skill bonus. They may not modify any compound recipe more times than their Trade skill bonus.

They may select a recipe option to modify multiple times, unless the option states otherwise.

The gallipot cannot add an effect to the compound that it does not already have. For example, if the compound does not already heal Wounds, the gallipot cannot make it heal wounds.

However, the gallipot can remove effects if they reduce an effect with a numeric value to 0, or spend an option to remove one descriptive negative effect.

REFINING A RECIPE EXAMPLE

Cy wishes to refine the Digestive Tonic (WFRP p. 307) to make it both more efficacious and easier to make.

He executes a Research Lore (Medicine) Endeavor and succeeds to +2 SLs. He may make two refinements to the recipe.

First, he spends a refinement to make the tonic more efficacious, increasing +20 recovery Test bonus to +30.

Second, to make it easier to craft, he streamlines the recipe, reducing the number of Success Levels normally needed to craft the tonic from 10 to 8.

He (automatically) records his new recipe in his folio and immediately executes a *Crafting* Endeavor to make his new, improved tonic.

He calls it Cy's New and Improved Digestive Tonic.



RECIPE REFINEMENT OPTIONS

Refinements

The recipe can be streamlined to make it easier to easier to craft. Reduce the number of Success Levels required to craft the compound by 2, to a minimum of 0.

The recipe can be modified to use a less rare, less expensive active ingredient, without affecting its efficacy making it cheaper and easier to produce (and more available to sell). The Availability of the compound produced by recipe improves 1 step (Exotic to Rare, Rare to Scarce, etc). Availability cannot be improved past Common. The player with the assistance of the GM should identify what the substitute active ingredient is and how it is obtained. This option may only be selected once.

Any single Test bonus or penalty imparted by the compound can be increased or decreased by 10.

Any single Success Level bonus or penalty imparted by the compound can be increased or decreased by 1.

Any Wounds healed, restored, or inflicted by the compound can be increased or decreased by 1.

The number of Critical Wounds the compound may restore or inflict can be increased or decreased by 1. This option may only be selected once.

The gallipot made add a euphoric effect to the compound or improve its smell and taste, making it physically pleasing to ingest.

The gallipot may remove one single unpleasant side-effect not rated by a penalty or represented by a Condition.

The gallipot may increase or decrease any single Condition caused by imbibing the compound by 1 step (for example, if using the compound causing 2 Fatigued Conditions, the gallipot could remove 1 Fatigue Condition).

The duration of effect of the compound can be doubled or halved as the gallipot desires. If taken multiple times, the duration multiplier increases or decreased by 1 (ie, the second time this option is selected, the duration can be increased three-fold or decreased 1/3).

The strength of the compound for the purposes of any related Tests when using the compound or determining the compound's effect increases or decreases one difficulty step, as the gallipot desires. Tests cannot be modified past Very Easy or Very Hard. For example, if the compound grants a Challenging (+0) Endurance Test to recover from a disease, the gallipot could improve the efficacy of the drug to make it an Average (+20) Endurance Test.

The gallipot can develop a new form of the compound (see the *List of Forms* in the appendix). This option can only be selected once.

The GM and players are encourage to come up with additional refinements, keeping in mind that individual refinements should be step-wise and incremental.

APPENDIX

THE OMNIBUS OF POTIONS AND POISONS

A NOTE ON RATINGS

Some potions and poisons in the omnibus have a Rating value, representing the strength of the compound and the skill of the crafter.

Rating is equal to the Trade skill bonus of the crafter who made the compound. For example, an apothecary with a skill of Trade (Apothecary) 45 could create compounds with a rating of 4.

When in doubt, default to 5.

A NOTE ON ADDICTION

Some of the drugs in the omnibus can cause addiction. Below is the Addicted Psychology trait (WFRP p. 190).

ADDICTED (DRUG)

You are helplessly in the thrall of the drug and require it to function normally. When not under the drug's influence, you will constantly seek out the drug, placing it highest in your priority of needs, above personal hygiene and safety, and even above food and water.

The number of days you can go without the drug is your "fix interval". Your fix interval begins equal to your Toughness Bonus, but it will change over time.

When not under the drug's influence, you will begin to suffer withdrawal symptoms. This begins in your fix interval days after your last fix. You gain an addiction-related *Fatigued* Condition and you begin to strongly crave the drug.

Every subsequent fix interval days you go without the drug, you gain another addiction-related *Fatigued* Condition and you become more desperate to find a new fix.

Getting a fix will restore you to "normal" and remove any addiction-related *Fatigued* Conditions. In fact, you'll feel better than normal as a slight sense of euphoria accompanies the normal effect of the drug.

However, this does not last. After your fix interval of weeks of addiction, your fix interval goes down by 1. You begin to need the drug more often. This repeats every fix interval weeks, until you need the drug twice a day (when your fix interval reaches 0) to function "normally".

For every 2 addiction-related *Fatigued* Conditions you gain, you also gain a temporary Psychology trait of the GMs choosing, reflecting your agitated and deteriorating state of mind. Alternatively, you may begin to hear Dark Whispers.

If you gain a number of addiction-related *Fatigued* Conditions equal to your Toughness Bonus, you fall *Unconscious*, into a coma. Without another dose of the drug or dramatic medical intervention, you will die within your Toughness Bonus days unless you make a **Very Hard (-30) Endurance Test**. If the test succeeds, you recover consciousness and from your addiction.



FORMAT OF ENTRIES

COMPOUND NAME

Form, Type, Trade, Cost, Availability

Description and effects

Form is the most common form (see the *List of Forms* table) the compound takes.

Type is *concoction* or *preparation*.

Trade is Apothecary, Herbalist, or Poisoner (or a combination of the three).

Cost is the usual cost of the completed compound on the market.

Availability is the usual availability of the completed compound on the market.

THE OMNIBUS

ALFUNAS

Balm, Preparation, Herbalist, 6GC, Rare

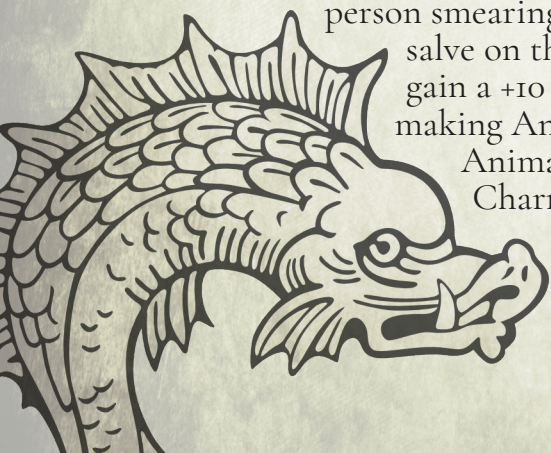
Smear over the injured area, this herb halves healing times for broken bones.

AMBERGRIS

Salve, Concoction, Apothecary, 10GC, Exotic

Used in the production of musk and perfumes and as an expensive spice, ambergris, properly prepared into a salve and spread upon the body, is also very effective in the treatment of Fever (including Severe fevers, making it rare, indeed) and Convulsions (see WFRP p. 188).

Ambergris is something of a dognip, too. A person smearing ambergris salve on their person to gain a +10 bonus when making Animal Handling, Animal Training, or Charm Animal Tests with dogs for 1 hour.



ANGELICA

Tincture, Preparation, Herbalist, 1/-, Common

Steeped in warm spirits and honey, angelica aids in digestive and acts as a weak Digestive Tonic (WFRP p. 307), conferring a +10 to recovery Tests from stomach ailments such as the Galloping Trots or Bloody Flux.

ANISE

Pill, Preparation, Herbalist, 5d, Common

Mixed with a flour paste, rolled into a ball, and allowed to dry, anise alleviates flatulence, granting a +20 bonus on Tests related to controlling one's wind.

AVARIZIA

Tincture, Concoction, Apothecary, 1GC, Scarce

An unusual tincture made from silver dust and calf sweetbreads, Avarizia increases the senses specifically towards the inherent value of things. The imbiber gains a +10 bonus to Evaluate, Gamble, and Haggle Tests for rating hours. After Toughness Bonus uses, the user will develop a distinctive silvery-blue tinge around their finger- and toe-nails and around the edges of their eyelids. This will dissipate after 1 week if no more Avarizia is consumed. If the user persists (they continue taking Avarizia for Toughness Bonus weeks), their skin and hair will turn silvery-blue, permanently.

BELLADONA

Oil, Preparation, Herbalist or Poisoner, 2GC, Rare

Also called deadly nightshade, belladonna is used by Estalian women as a cosmetic - a single drop causes the pupils to dilate. As an ingested poison, belladonna poisoning is often mistaken for rabies because the victim suffers from dryness of mouth and throat, a strange scarlet rash, and convulsions. A victim poisoned by belladonna must succeed a Challenging (+0) Endurance Test or gain one *Poisoned* Condition and *Convulsions* (WFRP p. 188), the severity of which is based on the failed SLs: 0 to -1,

Minimal; -2 to -3, Moderate; -4 or worse, Severe. The *Convulsions* last as long as the a *Poisoned* Condition remains.

BETONY

Tonic, Preparation, Apothecary or Herbalist, 9d, Scarce

Brewed into a simple, honey-sweetened tea for high- and low-born ladies alike, betony provides relief from migraines and nausea that often plague women. Men, too, can benefit of course. The tonic is an effective treatment for Malaise and Nausea (WFRP p. 189).

BLACK LOTUS

Ointment, Concoction, Poisoner, 20GC, Exotic

This deadly plant grows in Southland jungles and is used for blade venom. Victims who suffer at least 1 Wound from a sap-coated blade immediately take 2 Poisoned Conditions. Resisted with a Difficult (-10) Endurance Test.

BORAGE

Bolus, Preparation, Herbalist, 6d, Scarce

Formed into a large bolus and eaten, borage alleviates respiratory problems, granting a Challenging (+0) Endurance Test to suppress the symptoms Coughs and Sneezes (WFRP p. 188) for Toughness Bonus hours.

BOTTLED LOVE

Elixir, Concoction, Poisoner, 2GC, Scarce

This aphrodisiac is believed to unlock amorous passions. That is only part of the truth. This poison causes burns and blisters to develop in the digestive and urinary tracts, stimulating the victim in the process. While this does enhance performance (+10 to give pleasure tests), bottled love can kill, sending the victim into convulsions. A victim of bottle love must succeed a Challenging (+0) Endurance or become paralyzed with convulsions, gaining a *Poisoned* Conditions plus one additional *Poisoned* Condition per -2 SLs, and *Convulsions* (WFRP p. 188), the severity of which is based on the failed SLs: 0 to -1: Minimal, -2 to -3:

Moderate, -4 or worse: Severe. The *Convulsions* last as long as the a *Poisoned* Condition remains.

CALMING NECTAR (RATING)

Philter, Concoction, Apothecary, 45GC, Exotic

This philter is a bright blue fluid. When consumed by an individual suffering from the deleterious effects of a psychology condition, he becomes lucid and free of the psychological condition for 1 day per rating. At the end of the philter's duration, their mental state returns to "normal". If the condition was temporary, like begin affected by Fear or Terror, and the source of the condition is gone, then the condition is removed as well.

CATNIP (RATING)

Powder, Preparation, Apothecary or Herbalist, 2d, Common

This very common weed has two known uses. First, it *pleases* cats. A dose of catnip will make any feline more pliable and pleased, gaining a +20 bonus to Animal Handling, Animal Training, and Charm Animal Tests related to the catnip-supplied feline.

It also has efficacy in people, alleviating sore throat pain and inflammation for rating hours, and granting a +10 bonus to Entertain Tests. The prepared catnip powder is dissolved in warm wine and gargled. Opera singers are frequent uses of catnip gargles. This may explain their fondness for cats, as well.

Dose: 1 per day

CHAMOMILE

Tonic, Preparation, Apothecary or Herbalist, 5d, Common

Another tonic typically prescribed for "female troubles" along with betony, chamomile encourages restful sleep in the imbiber, naturally causing a pleasant *Fatigue* Condition in the imbiber 1d10x5 minutes after ingesting. The imbiber may actively resist the condition with an **Easy (+40) Endurance Test**.

Dose: 1 per day

CHIMERA SPITTLE

Ointment, Concoction, Poisoner, 25GC, Exotic

Harvested from (as the name so disturbingly suggests) a chimera, no small feat in itself, chimera spittle is highly acidic and burns the flesh on contact dealing 1 Wound with the merest drop. Applying this venom requires a steady hand and a successful Dexterity Test or the poisoner gets a little on him, taking 1 Wound of damage. On the first successful attack by a weapon envenomed by chimera spittle, the victim must succeed a Hard (-20) Endurance Test or gain 1d10 *Poisoned* Conditions, representing the acid as it eats away at their flesh. The acid dissolves the location struck and leaves a mark. If the the victim falls Unconscious, the location struck will be permanently scarred. If the victim takes a Wound from the poison while Unconscious, the area struck also receives a Critical Wound, interpreted through the lens of an acid burn.

CORIANDER

Pill or Powder, Preparation, Apothecary or Herbalist, 1/-, Scarce

Pills and powders made from coriander are efficacious at treating fevers and lingering infections. A dose of coriander is an effective treat for Fever and Lingering symptoms (WFRP pp. 188-189).

Dose: 1 per day, treats both symptoms

COURAGE (RATING)

Tincture, Concoction, Herbalist, 15/-, Scarce

Pure grain alcohol with a pinch of other herbal ingredients, Courage is an uncertain method to maintain resolve in the face of the awful things spawned in the Old World's dark corners. The imbiber gains a +(rating x 10) bonus to Cool Tests; however, they must make a **Very Hard (-30) Consume Alcohol Test** or immediately become Stinking Drunk (WFRP p. 121). Even if the subject succeeds on the test, they takes a -10 penalty to WS, BS, Ag, Dex, and Int (as if they had failed one Consume Alcohol test).

Dose: 1 per scene/encounter

CRIMSON SHADE

Smoke, Concoction, Apothecary, 5GC, Exotic

Concocted from the leaves of the Estalian blood oak tree, crimson shade is an addictive drug. When a character smokes a dose of crimson shade, he gains a +20 Bonus to Strength and Initiative. The effects of this drug last for about 1 hour.

Unfortunately, the drug is highly additive. The first time the drug is used, the user must make a Challenging (+20) Average Test, or become **Addicted (Crimson Shade)** (see Addicted above and Psychology, WFRP p. 190). Every subsequent use makes the Cool Test one step more difficult (the second is Challenging, the third is Difficult, etc.).

CYANIDE (RATING)

Powder, Concoction, Poisoner, 5GC, Rare

Taken from laurel berries and bitter almonds, or extracted from the pits of plums, apricots, cherries, and apple seeds, cyanide is a dangerous drug that can kill a man quickly. If a person ingests or inhales a substantial amount of cyanide, they must succeed a Challenging (+0) Endurance Test or gain rating ÷ 2 (round-up, minimum 1) *Poisoned* Conditions.

DAEMONSbane (RATING)

Oil, Preparation, Herbalist, 15/-, Rare

An oil made from daemonsbane provides some protection against vampires and can help a vampire hunter find their prey. A vampire must make an **Opposed Willpower Test** against the (rating x 10) of any preparation of daemonsbane oil within 2 yards or react with extreme revulsion. Vampire hunters will use the oil to smear upon the skin suspected victims of a vampire or they may thrust a vial of the substance at a suspected vampire to gauge their reaction.

Another herb, witchbane, prepared similarly, works just as well - the two herbs are virtually interchangeable.

DARK VENOM

Ointment, Concoction, Poisoner, 4GC, Exotic

Cultivated from the horrid Heldrake - sea dragons of the Western Ocean - even the slightest wound infected by dark venom results in terrible pain. If you deal 1 Wound with a weapon coated in this poison, the target gains a *Stunned* Condition from the pain.

DITTANY

Tincture, Preparation, Herbalist, 1/-, Common

Steeped in warm spirits and honey, dittany aids in digestive and acts as a weak Digestive Tonic (WFRP p. 307), conferring a +10 to recovery Tests from stomach ailments such as the *Galloping Trots* or *Bloody Flux*.

Dittany is also a common active ingredient in Healing Poultices.

Dose: 1 per day

EARTHROOT

Bolus, Preparation, Herbalist, 5GC, Scarce

This herb is ingested to negate the effects of Buboes caused by the Black Plague (though the swellings are still significant). Further, gain a bonus of +10 on all Tests concerning the disease.

Dose: 1 per day

EMERALD POWDER (RATING)

Powder, Concoction, Apothecary, 15GC, Rare

Long have apothecaries held that powdered gemstones have efficacious properties. If powdered emerald is mixed with wine or some other spirit, it has a chance to neutralize any poison contaminating that drink. Make a **(Rating x 10) Test** against the Difficulty strength of the poison: when in doubt, default to Challenging (+0). If the test succeeds, the poison is neutralized.

For example, if Emerald Powder 5 is added to a

drink containing Bottled Love, the base value of the test to succeed is 50 and the Difficulty is Difficult (-10). The powder has a 40% chance of negating the poison.

Furthermore, Heal Tests made to treat a character who drank a beverage infused with emerald powder are made with a +10 bonus.

Dose: 1 per drink

FAXTORYLL

Poultice, Concoction, Herbalist, 15/-, Exotic

When smeared on a wound, poultices made from this herbal coagulant remove all Bleeding Conditions without a Heal Test.

Dose: 1 per Critical Wound.

FEVERFEW

Powder, Preparation, Herbalist, 5d, Common

Ground into a powder and mixed with other dried and powdered plants, feverfew provides relief from migraines and headaches, similar to betony. The powder effectively treats Malaise and Lingering symptoms (WFRP p. 189).

Dose: 1 per day, treats both symptoms

FEYEYES (RATING)

Philter, Concoction, Apothecary, 3/-, Scarce

Brewed by Elf alchemists in the mysterious Athel Loren, the recipe for this draught slipped out into the Old World through illicit means; some claim an Elf Wizard was murdered for the knowledge (completely true, by the way). Sometimes used by guards and watchmen who work late shifts, Feyeyes grants a +10 bonus to sight-based Perception Tests for rating hours. However, the imbiber cannot blink or sleep until the effects wear off, though they can still be knocked *Unconscious*. When the effect ends, the imbiber suffers acute ocular discomfort in the presence of light brighter than a candle for an hour - bright light induces a *Blinded* Condition while the light persists. If they consume *more* feyeyes, they can stave off the

side-effect. It is said too much will make a man unable to close his eyes forever.

FLAX

Tablet, Concoction, Apothecary, 2/6, Common

Flax is commonly used in baking bread, but also has medicinal purposes. Dried, crushed into a powder, and formed into a wafer-like tablet with other medicinal plants, flax is an effective treatment for Flux and Nausea (WFRP p. 189). *Remember! Flax for the flux!*

Dose: 1 per day, treats both symptoms

GESUNDHEIT

Liniment, Concoction, Apothecary, 2/-, Rare

Gesundheit is a beautiful little white flower with excellent medicinal properties. Prepared into a cataplasm and smeared over the infected area, gesundheit provides a fine treatment for general Fever symptoms (WFRP p. 187) and grants a +10 bonus to any treatment Test for Festering Wounds.

Dose: 1 per day

GREEN SCORPION VENOM (RATING)

Powder, Concoction, Poisoner, 150GC, Exotic

A particularly nasty venom available from shady Araby dealers is scorpion venom. Normally, this toxin is taken from stung mice, rats, or other small animals, which are then dried and ground into powder. From this mess, the poison can be sprinkled in food and drink or mixed with oil to apply to a blade.

So nasty is this venom, it presents a significant danger to its creator and user: a fumbled Trade (Poisoner) Test when crafting the poison or a fumbled Dexterity Test when attempting to use it indicates the poisoner has poisoned themselves.

A person affected by green Scorpion venom must resist a Very Hard (-30) poison or receive (rating x 2) *Poisoned* Conditions.

GREYTABOON (RATING)

Fume, Concoction, Apothecary, 4GC, Exotic

When the fumes of this unusual mixture of aromatics and chemical components is inhaled, it temporarily improves the senses, conferring a +10 bonus to Initiative and Intelligence Tests for rating rounds. Afterwards, the imbiber gains a *Fatigued* Condition.

HEALING DRAUGHT "SHALLYATRÄNEN"

Draught, Concoction, Apothecary, 10/-, Scarce

If you have more than 0 Wounds, recover Toughness Bonus Wounds immediately.

Dose: 1 per encounter.

HEALING POULTICE "KLEINENSEGEN"

Poultice, Concoction, Apothecary or Herbalist, 12/-, Common

This foul-smelling medicinal wrap is made from animal dung and urine combined with any number of common herbs such as Sigmafoil, Tarrabeth, and Valerian. You do not suffer any Minor Infections from a Critical Wound treated with a Healing Poultice.

HEARTKILL

Philter, Concoction, Poisoner, 40GC, Exotic

Combining the venoms from an Amphisbaena (a rare, two-headed serpent) and a Jabberslythe produces an odorless, colorless poison. When ingested, the deadly mixture inflicts 4 *Poisoned* Conditions. Resisted with a **Difficult (-10) Endurance Test**.

HEMLOCK

Draught, Concoction, Apothecary, 1GC, Rare

Though highly poisonous and foul-smelling in its natural unprocessed form (a fern-like plant with small white flowers), when properly prepared into a draught using wine and potash, hemlock can treat severe cases of Convulsions.

Some apothecaries sell wine fortified with trace amounts of hemlock as a cure-all tonic. It doesn't really cure anything, but it packs quite a kick - each drink requires two (2) Consume Alcohol tests. Of course, every now and then someone dies...

Dose: 1 per day

HENBELL

Draught, Concoction, Herbalist or Poisoner, 7GC, Scarce

This drug and poison is an intoxicant that eventually makes its users fall asleep, sometimes into a coma. Used by herbalists to dull pain and put patients to sleep, it was soon discovered the plant was also quite toxic, causing dulled vision, nervousness, delirium, and convulsions. However, henbell has a vile taste and is easily identifiable in food and drink, so only the spiciest foods can mask it.

Consuming a regular dose of Henbell forces a subject to succeed a Toughness Test, or in Toughness Bonus rounds they become Stinking Drunk (see WFRP p. 121) with the normal recovery time.

A double dose requires the same test, but failure causes the character to fall into a coma - gaining the *Unconscious Condition* - lasting 1d10 months. If not fed and watered, the character starves to death. Likewise, if not cleaned, he could catch a disease at the GM's discretion.

KONIGSKUSS

Draught, Concoction, Apothecary, 15/-, Scarce

A popular draught in Altdorf, Konigskuss is a fine brandy infused with herbal narcotics. The drinker gains confidence, and their natural talents at wit and charm improve, but their intellect dulls as the drink heightens their pleasure senses. Drinkers of this draught gain a +10 bonus to Fellowship-based Tests but take a -10 penalty to Intelligence-based Tests. Sycophants to the Emperor under the influence of this drink are easily identifiable by their flushed features and wet eyes. The

draught lasts 1 hour per rating and counts as an alcoholic drink.

Dose: 1 per day

LAUDANUM

Tincture, Concoction, Apothecary, 10/-, Rare

Laudanum is a reddish-brown and extremely bitter tincture made from powdered opium poppy. Laudanum is an effective treatment for several ailments, including the Flux, Coughing and Sneezing (one of the rare treatments for that symptom), and Malaise. It also induces sleep (just as chamomile) and general feelings of well-being and relaxation.

Relatively inexpensive, easy to manufacture, and a provable efficacious, it is a popular and widely-used drug. Unfortunately, it is also mildly addictive: the user must pass an **Average (+20) Cool Test** per week of using laudanum or become addicted.

Dose: 1 per day

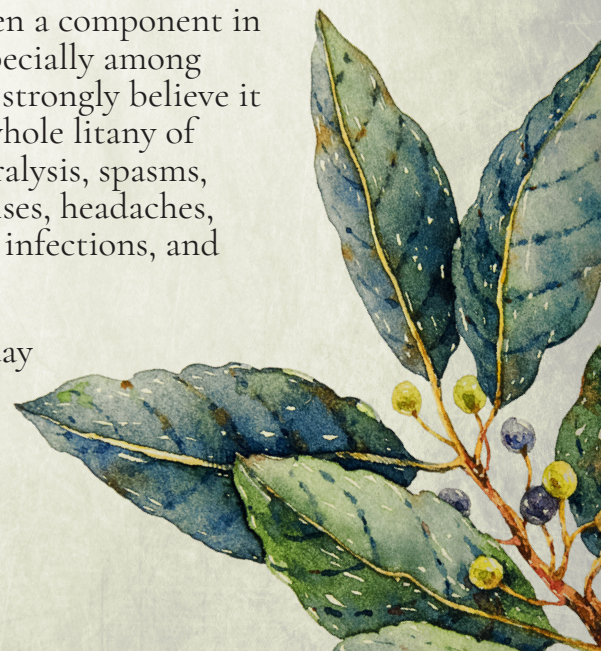
LAUREL

Cream or Liniment, Preparation, Herbalist, 6d, Common

Laurel is a common herb used in cooking. The leaves may also be boiled and formed into a warm poultice to treat rashes caused by poison ivy, poison oak, and stinging nettles. Creams and liniments made from laurel are an effective treatment for Pox.

Laurel is often a component in cure-alls, especially among Tileans who strongly believe it can treat a whole litany of ailments: paralysis, spasms, sciatica, bruises, headaches, catarrhs, ear infections, and rheumatism.

Dose: 1 per day



LAVENDER

Tincture, Preparation, Herbalist, 10/-, Common

Lavender, warmed in spirits and flavor with honey and other herbs, is an effective treatment for Convulsions.

Dose: 1 per day

LOVE PHILTER (RATING)

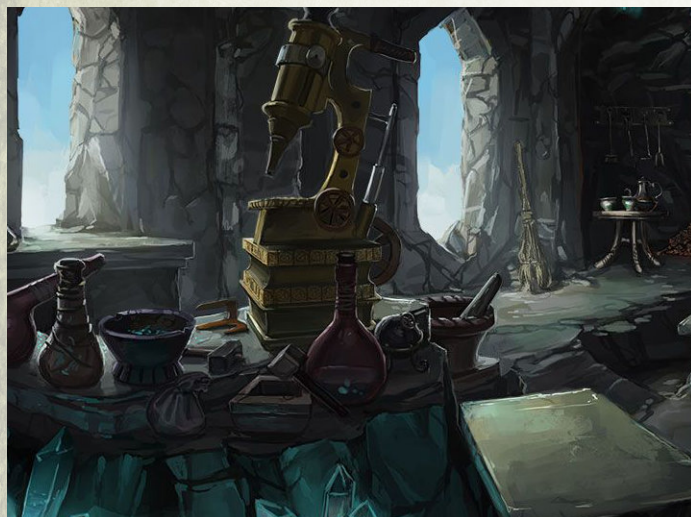
Philter, Concoction, Apothecary or Herbalist, 1GC, Rare

It seems almost everyone visits their local herbalist and apothecary for a at least once for a love philter. Most philters are pure balderdash, hardly more than a dark joke to get lonely young maidens to sip on bull pizzle tea. But some love philters do, indeed, have some efficacy.

True love philters make the imbiber more attractive to anyone who might be attracted to them, opposite sex or not. A true love philter will grant the imbiber a +10 bonus to Fellowship tests for rating hours, in general, as the philter makes anyone slightly more interesting to most everyone. However, in pursuit of amorous relations with a person of a like-mind, the imbiber receives a Fellowship bonus equal to the philter's (rating x 10).

True love philters cannot overcome Animosity or Hatred.

While effective, true love philters are still made with bull pizzle.



MAD CAP MUSHROOMS

Bolus, Preparation, Herbalist, 5GC, Exotic

These hallucinogenic mushrooms are eaten by Goblin fanatics before battle. They induce a berserker rage, adding +10 Strength, +4 Wounds, and the Frenzy Talent. When the effect wears off, the user loses 1d10 Wounds. Non-Greenskins must also pass a **Challenging (+0) Endurance** Test or contract a Minor Infection.

Duration: Active when chewed plus an additional 2d10 minutes.

MANDRAKE ROOT

Smoke or Bolus, Preparation, Apothecary or Herbalist, 1GC, Rare

The mandrake root is a potent drug used to mask the suffering of tortured lives among the insane in the Old World. A dose of this drug makes the imbiber relaxed, warm and sleepy (gain a pleasant *Fatigued* Condition). However, it takes only a single dose to become **Addicted (Mandrake Root)** - this can be resisted **once** with a **Very Hard (-30) Cool Test**, but the next dose will automatically addict the user.

Long-term abuse of the Mandrake Root weakens the body and the mind and leaves the addict more susceptible to gaining further Psychology Traits (any from WFRP pp. 190-191, or new ones, as the GM sees fit). Every month, while addicted, the addict gains a new Psychology trait if they fail a **Challenging (+0) Cool Test**.

For every month months the character is addicted to the drug, they gain 1 regression (a "negative advance") to their Strength, Toughness, Intelligence, and Fellowship as the drug slowly eats away at their body and mind. These regressions permanently offset any career advances and permanently lower the affected attributes.

If any attribute falls to zero after subtracting the accumulated regressions, the addict withers away and dies.

If through some miracle the addict recovers

from their addiction, they can lose the accumulated regressions at the rate of 1 per attribute per month, or 2 per attribute per month if under the care of a qualified physik. However, some damage is permanent. The last 10 regressions for each attribute cannot be recovered - that damage is irreversible without a miracle. Adjust the character's attributes accordingly and erase the regressions.

MANTIKORSPOOR (RATING)

Ointment, Concoction, Poisoner, 9GC, Exotic

Harvested from Manticore dung, this poison is lethal but has soporific side effects. The first hit made by a puncturing or cutting weapon smeared with manticore dung that also deals at least 1 Wound of damage requires the victim pass a Challenging (+0) Cool Test or become *Unconscious* as they slip into a dreamless slumber.

If the victim falls *Unconscious* from the poison, they must immediately make a Hard (-20) Endurance Test or gain rating *Poisoned* Conditions.

Dose: 1 per weapon

MELISSA

Balm, Preparation, Herbalist, 3/-, Common

Melissa is used to attract bees, polish furniture, and cure the mind of melancholy. When well-planted near beehives, it provides a +10 Bonus to Trade (Apiarist) Tests when dealing with those hives. Mashed into a balm with other oils and herbs and spread upon the head of a person suffering from depression or anxiety (it treats Malaise).

Dose: 1 per day

MINT

Tonic, Preparation, Apothecary or Herbalist, 15d, Common

Mint is used in cooking, cleaning, and medicine. Mint tea is commonly served after a meal as a digestif. It comes in an astonishing number of varieties. It is often used to create tonics to treat Nausea.

Dose: 1 per day

MOONFLOWER

Vapor, Concoction, Apothecary, 5GC, Scarce

This tranquilizer is a dried moss which grows only on leaves in the Laurelorn forest. Elves use Moonflower to treat Black Plague, granting a bonus of +30 to any associated Tests for Elves to resist the disease, otherwise it has no effect on their species. Others can inhale vapors from boiling the moss and if they fail a Very Hard (-30) Willpower Test will gain an *Unconscious* Condition; if passed, they receive a bonus of +20 to Cool Tests and gain a *Fatigued* Condition. Moonflower is used by the most expensive Physicians as an anesthetic.

Duration: 1d10+5 hours.

MOOTMILCH (RATING)

Draught, Concoction, Apothecary,

This thick milky substance tastes foul and leaves a chalky grit on the tongue. After 1 minute, the imbiber enjoys heightened reflexes and a better sense of balance, resulting in a +10 bonus to Agility-based Tests. However, a side-effect of the milk is that it dulls the senses and resolve, imposing a -10 penalty to all Willpower-based Tests. The effects of Mootmilch lasts for rating minutes.

Duration: Rating minutes



MUGWORT

Cream, Concoction, Herbalist, 10/-, Scarce

Mugwort was is to repel insects – especially moths – from gardens and persons. It is also said to receive muscle fatigue and, some claim, repel evil spirits. All this is true.

Made into a cream, mugwort can be spread over the body to repel insects and relieve muscle fatigue. As an insect repellent, determined insects must overcome a **Challenging (+0) Endurance Test** to approach mugwort-covered person. As a muscle cream, mugwort relieves 1 *Fatigued Condition*, staving off more *Fatigue* for the user's Toughness Bonus hours.

As an impediment to evil spirits, spirits and daemons must overcome an **Average (+20) Willpower Test** to approach a person covered in mugwort cream.

MUSK MALLOW

Liniment, Concoction, Herbalist, 5/-, Scarce

An ingredient in many cure-alls, the list of musk mallow's curative properties is extensive and a bit over-stated. However, it is an effective liniment for the treatment of the Clap, providing a +20 bonus to related treatment tests of the Clap's and its symptoms. It may also be used to aid in the healing of muscle bruise, sprains, and tears, providing a similar +20 bonus to treating those ailments.

Dose: 1 per day

For more about the Clap, see Appendix - Diseases.



NIGHTSHADE

Bolus, Preparation, Herbalist, 3GC, Rare

Consuming this herb causes the victim to fall into a deep sleep after 2-3 hours, unless an Endurance Test is passed. A Nightshade slumber lasts 1d10+4 hours.

Dose: 1 per person.

PERIWINKLE

Tonic, Preparation, Herbalist, 9d, Common

A simple tonic of periwinkle is an effective treatment for inflammation (+10 to Heal Tests treating Festering Wounds) and *Fever*.

Dose: 1 per day

RANALD'S DELIGHT

Powder, Concoction, Apothecary, 18/-, Scarce

This highly-addictive stimulant is a synthetic compound made from sulphur, mercury and other elements. Inhaling the powder provides a bonus of +1 to Movement, and +10 to WS, S, T, and Ag. This last for 3 hours, after which the user suffers a penalty of -2 Movement and -20 on Weapon Skill, Strength, Toughness, and Agility.

Duration: 1 day.

ROSEMARY

Tonic, Preparation, Herbalist, 4/-, Common

A popular and common herb for both cooking (especially for seasoning pork) and medicines. When used to season pork (1 "dose" can season an entire piglet), rosemary provides a +10 bonus to Trade (Cook) Tests.

Rosemary tonic also sharpens the mind and improves memory. A person who imbibes a strong rosemary tonic gains a +10 bonus to Intelligence-based Tests for a number of hours equal to their Intelligence Bonus.

Dose: 1 per day

RUBY SULPHUR EXTRACT “ARSENIC” (RATING)

Powder, Concoction, Poisoner, 180GC, Exotic

Old World poisons traditionally had a peculiar taste or stench until the development of arsenic in the Border Princes. Discovered in the nearby foothills, miners found an odd crystal deposit they called ruby sulphur. Shortly after it was taken from the mines, it changed color and disintegrated into a harmless powder. Later, an Araby alchemist realized a connection between the often-sudden transformation and the presence of light, finding that the amount and intensity of light affected the rock's rate of decomposition. Curious, he brought back a sample under the cover of night to his laboratory. After conducting a series of tests, he melted the stone down and when it dried; what remained was a strange white powder. Using the normal testing, he found the powder lacked an odor, taste, and when mixed in solutions, it didn't change the color. Unfortunately for the alchemist, his experiments led to his death.

Around the same time, a new poison suddenly spread throughout the Old World. People died with no explanation as to how and why, leaving no apparent evidence in food or drink. It was only after an Estalian detective captured an assassin did they discover this new poison, and the link between the alchemist and the rash of recent deaths became known.

Ruby sulphur extract, sometimes called arsenic, is the preferred type of poison for those who can afford it. Expensive and found only in one location in all the Old World, though rumor has it that Cathayan merchants sometimes transport small quantities of this powder, it is beyond the reach of most would-be killers.

To use ruby sulphur extract, it must either be mixed in with food or drink, or inhaled,

such as by rubbing the powder on a handkerchief or scarf. A poisoned victim must succeed a Difficult (-10) Endurance Test or gain a number of *Poisoned* Conditions equal to the rating of the compound. There are no known antidotes.

RUE

Special, Preparation, Herbalist, 2GC, Rare

A strongly-scented herb used by both the upper classes (in nosegays) and in liturgical ceremonies, especially those of Rhya. A Priest may gain a +5 bonus to a Pray Test to deliver a blessing (see WFRP p220) by dipping a length of prepared rue in pure water and sprinkling the water over the recipient of the blessing. Priests of Rhya gain a +10 bonus. A different sprig of rue must be used for each blessing.

RUINOUS ESSENCE (RATING)

Philter, Concoction, Apothecary, 33GC, Exotic

This bitter brew is so foul, drinking it deals 1 Wound of damage directly to the imbiber, causing severe stomach cramps. Distilled from the brain of a Beastman, Ruinous Essence assails imbibers with brutal visions of carnage and death: make an Endurance Test versus a Moderate Exposure to Corruption.

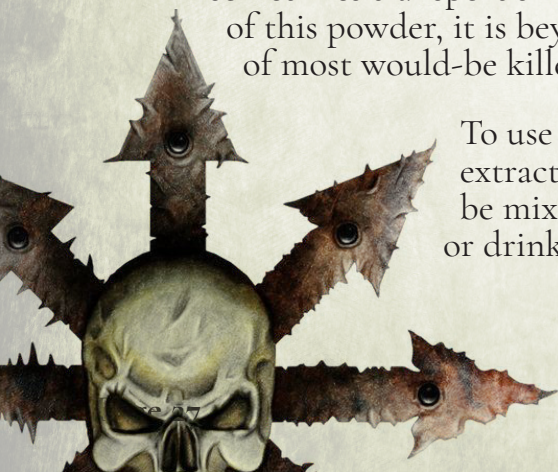
As a useful side-effect, the drinker has an uncanny ability to sense the winds of magic, gaining a +10 bonus to Magical Sense Tests and a +1 SL to casting rolls for any spells cast. These bonuses last for a number of minutes equal to essence's rating.

Duration: Rating minutes

SAGE

Tonic, Preparation, Herbalist, 2/-, Common

Another popular and common herb used in cooking and cleaning, with notable digestive qualities. Sage is a primary component in digestive tonics (see WFRP p307), and decoctions made of sage can provide comfort and relief to women suffering Nausea as a result of female problems.





SAGEKILL

Draught, Concoction, Poisoner, 22GC, Rare

Made famous by the suicide of one of the Old World's greatest philosophers and sages, Syclus the Wise, sagekill is a foul-tasting, powerful poison whose effects are generally painless. Upon drinking a draught of sagekill, the victim must succeed on a **Hard (-20) Endurance Test** or succumb to the poison.

The first effect is immediate vertigo: the imbiber gains a *Stunned* Condition.

The second effect occurs in In Toughness Bonus minutes, when the imbiber loses feeling in his arms and legs and can no longer walk, gaining the *Prone* Condition.

The third and final effect occurs Toughness Bonus minutes after becoming paralyzed: the imbiber slips into *Unconscious* as the poison seizes their heart and lungs. Toughness Bonus minutes later, they die.

Dose: 1 person

SALWORT

Powder, Preparation, Herbalist, 12/-, Common

When held under someone's nose, the aroma from a crushed sprig of this herb removes 1 *Stunned* Condition.

Dose: 1 per encounter.

SHALLYA'S WORT

Liniment, Concoction, Apothecary, 4GC, Rare

A basic component in many healing compounds, Shallya's Wort is also a powerful drug in its own right. When properly prepared into a liniment, it is useful for treating Critical Wounds, including wounds gained from burns and acid, and in Surgery. Spread upon a wound or applied to sutures after surgery, Shallya's Wort imparts a +20 bonus to Heal and a +10 bonus to Surgery Tests.

SIGMAFOIL

Smoke, Preparation, Herbalist, 9/-, Common

A common component in most healing poultices, the herb can also be smoked to provide a +10 bonus to a character's natural Heal Test (WFRP p181), in addition to providing a mild euphoria for an hour or so.

SPECKLED RUSTWORT

Cream, Concoction, Apothecary, 5GC, Exotic

Highly valued for its efficacy against Poxes, creams made with speckled rustwort will decrease the duration of the Pox by 1 day for each day the cream is reapplied to the Pox (in addition to the normal anti-itch effects of Pox creams, see WFRP pp186-189).

SPIDERBITE

Ointment, Concoction, Poisoner, 3GC, Rare

Manufactured in the same way as Green Scorpion Venom — using the carcasses of a small animal bitten by a poisonous spider — spiderbite is a dangerous paralytic poison that can only be applied to a sharp weapon. An opponent injured by an envenomed blade must succeed on a Challenging (+0) Toughness Test or fall to the ground *Prone* and *paralyzed* (effectively *Unconscious* for the purposes of melee) for 2d10 rounds.

Dose: 1 weapon

SPIDERLEAF

Poultice or Tonic, Concoction, Herbalist, 3GC, Rare

Spiderleaf may be smeared upon bleeding Critical Wounds like Faxtoryll, or brewed into a tonic to drink to treat internal bleeding Critical Wounds. Whether used externally or internally, the patient may make a Simple Endurance Test; if passed, each SL removes 1 Bleeding Condition.

Dose: 1 per Critical Wound

SPIT

Oil, Concoction, Apothecary, 1GC 5/-, Rare

Extracted from Chameleoleeches found in the marshes of the Empire, this extraordinarily powerful hallucinogen brings visions of something deeply desired, such as a lost lover, a dead friend, or a missing child. Called Spit on the streets, it's popular with those lost to despair. Upon exposure, you must pass a Very Hard (-30) Toughness Test or be lost to a fully real fantasy, which is a matter for the GM to handle.

Duration: 1d10 minutes.

TARRABETH

Salve, Preparation, Herbalist, 1GC, Common

Another common component of most healing poultices, tarrabeth salve smeared upon the skin of a patient will induce a deep, restful, peaceful Sleep, removing all Fatigued Conditions. Patients who resist (automatic, if desired) the effects *gain* a Fatigued Condition.

THUNG

Tincture, Concoction, Poisoner, 2GC, Scarce

One of the oldest poisons in use, thung is a derivative from a toxic herb called monk's hood (wolfsbane). It has a bitter smell and taste, making it difficult to use in foods unless the food is rancid or heavily spiced with garlic or onions. Eating thung forces the victim to succeed on Hard (-20) Endurance Test, or acquire *Thung Poisoning*, a special *Poisoned* Condition. The condition works as normal, except the time scale is *hours*, instead of rounds, and the condition *cannot be removed* except by a miracle or a special anti-toxin brewed from the blood of a mammal that has died from Thung poisoning (see Thung Antitoxin below). Thung poisoning is usually a death sentence.



THUNG ANTITOXIN

Tincture, Concoction, Apothecary, 3GC, Scarce

Made from the blood of a small mammal that has died from Thung poisoning, this tincture is the only known cure for Thung poisoning.

Dose: 1 per person

THYME

Tincture, Preparation, Herbalist, 2/-, Common

A very common herb used in cooking (especially for seasoning beef) and in making decoctions for treating venoms. Thyme provides a +10 bonus to Trade (Cook) Tests when preparing beef or chicken (1 “dose” can season an entire rib roast or hen). Drinking a tincture made from thyme will remove 1 Poisoned Condition.

VALERIAN

Tonic, Preparation, Herbalist, 15/-, Common

Yet another a common component in healing poultices, administering a valerian tonic will increase the Toughness Bonus of the patient by 1 for the purposes of calculating how many wounds the patient can naturally heal in that day (see WFRP p181 Healing Wounds).

Dose: 1 per day



VIPER KISS (RATING)

Oil, Concoction, Poisoner, 52GC, Exotic

Another poison from animals, the black stripe vipers of Araby are some of the most poisonous snakes in the Old World. Only the most skilled animal handlers can extract poison from these creatures, and even then there is a high mortality rate. Drawn straight from the fangs of a black stripe viper, this vile liquid burns to the touch, and it's fumes sting the eyes. When an envenomed weapon deals damage to a target, that target must succeed a Hard (-20) Endurance Test. If the target fails, they take 1 Wound and gain special *Poisoned* Condition, with a poison “tick” of 1 minute instead of the 1 round as regular *Poisoned* Condition. At the second minute, they gain 2 more special *Poisoned* Conditions. On the third minute, they gain 3 more, and so on, until the poison has run its course (which takes rating minutes).

Dose: 1 per weapon

VITALITY DRAUGHT “TAALSCHWEISS”

Draught, Concoction, Apothecary, 18/-, Scarce

Drinking this draught instantly removes all *Fatigued* Conditions.

WEIRDROOT

Bolus, Preparation, Apothecary or Herbalist, 4/-, Rare

One of the most common street-drugs in the Empire, Weirdroot is chewed, bringing a sense of euphoria and pleasant hallucinations, which some suggest may be connected to the Winds of Magic. The drug gives a +10 bonus to Toughness and Willpower Tests, but a penalty of -10 to Agility, Initiative, and Intelligence Tests.

Duration: Active when chewed plus an additional 1d10x10 minutes.

APPENDIX - LIST OF FORMS

Preparations and concoctions come in several forms, the list below should help GMs when describing the form a compound comes in.

INTERNAL (CONSUMED, LIQUID)

- ◆ Draught (brewed, usually vegetable-based)
- ◆ Elixir (distilled, clear, often sweetened)
- ◆ Oil (dissolved into or made from an oil)
- ◆ Philter (brewed, usually animal-based)
- ◆ Potion (brewed, usually mineral-based)
- ◆ Tincture (dissolved in alcohol)
- ◆ Tonic (steeped in water)

INTERNAL (CONSUMED, SOLID)

- ◆ Bolus (a large solid mass, eaten)
- ◆ Pill (a small solid mass, swallowed hole)
- ◆ Powder (a loose powder, usually taken by spoonfuls)
- ◆ Tablet (a small disk or cylinder, swallowed hole or ground into powder)

EXTERNAL (CREAMS, OILS, RUBS, APPLICATIONS)

- ◆ Balm (fragrant, resinous)
- ◆ Cataplasm (moist mostly-inorganic mass, often heated)
- ◆ Cream (thick, semi-solid)
- ◆ Embrocation (thin liquid)
- ◆ Liniment (particulate, oil-based lotion)
- ◆ Ointment (smooth, oil-based lotion)
- ◆ Poultice (moist mostly-organic mass, often heated)
- ◆ Salve (smooth, oil-based lotion, particularly cool-feeling)
- ◆ Unguent (soft, greasy, viscous)

EXTERNAL (INHALED)

- ◆ Fume (strong odor)
- ◆ Inhalation (pleasant odor)
- ◆ Smoke (dry)
- ◆ Vapor (wet)

EXTERNAL (IMMERSION)

- ◆ Ablution (cleaned with wet cloth)
- ◆ Bath (body immersed in liquid)
- ◆ Dip (affected area briefly immersed in liquid)
- ◆ Soak (affected area immersed in liquid for long period)

APPENDIX - DISEASES & ENDEAVORS

DISEASES

THE CLAP

One of the most common infections among promiscuous adults in the Empire, the Clap (or the Drip) is contracted from sexual contact with an infected person. The first symptoms mild, a sore throat and a slight rash, especially in the genital area. Left untreated, the rashes will spread into a pox across the body and the infected person will begin to discharge pus from their genitals and have pain urinating.

Contraction: If you fail an Average (+20) Endurance Test after any sexual contact with an infected person.

Incubation: 1d10 days

Duration: 1d10 months

Symptoms: Lingering (Challenging), Malaise, Pox

ENDEAVORS

CRAFTING ENDEAVOR

Alter the Difficulty Table on WFRP p. 198 to:

| Availability | Difficulty |
|--------------|------------------|
| Common | Easy (+40) |
| Scarce | Average (+20) |
| Rare | Challenging (+0) |
| Exotic | Hard (-20) |

Alter the Success Level Table on WFRP p. 198 to:

| List Price | SL |
|------------|----|
| Brass | 0 |
| Silver | 5 |
| Gold | 10 |

Append to the Endeavor on WFRP p. 198:

Very skilled crafters may, for the same amount of layout and effort, produce significantly more items than lower skilled crafters.

Normally, you can craft only 1 item per successful Crafting Endeavor. However, if you may increase the difficulty of the crafting Endeavor to create more items, making your Crafting Endeavors more efficient as you gain more skill.

By increasing the difficulty one step (Average to Challenging to Difficult, etc.), you **double** the number of items you can create with a single Crafting Endeavor (1, 2, 4, 8, etc.). You cannot increase the difficulty past Very Hard. The GM may rule this cannot apply to some items (like a building or a magic item).

| Recipe | Form | Type | Trade | Cost | Avail. | Active Ingredient | Common Fillers |
|--|-------------------|-------------|-------|-------|--------|---|---|
| Alfunas | Balm | Preparation | H | 6GC | Rare | Alfunas | Resin, vegetable oil, water |
| Ambergris | Salve | Concoction | A | 10GC | Exotic | Ambergris | Fish oil, grass, wildflowers, wine |
| Angelica | Tincture | Preparation | H | 1/- | Common | Angelica | Bark, leaves, honey, spirits |
| Anise | Pill | Preparation | H | 5d | Common | Anise | Ash, charcoal, lime, water |
| Avarizia | Tincture | Concoction | A | 1GC | Scarce | Silver dust | Honey, offal, spirits |
| Belladonna | Oil | Preparation | H, P | 2GC | Rare | Belladonna | Salt, vegetable oil |
| Betony | Tonic | Preparation | A, H | 9d | Scarce | Betony | Honey, water, wildflowers |
| Black Lotus | Ointment | Concoction | P | 20GC | Exotic | Black Lotus | Mineral oil, resin, urine |
| Borage | Bolus | Preparation | H | 6d | Scarce | Borage | Salt, vegetable oil, vinegar |
| Bottled Love | Elixir | Concoction | P | 2GC | Scarce | Mandrake root | Offal (pizzle), spirits |
| Calming Nectar | Philter | Concoction | A | 45GC | Exotic | Blessed temple dove feathers | Honey, leaves, water, wildflowers |
| Catnip | Powder | Preparation | A, H | 2d | Common | Catnip | Grass, leaves, wildflowers |
| Chamomile | Tonic | Preparation | A, H | 6d | Common | Chamomile | Honey, water, wildflowers |
| Chimera Spittle | Ointment | Concoction | P | 25GC | Exotic | Chimera spit | Mineral oil, resin, potash |
| Coriander | Pill or powder | Preparation | A, H | 1/- | Scarce | Coriander | Ash, flour, lime, sulphur |
| Courage | Tincture | Concoction | H | 15/- | Scarce | Valerian | Bark, honey, spirits, wildflowers |
| Crimson Shade | Smoke | Concoction | A | 5GC | Exotic | Estalian blood oak leaves | Grass, leaves, wildflowers |
| Cyanide | Powder | Concoction | P | 5GC | Rare | Laurel berries, almonds, stone fruit | Ash, bark, flour, potash |
| Daemonsbane | Oil | Preparation | H | 15/- | Rare | Daemonsbane or witchbane | Leaves, mineral oil, wildflowers |
| Dark Venom | Ointment | Concoction | P | 4GC | Exotic | Heldrake venom | Mineral oil, resin, potash |
| Digestive Tonic (Gutbauchen) | Tonic | Concoction | A, H | 3/- | Common | Angelica, dittany, mint, sage | Grass, leaves, water, wildflowers |
| Dittany | Tincture | Preparation | H | 1/- | Common | Dittany | Bark, leaves, honey, spirits |
| Earth Root | Bolus | Preparation | H | 5GC | Scarce | Earth Root | Ash, charcoal, flour, water |
| Emerald Powder | Powder | Concoction | A | 15GC | Rare | Emerald | Bark, bone meal, lime, potash |
| Factoryll | Poultice | Concoction | H | 15/- | Exotic | Factoryll | Ash, bark, honey, saltpeter, urine |
| Feverfew | Powder | Preparation | H | 5d | Common | Feverfew | Grass, leaves, wildflowers |
| Feyeyes | Philter | Concoction | A | 3/- | Scarce | Eye with Dark Vision trait | Bark, leaves, liver oil, spirits |
| Flax | Tablet | Preparation | H | 2/6 | Common | Flax | Bark, bone meal, liver oil, nettle |
| Gesundheit | Cataplasm | Preparation | A | 2/- | Rare | Gesundheit | Leaves, resin, sulphur |
| Green Scorpion Venom | Powder | Concoction | P | 150GC | Exotic | Small animal stung by Araby scorpion | Ash, charcoal, peat, potash |
| Gretaboon | Fume | Concoction | A | 4GC | Exotic | Opium poppy | Bark, charcoal, grass, peat |
| Healing Draught (Shallyatränen) | Draught | Concoction | A, H | 10/- | Scarce | Hemlock, musk mallow, Shallya's wort | Bark, honey, spirits, peat, wildflowers |
| Healing Poultice (Kleinensegen) | Poultice | Concoction | A, H | 12/- | Common | Dittany, sigmafoil, tarrabeth, valerian | Dung, grass, leaves, urine, moss |
| Heartkill | Philter | Concoction | P | 40GC | Exotic | Amphisbaena and jabberslythe venom | Insects, spirits, wine |
| Hemlock | Draught | Concoction | A | 1GC | Rare | Hemlock | Bark, charcoal, leaves, potash, wine |
| Henbell | Draught | Concoction | H, P | 7GC | Scarce | Henbell | Bark, spirits, peat, wildflowers |
| Konigskuss | Draught | Concoction | A | 15/- | Scarce | Opium poppy | Bark, honey, spirits, peat, wildflowers |
| Laudanum | Tincture | Concoction | A | 10/- | Rare | Opium poppy | Bark, leaves, spirits, sweet salt |
| Laurel | Cream or Liniment | Preparation | A, H | 6d | Common | Laurel leaves | Clean cloth, mud, bark, leaves, nettle |

| Recipe | Form | Type | Trade | Cost | Avail. | Active Ingredient | Common Fillers |
|---------------------------------------|-------------------|-------------|-------|---------|--------|-------------------------------------|--|
| Lavender | Tincture | Preparation | H | 10/- | Common | Lavender | Grass, leaves, spirits, wildflowers |
| Love Philter | Philter | Concoction | A, H | 1GC | Rare | Bull pizzle | Bark, nettle, spirits, wine, wildflowers |
| Mad Cap Mushrooms | Bolus | Preparation | H | 5GC | Exotic | Mad Cap Mushrooms | Ash, flour, lime, sulphur, potash |
| Mandrake Root | Smoke or Bolus | Preparation | A, H | 1GC | Rare | Mandrake root | Bone meal, charcoal, leaves, potash |
| Mantikorspoor | Ointment | Concoction | P | 9GC | Exotic | Manticore dung | Dung, mineral oil, resin, urine |
| Melissa | Balm | Preparation | H | 3/- | Common | Melissa | Butter, fat, leaves, mud, potash |
| Mint | Tonic | Preparation | A, H | 15d | Common | Mint | Honey, sweet salt, water, wildflowers |
| Moonflower | Vapor | Concoction | A | 5GC | Scarce | Laurelorn moss | Bark, leaves, peat, wildflowers |
| Mootmilch | Draught | Concoction | H | 7GC | Scarce | Milchweed | Charcoal, leaves, water, wildflowers |
| Mugwort | Cream | Concoction | H | 10/- | Scarce | Mugwort | Butter, fat, leaves, peat, potash |
| Musk Mallow | Liniment | Concoction | H | 5/- | Scarce | Muskmallow | Bark, fat, leaves, mineral oil, resin |
| Nightshade | Bolus | Preparation | H, P | 3GC | Rare | Nightshade | Grass, fat, flour, leaves, resin |
| Periwinkle | Tonic | Preparation | H | 7d | Common | Periwinkle | Honey, sweet salt, water, wildflowers |
| Ranald's Delight | Powder | Concoction | A | 18/- | Scarce | Mercury | Ash, lime, potash, saltpeter, sulphur |
| Rosemary | Tonic | Preparation | H | 4/- | Common | Rosemary, sage, thyme | Grass, leaves, water, wildflowers |
| Ruby Sulphur Extract (Arsenic) | Powder | Concoction | P | 180GC | Exotic | Ruby sulphur | Ash, lime, potash, saltpeter, sulphur |
| Rue | Special | Preparation | H | 2GC | Rare | Rue branch | Water |
| Ruinous Essence | Philter | Concoction | A | 33GC | Exotic | Gor brain | Fat, fungus, offal, vinegar |
| Sage | Tonic | Preparation | H | 2/- | Common | Sage | Grass, leaves, water, wildflowers |
| Sagekill | Draught | Concoction | P | 22GC | Rare | Hemlock | Water, spirits, wine, vinegar |
| Salwort | Powder | Preparation | H | 12/- | Common | Salwort | Ash, flour, sulphur |
| Shallya's Wort | Liniment | Concoction | A | 4GC | Rare | Shallya's Wort | Butter, fat, leaves, peat, vegetable oil |
| Sigmafoil | Smoke | Preparation | H | 9/- | Common | Sigmafoil | Grass, leaves, wildflowers |
| Speckled Rustwort | Cream | Concoction | A | 5GC | Exotic | Speckled Rustwort | Butter, fat, leaves, peat, vegetable oil |
| Spiderbite | Ointment | Concoction | P | 3GC | Rare | Small animal killed by spider venom | Mineral oil, resin, urine |
| Spiderleaf | Poultice or Tonic | Concoction | H | 3GC | Rare | Spiderleaf | Ash, bark, honey, sweet salt, water |
| Spit | Oil | Concoction | A | 1GC 5/- | Rare | Chameleoleeches | Mineral oil, resin, vinegar |
| Tarrabeth | Salve | Preparation | H | 1GC | Common | Tarrabeth | Ash, butter, fat, mineral oil, mud |
| Thung | Tincture | Concoction | P | 2GC | Scarce | Monk's hood (wolfsbane) | Mold, insects, leaves, spirits |
| Thung Antitoxin | Tincture | Concoction | A | 3GC | Scarce | Blood of Thung-poisoned mammal | Bark, leaves, potash, spirits |
| Thyme | Tincture | Preparation | H | 2/- | Common | Thyme | Bark, honey, spirits, wildflowers |
| Valerian | Tonic | Preparation | H | 15/- | Common | Valerian | Honey, water, sweet salt, wildflowers |
| Viper Kiss | Oil | Concoction | P | 52GC | Exotic | Black stripe viper venom | Mineral oil, resin, urine |
| Vitality Draught (Talschweiss) | Draught | Concoction | A | 18/- | Scarce | Gall of boar | Bark, bone meal, liver oil, nettle |
| Weirdroot | Bolus | Preparation | A, H | 4/- | Rare | Weirdroot | Ash, flour, leaves |

APPENDIX - MORE RECIPES

This living appendix will grow to collect new found recipes over time.

KURTS

Powder, Concoction, Herbalist, 12/-, Scarce

Kurts is a drug made from the Gortsiete plant. It begins to take effect after half an hour. One dose induces drowsiness, causing a Character to gain a *Fatigued* Condition; two doses causes a Character to take an *Unconscious* Condition.

Duration: It takes $2d10 + \text{Toughness Bonus}$ minutes to take effect and lasts for $1d10$ hours. This is reduced by -1 hour on a successful **Challenging (+o) Endurance Test**, -1 further hour per SL scored, to a minimum of 1 hour.

Dose: 1 (or 2) per person

Active Ingredient: Gortsiete leaves

Source: *Night of Blood*

