

Potions

The standard Herbal Potions for sale in the Kern Valley are listed below. Characters with the Make Herbal Potion skills may buy the recipes for these potions at a cost of 10 Gests per rank. In all cases the price is per dose.

Potion Type	Price in Gests			
Rank	1	2	3	4
Strength			5	
Dexterity		8		16
Stamina	3	6	9	12
Cure Balm	6	7	8	9
Cure Wounds	6	7	8	9
Cure Disease		5		10
Remove Pain		10		
Poison Antidote				
Ingestive Poison	2	4	6	8
Blade Venom	2	4	6	8
Sleep	2	4	6	8

Characters may like to learn how to brew their own potions.

Herbal Potions must be drunk to have any effect (with the exception of Blade Venoms and Sleep Venoms, which are applied to weapons). The potion will take effect 30 seconds after being drunk providing the benefits below.

Cure Balm - This potion is rubbed onto a wounded limb rather than drunk. It restores 5 points of locational life damage per rank of the potion, it does not cure any Total Life damage at all.

Cure Wounds - This potion restores 5 points of total life damage per rank of the potion.

Cure Disease - Enables the recipient to overcome disease or infestation resulting from festering wounds. The potion is completely effective against all diseases herbal power or otherwise.

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Potion Rank	Severity of disease cured
2	Minor
4	Medium
6	Major
8	Fatal
10	All Disease

Remove Pain - This potion will remove all Pain effects that are currently affecting the drinker. It has no effect on Pain effects that the subject may be targeted with after the potion has taken effect (for example a Remove Pain potion would prevent the character being in pain from a broken leg but it would have no effect upon an Inflict Pain invocation cast on him after the potion had taken effect). The potion lasts for 15 minutes, if the source of the removed pain is still present (such as a broken limb) then the character will begin to suffer the pain effect once again.

Blade Venom - Blade Venoms inflict 5 points of Total Life Damage per rank to a player or 5 monster hits per rank to a monster. In order for the venom to be effective the character must apply it (using an appropriate phys rep.) to a bladed weapon and then strike an opponent for sufficient damage to injure them (bruising is not sufficient). A Blade Venom is good for only one blow, which must be the first successfully struck following the application of the venom, and will remain on the blade for 15 minutes, or until used, whichever comes first.

Poison Antidote - Cancels the effect of any herbal poison consumed or insinuated (ingested or blade venom) into the body. The antidote can be taken in advance or after the poison is introduced, but in order to fully negate the effects of poison (up to the limit of the antidote consumed) the antidote must be taken before the poison takes effect (30 seconds). Thus the antidote may take effect within the usual 30 seconds time limit. Antidote consumed in advance lingers in the system at full effect for 15 minutes and then fades. The duration may not be doubled. The rank 5 versions negate any herbal rank 1-5 poison; the rank 10 versions negate any and all herbal poisons.

Ingestive Poison - One dose causes 10 points of total life damage per rank of potion (or 10 monster hits). The potion must be taken orally. It is generally best to tell the player referee if you have administered Ingestive Poison to someone so that they can inform the target when the poison takes effect. Ingestive Poison takes 15 minutes to take effect rather than the usual 30 seconds.

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Sleep Venom - This potion can be applied orally as with ingestive poison or via a weapon attack such as with blade venom. It affects the following rank of player/monster hits –

Potion rank	1	2	3	
Player rank	2	4	8	
Monster hits	4	8	16	

Note that only 1 point of damage is necessary to awaken someone who is slept. The effect lasts for 15 minutes or until awoken and cannot be extended.

Strength - At rank 3 the potion will increase the characters strength to that of the Strength skill if their strength was lower, it does not have any effect upon a creature which was already strong.

Strength - At rank 6 the potion will increase the characters strength to that of the Double Strength skill if their strength was lower, it does not have any effect upon a creature which was already that strong.

Strength - At rank 9 the potion will increase the characters strength to that of the Triple Strength skill if their strength was lower, it does not have any effect upon a creature which was already that strong.

Dexterity - Each Rank of Dex potion will give you that amount of armoured or unarmoured dexterity. This is stackable with any other form of armour class except the Neutral invocation, Enhanced Reflexes. The effects last for 1 encounter; however dropping 2 points of the dexterity given will increase the duration of the effect. Therefore, for example a Rank 10 potion will either give:

10 points of dex for 1 Encounter OR
8 points of dex for 2 Encounters OR
6 points of dex for 1 Section OR
4 points of dex for 1 Day OR
2 point of dex for 1 Event

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Note that the user decides on the effect strength and duration, not the creator.

Stamina - This potion provides a reservoir of total life points of 5 points per rank of potion lasting for 15 minutes. These total life points are used prior to the characters own life points. This does affect locational damage. Extra life points gained by stamina potions cannot be cured once removed via damage.