

Alchemy

<i>Reagents</i>	<i>Arcane Trait</i>	<i>Origin</i>	<i>Number Held</i>
Black Pearl	Projection	Britannia & Serpent's Isle	
Blood Moss	Movement	Britannia & Serpent's Isle	
Garlic	Warding, Curing	Britannia & Serpent's Isle	
Ginseng	Healing	Britannia & Serpent's Isle	
Mandrake Root	Power	Britannia & Serpent's Isle	
Nightshade	Poison, Illusion	Britannia & Serpent's Isle	
Spiders Silk	Binding	Britannia & Serpent's Isle	
Sulphurous Ash	Energy, Light, Fire	Britannia & Serpent's Isle	
Black Rock	???	Britannia & Serpent's Isle	
Blood Spawn	Increase the power of offensive spells	Serpent's Isle	
Serpent Scales I	Serpents, Order/Chaos	Serpent's Isle	
Worm's Heart	Cold, Order/Chaos	Serpent's Isle	
Bat Wing	Life, Creature	Pagan	
Blackmoor	Power	Pagan	
Blood	Summoning/Communication	Pagan	
Bone	Summoning/Communication	Pagan	
Brimstone	Power	Pagan	
Dirt	Protection	Pagan	
Daemon Bone	Summoning/Binding	Pagan	
Executioner's Hood	Death	Pagan	
Obsidian	Duration	Pagan	
Pig Iron	Protection	Pagan	
Pumice	Distance	Pagan	
Serpent Scales II	Destruction/Separation	Pagan	
Volcanic Ash	Fire, Flame	Pagan	
Wood	Preservation/Binding	Pagan	

In one Potion 1 Reagent can be used pr 10 points of Alchemy - Reagent Max pr Potion = 10 -
 Potion Effect = 1d8 pr reagent - The Potion Effect is not affected by the Resist Magic Skill -
 Archery Skill used to Throw Potions e.g. Explosive potions at targets - No Archery Damage Bonus

<i>Potion Effect</i>	<i>Ingredients</i>	<i>Number Held</i>