

Liber Etcetera:
RHYA'S GIFTS

***A Herbalism & Potion Making fan supplement
for Warhammer Fantasy Roleplay 4th Edition***



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Liber Etcetera: Rhya's Gifts

Credits

Liber Etcetera: Rhya's Gifts is an unofficial fan supplement for ***Warhammer Fantasy Roleplay 4th Edition*** created by Ben Scerri (@Ben_Scerri on Twitter). For more like this, go to <https://redworldpress.itch.io/>.

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Liber Etcetera: Rhya's Gifts was written on the land of the Boon Wurrung and Woiwurrung (Wurundjeri) peoples of the Kulin Nation, with all possible respect to their Elders, past and present.

This land was never ceded.

INTRODUCTION

Liber Etcetera: Rhya's Gifts is an unofficial fan supplement for *Warhammer Fantasy Roleplay 4th Edition*, focusing on Herbalism and Potion Making, written by Ben Scerri (@Ben Scerri on Twitter).

Potions are the distillation of the Winds of Magic found in everyday mundane things, such as living animals, herbs, precious stones, and even mundane junk. Whilst not necessarily aware of it, a potion maker — usually called an Apothecary — combines these Ingredients to extract the Winds of Magic from them, and — through the use of meticulous recipes — guide them into an intended reproducible Effect. Even Wizards will create Potions — often more so — as they are more stable than Spells, though their range of Effects is far lessened.

Potion making requires three things: Ingredients, an Effect, and to be Brewed. Once these three components have been gathered, decided, and performed, the Potion can be drunk, and the Spoilage Test can be made to see if anything goes wrong in the imbibing.

This supplement consists of three sections:

- ✘ **Ingredients** (page 3–21) details the components that go into Potions,
- ✘ **Effects** (page 22–35) details the various things Potions can be made to do,
- ✘ And **Brewing** (page 36–39) details the mechanics of making the Potions themselves.

INGREDIENTS

Ingredients have various Affinities and Potencies for each Affinity. An Affinity tells the Apothecary which Wind is being used, and therefore, which Effects the Potion can impart on the imbiber. The Potency tells the Apothecary how strong each Affinity is, and the relative strengths of the Effects.

Almost anything can be an Ingredient, so Apothecaries are encouraged to keep lots of things close to hand, and to harvest interesting things as they journey. See **Ingredients by Type & Affinity** below for more details.

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INGREDIENTS BY TYPE & AFFINITY

The following types of Ingredients can be harvested:

- ❖ Animal Parts,
- ❖ Plants,
- ❖ Metals,
- ❖ Phenomena,
- ❖ Stones,
- ❖ And Special Trappings.

Make sure to check the type of Ingredient being used under each Affinity to make sure which Affinities are being derived from the Ingredient. Note that Ingredients may have multiple Affinities, so for example, the blood of an ox would have Affinity (*Aqshy*) and Affinity (*Ghur*), a rose would have Affinity (*Shyish*) and Affinity (*Ghyran*), etc.

Furthermore, other than Metal, a multiple doses of the same type of Ingredient wont yield greater Potency: multiple different sources of Potency are needed to create more powerful Effects.

Example: Brünhilde wants to gather together a total of 10 Potency in Affinity (Ghyran). A bunch each of Anise, Chickweed, Hazel Nut, Johann's Wort, and Thyme, worth Potency 2 each would work. 5 bunches of Anise would not.



Animal Parts

Most Animal Parts have Affinity (*Ghur*), but many also have Affinities with the other Winds — except *Hysh*. The Potency of an Animal Part is based on one of the Characteristics of the Creature it comes from. Any Creature — within the parameters of the individual Wind — can grant this Potency. However, Creatures with the *Corruption*, *Magical*, or *Mutation* Traits also have Affinity (*Dhar*) with a Potency equal to their highest Affinity. Animal Parts harvested from sentient Creatures (GM's decision) have +1 Potency to Affinity (*Dhar*).

Plants

All Plants have Affinity (*Ghyran*) (min. 1, unless otherwise state), but many also have Affinities with the other Winds. The Potency of a Plant's primary Wind is based off of its Availability: Common = 1, Scarce = 2, Rare = 4, Exotic = 8. Plants that have been harvested over a week ago lose their Potency at 1 per day after the week has subsided. Plants can be specially treated (dried, preserved, etc.) with a successful **Trade (Herbalism)** Test. Failure on this Test destroys the Ingredient, whilst success preserves them for a year.

Plants also have a Terrain where they can be found. A Herbalist can choose to find specific Plants when performing a Lore (Herbs) Test in these Terrains as described on ***Warhammer Fantasy Roleplay 4th Edition*** page 127.

Metals

All Metals, other than lead, have Affinity (*Chamon*), but a rare few also have Affinities with the other Winds. The Potency of a Metal is equal to its cost in Gold Crowns $\times 2$, to a minimum of 1 (i.e. 10 Silver Shillings).

Special Trappings

All Special Trappings are uniquely aligned with their respective Affinities, and grant Potency equal to their Encumbrance $\times 2$, to a minimum of 1. However, Special Trappings may be made from Animal Parts, Plants, Metals, or Stones, so make sure to take into consideration their make-up!

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Beasts (*Ghur*)

Animal Parts

Animal parts have Affinity (*Ghur*) with Potency equal to the Creature's Strength Bonus $\div 2$, rounded down, under the following conditions:

- ✘ The Ingredient must be harvested from a still-living, or freshly killed Creature (Potency is halved if the Creature has been dead longer than an hour, and completely gone if longer than a day),
- ✘ The Ingredient has Potency $\times 2$ for Creatures with the *Bestial* Trait,
- ✘ The Ingredient cannot come from a Creature with the *Construct*, *Demonic*, or *Undead* Traits.

Plants

Few Plants have Affinity (*Ghur*), with the following exceptions:

- ✘ Apple (Common, Farmland / Forest / Grassland),
- ✘ Buckbean (Common, Grassland),
- ✘ Coriander (Scarce, Grassland),
- ✘ Fox's Clote (Common, Forest),
- ✘ Iris (Common, Bog / Moor),
- ✘ Laurel (Scarce, Forest),
- ✘ Rocket (Common, Bog / Grassland),
- ✘ Rosemary (Common, Forest / Grassland).

Phenomena

The act of killing a Creature, and stirring a concoction with the blade or claw that dealt the deed as the final catalyst of a Potion counts as an Ingredient with a Potency equal to Damage $\div 5$ of the killing strike. If the Creature had the *Corruption*, *Magical*, or *Mutation* Traits, or was sentient (GM discretion), doing so also imbues Affinity (*Dhar*) for the same Potency.

Stones

Lumps of amber have Affinity (*Ghur*) equal to their Encumbrance \times 5, to a minimum of 1.

Special Trappings

Scrimshawed images of animals, stones daubed with runes of blood, and sinew drums and other ritualistic paraphernalia may be dipped in a Potion as Ingredients with Affinity (*Ghur*).



Death (*Shyish*)

Animal Parts

Animal parts (only bone) have Affinity (*Shyish*) with Potency equal to the Creature's Max Wounds (when alive) \div 5, rounded down, under the following conditions:

- ✘ The Ingredient must be harvested from a dead Creature (Potency is halved if the Creature has been dead less than an hour, or more than a week),
- ✘ The Ingredient has Potency \times 2 for Creatures with the *Undead* Trait,
- ✘ The Ingredient cannot come from a Creature with the *Construct*, or *Demonic* Traits.

Plants

Very few Plants have Affinity (*Shyish*) normally, with the following exceptions:

- ✘ Caper (Common, Bog / Moor),
- ✘ Chives (Common, Forest / Grassland),
- ✘ Cowbane (Scarce, Aquatic / Bog),
- ✘ Cowslip (Common, Forest / Grassland),
- ✘ Deadly Nightshade (Scarce, Forest),
- ✘ Mugwort (Rare, Dark),
- ✘ Rose (Scarce,) — Black Roses gathered from Gardens of Morr count as Rare, and have Potency 4.

However, all Plant Ingredients gain Affinity (*Shyish*) once they begin to spoil — that is, they begin to lose their Potency in their main Affinity. The Potency of this Affinity is equal to half the lost Potency, rounded down. Once it spoils completely, this Affinity is lost, as well.

Example: Southernwood (Hysh, Rare, Forest) that has gone a week and 3 days since harvesting would have Affinity (Shyish) 1 for one day before spoiling completely.

Phenomena

Leaving a partially brewed Potion in an area saturated with death — such as a crypt, or battlefield — for a week counts as an Ingredient with a Potency of 8, however doing so adds a -30 to the **Spoilage** Test.

Stones

Amethysts have Affinity (*Shyish*) equal to their Encumbrance $\times 5$, to a minimum of 1.

Special Trappings

Wood and nails from coffins, embalming fluids, hourglasses, silver coins, and grave dirt, may be arranged in careful spiralling patterns around a Potion as it brews as Ingredients with Affinity (*Shyish*).



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Fire (Aqshy)

Animal Parts

Animal parts (only blood) have Affinity (*Aqshy*) with Potency equal to the Creature's Fellowship Bonus $\div 2$, rounded down, under the following conditions:

- ✘ The Ingredient must be harvested from a Creature that had the *Belligerent, Brute, Breath (Fire), Frenzy, or Fury* Traits,
- ✘ The Ingredient has Potency $\times 4$ for Creatures with the *Breath (Fire)* Trait,
- ✘ The Ingredient cannot come from a Creature with the *Construct, Demonic, or Undead* Traits.

Plants

Few Plants have Affinity (*Aqshy*), with the following exceptions:

- ✘ Alder (Common, Forest / Grassland),
- ✘ Barley (Common, Farmland / Grassland),
- ✘ Common Comfrey (Rare, Desert / Moor),
- ✘ Hops (Common, Farmland / Forest / Grassland),
- ✘ Lilies (Scarce, Aquatic / Bog),
- ✘ Lovage (Common, Grassland),
- ✘ Mallow (Common, Forest),
- ✘ Valerian (Scarce, Moor / Mountain).

Phenomena

Brewing the Potion over anything more than a small fire may impart additional Affinity (*Aqshy*) into the Potion as an Ingredient. The Potency is equal to the extent of the blaze:

- ✘ Small, such as a fireplace or brazier = +1,
- ✘ Average, such as a bonfire = +2,
- ✘ Large, such as furnace or kiln = +4,
- ✘ Enormous, such as a burning building, or Dragon's flame = +8.

Stones

Rubies have Affinity (*Aqshy*) equal to their Encumbrance $\times 5$, to a minimum of 1.

Special Trappings

Anything flammable, such as coals, fibers, paper, charcoal, or fats may be burned and added to the Potion as it brews as Ingredients with Affinity (*Aqshy*). Additionally, objects made of iron may be submerged in the Potion as it brews for the same purpose.



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Heavens (*Azur*)

Animal Parts

Animal parts (only feathers, talons, or tongues) have Affinity (*Azur*) with Potency equal to the Creature's Agility Bonus $\div 2$, rounded down, under the following conditions:

- ✘ The Ingredient must be harvested from a Creature that had the *Flight* Trait,
- ✘ The Ingredient cannot come from a Creature with the *Construct*, *Demonic*, or *Undead* Traits.

Plants

Very few Plants have Affinity (*Azur*), with the following exceptions:

- ✘ Burnt Saxifrage (Scarce, Aquatic),
- ✘ Chervile (Rare, Desert / Moor),
- ✘ Dill (Common, Grassland),
- ✘ Squill (Common, Mountain),
- ✘ Sweet Marjoram (Common, Forest / Grassland).

Phenomena

Brewing the Potion under the light of certain astrological signs requires a focusing lens set above the cauldron, and a clear night's sky. A **Very Hard (-30) Lore (Astrology)** Test should be performed, with the Potency equal to the SL (this may be negative). If Morrslieb is risen, this doubles the Potency, but also grants half of this total as Affinity (*Dhar*).

Brewing a Potion during a lightning storm can also act as an Ingredient. If a lightning rod is set into the cauldron, and it is struck (requiring a **Very Hard (-30) Lore (Science)** Test, modified by whether there is anything else nearby that might be struck, as well as the intensity of the storm), then it counts as +8 Potency.

Stones

Sapphires have Affinity (*Azur*) equal to their Encumbrance \times 5, to a minimum of 1.

Special Trappings

Astronomical instruments, charts, lenses, astrological symbols, animal innards for scrying, mirrors, glass balls, and slivers of conductive metals may be arranged in arcane sigils on the ground around a Potion as it brews as Ingredients with Affinity (*Azur*).



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Metal (*Chamon*)

Animal Parts

Animal parts have Affinity (*Chamon*) with Potency equal to the Creature's Toughness Bonus $\div 2$, rounded down, under the following conditions:

- ✘ The Ingredient must be harvested from a Creature that had the *Construct* Trait,
- ✘ The Ingredient cannot come from a Creature with the *Demonic*, or *Undead* Traits.

Plants

Few Plants have Affinity (*Chamon*), with the following exceptions:

- ✘ Basil (Common, Forest / Grassland / Mountain),
- ✘ Camomile (Common, Forest / Grassland),
- ✘ Cypress (Common, Hills),
- ✘ Ginger (Common, Forest / Grassland),
- ✘ Mint (Common, Forest / Grassland / Hills),
- ✘ Oak (Common, Forest),
- ✘ Saffron (Exotic, Grassland),
- ✘ Yarrow (Common, Forest / Moor).

Metals

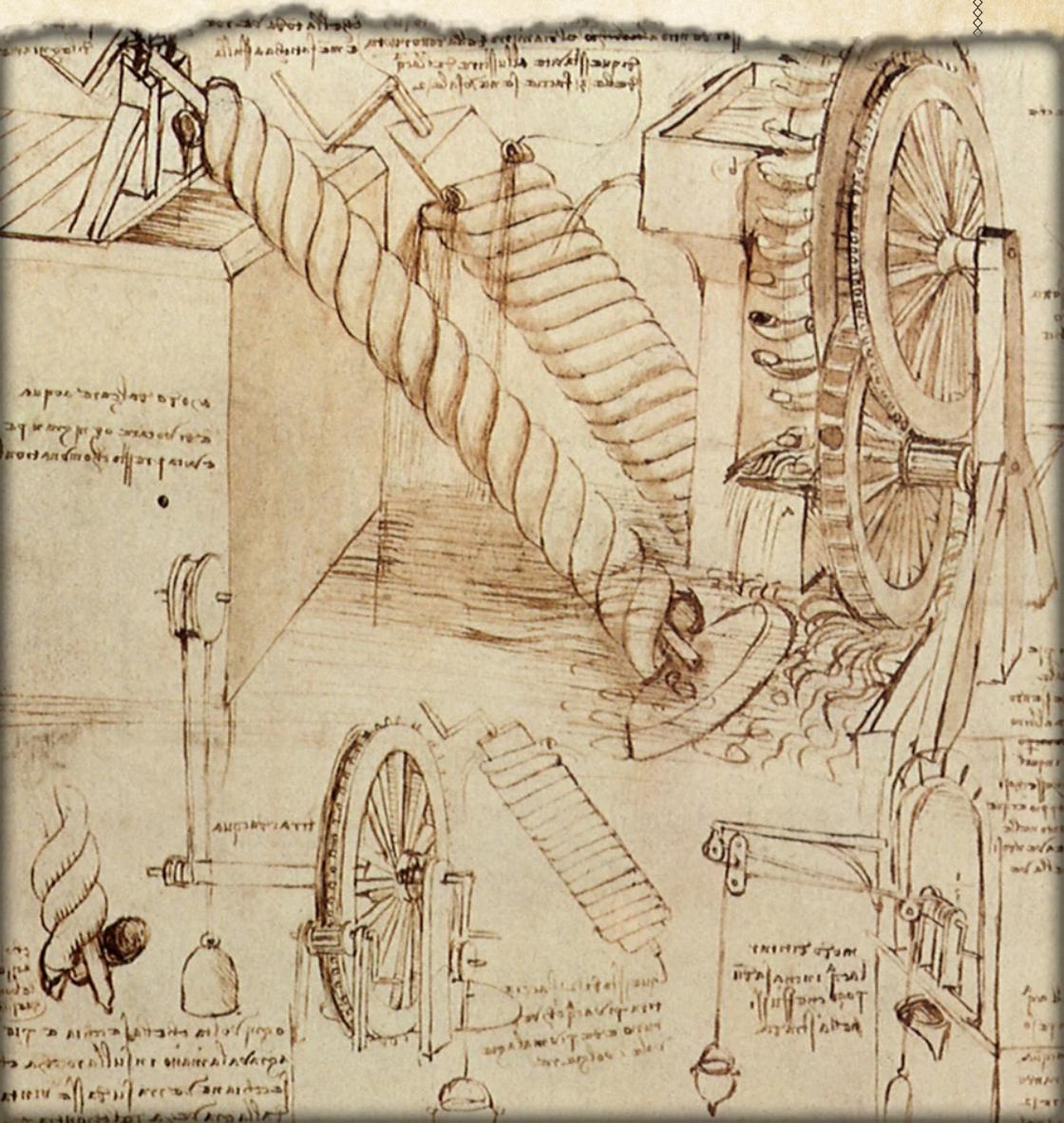
All Metals, other than lead, have Affinity (*Chamon*). The Potency of a Metal is equal to its cost in Gold Crowns $\times 2$, to a minimum of 1 (I.e. 10 Silver Shillings).

Stones

Garnets have Affinity (*Chamon*) equal to their Encumbrance $\times 5$, to a minimum of 1.

Special Trappings

Using tools inscribed with mathematical formulas, progressions, or complex geometric shapes, count as Ingredients with Affinity (Chamon) when brewing a Potion.



Life (*Ghyran*)

Animal Parts

Animal parts have Affinity (*Ghyran*) with Potency equal to the Creature's Toughness Bonus $\div 2$, rounded down, under the following conditions:

- ✘ The Ingredient must be harvested from a still-living, or freshly killed Creature (Potency is halved if the Creature has been dead longer than an hour, and completely gone if longer than a day),
- ✘ The Ingredient must be harvested from a Creature with the *Size (Small)* or smaller Trait, or with the *Regenerate* Trait,
- ✘ The Ingredient has Potency $\times 2$ for Creatures with the *Regenerate* Trait,
- ✘ The Ingredient cannot come from a Creature with the *Construct*, *Demonic*, or *Undead* Traits.

Plants

All Plants have Affinity (*Ghyran*), but some have additional Potency. All of the following examples gain a +1 to the normal Potency, given their Availability:

- ✘ Anise (Common, Forest / Grassland),
- ✘ Arnica (Common, Grassland),
- ✘ Centaury (Common, Forest / Grassland),
- ✘ Chickweed (Common, Bog / Grassland),
- ✘ Coltsfoot (Common, Grassland / Moor),
- ✘ Great Mullein (Common, Mountain),
- ✘ Hazel Nut (Common, Forest),
- ✘ Johann's Wort (Common, Bog / Dark),
- ✘ Marigold (Common, Grassland),
- ✘ Nettle (Common, any except Aquatic),
- ✘ Poppy (Common, Grassland),
- ✘ Sage (Common, Forest),

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- ✘ Sorrel (Common, Forest),
- ✘ Thyme (Common, Forest / Grassland).

Stones

Lumps of jade have Affinity (*Ghyran*) equal to their Encumbrance $\times 5$, to a minimum of 1.

Special Trappings

Tree sap, vials of spring water, and fertile loam may be added to a Potion as Ingredients with Affinity (*Ghyran*).



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Light (Hysh)

Plants

Few Plants have Affinity (*Hysh*), with the following exceptions:

- ✘ Angelica (Scarce, Grassland),
- ✘ Butterbur (Common, Forest / Grassland),
- ✘ Elecampane (Common, Forest),
- ✘ Fennel (Common, Forest / Grassland),
- ✘ Garlic (Scarce, Forest / Grassland),
- ✘ Juniper (Common, Grassland / Moor),
- ✘ Soapwort (Common, Bog),
- ✘ Southernwood (Rare, Forest).

Metals

Silver has Affinity (*Hysh*). The Potency of the silver is equal to its cost in Gold Crowns $\times 2$, to a minimum of 1 (I.e. 10 Silver Shillings).

Phenomena

If the Potion manages to be brewed entirely whilst bathed in direct light, a single Ingredient may have its Affinity (*Hysh*) Potency doubled.

All Ingredients with Affinity (*Hysh*) have +1 Potency if the entire brewing process is done on sanctified or holy ground. If any part of the brewing process is done on unhallowed ground, all Affinity (*Hysh*) Potencies are halved.

The total Affinity (*Hysh*) Potency is reduced for every Affinity (*Dhar*) Potency that is present.

Stones

Diamonds have Affinity (*Hysh*) equal to their Encumbrance $\times 5$, to a minimum of 1.

Special Trappings

Artefacts associated with holiness and holy places, including religious symbols and relics, as well as crystals, glass, pyramidions, small statues, sacred symbols, twisting snakes, books, white candles, and silver carvings may all surround a Potion as it brews and act as Ingredients with Affinity (*Hysh*).



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Shadows (*Ulgu*)

Animal Parts

Animal parts (only feet and tails) have Affinity (*Ulgu*) with Potency equal to the Creature's Agility Bonus $\div 2$, rounded down, under the following conditions:

- ✘ The Ingredient must be harvested from a Creature with the *Night Vision*, *Skittish*, *Stealthy*, or *Wallcrawler* Traits,
- ✘ The Ingredient has Potency $\times 2$ for Creatures with the *Stealthy* Trait,
- ✘ The Ingredient cannot come from a Creature with the *Construct*, *Demonic*, or *Undead* Traits.

Plants

Few Plants have Affinity (*Ulgu*), with the following exceptions:

- ✘ Blessed Thistle (Scarce, Grassland / Moor),
- ✘ Foxglove (Common, Forest / Grassland),
- ✘ Henbane (Scarce, Forest),
- ✘ Lemon Balm (Exotic, Mountain),
- ✘ Nutmeg (Rare, Desert / Grassland / Moor),
- ✘ White Willow (Common, Forest).

Phenomena

If the Potion manages to be brewed entirely whilst bathed in shadow light, a single Ingredient may have its Affinity (*Ulgu*) Potency doubled.

If no other living soul is aware of the Potion being brewed, all Ingredients with Affinity (*Ulgu*) have +1 Potency.

Stones

Lumps of obsidian have Affinity (*Ulgu*) equal to their Encumbrance \times 5, to a minimum of 1.

Special Trappings

Cosmetics, scents, scarves, spectacles, mirrors, wigs, masks, and swords may all be ritualistically thrown away and lost in the presence of a Potion as it brews to count as Ingredients with Affinity (*Ulgu*).



EFFECTS

Potions have one or more Effects, which are determined by the Apothecary during the Brewing process. These Effects are purchased from a list with the Potency of the various Affinities in the Potion.

Each Effect costs 5 Potency of their given Affinity.

However, to be able to choose an Effect, an Apothecary must have a Recipe — much like a Spell from an Arcane Lore. An Apothecary can create any Effects which they have written down in their Recipe Book, so long as they have the Potency and Affinities in the brew, or any they have memorised with the *Potion Recipe* Talent.

Effects may be increased — much like Overcasting a Spell — by paying their Potency twice or more, doubling the Effects duration or ability, each time.

Note: Effects of the same name count as the same Effect — they don't need to be purchased individually. Having the *Transform* Effect allows you to use any of the given Affinities with it, though Potency from those Affinities can only be spent on the listed Creature Traits within it, for example.

New Talent: Potion Recipe

Max: Intelligence Bonus

You have learned a number of Potion Recipes, and can create them from memory, so long as you have the correct Ingredients to hand. Each time you take this Talent, you learn Intelligence Bonus Potion Effects.

Add this Talent to any Career that offers the *Trade (Apothecary)* or *Trade (Herbalism)* Skills, or the *Concoct* or *Pharmacist* Talents.

Magical Effects

It is important to remember that many of these Effects do things that are not normally possible. Additionally, the imbibers of these Potions are consuming the very essence of magic, distilled into a drink. In addition to any other Effects, all Potions created in this way count as a Corruption (Minor), unless they do something truly outlandish — such as grow horns out of a Characters head, or make them insubstantial — in which case they count as Corruption (Moderate).

Potions are not forbidden by the Colleges of Magic, though they frown upon some of the more outlandish concoctions, and may move to prohibit them, if they are uncovered. Witch Hunters and the like, however, treat many Potions no different from sorcery.

Effects Targeting the Potion

Some Effects are designed to target the Potion itself, instead of the imbibers. These Effects may be used to delay another Effect, or improve its duration of efficacy, etc. Further, some of these may be used to counteract Spoilage or Corruption, making the Potion safer to drink.

Dark (Dhar) & Leftover Potency

Dhar, as with magic, is terrible to behold, and should never be intentionally created. An Apothecary — though surely a mad one — may choose to purposefully put in corrupted Ingredients, but usually Affinity (*Dhar*) Potency is the result of poor quality Ingredients, or being unable to distil corruption out of otherwise useful reagents.

Leftover *Dhar* Potency adds +10 to the Spoilage Test when the Potion is complete. For every full +30 this becomes, reset the bonus to +0, and add an additional Spoilage Test to the Potion, counting both results when it is imbibed.

If there is other leftover Potency which could not be spent, it also has the above effect, but only for every 3 cumulative Potency remaining.

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Beasts (*Ghur*)

Bleeding

The Potion acts as a blood thinner, causing your blood to seep from your pours. The imbiber gains 2 *Bleeding* Conditions.

Boost

The Potion is imbued with the strengths of a Creature used in its construction. So long as an Ingredient that was used was harvested from a Creature that had a higher score of the given Characteristic than the imbiber, then the imbiber gains +10 to that Characteristics for 10 Rounds.

Essence

The Potion is, essentially, distilled *Ghur*. The imbiber gains the *Fear* (1) Creature Trait for 10 Rounds. In addition, any **Channelling (*Ghur*)** Tests made by the imbiber gain +20 for the same duration. The Apothecary may choose to reject either of these Effects, when creating the Potion.

Lore of Beasts

The Potion is imbued with a specific Spell from the *Lore of Beasts*, or the *Arcane Magic* Spell List, that the Apothecary knows how to cast. The Spell must have a Target and Range of 'You'. This Effect cannot be doubled through any means. The Spell does not benefit from the special effect of the *Lore of Beasts*, either. Purchasing this Effect costs the Spell's Casting Number + 2 Potency, rather than 5 Potency.

Naturalise

The Potion is made more palatable, and less aggressive on the imbiber's system. The imbiber gains a +20 to their Endurance Test to negate any effects of Spoilage.

Transform

The Potion is imbued with the essence of a Creature used in its construction. So long as an Ingredient harvested from a Creature that had one of the following Creature Traits was used, the imbiber can temporarily gain one Trait for 1d10 Rounds.

Amphibious, Arboreal, Armour (Rating), Belligerent, Bestial, Big, Bite (Rating), Bounce, Brute, Cold-blooded, Constrictor, Corrosive Blood, Dark Vision, Die Hard, Distracting, Fast, Fear (Rating), Flight (Rating), Frenzy, Fury, Hardy, Horns (Rating) (Feature), Hungry, Infected, Infestation, Night Vision, Painless, Size (Small, Average, Large), Skittish, Stealthy, Stride, Stupid, Swamp-strider, Tough, Tracker, Vampiric, Venom (Difficulty), Vomit, Weapon (Rating), Wallcrawler, Web (Rating).

Where a Rating is needed, the Rating matches the Trait of the harvested Creature.



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Death (*Shyish*)

Essence

The Potion is, essentially, distilled *Shyish*. The imbiber gains +1 *Fatigued* Condition for 1d10 Rounds. In addition, any **Channelling (*Shyish*)** Tests made by the imbiber gain +20 for the same duration. The Apothecary may choose to reject either of these Effects, when creating the Potion.

Halt Metabolism

The Potion is imbued with the time delaying energies of *Shyish*, essentially slowing the clock for the imbiber. Any effects — such as from poison, *Poisoned* Conditions, *Bleeding* Conditions, diseases, or the like — which act on the metabolism and natural processes of a mortal body are slowed by a factor of 10 for 1d10 days. For the purposes of effects that would occur every Round of Combat, they instead occur once a minute, or once every 10 Rounds.

Lore of Death

The Potion is imbued with a specific Spell from the *Lore of Death*, or the *Arcane Magic* Spell List, that the Apothecary knows how to cast. The Spell must have a Target and Range of 'You'. This Effect cannot be doubled through any means. The Spell does not benefit from the special effect of the *Lore of Death*, either. Purchasing this Effect costs the Spell's Casting Number + 2 Potency, rather than 5 Potency.

Memento Mori

The Potion gives the imbiber feelings of dread and doom. The imbiber gains 2 *Broken* Conditions.

Poison

The Potion is imbued with the essence of *Shyish*, and imbibing it is a sure-fire way to end one's life. The imbiber takes 1d10 *Poisoned* Conditions upon drinking the Potion.

Stalling

The Potion is cooled, and made to act slower in the bloodstream. The Potion's effects are delayed for IDIO Rounds.

Transform

The Potion is imbued with the essence of a Creature used in its construction. So long as an Ingredient harvested from a Creature that had one of the following Creature Traits was used, the imbiber can temporarily gain one Trait for IDIO Rounds.

Fear (Rating), Immunity to Psychology.

Where a Rating is needed, the Rating matches the Trait of the harvested Creature.



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Fire (*Aqshy*)

Essence

The Potion is, essentially, distilled *Aqshy*. The imbiber gains +1 **Ablaze** Condition for 1d10 Rounds. In addition, any **Channelling (*Aqshy*)** Tests made by the imbiber gain +20 for the same duration. The Apothecary may choose to reject either of these Effects, when creating the Potion.

Lore of Fire

The Potion is imbued with a specific Spell from the *Lore of Fire*, or the *Arcane Magic* Spell List, that the Apothecary knows how to cast. The Spell must have a Target and Range of 'You'. This Effect cannot be doubled through any means. The Spell does not benefit from the special effect of the *Lore of Fire*, either. Purchasing this Effect costs the Spell's Casting Number + 2 Potency, rather than 5 Potency.

Potent

The Potion is strengthened, gaining the urgency of *Aqshy*. This Effect can be purchased to double the Effect (but not the duration) of any other Effect. This doubling is on top of any other increases done by purchasing an Effect multiple times.

Transform

The Potion is imbued with the essence of a Creature used in its construction. So long as an Ingredient harvested from a Creature that had one of the following Creature Traits was used, the imbiber can temporarily gain one Trait for 1d10 Rounds.

Breath (Fire, Smoke), Corrosive Blood, Frenzy, Fury, Immunity (Fire).

Heavens (*Azur*)

Essence

The Potion is, essentially, distilled *Azur*. The imbiber suffers a jolt of lightning that comes from their own mind, dealing Damage equal to their own Willpower Bonus, that ignores Toughness Bonus and Armour Points. In addition, any **Channelling (*Azur*)** Tests made by the imbiber gain +20 for the same duration. The Apothecary may choose to reject either of these Effects, when creating the Potion.

Gaseous

The Potion is turned into a gas, rather than a liquid, which can be breathed in instead of ingested. Once released from its bottle, it fills a space of 2 yards square for 1d10 Rounds before dissipating. Strong winds may drive it away prematurely.

Lore of Heavens

The Potion is imbued with a specific Spell from the *Lore of Heavens*, or the *Arcane Magic* Spell List, that the Apothecary knows how to cast. The Spell must have a Target and Range of 'You'. This Effect cannot be doubled through any means. The Spell does not benefit from the special effect of the *Lore of Heavens*, either. Purchasing this Effect costs the Spell's Casting Number + 2 Potency, rather than 5 Potency.

Transform

The Potion is imbued with the essence of a Creature used in its construction. So long as an Ingredient harvested from a Creature that had one of the following Creature Traits was used, the imbiber can temporarily gain one Trait for 1d10 Rounds.

Breath (Cold, Electricity), Chill Grasp, Clever, Cunning, Ethereal, Flight (Rating), Immunity (Cold, Electricity).

Where a Rating is needed, the Rating matches the Trait of the harvested Creature.

Liber Etcetera: Rhya's Gifts

Metal (*Chamon*)

Essence

The Potion is, essentially, distilled *Chamon*. The imbiber gains the *Armour (2)* Creature Trait on a Hit Location of the Apothecary's choice for 1d10 Rounds. In addition, any **Channelling (*Chamon*)** Tests made by the imbiber gain +20 for the same duration. The Apothecary may choose to reject either of these Effects, when creating the Potion.

Lore of Metal

The Potion is imbued with a specific Spell from the *Lore of Metal*, or the *Arcane Magic* Spell List, that the Apothecary knows how to cast. The Spell must have a Target and Range of 'You'. This Effect cannot be doubled through any means. The Spell does not benefit from the special effect of the *Lore of Metal*, either. Purchasing this Effect costs the Spell's Casting Number + 2 Potency, rather than 5 Potency.

Petrifying

The Potion makes the imbibers limbs feel leaden and heavy, until they can't move at all. The imbiber gains 2 *Stunned* Conditions.

Sustaining

The Potion is thickened and made more dense, clinging to the muscles and veins of the imbiber. The duration of any Effects of the Potion is increased by a further 1d10 Rounds.

Transform

The Potion is imbued with the essence of a Creature used in its construction. So long as an Ingredient harvested from a Creature that had one of the following Creature Traits was used, the imbiber can temporarily gain one Trait for 1d10 Rounds.

Armour (Rating), Breath (Corrosion), Weapon (Rating).

Life (*Ghyran*)

Essence

The Potion is, essentially, distilled *Ghyran*. The imbiber removes all current *Fatigued* and *Bleeding* Conditions on them. In addition, any **Channelling (*Ghyran*)** Tests made by the imbiber gain +20 for the same duration. The Apothecary may choose to reject either of these Effects, when creating the Potion.

Heal

The Potion imparts the regenerative power of Life into the imbiber. The imbiber instantly heals 1d10 Wounds.

Lore of Life

The Potion is imbued with a specific Spell from the *Lore of Life*, or the *Arcane Magic* Spell List, that the Apothecary knows how to cast. The Spell must have a Target and Range of 'You'. This Effect cannot be doubled through any means. The Spell does not benefit from the special effect of the *Lore of Life*, either. Purchasing this Effect costs the Spell's Casting Number + 2 Potency, rather than 5 Potency.

Overflowing

The Potion is thinned and doubled in volume without lessening its efficacy. An additional dose of the Potion is created, with all of the other Effects.

Revivify

The Potion bolsters the imbiber's natural healing processes, speeding up any natural healing by a factor of 10 for 1d10 day. This includes healing from diseases, injuries, and Wound loss.

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Transform

The Potion is imbued with the essence of a Creature used in its construction. So long as an Ingredient harvested from a Creature that had one of the following Creature Traits was used, the imbiber can temporarily gain one Trait for 1d10 Rounds.

Breath (Poison), Immunity (Poison), Regenerate.



Light (*Hysh*)

Essence

The Potion is, essentially, distilled *Hysh*. The imbiber suffers 1 *Blinding Condition* for 1d10 Rounds. In addition, any **Channelling (*Hysh*)** Tests made by the imbiber gain +20 for the same duration. The Apothecary may choose to reject either of these Effects, when creating the Potion.

Lore of Light

The Potion is imbued with a specific Spell from the *Lore of Light*, or the *Arcane Magic* Spell List, that the Apothecary knows how to cast. The Spell must have a Target and Range of 'You'. This Effect cannot be doubled through any means. The Spell does not benefit from the special effect of the *Lore of Light*, either. Purchasing this Effect costs the Spell's Casting Number + 2 Potency, rather than 5 Potency.

Purify

The Potion is cleansed of its impurities, making it a lot less taxing on the body and soul to imbibe. The Potion counts as one level less for Corruption.

Transform

The Potion is imbued with the essence of a Creature used in its construction. So long as an Ingredient harvested from a Creature that had one of the following Creature Traits was used, the imbiber can temporarily gain one Trait for 1d10 Rounds.

Magical, Magic Resistance (Rating), Petrifying Gaze, Ward (Rating).

Where a Rating is needed, the Rating matches the Trait of the harvested Creature.

Liber Etcetera: Rhya's Gifts

Shadows (*Ulg*)

Essence

The Potion is, essentially, distilled *Ulg*. The imbiber gains the *Ethereal* Creature Trait for 1d10 Rounds. In addition, any **Channelling (*Ulg*)** Tests made by the imbiber gain +20 for the same duration. The Apothecary may choose to reject either of these Effects, when creating the Potion.

Lore of Shadows

The Potion is imbued with a specific Spell from the *Lore of Shadows*, or the *Arcane Magic* Spell List, that the Apothecary knows how to cast. The Spell must have a Target and Range of 'You'. This Effect cannot be doubled through any means. The Spell does not benefit from the special effect of the *Lore of Shadows*, either. Purchasing this Effect costs the Spell's Casting Number + 2 Potency, rather than 5 Potency.

Obscuring

The Potion is dulled — its taste, smell, and texture muted — allowing it to be added to drink or food without being immediately noticed. If an imbiber is unaware they are about to imbibe the Potion, they have a -20 penalty to their Perception to notice it.

Transform

The Potion is imbued with the essence of a Creature used in its construction. So long as an Ingredient harvested from a Creature that had one of the following Creature Traits was used, the imbiber can temporarily gain one Trait for 1d10 Rounds.

Dark Vision, Night Vision, Skittish, Stealthy, Wallcrawler.

Wasting

The Potion poisons the imbiber, as snakes of *Ulg* writhe in their guts. The imbiber gains 2 *Poisoned* Conditions.

Hedgecraft

Effects from this list may be purchased with any Affinity Potency, so long as they are purchased with at least 3 separate Affinities. Hedgecraft utilises multiple Winds of Magic being woven together, thus requiring multiple Affinities in their construction.

Lore of Hedgecraft

The Potion is imbued with a specific Spell from the *Lore of Hedgecraft*, the *Arcane Magic* Spell List, or the Petty Magic Spell List, that the Apothecary knows how to cast. The Spell must have a Target and Range of 'You'. This Effect cannot be doubled through any means. The Spell does not benefit from the special effect of the *Lore of Hedgecraft*, either. Purchasing this Effect costs the Spell's Casting Number + 2 Potency, or 5 Potency, whichever is higher. Spells from the above lists may be imbued into the Potion if the Apothecary doesn't know them (but is able to cast at least one Spell), but the Potency cost is doubled.



BREWING

Now that we know what we can use to make Potions, and what those Potions can be made to do, it's time to learn how to make them. Brewing a Potion requires a number of Trappings, and the use of the *Brewing* Endeavour detailed below.

Pre-Requisites

There are two types of things required to perform the *Brewing* Endeavour: Trappings — like Trade Tools (Apothecary), et al; and Skills — like Trade (Apothecary).

Required Trappings

To perform the *Brewing* Endeavour, a Character needs at least Trade Tools (Apothecary), and potentially Trade Tools (Herbalist), if they wish to prepare their own Ingredients. Furthermore, for Potions greater than 5 Potency, a Workshop (Apothecary) will be required.

Additionally, a Book (Apothecary) is advised to keep Recipe Effects in, to increase the number of Effects you can create as an Apothecary (see page 22). A Book (Apothecary) comes with one Recipe per GC spent, to a minimum of 1. The Apothecary should be able to choose these when purchasing the book, or may be given a selection by a mentor.

These Trappings are expensive, so it is advised that new Apothecaries use Trade Tools and Books with Item Flaws (***Warhammer Fantasy Roleplay 4th Edition***, page 292) to lessen their cost.

Required Skills

The Trade (Apothecary) Skill is required to perform the *Brewing* Endeavour. This is an Advanced Skill, so without any Advances in it, Brewing is impossible, and automatically fails.

Additionally, Apothecaries will likely want to be trained in the Trade (Herbalist) and Trade (Butcher) Skills to harvest Ingredients from plants and animals, respectively. The Outdoor Survival Skill can be used instead, but it is far less effective.

Brewing Endeavour

To perform a Brewing Endeavour, a Character needs the Trappings and Skills listed on page 36, and the Ingredients they intend to Brew.

Ingredients

With all of the Ingredients assembled, the Character performs a **Extended Challenging (+0) Trade (Apothecary)** Test, and may add 1 Ingredient per +SL. Any -SL count as wasted Ingredients (Apothecary's choice), which will need to be resourced before the Potion can be finished. Only one Test of this type can be performed per Endeavour.

Potency

Once all of the Ingredients have been added, a second **Extended Challenging (+0) Trade (Apothecary)** Test must be performed for each Affinity among the Ingredients, with the total SL equal to the total Potency being extracted. If the Apothecary has any Channelling Skills, they may also Test them during the Endeavour to gain additional SL, up to the amount of Potency for that Affinity. Any -SL count as *Dhar* Potency added to the Brew, but do not impact the Extended Test otherwise. Only one Test of this type can be performed per Endeavour.

Distilling

During this step, the Apothecary can perform individual **Trade (Apothecary)** Tests to distil out any Potencies or Affinities they don't want from their Brew. These Tests require +SL equal to the Potency being removed. Failure means the Potency cannot be removed. Only one Test of this type can be performed per Endeavour.

Effects

Once the Potency has been determined for each Affinity, the Apothecary can choose which Effects they wish to create. The Potion is created, then.

Spoilage Test

When the Potion is imbibed, a **Spoilage** Test needs to be made. For each **Trade (Apothecary)** Test made throughout the whole Brewing process, the **Spoilage** Test gains a +10 penalty, starting at -60:

Roll	Result
<20	Fresh
21-30	Bad Breath
31-40	Fermented
41-50	Retching
51-60	No Effect...
61-70	Intoxicated
71-80	Poisoned (1)
81-90	Corrupted (Minor)
91-100	Poisoned (2)
101-110	Corrupted (Moderate)
111-120	Poisoned (3)
121-130	Corrupted (Major)
131+	Death!

A **Challenging (+0) Endurance** Test can be attempted to immediately vomit up the Potion before any affects from the Potion will apply, and the whole Potion will be wasted.

Bad Breath

The Potion stinks, and now so does your breath. You have a -30 to your Fellowship whilst talking to any Character with a sense of smell.

Corruption (Rating)

The Potion's magical essences have befouled, and *Dhar* has formed in its place. The imbiber must Test for physical Corruption, as per **Warhammer Fantasy Roleplay 4th Edition**, page 182.

Death!

The Potion has so spoiled that the imbiber immediately falls down dead... Unless they spend a Fate Point.

Fermented

The Potion's contents have fermented, slightly, making it count as an alcoholic drink in addition to a Potion. Perform a **Challenging (+0) Consume Alcohol** Test, following the rules on **Warhammer Fantasy Roleplay 4th Edition**, page 121.

Fresh

The Potion hasn't spoiled at all! Nothing goes wrong, and the Potion's Effects work as intended.

Intoxicated

The Potion's contents have fermented into a truly potent alcoholic beverage that would floor even a Dwarf. The imbiber counts as being Stinking Drunk immediately, and must roll on the table on **Warhammer Fantasy Roleplay 4th Edition**, page 121.

No Effect...

The Potion has spoiled, but it's only lost its Effects. Nothing happens except the imbiber gets a bad taste in their mouth.

Retching

The Potion sits badly in your stomach. For the next 8 hours, you have the **Nausea** Symptom, described on **Warhammer Fantasy Roleplay 4th Edition**, page 189.

Poisoned (Rating)

The Potion is poisoned, due to its spoilage, granting the imbiber Rating **Poisoned** Conditions that last for 2d10 Rounds.