

Chapter 8: Brewing and Alchemy

The art of Brewing gives a character the ability to create a variety of elixirs, salves, and poisons. Brews can be administered to unconscious patients, although trying to give one to someone who is merely asleep will wake the subject. When used, the tag should be ripped or otherwise voided (for tags representing multiple brews) to indicate that the brew has been used, and the tag should be disposed of properly.

Creating Brews

A character can create brews during any production period by paying the Material Unit cost and by spending the appropriate number of production points. Each level of Brewing gives the character one (1) production point that he can use in each production period.

Alchemy

A character may begin to purchase Alchemy when she has learned Brewing 3. At this time, she gains access to the Form of Fluid. She may create any Alchemical Formulation she possesses the production formula for that requires only the Form of Fluid. Alchemists are also able to create Alembics, which allow for Transmutations and Refinements and act as a personal Production Workshop. Alchemy Circles are able to be advanced at Brewing 5, 7, 9 and 10. Each time, the Alchemist selects one of the Forms to access. At Brewing 5 and 7, the Alchemist chooses between the Forms of Flesh and Earth, selecting the one not chosen at Brewing 5 at Brewing 7. At Brewing 9 and 10, the Alchemist chooses between the Forms of Aether and Dust, selecting the one not chosen at Brewing 9 at Brewing 10.

Book of Formulas

All characters with Brewing must possess a book of formulas. The brewer records the recipes for all of his brews within the book. A brewer must have the formula of the particular brew he wishes to make as well as the appropriate level of skill and money. This book is an in-play item and can be lost or stolen. If the book is lost, the brewer will have to somehow acquire these formulas all over again. Each formula is a text prop, and Scribes may create duplicates of existing formulas by spending Inscription PP and MU (see Chapter 8: Inscription and Binding Contracts).

Characters starting with levels of Brewing or Alchemy begin with three (3) formulas, plus one (1) formula for every level of Brewing past the first, and a book binding. The character may only choose formulas of PP values equal to or lower than his starting level of Brewing. If he begins play with Alchemy, he may include up to one (1) Alchemy formula. He may further purchase additional starting Brewing and Alchemy formulas with his starting money, paying a monetary value equal to

the MU cost of completing the formula. He may not purchase more than five (5) additional formulas in this manner. The phys-rep for a book of formulas should accommodate sheets of 8.5" x 11" paper.

Alembics

An alembic is a personal production lab for an alchemist, as well as being more than that. It allows alchemists to transmute the five mystical materials from one type to another, and to refine base materials into purer forms. Creating a personal alembic is the first step in the Great Work of Alchemy, and requires guidance from an instructor or a long effort of research.

Brew Descriptions

The following is a complete list of the production point cost as well as Material Unit cost for creating brews. The words "brew" and "formulation" are used interchangeably.

Type and Required Skill Level

- Ingested elixirs and poisons can be drunk directly from a vial by any character. To mix a brew in with food or drink requires at least three (3) levels of Brewing. All Healing and Curative Brews require one (1) minute to take effect, though all bleeding and effect counts are halted while the brew takes effect.
- Applying a brew to a bladed weapon (such as a Razor's Edge or a Grim Poison) requires that the character have at least one level of Brewing. It takes one (1) minute to apply a brew to a bladed weapon. A single blade can only be coated with one type of blade poison at a time. When attacking with a blade-poisoned weapon, armor and hand-held shields (along with any magical protective that stop weapon attacks) will prevent the poison from taking effect. Skins and Toughness, however, do not prevent the poison from working on the target. If the subject is not affected due to protection from magic, armor, calling a Parry, or blocking the attack with weapon or shield, the poison is still lost. If, however, the subject Dodged or physically avoided the attack, the poison or other brew remains active on the weapon.
- Contact brews are the most dangerous to handle and may only be applied by a character who has at least five (5) levels of Brewing. Any character with less than five levels of Brewing who attempts to apply a contact poison will automatically affect himself instead.
- A single dose of contact poison will cover up to a 1'x1' surface (or 144 square inches). The tag for the poison must be attached in some way to the object to which the contact poison has been applied. Additionally, a gel-like substance, such as Vaseline, must be smeared on the object to represent the poison. Any object coated with contact poison that is touched with bare flesh will affect a character. If objects inside a cabin are coated with contact poison, these objects must be noted in the Cabin Notes.
- A character can throw any thrown brew (such as Acid Dart or Acid Arrow) that she meets the prerequisites to make.

- A brew listed as Other may be used by anyone, unless otherwise noted in the brew description.

Category

This describes the general grouping that the formulation belongs to. The groups are broad collections of formulations that have similar types of effects.

Categories: Poison, Poison (Mind-Affecting), Medicinal (Healing), Medicinal (Curative), Enhancement, Protective, Offensive, Other

Type

The type describes the way in which the formulation is “used”. Formulations of type Ingested, for example, are a liquid to be drunk. Similarly, formulations of type Blade would require being applied to a bladed weapon to be used.

Types: Ingested, Blade, Contact, Thrown, Other

Duration

The duration is the amount of time that the effects of the formulation will remain potent once the formulation has been used. The duration of 15 minutes, for example, means that the effects of the formulation, once active, end 15 minutes after beginning. Formulas that do not have a duration will not have an entry for it on the Formula card.

Durations: 1 hour, 15 minutes, 24 hours, Till used / Dusk, Until Cured

Delay Time

The delay time is the time that the brew takes to start generating its effects. Formulas that do not have a Delay time will not have an entry for it on the Formula card.

Delay Times: 1 minute, 5 minutes

Production

The Production value is the number of Production points that are required to be expended to create the product of the Formula.

Material Units

The Material Units value is the number of Material Units that are required to be expended to create the product of the Formula.

Alchemy Level

The Alchemy Level indicates the minimum level of achievement in Alchemy that the character using the Formula must possess to complete the brew. If an Alchemy level is not listed, Alchemy is not required to make this brew.

Alchemy Levels: 1 through 5

Forms

The Forms indicate the Forms that the character using the Formula must be able to manipulate to complete the brew. If no Forms are listed, access to Forms is not required to make this brew.

Forms: Aether, Flesh, Fluid, Earth, Dust

Brewing			
Formulation	Type	PP Cost (I/B/C)	MU Cost (I/B/C)
Indelible Dye (3)	Other	1	1
Glow (3)	Other	1	1
Glue (2)	Other	1	1
Solvent (2)	Other	1	1
Razor's Edge 1 (2)	Blade	1	1
Purification (2)	Other	1	1
Stabilize (2)	Ingested	1	1
Cure Disease	Ingested	1	1
Fortitude	Ingested	1	1
Smelling Salts	Other	1	1
Accelerate Healing	Ingested	1	1
Razor's Edge 3	Blade	1	1
Shield against Destruction	Other	2	2
Purify Blood	Ingested	2	4
Intoxicant Poison	Ingested	2	1
Hallucinogen Poison	Ingested/Contact	2/5	1/3
Sleep Poison	Ingested/Contact	2/5	1/3
Paralysis Poison	Ingested/Blade/Contact	3/5/6	1/2/3
Weaken Poison	Ingested/Blade/Contact	1/3/4	1/2/3

Alchemy					
Formulation	Type	Forms	Alchemy Level	PP Cost	MU Cost
Skin 2 (2)	Ingested	Fluid	1	1	1
Skin 3	Ingested	Fluid	1	1	1
Acid Dart	Thrown	Fluid	1	1	2
Break	Thrown	Fluid	1	1	2
Inscribing Ink	Other	Fluid	1	1	4*
Strength	Ingested	Fluid	1	2	1
Heal Minor Wound	Ingested	Fluid	1	2	2
Shield against Acid	Ingested	Fluid	1	2	2
Grim Poison	Ingested/Blade/Contact	Fluid	1	2/5/7	2/3/4
Skin 4	Ingested	Fluid, Earth	2	2	2
Mend	Other	Earth	2	2	2
Stoic Body	Ingested	Fluid, Flesh	2	2	3
Acid Arrow	Thrown	Fluid, Earth	2	2	3
Heal Wound	Ingested	Fluid, Flesh	2	3	3
Troll Strength	Ingested	Fluid, Flesh	2	4	3
Destroy	Thrown	Fluid, Earth	3	3	4
Death Poison	Ingested/Blade/Contact	Fluid, Flesh, Earth	3	5/8/10	4/6/8
Forgetfulness	Ingested	Fluid, Flesh, Dust	4	3	2
Vitality	Ingested	Fluid, Flesh, Aether	4	4	4
Heal Grievous Wounds	Ingested	Fluid, Flesh, Aether	4	5	4
Acid Lance	Thrown	Fluid, Flesh, Dust	4	5	4
Exalt Weapon	Other	Fluid, Earth, Aether, Dust	5	6	6*
Alchemical Resurrection	Other	All	5	8	10

Accelerate Healing (The Quickening Blood)

Type: Ingested **Category:** Medicinal (Healing)

Delay Time: 1 Minute

Production: 1 **Material Units:**1

Tagline: “Natural Accelerate Healing”

Description: See the Accelerate Healing effect.

Acid Arrow (Seyora’s Corrosive Compound)

Type: Thrown **Category:** Offensive
Production: 2 **Material Units:**3
Alchemy Lvl: 2 **Forms:** Fluid, Earth
Tagline: “Natural Acid Arrow”
Description: An Arrow of Acid. See the Arrow effect and Acid descriptor.

Acid Dart (Seyora’s Etching Compound)

Type: Thrown **Category:** Offensive
Production: 1 **Material Units:**2
Alchemy Lvl: 1 **Forms:** Fluid
Tagline: “Natural Acid Dart”
Description: A Dart of Acid. See the Dart effect and Acid descriptor.

Acid Lance (Seyora’s Baleful Compound)

Type: Thrown **Category:** Offensive
Production: 5 **Material Units:**4
Alchemy Lvl: 4 **Forms:** Fluid, Earth
Tagline: “Natural Acid Lance”
Description: An Lance of Acid. See the Lance effect and Acid descriptor.

Alchemical Resurrection (Breath of Sharat Gan)

Type: Other **Category:** Other
Delay Time: 5 minutes
Production: 8 **Material Units:**10
Alchemy Lvl: 5 **Forms:** Aether, Flesh, Fluid, Earth, Dust
Tagline: “Magic Resurrection”

Description: This formulation restores a dead character to life. To apply this formula to a dead character, the user must have five (5) levels of Alchemy. A character who returns to the living by use of this formulation is fully healed and all poisons and other maladies are cured. The administering of this formulation calls a character’s spirit back to her body, so for the formulation to be effective, the body must be relatively whole and intact (the head, torso and at least two limbs must be present). The formulation takes at least five minutes to take effect.

A Guide must be present for the use of any Resurrection formulation so that the character can draw from the Deck of Possibilities and so that his death can be recorded. It is suggested that the person who died seek out a Guide while the living players role-play the administering of the formulation. The resurrection cannot be completed without the presence of a Guide! If you are unable to find a Guide within the five minute delay time, the formulation simply takes longer to complete its work. A dead character can refuse the call of a Resurrection if he chooses. If two or more Resurrection formulations are used, the most recently administered one becomes the active one.

Break (Mother's Disappointment)

Type: Thrown **Category:** Offensive
Production: 1 **Material Units:** 2
Alchemy Lvl: 1 **Forms:** Fluid
Tagline: "Natural Acid Break"
Description: See the Break effect and the Acid descriptor.

Cure Disease (Gami's Purge of Malady)

Type: Ingested **Category:** Medicinal - Curative
Delay Time: 1 minute
Production: 1 **Material Units:** 1
Tagline: "Natural Cure Disease"
Description: See the Cure Disease effect.

Death Poison (Betrayal of Life)

Type: Ingested / Blade / Contact **Category:** Poison
Production: 5 / 8 / 10 **Material Units:** 4 / 6 / 8
Alchemy Lvl: 3 **Forms:** Fluid, Flesh, Earth
Tagline: "Natural Death Poison"
Description: See the Death effect and the Poison descriptor.

Destroy (Solvent of Taggart's Bay)

Type: Thrown **Category:** Offensive
Production: 3 **Material Units:** 2
Alchemy Lvl: 3 **Forms:** Fluid, Earth
Tagline: "Natural Acid Destroy"
Description: See the Destroy effect.

Exalt Weapon (Hazudek's Enhancing Powder)

Type: Other **Category:** Other
Delay Time: 1 minute **Duration:** 30 minutes
Production: 6 **Material Units:** 6
Alchemy Level: 5 **Forms:** Aether, Flesh, Earth, Dust
Tagline: "Dust 2" or "Dust 3"
Components: 1 Black Pearl

Description: This brew causes a target weapon to desiccate flesh and drain energy from those it strikes for the duration of the effect. The weapon inflicts an additional point of damage for each hit scored. To apply this formulation, the character must have at least one level of Alchemy. A green glowstick should be tied around the weapon to represent the Dust Aura.

Forgetfulness (Hazudek's Memory Enhancer)

Type: Ingested **Category:** Poison (Mental)
Production: 3 **Material Units:** 2
Alchemy Lvl: 4 **Forms:** Fluid, Flesh, Dust
Tagline: "Natural Mental Erase Memories Poison" + 10 word phrase
Description: See the Erase Memories effect and the Mental and Poison descriptors.

Fortitude (Brute's Companion)

Type: Ingested **Category:** Enhancement
Delay Time: 1 minute **Duration:** 1 hour
Production: 1 **Material Units:** 1
Tagline: "Natural Fortitude"
Description: See the Fortitude effect.

Grim Poison (Warden's Grasp)

Type: Ingested / Blade / Contact **Category:** Poison
Duration: 1 hour
Production: 2 / 5 / 7 **Material Units:** 2 / 3 / 4
Alchemy Lvl: 1 **Forms:** Fluid
Tagline: "Natural Grim Poison"
Description: See the Grim Poison effect and the Poison descriptor.

Glow (Calavad's Phosphorescent Reactor)

Type: Miscellaneous **Category:** Other
Delay Time: Instant **Duration:** 12 hours
Production: 1PP for 3 **Material Units:** 1 MU for 3
Description: See the Glow effect.

Glue (Molliger's All Purpose Adhesive)

Type: Other
Delay Time: 1 minute
Production: 1PP for 2
Tagline: “Natural Glue”
Category: Other
Duration: 24 hours
Material Units:1 MU for 2

Description: Glue is a sticky paste that causes whatever substances it comes in contact with to bond. A single dose of Glue is sufficient to coat an area up to the size of a standard door. A player attempting to move a glued object must expend a Strength effect (+1 or greater) and roleplay the effort for one (1) minute. In some cases it may be necessary to have a Guide present to ensure that the effects are properly role-played.

Hallucinogen Poison (Warden’s Pardon)

Type: Ingested / Contact
Category: Poison (Mental)
Duration: 1 hour
Production: 2 / 5
Material Units:1 / 3

Tagline: “Natural Mental Hallucinogen Poison”

Description: See the Hallucinogen effect and the Mental and Poison descriptors.

Heal Grievous Wounds (Ointment of the War of Mirrors)

Type: Ingested
Category: Medicinal (Healing)
Delay Time: 1 minute
Production: 5
Material Units:4
Alchemy Lvl: 4
Forms: Fluid, Flesh, Aether
Tagline: “Natural Heal Grievous Wounds”
Description: See the Heal Grievous Wounds effect.

Heal Minor Wound (Balm of Sharat Gan)

Type: Ingested
Category: Medicinal (Healing)
Delay Time: 1 minute
Production: 2
Material Units:2
Alchemy Lvl: 1
Forms: Fluid
Tagline: “Natural Heal Minor Wound”
Description: See the Heal Minor Wound effect.

Heal Wound (Ganian’s Respite)

Type: Ingested
Category: Medicinal (Healing)
Delay Time: 1 minute
Production: 3
Material Units:3
Alchemy Lvl: 2
Forms: Fluid, Flesh

Tagline: "Natural Heal Wound"
Description: See the Heal Wound effect.

Indelible Dye (Daynor's Lasting Legacy)

Type: Other **Category:** Other
Production: 1 PP for 3 **Material Units:** 1 MU for 3
Description: This brew is usable with a Mist Trap to mark burglars. One dose will supply a Mist Trap or fill two pages of text. It is always black in color. If used on paper, the tag should be attached along with the application time. An application of Solvent can remove Indelible Dye.

Inscribing Ink (Scribe's Requirement)

Type: Other **Category:** Other
Production: 1 **Material Units:** 4
Alchemy Lvl: 1 **Forms:** Fluid
Components: Amber, Black Pearl, Fire Coral, Ivory, or Thunderstruck Oak
Description: Inscribing Ink is an important tool for scribes, allowing them to inscribe spell scrolls they would not otherwise be able to create. A vial of Inscribing Ink is created with a single piece of Amber, Black Pearl, Fire Coral, Ivory, or Thunderstruck Oak. The material used to create the ink endows it with an affinity for that material's Realm and Forms, and acts as the source of those Realms or Forms if the scribe does not have a Magical Talent that provides those Realms or Forms. A vial of Inscribing Ink lasts for one year.

Intoxicant Poison (Amberli's Fleeting Conviction)

Type: Ingested **Category:** Poison (Mental)
Delay Time: Instant **Duration:** 1 hour
Production: 2 **Material Units:** 1
Description: Intoxicants offer the same effect as consuming large quantities of alcoholic beverages all at once. In addition to the roleplaying effects, the character receives the Weaken effect and the Pain Tolerance Advantage for the duration.

Mend (Mother's Forgiveness)

Type: Other **Category:** Other
Delay Time: 1 minute
Production: 2 **Material Units:** 2
Alchemy Lvl: 2 **Forms:** Earth
Tagline: "Natural Mend"
Description: See the Mend effect.

Paralysis Poison (Chandrana's Living Statue Powder)

Type: Ingested / Blade / Contact **Category:** Poison
Delay Time: <delay time> **Duration:** 15 minutes
Production: 3 / 5 / 6 **Material Units:**1 / 2 / 3
Tagline: "Natural Paralysis Poison"
Description: See the Paralysis effect and the Poison descriptor.

Purification (Swapna's Distillation)

Type: Other **Category:** Other
Delay Time: 1 minute
Production: 1 PP for 2 **Material Units:**1 MU for 2
Tagline: "Natural Purification"
Description: See the Purification effect.

Purify Blood (Swapna's Curative Draught)

Type: Ingested **Category:** Medicinal (Curative)
Delay Time: 1 minute
Production: 2 **Material Units:**4
Tagline: "Natural Purify Blood"
Description: See the Purify Blood effect.

Razor's Edge 1 (Evert's Clever Edge)

Type: Blade **Category:** Offensive
Delay Time: 1 minute **Duration:** Till used / Dusk
Production: 1 PP for 2 **Material Units:**1 MU for 2
Tagline: "Natural Razor's Edge 1"
Description: See the Razor's Edge 1 effect.

Razor's Edge 3 (Evert's Dastardly Edge)

Type: Blade **Category:** Offensive
Delay Time: 1 minute **Duration:** Till used / Dusk
Production: 1 **Material Units:**1
Tagline: "Natural Razor's Edge 3"
Description: See the Razor's Edge 3 effect.

Shield against Acid (Amit's Shell)

Type: Ingested **Category:** Protective
Delay Time: 1 minute **Duration:** Till used / Dusk
Production: 2 **Material Units:**2
Alchemy Lvl: 1 **Forms:** Fluid

Tagline: "Natural Shield against Acid" and "Shield"
Description: A Shield against Acid. See the Shield effect and the Acid descriptor.

Shield against Destruction (Amit's Covering)

Type: Other **Category:** Protective
Delay Time: 1 minute **Duration:** Till used / Dusk
Production: 2 **Material Units:** 2
Tagline: "Natural Shield against Destruction" and "Shield"
Description: A Shield versus Destruction effects for items. See the Shield and Destruction effects.

Skin 2 (Daynor's Gift)

Type: Ingested **Category:** Enhancement
Delay Time: 1 minute **Duration:** Till used / Dusk
Production: 1 PP for 2 **Material Units:** 1 MU for 2
Alchemy Lvl: 1 **Forms:** Fluid
Tagline: "Natural Skin 2"
Description: See the Skin effect.

Skin 3 (Daynor's Generosity)

Type: Ingested **Category:** Enhancement
Delay Time: 1 minute **Duration:** Till used / Dusk
Production: 1 **Material Units:** 1
Alchemy Lvl: 1 **Forms:** Fluid
Tagline: "Natural Skin 3"
Description: See the Skin effect.

Skin 4 (Daynor's Bounty)

Type: Ingested **Category:** Enhancement
Delay Time: 1 minute **Duration:** Till used / Dusk
Production: 2 **Material Units:** 2
Alchemy Lvl: 2 **Forms:** Fluid, Earth
Tagline: "Natural Skin 4"
Description: See the Skin effect.

Sleep Poison (Chandrana Powder)

Type: Ingested / Contact **Category:** Poison
Duration: 15 minutes
Production: 2 / 5 **Material Units:** 1 / 3
Tagline: "Natural Mental Sleep Poison"
Description: See the Sleep effect and the Poison descriptor.

Smelling Salts (Swapna's Mental Clarity)

Type: Other **Category:** Medicinal (Curative)
Delay Time: 1 minute
Production: 1 **Material Units:** 1
Tagline: "Natural Awaken"
Description: This strong smelling concoction is used to clear the recipient's mind of unwanted mental effects. It requires one (1) uninterrupted minute of application prior to the recipient receiving the Awaken effect. See the Awaken effect.

Solvent (Oil of Escape)

Type: Other **Category:** Other
Delay Time: 1 minute
Production: 1 PP for 2 **Material Units:** 1 MU for 2
Tagline: "Natural Dispel Glue" or "Natural Dispel Blade Poison"
Description: Solvents immediately neutralize any type of glue or blade poison (before use) unless specifically noted in the description of the substance. Solvent removes Indelible Dye.

Stabilize (Mud of Sharat Gan)

Type: Ingested **Category:** Medicinal (Healing)
Production: 1 PP for 2 **Material Units:** 1 MU for 2
Tagline: "Natural Stabilize"
Description: See the Stabilize effect.

Stoic Body (Brute's Crutch)

Type: Ingested **Category:** Enhancement
Delay Time: 1 minute **Duration:** 1 hour
Production: 2 **Material Units:** 3
Alchemy Lvl: 2 **Forms:** Fluid, Flesh
Tagline: "Natural Stoic Body"
Description: See the Stoic Body effect.

Strength (Brute's Essence)

Type: Ingested **Category:** Enhancement
Delay Time: 1 minute **Duration:** 1 minute
Production: 2 **Material Units:** 1
Alchemy Lvl: 1 **Forms:** Fluid
Tagline: "Natural Strength"
Description: See the Strength effect.

Troll Strength (Essence of Ar-Cudirel)

Type: Ingested **Category:** Enhancement
Delay Time: 1 minute **Duration:** 3 minutes
Production: 4 **Material Units:** 3
Alchemy Lvl: 2 **Forms:** Fluid, Flesh
Tagline: "Natural Troll Strength"
Description: See the Troll Strength effect.

Vitality (Sea Serpent's Blood)

Type: Ingested **Category:** Medicinal (Curative)
Delay Time: 1 minute
Production: 4 **Material Units:** 4
Alchemy Lvl: 4 **Forms:** Fluid, Flesh, Aether
Tagline: "Natural Dispel Drain"
Description: See the Drain and Dispel effects.

Weaken Poison (Gami's Malady)

Type: Ingested / Blade / Contact **Category:** Poison
Duration: 1 hour
Production: 1 / 3 / 4 **Material Units:** 1 / 2 / 3
Tagline: "Natural Weaken Poison"
Description: See the Weaken effect and the Poison descriptor.

Refinement and Transmutation

Five base materials hold a spark of the power of the Realms and the Forms. With an alembic, an alchemist can transmute one of these base materials to another type of base material, or refine base materials into higher forms. The base mystical materials are Amber, Black Pearl, Fire Coral, Ivory, and Thunderstruck Oak. A (--) on the chart below indicates that the transmutation is not possible in a single step, and requires an intermediate step to complete.

Transmutations		
From	To	PP Cost
Amber	Fire Coral	2
Amber	Ivory	2
Amber	Thunderstruck Oak	1
Amber	Black Pearl	3
Fire Coral	Amber	2
Fire Coral	Ivory	--
Fire Coral	Thunderstruck Oak	1

Fire Coral	Black Pearl	1
Ivory	Amber	2
Ivory	Fire Coral	--
Ivory	Thunderstruck Oak	3
Ivory	Black Pearl	--
Thunderstruck Oak	Amber	1
Thunderstruck Oak	Fire Coral	1
Thunderstruck Oak	Ivory	3
Thunderstruck Oak	Black Pearl	--
Black Pearl	Amber	3
Black Pearl	Fire Coral	1
Black Pearl	Ivory	--
Black Pearl	Thunderstruck Oak	--

Refinements				
Material	Illumed	PP Cost	Ennobled	PP Cost
Amber	Sunstone	1	Jewel of Ages	2
Fire Coral	Bloodweb	1	Luminous Seastone	2
Thunderstruck Oak	Thronewood	1	Drasda Leaf	2
Black Pearl	Nightskein	1	Eye of Temaugren	2
Ivory	Greatfang	1	Crusader's Spur	2

Affinities		
Mystic Material	Realm	Forms
Amber	Ice	Flesh, Fluid
Black Pearl	Shadow	Dust, Fluid
Fire Coral	Fire	Earth, Fluid
Ivory	Light	Aether, Flesh
Thunderstruck Oak	Storm	Earth, Flesh