

SWORDCRAFT POTION HANDBOOK

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INTRODUCTION

During the event, Potions may be created by visiting the approved Brewing Location. To brew a potion, the correct ingredients must be gathered and the recipe followed meticulously. These astounding potions may change colour or bubble over the cauldron if you aren't careful. Once brewed a potion is labelled and stamped. Healing Elixirs will be sealed with wax.

To consume a Potion, a player must either drink the potion (if it is safe to do so) or pour its contents onto the ground. A player who is bleeding out however must have another player assist them in consuming the Healing Elixir as part of a roleplay interaction.

Potions when stored correctly will last up to one year from their creation date, expiring before the first day of the chapters annual event. This allows potions to be taken to events other than the one in which they were brewed.

**The term "potions" has been used as a broad category throughout this document to reference all brewable elixirs, potions and poisons, unless where otherwise specifically identified.*

WHO CAN BREW POTIONS?

- Secular Healers can brew every tier of potion, elixirs and poison.
- Clerics and Wizards can brew only the first tier of potions.

BREWING POTIONS

Healers and casters may only brew potions in the Approved Brewing Location at each Swordcraft roleplay event. By interacting with the approved guild at the event, you will gain information on what kind of ingredients are needed to brew your desired potion. You must then search out and gather ingredients from their natural environment. Brew time and ingredients may vary between potions. As each potion is created, a Runestone must be drawn to see if the potion has failed or not. Failure to follow the recipe accurately will automatically result in a failed potion as though it had failed a runestone test and can not be corrected with a Fate Token.

Secular Healers may brew potions above the first tier in the guild by combining potions from the first tier. To create a higher tier potion, a stabilising ingredient is required along with a rune stone test. (Wizard's conduit to the winds, and Cleric's connection to the gods interfere with complex reagents, making brewing higher tier potions impossible.)

RUNESTONE TEST

Requires the use of an opaque Runestone Pouch, in which 9 Runestones are kept. The stones must:

- Be identical in all ways other than in colour.
- Have 8 Success stones in 1 colour and 1 Failure stone in another colour.
- You can choose the two colours.

POTION FAILURE

Depending on the outcome of the Runestone test, if a Potion fails during the brewing process a random minor effect may take the intended potions place. When this occurs, you will need to consult the potion failure table at the Healer's Guild to see what concoction you have crafted!

POTIONS, ELIXIRS and POISONS

Healing Elixirs are highly valuable and sought-after at Swordcraft roleplay events, due to their ability to heal even the most severe wounds.

When consumed, a Healing Elixir instantly restores a player's full WP and can be used to heal a player who is bleeding out. Consuming a Healing Elixir does not require a Runestone test.

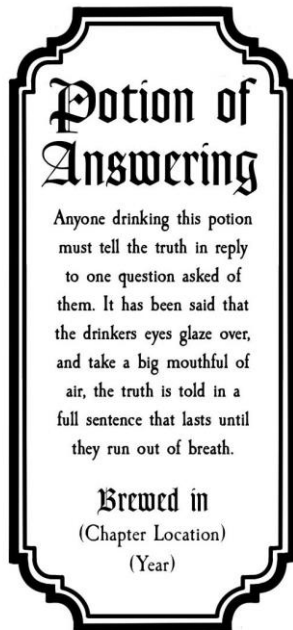
Potions and poisons have the ability to be roleplay mixed into food or drink items to conceal their presence, elixirs may not be mixed. The potion effect tag must then be handed to the person consuming the item after the first bite or sip, in which the entire effect is consumed.

Players who do not wish to roleplay potion effects, may choose to take a death.

POTION LABELLING

Potions will be clearly labelled with tags that have been stamped by the approved brewing location at the event. Additionally healing Elixirs will be sealed with wax.

If a potion does not have a stamped label, it is not a valid potion and will have no in game effects.



POTION LIST

The following list of potions are the only potions that have any in game effect at Swordcraft. If you encounter any potion that is not on this list during the Swordcraft event, it should be tagged with a lootable Magical item tag.

FIRST TIER:

- Potion of Friendliness
- Potion of Twisted Tongues
- Potion of Dancing
- Potion of Dullness
- Potion of Charity
- Potion of Drunkenness

SECOND TIER:

- Potion of Answers
- Potion of Manipulation
- Potion of Blindness

THIRD TIER:

- Potion of Truth
- Potion of Paralysis

ELIXIRS and POISONS:

- Elixir of Healing
- Elixir of Restoration
- Poison

FAILURE TABLE

Failed Brewing potentially results in one of the following strange potions:

POTIONS OF:

- Excessive Giggling
- I'm a Bird
- One Colour
- Sights and Sounds
- Pixie Dust
- Chickens
- Luck
- Pirate Speak
- Feeling Followed
- Dictation
- Weeping
- Song
- Wonder

EQUIPMENT REQUIREMENTS

Potion vials must be plastic and hold a minimum of 40ml. The pictured example available from amazon and many other suppliers is recommended. A screw top lid will help prevent liquid spills, the modern style can be easily disguised with hot glue and string wrapped around the metal lid.

Ingredients may be stored in other styles and sizes of vials, but finished potions must be in vials of over 40ml of liquid capacity.



Healing Elixirs are a valuable and sought after concoction with a unique mechanic. Because of their unique mechanic of being able to resurrect a player, Healing Elixir bottles are more cumbersome and must hold at least 350ml of liquid. (Corked plastic jars from Kmart are a perfect example of suggested size)

To brew potions you will require access to a pestle & mortar, and a small cauldron.

The cauldron must not hold above 200ml of liquid, this is to ensure when brewing you have the correct ratio of ingredients.

The cauldron will need to be made of a material that can withstand heat.

There will be some equipment available for use in the Authorised Brewing Area during Swordcraft roleplay events. However, if you do not wish to wait in line to use these, it is recommended you bring your own.

The Authorised Brewing area at Sudenburg Quest 2023 will have special larger cauldrons to brew the Healing Elixirs, these are the only cauldrons that can combine the unique ingredients required for Healing Elixirs.

