

and unwanted things, so everyone plays it safe by using at most two at a time.

The accessory table has two additional headings in addition to most of the general ones:

**Chakra:** One of several “power points” on the body, which this accessory binds itself to when you equip it. You can’t simultaneously use two accessories with the same chakra – if you try, *at best* only the one you most recently equipped will work, with the other doing nothing.

The chakra sometimes does and sometimes doesn’t reflect the physical location the accessory will typically be in. For example, many items that use the Throat chakra are pendants you wear around your neck. But the Sniper’s Scope also uses the Throat chakra because that’s the one most strongly associated with the sort of supernatural guidance the Scope provides, even though physically, you’ll normally have the scope attached to your weapon, not near your throat.

If there’s no logical way to wear two accessories simultaneously – e.g. two pairs of boots – you can’t use them together regardless of their chakras, but usually the chakras will rule out these combinations anyway.

Not all accessories require a chakra. Accessories with no chakra listed can be combined with any other accessory. However, if you use two *identical* accessories with no chakra, this has the same effect as equipping just one unless the Properties column specifically says otherwise.

**Appearance:** One likely possibility for what this item could look like. Exceptions to this are not uncommon, so don’t take it as gospel.

#### *Notes on Alchemical Items — General*

This category consists of consumable items (i.e. they can only be used once) that can be made with the Alchemy skill. They come in four types:

- ▶ **Potions:** Healing items, straightforwardly restoring the target’s hp or mp, sometimes with some sort of added bonus. Most are colourful liquids. Primitive examples came in small bottles and had to be drunk to be used, but today they’re usually stored in thin, hollow crystals that shatter when touched a certain way; they take effect, with a slight glow, as soon as they contact air while sufficiently close to a valid target.
- ▶ **Tonics:** Items, which take a variety of forms, that aid the target in recovering from status ailments. Many are stored the same way as potions; others are herbal mixtures that need to be eaten or slathered on.
- ▶ **Bombs:** Eggshells, crystals or hollow figurines, filled with unstable mixtures that create blasts of magical energy on contact with air or with one another.
- ▶ **Tokens:** Small ceramic discs, figurines, or other objects which have some effect not listed above when broken or burned.

The alchemical item table has these headings in addition to the standard ones:

**Dice:** Most alchemical items have their own built-in Magic or Ward dice. You use the number of dice listed here, not your own Magic or Ward, unless you have an ability that says otherwise. The threshold is the same as for your own

Magic or Ward rolls.

If it says “n/a” here, there is no dice roll involved – the effect is automatic, with no chance of messing up, but also no way to get an unexpectedly good result.

**Recovery:** The base recovery time of using this item. Lower is better. If there are two numbers separated by a slash here, the number to the left of the slash is for using the item on yourself, the number to the right is for using it on someone else, also called **administering** that item. This typically appears for items with beneficial effects, like healing potions.

#### *Notes on Alchemical Items — Specific Items*

A few alchemical items bear further comment:

**Nostrum / Theriac / Katholikon:** Notice that these potions’ effects are written up in much the same format as command abilities. This means that unlike other potions – but like most tonics – they don’t do anything unless you get at least one success on your Ward roll. So you’d often rather have a normal potion, but in less scrupulous circles these may be all that’s available.

**Poultice:** To new players, this can seem like a cheaper healing option for low-level characters with an occasionally-useful side-effect. But again, remember that these do nothing without at least one success on the Ward roll. The extra 5 gil for a standard potion - which automatically works – is money well spent.

**Lazarus Crystal:** Among the most prized of all alchemical items, those selling these delicate feather-like crystals often claim they can bring back the dead. Outrageous though it sounds, this is only a slight exaggeration.

For adventurers, these are most commonly used in combat to bring defeated characters back into the battle, in which case they work as listed on the chart. Most NPCs will be more familiar with their other uses, and it’s also worthwhile for adventurers to know these. If one of these is broken over the body immediately after apparent death, from any cause save old age or complete disintegration of the body, the person this is administered to nearly always survives. In fact, they’re generally fine after only a short recovery period (a few days at most). However, this only works if delivered within minutes of apparent-death; after that, bringing the person back requires much more powerful magic or possibly a quest into the underworld.

#### *Notes on Inscriptions*

An inscription can be used to cast a particular spell. This has two advantages over normal spellcasting – the spell doesn’t necessarily have to be one you know, and it costs only 1 mp. This also has a potential drawback, at least if you’re a dedicated wizard – there’s a good chance an inscription won’t produce as powerful an effect as you could by casting normally.

There are two types of inscription, **Scrolls** and **Runestones**. Like alchemical items, they can only be used once. The magic of a scroll fades away after