Alchemy

The three most important potions

- **Swallow**
  Vitality regeneration accelerated

- **Tawny Owl**
  Endurance regeneration accelerated
  Ideal with Albedo; drink first!

- **Cait**
  Seeing in the dark. Cut with Rubedo, no swallow necessary in Cabbas

First Aid

- **White Honey**
  Toxicity and Effects of drunken potions are neutralized

- **Wives’ Tears**
  Neutralizes Effects of Alcohol. Drinking game!

- **Golden Oint**
  Potion Resistance +70%

Useful potions

- **Maribor Forest**
  Maximal Endurance increased by 50%
  ideal supplement: Tawny Owl

- **Full Moon**
  Maximal vitality doubled (useful against plants)

- **Willow**
  Increased resistance against stun and knockdown trials (bosses)

- **Wolverine**
  Increased damage if vitality is below 50%.
  Useless against strong enemies.

- **Blizzard**
  Dodge +50%, Parry +50%
  For (few) fast opponents: slow-motion

Not bad either

- **Petri’s Philter**
  Sign intensity increased by 50%

- **Shrike**
  Opponents wounding Geral and are inflected pain

- **Wolf**
  Increased chance for critical hit (group style)

- **De Vries’ Extract**
  Makes hidden enemies visible. Night vision.

Less usable potions

- **White Raffard’s Deception**
  Immediately restores vitality.

- **Thunderbolt**
  Damage increased by 100%
  Dodge and parry -50%

- **Kiss**
  Resistance against bleeding increased by 70%
  Acute bleeding stopped

- **Bindweed**
  Acid resistance increased by 70%

- **Black Blood**
  Poisons the blood.
  Deadly for its components.

Other potions and mixtures

- **White Gull**
  Witches hallucinogen. Very good base for potions. Attack -50%

- **Perfume**
  Present. Attack -50%

- **Fistitch**
  Drug. Unconsciousness upon consumption.

- **Oil**
  Steel or silver sword

- **Crinifrr Oil**
  Enemies suffer pain. Against superior numbers,

- **Brown Oil**
  Enemies bleed. Good against bosses!

- **Dead Man’s Venom**
  Enemies are poisoned

- **Specter Oil**
  Specters suffer 100% more damage

Silver sword

- **Argentina**
  Silver sword. Damage +60%. Suitable in areas with different monster types.
  Not just as effect as a monster-specific oil.

- **Necrophage Oil**
  Necrophages suffer 100% more damage

- **Insectoid Oil**
  Insectoids suffer 100% more damage

- **Ornithosaurus Oil**
  Ornithosaurus suffer 100% more damage

- **Vampire Oil**
  Vampires suffer 100% more damage

Notes

- **Resistances**
  Most enemies are resistant against something. Don’t even try to poison a Bloegeisgraf!

- **Toxication**
  Always keep an eye on the green toxication bar. Vitality can lower very fast!

- **Base**
  Bases are required for mixtures. Take them with you or buy them opportunistically at every occasion. You can’t have too few of it. Bases which just aren’t required can be stored in the bar.

- **Ingredients**
  Nothing works without them. It’s ideal to have an ingredient for every substance. Inherent three further ones with the secondary substance. (example: One with Rubedo only, three others with each Rubedo and Albedo, Rubedo and Rubedo, Rubedo and Albedo and Rubedo and Albedo. As a whole 24 ingredients, there’s enough space in the inventory). Ingredients without secondary substance can be used for bombs or the White Gull. That way you’ve always got the things you need to brew the necessary potions.

- **Knowledge**
  To collect new ingredients you’ll first get to acquire the according knowledge. It’s worth spending the earned money (poker?) on books!