

GLOSSARY OF POTIONS

A compendium of both approved and unapproved potions, as well as common terms used throughout the potion-making community. Locations listed in italics pinpoint the exact source of where B.R.E.W.'s most-elite Elixirists have worked tirelessly to discover key ingredients to specific potions.

Amber Wick—*Dominican Republic*. One of the tools used in potions to meld ingredients and create a timeframe. Elixirists all over the world use their own variation. Without an Amber Wick, a potion will never fully form because all concoctions require a time restraint.

Anti-Loitering Lotion—*United States of America, Illinois*. A potion that causes the wearer to feel a sudden urge to leave the area or at least not linger in one spot for too long. (Key ingredients: hackberry seeds; cardinal feathers.)

Axiom Application—*United States of America, District of Columbia*. A truth serum that both forces the person to speak the absolute truth and binds them to their promises so that they can't go back on what they've said. (Key ingredient: Jefferson Salamander scales.)

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Blind Batching. The ability to concoct viable potions without knowing beforehand the nature or specifics of the ingredients needed or being used. Incredibly rare talent among Elixirists. It is a dangerous practice as the Blind Batcher doesn't necessarily know the outcome of the concoction.

Blogu Goo—*Turkey*. A potion that can make any liquid turn to a solid. Historically used to strengthen mud barriers during times of flooding. (Key ingredient: shaved gypsum.)

Blood Link. A ritual that key members of B.R.E.W. must undergo in order to link their abilities with the Vessel.

Blotched. A Blotched person can be influenced or controlled by an Elixirist. The process is typically done through the application of a potion or through the handling of a Dire Substance.

Boiler's Balm—*Great Britain*. An advanced antibiotic ointment that contains several key ingredients that speed up the healing process. (Key ingredients: loquat fruit; hedgehog molars.)

Booming Balls—*United States of America, Alabama*. Prepared object, generally round and bouncy, that explodes upon impact. Various Booming Balls contain shrapnel and other debris that is launched during the explosion. (Key ingredients: opossum whiskers; honeysuckle stems.)

Canary Bellflower—*United States of America, Utah*. Specially-treated orchid that blooms when the air is clear of toxic chemicals and will wilt when the air is unfit to breathe.

Cipher. One of the most common abilities manifested in Elixirists. Ciphers typically can discern a few key ingredients within a potion and can determine whether or not the mixture is deadly. Gordy is able to Decipher the ingredients in any potion down to the finite details.

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Community. Word commonly used to describe those who are part of the Elixirists' world, but more specifically refers to Elixirists residing within the United States of America.

Dampening Draught—*Italy*. Often referred to as an *Inumidire bere* in Italian, this potion will extinguish any form of ignited material, including the most intensely raging fires. It is short-lived though. Once the potion is spent and the flames extinguished, the fire may be reignited. (Key ingredients: tepid Venetian water; dragon's blood sap.)

Decimate Device. Used by Elixirists to destroy a potion or remove a Dire Substance from an object. Not all Elixirists have this ability. Typically falls under the expertise of a Philter.

Detection Powder—*origin varies*. A device used to check potions, ingredients, or other items for Dire Substances, Tainted or Stained items, or traps. Typically comes in the form of a highly-concentrated spray or powder.

Dire Substances. Any ingredient, concoction, or element that has been tainted with the intent to harm.

Disfarcar Gel—*Portugal*. Gel capable of disguising the wearer for a designated period of time. Mostly a few hours, but advanced Elixirists have managed to extend the time period up to twenty-four hours. (Key ingredients: dried Mediterranean chameleon tongue; moldy figs.)

Dragon's Blood—*Socotra archipelago in the Arabian Sea*. Sap from the Cinnabari tree is an uncommon ingredient, but high-level Elixirists generally keep a supply on hand. Most notably used to create Dampening Draughts and other Extinguishing concoctions.

Dram. An Elixirist in training. There are several levels of Dram, from Beginner to Advanced. Gordy is considered a

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Dram only because B.R.E.W. has not seen anyone so young with his abilities.

Dual Mixing. A process that requires two or more Elixirists simultaneously adding ingredients to a complex potion.

Elixirist. A term commonly used to describe a potion master. Generally deemed as an elite practitioner of potion making.

Enfetterment Extract—*Egypt*. Binding of an inanimate object to a controlling Elixirist. First used in Ancient Egypt with stone Golems who built the pyramids. (Key ingredients: shattered pieces of a canopic jar; scarab beetle wings; Egyptian beeswax; dried Nile mud.)

Epizootic Egg—*Chile*. Mapuche Shamans use these eggs to capture diseases from the sick and keep them contained. Many plagues have been spread due to the use of Epizootic Eggs. (Key ingredients: Andean condor egg; armadillo skin; tapir eyelashes; poison dart frog venom.)

Eternity Elixir. A self-replicating potion created by Mezzarix that can either enhance the abilities of a particular brew or be used as a substitute ingredient. There are no other potions like it in existence and the potion master who possesses it is virtually invincible.

Goilicanje Juice—*Bosnia*. A potion that causes the inflicted to suffer from the worst case of the tickles. (Key ingredient: visibaba petals.)

Grangou Gruel—*Haiti*. Creates an intense hunger in the inflicted. Believed to be primarily used in voodoo rituals, it has also been the source of some reported zombie outbreaks and bouts of cannibalism. (Key ingredients: bokor dust; solenodon teeth; mahogany seeds.)

Heliudrops—*United States of America, Maine*. Potion that can levitate lightweight objects, depending on the amount applied. (Key ingredient: steeped blueberry leaf tea.)

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Kyckling Snor—*Sweden.* Chicken snot is an ingredient commonly used in transfiguration potions.

Miedo—*Spain.* Highly concentrated doses of this fear tonic can cause an individual to fear any object or person identified during the mixing of the potion. (Key ingredients: threads from a matador's cape; Andalusian horse hairs.)

Oighear Ointment—*Ireland.* Instant ice is useful for cooling burns or on hot summer days as a reprieve from the heat. (Key ingredients: shamrock petals; stale, crumbled boxty.)

Pele Punch—*United States of America, Hawaii.* This liquid lava spreads, bubbles, and burns just like lava, but cools instantly when in contact with water. (Key ingredients: angel-fish gills; pulverized pohaku.)

Philter. A potion master with the ability to remove ingredients from a potion, thus changing its composition or making it inactive. This is a tedious and difficult job. Most Elixirists display some minor level of Philtering ability, but there are few Expert Philters in the world and even fewer Bio-Philters who have the ability to remove ingredients, potions, and other Dire Substances from a living being.

Purista Powder—*Finland.* Squeezing powder that has varying levels of intensity. Can be used on items to apply pressure, but can also be used to remove objects trapped within tight quarters. (Key ingredients: adder viper venom; brown bear claws.)

Restorator. An Elixirist who can use restorative abilities to replicate any potion through practical means (i.e., ingredients, recipe, etc.). All Elixirists have this ability in varying degrees. This skill also manifests among non-Elixirists at times, though it is mostly dormant in those without the potion making gift.

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Risorgimento. A highly illegal practice of using potions to reanimate the dead or otherwise inanimate objects. Typically only dark Elixirists perform such a ritual, but decent Elixirists have been known to use Risorgimento for educational purposes (with permission from the Board, something that is rarely acquired).

Scrute. Process of heating a potion just to the boiling point, dissolving a potion, and applying quicksilver to the mixture. When used in this fashion, quicksilver neither adds nor removes any properties from the potion, but enhances the sensory receptors of a Cipher, which allows them to better identify the ingredients within the potion. This is a risky practice because the Elixirist must know the precise moment to remove the cauldron from the heat in order to properly Scrute and prevent the potion from being destroyed.

Sevite Syrup—*Haiti*. Potion that causes a reanimated object to be in another's control for a period of time. Works incredibly well with organic materials such as soil, trees, or bone. (Key ingredients: tarantula hairs; millipede eyes; lips of a female sea toad.)

Silex et Acier—*France*. Commonly referred to as “Flint and Steel.” Two vials of a prepared concoction that is virtually harmless with no effects when used separately, but ignites an explosion of fire when used in conjunction with each other. (Key ingredients: French musket gunpowder; fox fangs; red squirrel saliva.)

Spinnerak Net—*South Africa*. Not as strong as a Vintreet Trap, this potion sprouts a sticky spiderweb-type substance that can trap and incapacitate a target. Some Elixirists enhance their Spinnerak Nets with certain spider venom that

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temporarily paralyzes their targets. (Key ingredients: baboon spider venom; hissing cockroach antennae.)

Stained. Slang term used to describe the condition of a tainted item, otherwise known as a Dire Substance.

Torpor Tonic—*Great Britain*. Causes a temporary loss of consciousness, approximately ten minutes, but leaves no lasting side effects. (Key ingredients: English Mastiff fur; dogfish shark scales.)

Tranquility Swathe—*British Columbia, Canada*. Potion that creates a web of soft, supple material that, when applied to a target, will make them drift into a deep sleep. The Swathe will also protect the enclosed individual temporarily from most dangerous elements, including extreme heat and cold. (Key ingredients: maple leaf; moose antlers.)

Vessel. The main source of the Elixirists' binding power. It gives them authority to perform Exiles and Banishments, Quench powers, and train young Drams.

Vintreet Trap—*Norway*. Prepared tonic generally contained in a glass vial that, upon impact with desired target, will sprout creeping vines to entangle and constrict the victim. The duration of the potion generally does not exceed forty-five minutes, though that may vary depending on the use of an Amber Wick. The vines weaken over time, thus five- to ten-minute applications are ideal as they can trap the strongest of targets and prevent them from moving. (Key ingredients: musk ox tongue; blue anemone petals; sneezewort seeds.)

Ward. Protective potion used to guard a specific area. It prevents the entry of unauthorized characters and allows for a method for the immediate removal of a person as well. The strength of the ward depends on the rarity of the ingredients used.