

18 Strength Elixir

Strength trait is raised by
2 die types for 10 minutes.

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17 Hearts Elixir

Roll an *Onerous* Vigor roll (TN 7)
for each wounded area.
A success heals 1 wound level.

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Roll an *Onerous* Vigor roll (TN 7)
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17 Flash Elixir

Quickness trait is raised by
1 die type for 30 minutes.

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17 DeadEye Elixir

Grants a +2 bonus to Deftness-
related rolls for 30 minutes.

16 Death Elixir

Roll a *Incredible* Vigor roll
(TN 11) to heal fatal wounds
1 level & restore life.

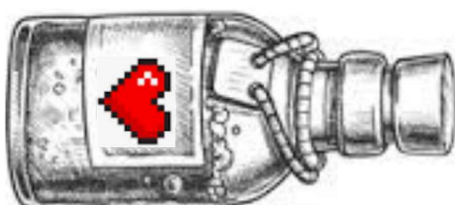
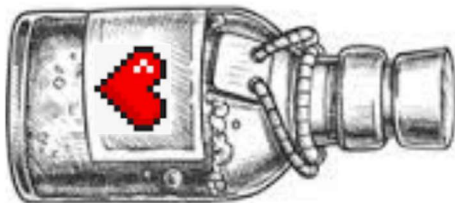
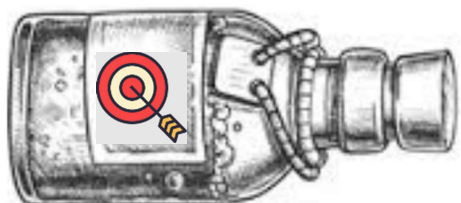
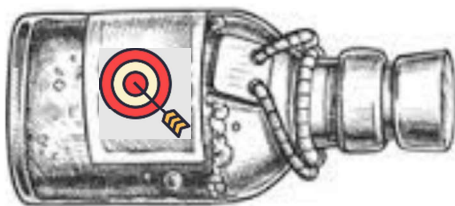
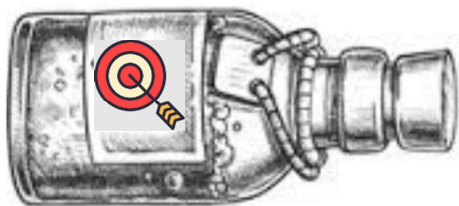
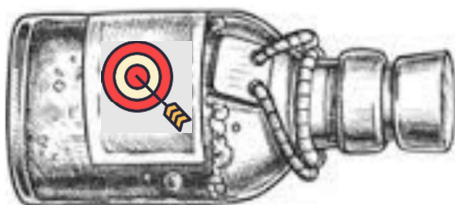
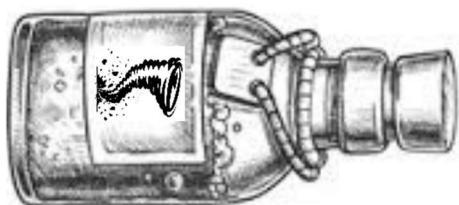
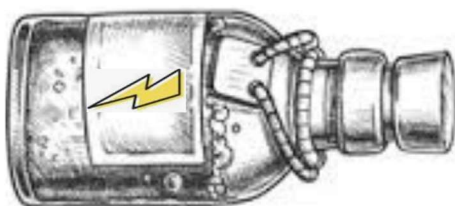
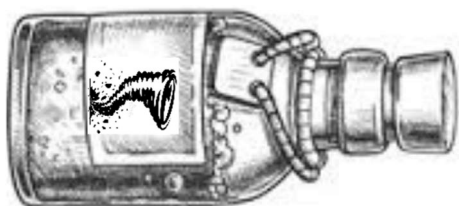
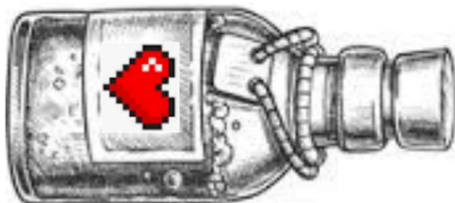
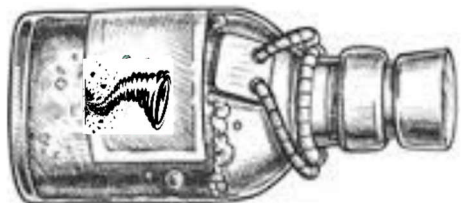
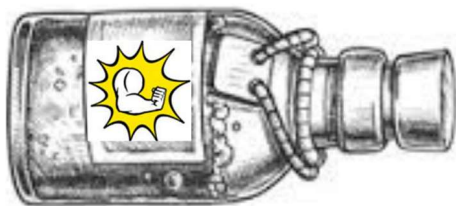
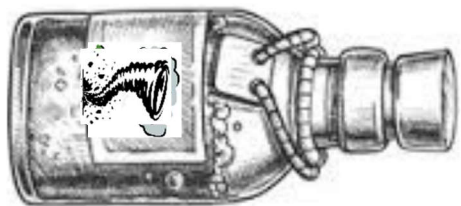
Must be used w/in 5 minutes of death.

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Restores 3d6 Wind.

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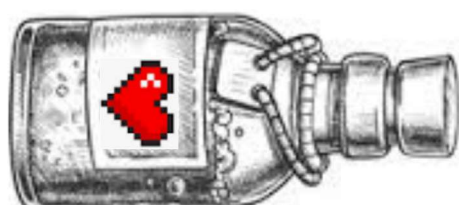
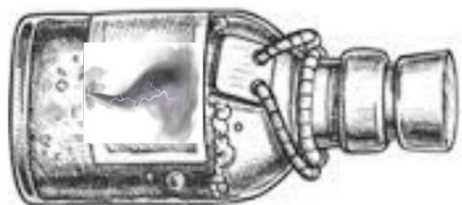
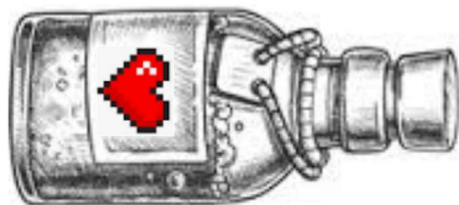
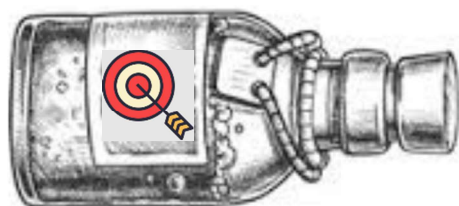
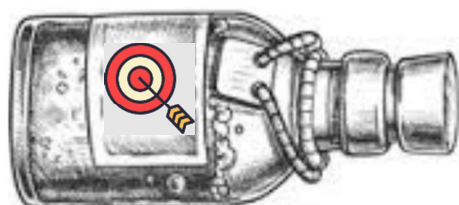
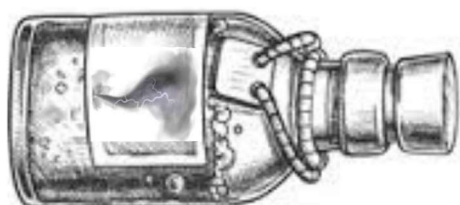
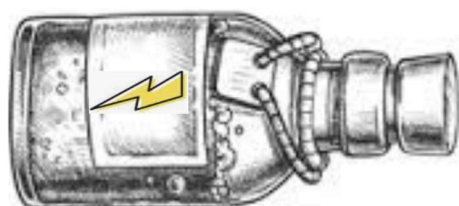
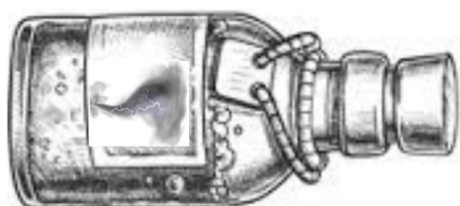
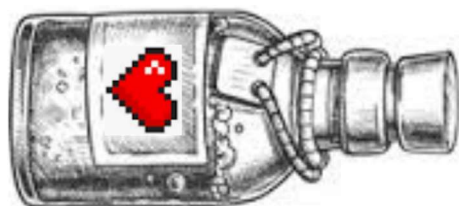
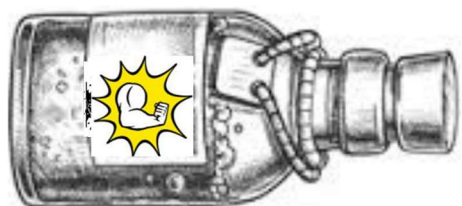
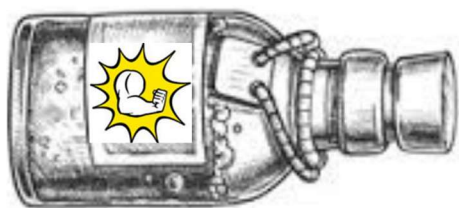
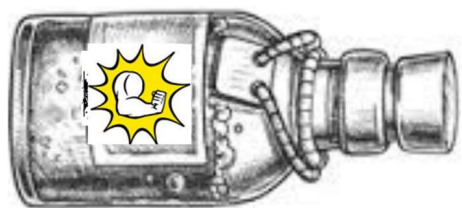
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