

Alchemy Codex

A collection of roleplaying alchemy concoctions, that do not exists in the game but are preformed for roleplaying purposes

- [Memory Tonic](#)

Memory Tonic

The procedure for creating a memory tonic, as preformed in-game.

- Chew, High Mallow (Helps with memory)
 - Drink, Mustard Tea (Awakens senses)
 - Smell, Elegant Stinkhorn Extract (Awakens senses) Might induce lightheadedness
 - Drink, “Memory” Tonic (Health Tonic)
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After completing the above, you might want to have them sit down.

If needed they can eat some bread to help absorb, if the above was to potent or intense.

For best results after the above, rest in BloodHaven's Spa. It is said to have healing properties.

!!BEWARE!! MAY INDUCE TERRIBLY VIVID NIGHTMARES!!