

Kaffeie

(*Lance Stapleton*)

This ghastly potion is prepared by the witchdoctors of the Desert of Songs and in the hinterlands of Mungoda. It is made from the seeds of a mountain shrub that has passed through the intestines of a lynx. These creatures find the outer flesh of the fruit intoxicating and sorcerers will pay money for their scats. If a lynx can be caught alive it will be prized and rewarded by the magician. A successful witchdoctor will be known by his caged lynx, which is force-fed Kaffeie.

The seeds are then ground and roasted over a fire made of human bones. The powder is mixed with fresh blood (2 HP worth per potion or 8 HP=4 potions for an entire victim), boiled and bottled. This horrible admixture has the effect of increasing Intelligence, Reflexes, and Psychic Talent by 3 points for one hour¹⁾. It may be prepared by any sorcerer, daemonologist, or elemental of Rank 6 or higher who has learned the correct rituals at a cost of 20 MP. The requirement for dry bones and fresh blood makes this a rare and unholy potion. Anyone suspected of owning or preparing such a liquor will invite the enmity of the local Church, Knights Capellar, Baron, Emir, Council of Chieftains, etc.

This article first appeared in [Casket of Fays Issue 6](#).

¹⁾

Whether this can raise stats about 18 is at the GM's discretion.

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