

Softglass

Softglass is a plant resembling a dandelion with pink flowers. It grows in grasslands, forest clearings, and sometimes even in city streets – almost like a dandelion. Softglass can be quite easy to find, especially if you know where to look. The pupus with the seed is collected.

It is one of the base components used in making a highly potent and dangerous chemical narcotic called Glas.

Herb value (per dose): 10; (1)

Availability: Temperate Zone, Oceanic Zone, summer.

DL to find: 10 (d10 doses)

Preservation: Simple. The seeds with pupus are easy to dry and can be stored this way for several years.

Cultivation: Seeds ripen in early summer. One dose of seeds is enough to reseed **Soil Fertility Dice** roll + planter's Agriculture or Herbalism against DL 15 to succeed in reseedng.

Use and Effects

Meditation bonus: +1; Intoxication (-2 to all rolls requiring physical activity).

Though foul-tasting, Softglass is usually smoked as a mild recreational drug. A side effect is that it suppresses the feeling of hunger. If the user would gain the feeling of hunger, Softglass allows them to last one additional day before becoming fatigued. However, water is still required. This hunger-suppressing effect works for one day only.

The intoxication causes extreme dizziness and weakness for about an hour.

Cultural commentary: Softglass seeds are commonly soaked in regions where the plant grows, both as a mild recreational drug and, in times of drought, as a hunger suppressant. Because it is easy to find and preserve, it has become a popular plant among common people. Its cultivation is not officially permitted (due to narcotics monopolies in the Astranic cultural sphere), but small-scale growing in tenant gardens is nearly impossible for states to control, given how widespread the plant is.

Glassleaf

Glassleaf is a light-blue plant, resembling peppermint in appearance. It grows in warm, dry areas with plenty of sunlight. The dark blue leaf shoots are collected in spring, by summer the mature leaves have lost their potency.

It is one of the base components in making a highly potent and dangerous chemical narcotic called Glas.

Herb value (per dose): 2 SD

Availability: Temperate Zone, Oceanic Zone, spring, DL to find: 15

Preservation: Simple (theoretically). The shoots must be consumed fresh within a few days, brewed into a potion, or processed into Glas. They can be preserved for a few weeks in a cold earth cellar or between blocks of ice (without direct contact with the ice). Such preservation methods are not practical while travelling.

Cultivation: Seeds ripen in late summer; one plant is enough to reseed **Soil Fertility Dice** roll + planter's Agriculture or Herbalism Skill Level plants. Roll Agriculture or Herbalism against DL 15 to succeed in reseedng.

Use and Effects

Meditation bonus: +4; Intoxication (-2 to all rolls requiring physical activity). Regular use can lead to addiction.

Chewing Glassleaf shoots gives an extreme boost of energy.

Eating a dose of Glassleaf shoots removes the Fatigue condition for 10 minutes, but causes Intoxication (which has a smaller penalty than Fatigue). After 10 minutes the Fatigue returns, while Intoxication lingers for about an hour.

A person can safely use Glassleaf 10 × Body times per day (minimum 10) without risk of overdose.

After this limit, each additional use requires a Body check against DL +. Failure results in seizures and a reduction of physical attributes by 1 point per Round, to a maximum of 4 attributes points in 4 Rounds.

The effects can be stopped with a successful **Restoration** or **Medicine** check against DL 20. Each subsequent use again requires an overdose roll.

Combat Painweed

A hardy, wiry plant that grows close to the ground, bearing yellow flowers. It grows in sunny, dry clearings, heathlands, and rocky slopes. The flower is collected.

Herb value (per dose): 1 SD

Availability: Temperate Zone, Oceanic Zone, spring, summer.

DL to find: 10

Preservation: Simple. The flowers are dried.

Cultivation: Seeds ripen in late summer; one plant is enough to reseed **Soil Fertility Dice** roll + planter's Agriculture or Herbalism Skill Level plants. Roll Agriculture or Herbalism against DL 15 to succeed in reseedng.

Use and Effects

Combat Painweed can be smoked to dull pain, even from wounds. While under its effect, the user does not suffer the -2 penalty from being Wounded (under 50% of their HP). However, if Severely Wounded (under 25% HP, -4 penalty to all rolls requiring physical activity), the penalty returns in full.

The user suffers a -2 penalty to Perception checks while under the effect of Combat Painweed.

The effect lasts 10 minutes, and although it can be re-administered, the character must make a Body check against DL 8 or become Fatigued (-4 to all rolls) and needs to rest after the first use.

Horsepeed

Horsepeed is a small, very thorny evergreen purple bush with sharp purple leaves. It grows in dry, sunny areas. The whole bush is harvested.

Herb value (per dose): 1 SD – a dose for horse weights about 2 kg.

Availability: Polar Zone, Temperate Zone, Oceanic Zone, year-round.

DL to find: 10

Preservation: Simple. The bush can be left to dry or given as food to the animal without drying.

Cultivation: Small berries on the bush ripen in autumn; one plant is enough to reseed **Soil Fertility Dice** roll + planter's Agriculture or Herbalism Skill Level bushes. Roll Agriculture or Herbalism against DL 10 to succeed in reseedng.

Use and Effects

The bush has no effect on humans, but horses, great beasts, camels, and similar animals eat it eagerly. It makes them extremely active, giving a strong adrenaline rush. For one hour, their Movement Speed increases by 10, but they take 2 Damage from the thorns when eating the bush (if the thorns are not removed by a human – about half a day's work).

After the adrenaline rush ends, the animal becomes Fatigued (-4 to all rolls) and moves at half Movement Speed until it can rest.

Quickreed

Quickreed grows in freshwater swamps and wetlands, in sharp patches among other reeds. The plant has pale blue flower heads during blooming. The ripe seeds are harvested.

Herb value (per dose): 1 SD 2 SD for Quickreed Pie (50 g)

Availability: Polar Zone, Temperate Zone, Oceanic Zone, summer, autumn.

DL to find: 10

Preservation: Simple. The seeds are dried, ground into flour, and consumed as small cakes – Quickreed Pie.

Cultivation: Seeds ripen in late summer; one plant is enough to reseed **Soil Fertility Dice** roll + planter's Agriculture or Herbalism Skill Level plants. Roll Agriculture or Herbalism against DL 20 to succeed in reseedng.

Use and Effects

Meditation bonus: -

Quickreed irritates the body, making the blood flow faster, but also causes an unusually light feeling. +4 Movement: Speed for 10 minutes, after which the character must make a Body check against DL 8 or become Fatigued (-4 to all rolls) and must rest.

Bloodberry

Bloodberry is a rare flower that grows a single blossom on a long stem, which in autumn produces one deep red berry about the size of a cherry. Bloodberry grows in swamps and other shaded wetlands – under tree cover. The single berry is harvested.

Herb value (per dose): 1 GD

Availability: Temperate Zone, Oceanic Zone, autumn.

DL to find: 30

Preservation: Impossible. The berry must be eaten within a few days, used in a potion, or planted again. It cannot be preserved in a way that retains its properties.

Cultivation: The one berry can be used for seeds, which is enough to reseed **Soil Fertility Dice** roll + planter's Agriculture or Herbalism Skill Level plants. Roll Agriculture or Herbalism against DL 25 to succeed in reseedng.

Use and Effects

Meditation bonus: -

Eating a Bloodberry gives a substantial bonus to natural healing the rate of body HP recovery while resting is doubled (for example, a person with Body +3 would recover 8 instead of 4 HP).

Additionally, the person recovers one extra body attribute point (Body, Speed, or Precision) of their choice during that night.

Blue Hawkseye

Blue Hawkseye is a rare orchid flower that grows in mountain alpine meadows, wherever in the world they can be found. It has small dark blue blossoms, which are harvested.

Herb value (per dose): 1 GD

Availability: Temperate Zone, Oceanic Zone, Tropical Zone, spring, summer.

DL to find: 30

Preservation: Simple. The blossoms are placed into a small amount of alcohol, forming a tincture.

Cultivations: Seeds ripen in late summer; one plant is enough to reseed **Soil Fertility Dice** roll + planter's Agriculture or Herbalism Skill Level plants. Roll Agriculture or Herbalism against DL 25 to succeed in reseedng.

Use and Effects

Meditation bonus: -

When the tincture is drunk, it widens the character's field of vision for 10 minutes, granting a +2 bonus to Perception (the effect is instant).

After 10 minutes pass, the character must make a Body check against DL 10 or their sight becomes impaired. They suffer a -4 penalty to all rolls that require sight – Perception, Reflexes, Parrying, and melee weapon Attacks (as if it were night-time).

The penalty to ranged Attacks is -12. The near-blindness lasts until they take a full rest.

Inflicting poison and dosage (if used as poison): Oral, at least 8 cL to detect poison in food; roll Herbalism against DL 6.

Antidote: To know or prepare the antidote, roll Herbalism against DL 15. The ingredients for the antidote are simple complexity.

Heath Sharpleaf

Heath Sharpleaf is a small plant with white leaves and blossoms that grows in temperate, sunny heaths. The blossoms are collected.

There is something strange about Heath Sharpleaf – it only grows in places once touched by the Mist, but never inside the Mist or directly at its borders.

Herb value (per dose): 1 GD

Availability: Temperate Zone, summer.

DL to find: 30 (can only be found in regions where Mist Druids have dwelled).

Preservation: Simple. The blossoms are dried.

Cultivation: It is very difficult to reseed Heath Sharpleaf, as it only grows where the Mist has been summoned for at least two weeks. Even then, growth is uncertain.

Seeds ripen in summer; one plant is enough to reseed **Soil Fertility Dice** roll + planter's Agriculture or Herbalism Skill Level plants. Roll Agriculture or Herbalism against DL 30 to succeed in reseedng.

Use and Effects

Meditation bonus: +4 after the first ten minutes has passed; Intoxication (-2 to all rolls requiring physical activity) after the first 10 minutes has passed.

When the dried blossoms are smoked, the effect is immediate – the vision sharpens, granting a +2 bonus to Perception checks and a +1 bonus to ranged Attack rolls (but not with thrown weapons). This effect lasts 10 minutes.

After 10 minutes, the hyper-focus causes the vision to distort. The smoker begins to see movements where there are none – hallucinations of people (or monsters) become more intense with each passing minute. Distinguishing between real and unreal becomes increasingly difficult, especially at a distance. Intoxication sets in, and because of the hallucinations, the character suffers a -4 penalty to ranged Attacks and Perception checks.

The hallucinations last for about an hour. Afterwards, the intoxication and penalties fade, but the character must succeed on a Body check against DL 10 or become Fatigued (-4 to all rolls).

Antidote: To know or prepare the antidote, roll Herbalism against DL 20. The ingredients for the antidote are complex complexity. The antidote alleviates hallucinations but does not prevent the Fatigue check.

Night Tea

A purplish-red lichen that grows on dead blood oak trees, making it quite rare in the world except in the Woods of Ashlahurh (North Thieria Region). Blood oaks can still sometimes be found in a few other similar environments – dry temperate mountainous forests.

Herb value (per dose): 1 GD (2 SP in the Woods of Ashlahurh)

Availability: Temperate Zone, year-round.

DL to find: 30 (15 in the Woods of Ashlahurh)

Preservation: Simple. The collected lichen is dried and administered as tea.

Cultivation: The lichen grows extremely slowly. To cultivate it in your garden, you would need to take the dead tree it grows on with you; it produces enough for only one dose of Night Tea per year.

Use and Effects

Meditation bonus: -

Used in medicine against insomnia, but it can also be employed as a poison to put someone to sleep. The sleep is natural, and if there is loud commotion the person will wake up on their own. Sleeping persons may roll Perception with a -1 penalty.

Inflicting poison and dosage: Oral, 10g per cup of tea. To detect that it is a Night Tea, roll Herbalism against DL 15.

Onset and effect: The effect begins 5 minutes after administration. The victim must make a Body check against DL 8 or fall asleep.

Long-term effect: None

Antidote: To know or prepare the antidote, roll Herbalism against DL 15. The ingredients for the antidote are medium complexity.

Purplepink Choketrea

Purplepink Choketrea is a 1 m tall flower with purple leaves and clusters of tightly packed blue and pink blossoms. Its sticky and juicy seeds and petals are collected.

Purplepink Choketrea is an extremely rare and clearly Otherworldly plant. It is very difficult to find unless you know where to look, as it grows only near Otherworldly anomalies (for example, places where one can cross from the human world to the Otherworld) or in places where a permanent Otherworldly being such as a Kodama Tree, resides. To make it even more complicated, the plants only appear on full-moon nights.

It may be easier to locate an Otherworld Pocket where Purplepink Choketrea is found, as it has a taste to physically reach it – as it may be available there at all times, not only during full moons. For example, the First of Carmeline, where it is relatively easy to find).

Herb value (per dose): 10 SD; 1 GD – Sigi! Spell pigment (50g)

Availability: Near Otherworldly anomalies or the Otherworld.

DL to find: 35 – only during full-moon night (10 during a full-moon night near anomalies, or in the Otherworld)

Preservation/Manufacturing: Simple. Purplepink Choketrea can be dried into tea or mixed into purple sigil spell pigment (Ave check against DL 10).

Cultivation: Impossible, as it only appears in human world at certain times.

Use and Effects

Meditation bonus: -

Inflicting poison and dosage: Oral, 10g per cup of tea. To detect that it is Purplepink Choketrea before drinking, roll Herbalism against DL 15. After about a minute, the drinker's mouth turns purple – a telltale sign for others.

Onset and effect: The effect begins immediately after the victim finishes the cup. The victim must make a Body check against DL 8 or lose the ability to speak or make any sound for 10 minutes. This is accompanied by a strong choking sensation, though the victim is not truly choking – it is merely extremely uncomfortable.

The victim cannot cast spells that require speech, singing, or vocalisation (mainly song spells and curses, but also basic blessings).

Long-term effect: None

Antidote: To know or prepare the antidote, roll Herbalism against DL 20. The ingredients for the antidote are complex complexity. Identifying that Purplepink Choketrea was used, however, is simple – the victim's mouth will be visibly purple.

Cultural commentary: This is the main component of Tauric Wood painting. It is often mixed with Woodward, which helps the paintings remain on the body for much longer.

Bearbait

Bearbait is a flower similar to daisy, growing in temperate forest clearings, meadows, and heaths. Its flowers, which are collected, are bright orange.

Potion value: 1 GD – Bearbait Paste (100g)

Availability of base components: Temperate Zone, Oceanic Zone, spring, summer, autumn.

DL to find components: 15

Components value (per portion): 2 SD

Manufacturing: Chemical. The flowers are pressed for juice, which is then mixed with honey, balled, and distilled into 100 g of paste – Bearbait Paste. Herbalism check against DL 10.

Cultivation: Seeds ripen in autumn; one plant is enough to reseed **Soil Fertility Dice** roll + planter's Agriculture or Herbalism Skill Level plants. Roll Agriculture or Herbalism against DL 10 to succeed in reseedng.

Use and Effects

Raw Bearbait has no effect on anyone, but Bearbait Paste makes the scent of its honey content spread extremely strongly and over great distances, especially if even a small wind is present. Bears and other animals especially interested in honey will arrive to investigate (the affected area has about a 500m diameter).

A bear will approach the paste spot to investigate and will not attack unless provoked. They will lick the paste for 1d4+1 Combat Rounds, after which the paste is gone and/or the bear breaks free from its lure.

If the bear is under a beastmaster's control and has a conflicting task, they may make an Instinct check against DL 10 to ignore the Bearbait Paste.

If the Bearbait Paste is not stored in an airtight container while travelling, it will attract bears!

Moleroot

Moleroot grows in temperate forest clearings and at forest edges. The dark root of the flower is harvested.

Potion value: 1 GD – Poison of Darkness

Availability of base components: Temperate Zone, year-round.

DL to find components: 20

Components value (per portion): 5 SD

Manufacturing: Chemical. The strong, pungent resin is dissolved in alcohol and then distilled and refined into 1 cL of adjunct – Oalmuch Extract. Herbalism check against DL 20.

Cultivation: Seeds ripen in late summer; one plant is enough to reseed **Soil Fertility Dice** roll + planter's Agriculture or Herbalism against DL 30 to succeed in reseedng.

DL to find components: 25

Components value (per portion): 10 SD

Manufacturing: Chemical. The root is pressed for juice, which is then distilled and refined into 1 cL of adjunct – Oalmuch Extract. Herbalism check against DL 20.

Cultivation: Seeds ripen in late summer; one plant is enough to reseed **Soil Fertility Dice** roll + planter's Agriculture or Herbalism against DL 30 to succeed in reseedng.

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