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 pappus with the seed is collected.

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

Herb value (per dose): 10c (lg) Availability: Temperate Zone, Oceanic Zone; summer. DL to find: 10 (1d10 doses)

**Preservation: Simple.** The seeds with pappus are easy to dry and can be stored this way for several years. Cultivation: Seeds ripen in early summer. One dose of seeds Herbalism Skill Level plants. Roll Agriculture or Herbalism is enough to reseed **Soil Fertility Dice** roll + planter's against DL 15 to succeed in reseeding. Agriculture or Herbalism Skill Level plants. Roll Agriculture or Herbalism against DL 5 to succeed in reseeding.

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 Fatigued condition from hunger (on the third day without eating), Softglass allows them to last one additional day

before becoming Fatigued. However, water

is still required. This hunger-suppressing

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

effect works for one day only.

Cultural commentary: Softglass seeds are commonly smoked 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 Asteanic cultural sphere), but smallscale growing in tenant gardens is nearly impossible for states to control, given how widespread the plant is.

Herb value (per dose): I SD Availability: Temperate Zone, Oceanic Zone; spring, DL to find: 10 Glassleaf is a light-blue plant, resembling peppermint in

to reseed Soil Fertility Dice roll + planter's Agriculture or by summer the mature leaves have lost their potency. Herbalism Skill Level plants. Roll Agriculture or Herbalism Cultivation: Small berries on the bush ripen in autumn; one It is one of the base components in making a highly potent against DL 15 to succeed in reseeding. and dangerous chemical narcotic called Glass. Use and Effects Herb value (per dose): 2 SD

Availability: Temperate Zone, Oceanic Zone; spring. Meditation bonus: -

Preservation: Simple (theoretically). The shoots must be consumed fresh within a few days, brewed into a potion, or processed into Glass. 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

**Cultivation:** Seeds ripen in late summer; one plant is enough to reseed **Soil Fertility Dice** roll + planter's Agriculture or

Meditation bonus: +4; Intoxication (-2 to all rolls

appearance. It grows in warm, dry areas with plenty of

sunlight. The dark blue leaf shoots are collected in spring;

not practical while travelling.

requiring physical activity). Regular use can lead to addiction. Meditation bonus: +1; Intoxication (-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.

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

(minimum 10) without risk of overdose.

A person can safely use Glassleaf 10 × Body times per day

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

Cultural commentary: In areas under functioning Asteanic government, trade in stronger narcotics, such as Glass, is often monopolised by certain groups, typically the Temple of the Divine Ocean, but sometimes by a powerful house, patrician clan, or other faction. Growing or selling Glassleaf may therefore be prohibited by law. Of course, this does not prevent illegal cultivation, as Glass has been one of the most destructive drugs in Asteanic society and neighbouring

Combat Painweed

yellow flowers. It grows in sunny, dry clearings, heathlands, sharp purple leaves. It grows in dry, sunny areas. The whole bush and rocky slopes. The flower is collected.

**Preservation: Simple.** The flowers are dried.

is harvested. Herb value (per dose): I SD – a dose for horse weights Availability: Polar Zone, Temperate Zone, Oceanic Zone; year-

DL to find: 10 **Preservation: Simple.** The bush can be left to dry or given as Cultivation: Seeds ripen in late summer; one plant is enough food to the animal without drying.

Agriculture or Herbalism Skill Level bushes. Roll Agriculture or

Herbalism against DL 10 to succeed in reseeding.

**Use and Effects** Combat Painweed can be smoked to dull pain, even from The bush has no effect on humans, but horses, great ibexes, wounds. While under its effect, the user does not suffer the camels, and similar animals eat it eagerly. It makes them -2 penalty from being Wounded (under 50% of their HP). extremely active, giving a strong adrenaline rush. For one hour, However, if Severely Wounded (under 25% HP; -4 penalty to their Movement Speed increases by 10 m, but they take 2 all rolls requiring physical activity), the penalty returns in full. Damage from the thorns when eating the bush (if the thorns are The user suffers a -2 penalty to Perception checks while not removed by a human – about half a day's work).

under the effect of Combat Painweed. After the adrenaline rush ends, the animal becomes Fatigued (-4 The effect lasts 10 minutes, and although it can be re- to all rolls) and moves at half Movement Speed until it can rest.



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

A hardy, wiry plant that grows close to the ground, bearing Horsespeed is a small, very thorny evergreen purple bush with Herb value (per dose): I SD, 2 SD for Quickreed Pie (50

Availability: Polar Zone, Temperate Zone, Oceanic Zone; summer, autumn. DL to find: 10 Preservation: Simple. The

reseed Soil Fertility Dice roll +

planter's Agriculture or Herbalism

Herbalism against DL 20 to succeed

Skill Level plants. Roll Agriculture or

seeds are dried, ground into flour, and consumed as small plant is enough to reseed Soil Fertility Dice roll + planter's

cakes – Quickreed Pie. Cultivation: Seeds ripen in late summer; one plant is enough to

> in reseeding. **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 Bloodberry is a rare flower that grows a single blossom on Blue Hawkseye is a rare orchid flower that grows in mountain a long stem, which in autumn produces one deep red berry alpine meadows, wherever in the world they can be found. It

Herb value (per dose): I GD Availability: Temperate Zone, Oceanic Zone; autumn.

or Herbalism against DL 25 to

DL to find: 30 **Preservation:** Impossible. The berry must amount of alcohol, forming a tincture. 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 against DL 25 to succeed in reseeding. for seeds, which is enough to reseed **Soil** Fertility Dice roll + planter's Agriculture or Use and Effects Herbalism Skill Level plants. Roll Agriculture Meditation bonus: -

ucceed in reseeding. **Use and Effects** 

**Meditation bonus: -**Eating a Bloodberry gives substantial bonus to natural healing - the rate of bodily 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 bodily attribute point (Body, Speed, or Precision) of their choice during

about the size of a cherry. Bloodberry grows in swamps and has small dark blue blossoms, which are harvested.

other shaded wetlands – under tree cover. The single berry is

Herb value (per dose): I GD

**Availability:** Temperate Zone, Oceanic Zone, Tropical Zone; DL to find: 30

**Preservation: Simple.** The blossoms are placed into a small

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

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



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.

Heath Sharpleaf is a small plant with

white leaves and blossoms that grows

**Heath Sharpleaf** 

Woods of Ashlaruh) Herb value (per dose): I GD **Availability:** Temperate Zone; 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 reseeding.

**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

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.

A purplish-red lichen that grows on dead bloodoak trees, making it quite rare in the world except in the Woods of Ashlaruh (North Thefna Region). Bloodoaks can still sometimes be found in a few other similar environments - dry temperate mountainous forests. Herb value (per dose): I GD (2 SP in the

**Availability:** Temperate Zone; year-round. **DL to find:** 30 (15 in the Woods of Ashlaruh)

**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

**Use and Effects Meditation bonus: -**

Night Tea per year.

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 -10 penalty.

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

detect that it is Night Tea, roll Herbalism against DL 15.

**Long-term effect:** None Antidote: To know or prepare the antidote, roll Herbalism against DL 15. The ingredients for the antidote are medium Purpleink Choketea

Purpleink Choketea 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. Purpleink Choketea 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 Purpleink Choketea grows and find a gate to physically reach it – as it may be available there at all times, not only during full moons (for example, the Hiis of Camulos, where it is relatively easy to find).

Herb value (per dose): 10 SD; 1 GD – Sigil Spell pigment (50g) Availability: Near Otherworldly anomalies or the

**DL to find:** 35 – only during full-moon night (10 during Inflicting poison and dosage: Oral, 10g per cup of tea. To a full-moon night near anomalies, or in the Otherworld) Preservation/Manufacturing: Simple. Purpleink Choketea can be dried into tea or mixed into purple sigil spell pigment (Art check against DL 10).

Cultivation: Impossible, as it only appears in human

**Use and Effects** 

world at certain times.

**Meditation bonus: -**

Inflicting poison and dosage: Oral, 10g per cup of tea. To detect that it is Purpleink Choketea 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 any 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 Purpleink Choketea was used, however, is simple – the victim's mouth will be visibly purple.

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

forest clearings, meadows, and heaths. Its flowers, which edges. The dark root of the flower is harvested. are collected, are bright orange.

**Potion value:** 6 SD – **Bearbait Paste** (100g)

Availability of base components: Temperate Zone, Oceanic Zone; spring, summer, autumn. **DL** to find components: 15 Components value (per potion): 2 SD

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 against DL 10 to succeed in reseeding. or Herbalism Skill Level plants. Roll Agriculture or

Manufacturing: Chemical. The flowers are pressed for

Herbalism against DL 10 to succeed in reseeding. **Use and Effects** 

Raw Bearbait has no effect on anyone, but Bearbait Paste the root is extremely toxic - it causes makes the scent of its honey content spread extremely severe dizziness and almost complete loss strongly and over great distances, especially if even a of sight. small wind is present. Bears and other animals especially interested in honey will arrive to investigate (the affected

A bear will approach the pasted spot to investigate and will not attack unless provoked. They will lick the paste for Inflicting poison and Id4+I Combat Rounds, after which the paste is gone and/ dosage: Oral, 8 cl. To detect or the bear breaks free from its lure.

container while travelling, it will attract bears!

area has about a 500m diameter).

If the bear is under a beastmaster's control and has a against DL 8. conflicting task, they may make an Instinct check against If the Bearbait Paste is not stored in an airtight

DL 10 to ignore the Bearbait Paste.

Availability of base components: Temperate Zone; year-

which is then distilled into 8 cl of Poison of Darkness. juice, which is then mixed with honey, boiled, and distilled Herbalism check against DL 10. **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

> Eating the raw root does nothing. But 🔪 in the form of Poison of Darkness,

Intoxication (-2 to all rolls requiring physical activity) for 10 minuets

poison in food, roll Herbalism effect starts after 10 minutes of administration and lasts for 10 minutes. The victim must make a Body check against DL 8 or their sight becomes impaired. They suffer a -4 penalty to all rolls that require sight -Perception, Reflexes, Parrying, and melee weapon

complete darkness (-6, -18). add them to the rolls as well. Long-term effect: None

tidote: To know or prepare the antidote,

oll Herbalism against DL 15. The

ingredients for the antidote are simple

Bearbait is a flower similar to daisy, growing in temperate Moleroot grows in temperate forest clearings and at forest **Potion value:** | GD - **Poison of Darkness** 

> DL to find components: 20 Components value (per potion): 5 SD Manufacturing: Chemical. The root is pressed for juice,

if the effect starts.

Attacks (as if it were night-time). The penalty to ranged Attacks is -12. At night, the effect counts as If Intoxication penalties apply (physical activities),

plant that grows on oak trees.

Components value (per potion): 5 SD

(Poison's Adjunct)

Potion value: | GD - Oakmuch Extract Availability of base components: Temperate Zone, Oceanic Zone; year-round. **DL** to find components: 20

Manufacturing: Chemical. The strong, pungent resin is dissolved in alcohol and then distilled and refined into 1 cl of adjunct – Oakmuch 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 Skill Level plants. Roll Agriculture or Herbalism

Use and Effects

Oakmuch is a resin from a parasitic yellow mistletoe-like slopes. The root of the plant is collected. **Potion value:** 2 GD – **Baneroot Extract** Availability of base components: Temperate Zone, Oceanic Zone; year-round.

against DL 30 to succeed in reseeding.

Oakmuch Extract has little effect on its own; it is a tasteless and colourless liquid. However, adding a dose of the adjunct to any poison makes the poison harder to detect, increasing the Herbalism check DL for detecting poison in food by 2.

(Poison's Adjunct) Baneroot is a creeping plant with flame-coloured foliage that grows on dry and sunny clearings, heathlands, and rocky

**DL** to find components: 25 Components value (per potion): 10 SD

> Herbalism Skill Level plants. Roll Agriculture or Herbalism against DL 20 to succeed in reseeding.

Baneroot Extract doesn't do much by itself; it is a tasteless and colourless liquid. However, adding a dose of the adjunct to any poison makes that poison more potent, raising all of its Body DLs by 2.

Manufacturing: Chemical. The root is pressed for juice, which is then distilled and refined into I cl of adjunct -Baneroot 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

**Use and Effects** 



Polartail is a flower that grows in temperate mountain regions and polar zones. It has a single tall stem topped with a white, fluffy blossom resembling the tail of an Arctic fox.

A pinkish-grey lichen that grows on

moist rocky ground at the edges of 🌉

Availability: Polar Zone, Temperate

**Preservation: Simple.** The collected lichen

Inflicting poison and dosage: Oral, 10g per cup of tea. To detect

Onset and effect: The effect begins 5 minutes after administration.

that it is Calm Tea, roll Herbalism against DL 15.

bogs or in bogs with stones, and in

Herb value (per dose): 10 SD

is dried and administered as tea.

temperate rainforests.

Zone; year-round.

Use and Effects

**Meditation bonus: -**

Damage to Body and Speed.

Long-term effect: None

DL to find: 25

Availability: Polar Zone, Temperate Zone; spring, summer. DL to find: 20 **Preservation: Simple.** The flower head is dried.

The tail-shaped flower head is harvested.

Herb value (per dose): 5 SD

Agriculture or Herbalism against DL 25 to succeed in

**Use and Effects** 

**Meditation bonus: -**When smoked, the Polartail flower head gives the smoker a strong burst of energy. For 10 minutes, their Speed increases by Id2, but their Precision decreases by Id2 (the Damage is permanent and must be restored by regular means). Smoking Polartail also causes anxiety, and after 10 minutes, the character must make a Body check

against DL 8 or become Fatigued (-4 to all rolls) and must

Cultivation: Seeds ripen in late summer; one plant is

enough to reseed Soil Fertility Dice roll + planter's

Wanefern (Poison of Fatigue)

Small, orange ferns that grow on the edges of forest

Herb value (per dose): 2 SD Availability Temperate Zone; spring, summer, autumn. DL to find: 15 **Preservation: Simple.** Fern leaves and stems are pressed for juice. The juice is greenish-transparent and has a bitter taste. Cultivation: Wanefern spores 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

**Use and Effects Meditation bonus: -**

detect poison in food, roll Herbalism against DL 10. Onset and effect: The effect starts after 5 minutes of administration. The victim must make a Body check against DL 8 or become Fatigued (-4 to all rolls) and require rest. Long-term effect: None

Antidote: None; the character mu

Inflicting poison and dosage: Oral, 4

ughsberry is a rare Mist flower that only "grows" (spawns) within the Mist. It is a tulip-like plant with large leaves, reaching almost 1,5m tall. Each plant produces a single flower containing one light blue,

large-blueberry-sized berry. The entire plant is pure white, blending with the Mist around it. The single berry Herb value (per dose): 2 GD Availability: Lughsberry spawns only in Mist that has lingered in a location for at least two weeks or is

Cultivation: The pinkish-grey lichen grows extremely slowly. To permanent. bring this lichen into your garden, you would need to take the DL to find: 25 stone it grows on with you. It produces enough for one dose of **Preservation:** Simple. The unusual berry preserves

itself naturally, but if broken it vanishes immediately. Cultivation: Impossible. It may spawn Used in medicine against severe anxiety, but can also be used as a naturally in a large Mist area if the Mist poison as the calming effect is so strong that the character's Speed persists for more than two weeks. If the and Body are actually damaged, requiring rest to restore them in Mist dissipates, the plant "despawns."

Meditation bonus: None; Intoxication (-2 to all rolls requiring physical activity) for the time of use. The victim must make a Body check against DL 8 or suffer 2 Swallowing a Lughsberry grants the ability to see

invisible entities, identical to the Astral Projection: Sixth Sense spell. The effect lasts 10 minutes and is accompanied by strange whispers in Old Elven. A Antidote: To know or prepare the antidote, roll Herbalism against character fluent in Old Elven may understand some DL 15. The ingredients for the antidote are **medium complexity**. whispers, which can:

Invite them deeper into the Mist

of Mist (Full Book, page 196).

of the berries can aid in summoning them.

 Reveal the location of Mist creatures Foretell future events Impart direct commands from Lugh (following) them would count for making a pact with Lugh) When the sight ends, the user must make a Spell Resistance roll against DL 8 or risk permanent

madness, known as Lugh's Calling aka the Curse

Lughsberry is favoured by Fallen Nymphs; offering a bowl

Herb value (per dose): 2 SD

DL 10 to succeed in reseeding.

Cultural commentary: This is why the Tauri, who often use woad and

Woadhard is a plant resembling blue beet that grows deep in Agriculture or Herbalism Skill Level plants. Roll temperate forests. The beet-like fruit of the plant is harvested.

> **Availability:** Temperate Zone; summer, autumn. DL to find: 15 Preservation: Simple. The fruit is pressed for juice and preserved as juice (100ml per dose). **Cultivation:** Seeds ripen in late summer; one plant is enough o reseed Soil Fertility Dice roll + planter's Agriculture o

Herbalism Skill Level plants. Roll Agriculture or Herbalism against

**Use and Effects** 

**Meditation bonus: -**

When mixed with Sigil Spells' paints, Woadhard juice ensures an extremely long-lasting effect on the skin – Sigil Spells coloured with Woadhard-strengthened pigments last a whole week unless washed or swum in.

Woadhard in their Sigil Spells, call them "Woad spells" and the paintings "Woad paintings" or tattoos – and why they always paint themselves blue.

Nimblenut grows on large thorny bushes in sunny drylands. The nut has a spiny shell (similar to chestnut) the important part is the nut inside. Potion value: 2 GD - Nimblenut Cream (10g) Availability of base components: Temperate Zone, Oceanic Zone; autumn, winter. **DL** to find components: 25

Components value (per potion): 10 SD Manufacturing: Chemical. About I kg of nuts is needed to produce one Nimblenut Cream (10g). Oil is pressed out from the nuts, refined, and then mixed with fine porcelain clay to form a cream. Herbalism check against DL 20.

to reseed Soil Fertility Dice roll + planter's Agriculture or Herbalism Skill Level plants. Roll Agriculture or Herbalism against DL 5 to succeed in reseeding. Use and Effects

Cultivation: Seeds ripen in autumn; one plant is enough

Meditation bonus: None; Intoxication (-2 to all rolls requiring physical activity) after 10 minutes of use. Raw Nimblenut has no special effect. Nimblenut Cream acts as a mild aphrodisiac, increasing sexual interest and general sensitivity to the surroundings. Nimblenut Cream is rubbed into the face and upper body (one Action). It acts quickly - starting from the next Action the person's face flushes, pupils dilate, breathing

quickens, and they become more sensitive. The person

begins to smell alluring. For the first 10 minutes: +1 Precision and +2 Social Skills (they smell pleasant, move more alluringly, and the cream enhances their beauty). After 10 minutes: the initial effect fades as the cre begins to affect brain activity more strongly – dizziness,

Nimblenut is also a poss component in perfumes.

breathing difficulties, and lacksquare

the next hour they are considered

blurred vision follow. For

Intoxicated.



Painwort is a small, thorny flower with blue blossoms, resembling miniature roses. It is very rare, as it requires a special poisonous soil to grow - found typically in warm places where nothing else grows. The root of the flower is **Potion value:** 3 GD – **Painwort Extract** Availability of base components: Temperate Zone,

**Painwort Root** 

(Poison's Adjunct)

Damage rolls by +2.

Oceanic Zone, Tropical Zone; year-round. DL to find components: 30 Components value (per potion): I GD Manufacturing: Chemical. The root is pressed for juice, which is then distilled and refined into I cl of adjunct -Painwort Extract. Herbalism check against DL 20. Cultivation: The Painwort is practically impossible to

together with its soil it could work for some time. **Use and Effects** Painwort Extract is a tasteless and colourless liquid. Adding a dose of this adjunct to any poison that deals Damage to

cultivate, as it needs its special soil to grow, if brought

**Example:** Wyvern Venom (mild poisoning) deals 1d4 Damage to

is needed to produce one Oil of Otherworld (100g). The algae is pressed into oil and then refined. The process Zone; summer, autumn.

may also be found in nearby regions.

Potion value: 3 GD – Oil of Otherworld (100g)

Mist has lingered for at least two weeks. Sometimes

**DL to find components:** 35 (20 in the Mist)

Components value (per potion): 10 SD

only in waters permanently covered by Mist, or where

water currents carry Astral Algae out from the Mist, so it

Manufacturing: Chemical. About 1 kg of Astral Algae

Cultivation: Impossible. It may spawn naturally only in attributes will increase one of the poison's initial attribute

**Use and Effects** 

Raw Astral Algae has no special effect. Body, Speed, and Precision. If Painwort Extract is added, the venom If a deceased person's whole body is anointed with Oil of Otherworld, they gain +6 to the Willpower check for presence or anomalies. becoming a spirit in the Otherworld. This bonus stacks

> into the Otherworld. When used by a living person, the Oil has no effect on ordinary Willpower checks; it applies only to the afterlife check if they later die, provided the oil has not been



Astral Algae is found in seas and other bodies of water Godsberries are purple-coloured berries growing on bushes near, or within, the Mist. The algae is white and translucent. very similar to blueberry. They grow in temperate deep forests and in wetter semipolar regions. Availability of base components: Astral Algae spawns They are extremely difficult to find if you do not know where

> to the Otherworld), or in places where some permanent Otherworldly being, like a Kodama Tree, resides. Godsberry bushes can also sometimes be found near permanent Mist (but never inside it). Potion value: 20 SD – Godsbrew (250 ml)

> to look, as they grow only near Otherworldly anomalies (for

example, places where one can cross from the human world

**Availability of base components:** Polar Zone, Temperate must be performed by a Restoration or Soulcraft mage, **DL to find components:** 35 (20 near the anomalies) who rolls Restoration or Soulcraft against DL 20 (cost: I Components value (per potion): I GD

Manufacturing: Simple. The berries can be eaten raw (a dose being 250 g), but fresh berries do not preserve well. They large bodies of water covered by Mist for more than two are therefore usually pressed into juice and fermented into a sweet berry wine known as Godsbrew. The process takes a few months, but is no more complicated than making any other

> Cultivation: Godsberry bushes can only be cultivated in their natural growing grounds - areas with strong Otherworldly

One bunch of berries is enough to reseed Soil Fertility Dice with bonuses from funeral rites. Importantly, it always roll + planter's Agriculture or Herbalism Skill Level bunches of applies positively (as +6 to roll) – it is never treated as a bushes (each bunch of bushes produces one dose of berries per penalty even if the ritual's intent is not for the soul to pass year). Roll Agriculture or Herbalism against DL 10 to succeed in

> Meditation bonus: +4; Intoxication (-2 to all rolls requiring physical activity) for the time of use. Godsbrew induces mindless rage in its drinker. Inflicting poison and dosage: Oral, 250 ml. To identify Godsbrew, roll Herbalism against DL 10.

Onset and effect: The effect begins imminently after drinking.

The victim must make a Body check against DL 10 or fly into

Once the rage ends, the character becomes Fatigued and

suffers -4 on all rolls. Drinking more Godsbrew before resting

again only causes Intoxication and violent behaviour (attacking

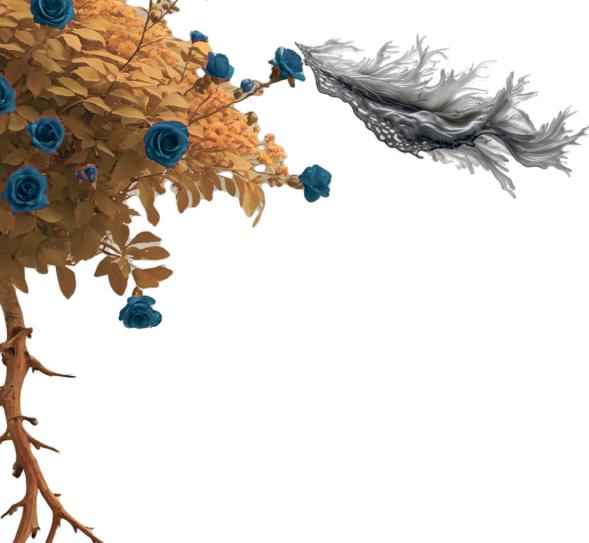
uncontrollable rage for 2d6 Combat Rounds. Rage grants +3 bonus to Body and Speed, but inflicts -4 penalty to Precision. (Note: penalties from Intoxication apply as well, so the effective bonuses are +1 Body and +1 Speed.) While raging, the victim attacks the nearest person - friend or foe – with full force.

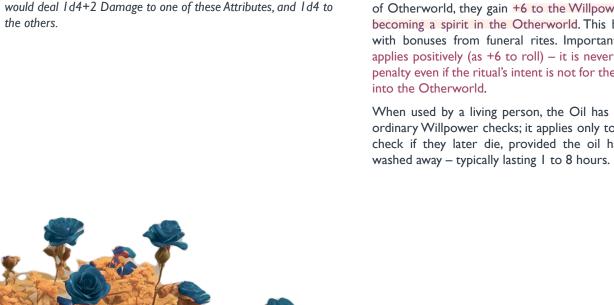
random people), but without any bonus to Body or Speed. Long-term effect: None Antidote: To know or prepare the antidote, roll Herbalism against DL 15. The ingredients for the antidote are medium

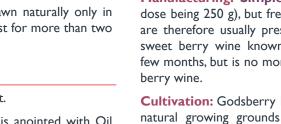
Cultural commentary: Some mountain Tauric tribes are known to use Godsbrew during the Nights of Morrigan (full moon) as a form of initiation rite for young warriors. The youths, fully armed, gather in the forest, light a fire, drink, and feast. Among the cups, one (sometimes more) is laced with Godsbrew. Whoever drinks it falls into rage, attacking their comrades. The others must then flee, disarm, or subdue the raging warrior without killing them.

Certain Asteanic mystery cults also find the drug "interesting." They use it in some of their rituals – or force an unwilling victim to drink it for the "blessed amusement" of onlookers.









Use and Effects