

HERBS, DRUGS, POISONS AND POTIONS

Herbs in the *Camulian Forest*

Camulian Forest is a largely untouched primeval woodland, rich in varied biomes: swamps in the *Kingdom of Avernia* and around *Loch Chase*, the drylands of *Bluerock* and *Wailands*, and of course endless forests and mountains with alpine meadows and small grassland valleys scattered between. It is even home to places covered in permanent Mist (such as *Misty Summit*) and areas with a strong Otherworldly presence, like the abodes of the treegods: *Omo Kodama*, and *Lawgiver Kodama* in *Tribunal Grove*. This makes it so that all herbs found in the Temperate Zone can also be found in this forest.



Horseshoe
Availability: Polar Zone, Temperate Zone, Oceanic Zone; year-round.
DL to find: 10



Baneroot
Availability: Temperate Zone, Oceanic Zone; year-round.
DL to find: 25

Painwort Root
Availability: Temperate Zone, Oceanic Zone, Tropical Zone; year-round.
DL to find: 30



Combat Painweed
Availability: Temperate Zone, Oceanic Zone; spring, summer.
DL to find: 10

Nimblenut
Availability: Temperate Zone, Oceanic Zone; autumn, winter.
DL to find: 25



Bloodberry
Availability: Temperate Zone, Oceanic Zone; autumn.
DL to find: 30



Astral Lily
Availability: Can only be found near the Mist; year-round.
DL to find: 15 - near Mist (10 in the Mist)

Lughsberry
Availability: Lughsberry spawns only in Mist that has lingered in a location for at least two weeks or is permanent.
DL to find: 25

Astral Algae
Availability: Astral Algae spawns only in waters permanently covered by Mist, or where Mist has lingered for at least two weeks. Sometimes water currents carry Astral Algae out from the Mist, so it may also be found in nearby regions.
DL to find: 35 (20 in the Mist)



Quickreed
Availability: Polar Zone, Temperate Zone, Oceanic Zone; summer, autumn.
DL to find: 10

Calm Tea
Availability: Polar Zone, Temperate Zone; year-round.
DL to find: 25





Polartail
 Availability: Polar Zone, Temperate Zone; spring, summer.
 DL to find: 20

Blue Hawkseye

Availability: Temperate Zone, Oceanic Zone, Tropical Zone; spring, summer.
 DL to find: 30



Oakmush
 Availability: Temperate Zone, Oceanic Zone; year-round.
 DL to find: 20

Purpleink Choketea

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)



Moleroot
 Availability: Temperate Zone; year-round.
 DL to find: 20

Godshroom

Availability: Near Otherworldly anomalies (all zones; summer, autumn) or in the Otherworld (year-round).
 DL to find: 35 (15 near the anomalies or a foresty Otherworld pocket)



Woadhard

Availability: Temperate Zone; summer, autumn.
 DL to find: 15



Godsberry

Availability: Polar Zone, Temperate Zone; summer, autumn.
 DL to find: 35 (20 near the anomalies)



Wanefern

Availability: Temperate Zone; spring, summer, autumn.
 DL to find: 15

Magic Mushrooms

Availability: All Zones; summer, autumn.
 DL to find: 15



Bearbait
 Availability: Temperate Zone, Oceanic Zone; spring, summer, autumn.
 DL to find: 15

Heath Sharpleaf

Availability: Temperate Zone; summer.
 DL to find: 30 (can only be found in regions where Mist Druids have dwelled).



Cannabis

Availability: Temperate Zone, Oceanic Zone, Tropical Zone; summer.
 DL to find: 15 (1d10 doses)

Opium Poppy

Availability: Temperate Zone, Oceanic Zone, Tropical Zone; summer.
 DL to find: 15

Night Tea

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



Softglass

Availability: Temperate Zone, Oceanic Zone; summer.
 DL to find: 10 (1d10 doses)



Common Poisonous Plants

Belladonna, Devil's Trumpet, Stinking Nightshade, White Amanita, etc.
 Availability: Temperate Zone, Oceanic Zone, Tropical Zone; spring, summer, autumn.
 DL to find: 15



Glassleaf

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

Introduction and Rules

Herb Listings

Name

Herb value (per dose) / Potion value: This is the price at which the herb can be bought in the Geographical Zone where it grows naturally (or potion is produced from local herbs). Raw herbs are typically not available for purchase outside their native zone, as transportation is often impractical.

For some herbs that can be made into single-herb concoctions, the value is listed as: **Components value (per potion).**

Following keywords indicate the size of town or/and type of seller where the herb/potion is typically available:

- **Common:** The herb is very common – sold by any peddler, or a local wise(wo)man, priest, etc.
- **Apothecary:** Available in towns with at least 2500 people.
- **Rare:** Sold only in larger towns with more specialised apothecaries or magical healers (10 000+ people), or certain other trades (e.g., dye-makers for sigil spell components).
- **Poison Maker:** Found in cities with at least 50 000 people, or in cities with a **Temple of Heroin**, where poisons may be available.
- **Found Only:** These herbs are so rare that they can typically only be discovered in nature, not bought (exceptions may exist). Reasons include difficulty in consistently finding them, inability to cultivate, or other special conditions.

Individual sellers usually offer 1d4 doses (per apothecary, poison maker, etc.).

Exceptions are up to the GM. For example, a small druid grove near a living god might sell exceptionally rare herbs, or a village near a Baba Yaga's hut might trade powerful poisons crafted by her.

Price in other zones: Prices for other **Geographical Zones** are listed separately. They are typically based on entire zones rather than **Trade Regions**, as plants available in one zone's trade region are usually available in others as well. Exceptions exist – in such cases, you can use a median higher price, approximate it, or calculate the exact price using the **Asteanic World Trade Tonne Value Matrix** (Full Book, p. 404).

There are many herbs used in remedies, teas, and so on by people all over the Asteanic World – mostly helpful against simple coughs, headaches, anxiety, or as contraceptives. Typically, your local witch, wise(wo)man, or even just grandpa or grandma can help you with these. They don't carry much monetary value and don't have mechanical effects described by the rules.

The herbs and potions described in this chapter are different. They come from unique plants, often require complicated chemical processes, and their effects go far beyond simply calming someone who cannot sleep – these are things useful to adventurers, not everyday folk. Because of these unusual effects, the prices of some herbs can be surprisingly high. Most common people aren't interested in buying them, but those who are must seek out specialists (poison makers, apothecaries, and so on), who in turn demand more money than you'd expect for a handful of flower petals. Of course, if you don't want to pay, you can always go searching for the rare plants yourself.

Subchapters

1. **Herbs.** Most herbs can be used as they come – smoking or eating them produces an effect. They can often be combined with other herbs to create more potent potions.
2. **Herbs and the Potions & Poisons from that One Herb.** Some potions are made using only one herb. These are listed under the respective herb.
3. **Multicomponent Potions and Poisons.** Combining two or more herbs produces more powerful effects. Crafting these usually requires a laboratory and a successful Herbalism roll.
4. **Herb, Potion and Drug Business.**



If no separate price is listed, the herb or potion is normally not available for purchase in other zones. Alternatively, it has the same price everywhere, but this will be explicitly stated.

DL to find: Herbs have a Difficulty Level (DL) for locating them. When using Exploration rules, PCs can spend their daily exploration action to **Search for Herbs**.

The same action can be used in a forest dungeon (as a more specific alternative to the dungeon's **Search for Secrets** action). In the case of dungeon, the GM will narrow the list of possible herbs – for example, mountain plants cannot be found in a swampy forest dungeon.

Some rarer herbs, with high DLs, may only be found near Otherworldly anomalies. A successful **Search for Herbs** roll indicates that the PC has discovered such an anomaly. This can have multiple extra effects, but the simplest effect is that astral projection to the Otherworld is easier in this location (DL reduced by 5-10). Other strange effects may also occur, but are up to the GM.

Identifying herbs: If the herb is found using the **Search for Herbs** action, it is automatically identified – the person picking it up recognises its value and knows what it is, unlike other random plants in the forest.

If the herb is obtained by other means – for example, as loot or a random secret discovery in a dungeon – the PC must roll **Herbalism** against finding DL -10 to identify it.

For poisons, the identifying DL may differ and is noted in the poison's description.

Preservation / Manufacturing: Herbs can be preserved, and concoctions can be manufactured.

Preservation: Typically classified as **Simple** or **Impossible**.

Manufacturing: Can be **Simple**, **Chemical**, or **Magical**.

Simple: No laboratory or special tools are required. Usually, no roll is needed.

Chemical: A laboratory is required, and a successful Herbalism roll is typically needed to complete the process.

Magical: This can be combined with **Simple** or **Chemical** processes. It usually requires the use of the Restoration or Soulcraft skill and costs 1 Spellpoint, though additional requirements may exist depending on the recipe.

Cultivation: Growing herbs typically requires a Herbalism roll if PCs attempt to cultivate them from seeds in a garden or greenhouse. Greenhouses or specially created conditions may allow the cultivation of herbs that would not normally grow in the local climate.

Seeds for most herbs are not usually sold – apothecaries deal only in the finished product.

Use and Effects

Meditation bonus: Some herbs and potions provide a Meditation Bonus, which is added to rolls for certain schools of sorcery. This is explained in detail under the respective schools of sorcery.

Using some herbs may lead to **Intoxication** (-2 to all rolls requiring physical activity). This can reduce the apparent benefit of the herb's bonuses. Intoxication may also be delayed. Effects of intoxication can include regular drunkenness, hallucinations, difficulty standing, dizziness, or other impairments, depending on the herb, potion, or drug used.

Most **potions only affect living (human) beings**, unless otherwise noted (e.g., Soul Essence). This is clear when facing monsters with noted poison immunity, but it should also be remembered if a PC becomes an Otherworldling, undead, or astrally projects from their body, or in any similar circumstance.

Poisons

This is a summary of poison rules from Full Book, page 96.

Effects: Poison has two stages – initial effect and long-term effect. Success on the Body check against the initial effect prevents long-term effects.

Delivery Methods:

- **Oral** (food/drink, multiple doses possible).
- **Injury** (arrows, coated weapons; poison stays until it strikes).
- **Contact** (rare, very dangerous).

Multiple Doses (oral): Each dose raises Body check DL by +2 (up to +10). Also makes detection easier (DL -2 per dose).

Antidote: Poison must be identified first, Herbalism DL 20 or the discovery DL.

Antidote crafting DL listed with each type of poison:

Very Simple: 1 First Aid Kit use.

Simple: half poison's cost, natural ingredients, **Common**.

Medium: equal cost to poison, components can be bought from **Apothecary**.

Complex: double cost, components can be bought from **Poison Maker**.

A Restoration mage can also treat poison but must roll against a Difficulty Level twice that of the Herbalism roll required to make the antidote. The treatment costs 1 Spellpoint.





SEARCH FOR HERBS (EXPLORATION AND DUNGEON CRAWLING ACTION)

By rolling Herbalism, one can search for herbs available in the Geographical Zone (Polar, Temperate, Oceanic, Tropical). The search takes place over the course of a day while moving at a regular pace, exploring, moving stealthily, or remaining stationary.

1. Roll Herbalism.
2. Consult the table and **choose the herb found**. Take into account biomes and season – if unsure, consult the GM.

You may always choose a lower-tier herb. In that case, you will find two or more doses, depending on how many DL tiers lower it is (one extra dose per one tier lower). Example: a roll of 32 would mean 4 doses of a DL 15 herb.

Temperate Zone

DL 10

Combat Painweed (drylands – spring, summer)

Quickreed (wetlands – summer, autumn)

Horsespeed (drylands – year-round)

Softglass, 1d10 doses (summer)

DL 15

Bearbait (spring, summer, autumn)

Opium Poppy (drylands – summer)

Cannabis Bud, 1d10 doses (summer)

Wanefern (forests – spring, summer, autumn)

Common poisonous plants or mushrooms: Belladonna, Devil's Trumpet, Stinking Nightshade, White Amanita, etc. (spring, summer, autumn)

Woadhard (forests – summer, autumn)

Glassleaf (spring)

Astral Lily (near Mist – year-round)

Magic Mushrooms, 1d6 for Med. bonus (summer, autumn)

DL 20

Moleroot (year-round)

Polartail (mountains – spring, summer)

Oakmuch (year-round)

DL 25

Baneroot (drylands – year-round)

Nimblenut (drylands – autumn, winter)

Calm Tea (wetlands, forests – year-round)

DL 30

Bloodberry (wetlands, forests – autumn)

Painwort (year-round)

Blue Hawkseye (mountains – spring, summer)

Heath Sharpleaf (drylands in Tauric and Tsekeššic regions – summer)

Night Tea (forests – year-round)

DL 35

Godsberry (forests – summer, autumn)

Astral Algae (seas around permanent Mist – year-round)

Godshroom (summer, autumn)

Purpleink Choketea (full-moon night)

Special (Otherworld, the Mist, etc)

DL 10

Purpleink Choketea (Full-moon night near anomalies, forestry Otherworld pockets)

DL 15

Astral Lily (permanent Mist – year-round)

Godshroom (forestry Otherworld pockets – year-round)

DL 20

Astral Algae (permanent Mist – year-round)

Godsberry (near Otherworldly anomalies in Polar and Temperate Zones – summer, autumn)

DL 25

Lughsberry (permanent Mist – year-round)



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: Apothecary. 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 reseeded.

Use and Effects

Meditation bonus: -

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.



Horsespeed

Horsespeed 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: Apothecary. 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 reseeded.

Use and Effects

The bush has no effect on humans, but horses, great ibexes, 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 m, 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 small 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: Apothecary. 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 reseeded.

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.

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 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 (1g)

Availability: Common. 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 is enough to reseed **Soil Fertility Dice** roll + planter's Agriculture or Herbalism Skill Level plants. Roll Agriculture or Herbalism against DL 5 to succeed in reseeded.

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 **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 effect works for one day only.

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

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 Astean 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 Glass.

Herb value (per dose): 2 SD

Availability: Rare. 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 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 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 reseeded.

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 4. Failure results in seizures and a reduction of physical attributes by 1 point per Round, to a maximum of 4 attribute 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.

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 nations.

Woadhard

Woadhard is a plant resembling blue beet that grows deep in temperate forests. The beet-like fruit of the plant is harvested.

Herb value (per dose): 2 SD

Availability: Rare (Common among mountain Tauri). 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 to reseed **Soil Fertility Dice** roll + planter's Agriculture or Herbalism Skill Level plants. Roll Agriculture or Herbalism against DL 10 to succeed in reseeded.

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.

Cultural commentary: This is why the Tauri, who often use woad and Woadhard in their Sigil Spells, call them "**Woad spells**" and the paintings "**Woad paintings**" or tattoos – and why they always paint themselves blue.



Wanefern (Poison of Fatigue)

Small, orange ferns that grow on the edges of forest clearings.

Herb value (per dose): 2 SD

Availability: Poison Maker. 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 reseeded.

Use and Effects

Meditation bonus: -

Inflicting poison and dosage: Oral, 4 cl. To 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 must rest.

Polartail

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. The tail-shaped flower head is harvested.

Herb value (per dose): 5 SD

Availability: Apothecary. Polar Zone, Temperate Zone; spring, summer.

DL to find: 20

Preservation: Simple. The flower head is 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 25 to succeed in reseeded.

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 1d2, but their **Precision** decreases by 1d2 (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 rest.



Calm Tea

A pinkish-grey lichen that grows on moist rocky ground at the edges of bogs or in bogs with stones, and in temperate rainforests.

Herb value (per dose): 10 SD

Availability: **Apothecary.** Polar Zone, Temperate Zone; year-round.

DL to find: 25

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

Cultivation: The pinkish-grey lichen grows extremely slowly. To bring this lichen into your garden, you would need to take the stone it grows on with you. It produces enough for one dose of Calm Tea in a year.

Use and Effects

Meditation bonus: -

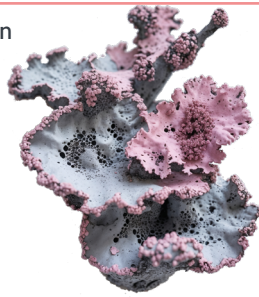
Used in medicine against severe anxiety, but can also be used as a poison as the calming effect is so strong that the character's Speed and Body are actually damaged, requiring rest to restore them in regular means.

Inflicting poison and dosage: **Oral**, 10g per cup of tea. To detect that it is Calm 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 suffer **2 Damage to Body and Speed**.

Long-term effect: None

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



Lughsberry

Lughsberry 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-like berry. The entire plant is pure white, blending with the Mist around it. The single berry is harvested.

Herb value (per dose): 2 GD

Availability: **Found Only.** Lughsberry spawns only in Mist that has lingered in a location for at least two weeks or is permanent.

DL to find: 25

Preservation: Simple. The unusual berry preserves itself naturally, but if broken it vanishes immediately.

Cultivation: Impossible. It may spawn naturally in a large Mist area if the Mist persists for more than two weeks. If the Mist dissipates, the plant "despawns."

Use and Effects

Meditation bonus: None; **Intoxication** (-2 to all rolls requiring physical activity) for the time of use.

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 character fluent in Old Elven may understand some whispers, which can:

- Invite them deeper into the Mist
- 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 of Mist** (Full Book, page 196).

Lughsberry is favoured by Fallen Nymphs; offering a bowl of the berries can aid in summoning them.



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: Rare. 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 reseeded.

Use and Effects

Meditation bonus: -

Eating a Bloodberry gives a 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 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: Rare. 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.

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 25 to succeed in reseeded.

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: Found Only. 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 reseeded.

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.

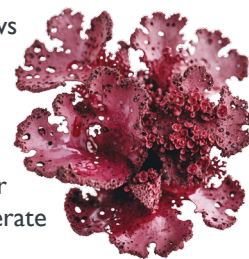
After 10 minutes, the hyper-focus causes the vision to distort. The smoker begins to see movements where there are none – hallucinations of people (or monsters?) become more intense with each passing minute. Distinguishing between real and unreal becomes increasingly difficult, especially at a distance. **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 only 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): 1 GD (2 SD in the Woods of Ashlaruh)

Availability: Rare. 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 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 -10 penalty.**

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



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: Poison Maker (Sigil Spell pigments are mass-produced near the **Gates to the Hiis of Camulos**, making them **common** in important locations within the **Camulian Forest**).

DL to find: 35 – only during full-moon night (10 during 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 (**Herbalism or Art 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 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 longer.

Godshroom

Godshroom is an extremely rare, small, grey mushroom with a faint rainbow shimmer. It grows only in forested Otherworld pockets or, in the human world, near Otherworldly anomalies such as gateways to the Otherworld or permanent manifestations like a **Kodama Tree**.



When Godshroom grows in a place that is a gateway to the Otherworld (or where astral projection into the Otherworld is easier), it often forms **mushroom circles** – **sign of Otherworldly influence over the area**.

Herb value (per dose): 10 SD

Availability: Found Only. Near Otherworldly anomalies (all zones; summer; autumn) or in the Otherworld (year-round).

DL to find: 35 (15 near the anomalies or a foresty Otherworld pocket)

Preservation/Manufacturing: Simple. Godshrooms are dried.

Cultivation: Godshroom can only be cultivated in their natural growing grounds – areas with strong Otherworldly presence or anomalies. The mycelium must be dug out together with about 500g of soil and replanted into a suitable location. This is enough to reseed **Soil Fertility Dice** roll + planter's **Agriculture** or **Herbalism Skill Level** bunches of mushrooms (each bunch produces one dose per year). Roll **Agriculture** or **Herbalism against DL 20** to succeed in reseeded.

Use and Effects

Meditation bonus: +6; **Intoxication** (-2 to all rolls requiring physical activity) for the time of use (10 minutes).

A dose (about 10 g) of Godshrooms is consumed by eating.

Godshrooms cause hallucinations and the sensation of “hearing the gods’ voices.” Their Otherworldly properties make divine magic easier to channel: **+2 to Channelling checks for 10 minutes**.

Herbs and the Potions & Poisons Derived from a Single Herb

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: 6 SD (Rare) – 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

Manufacturing: Chemical. The flowers are pressed for juice, which is then mixed with honey, boiled, 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 reseeded.

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 pasted 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 Maker) – Poison of Darkness

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

DL to find components: 20

Components value (per potion): 5 SD

Manufacturing: Chemical. The root is pressed for juice, which is then distilled into 8 cl of Poison of Darkness. 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 against DL 10 to succeed in reseeded.

Use and Effects

Eating the raw root does nothing. But in the form of Poison of Darkness, the root is extremely toxic – it causes severe dizziness and almost complete loss of sight.

Meditation bonus: None; **Intoxication** (-2 to all rolls requiring physical activity) for 10 minutes if the effect starts.

Inflicting poison and dosage: Oral, 8 cl. To detect poison in food, roll Herbalism against DL 8.

Onset and effect: The 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 Attacks (as if it were night-time). The penalty to ranged Attacks is -12. At night, the effect counts as complete darkness (-6, -18).

Intoxication penalties apply (physical activities), add them to the rolls as well.

Long-term effect: None

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





Oakmuch

(Poison's Adjunct)

Oakmuch is a resin from a parasitic yellow mistletoe-like plant that grows on oak trees.

Potion value: 1 GD (**Poison Maker**) – **Oakmuch Extract**

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

DL to find components: 20

Components value (per potion): 5 SD

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 against DL 30 to succeed in reseeded.

Use and Effects

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.

Baneroot

(Poison's Adjunct)

Baneroot is a creeping plant with flame-coloured foliage that grows on dry and sunny clearings, heathlands, and rocky slopes. The root of the plant is collected.

Potion value: 2 GD (**Poison Maker**) – **Baneroot Extract**

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

DL to find components: 25

Components value (per potion): 10 SD

Manufacturing: Chemical. The root is pressed for juice, which is then distilled and refined into 1 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 Herbalism Skill Level plants. Roll Agriculture or Herbalism against DL 20 to succeed in reseeded.

Use and Effects

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.



Nimblenut

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 (**Rare**) –
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 1 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.**

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 5 to succeed in reseeded.

Use and Effects

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 cream begins to affect brain activity more strongly – dizziness, breathing difficulties, and blurred vision follow. For the next hour they are considered Intoxicated.

Nimblenut is also a possible component in perfumes.

Painwort Root

(Poison's Adjunct)

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 harvested.

Potion value: 3 GD (**Poison Maker**) – **Painwort Extract**

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

DL to find components: 30

Components value (per potion): 1 GD

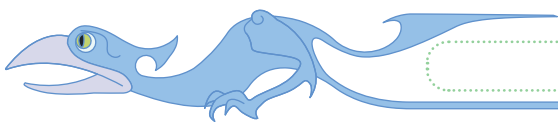
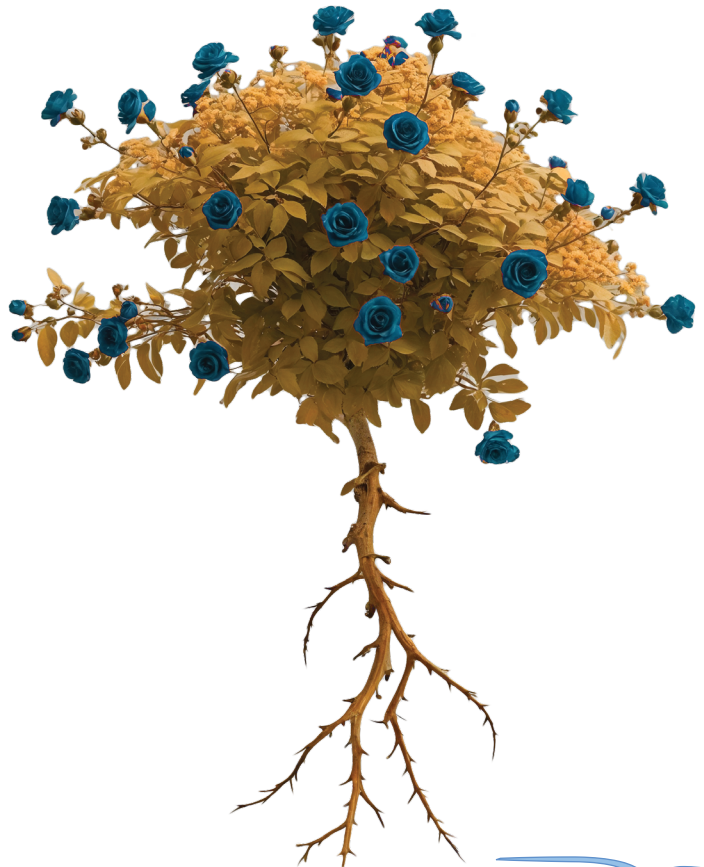
Manufacturing: Chemical. The root is pressed for juice, which is then distilled and refined into 1 cl of adjunct – Painwort Extract. **Herbalism check against DL 20.**

Cultivation: The Painwort is practically impossible to cultivate, as it needs its special soil to grow, if brought 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 attributes will increase one of the poison's initial attribute Damage rolls by +2.

Example: *Wyvern Venom (mild poisoning) deals 1d4 Damage to Body, Speed, and Precision. If Painwort Extract is added, the venom would deal 1d4+2 Damage to one of these Attributes, and 1d4 to the others.*



Astral Algae

Astral Algae is found in seas and other bodies of water near, or within, the Mist. The algae is white and translucent.

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

Availability of base components: Astral Algae spawns only in waters permanently covered by Mist, or where Mist has lingered for at least two weeks. Sometimes water currents carry Astral Algae out from the Mist, so it may also be found in nearby regions.

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

Components value (per potion): 10 SD

Manufacturing: Chemical-Magical. About 1 kg of Astral Algae is needed to produce one Oil of Otherworld (100g). The algae is pressed into oil and then refined. The process must be performed by a Restoration or Soulcraft mage, who rolls **Restoration or Soulcraft** against **DL 20** (cost: 1 Spellpoint).

Cultivation: Impossible. It may spawn naturally only in large bodies of water covered by Mist for more than two weeks.

Use and Effects

Raw Astral Algae has no special effect.

If a deceased person's whole body is anointed with Oil of Otherworld, they gain **+6 to the Willpower check for becoming a spirit in the Otherworld**. This bonus stacks with bonuses from funeral rites. Importantly, **it always applies positively (as +6 to roll) – it is never treated as a penalty even if the ritual's intent is not for the soul to pass 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 washed away – typically lasting 1 to 8 hours.



Godsberry

Godsberrys are purple-coloured berries growing on bushes very similar to blueberry. They grow in temperate deep forests and in wetter semipolar regions.

They are extremely difficult to find if you do not know where to look, as they grow only near Otherworldly anomalies (for example, places where one can cross from the human world 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 (**Poison Maker**) – **Godsbrew** (250 ml)

Availability of base components: Polar Zone, Temperate Zone; summer, autumn.

DL to find components: 35 (20 near the anomalies)

Components value (per potion): 1 GD

Manufacturing: Simple. The berries can be eaten raw (a dose being 250g), but fresh berries do not preserve well. They 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 berry wine.

Cultivation: Godsberry bushes can only be cultivated in their natural growing grounds – areas with strong Otherworldly presence or anomalies.

One bunch of berries is enough to reseed **Soil Fertility Dice** roll + planter's Agriculture or Herbalism Skill Level bunches of bushes (each bunch of bushes produces one dose of berries per year). Roll Agriculture or Herbalism against DL 10 to succeed in reseeded.



Use and Effects

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 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 only +1 Body and +1 Speed.)

While raging, the victim attacks the nearest person – friend or foe – with full force.

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 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 complexity**.

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.



Multicomponent Potions and Poisons

Potion of Precision

Potion value in manufacturing zones: 5 GD (100 ml) – Temperate Zone, Oceanic Zone (**Rare**).

Price in other zones: 8 GD in Polar Zone, 8 GD in Tropical Zone.

Manufacturing: Chemical. Potion is brewed from one dose of two components: either Blue Hawkseye, Nimblenut, or Heath Sharpleaf. **Herbalism check against DL 20.**

Use and Effects

Potion temporarily boosts the drinker's Precision by +2 for 2 hours.

Once the effect subsides, the character must make a **Body check against DL 12 or become Fatigued (-4 to all rolls)** and must rest.

Potion of Speed

Potion value in manufacturing zones: 2 GD (100 ml) – Polar Zone, Temperate Zone, Oceanic Zone (**Rare**).

Price in other zones: 3 GD in Tropical Zone.

Manufacturing: Chemical. Potion is brewed from one dose of two components: either Quickreed, Polartail, or Glassleaf. **Herbalism check against DL 20.**

Use and Effects

Potion temporarily boosts the drinker's Speed by +2 for 2 hours.

Once the effect subsides, the character must make a **Body check against DL 12 or become Fatigued (-4 to all rolls)** and must rest.

Energy Drink

Potion value in manufacturing zones: 3 GD (250 ml) – Polar Zone, Temperate Zone (**Rare**).

Price in other zones: 5 GD in Oceanic Zone, 6 GD in Tropical Zone.

Manufacturing: Chemical. The potion is brewed from one dose of Godsberry and one dose of Glassleaf or Polartail. **Herbalism check against DL 20.**

Use and Effects

Removes the Fatigued condition for two hours, after which it returns.

If something occurs that would apply Fatigue again during those two hours, the condition is applied as normal, and another potion must be drunk to remove it again.

A character may consume up to $\text{Body} \times 2$ potions in one day (minimum 2). Every potion after this limit requires a **Body check against Heart Attack: first time DL 10, increasing by +5 for each additional potion.**

Hearth Attack

Character immediately takes **1d8 Damage to all physical attributes** and is considered Fatigued.

Every Combat Round (10 seconds), the character must roll **Body against DL 15, or lose one Body attribute point (as if dying)** – though they may remain conscious.

A **Medicine check against DL 20 (one Action)** will stop the Body point loss. Restoration has no effect.

Sorcerous Scotch

Potion value (worldwide): 25 GD (250 ml) (**Rare**).

Manufacturing: Chemical-Magical. Sorcerous Scotch is brewed from three doses of Godshroom and whisky using the **Restoration Ritual: Transfer of Soul Essence** – DL 20 (1 Spellpoint); costs 12 Soul HP, Willpower check against DL 6, or 1 Soul HP is lost permanently.

Use and Effects

Meditation bonus: +8; Intoxication (-2 to all rolls requiring physical activity) for 2 hours.

Restores 2 Spellpoints immediately (usable once per rest).



Deathbrew

Potion value in manufacturing zones: 6 GD (250 ml) – Polar Zone, Temperate Zone (**Rare**).

Price in other zones: 9 GD in Oceanic Zone, 12 GD in Tropical Zone.

Manufacturing: Chemical-Magical. Potion is brewed from one dose of two components: Astral Algae and Godsberry.

The process must be performed by a Restoration or Soulcraft mage, who rolls **Restoration or Soulcraft** against **DL 20** (cost: 1 Spellpoint).

Use and Effects

Grants the user **+6** to **Body** checks when unconscious and rolling **Body** against **DL 15** to avoid losing 1 **Body** point per Round.

Effect lasts for 2 hours.

The potion has no other effects. The **Body** check bonus does not apply in any other situations – only to prevent dying.

Shot of Painstop

Potion value in manufacturing zones: 3 GD (2 ml) – Temperate Zone, Oceanic Zone (**Rare**).

Price in other zones: 5 GD in Polar Zone, 5 GD in Tropical Zone.

Manufacturing: Chemical. Brewed from one dose of Combat Painweed and one dose of Godsberry or Bloodberry. **Herbalism** check against **DL 20**.

Use and Effects

The potion is administered with a syringe (**one Action**) and takes effect immediately. It stops pain, preventing the -2 penalty from being **Wounded** (below 50% HP). While the potion helps focus and numbs pain, being **Severely Wounded** (below 25% HP; -4 penalty to all rolls requiring physical activity) brings the full penalty back.

Effect lasts 2 hours (can be readministered after this time) and also **restores 2 HP**.

Special: If the character has the **Resilience ability**, the Shot of Painstop also fully nullifies the penalty from being below 25% HP.

If the character has **Adrenaline Rush** as well, they lose the Adrenaline Rush bonus after battle, but the penalties do not return (as per the effect of Resilience).

Potion of Restoration

Potion value in manufacturing zones: 8 GD (250 ml) – Temperate Zone, Oceanic Zone (**Rare**).

Price in other zones: 12 GD in Polar and Tropical Zone.

Manufacturing: Simple-Magical. Potion is mixed from one dose of Bloodberry and one Blood of Oni (250 ml). The process must be performed by a Restoration or Soulcraft mage, who rolls **Restoration or Soulcraft** against **DL 20** (cost: 1 Spellpoint).

Use and Effects

Restores 1d4+4 HP immediately.

Raises the rate of natural healing – **bodily HP** recovery while resting is doubled (for example, a person with **Body +3** recovers 8 HP instead of 4).

Additionally, the person recovers one extra attribute point of their choice during that night.





Poison of Blindness

Potion value in manufacturing zones: 4 GD (4 cl) – Temperate Zone (**Poison Maker**).

Price in other zones: 6 GD in Polar Zone, 6 GD in Oceanic Zone, 8 GD in Tropical Zone.

Manufacturing: Chemical. Poison is brewed from one dose of two components: Moleroot and Blue Hawkseye. Herbalism check against DL 20.

Use and Effects

Meditation bonus: None; **Intoxication** (-2 to all rolls requiring physical activity) for the duration of the effect.

Inflicting poison and dosage: **Oral**, 4 cl. To detect poison in food, roll Herbalism against DL 20.

Onset and effect: Immediate **Body** check against DL 15 or the victim becomes fully blind. They suffer a -6 penalty to all rolls requiring sight – Perception, Reflexes, Parrying, and melee weapon Attacks (as if it were night-time). The penalty to ranged Attacks is -16. The blindness lasts for 2d6 Rounds.

If Intoxication penalties apply (physical activities), add them as well.

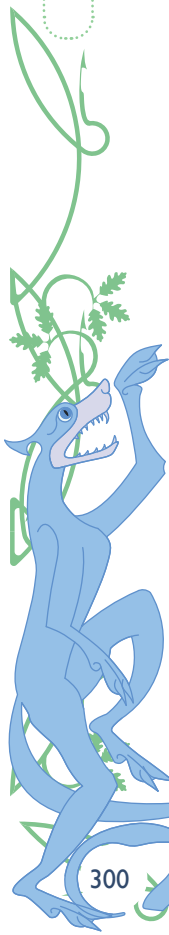
Long-term effect: Once the initial effect has passed, roll **Body** against DL 12. On a failure, blindness (and intoxication) lasts until the victim takes a full rest.

Antidote: To know or prepare the antidote, roll Herbalism against DL 20. The antidote is of **medium** complexity and requires a chemist's laboratory to produce.

Special: Poison of Blindness unlocks a special ability, typically accessible only to blind persons when using the **Sixth Sense spell** during the full blindness effect. A blinded person using **Sixth Sense** can perceive the souls of others – a sight denied to the regularly sighted, even with their eyes closed.

This vision provides insight into people otherwise hidden. A person's soul usually appears as they imagine themselves, reflecting their self-esteem and mental state. Someone with high self-esteem may appear more beautiful, stronger, or larger than in reality, while the soul of a depressed person may resemble that of the dead.

For this reason, the Poison of Blindness is sometimes self-administered by shamans.



Love Potion

Potion value in manufacturing zones: 10 GD (100 ml) – Temperate Zone, Oceanic Zone (**Special: Temple of Mirage or a powerful Psychic**).

Price in other zones: 15 GD in Polar and Tropical Zones.

Manufacturing: Chemical-Magical. The Love Potion is made from one dose of Godshroom and one dose of Nimblenut, mixed together with hair or nail clippings from the person the potion is intended to make the drinker fall in love with.

The potion must be prepared by a priest with the **Mirage** special spell **Enchantment of Mirage**, or by a psychic with the **Deep Emotion** spell (an extremely rare ability among NPCs).

The potion maker must succeed on two rolls: **Herbalism** check against DL 20, **Channelling (or Psychics)** check against DL 20 (cost: 2 Spellpoints).

Use and Effects

Meditation bonus: -

Inflicting poison and dosage: **Oral**, 100 ml. To detect poison in food, roll **Herbalism** against DL 20.

Onset and effect: Immediate. The victim makes a **Spell Resistance** check against DL 20, or falls in love with the person whose hair or nail clippings were used in creating the potion. The effect can be described as a “*butterflies in the stomach*” feeling — a natural human emotion that can, in theory, arise quite randomly.

The “love” should take into account the victim’s sexual preferences; if incompatible, it instead manifests as a deep platonic attachment.

The specific benefits and advantages granted by this “love” are left to the GM and players to determine. The effect begins as a strong emotional state but may fade over time. If there are compelling reasons not to love the target, the fading begins after one week.

If the victim succeeds on the **Spell Resistance** roll or later recovers, they may roll **Theology or Metaphysics and Otherworld** against DL 20 to understand what happened. Such understanding makes them immune to further enchantment attempts by the same person (though not to similar effects involving others).

If the drinker does not know the person they are meant to fall in love with, the effect manifests as a longing for love, accompanied by dreams of a “mysterious stranger”, including true visions of the target. There is a strong chance they will recognise the person if they later meet them.

Antidote: The effect counts as a Curse and can be removed with rituals that remove curses or programs (e.g. **Ritual: Blessing, Memory Erasing**). DL to remove the effect: 20

Cultural commentary: This type of love sorcery, like the use of psychic magic to control others, is typically forbidden in most Asteanic states — though this does not mean it does not occur. On the contrary, love magic is among the more popular forms of magic among (rich) common people.

Geisha (the priestesses of Mirage) often prepare such potions discreetly in settlements where a Temple of Mirage is present.



Herb, Potion and Drug Business

At a personal or small scale, there are no strict rules for how many herbs, potions, or poisons a herbalist can produce in a week. Herbs dry at the same rate regardless of quantity, and a laboratory can handle several doses of the same preparation simultaneously (the Herbalism roll would cover the entire batch in this case). The only hard limit applies to potions that require Spellpoints – the maximum is determined by how many Spellpoints the PC has.

The GM can and should, of course, take into account the context and what the PC is trying to accomplish.

The real limitations are the availability of base herbs and, more importantly, how to sell the finished products:

1. **Selling in large towns:** It is possible to sell significant quantities of herbs or potions at **half price** (260 GD per Apothecary and Poison Maker in the town). See “Demographics of an Early Modern Fantasy City” on page 184 for guidance on the number of potential buyers. Even then, the GM should consider whether apothecaries would realistically purchase large amounts of the same potion. Perhaps one Domain Turn is feasible – but what about the next?
2. **Selling at full price (and) beyond the local area:** For full-price sales, see “Selling Expensive or Special Goods” on page 182.

Of course, the PC herbalist may simply be running a regular apothecary or “Poison Studio,” in which case producing and selling items individually can be skipped, and their income can be calculated using the base rules for “Microeconomics” on page 180. Even so, potions made for personal use must still be handled individually – ingredients must be purchased (if available) and Herbalism rolls made.