

2.X Herbs

Vital to the use of potions is the collection and use of herbs. Herbs are plants or materials that are most often found on quests through the use of the herb lore discipline. While characters can purchase some ingredients, they tend to be costly and hard to find. All herbs either have magic or chemical properties that make them helpful, even when they're not in a potion. The effectiveness when used for these uses are determined by the number of doses used. Doses are how herbs (and potions) are measured. The effects are those listed, times the number of doses used (only whole numbers of doses may be used). Ingredients are often found in fractions of doses, and these fractions are always measured in tenths (for an example, a half dose should be written as five tenths).

Besides the herb's name is its rarity. This determines how hard it is to find as well as its cost if purchased. Some, specifically those ingredients that come from creatures, don't have a rarity associated with them since they aren't found during random travels.

Casantas Mushrooms (Common)- These are red and white mushrooms that are fairly common in the woods. They have a distinct smell when first picked and when pieces are broken off that most non-sentient creatures (including mythological creatures) find irresistible, making an excellent bait. When eaten alone it causes delusions a few rounds after digested as well as other unsettling symptoms (nausea, faintness, etc.). When combined with other ingredients, however, it creates a spicy taste that makes it possible to digest most potions. The mushrooms can also be used as a sealant (such as on ships) since the mushroom's surface is so waxy. A dose consists of a single mushroom.

Fireberry (Common)- These are red berries that only grow in certain plants that are always inhabited by sprites. The berries are round and about double the size of a blueberry. When crushed, the berry bursts into flames and causes a small explosion about double the size of the berry. These are often used to ignite and a dose comprises of five berries. If a dose explodes together in one location then they deal 3D damage, probably catching whatever it hits on fire. Simply throwing the berries isn't enough to cause them to explode correctly and at the same time. Instead, when alone, they're more useful as a pressure mine.

Four Leaf Clover (Common)- Reasonably common in grasslands and prairies, clover that grows with more than three leaves bring fortune for those who have it. Each dose consists of ten such clovers and they tend to be time consuming to find among their regular counterparts. Still, if the character carries a full dose they are granted better **fortune (1%)**, up to five doses.

Lea Sand (Common)- Beach sand that shines like a rainbow when magically created light illuminates it. The sand has the ability to blend magical forces and is used in many potions to make the ingredients mix correctly. It is one of the most common ingredients, one or two doses able to be found on most beaches. Alone, doses of this sand can hold techniques with the same power as they are first cast. This requires that the spell casters decide to imbue the sand with the spell and the spend magic points as if it was cast except that the spell doesn't start until whoever holds the sand decides to use it (this drains the sand of all special abilities). A number of doses of sand equal to the spell's level is required.

Ritter Weed (Common)- A type of grass that grows in small patches by water. This is exclusively found in swamps, where it always appears as wilted and dying. Ritter weed has the interesting property of breaking into oxygen when chewed and is often used when high in mountains or to stay underwater for long periods of time. Each dose of the plant allows for 2d20 rounds of air.

Sulfur (Common)- Flammable, yellow mineral that is found in sulfur dunes or vents (often by volcanoes). It is flammable, useful for explosives or simply intensifying a fire. When used on something or someone that's burning, it increases the number of d4s of burning damage by 1d6 per a dose used. This can only raise the flame to the maximum of 8d4 damage.

Blood Moss (Uncommon)- This is an exotic type of moss that, for a week in autumn, turns a deep red. This is the only time when it can be collected since before this week, it looks like common moss and dies at the end of the week. The extent to which the moss turns red depends on the number of people that have died nearby that year. The redder the moss, the more dangerous it is to be near since for this week the souls have some physical form and travel near it. If they died violently, then they are often vengeful and will strike whoever they find. Thus, collecting the moss can be a perilous adventure in itself. If collected, however, the moss holds the great power to call dead souls back into a body for a period of time. As long as some of the body is left and it's no more than a week old, the soul can be brought back for a few minutes in order to gain needed information. After this, the body again falls lifeless.

Blue Fauna (Uncommon)- This is a type of seaweed that grows deep in the murky depths lakes and open waters. It is fairly hard to find for the simple reason that its color changes to match the water (thus the reason for the name 'blue fauna'). The seaweed causes a tingling sensation when touched. Not dangerous to demi-humans, it emits a bit of oil that it uses to stun fish and other sources of fertilizer. This oils works wonders in preserving things that it is in contact with, as well. Sometimes used as wrappings for mummies or temporary bandages for the wounded, it will maintain whatever it touches just as it is indefinitely. Though the oil's use, when applied, will last as long as the plant stays, its usefulness in

potions will be lost after ten rounds of contact.

Nester Root (Uncommon)- This is the root of a shrub that's found deep underground where trogladites and other subterranean creatures dwell. The plants that grow are small and grey, blending in with the surrounding earth. The roots are so deprived of light that they absorb any that's nearby, causing there to be a void of light around it with the radius of five feet. After seven rounds of absorbing light the roots disintegrate into dust. They are often used in the nests of trogladites to ensure that their young aren't harmed by any stray torchlight.

Setaasile Sap (Uncommon)- This is a very special sap that emerges from massive trees found in the deep woods. The trees can grow to be thousands of years old and so large that towns can be built in their branches. The sap by itself is very nutritious, able to keep a person alive for a week by consuming a single dose.

Stardust Flower (Uncommon)- This is a flower with glowing white stamens. It grows and can only be found in the darkest of forests where no light reaches. If ever ignited, it burns for an instant in a brilliant white flash that leaves whoever sees it temporarily blind (for 1d4 rounds).

Carcata Shell (Rare)- This is a sea snail's shell that is found where merfolk live for they harvest the creature's shells as prized jewelry. The shell, when crushed, turns whatever liquid it's in a deep blue. Anything that's soaked in the blue liquid glows blue for three rounds and is especially vulnerable to magic, causing all spells to have double their normal effect. A dose consists of one shell (which is, to the merfolk, roughly the value of a pure gold crown) and enchants enough liquid to drench a single demi-human.

Icerian Powder (Rare)- This is the blue pollen found in the Icerian Flower. This flower only grows in snow or ice and requires years to bloom so it only grows where it's frozen all year around. Several flowers must be harvested in order to gain enough powder for a single dose. This powder holds the ability to freeze whatever it touches on contact and a dose is enough to cover a one foot radius sphere of effect, freezing anything in it solid (or a lesser effect for a larger area). This inflicts the 15% effect of **cold damage** per dose (such as three doses would be the 45% effect).

Root Coal (Rare)- This is the coal found at the bottom of the world. Perilously mined by dwarves, it is used to strengthen metals and make the impossibly hot fires they use for smithing. The coal is about as tough as diamond and, if one manages to shape it, can make indestructible items. The amount of material needed to make an item is three doses for a light one, seven for a medium, and fifteen for anything that's heavy. Even with the coal, however, finding a craftsman with the skill and ability to shape the stone is as rare as the stone itself.

Stem of Luranda (Rare)- This is a branch of a shrub that only grows in the groves of the noblest of elves. The stems are said to be the cure to most any ailment that exists; poison or illness. The branches are never parted with easily for they take about the length of a mortal's life to grow long enough for a single dose.

Terera Soil (Rare)- It is said that when a star falls it sprinkles dust on the earth and where the dust falls, the soil gains special properties. The soil can be distinguished by a silvery shine when any astrological alignment of any importance occurs. When brought near magic of any type the soil will neutralize it. Each dose will counter a magic spell of level three or lower if it's within ten feet. If the spell covers a large area, then this will create a bubble where the spell has no effect. When within five feet of magically enhanced items (magic artifacts or cursed) it will counter the magic for five rounds before the soil loses its special properties.

Aracnis Silk (No Rarity)- This is the pure webs of spiders mixed with fresh water. The webs of common spiders won't work since they are so small that their surfaces collect a great deal of dirt for the amount of actual webbing collected (thus making the doses impure) so the webs of giant spiders are the best. By itself, the silk is a powerful adhesive, drying into a sticky paste when smeared over a fairly large surface. It requires a strength roll of ten times the number of doses to break the bond and covers a five square foot area. After around ten minutes it dries to be as hard as sandstone.

Dragon's Blood (No Rarity)- As the name implies, this is the blood of a dragon. After a dragon dies its blood quickly loses what special properties it has unless it's drained into a vial within ten minutes of the dragon's death. From a hatchling, a half dose can be drained. From a mature dragon a full dose and from an elder dragon two doses can be drained. When drunk, the blood of a dragon empowers the drinker with great strength and a sharp mind for a period of time. This adds two to the character's strength and 3D to their magic rolls for five rounds. If a second dose is drunk within a day of the first, then the character dies. Each dose fills a bottle.

Holy Water (No Rarity)- Any water that has been blessed by a level fifteen or higher cleric or a level twenty or higher paladin becomes holy water. This water holds the ability to harm any undead no matter its form (including transparent). For each dose the water deals 4d10 hit points of damage (no defense is applied) and makes it so the creature can't regenerate for five rounds. If it's a transparent creature, then it can be harmed by physical weapons for two rounds.

Fairy Dust (No Rarity)- The dust that falls from elder fairies (there's at most one per a group of fairies and always the leader) is a powerful sedative. If breathed, then the character will fall asleep for a number of minutes equal to fourty minus the character's willpower per dose. Elder fairies usually only shed the dust when threatened.

Flotile Acid (No Rarity)- This is a powerful acid used in the stingers of certain jellyfish. These jellyfish are distinguished by their bright green and blue color at night during the new moon. At other times they are impossible to distinguish from

other varieties. The acid's potency depends on the moon's phase. During the new moon a single dose would be enough to burn a path through a castle wall. During a full moon, however, it would only be strong enough to cause a irritated rash. The acid has the same strength during the day that it had the night before.

Phoenix Ash (No Rarity)- When a phoenix dies, it burns itself out. A little while later the phoenix rises alive again from those ashes. In potion making, the ashes of the phoenix are often used for potions of conjuration and manifestation. When found, the ashes of a phoenix must be collected quickly, for it only takes a minute or so for it to resurrect itself. As long as the stay in a sealed container, the ashes will stay dormant. However, if ever released they will burst into flame and the phoenix will rise again.

Serpentine Venom (No Rarity)- This is the poison of the most dangerous of serpents. It could come from any viper, basilisk, or other serpent as long as it's lethal to most demi-humans in one bite. Alone it has obvious uses, being used for a fast acting, lethal poison. A single dose may require the venom of several snakes depending on their size.

Unicorn Horn (No Rarity)- It's said that the person who first drinks from the horn of a slain unicorn is granted immortality. This is partly true. If a character drinks from the horn, then they will be granted immortality until midnight. After this, the character goes through a painful and irreversible transformation into an undead creature that the game master decides reflects why the character drank from the horn. If it was for good and noble reasons, then they will become a wandering soul. If for greed then a lich and if vengeance, a vampire. If it was for another's bidding, then the character will become a zombie, and etc for other reasons.

Cloud pine

Bulbous (water plant)

Below is a list of special herbs that are less used in potion making. They may be required for especially complicated potions, but aren't as generally useful as the previous herbs.

Deadly Nightshade (Rare)- A weed used in many tails of poisoning. The origins of its name are thought to come from words meaning 'sleep' or 'grief' and its scientific name, atropain, refers to the Greek fates that sheers the thread of human lives. The poisonous plant has the curious property that those who devour it first lose their voice before falling into a deep slumber. This is an enchanted sleep that will last for a full day unless an antidote is taken before they fall unconscious (which takes an hour or so). The character's constitution has no effect on this poison. This is commonly used as an additive to make poisons with special effects and has been reputed to hold the ability of sight into the future.

Wolfs Bane (Rare)- A highly valued, purple flowered herb with poisonous roots. It got its name during the middle ages when it was saturated into meat to poison wolves. The Greeks thought it grew from the spittle of the Cerberus and has entered many tales as an ingredient in powerful potions. Alone it has the power to undo transformations and transfigurations. When ground and applied, a dose of wolfs bane reverts what it touches back to its natural form, and keeps it that way for 1d10+5 rounds.