

1. ALANAL Common [5]

A succulent plant 6-18 inches high. It has a coarse root ranging from ¼ to 1 Lbs. found primarily in heathland.

Description: Hallucinogen.

Appearance: Bitter yellow crystals.

Effect: After 4-24 minutes, the subject will experience euphoria, vivid illusions and susceptibility to suggestion, for 7-12 hours. Overdoses often cause brain damage, and prolonged use result in addiction and permanent personality modification (moodiness, irritability, etc.).

Dosage: 1 dram, to be taken orally, usually dissolved in beverage.

Antidote: Large quantities of water taken within 5 minutes of ingestion has 60% chance of flushing the drug out of the system before it takes effect.

Ingredients: 16 parts Alanal root, 50-60 parts water.

Preparations: Extract sap from root by crushing, dilution and straining. Concentrate by boiling off water. Resultant is crystals soluble in water.

Yield: 1 part.

Notes: Possession of this drug is illegal in many jurisdictions and carries penalties ranging from heavy fines to mutilation.

2. ARVA Uncommon [5]

A climbing plant that reaches 2-3 ft. In late summer several bright red flowers appear on the lower plant, later giving way to round seedpods. Found in woodland and heath.

Description: Strength potion.

Appearance: Thin lavender liquid.

Effect: 3-18 minutes after taking, subject will experience dramatic increase in metabolic rate for 1-2 hours. During this time he will have his strength doubled. Any skill based on strength is increased by +20. The after-effect is total exhaustion (3d6+twice the fatigue accumulated during the duration), this can lead to a mild shock (20% chance). The subject will also burn off 10-20% body mass. Overdoses can be lethal.

Dosage: 2 oz. orally.

Ingredients: 8 parts Arva plant, 16 parts water.

Preparations: Crush whole plant, mix with water and ferment for 16 days. Strain and distill.

Yield: 1 part.

3. BERILIK Common [0]

Berelik is a short flowering plant 6-12 inches high. Found primarily in deep shade in forest.

Description: Disinfectant/Anaesthetic.

Appearance: Light brown, oily paste.

Effect: Acts as a disinfectant and (variable) anaesthetic. In reasonable mild cases, the anaesthetic effect normally lasts about four hours and for more severely cases two hours. Berilik has no effect on the healing process, but halves the chance of infection. Slight residual numbness, and lethargy for 6-10 hours, are common after-effects.

Dosage: ½ oz. for a minor wound, 1 oz for a severe wound and 2 oz, + for grievous wounds.

Ingredients: 5 parts Berelik, 20 parts water.

Preparations: Crush leaves into a thick paste. Boil flowers in water and strain to produce an oily clear liquid. Combine and seal, let stand ten days.

Yield: 2 parts.

4. DOSHENKANA Common [0]

A single stemmed plant that reaches 4-6 feet. Flowers in late summer. Found in forest.

Description: Poison.

Appearance: Fine dull-green powder.

Effect: 3 hours after ingestion, subject will experience shortness of breath, blurred vision and nausea, leading (in 20-30 minutes) to convulsions. Shock, 70% fatal. Survivors have a 40% chance of permanent eye damage (reduce Eyesight by 2-4 points) and generally require at least 15 days of convalescence.

Dosage: ½ oz. taken orally.

Antidote: Induce vomiting within 30 minutes of consumption, or application of Yulpris has 75% chance of success. Resistance may be acquired by intake of gradually larger doses.

Ingredients: 9 parts Doshenkana plant.

Preparations: Dry entire plant, including flowers, and grind to powder.

Yield: 1 part.

Notes: This poison is proscribed in much of the civilised world. It is, nevertheless popular with assassins who wish to be far away when their work is discovered.

5. ELPREQUIR Uncommon [5]

6-8 feet high. Produces clusters of pale brown beans in mid-autumn. Found in woodland.

Description: Aphrodisiac.

Appearance: Thin, pale pink liquid.

Effect: 20-40 minutes after ingestion, subject's pupils will dilute and he will experience greatly increased sexual arousal and loss of sexual inhibitions. Effect last 2-5 hours. After-effects 5% chance of sterility, prolonged usage may cause heart damage. Most users tend to build up resistance, requiring ever-increasing doses to achieve the same effect(s).

Dosage: 1/8 to 1/4 oz. taken orally.

Ingredients: 10 parts Elprequir beans, 20 parts water.

Preparations: Roast and crush beans to a fine powder. Boil, strain and distil.

Yield: 1 part.

Notes: Also called Tanium, which is used in Healan temple rituals, where it is fed to initiates, or potential converts. It is named for the demigoddess Tania, princess of brief ecstasy.

6. FANOSEL Very Common [5]

3 inches high. Produces 2-3 pale green hard berries in late summer. Found in large patches in mixed and needleleaf forest.

Description: Narcotic.

Appearance: Clear, salt-like crystals.

Effect: Within 5-15 minutes of ingestion, euphoria, powerful delusions of grandeur and reduced inhibitions lasting 2-6 hours. After-effects include depression and/or irritability. Fanosal is highly addictive and prolonged use result in personality disorders.

Dosage: 2 oz. orally mixed with 10 oz. beverage.

Ingredients: 25 parts Fanosel berries.

Preparations: Scrape skin from berries and discard interiors. Soak skins for three days in salt water. Boil off all but one part.

Yield: 1 part.

Notes: This potion is banned in Kaldor, Melderyn, Chybisa and Kandy.

7. FLETHARANE Uncommon [0]

Mature plant 4-8 ft. across 1-3 ft. high. Has a musty odour noticeable from some distance. Found in marshland.

Description: Hallucinogen.

Appearance: Ropy plant fibre.

Effect: Within a few minutes, lightheadness leading to trance and bouts of heavy perspiration. Hallucinations occur while in trance state, which generally lasts about an hour. Common after-effects include lethargy and hunger. Overdose may cause memory loss.

Dosage: 1/4 oz. Ignite and inhale smoke. The drug is usually taken by having masses tossed on a campfire this can be dangerous.

Ingredients: 5 parts large Fletharane leaves, 5+ parts dried Fletharane roots.

Preparations: Partially dry lower (larger) leaves over a fire made from dried Fletharane roots. Twist dried leaves into a rope and complete drying (slowly).

Yield: 1 part.

Notes: An intermediate hallucinogen used by various tribal nations. It is important to use only the larger, lower leaves as the smaller upper leaves are poisonous.

8. GAETHIPA Rare [5]

10-24 inches high. Insectivore. Produces 6-12 insect lures. Found in marshland, in partial or total shade.

Description: Poison.

Appearance: White gum.

Effect: Within 10-30 seconds, causes paralysis of entire nervous system, leading to convulsions and death within another 10-60 seconds. Survivors are rare. Of the 10% that survive (roll against 1x END), half die within 1-6 hours and about 40% suffer, serious brain/other organ damage, partial or total paralysis and/or blindness. Only about 10% of the survivors suffer no permanent ill effect.

Dosage: Introduce trace into bloodstream, 1/4 oz. is enough for a small bladed weapon (i.e. stiletto) or a couple of arrows.

Ingredients: 50 insect lures from about 6 Gaethipa blossoms, a gallon or so of water, 5 oz. of Aqua Ardens (alcohol).

Preparations: Crush lures, mix with water and boil with water and boil down to a sweet smelling paste. Dry to a solid cake then crush to powder and reduce to a gummy, whitish substance by boiling in Aqua Ardens. Strain.

Yield: 1/4 oz. per 50 lures.

Notes: An effective and fast acting poison favoured by assassins in a hurry, and almost universally proscribed.

9. HABSULARA Common [0]

24-40 inches high. Produces a single cluster of dark blue flowers in spring. Found in pasture-land.

Description: Brain stimulant.

Appearance: Fine brown-black powder.

Effect: 2-24 minutes after placing under tongue, or within 10 seconds of inhaling, subject experiences an increase in synaptic activity, improved memory, etc. The effect is accompanied by slight nausea and lasts for 1-3 hours. After-effects include headaches and congestion of the lungs or nasal passages.

Dosage: 1 dram placed under the tongue, or inhaled sharply through the nose.

Antidote: A pint of strong alcoholic beverage ingested within five minutes will usually work, unless the drug has been inhaled.

Ingredients: 6 parts Habsulara root.

Preparations: Dry root over fire and grind to powder.

Yield: 1 part.

Notes: This drug is sometimes used by those wishing to attune themselves to esoteric artifacts since it enhances Intelligence, Will and Aura (generally with 1d3 points). The drug is proscribed in Melderyn and Emelrene.

10. HREYOCHOR Uncommon [5]

20-30 inches high. Produces buds that remain dormant until early fall when they bloom into bright yellow flowers. Found in high forest elevations.

Description: Fertility drug.

Appearance: Golden fluid.

Effect: Increases female fertility by 50% for 8-12 days. An important side effect is that the chance of multiple birth is increased to 25%.

Dosage: ½ oz. orally.

Ingredients: 48 parts Hreyochor whole plant(s), 200 parts clean water.

Preparations: Crush entire plant in bud stage, mix with water, ferment for 2 months and distill.

Yield: 1 part.

Notes: The drug is well known to clerics of peoni, but they are reluctant to use it until after prayers have failed, and sometimes even then.

11. JOLDRAIVEN Rare [0]

Grows in beds of 4-20 plants. 15-25 inches high. Growth at leaf tips is red. Found in pasture.

Description: Equine stimulant.

Appearance: Dried plant 15-25 inches high with red leaf tips.

Effect: Increases metabolic rate of horses for 2-5 hours with increases in speed, endurance, etc. Also kills most internal parasites. After-effects include exhaustion, and there is a 10% chance of heart or muscle damage to animal prolonged uses shortens animal lifespan. The drug makes human nauseous and is generally vomited up within a few minutes of ingestion this is followed by severe headache.

Dosage: 1-3 whole plants in feed.

Ingredients: N/A.

Preparations: Dry plant.

Yield: N/A.

Notes: This drug is occasionally used by unscrupulous trainers to fix horse races. It has also seen limited use among the nomads of central Lythia.

12. KARGELE Rare [5]

The Kargele flower is 10-18 inches high. Produces 3-6 seedpods in spring that hardens over the summer before splitting in mid-autumn. Found in woodland and pasture.

Description: Healing drug.

Appearance: Seed paste wrapped in leaves.

Effect: Painkiller and soporific. Puts subject into a deep sleep for 20-50 hours. Speeds healing by 25%. Common after-effects include voracious hunger and a temporary 5-15% weight loss.

Dosage: ½ oz.

Ingredients: 1 part Kargele seeds, 1 part Kargele leaves.

Preparations: Crush seed pods in mid autumn. Steam leaves in brandy (etc.). Vapour and wrap around crushed seeds. Bake bundles for 1 hour and let stand for 20 days.

Yield: 1 part.

Notes: Used by temple of Peoni.

13. LAVARYCTIA Uncommon [0]

Produces 4-10 burrs. 8-20 inches high. Leaves and burrs exude an irritant that causes skin disorders. Found in damp soil.

Description: Soporific.

Appearance: Acrid yellow liquid.

Effect: Soporific taking effect within 5-30 minutes. Patient sleeps for 7-12 hours. No

other known effects, although massive overdose may cause coma or death.

Dosage: ½ oz. orally.

Ingredients: 80 parts Lavaryctia plant(s), whole.

Preparations: Crush plant(s) and ferment for 3 weeks, strain and distill.

Yield: 1 part.

Notes: Used extensively by members of the society of physicians.

14. LEORTEVALD Very Common [0]

Reaches a maximum height of 6 inches. The leaves have a spongy texture and are covered with downy fuzz. Emits an odour of decay, therefore the common name "corpse plant". Found in forest in deep shade.

Description: Special poison.

Appearance: Fine off-yellow crystals.

Effect: Mild euphoria, delusions of heightened senses. Addictive and harmless but withdrawal is fatal. Once ingested, a weekly dose is necessary to prevent death.

Dosage: ½ oz orally.

Antidote: Yulpris/compound.

Ingredients: 32 parts Leortevald plant(s).

Preparations: Crush and ferment entire plant. Concentrate by boiling.

Yield: 1 part.

Notes: Also called Alerten.

15. METYSSO Uncommon [0]

Produces several hollow shoots 8-24 inches high. The bulb weighs about ¼ to ¾ Lbs. Found in peaty soil, usually in marshland.

Description: Invisible ink.

Appearance: Light grey-green ink.

Effect: Used as ink. Dries to invisibility in about a minute, and is made visible by light brushing with salt water.

Dosage: N/A.

Ingredients: 1 part Metysso plant bulb, one part water.

Preparations: Crush bulb to extract viscous dye and dilute with water.

Yield: 1 part ink.

Notes: When salted to become visible, ink will fade again in about an hour. The treatment may be repeated about a dozen times before the ink becomes permanently visible. Also called Elemeto.

16. OLRUI Common [0]

18-30 inches high. Parasitic, grows on dying trees. Emits an odour of musty cinnamon. Found in forest.

Description: Stimulant.

Appearance: Small, clear crystals.

Effect: Keeps user awake, and somewhat hyperactive (this varies) for 20-40 hours. Often causes weight loss of 5-20% and exhaustion. Prolonged use may cause personality disorders, paranoia, etc.

Dosage: ½ dram dissolved in 1 pint of water/etc. taken orally.

Ingredients: 32 parts Olrui leaves, 32 parts water.

Preparations: Extract sap from leaves by crushing, diluting with water and straining. Concentrate by boiling.

Yield: 1 part.

Notes: Used by students in the Guild of Arcane Lore.

17. PERIGWAR Rare [0]

25-35 inches high. In mid-summer produces pinkish-white flowers. Found in woodland.

Description: Aphrodisiac.

Appearance: Fine, fragrant violet oil.

Effect: On contacting skin, emits a pleasant musky odour, which arouses members of the opposite sex, and sometimes the same sex. Effect lasts 2-4 hours (or until subject bathes).

Dosage: Apply sparingly to skin.

Ingredients: 80 parts Perigwar blossoms, 10 parts Whale oil, 80 parts water.

Preparations: Crush flowers, dilute with water and distill. Mix with 10 parts whale oil.

Yield: 11 parts.

Notes: A fragrance commonly used by courtesans. Oil of Perigwar has a medium aphrodisiac effect and no side effects.

18. QUESSEL Uncommon [0]

Quessel is 4-10 inches high. Produces bright yellow flowers in spring. Found in alpine meadowland between 5000-6000 feet.

Description: Antibiotic.

Appearance: Dried yellow pollen.

Effect: Increases resistance to disease and slightly retards ageing process. Use at onset of many diseases, speeds recovery. If used by a non-diseased person it will retard the ageing process for duration of 6-12 months. For the ef-

fect of disease curing, see the disease article. It can also be used to cure an already infected body part (End +2, to the infection roll).

Dosage: 1 oz. (more if needed).

Ingredients: 1 part Quessel pollen, one part nut paste (or any type of eatable paste).

Preparations: Dry the pollen. The Quessel is usually mixed with some kind of paste to prevent it from getting lost.

Yield: 2 parts.

Notes: Very valuable. Cures some social diseases.

19. RASAKILE Uncommon [0]

12-30 inches high. Flowers in late summer. Flowers have a subtle and pleasant odour and are sought by perfumers. Found in forest and woodland.

Description: Contraceptive.

Appearance: Blue/green tea.

Effect: Daily ingestion by women reduces chance of pregnancy by 60%. Effect lasts as long as dosage continues. Extended use may cause permanent sterility.

Dosage: 1/8 oz. in 2 pints boiling water.

Ingredients: 2 parts Rasakile flowers and leaves.

Preparations: Shred Rasakile flowers and leaves.

Yield: 1 part.

Notes: Rasakile has a pleasant and subtle odour and is used by perfumers.

20. STILTRASSA Uncommon [0]

12-20 inches high. Easily recognisable by its sweat odour. Found in marshland and damp soil.

Description: Emetic/Diarrhetic.

Appearance: Sweet, white viscous fluid.

Effect: A powerful and fast acting emetic and laxative. Will effectively empty digestive and excretory tracts within 10 minutes. May cause exhaustion and hunger. Overdose may cause ulcer, internal bleeding, or in extreme cases, severe internal bleeding and death.

Dosage: 1 oz. (usually taken in a pint of milk).

Ingredients: 4 parts Stiltrassa root.

Preparations: Extract sap from root by crushing.

Yield: 1 part.

21. TASPARTH Common [0]

2-5 feet high. Leaves have a coarse and fibrous texture. 1-3 Lbs. tuberous root. Found near water.

Description: Hallucinogen.

Appearance: Reddish-brown powder.

Effect: Vivid and frightening hallucinations, heavy perspiration and physical pain. Effect last 2-5 hours. After-effects include 5-10% weight loss, and exhaustion. Victims with poor constitution or in a weakened state due to illness, may die. In some cases, permanent mental instability results. Overdoses may cause death or madness. Effects are maximised in enclosed spaces.

Dosage: Burn 1/8 oz. and inhale fumes.

Ingredients: 4 parts Tasparth root.

Preparations: Dry and grind root.

Yield: 1 part.

Notes: Used by various tribal nations as an ordeal drug.

22. TERANYA Rare [0]

15-25 inches high. When bruised the leaves emits an acidic odour. Found in woodland and forest.

Description: Eye cure.

Appearance: Blue-green bitter liquid.

Effect: Will cure, with 40% effectiveness, blindness from disease, cataract(s), age, etc. Will not repair injury, and is usually ineffective on blindness from birth. Effect may be partial in cases where there is a lot to repair, repeated doses tend to be less effective. Used on healthy eyes, the liquid may increase ocular sensitivity, sometimes to painful levels.

Dosage: 1 dram in each eye.

Antidote: Rinse eyes immediately with clean water.

Ingredients: 8 parts Teranya leaves.

Preparations: Crush and ferment leaves. Strain.

Yield: 1 part.

23. TIRAGEYTH Very Common [0]

A ground cover, plant, 3-6 inches high. Produces a single blue white flower in late spring. Found in forest and woodland in large beds.

Description: Narcotic.

Appearance: Dried/gummy plant matter.

Effect: Within a few minutes, euphoria lasting 5-10 minutes and leading to drowsiness.

Overdoses may result in coma/death. Addictive. Prolonged use leads to brain damage.

Dosage: First time (about) 1/8 oz. (chewed). Prolonged use establishes immunity to effect and necessitates higher dosage.

Ingredients: 2 parts Tirageyth plant.

Preparations: Shred and dry plant.

Yield: 1 part.

Notes: This drug is proscribed in many regions because of its addictiveness. It is nevertheless sometimes used to combat insomnia (and of cause for the euphoria).

24. WYLORAFINA Uncommon [0]

Reaches 4-6 ft. although specimens of 2 ft. are more common. Blooms in mid-summer, the flowers having a rich odour of damp earth. Found in pasture.

Description: Stimulant/poison.

Appearance: Sour red liquid.

Effect: Within 1 hour, causes heart fibrillation leading to failure in 50% of victims. Survivors may suffer permanent heart damage.

Dosage: 1/2 oz. taken in beverage.

Antidote: Stiltrassa.

Ingredients: 12 parts Wylorafina stalk, 12 parts water.

Preparations: Extract sap from stems by splitting and boiling in water. Distill.

Yield: 1 part.

Notes: This drug is not so widely used because, as a poison it is only 50% effective and only a few potential addicts enjoy the mild fibrillation effect caused by lighter doses.

25. YULPRIS Very Rare [0]

Reaching a maximum height of 2 feet and blooming in late spring, its flower emits a sharp, sickly odour repulsive to humans. It has a gnarled tuberous root (1/4-1 Lbs.). Found only on Seatha Heath in damp soil.

Description: Universal Antidote.

Appearance: Greenish crystals.

Effect: Greatly stimulates production of white corpuscles. This increases chance of recovery from most diseases and several poisons. It also lessens any dependency on some addictive drugs. It can be used as a medicine for infected persons (End +5 to infection rolls).

Dosage: Dilute 1 oz. of crystals in 5 ounce of water and take orally.

Ingredients: 24 parts Yulpris root.

Preparations: Grind roots, ferment and concentrate by boiling in small quantities of water. Strain.

Yield: 1 part Yulpris.

Notes: A very valuable plant. Has not been successfully domesticated.

26. HALBISE Uncommon [5]

A small white flower that grows close to the ground on a bed of small, deep green leaves. It is found in mountains between the 4000 and 6000 feet elevations. It blooms during the spring and early summer.

Description: Herbal healing draught.

Appearance: Reddish-brown liquid.

Effect: Increases the following days healing rolls by 10%. Will cause the subject of feel light-headed for 1-2 hours after taking.

Dosage: 1 oz. taken orally.

Ingredients: 2 parts leaves picked in late summer (5-8 oz. per plant). 12 parts water and 8 parts brandy.

Preparations: Crush the plant and mix with the water and brandy. Let ferment for 60 days. Strain and distill.

Yield: 4 parts

Notes: Normally sold in flask containing 4 doses.

27. SHORINDA Rare [5]

A lichen found in needleleaf forests on trees (and occasionally on stone). It is a greenish brown, with a greyish tinge to it around the edges.

Description: Blade venom.

Appearance: Dark, thick liquid.

Effect: Takes effect within 1 or 2 minutes of wounding. Subject must make a End x 3 check; CS: no effect; MS: +1 injury point to that wound; MF: +1d4 injury points to wound; CF: +1d8 injury points to that wound and the wound is infected.

Dosage: 2 oz. will cover 5 arrows, or 2 daggers/spartips, or 1 sword/axe blade.

Antidote: Treat with Berelik or drink Rytrian before poison takes effect. After poison is in effect Yulpris will flush the Shorinda from system.

Ingredients: 16 parts (fresh) plant, 32 parts urine.

Preparations: Mix plant with the urine and let ferment for 6 days, then distill.

Yield: 2 parts.

Notes: It takes a round to coat an arrow, two rounds to coat a dagger, or 4 rounds to coat a sword. The poison will lose its potency after 15 minutes of being applied and it is usually ineffective after 5-8 strikes against armour or 1-3 penetrations. This poison is treated as uncommon for the Gargun tribes of Harn.

28. TARVYN Very Rare [5]

A short, scrubby plant 8-10 inches high with red streaked green leaves. Found on mountain cliff sides (in rocky soil).

Description: Love Potion.

Appearance: Brown liquid.

Effect: Will cause the drinker to faint for 5-10 minutes (will have a strong pulse). On awakening, the drinker will be inflated with the first member of the opposite sex he/she sees. The drinker will be more susceptible to doing what his/her lover asks (will x2 to resist). Effect will last for 3-6 days.

Dosage: ½ oz. mixed with brandy or other strong smelling drink, take orally.

Ingredients: 8 parts Tarvyn root, 64 parts water, 1 part Elprequir drug, 1 part Alanal drug.

Preparations: Crush the Tarvyn root and mix with the water, Elprequir, and Alanal, then distill.

Yield: 2 parts.

29. RYTYRIAN Uncommon [0]

This plant produces 3-6 hollow shoots 6-18 inches high, with a dark coloured seedpod at the end of each shoot. Pods weigh about ⅝ oz. to 1½ oz. Found in marshland, in very wet soil.

Description: Poison Antidote/Mild Laxative.

Appearance: Dark brown paste.

Effect: Rytyrian will neutralize Shorinda and most snake or spider venom (85% chance). Will have no effect on other poisons. Must be taken 10 minutes before the user is poisoned to be effective. This effect will last for 2-4 hours. The drug will also ease digestive system and relieve constipation within 6 hours.

Dosage: 2 oz. taken orally.

Ingredients: 16 parts Rytyrian pods, 16 parts lentils, excess water.

Preparations: Crush the pods to fine consistency. Mix with the lentils and boil down to paste in the water.

Yield: 24 parts.

Notes: The Rytyrian plant looks remarkably like a small Gaethipa plant to the uninitiated. The insect lures of Gaethipa plant looks like Rytirian seed pods a few days after picking. Regular use (longer than one ten-day out of three) will lower End by one point temporarily. After 3 weeks without use of the drug will allow End to return to normal.

30. CHIRTYN Uncommon [0]

A small plant of tiny greenish-brown leaves that has small yellow flowers that bloom for only a couple of weeks in early spring. Found in heath.

Description: Dental Rinse.

Appearance: Brownish liquid.

Effect: Will sweeten breath for an hour or two. If used daily over an extended period of time (years), it is thought to aid the fight of teeth loss.

Dosage: Rinse with 1 oz. and spit.

Ingredients: 3 Lbs. Chirtyn plant (about 5-8), excess water, oak cask.

Preparations: Strip leaves from plant and boil in 2 gallons of water for 6 hours, adding water if needed. Place in an oak cask and keep in a dark, cool place for a month, then strain and bottle.

Yield: 1½ gallons.

Notes: The nobility and wealthier guildsmen are beginning to use this liquid, but even then use is not fully accepted.

31. MIRGYSTAL Uncommon [0]

A benign parasitic growth found on a number of trees of the linden family (mixed woodlands and mixed forests). It grows in small patches (6-8 inches) on limbs near the trunk. It is easily identified by the red nodes on the leaf stems. 6d6 nodes per patch.

Description: Mild Pain Reliever.

Appearance: Reddish-brown tea.

Effect: Will relieve minor aches and pains for ⅓ of Endurance in hours. Extended daily use will less the time.

Dosage: 1 pint of hot tea.

Ingredients: 1 node and 1 pint of water.

Preparations: Remove patch and let dry hanging (1-2 weeks). Crush one node (about 1 dram) and its leaf, boil in the water.

Yield: 1 pint of hot tea.

32. WYNTALICK Rare [5]

4-5 inches high. Produces small sour blue berries in summer (4-24 berries). Grows in patches of 4-7 plants. Found in and around salt swamps and near salt fens.

Description: Endurance Potion.

Appearance: Purplish liquid.

Effect: After 3-18 minutes, increases Endurance by 50% for 1-3 hours. Afterward the user will be exhausted and hungry, he receives 4d6 fatigue points and must make an e3 shock roll. Loss of 5-20% body weight. Each additional dose will postpone after-effects at a temporary loss of 1 point of Endurance per dose for 1-4 hours.

Dosage: ½ oz. taken orally.

Ingredients: 16 parts Wyntalick, 32 parts water.

Preparations: Mash the berries and mix with the water. Ferment for 3 months and distill.

Yield: 1 part.

33. ITHOLA Common [5]

10-15 inches high. Produces 2-4 stems, each ending in one broad leaf. Grows in patches of 13-20 plants. Found in or near bodies of slow moving fresh water (lakes, ponds, some moats, etc.). May be picked during spring or summer.

Description: Burn Ointment.

Appearance: Brown salve.

Effect: May only be used on burn injuries of 10- IPs. Will aid the healing of burn wound by +25% to healing rate. May be used for the first 4 days of healing.

Dosage: 1 oz. per 5 IP of burn injury.

Ingredients: 6 parts Ithola plant (whole).

Preparations: Crush leaves to produce a thick paste. Boil root and stems to produce an oily brown liquid. Mix paste and liquid and seal. Allow 2 weeks to rest.

Yield: 2 parts.

Notes: Will stay fresh for about a year.