

Game Accessory

DUNGEONS & DRAGONS®

Herbs of the Principalities



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The rules in this handbook are based on D&D rules as described in the original handbooks in Basic, Expert, Companion, Master and Immortal sets, in the official Gazetteer expansions, and in fan-made products, with a special mention of the works of Marco Dalmonte.

To play with this handbook you must have the original Basic, Expert, Companion and Master set rules for Dungeons & Dragons and the Gazetteer 03: the Principalities of Glantri.

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INTRODUCTION

Herbs and plants are a common feature of rolegames. However, in D&D this aspect has never been covered properly, mainly for the presence of the Cleric class that does all of the healing just by magic.

However, in settings and campaigns where a cleric is not always available, and especially at low levels, the herbalism may come in handy for the characters to have some support abilities, in the form of potions, ointments, distillations, oils, infusions, powders, and so on. This handbook presents 30 plants of the wildlands of the Principalities of Glantri, where people must not rely on clerics for healings, with the rules to recognise them, harvest them and process them into the final product.

PLEASE NOTE

The pictures in the descriptions of the plants are of actual flowers, mushrooms and plants, and sometimes even the names may be similar if not exactly the same as the plants you can

find in real life. However, the description of the plants and their effects in this book is absolutely fictional and does not mirror the real properties and qualities of real-life plants.

DO NOT USE THIS BOOK AS A GUIDE FOR RECOGNISING PLANTS IN REAL LIFE.

These rules about drugs are not based on real-life either. They are only meant to be used in the game, and are purely fictional. Don't take anything that's written here as useful in real life. No drugs described in this book really exist in the real world, and the healing process described here is as fictional as everything else.

Depiction of drugs in these pages may result in being offensive for some people. If you have that kind of sensitivity to the subject, please ignore the parts that are connected to the drugs and try to enjoy the rest of the book.

GUIDE TO HERBALISM

SKILLS

To be able to use herbs and plants, a character needs to know herbalism skill. However, this is not the only skill that may be involved in handling the plants correctly. Let's see which skills are most commonly used by herbalists and how they are actually use.

SCIENCE: HERBALISM

This skill allows the herbalist to recognise and use herbs that have herbalist properties. It must be checked once to recognise the herbs and plants that the herbalist is looking for, and once more to process the plant into its final product.

SCIENCE: TOXICOLOGY

This science allows a character to know the poisons and the drugs, how they work, how deadly they are, and which are the most effective natural antidotes. A toxicologist may recognise poisonous plants and antidotes like herbalists do, but with a -2 on the score of the skill. They can also use their skill to prepare poison potions and antidote potions, improving the strength of a poison and preserving the substance for longer. Toxicologists also know animal poisons. They can finally test their skill to check if they know what antidotes work on the given poison.

SCIENCE: BOTANICS

This skill is used to recognise plants and their names. It does not give any informations about the qualities of the plants, but just name,

habitat, description and growing tips. It can be used to find a plant that someone showed to the character, and in that case it may be tested to give a +2 modifier to the skill score of skills such as herbalism, science: toxicology and knowledge of nature, when used to find specific plants.

KNOWLEDGE OF NATURE

This skill can be used to find water, edible plants and mushrooms and animal nests and lairs in the wilderness. It is a general knowledge of the wildlands, and how wildlife works. It is usually checked to recognise alterations in the nature of a place and creatures (be they animals or plants) that are not common in a specific environment.

SURVIVAL

Survival skill may help in a bit of everything. It may be used to find firewood, freshwater, to find the best hiding places where to find shelter, to avoid swamps and quicksands, and so on. It does not provide informations about poisonous creatures and about plants, but may warn about specific types of creatures that live in a particular environment, such as plant monsters, huge critters and so on. This skill must be paired with a given environment to be used.

COOK

Cooking skill is used to prepare some products, like infusions, distillations and other preparations that are a bit more complex. The

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skill must be tested to get a good final product. Failing in this skill may reduce the portions of the final product, or just waste it all.

FIRST AID

First aid is normally performed with the healer's bag and may give 1d3 HP back to a wounded character. Using this skill is a mix of all of the actions needed to clean a wound, sterilize it, and cover it firmly. When using herbalism in the game, this doesn't really change. However, the way the healer's bag works with these rules will be better explained later on.

NATURAL HEALING

This skill has two uses, both performed using one portion from the healer's bag. On one side, it allows a character to repeat a save vs. poison or paralysis by applying some beneficial herbs. On the other side, it may be used to give a character a mix of healing and relaxing products that will improve his normal HP recovery rate overnight. In practice, in both cases a mix of generic beneficial herbs is used. When using herbalism in the game, this doesn't really change. However, the way the healer's bag works with these rules will be better explained later on.

AGRICULTURE

Last but not least, a healer may want to gather seeds and sprouts of the plants he finds in his travels and grow them in his garden, to make sure that he will have a good stock of

them when he needs. To do so, the character will need to use his agriculture skill a first time to make the seeds sprout, a second time to produce a fully grown plant, and then every six months to keep it alive.

GUIDE TO HERBALISM

HEALER'S BAG

When using the rules in this book, the healer's bag is no more only a container for "small healings" that can be just topped up, but becomes a second inventory for the herbalist. In it, the character may still store up to 10 preparations, but he may also store all of the leaves, flowers, roots, seeds, mushrooms and sprouts he harvests, and the other ingredients he may buy or find in towns and around.

Herbalist preparations are normally stored in the bag as portions. However, everything else is recorded both in grams and in numbers.

There is not a pre-determined limit to the ingredients that can be stored in the bag, but in case a character really carries too many around, the DM may force him to store some in the normal inventory, especially big items. If the DM wants to use it, there is an example of Healer's bag inventory at the end of this book.

When using the healer's bag, the herbalist must declare which preparation he wants to use. He still needs to roll on his First Aid skill or Natural Healing skill if he wants to heal someone.

It is important to note that using this book, there are not generic herbs in the bag, but very specific preparations. Healing products, like for example the ointment of Bulma Superior and the pickled root of Stragaria Putrida, may be used indifferently for First Aid and for Natural Healing skills. Other products have more specific uses and must be only used in the specified cases.

GUIDE TO HERBALISM

SPECIAL EQUIPMENT

Most of the herbalist preparations need some kind of equipment to be made. A professional herbalist would want to get all of these items to produce all of his products at his best. However, an adventurer herbalist may want to get at least the most common equipment and ingredients to make sure that he has it when he needs during adventures or in primitive or less wealthy places.

The following lists cover all of the equipment that is quoted in this book and all of the ingredients used to brew the potions and preparations.

Herbs are not usually available in shops, and the herbalists must find them or grow them in their garden. If the DM wants, some common herbs may also be available in shops.

EQUIPMENT	PRICE
Bandage cloth	2 Sv
Cauldron (small - 3 portions)	15 Dc
Cauldron (large - 10 portions)	50 Dc
Cloth bag	1 Dc
Flask (with lid)	5 Sv
Jar (with lid)	5 Sv
Mortar and pestle	4 Dc
Needle	2 Sv
Parchment envelope	1 Py
Sieve	5 Sv
Soft cloth	3 Py
Thread (30 m)	2 Py

INGREDIENT	PRICE
Alcohol (1 L)	20 Dc
Apple (1)	1 Py
Apricot stones (100)	1 Sv
Bee wax (100 g)	2 Dc
Black oil (50 g)	100 Dc
Black peppercorn (100 seeds)	1 Dc
Chamomille flowers (100)	5 Sv
Charcoal (1 piece)	1 Py
Cherries, dried (100)	2 Dc
Chestnuts, dried (20)	7 Sv
Clay (100 g)	1 Py
Clay (white, 100 g)	1 Dc
Eggs (10)	1 Sv
Fluorite stone (1)	1 Dc
Garlic (10 cloves)	2 Py
Goblin teeth (10)	3 Dc
Gold dust (10 g)	10 Dc
Honey (100 g)	2 Sv
Ink (1 flask)	3 Dc
Lemon (1, gives 50 mL juice)	3 Py
Mushroom powder (100 g)	2 Dc
Oil flask	4 Dc
Oil (Olive, 1L)	20 Dc
Oil (Sunflower, 1L)	3 Dc
Powdered cockles shell (10 g)	3 Py
Powdered colour (1 envelope)	15 Dc
Rabbit paw	1 Dc
Rosemary sticks (10)	3 Py
Salt (100 g)	5 Sv
Sand (100 g)	1 Py
Seal fat	5 Py
Silver dust (10 g)	1 Dc
Slugs (10)	2 Py
Snake blood (100 mL)	3 Dc
Snake eggs (10)	7 Dc
Sulphur (10 g)	50 Dc
Tree sap (100 g)	5 Sv
Vampire rose petals (100)	10 Dc
Vinegar (1 L)	1 Sv
Water (1 L)	Free

GUIDE TO HERBALISM

PREPARATIONS

Here is a list of all of the preparations that appear in this volume, with all of the ingredients and the materials needed.

Aconite distillation (aconite)

Aconite w hole plant	1
Alcohol	200 mL
Water	1 L
Cauldron	
Sieve	
Flask	

Anti-plants ointment

(Grasshopper Belle)

Grasshopper Belle leaves	200
Black oil	50 mL
Pow dered cockles shell	10 g
Vinegar	50 mL
Mortar and pestel	
Sieve	
Jar	

Arycalpus and garlic infusion

(Arycalpus)

Arycalpus dried berries	20
Garlic cloves	2

Burn relief paste (Red Dragonflower)

Red dragonflowers	20
Clay	50 g
Tree sap	50 g
Slugs	3
Mortar and pestel	
Jar	

Candied dypsopos (Dypsopos)

Dypsopos fruit	1
Honey	200 g
Water	500 mL
Cauldron	
Jar	

Cyndra mead (Cyndra)

Cyndra stems	3
Honey	100 g
Water	100 mL
Alcohol	25 mL
Flask	

Devil's bomb (Devil's Tongue)

Devil's pow der	1
Oil flask	1

Devil's poison (Devil's Tongue)

Devil's tongue plant	1
Apricot stones	5
Snake blood	50 mL
Red wine	50 mL
Cauldron	
Sieve	
Flask	

Devil's powder (Devil's Tongue)

Devil's tongue root	1
Mortar and pestel	

Divinatory sticks (Oracle's Myrrh)

Oracle myrrh's sticks	12
Sunflow er oil	50 mL
Soft cloth	

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Dried explosive morsel

(Explosive Morsel)

Explosive morsel	1
Sulphur	50 g
Sand	100 g
Soft cloth	

Dried power berries (Power Berry)

Power berries	20
Jar or cloth bag	

Dried xylopia berries (Xylopia)

Xylopia berries	10
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Ghost clover juice (Ghost Clover)

Ghost clover flowers	30
Water	50 mL

Mortar and pestel
Flask

Ghost tears (Ghost Clover)

Ghost clover flowers	30
Dried chestnuts	3
Vampire rose petals	30
Goblin teeth	3
Water	100 mL

Mortar and pestel
Cauldron
Sieve
Flask

Glowing paint (Ghost Clover)

Ghost clover juice	1
Tree sap	50 mL
White clay	50 g
Sunflower oil	50 g
Powdered colour	1 envelope

Jar

Golden mana potion (Mana Bush)

Mana Bush flowers	200 g
Gold dust	10 g
Honey	100 g
Olive oil	50 mL

Cauldron
Sieve
Flask

Juice of excitement (Wakemeup)

Wakmeup mushrooms	500 g
White wine	500 mL

Cauldron
Sieve
Flask

Lavender lotion

(Lavender of House Sylaire)

Lavender flowers	20
Sunflower oil	50 mL

Mortar and pestel
Jar

Leutopia calming potion

(Yellow Leutopia)

Yellow leutopia blooms	20
White wine	200 mL
Chamomille flowers	20
Fluorite stone	1

Cauldron
Sieve
Flask

Magic ink (Sapphire Star)

Sapphire star powder	1
Ink	1

(Read magic spell required to make the ink)

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Moongrass infusion

(Lake moongrass)

Lake moongrass plant	3
Water	200 mL
Lemon juice	10 mL

Cauldron

Sieve

Flask

Mushroom glue (glue mushroom)

Glue mushroom	3
Tree sap	50 g

Mortar and pestel

Leather gloves

Jar

Mushroom paper (Steak mushroom)

Steak mushroom skin	1
Sunflower oil	10 mL

Ointment of bulma superior

(Bulma Superior)

Bulma superior flow ers	10
Rosemary stick	1
Sunflower oil	50 ml
Clay	50 g

Jar

Pickled stragaria root

(Stragaria putrida)

Stragaria putrida root	1
Vinegar	1 L
Salt	10 g
Honey	50 mL
Black peppercorns	10
Water	200 mL

Cauldron

Jar

Plume torch (Elven torch)

Elven torch plume	1
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Potion of eternal sleep (Angelily)

Angelily dried pistils	20
Chamomille dried flow ers	20
Egg white	1
Snail	1
Rabbit paw	1
Apple	1
Olive oil	25 ml
Bee wax	50 g

Cauldron

Sieve

Flask

Powder of smemorilla (Smemorilla)

Smemorilla seeds	100
Salt	1 g
Pow dered cockles shell	10 g
Mushroom pow der	10 g

Mortar and pestel

Jar or envelope

Power berries tea (Pow er Berry)

Dried pow er berries	1 (20 berries)
Honey	10 g
Water	100 mL

Cauldron

Sieve

Relaxing trina infusion (Trina Grass)

Trina grass flow ers, dried	20
Honey	10 g
Water	100 mL

Cauldron

Sieve

Flask

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Rhododendron oil

(Boldavian rhododendron)

Rhododendron leaves 1 Kg

Press

Flask

Sapphire star powder (Sapphire Star)

Sapphire Star flowers 100

Thread

Needle

Mortar and pestel

Jar or envelope

Scorpion's blood (Scorpion Tail)

Scorpion tail bulb 1

Snake blood 50 mL

Red wine 50 mL

Dried cherries 10

Mortar and pestel

Cauldron

Sieve

Flask

Scorpion's essence (Scorpion Tail)

Scorpion tail flower stems 5

Charcoal 1 piece

Mushroom powder 10 g

Alcohol 50 mL

Water 100 mL

Snake eggs 5

Cauldron

Sieve

Flask

Silver ointment (Silver Drop)

Silvery truffle 1

Seal fat 100 g

Silver powder 10 g

Mortar and pestel

Jar

Turpinium infused bandages (Turpinium)

Turpinium stems

Water 2 L

Salt 10 g

Vinegar 50 mL

Bandages (up to 3)

Cauldron

Wolfsbane (aconite)

Aconite roots 5

Or

Aconite stems 5

Thread

GUIDE TO HERBALISM

DRUGS AND ADDICTION

Drugs are substances that give addiction. Characters who take drugs may develop addiction and, in case they don't take them regularly, they suffer some penalties. Moreover, drugs' effects on the characters that are addicted become less and less evident, and this means the characters need to get more and more to fulfill their needs.

Be very careful before introducing in the game drugs, because the use of substances may actually destroy a party of adventurers completely.

To keep the use of drugs as simple as possible in the game, the following rules are used.

UP

Every drug gives characters an "Up": some bonuses, some amazing feeling, some extremely good condition that makes them feel like they need to keep taking it, and that it's good for them. The effects of the single drugs are described in detail in their descriptions. Normally, a character under the effect of drugs has a lowered sensitivity to pain, cannot focus clearly on what he does, and acts instinctively, thus being unable to plan a strategy, to recognise friends and enemies, and to cast spells. However, this is not true for every drug. The Up of a drug usually lasts like any potion, for 2d6 turns. A *cure disease* spell may cure the effects of a drug and prevent the *down*, but won't cure or prevent the addiction.

DOWN

After the up, there comes the down: drugs leave the users feel depressed and weak after the effect fades. It usually lasts 2d6 turns as well.

When the effect wears off, the character's strength, dexterity and Constitution are reduced by 6 points, to a minimum of 3. His remaining HP are halved round up, if positive, otherwise the character just blacks out and risks to die.

He cannot be healed except with magic for one whole day. He can only move half his normal speed and is still not able to cast spells. A *Cure disease* spell may cure the effects of the down, but the lost HP must be restored separately.

ADDICTION

Drugs do not give addiction with just the first use, but after the second there is a chance of 25% to develop an addiction. The chance grows to 50% after the third, 75% after the fourth and is automatic after the fifth.

One dose of drug is effective to heal the down and give another up.

A newly addicted character feels the need for a new dose after 2d12 hours from the end of the down.

After one month of addiction, the character feels the need after 2d10 hours. After another month, the need comes after 2d8 hours. Then, month by month, the need comes faster and faster, and the interval becomes 1d12, then 1d10, 1d8, 1d6, 1d4, 1d2 hours after 4, 5, 6, 7, 8, 9 months. After 10 months, the

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character feels the need as soon as the down is gone, and after more than one year, the character needs it immediately after the up is gone.

A character that feels the need for a dose of a drug takes a -1 penalty on all of his or her die rolls, including saving throws, skill checks, attack rolls and anything else for every day spent without the drug. Thief skills suffer a -5% per day. These penalties may also be cancelled by a *cure disease* spell, for one whole day.

FIGHTING THE ADDICTION

A character may be fighting his addiction to the drugs, trying not to take them when he needs. To do so, the character needs to save vs. Poison every day, with the penalty he or she has on the rolls still applied. If the save fails, the character could not resist and, if he has a dose of the drugs within his reach, he will immediately take it, otherwise he will do whatever he can to get one. If forced away from the drug, he will fight his friends, rob them, even kill them, and will be completely useless in fights. Spellcasters in this condition cannot cast.

A character starts getting out of his addiction after a number of days equal to the months passed since it started, plus 5. After reaching this day, the penalty starts decreasing of one point per day and, when the character has no penalty on his rolls anymore without taking the drug, it is gone.

RELAPSES

Relapses are very dangerous for drug addicted characters who got out of them. If they ever happen to take a new dose of that drug, they must immediately save vs. poison with a penalty of -1 for each month they have been drug-addicted in the past, including the rehab phase. If they fail, the addiction starts again, as if it never stopped.

OVERDOSE

An addicted character may reach the point when he is taking a dose of drug just after the down started, to cure it. Whenever a character takes three or more doses of a drug in the same day, he must save vs. Poison with a -2 penalty for each dose after the first taken. If the result is a fail, the character is too hardly intoxicated and dies of overdose. A character that takes three or more doses of drug within the same day, during the down is reduced to 1HP and may only move 3 m per round, feeling even weaker than usual.

HERBS AND MUSHROOMS GUIDE

In the next pages you will find the description and illustrations of 40 herbs, plants and mushrooms of the Principalities of Glantri. The plants are presented in alphabetical order, and with the following structure:

DESCRIPTION AND HABITAT

This paragraph describes the physical features of the plant, its size and colours. Moreover, it describes the environment where it is more likely to find the plant, giving guidance about altitude, weather, climate and everything that can be related.

SEASONALITY

This is the description of the evolution of the plant and its look during the four seasons, and in general of its life cycle. This section will help the DM in the description of the plant, in relation to the season. It will also help the player recognise the plant from the features that are visible in that moment.

Please note that most of the plants are easier to recognise when they have fruits or flowers, and when it is the case, in this description some seasonal bonuses to the skill score are given as a guidance.

PROPERTIES

This paragraph describes the properties of the plant on a herbalist's point of view. Some plants may have more than one use, but most will only have one.

HARVEST AND PRESERVATION

This is the description of the procedures that the herbalist must follow to harvest the herb or mushroom correctly, store it correctly, and preserve it for as long as possible. If the plant needs to be processed to release its effect, or to be preserved, here you will find the description of the process and the tests you need to do. Moreover, you will find here the informations about the preservation of the products.

CULTIVATION

This last section gives instructions for growing the plants in a garden, such as the chance of getting new plants from seeds and what tests you need to roll to keep the plants alive.

HERBS AND MUSHROOMS GUIDE

ACONITE

DESCRIPTION AND HABITAT

Also known as wolfsbane, aconite is a wild flower of the hills of Nouvelle-Averoigne and surrounding areas, but due to its big flowers it is grown in many gardens as well. The plant produces shrubs with big leaves of a light green colour and, in mid-spring, it sprouts 1-4 stems that bear each 1d6+2 flowers on top. The flowers may be in any tone of colour between white and deep purple, through all the shades of blue and lilac. It is quite common on the hills in the whole valley of Isoile river, and it may seldom be found on other hills, especially in elven lands.

SEASONALITY

This plant is perennial, and has leaves all year round, but gives out the flowers in mid-spring. Flowers make the aconite much easier to recognise, which gives the herbalist a +2 bonus on his skill.

However, the flowers resist only for one week before they start to wither, and in 2 weeks time the flowers are substituted by crowns of 4d4 seeds per flower. The same plant may have different stems blooming in different moments. Normally the aconite flowers can be harvested until the first days of summer, when the weather becomes too hot.

Once the seeds are ripe and dry, the stems start withering, and by mid-summer, the plant is left with only leaves once again.

PROPERTIES

The poison of the aconite causes irritation in the were-creatures and keeps them at bay. The parts that can be used to chase lycantropes are the flowers and the roots.

Flowers can be harvested in spring, while roots can be taken all year round. A bunch of wolfsbane used this way must be made with 5 stems or 5 roots. The pollen of the aconite may cause sneezes in lycantropes and in people who suffers for hay fever.

Aconite distillation is a poison that is toxic (light poison) to humans and lethal to werecreatures.

HARVEST AND PRESERVATION

A bunch of wolfsbane can be used for one month before being too dry to effectively hurt any lycantrope. After that time, it must be wasted. Fortunately, aconite may be harvested all year round.

The aconite distillation is made by chopping the whole plant and mixing it in alcohol. After three days, it is boiled until the alcohol is gone and the remaining liquid is filtered and stored in glass flasks. This strong poison doesn't unfortunately last very long, and must be wasted after 2 weeks.

CULTIVATION

Aconite can be grown as a normal flower in gardens with no modifiers to the agriculture rolls. Every 10 seeds of the aconite it is normal that only 1d4+1 sprout.

HERBS AND MUSHROOMS GUIDE

ANGELILY

DESCRIPTION AND HABITAT

Also known as Immortal's Lily, this flower normally grows on and around corpses. It is commonly found in the cemeteries of abandoned villages, and on the carcasses of dead animals. The plant is normally made only of a big leaf and a flower stem. The leaf is of a dark green colour and very shiny, while the flower is pearl white with a dark yellow, sometimes brown, pistil.

SEASONALITY

The leaf and the flower both sprout in early spring, and the flower blooms in mid-spring. It usually withers in two or three days, leaving its place to a plume of 1d20+20 round yellow seeds of the size of a chickpea. The seeds roll on the ground when they are ripe, at the end of the summer, and they may stay in the ground for many years without blooming, until some blood or flesh fertilizes them. Some seeds are also taken along by rivers and creeks. After the seeds are fallen, the stem dries out as well and falls, leaving the big leaf there until autumn. In late autumn, when the snow falls, the leaf finally withers, and the plant dies.

PROPERTIES

The pistils of this plant are the base ingredient of a very special potion: the potion of eternal sleep. About 50 pistils are needed to produce just one vial of this potion, which is researched by many herbalists.

The potion of eternal sleep induces a suspended animation in the one that drinks it. Whoever is in suspended animation has no heartbeat, doesn't breathe and doesn't need to eat or drink. His or her body becomes cold, but is not dead. The effect lasts for one whole year, but it may be stretched by giving another potion before the effect of the first one wears off. The potion is usually only given to patients that risk to die, to keep them alive until the cure for their disease is found, or until they can be taken somewhere where their wounds can be healed. However, this potion can be extremely dangerous. Someone that is given the potion against his will can avoid its effect by saving vs. poison with a -2 modifier.

HARVEST AND PRESERVATION

The pistils of this plant are hard to find, but easy to preserve. Once harvested, they can be dried in 2 weeks, and then they can be preserved almost forever. However, the potion must be drunk before the next new moon from when it's made, or its effect fades. Therefore, the herbalists only make it fresh when they actually need.

CULTIVATION

It is not possible to grow this plant in a garden. It can only be found.

HERBS AND MUSHROOMS GUIDE

ARYCALPUS

DESCRIPTION AND HABITAT

The much researched Arycalpus looks like a very common shrub, with two or three stems and oval leaves. Only in summer, when its flowers bloom, it is easy to recognise it. It usually only grows close to rivers and creeks in the valleys of the Wendarian Range.

SEASONALITY

The plant sprouts in spring from a seed. By the end of spring, the plant has three to six stems full of leaves, and 1-3 of them start sprouting blooms as well. The flowers bloom completely in mid-summer and give out a smell that is similar to toasted bread. While in spring it is quite hard to recognise it (-2 on the herbalism test), the flowers of the Arycalpus and their peculiar smell make it very easy to recognise it in summer (+2 to the test). After one week, the flowers wither and a single seed is revealed behind each of them. The seeds fall on the ground within another week, waiting for the spring to come and make them bloom again. The plant withers after giving the seeds, and by the end of summer it is usually dead. Each stem with flowers has 2d20+20 blooms.

PROPERTIES

The leaves of Arycalpus, eaten fresh, induce vomit in whoever eats them, and causes damage as for a light poison (a save vs. poison is allowed). However, if the leaves are dried, they can be used together with garlic to make

an infusion that is used to heal wounds and help natural healing. A bag of 20 leaves and a garlic clove can replenish one use of the healer's bag for *first aid* and *natural healing* skills.

HARVEST AND PRESERVATION

The leaves keep their vomit-inducing properties until they are dried, or until they rot, which happens within 10 days if they are not processed. To dry out the leaves it's normally taking 20 days to one month, but once they are dried, the leaves can be preserved in jars almost forever.

CULTIVATION

Arycalpus is extremely hard to grow out of its habitat. If planted somewhere else, the seeds only have a 5% chance to sprout, and every agriculture test needed to tend the plants is going to suffer a -4 modifier. However, if the plant is grown in its favourite habitat, the chances that each seed sprouts double to 10%, and the agriculture tests get no modifier.

HERBS AND MUSHROOMS GUIDE

BOLDAVIAN RHODODENDRON

DESCRIPTION AND HABITAT

This bush is typical of the Boldavian woods. It looks similar to common rhododendrons, but has bright red flowers. In the Principalities it may be found on most of the Wendarian Ranges, but especially in the valleys.

SEASONALITY

This plant is a mountain bush. During winter, it can be found all dried and with no leaves or flowers.

When mid-spring comes, the plants start sprouting with new leaves, and grow bigger. By the end of spring, the bushes will be completely covered in leaves.

In mid-summer, the rhododendrons start to bloom, and their colours illuminate the valleys. It is very easy to recognise them when they are in bloom, and the herbalism check has a +2 bonus.

In early autumn, the flowers dry out and the plant produces only one seed for each flower, which still means something like 2d20 for small plants and 2d100 for big bushes. In late autumn, the leaves fall and until next spring, the bush will be asleep.

PROPERTIES

The leaves of this particular rhododendron secrete a scented oil which smells very good. This oil may be used to polish edged weapons. If a character spends one turn cleaning and polishing a weapon with this oil, that weapon will become much sharper and, for 1d4 strikes,

it will deal 1 extra damage when hitting the enemy.

HARVEST AND PRESERVATION

The part that is used of this plant are the leaves, that are available for most of the year. Healers usually prefer to collect them in spring, when they are fresh and juicy, but it doesn't really make that big difference.

One flask of oil is normally enough to polish 5 weapons. To produce one flask of oil, a healer needs 3 kg of leaves from this plant. The healer can gather 1d12x100 g of leaves from each plant.

To produce the oil, the healer needs a press where to put the fresh leaves. Leaves must be pressed within the day they are harvested, otherwise they start drying out and produce much less oil. After one full day pressing the leaves, the juice must be decanted for one more day to separate the oil from the water and the solids. The rhododendron oil can be preserved for up to 5 years in flasks: after this time it becomes sticky and dark.

CULTIVATION

This plant only grows above 800 m altitude. It does not need much water, and a normal agriculture roll is enough to grow it.

Each seed has normally 30% chances to sprout into a new plant if seeded in a flowerbed. If the seeds just drop from the plant, only 5% of them will grow naturally.

HERBS AND MUSHROOMS GUIDE

BULMA SUPERIOR

DESCRIPTION AND HABITAT

This vine plant is common in woods, but may also be found growing in ruins and on isolated trees. It is normally a plant that needs lots of water to grow, therefore it is most common close to lakes, creeks and rivers. Its leaves are very dark and its flowers about 5 cm wide, with just four big petals that are extremely delicate and thin, almost translucent.

Its beans are toxic to humans, but big birds like to eat them.

SEASONALITY

In winter, the plant loses all of its leaves, leaving only greyish vines where it grows. The vines are very similar to other vine plants, and may not be recognised in this season.

However, in spring, the vines give out flowers and leaves, and the plant may be recognised normally. It is important to learn how to part it from the *bulma minor*, which has white flowers and has no properties.

In early summer, the flowers fall and the plant produces pods that hold 1d4+4 beans each. In mid-summer, the pods dry out and open, and the beans fall on the ground.

In late summer, the leaves start turning red, and by the start of autumn they are completely red. They will start falling in mid-autumn.

PROPERTIES

Beans are toxic and may cause a toxication similar to the one given by mixing potions. If the character eating them doesn't save vs.

poison. The part that is mostly used is the petals of the flowers. Once collected, they need to be exposed to the light of the full moon, and then chopped thinly and mixed in an ointment made with clay, sunflower oil and rosemary. This ointment is normally used in the healer's bag to close bleeding wounds, healing 1d3 hit points. To make one dose of ointment, a character needs petals from 10 flowers, and that will replenish one use of the healer's bag. However, this is not a big problem, because a plant normally gives out 8d10 flowers.

HARVEST AND PRESERVATION

The flowers, once harvested, must be kept in cloth bags until the full moon, but won't last longer than one week. Therefore, herbalists normally harvest this plant only in the days immediately before it. Once the flowers have been exposed to the light of the moon, the ointment can be done (other ingredients are quite common and the oil only costs 1 cp per portion). The ointment can be preserved for 6 months before losing its properties.

CULTIVATION

This plant is wild, and is very easy to grow at home in a pot or a flowerbed close to a tree or a wall. It only needs basic agriculture rolls. However, it needs water every second day, or to be close to a water source, otherwise it will dry out and won't produce flowers or beans until next year.

HERBS AND MUSHROOMS GUIDE

CYNDRA

DESCRIPTION AND HABITAT

This plant only grows in very dry and usually warm areas. The only place where the Cyndra grows in the Principalities is on the Sablestone Plains, on the border with the Adri Varma plateau, but it may also be found mixed with cacti in the plateau itself. The plant is made of a single juicy and brown stem, about 30 to 60 cm tall, with short thorns at the base and thick juicy leaves throughout the stem, well distanced.

SEASONALITY

The plant sprouts in late spring, and grows throughout summer. It usually reaches its maximum height in late summer, and in early autumn the flowers appear on its top. Each plant only makes a bunch of 1d12+12 flowers that are orange-coloured when closed, and become salmon pink when they bloom. Once the flowers fall, in mid-autumn, the seeds form and fall as well. The plant dies at the end of autumn and new ones grow from the trees.

PROPERTIES

First, this flower is among the favourite flowers for giant bees to harvest the pollen. This means that it is easy to find wild giant bees where these flowers grow, but also that they are good to grow for whoever has giant bees at home for production of magic honey.

Second, the stem of the plant can be smashed and fermented in water and honey to make a liquor, a particular kind of mead, that is

a tonic and may help people to recover from wounds and diseases faster. It may be used for *first aid* and *natural healing* skills with the healer's bag.

HARVEST AND PRESERVATION

The biggest problem when harvesting this plant are the giant bees. Once that issue is sorted, the stems are very easy to collect throughout the whole summer, and may be preserved in a wet cloth for about two weeks.

When the mead is made, it is usually preserved in a bottle, or in many small flasks, for as long as one year.

CULTIVATION

The climate is the biggest issue when trying to grow this plant at home. The warm and dry environment that this plant needs is not found anywhere around the Principalities except for the Sablestone plains. However, there are tales of arcans that managed to grow these plants in magical glasshouses enchanted to provide a different climate inside.

Once the right climate is provided, each seed of this plant has a chance of 25% to sprout and give another plant. Fortunately, the Cyndra can produce quite a big amount of seeds, and spreads quickly where it finds the right environment.

HERBS AND MUSHROOMS GUIDE

DEVIL'S TONGUE

DESCRIPTION AND HABITAT

This plant only grows in woods, under big trees where the light seldom reaches the ground. It is often completely covered in dead leaves, and only every now and then some flowers of this plant reach out of them. The plant is very peculiar: it has a thick, white and juicy stem and small, streaky leaves. However, to find it is very hard due to its habitat, and the test suffers a -3 modifier. In the Principalities of Glantri, the only places where it may be found are the forests of Erewan, where the elves imported it from Alfheim.

SEASONALITY

The plant sprouts in late spring, and blooms in late summer. Then, it withers and dies in mid-autumn, leaving only a big root in the shape of a rutabaga, which is white with red stripes. The flowers are small, bell-shaped and juicy like the rest of the plant. Their pollen is spread, quite weirdly, by land insects like ants, centipedes and the likes. Its seeds are often harvested by ants, and may sprout in their anthills.

PROPERTIES

The plant of the Devil's tongue is toxic (average poison if eaten) and is sometimes harvested to produce poisons. However, the root is much more interesting. It is edible, but has an extremely hot taste, and who eats it may even be unable to talk for some time, due to the pain. If sliced and dried out, the root can

be made into a powder that accelerates combustion. One portion of the powder may be used to light up a campfire in just one round or can be mixed up within an oil flask to get a powerful molotov bottle: the oil prepared in this way deals 4d4 points of damage when it is thrown onto enemies, but its fire immediately turns off after the explosion.

HARVEST AND PRESERVATION

Harvest sometimes can be slowed down by insect swarms around the plants.

The root of the Devil's tongue grows year after year, and may be of different sizes. When a root is harvested, roll 1d4: that is the number of portions of powder that can be made out of it. The plant itself can always produce one portion of poison each. The plant must be used fresh to make a poison, within 24 h from when it's been harvested. The root can be preserved in dry cloths for about two weeks before it goes rotten, but once it's dried out and powdered, the powder can be kept for up to 5 years in small jars or parchment envelopes.

CULTIVATION

The plant needs a very peculiar habitat to grow, therefore it is not really possible to replicate that in a garden. Most of the herbalists that want to use this plant usually travel to the woods of Erewan in late spring and pay some elven herbalists to guide them to the places where it is easier to find them.

HERBS AND MUSHROOMS GUIDE

DYPSOPOS

DESCRIPTION AND HABITAT

The Dypsopos is a bush that grows up to 2 m tall, with big leaves and woody branches. It has pink flowers about 4 cm wide and produces small fruits that look like green apricots, but as big as a cherry. This bush is typically found on the hills, especially in the shade of woods that are not too dense, but sometimes it grows in full sun, when they grow on the sides of rivers, lakes and creeks. The Dypsopos cannot grow on mountains, and doesn't survive in pine woods.

SEASONALITY

In early spring, the plant produces flowers and leaves at the same time. When the leaves are still small, the pink flowers cover the plant completely, making it look like a pink bush. After a couple of weeks, the flowers reduce in number and the leaves, now bigger, cover the plant. The flowers last until late spring, with an ongoing turnover, and attract a lot of different insects.

The fruits are ripe, but still green, in early summer. They normally fall after a couple of weeks and, when it happens, the Dypsopos is left with leaves only.

In mid-autumn, the leaves turn yellowish and start to fall, leaving the bush asleep until next spring.

PROPERTIES

The fruits of the Dypsopos are extremely juicy and full of nourishing substances. Eating

a handful of these fruits (5 fruits are enough for a person, 10 for a horse, a donkey or any other similar animal) helps easing the fatigue of a day. It is normally used by travellers who frequently move around, so that they and their mounts need less rest during long journeys.

HARVEST AND PRESERVATION

The fruits must be harvested when they are completely ripe, and may be preserved for about 20-30 days, carefully wrapped in cloth. They can also be candied by cooking them for two days in water and honey, until they take a golden yellow colour, and be preserved in jars with the syrup. In this preparation, they preserve their properties and may be preserved for up to 3 years.

A fully grown bush of Dypsopos may give up to 40-100 fruits in a summer, but usually carries no more than 10-100 ripe at the same time.

CULTIVATION

This plant needs a cool environment, a lot of water, and possibly a shady place to grow. It may be easily grown in gardens, where it doesn't need particular cares. However, birds and wild herd animals love to eat the fruits when they are still not completely ripe. Three agriculture checks per year are required to grow this bush.

To grow the bush from seeds, the character needs an agriculture check as well. Every fruit only has one seed, and each seed has a 25% chance to sprout.

HERBS AND MUSHROOMS GUIDE

ELVEN TORCH

DESCRIPTION AND HABITAT

This plant grows along the shores of rivers, creeks and lakes, but it is very easy to confuse it with common water plants. The biggest difference is the silvery glow that the leaves have when hit by the moonlight, which is the reason why it is mostly harvested at night.

It has thin and long leaves that in summer make big bushes. The flowers, that come out in late spring, grow on hard stems and dry out throughout the summer. The plumes that they make, brown and soft, are very visible.

SEASONALITY

The plant is perennial and lives in the water or in its immediate vicinity. In winter it withers, so that all of the old leaves dry and die. In early spring, the leaves sprout and grow fast, and after some weeks the flower stems appear. The flowers are white and small, and when they fall they are substituted by a soft fur-like plume. The plume stays on the plant for the whole summer and, at the beginning of autumn, start rotting and fall. If the plume falls in the water or on very moist soil, new plants may sprout from the very small seeds that it bears.

PROPERTIES

This plant only has one use, and only for the plume stems: if harvested when they are still not completely dry, in early summer, they can

be preserved for almost one year as they are, hanging them in a dry and fresh room. If one of these plumes is lit up with fire, it makes a green light, that shines like a torch, and doesn't go off for one whole hour. If the same is done with a common plume from the plants that are similar to this one, it burns completely in just a couple of rounds.

HARVEST AND PRESERVATION

Like it's already been said, the plant must be harvested when the plumes are still not completely dry, in early summer. Then, they can be preserved for almost one year as they are, hanging them in a dry and fresh room.

CULTIVATION

The plant may only grow in the water or on a very moist soil, very close to water. The best way to get new plants is to gather the plumes when they are completely dry, in late summer, and just stick them upside down in the water close to the shore of a pond. For each plume put in the water like this, there is a 75% chance to get a new plant. Once the plant is born, it is quite hard to kill it, as it is wild and does not need any particular care. Only a prolonged draught may kill it. Some parasites may attack the flowers in spring. If it happens, they must be treated immediately, otherwise the plumes may not be able to form at all.

HERBS AND MUSHROOMS GUIDE

EXPLOSIVE MORSEL

DESCRIPTION AND HABITAT

The explosive morsel, like other mushrooms of the same species, grows only in spring, starting when the snow melts, and by the late spring its not possible to find it anymore. It looks like a big morsel, sometimes as big as 10 cm, and with a very round cap of a golden yellow or light orange colour. It is usually growing in open fields, especially the ones where animals graze, that are fertilized by their dejections. It doesn't grow in woods, and is less common close to rivers and creeks.

SEASONALITY

Explosive morsels can be found for about two months, between early spring and late spring. The ones to harvest are only the ones that reached a bright colour. The ones that are still too young are usually white. Only some mycelium can be found during the rest of the year.

PROPERTIES

The properties of this mushroom are explained in its name. This mushroom is toxic if eaten and causes light poisoning, if the eater fails a save vs. poison. However, if collected very carefully and dried out in a mixture of sulphur and sand, it becomes a useful weapon: if thrown by hand or with a sling, it causes a small explosion of spores where it hits, that deals 3d6 points of damage from air element.

The explosion is not considered magical (therefore it cannot harm magical beings), but the damage is elemental. Creatures that don't breathe are immune to the damage. The damage may be halved with a save vs. poison.

HARVEST AND PRESERVATION

These mushrooms are not used very much, because they are quite hard to handle. To collect them, the herbalist must be extremely careful not to break their heads. This means that the herbalism test suffers a -2 penalty. Then, they need to dry out for 5 weeks. Once they are ready, they are extremely fragile and may explode in the bag of the herbalist, if they are not wrapped in something soft. The dried morsels can be preserved for a very long time, but after 1d6+4 years they usually lose their properties and won't explode anymore, if thrown.

CULTIVATION

Morsels can't be cultivated, only harvested. Fortunately, these morsels are quite common on the Glantrian hills, and any herbalist that is looking for them only needs to go for a walk.

HERBS AND MUSHROOMS GUIDE

GHOST CLOVER

DESCRIPTION AND HABITAT

The Ghost Clover commonly grows on the hills of Glantri in big patches. The plant itself is quite small, like common clover, but where it lives, it can easily fill whole fields. Cows and wild animals love its taste and eat it a lot. The flowers are sometimes used in salads as well.

SEASONALITY

The plant grows in spring, and from mid-spring to late summer it keeps blooming 1-3 flowers together, replacing every now and then the ones that fall or are eaten. When the flowers fall, the seeds appear, covered in dandelion-like plumes, and are blown away by the wind. It is possible to recognise this clover among others for the shape of the seeds plume and for the colour of the flowers, that is light green tending to white. Overnight, the flowers give a faint greenish glow. In mid-autumn, the plant produces smaller leaves, and closer to the ground, to be able to get through winter without dying.

PROPERTIES

The flowers have a peculiarity: if brushed on something, they leave a juice that glows in the dark for one hour or so. Kids play with them in summer nights. The flowers can be collected and used to make special paints that glow in the dark. 30 flowers are needed to make one vial of paint. Whatever glows in the dark can be seen easily, but doesn't make enough light to illuminate around. The same amount of the

flowers can also be used to prepare the *ghost tears*, a drug that makes the user glow in the dark and increases his or her dexterity by 3, but reduces Wisdom by 3 for 1d4+1 hours. See the effects of the drugs for addiction and consequences at the beginning of this volume for details.

HARVEST AND PRESERVATION

Harvesting these flowers doesn't present any particular issue. The flowers must be used fresh, within 3 or 4 hours from the harvest, and cannot really be preserved without losing their properties. Once the juice is taken, it can be preserved in vials for about one month. The paint made with the juice can be preserved for up to 3 years, but after the first year the glow will gradually reduce. The ghost tears are preserved in vials and are to be used within six months.

CULTIVATION

Cultivation of the ghost clover is very easy, and the tests required have a bonus of +3 points. Each plume of seeds contains 3d10+20 seeds, and may produce 2d12 new plants. The seeds just need to be thrown on the loan and they will grow. The only thing that someone growing this plant needs to be careful about is the presence of hares, rabbits, horses and other herbivores around his garden, because these animals may completely disrupt the production, eating the clover.

HERBS AND MUSHROOMS GUIDE

GLUE MUSHROOM

DESCRIPTION AND HABITAT

This mushroom grows only over 800 m of altitude, in woods on top of the hills or on the sides of mountains. It normally grows in small groups of 1d8+2 mushrooms, preferably in woods that are rich in nuts, walnuts, almonds or chestnuts.

SEASONALITY

Throughout the year, only the mycelium of the mushroom can be noticed in the woods. Only in late summer and early autumn the mushrooms sprout, usually after a rain. They are not easy to recognise, and are often hidden to the sight by fallen leaves, therefore a herbalism check to find them suffers a -2 penalty to the score.

PROPERTIES

These mushrooms are recognisable because they produce a juice that is very sticky. Small insects and leaves get stuck to them, and are trapped in it.

These mushrooms are used in some *averoignese* delicatessen dishes to make a jelly that is grey-ish, but very tasty, but are otherwise not suitable for human consumption. Their main use is, crushed and mixed with some tree sap, to make a very effective super-

fast effect glue, which may be washed away only with lots of water. The glue is normally used in furniture production, book binding and even decoration. However, it may be used, thrown onto enemies, to stick them to the ground or to other creatures, like the effect of a *web spell*.

HARVEST AND PRESERVATION

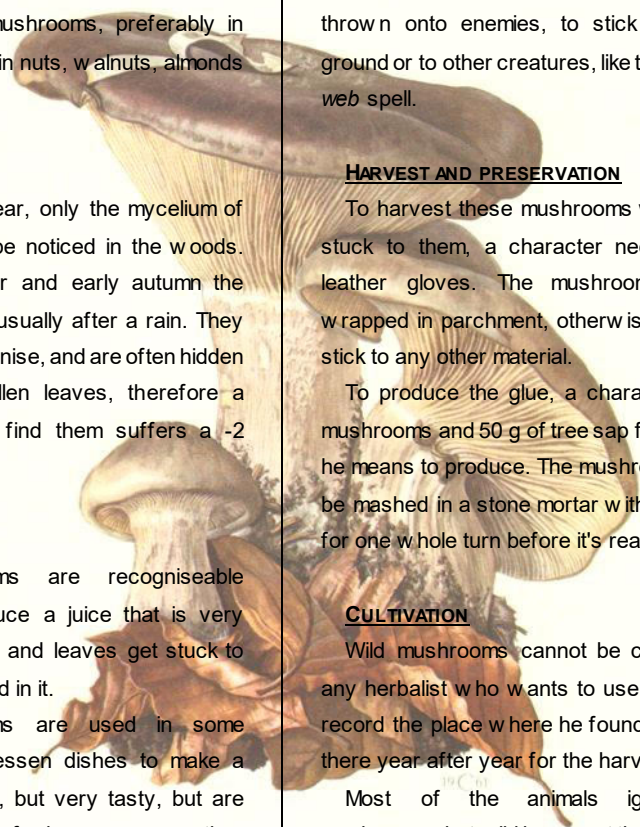
To harvest these mushrooms without being stuck to them, a character needs to wear leather gloves. The mushrooms must be wrapped in parchment, otherwise they would stick to any other material.

To produce the glue, a character needs 3 mushrooms and 50 g of tree sap for each flask he means to produce. The mushrooms need to be mashed in a stone mortar with the tree sap for one whole turn before it's ready to bottle.

CULTIVATION

Wild mushrooms cannot be cultivated, but any herbalist who wants to use these would record the place where he found them and go there year after year for the harvest.

Most of the animals ignore these mushrooms, but wild boars eat them every now and then, therefore it's easy to find boars in the woods where these mushrooms grow.



HERBS AND MUSHROOMS GUIDE

GRASSHOPPER BELLE

DESCRIPTION AND HABITAT

This plant makes small bushes, about 30 to 40 cm tall, and has thick and juicy stems and small, strong leaves. It has a thick root that survives in winter, when the whole plant withers and dies, and in the moors of Klantyre, is used as a food, normally baked in the oven with honey or molasses. Characters may use 4 of these roots to substitute one food rations, if they need.

This plant is very typical of the moors and of dry-ish plains, where it mixes with heather and other small plants. Its name comes from the fact that in summer, the smell of its flowers attracts the grasshoppers which, eating the petals, help to spread the pollen.

SEASONALITY

The first sprouts of this plant usually appear quite late, when most of the other plants are already blooming. By the end of spring, the plant is formed, and it is already easy to recognise it. In summer, for the whole season, the white and cream-colour flowers bloom, and make it even easier to recognise it: the test has a bonus of +2 points. When the flowers fall, small round green fruits appear, and each carries 1d6 seeds. The fruits are commonly eaten by birds, who spread the seeds around in their poo. At the end of summer, the flowers cease and the plant starts to wither. In mid-autumn it is already completely dried out, and only boars can find it when its root to feed on it during the cold months.

PROPERTIES

The leaves of this plant are extremely poisonous for other plants. When they fall in autumn, they poison the soil so that other plants don't grow where the root is, and don't kill it. Herbalists may use this property to extract a juice from the leaves that can be brewed into an ointment, with some powdered cockles shell, vinegar and black oil. The ointment, spread on the blade of a weapon, or on the tip of up to 5 arrows or quarrels, gives to the weapon a +3 to the damage dealt to plant monsters. If spread on a blade, it fades after 2d6 rounds.

HARVEST AND PRESERVATION

The leaves can be harvested from spring to mid-summer. After that time, they start withering, and their juices are not enough to prepare the ointment. An herbalist needs 200 g of leaves to make one portion of the ointment, and each plant may produce up to 50 g. The leaves must be used within 3 days from the harvest, but the ointment may be preserved for several years before it goes off.

CULTIVATION

The seeds need to be directly put in manure to sprout, and there is only a 30% chance that each seed sprouts. However, harvesting and replanting the root is much easier, and each root has a 75% chance to survive. The plant needs a dry ground, a quite cold environment, and a poor soil to grow.

HERBS AND MUSHROOMS GUIDE

LAKE MOONGRASS

DESCRIPTION AND HABITAT

This plant only grows in lakes and ponds. It is made of bubble-like stems that are hollow and stay afloat, which carry one heart-shaped leaf each. Leaves are juicy and shiny. Under the stems, white-ish short roots grow, floating in the water and giving shelter to small fishes and frogs. The whole plant seldom grows bigger than 10 or 12 cm, but in big lakes they can merge and make small islands of up to 100 plants tied together through the roots.

SEASONALITY

In winter, this plant looks like a bunch of withered roots, floating on the lakes. A hard core among the roots preserves the plant form during and protects it from the frost. In spring, the stems appear, and the leaves arrive in mid-spring. For the whole summer, each plant may always be found having 1d3 short and thin stems that bear 2d4 white blooms each. The flowers only open at night, when the light of the moon shines, and on the inside they are striped in yellow and lilac. Each flower produces one berry, that has a hollow seed. When the stem dies, after about 2 weeks from blooming, the fruit falls in the lake and floats. In autumn, the plant withers and, by when the first frost arrives, it is reduced to roots once again.

PROPERTIES

The whole plant, cut from the roots, is used to prepare an infusion that allows whoever drinks it to breathe in the water for a short time. It works exactly like a potion of water

breathing, but its duration is of 1d4 turns only. To make an infusion, three plants are needed.

HARVEST AND PRESERVATION

To harvest this plant correctly is not easy: the moon gives it great powers only when the flowers are blooming, and only under full moon. Plants harvested by day, or during any other moon phase than full, just won't work in the preparation of the infusion.

Once the plants are harvested, they need to be preserved from sunlight, therefore the herbalists usually keep them wrapped in cloths and only prepare the infusion overnight. The same care must be put to preserve the infusion from sunlight once ready. An exposition to sunlight for more than one minute is enough to waste the whole infusion. Once made, the infusion may be preserved for 2d6+2 months before it starts fermenting and must be wasted.

CULTIVATION

The easiest way to cultivate a plant of Lake Moongrass is to move some plants into a pond or lake close to where a herbalist lives. As long as the lake has some shade around in the summer, and has cold winters, the plant will grow well. However, the plants may also be made by throwing some berries in a lake or pond and waiting for them to grow. A plant formed this way needs two years before it is possible to harvest it. Moreover, there's only a 10% chance that one berry makes a new plant, because many of the berries are eaten by big fishes, during summer and early autumn.

HERBS AND MUSHROOMS GUIDE

LAVENDER OF HOUSE SYLAIRE

DESCRIPTION AND HABITAT

Lavender is a common herb, but the Lavender that grows on the hills on the sides of the Isoile river, named after the Princes of Nouvelle Averoigne, has a value for herbalists. Fortunately, this plant is quite common on the hills. Unfortunately, it tends to grow close to archer bushes, that share the same habitat.

The lavender of House Sylaire can be recognised because both the leaves and the flowers are quite bigger than usual lavender.

SEASONALITY

The plant produces thin leaves that grow into a round and small shrub. It is normally around 30 or 40 cm wide and tall, and the leaves are silvery-green. The leaves never leave the shrub even in winter.

In spring, the leaves become brighter and the flowers come. The lavender blooms from mid-spring until early summer, and its smell and flowers are easy to recognise, giving a herbalist a bonus of +1 on the skill score.

In mid-summer, the flowers dry and produce small black seeds. One plant may produce 2d6 flower stems, and from each of them the plant produces 4d6 seeds. At the end of summer, the dried flowers and their thin stem fall and crumble on the ground.

PROPERTIES

The flowers of the lavender are used by perfume makers and herbalists to produce a hair lotion. The use of the lotion keeps the hair

soft, shiny and healthy, but also keeps the insects away with its smell.

To apply the lotion, a character needs one full turn, and once it's done, the charisma of the character will raise by 1 for 1d6+6 turns. The smell will gradually fade away, though, and the anti-insect effect will end in 1d3 turns. While the smell persists, the lotion has the same effect as an insect repellent potion.

HARVEST AND PRESERVATION

Lavender flowers are at their best in early morning, when they are wet of night moisture. The healer cuts the stems close to the flowers and puts them in a jar, with the moisture. Once at home, he crushes the flowers in the mortar, with a pestel, adding sunflower oil little by little. 5 Sv of oil are needed for one portion of this lotion. Once the lotion is made, it can be stored in jars closed with wax, and used within one year.

CULTIVATION

The lavender is very easy to grow. Whoever gets some in the garden, gets a +1 on all of the agriculture rolls to tend it.

The seeds are quite easy to sprout, as well: every 10, 1d8+2 will grow, even if they just drop on the ground. However, birds like the young sprouts of this plant, therefore it is advisable to protect the plants from birds until they are big enough.

It is very common to see scarecrows in the lavender fields.

HERBS AND MUSHROOMS GUIDE

MANA BUSH

DESCRIPTION AND HABITAT

This is one of the rarest plants to be found in the Principalities. It only grows in some valleys on the Silver Sierras and its cultivation is impossible out of its habitat. Herbalists from Pietrarossa are trying to grow it, but so far without any success. It is not clear what prevents it from growing somewhere else, though. The plant is a bush that may grow up to 1 m tall, with thin wooden stems and thick and hard leaves.

SEASONALITY

The plant is perennial, and holds on the leaves the whole year round, even if in winter they become darker and in summer lighter in colour. In early spring, small bunches of yellow flowers appear on the plant and attract butterflies and ladybirds. Their smell is sweet and strong. The flowers make the plant much easier to recognise, giving a +3 to the herbalism tests. When the flowers fall, some black berries form on their stems, full with extremely small seeds. The berries are very bitter and may be harmful for men (irritating poison), but dragons feed on them.

PROPERTIES

The flowers of the plant, mashed with honey, oil and gold dust, can be mixed in a gold-coloured potion that allows whoever drinks it to replenish a little magical power. This makes an arcane able to use one first or second level spell without forgetting it, but the spell must be

cast within one turn from when the potion was drunk. Unfortunately, to make only one potion it is necessary to collect about 200 g of flowers, which takes usually around 3 or 4 hours. The flowers, fluffy and extremely light, also have a big volume, and herbalists are never able to harvest very big amounts.

HARVEST AND PRESERVATION

The flowers appear on the plants only in early spring, and usually only for a couple of weeks. In that period of the year, often the herbalists ask for permissions to travel onto the Silver Sierras taking with them their portable labs, so that they can maximize the amount of flowers that they can find. The flowers must be used within 24 hours from when they were harvested. Once the potion is made, it needs to boil, closed in flasks, in a cauldron full of spring water for three whole days. Then, cooled as fast as possible, it can be preserved for 1d6+10 months. When the potion goes off, its colour turns from golden to brown.

CULTIVATION

It is not possible to grow the plant out of its habitat. The best thing a herbalist can do is to move to an area that is close enough to where the plant grows, so that he can harvest it every year.

The secret of the growth of the plant is a combination of sulphur in the ground and some particular yellow worms that feed on sulphur and fertilize the soil for the mana bush to grow.

HERBS AND MUSHROOMS GUIDE

ORACLE'S MYRRH

DESCRIPTION AND HABITAT

This particular kind of myrrh is only growing in valleys of the Silver Sierras where the temperature rarely drops very low and, because the mountains are mostly forbidden to visitors, its biggest production comes from the Viscounty of Nathrat, where there are small woods of this tree. The tree is quite small, growing only up to 3,5 m, and has big thorns and small leaves. Its leaves give out an oily fragrance that attracts insects, especially centipedes and giant centipedes. Its bark is very dark, almost black on the trunk, but has a lighter colour on the branches, and its flowers, just some millimeters big, are orange and only appear in summer.

SEASONALITY

This myrrh is an evergreen tree. Only in summer the small flowers appear, followed by olive-like fruits of the same orange colour. Giant centipedes like to eat them. The smell of the myrrh makes it easy to recognise it throughout the year, but in summer the smell increases, and the tests to recognise this tree have a +2 modifier.

PROPERTIES

The Oracle's myrrh is called like that because the smoke produced by the combustion of its wood may induce visions in the seers. People who doesn't have that power may feel sleepy, and their reactions may be slowed down, getting a -2 modifier on saving

throws, to-hit rolls, Armor Class and skill use.

To produce any effect, at least 12 sticks of myrrh must be burned and the seer or the victim must be inhaling its smoke for at least 10 rounds. The effect lasts for 2d6 turns.

HARVEST AND PRESERVATION

The sticks that are to be used for the divinatory visions (or for the drowsiness) must be harvested among the thinnest ones, and must be at least 40 cm long. They must also be fresh and oily. However, they can be preserved for two months wrapped in oily cloths. One wrap of 12 sticks of myrrh sticks has an encumbrance class C.

Harvesting the myrrh can be dangerous both for the centipedes that are attracted to the trees, and for the big thorns of the trees, that may hurt the herbalists. Even herbalists usually burn a small amount of branches around the trees, during the harvest, to calm down the centipedes.

CULTIVATION

If the characters live in the Viscounty of Nathrat or in the County of Soth-Kabree, they may have the right environment to grow this tree, that may be transplanted, grown from cuttings or from seeds. However, to get a decent sized tree from a cutting or from a seed, one would need 10 years. The myrrh is a very strong tree that does not need many cares, but may attract giant centipedes where it is growing.

HERBS AND MUSHROOMS GUIDE

POWER BERRY

DESCRIPTION AND HABITAT

This plant resembles a wild grape, but has blue berries when they are ripe. It usually grows on ruins and at the edge of forests, where it climbs on trees to reach the sunlight. It is also quite common in swamps.

SEASONALITY

The vines of the powerberry are perennial, and the plant keeps growing for many years, so that it may reach over 20 m of size. In winter, the empty vines can be mistaken for many other climbing plants. In spring, the leaves appear, and because of their resemblance with grape leaves, it is very hard to tell them apart. Tests to recognise the powerberry in spring suffer a -2 modifier. In summer, the flowers appear, and they are small and light blue. The flowers are very peculiar, and the test to recognise them gets a +1 bonus. The same bonus applies in autumn, when the blue berries arrive. In late autumn, when the withered berries have fallen on the ground, the leaves, now yellow and orange, fall as well, leaving the vines empty once again.

PROPERTIES

The berries are the part that is of some interests: a plant may produce 10d100 of them per vine, and may have 1d20 vines. Therefore, one single plant is usually enough to collect many berries. However, many animals and especially birds feed on them, therefore the

amount of berries that can be found quickly decreases throughout the autumn. Eating a handful of these berries (about 20 of them) helps to overcome tiredness and recovers energies. The berries can be used as part of a healer's bag for *first aid* and *natural healing*, using 20 berries as a ration. Moreover, the tea made with one handful of 20 dried berries (per portion) eaten every day by both the people and the animals cancels the need for rest during long travels.

HARVEST AND PRESERVATION

The biggest issue with harvesting these berries is the time needed to collect them in a big quantity. However, once collected they can be sun-dried in about one month, and then they can be preserved in jars or bags for 1d8+6 months. Dried berries preserve their properties intact in the time and can be eaten or used to make tea.

CULTIVATION

Power berry can be cultivated exactly like grapes, therefore the tests required have no modifier at all. Each berry has a seed inside, and the chance for each seed to produce one plant are 30%. However, these plants grow bigger than grapes and the space they need to grow is huge.

HERBS AND MUSHROOMS GUIDE

RED DRAGONFLOWER

DESCRIPTION AND HABITAT

This plant only grows in swamps, therefore it is quite rare in the Principalities. In the marshes around Glantri City it cannot be found. It grows climbing on trees and is usually made of 3-6 vines. The vines produce 1d6+6 flowers each, which have a shiny red colour, many petals and a long pistil. The leaves have a particular shape that reminds of a boomerang. The vines can be as long as 8 m each and are extremely strong.

SEASONALITY

The plant is perennial, and in winter only the vines are left and visible, but they may be confused with a lot of other climbing plants. Each spring, a new vine is born and, if the plant already has 6, one of the old ones has a big chance to wither and die forever. In mid-spring, the flowers start blooming, and keep doing so for three or four weeks, with new ones opening and old ones falling regularly. A vine usually has no more than 4 flowers in full bloom at the same time. After the flowers fall, the plant produces fruits that have the size of a cherry and are as red as the flowers. Each hides 1d6+4 seeds. When the fruits are completely ripe, in mid-summer, they become brown and fall. The plant then keeps growing until mid-fall, when the leaves wither.

PROPERTIES

The flowers that are in full bloom may be made into a paste that can be used to heal the

burns and reduce the pain that they give. If applied within one turn from when a burn occurred, this paste heals 1d4+1 HP.

HARVEST AND PRESERVATION

To harvest the dragonflower is not easy: only expert herbalists normally do it, because this flower may be quite dangerous. To collect the flowers, a herbalist needs to roll under herbalism skill with a -2 modifier. If the roll fails, the flowers react to the attempt and "breathe" a cloud of spores on the herbalist. The spores have a paralyzing poison, and the paralysis that they induce lasts 2d4 turns. And of course, a herbalist wouldn't want to be left paralyzed and defenseless in a swamp for all of that time.

Once the herbalist has 20 flowers, he may make one portion of the paste, mixing them with some clay, tree sap and other ingredients. The paste may be preserved in small jars with lids for up to one year, when it starts getting black and smell bad.

CULTIVATION

This plant only grows in swamps, where the winters are not too cold and the summers not too hot. It needs a constant flow of water and trees to climb onto. If these conditions are met, the plant is not hard to grow. Each seed has a 50% chance to sprout into a plant and, if the plants are at least 1 m apart from each other, they easily survive. If the distance is lower, one will end up killing the other one.

HERBS AND MUSHROOMS GUIDE

SAPPHIRE STAR

DESCRIPTION AND HABITAT

Sapphire star is a very rare plant that only grows in swamps. Its flowers have the shape of a star and a very vibrant sapphire blue colour. The flowers, about 2.5 cm wide, are the most recognisable part of the plant. However, the leaves are quite easy to find as well, because they are covered in small white-ish hair and repulse the rain.

SEASONALITY

The leaves at the base of the plant can be found all year round, even in winter, with a normal herbalism check.

In mid-spring, the plant starts sprouting the flower stems, normally 1 or 2 per plant. Each stem produces 3d20 flowers, but usually only 1/4 of them is blooming in the same moment. When in bloom, the plant may be recognised with a bonus of +2 on the herbalism rolls.

In late spring, all of the last flowers fall on the ground and are substituted by small black berries that have a very sticky juice.

In summer, the stems start to wither, as well as the berries. In mid-summer the plant is normally completely withered, except the leaves at the base, that will be the only recognisable part to be found until next spring.

PROPERTIES

The plant may be used as food, because both the berries and the leaves are edible. However, a character would need berries or

leaves from at least 10 plants to get enough food for a meal.

The powdered flowers of the plant, small and delicate, are one of the base ingredients needed to make the magic ink. A character would need 100 flowers to produce 1 g of powder, which is enough to produce one flask of ink. The sapphire star powder is sold at 10 Dc per gram, usually.

HARVEST AND PRESERVATION

The flowers must be carefully picked to get only the open ones, and then made into garlands with needle and thread, to dry them out easily. They need to be aired for about one week to dry completely. Once dried, the healer needs a pestel and mortar to make the powder, which is a bright blue colour and is usually preserved in folded scraps of parchment or small jars.

CULTIVATION

Due to the very specific habitat where it lives, it is quite hard to grow this plant in a garden. A character would suffer a -3 modifier on his agriculture skill when trying to do so. Moreover, each berry only bears one big seed, and there is only a 25% chance that a seed will give a new plant. However, many magic-users tend to have some of these plants in their gardens, to always have a stock of its flowers.

HERBS AND MUSHROOMS GUIDE

SCORPION TAIL

DESCRIPTION AND HABITAT

This small orchid is quite rare and tends to grow only at the edges of woods. Its leaves have a typical dotted colour that makes them very recognisable throughout the year (+1 to the test). If the soil is too wet, its bulb rots and dies. The leaves may reach up to 15 cm, and even the flower stems may never grow taller than that.

SEASONALITY

The plant grows from a bulb, and throughout the year, from early spring to mid-autumn, the dotted leaves are well visible. In late summer, the plant usually produces one flower stem, rarely two, which bears plenty of red blooms. The blooms open in a few days into yellow flowers, which may produce 1d6+6 seeds each. After a couple of weeks, the flowers are gone and the stem dries out. In mid-autumn, the leaves wither and fall, leaving only the bulb under the ground.

PROPERTIES

Every part of this plant is poisonous. The leaves and flowers produce an average poisoning, if eaten, that may be avoided with a save vs. poison. The bulb is one of the most powerful known poisons, and its poison is lethal. Moreover, the save to resist it has a -3 modifier. One bulb can be made into a poisonous potion that keeps the same properties and may be used spread on

weapons. This poison is much researched by thieves guilds and assassins.

Five stems of the flowers of this plant may also be treated with mushroom powder and charcoal to make a drug that increases the concentration and the mental skills, giving a +3 to Intelligence and Wisdom. Unfortunately, a long use of this drug is extremely dangerous, because it enhances the mind in spite of the body. After every use of the drug, a character must save vs. poison or he will lose 1 permanent HP.

HARVEST AND PRESERVATION

Every part of this plant must be used fresh. The flowers wither in one day, and the bulb starts drying out in one week. However, the poisonous potion made with the bulb of this plant can be preserved for up to 6 months, and the scorpion tail's drug, which is a powder that is usually dissolved in wine, can be preserved for one whole year.

CULTIVATION

Seeds of this plant only have a 10% chance to grow into a new plant, and even when it happens, they need 7 years before they are able to produce flowers. That is when the bulb is grown enough to be used as well. The easiest way to grow these flowers is to take the bulbs home. Every year, there is a chance that the bulb splits in 2. Tests to grow this plant suffer a -2 modifier.

HERBS AND MUSHROOMS GUIDE

SILVER DROP

DESCRIPTION AND HABITAT

Silver Drop is a plant that only grows on high mountains, and shares the habitat with the edelweiss and the mountain poppies. It is quite common to see it growing among the rocks of the Kurish Massif and the Glantrian Alps, but it doesn't grow on the Wendarian Range.

It looks very common, with grey-ish green leaves that usually don't grow bigger than some millimeters. The flowers, not bigger than 1 cm, are white and have a light yellow core.

SEASONALITY

The plant is perennial and doesn't usually grow bigger than 10 or 12 cm. Its leaves are able not to die even under the snow and the ice. From spring, when the snow melts and it can see the sunlight again, the plant starts producing its flowers on short and rigid stems. A plant can always be found with 2d4 flowers until the first snow starts falling. Then, the flowers fall and the plant falls asleep until the next good season. Some plants, that grow where the snow doesn't reach them, may have flowers throughout the winter as well, if they are hit by direct sunlight.

PROPERTIES

The plant itself has no properties whatsoever, but under its roots can sometimes be found a particular truffle-like formation that has a silvery skin and a very white flesh. It smells quite bad, but it can be made into a puree that, mixed with seal fat and silver

powder, becomes an ointment that protects from cold and warms up the person that rubs it on his or her skin. A person that has this ointment on all of the skin is protected from natural cold for three hours and, for the same time, reduces all the damage taken by magic frost by 1 point per damage, or by 10% if the damage is not determined with dice. If a person has a cold, the ointment allows an extra save to heal every time the ointment is applied. It cannot be applied more than once every three hours. One truffle makes one ointment.

HARVEST AND PRESERVATION

The biggest issue to harvest the silvery truffle is to recognise the Silver Drop. It is such a small and common-looking plant that the test to find and recognise it has a -3 modifier. Then, there is only a 30% chance that under a plant of Silver Drop there is a silvery truffle. Once harvested, the truffle can be preserved in a jar full of rice or wheat seeds for three months. When the ointment is made, it only lasts for one month before the fat used to prepare it becomes rancid and it must be wasted.

CULTIVATION

Simply put, the Silver Drop cannot be grown in a garden. Even if one lives on a high mountain, the fact that only every now and then a silvery truffle can be found under one of these plants deters the herbalists from even trying to grow them.

HERBS AND MUSHROOMS GUIDE

SMEMORILLA

DESCRIPTION AND HABITAT

Plants of smemorilla are about 1 m tall and bushy. They are big balls of hairy leaves, where small animals often find shelter. It is not uncommon that under the leaves some scarabs, spiders or rats have their nest. The plants of smemorilla grow on the hills, and due to their beautiful flowers are often found in gardens. It is very easy to find them in the ruins of houses and villages, where they used to be cultivated. This plant loves sunlight, and may not be found in the shadow and in woods.

SEASONALITY

The plant has wooden branches that protrude from the ground, and in spring these fill with leaves. In early summer, the plant produces the flower stems, which are about 1 m tall, on its top. A young plant may produce only one stem, but an older one may produce 1d6. The flower stems are juicy and green, and each produces 2d10+10 bright pink flowers, which bloom in a sequence from the bottom of the stem to the top, taking about three weeks between the first flower blooming and the last one falling. When the flowers fall, they are replaced by green fruits that quickly dry out, and then crack, revealing the seeds inside. Each flower produces a fruit, which has 1d6+4 seeds inside. After three more weeks from when the fruits cracked, the seeds are mostly fallen on the ground, and the stem starts withering and falls. In mid-autumn, the leaves get bright red before falling as well.

PROPERTIES

The seeds of the smemorilla contain a powerful drug. The drug must be extracted to be used, and must be processed into a powder. The powder can be inhaled or drunk, mixed with some liquids. It may also be eaten on foods, but if heated over 50°C it loses its properties. Whoever drinks the drug loses 3 points in Intelligence, but gains 3 points of Constitution, and 2d6+2 temporary extra HP (that, in case, are lost before other ones). Once the effect of the drug fades, the character feels extremely sleepy and weak. During the *down*, he needs to test his Constitution at every turn, or he'll fall asleep and could not be awakened for 1d6 turns. A character will not remember anything that happened during the *up* of this drug.

HARVEST AND PRESERVATION

A herbalist needs about 100 seeds to make one portion of drug. Once made, the drug can be stored in small envelopes or jars for up to 10 years.

CULTIVATION

Provided light and water, this plant is easy to tend to. Seeds are normally sprouted in small vases, so that it's easier to plant them in the right places later. Every seed has a 20% chance of giving a healthy plant. The biggest issue growing this plant is that it may give shelter to critters and swarms of insects, which may become dangerous.

HERBS AND MUSHROOMS GUIDE

STEAK MUSHROOM

DESCRIPTION AND HABITAT

This mushroom only grows on dead wood, and is usually found in forests, but may also grow in the shadow of some ruins, or any other suitable place. It suffers the excess of water, therefore it may not be found in swamps and along the rivers and creeks. Each mushroom measures usually between 10 and 45 cm. The top of the mushroom is smooth and red, usually striped with darker marks, while the bottom is spongy and white.

SEASONALITY

The steak mushroom grows between mid-spring and early summer, sometimes until mid-summer, but after that it rots. When it gets old, it starts drying and curling upwards.

PROPERTIES

This mushroom's main purpose is as a food: it can be roasted on a fire and eaten, tasting almost like a beef steak. For this, it needs to be fresh, harvested not more than 24 h before. Its meat is thick and juicy, but it's not edible when raw.

As a less common use, the skin on top of the mushroom can be dried into sheets that have the consistency of parchment.

This "mushroom paper" can be used to write, but may also be used to easily light up the fire, or to make strong envelopes for powders and berries.

HARVEST AND PRESERVATION

The mushrooms must be harvested cutting them a couple of centimeters above the base, so that the hardest part stays on the dead wood. This way, the mushrooms may sprout again in some days. The fresh mushrooms cannot be preserved for more than 24 hours, and the cooked ones need to be eaten when they are still hot, or they go soggy. The skin must be carefully taken with a herbalism test that suffers a -1 modifier. If the skin is taken, the rest of the mushroom is usually spoiled and must be wasted. The skin dries out usually in front of a fire. Once made into mushroom paper, the skin can be preserved almost forever.

CULTIVATION

The only way to cultivate these mushrooms at home is to take home a piece of wood where they grow. If the wood is left in a suitable place, the mushrooms will grow. If around the original piece of wood, some more pieces of rotten wood are thrown, the mushrooms may as well spread around and increase their production year after year.

HERBS AND MUSHROOMS GUIDE

STRAGARIA PUTRIDA

DESCRIPTION AND HABITAT

Similar to parsley, this plant can be recognised for the smaller leaves that have a very strong and bad smell. It has small white flowers that grow on very long stems, and may reach up to 60 cm from the ground. The leaves seldom grow longer than 10 cm, including the stem. However, the root of this plant is long and thick, like a white carrot. The stragaria grows in cool weather, but needs a balanced amount of sun and water. It only grows in good soil, therefore it is often found in fields. Farmers normally throw this plant away because it may spread quickly if allowed to produce the seeds.

SEASONALITY

The leaves sprout in early spring, and due to the smell they give, no animal is eating them at all. As well, due to the smell it gives, this plant can be recognised from spring to autumn with a +1 bonus to the herbalism skill.

In mid-summer, the plant gives out the flowers, that last for almost two months. Then, the flower umbrellas turn into dried clusters of seeds. Each plant usually has 1d3 stems, each giving 3d10+10 seeds.

In autums, the whole plant withers and dries, and only the dried stems stay in place until wind and snow break them.

In winter, only the root is left under the ground. In this conditions, it is very hard to find it, but an expert herbalist may find it with a roll with a -5 modifier to his skill.

PROPERTIES

Even if the taste is as bad as the smell, the best part of the stragaria is the root. Eating a whole root heals 1d3 hit points to a wounded character.

HARVEST AND PRESERVATION

The root cannot be preserved for longer than one week without processing it.

Fortunately, a character with the general skill *cook* may pickle the root in vinegar and preserve it in jars, to use it later on. However, the taste doesn't become much better when pickled. Pickled root may be preserved for years, but every 6 months the healer must roll 1d6; if the roll is a 6, the root has gone bad and must be thrown away. A character may use one liter of vinegar (5 Py cost) to pickle up to 10 roots.

To dig the roots, a character may need a spade or some other tool, because they may be quite deep in the ground and, if he tries to pull it out without any tool, there's a 50% chance that the root breaks and must be wasted.

CULTIVATION

A character gets a +3 on his *agriculture* rolls if he tries to grow this plant. Out of 10 seeds it is normal that 1d6+4 sprout, given a good soil. If the soil is not good, the plants may still sprout, but the root will not grow and therefore it will not be good to be used.

HERBS AND MUSHROOMS GUIDE

TRINA GRASS

DESCRIPTION AND HABITAT

This is a very common-looking grass plant, that can be recognised only in spring, when its lilac balloon flowers bloom, more or less for the whole season. Cows and herd animals often pasture in the fields where these flowers bloom, because they like very much their sweet taste.

SEASONALITY

This plant may be seen in fields all year round, as its green stringy leaves never dry out completely. In spring, each plant gives out 1-6 thin stems which carry one flower each. It is normal that every stem only appears after 1-6 days from the previous one, and they bloom in different moments. Normally, a flower blooms after 4 days from when the stem appeared.

In summer, the stems that have not been eaten by animals dry out, and the flower turns into something similar to the dandelion, with umbrella-like seeds that fly in the air, blown by the wind. In this season, it is hard to recognise them from common flowers, but an expert herbalist may be able to, with a -3 penalty on the herbalism roll. When the seeds are gone, the wind breaks the stems and the plants look once again like common grass, until the next spring comes.

PROPERTIES

The flowers of this plant may be dried out and used to make an infusion that calms down people before sleeping. The infusion grants a

full night of sleep without any dreams, and helps relaxing the muscle and the mind. This allows the character that drinks it to recover an extra +2 HP during the night.

HARVEST AND PRESERVATION

The flowers of this plant may be harvested throughout the whole spring. It is a very common herb, and in the fields where it grows it is normally possible to gather easily around 5d20 flowers, which need a couple of hours to be harvested. Once dried out carefully, the flowers are commonly preserved in cloth bags or jars. For one dose of the calming infusion, 20 flowers are needed.

CULTIVATION

This plant can be easily grown in any garden, and it gives a +2 to the herbalist's checks for agriculture. However, it is a very invasive plant and there's always a chance of 10% that it kills some neighboring plants, if the test succeeds with the exact number the character needs to roll.

When collecting seeds of this plant, each stem may give 3d12 to a herbalist, but normally only 10% of the seeds sprout into a plant.

HERBS AND MUSHROOMS GUIDE

TURPINIUM

DESCRIPTION AND HABITAT

This beautiful flower is now grown mostly as a decorative plant and can be found in the gardens of many palaces. The most common colour of the flower is red, but orange and yellow ones also exist in nature. Cultivated breeds of this flower also appear in white, pink and, rarely, purple. All of the varieties of this flower have the same properties.

This plant privileges shades and suffers if exposed to direct sunlight. Therefore, it is most common in the woods. Erewan bushes are especially rich of this plant.

Each plant produces only one flower stem, that may be as tall as one meter, with flowers up to 7 cm wide.

SEASONALITY

This plant has a very short lifespan. It grows from a seed in spring, being extremely small in the beginning. Then, in late spring, the flower stem appears, but it has no flowers, yet.

In early summer, the stem reached full height and on its tip 2d6 blooms appear. They will open in about one week. The flowers usually stay on the plant for a couple of weeks and, when they are gone, the whole plant starts withering. The flowers leave their place to dry capsules of seeds, with thousands of seeds in each capsule. When the plant is completely withered, the capsules break and the seeds fall on the ground. Sometimes, they are blown away or washed away by the rain, and spread in the wood.

In autumn, the plant is dead and until spring nothing is left except the seeds, sleeping under the ground.

PROPERTIES

The healing properties of this plant are in the big stems: they must be collected before they start withering, peeled and boiled. Once they dissolve in the water, bandages can be dipped in the mixture and then dried in the sun. The bandages will release the healing agent when put on a wound, healing 1d3 HP to a wounded character. A healer needs at least 5 stems to make the mixture, and for every 5 stems he may prepare 1d3 bandages.

HARVEST AND PRESERVATION

The stems, once harvested, must be boiled within the day, before they become rubbery and must be wasted. The healer needs 2 liters of fresh water to make the mixture, and needs to roll on *cook* general skill to make it properly. Bandages to be prepared with the mixture cost 5 Sv each, and must be dried for one week before they are ready.

CULTIVATION

This plant is easy to grow, giving agriculture tests a +1. From one seeds capsule, a good gardener may get 1d100 plants.

The plant needs shade, regular watering and a generally warm weather to grow and produce flowers.

HERBS AND MUSHROOMS GUIDE

WAKEMEUP

DESCRIPTION AND HABITAT

This mushroom grows in big bunches but may only be found in the woods of the high valley of Isoile river. It has white flesh and brown velvety skin on top. Slugs often crawl on it and eat it. It grows in the wounds of the trees, and often the trees where it grows die very soon.

SEASONALITY

This mushroom grows from the early autumn until the end of the season, usually stopping only when the snow starts falling.

PROPERTIES

This mushroom has exciting properties: it stimulates who eats it to keep awake and gives him energy. However, it is very toxic for humans, and its use raw may cause an average poisoning (a save vs. poison is allowed to avoid it).

If boiled in white wine, it becomes less toxic, and the juice that can be obtained after boiling it has the same exciting properties without being toxic at all. The juice is concentrated and poured in vials to be easier to use.

About half a kg of mushrooms and half a bottle of wine are needed to make one vial of juice. Whoever drinks the juice is immune to *sleep* spells and to every kind of tiredness and sleep for 1d6+6 turns. If the potion is thrown in the mouth of a character that is magically asleep, or in suspended animation, that character wakes up, but will fall asleep again in 1d6+6 turns.

HARVEST AND PRESERVATION

Harvesting this mushroom is not complicated, but sometimes in its habitat there can be found giant slugs. Once harvested, the mushroom can be preserved fresh only for 3 days. When the juice is made, with a process that takes almost one whole day, it can be preserved in vials for 2d6+6 months before it turns cloudy and must be wasted.

CULTIVATION

This mushroom cannot be cultivated, but may only be found.

HERBS AND MUSHROOMS GUIDE

XYLOPIA

DESCRIPTION AND HABITAT

Xylopia is a common plant that grows in the fields on hills and mountains. It is much more unusual to find in the woods. Goats and wild goats like to eat it, and their flowers have a very sweet smell that can be smelled from far away and attracts bees and other insects.

SEASONALITY

In spring the plant, with no flowers at all, is extremely similar to any other weed growing on the hills, therefore it is extremely hard to recognise (-3 to the test).

Its flowers only appear in summer, but the plant renews them for the whole season. When in full bloom, the plant is extremely easy to recognise (+3 to the test).

In autumn, the flowers leave their place to small red berries, and each berry contains up to four seeds. In this season, the plant is recognised normally.

In winter, its leaves dry out and only the roots survive under the ground. It is not possible to find or recognise the plant in winter.

PROPERTIES

The part of this plant that has some properties is the berries. They can be dried out and used as ingredients for 1st level spells, being worth 1 Sp per gram. 1 gram of dried berries is usually around 10 berries. One plant gives out 1d6 flower stems, each one with 2d12 flowers on, and each flower gives a berry in autumn.

Dried berries can also be used to make a very bitter infusion, that is usually given a better taste by adding honey or grape juice. The infusion, if drunk hot and regularly, helps getting over diseases. Whoever drinks this infusion regularly, gets a +1 to all of the saving throws related to diseases. One gram of dried berries makes enough infusion for one person for one day.

HARVEST AND PRESERVATION

Berries can be harvested in early autumn, and must then be dried by hanging them in small muslin bags in front of a fireplace or over a stove. The drying process normally takes 1d6+6 days. The dried berries can be preserved in cloth bags, jars or wooden boxes for about one year. Normally, when the new harvest is ready, the old berries are thrown away in some fields, hoping that from their seeds new plants will sprout next year.

CULTIVATION

Xylopia is a common wild plant and is not hard to grow. Whoever tries to get some sprouts from the fresh seeds, harvested not longer than 6 months before, has a +2 bonus on his agriculture skill rolls. The plant doesn't need particular care and usually out of 10 seeds, 1d6+2 will give new plants if carefully tended. Old berries thrown in a field after one year usually have only a 50% chance of giving new plants, and never more than 1d3 every 10 berries.

HERBS AND MUSHROOMS GUIDE

YELLOW LEUTOPIA

DESCRIPTION AND HABITAT

This plant is easily recognized for its big yellow flowers and the very thin leaves. It is a plant that grows normally in rocky soil, growing very well on the mountains and among ruins. It doesn't need a lot of water to grow, and most of the people that live in the area where this flower grows appreciate the spicy and fresh taste of its leaves in salads.

SEASONALITY

In spring, this plant sprouts and gives out the first leaves, that are very tender and tasty. Normally, it is picked at this stage for salads, and that reduces a lot the number of them that reaches the stage of blooming, close to human settlements.

In early summer, the flowers start to bloom, and by mid-summer, they are gone, substituted by fluffy seeds similar to the dandelion's ones.

In autumn, when the flowers and the seeds are gone, the leaves take a purpl-ish colour and wither until, in winter, they dry out completely and the roots are the only part that's left, under the ground, until next spring.

PROPERTIES

During the blooming season, the smallest blooms of this plant, still green and soft, can be collected to make a juice, green and sweet, that is mixed with wine to make a calming potion. The potion may help frightened people to overcome fear, or furious creatures to calm down. In game terms, this means they can

save vs. death ray with a +3 bonus, and if they do, they overcome the rage or fear they were under. This remedy also works against magically induced fear. To make a single use of the potion, a character needs about 20 blooms. However, each plant can usually be found with just 1d6+1 flowers, 1d6+1 big blooms and 1d6+1 small ones.

HARVEST AND PRESERVATION

Unfortunately, this plant may only be harvested in very early summer, and the blooms cannot be preserved for more than two days. However, it is possible to make the potion with the wine to preserve it for longer, and in that case each potion can be preserved for 30+1d12 days.

CULTIVATION

If a character has a rock garden, and lives on the mountains or on the hills, this plant may be grown easily. It doesn't need any particular care to grow, but slugs may eat the small sprouts before they have time to grow. A normal agriculture check is needed to grow them.

To grow this plant from seeds, a character needs an agriculture check as well to see if he is able to give the seeds the best conditions to sprout. Normally, one flower produces many seeds, but only 1d6+1 for each flower will grow.

HEALER'S BAG INVENTORY

BASIC INGREDIENTS	QUANTITY	HERBALIST PREPARATIONS	QUANTITY

HERBS

HERB	QUANTITY	HERB	QUANTITY

Herbs of the Principalities

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