

# Limilates

Limilates is the most commonly used name for herbs, mixtures, balms, potions etc found on Jorune. Most of these are not eaten/taken in their raw form but in a prepared form. Because of this limilates are made up of various mixtures and the recipes can be known only to a few, be hard to follow or have rare ingredients, making them expensive. Even poisons are counted among the limilates but need a separate, more shady skill called *Poisons*.

To gather all the ingredients that are needed (animal parts, plants, juices etc) and to know where to find them a *Find Limilate* skill roll is needed. Another roll for *Prepare Limilate* (or *Poison*) is needed to create the limilate.

The chart below holds most of the common and rare limilates known, their use, cost, availability and how to use/take them. These are divided into groups according to their effect.

Some limilates have been listed more than once because they have more than one effect.

For a more detailed description see Limilates section in Jorune Companion.

NAME	EFFECT	FORM	USE	AV.	COST
<b>Healing</b>					
Arrigish**	Restores 4 IP to <u>all</u> wounds. +1HP to <u>all</u> .	Potion	Drink	Unusual	1 GL
Scedri cloth*	Restores 2 IP on that wound. +1HP	Wet Cloth	Apply	Unusual	2 GL/6
Launtra Do-Shyee***	Restores 8 IP to <u>all</u> wounds. +2 HP	Dried fru	Eat	Very rare	1 GC
Melitul*	Restores 5 IP to <u>all</u> wounds.	Potion	Drink	Rare	3 GL
Finjara*	Gives +2 IP to <u>all</u> wounds.	Berry	Eat	Rare	8 GL
Tothy*	Poorly made Arrigish. Reduces 2 IP on <u>all</u>	Potion	Drink	Common	50 GU
Shirm-eh	A must for ramian to heal.	Root	Various	Rare	2-8 GL
Attium*	Cooling leaves. +2HP to the wound.	Leaves	Apply	Unusual	50 GU
Ditarium	Gives +3HP to <u>all</u> wounds. ETech. Cures	Pill	Eat	Very rare	5 GM
Redfinger*	Heals 4 IP & +2HP to one burn.	Paste	Apply	Rare	4 GL
Hatamec*	Cures 8 IP & +2HP to <u>all</u> frostbites.	Liquid	Apply	Rare	7 GL
Baglah mud*	Restores 2 IP per location. X3 isho regen.	Mud	Apply	Rare	2 GL
Poreira worms	Parasite. 8 IP to <u>all</u> w. +2HP. Cleanse after	Worms	Apply	Rare	2 GL
<b>Circulatory</b>					
Pinda*	Stops bloodloss with 3 points. Heals 8 IP	Paste	Apply	Unusual	1 GL
Nama paste*	Stops bloodloss with 2 points. Heals 4 IP	Paste	Apply	Common	50 GU
Blackblood**	Stops <u>all</u> bleeding. Heals 10 IP. Black vein	Potion	Drink	Rare	1.5 GM
Tagla cloth*	Stops bloodloss with 4 points. 1 wound	Wet cloth	Apply	Unusual	1 GL
Launtra's Blood	Heals 20 IP (bloodloss). May cause cramps	Potion	Drink	Unusual	1 GL
Launtra's Blood	Heals 20 IP (bloodloss), cramps after	Potion	Drink	Unusual	1 GL

<i>NAME</i>	<i>EFFECT</i>	<i>FORM</i>	<i>USE</i>	<i>AV.</i>	<i>COST</i>
<b>Bone repair</b>					
Launtra Do-Shyee***	Mends <u>all</u> fractures in 1 day.	Dried fruit	Eat	Very rare	1 GC
Nachpra*	Fuses bone together. Req. Open wound.	Liquid	Apply	Very rare	4 GM
Drumaudal**	Mends bones in 2 days, +2HP.	Potion	Drink	Rare	3 GM
Olwier*	Mends bone in 1-5 days. +2HP Coma	Noodle	Chew	Rare	2 GM
Goodbones*	Mends bone in 1D6+2 days. +1HP	Liquid	Apply	Rare	1.5 GM
Ditarium	Mends bone in 24 hrs. Etech (nano probes)	Pill	Eat	Very rare	5 GM
<b>Stat modifiers</b>					
Thon ☐	Gives +4 ST+2 inj. 3 h. then ½ ST, CO,AG	Potion	Drink	Rare	2 GL
Aruik ☐	Gives +3ST/+2 injury bonus and courage	Potion	Drink	Rare	1 GM
Runroot ☐	No fatigue when running etc. Lasts 3 h.	Root	Chew	Common	20 GU
Leitul	Restores ST and CON lost. Up to 2 points	Potion	Drink	Very rare	6 GM
Wachma	Restores AGI lost. Up to 2 points.	Plant	Brew	Very rare	5 GM
<b>Isho manipulatives</b>					
Aruik ☐	Gives +20 in <u>all</u> moon skills. Lasts 2h	Potion	Drink	Rare	1 GM
Kober leaves	Drains isho from object/man. Must cover	Leaves	Apply	Rare	2 GM
Masi-Dolmeij	Gets a nearly perfect shantic isho sign.	Herb	Eat	Very rare	6 GM
Shalisa	Gets +30 tra-sense & sign skills. Not moon	Berry	Eat	Rare	5 GM
Mirame ☐	1 h limited tra-sense. +20 isho sense skills	Seaweed	Cook	Very rare	7 GM
Horim paste	Isho ptsx2 1day. Cover body 1h to charge	Paste	Cover	Rare	5 GL
Desal ☐	Isho ptsx3. Kerns in 3h. +20Desti	Potion	Drink	Rare	1.5 GL
Keether	Loss of isho. Invisible to tra-sense. 1h	Herb	Eat	Rare	1.5 GL
Rimeen	Lose -75 moon skills & isho sense. 1 day	Potion	Drink	Unusual	6 GL
Daij meat	Gives +30 to tra-sense 1 day	Dry meat	Eat	Rare	2 GM
Doul	Gives +20 in all isho sensitivity skills	Potion	Drink	Unusual	1 GM
Entropy vine	Give 1D6 isho and takes 1D6. 4 spansks	Vine	Touch	Rare	4 GM
Yilta	Weaving +20 1day	Potion	Brew	Rare	2 GM
Sheeja ☐	Gives +40 isho. Burn risk when bundling	Dry plant	Eat	Rare	1 GM
Hosh	Insect paste. To paste keether on objects.	Secrete	Apply	Rare	2 GL
Lotshu	Totally perfect mask signature for 1 h.	Potion	Drink	Very rare	5 GM
Nomru	+20 in <u>all</u> moon skills for 8 hrs.	Herb	Eat	Very rare	3 GM
Baglah mud*	Restores 2 IP per location. X3 isho regen.	Mud	Apply	Rare	2 GL
<b>Pain relief</b>					
Runroot ☐	Deadens pains. 5h	Root	Chew	Common	20 GU
Halcen	Pain relief. Relaxant. Sedative. Foul. Sleep	Potion	Drink	Common	50 GU
Nommata moss	Deadens pains and toothaches. 4h	Moss	Brew	Common	30 GU
Kechrril	No pain at all 1 day. Cleash. Grey skin	Potion	Drink	Rare	6 GL

<i>NAME</i>	<i>EFFECT</i>	<i>FORM</i>	<i>USE</i>	<i>AV.</i>	<i>COST</i>
<b>General purpose</b>					
Hilc	Enables terrans to eat joruni pl. & an	Potion	Drink	Common	20 GU/7
Tecyllic	Enables terrans to eat joruni fish	Noodle	Eat	Unusual	20 GU/7
Mirlaine	Aphrodisiac	Potion	Drink	Very rare	1 GC
Merecil	Needed for Erucian crystal nav. oil	Powder	Mix	Rare	1 GM
Marcio juice	Terrans only need 2/3 water. Lasts 1 w.	Juice	Drink	Unusual	60 GL
Raric paste	Protects from common mosquitoes	Paste	Apply	Common	20 GU
Red Durlig	One days nutrition. Nothing else needed	Cookie	Eat	Unusual	2.5 GL
Gawdieth	Enables woffen to run on all fours.	Root	Eat	Unusual	1 GL
Lirgin juice	Cleash aphrodisiac. From Lirgin beetle	Beetle	Squeeze	Common	30 GU
Serrl	Stops sea & air sickness.	Root	Chew	Unusual	20 GU
Goseen	Makes men sterile. Lasts 1 week.	Potion	Drink	Common	1 GL
Awthew-tie	Cures woffen from awthew stage.	Potion	Drink	Rare	1 GM
Alshana-Launtra	Nighvision. Like night eyes dysha. 1h	Flower	Eat	Rare	6 GL
Jermic	From Narobu. Aphrodisiac	Potion	Drink	Rare	8 GL
She-Du balm	Protects coated area from heat. +8 armor	Balm	Apply	Rare	4 GL
Vetolin	Acute smell and taste 12h	Potion	Brew	Rare	3 GL
Hillgeen	Takes away odours. No heavy clothes.	Paste	Cover	Unusual	3 GL
Rillic grass	Drives off/keeps taro away. They hate it!	Grass	Apply	Unusual	10 GU
Refined Glispeen	Acid. Burns through most but stone. Slow.	Liquid	Apply	Common	1 GL
Cleaj	Aphrodisiac from Narobu plant.	Ointment	Apply	Common	2 GL
Cloud Elixir	Sky potion to survive high altitudes. 1 w	Potion	Drink	Very rare	4 GL
Nightwish	Contraceptive	Potion	Drink	Common	
Sassa worms	Kills infections in wounds & purifies H2O	Worms	Apply	Unusual	10 GU
<b>Antidotes &amp; Curing</b>					
Burari root	Drail root. Cures jungle fever. +4 to CON	Root	Eat	Common	50 GU
Brengawe	Cures swampfever even after infection.	Cake	Eat	Unusual	2 GL
Melitul*	Royal erucian drug. Cures fever, purifies	Potion	Drink	Rare	3 GL
Stoma	Anti-hangover. Stomeh drinking woffen	Potion	Drink	Unusual	8 GU
Ascotin	Cures slashers rot	Potion	Drink	Rare	2 GM
Cleaj	From Narobu. Curing Jer's scale, warts	Ointment	Apply	Rare	4 GL
Rotstop*	Purifies wound. Removes infection.	Liquid	Apply	Common	1 GL
Arrigish**	30% chance of killing infections in body.	Potion	Drink	Unusual	1 GL
Botic**	Kills infections in <u>all</u> wounds.	Potion	Brew	Rare	7 GL
Ditarium	80% chance of curing all inf. & dis. Etech	Pill	Eat	Very rare	5 GM
Malmiss	Peels off Nemsis from victim.	Goo	Apply	Common	2 GU
Na-Trigla	v Trigla poison. -1D6 to roll. Gets drunk	Liquid	Drink	Rare	1 GL
Glispine Ointment	Relieves glispine tree bark burns	Ointment	Apply	Common	15 GU
Sassa worms	Kills infections in wounds & purifies H2O	Worms	Apply	Unusual	10 GU
<b>Mind alteration</b>					
Magleiny stalks	Restores sanity, dementia, memory.	Plant stalk	Implant	Rare	3 GM
Traq	Strengthens resistance to hypnosis etc	Potion	Drink	Rare	2 GL
Ambreh	Memory enhancing. +5 to learn/memor.	Potion	Drink	Unusual	1 GL
Tra-Gasti	Gives strange dreams about future.	Cake	Eat	Rare	4 GL
Deepsleep	Deep, unwaking sleep 2 h = full 8 hours	Incense	Inhale	Rare	1 GL

<i>NAME</i>	<i>EFFECT</i>	<i>FORM</i>	<i>USE</i>	<i>AV.</i>	<i>COST</i>
<b>Spices</b>					
Lunnica ☐	Royal, ramian, thriddle spice. Crey-men	Potion	Drink	Rare	1 GL/7
Spij	Sweet vanilla taste. Used in royal dishes	Powder	Mix	Rare	1 GL
Shil	Very hot jungle spice. Preserves meat	Vegetable	Crush	Unusual	10 GU
Chee-Kor☐	Exhilarating, tingling spice. Heaven??	Crystals	Eat	Very rare	2 GL
Salakis	Supposedly gives longevity. Eaten daily.	Powder	Eat	Rare	50 GU/7
Seeta	Flavour enhancing and sweet smelling.	Powder	Eat	Common	2 GU
Lammit	Spicy. Sychill culture spice. All dishes.	Powder	Eat	Common	20 GU
<b>Drugs &amp; Intoxicants</b>					
Dyar ☐	Relaxant. Pleasure. Penalties up to 20 h.	Leaves	Smoke	Unusual	½GL/5
Linryte ☐	Relaxant nerve tonic.	Leaves	Chew	Common	½GL/5
Limra ☐	Favourite crugar intoxicant	Berry	Eat	Common	10 GU
Krisga ☐	Strong ramian drug. 4D6 vs CON	Potion	Drink	Rare	2.5 GM
Taleishon ☐	Tea-like drug. Marijuana effect	Brew	Drink	Rare	2 GL
Telwa ☐	Hallucinogenic drink. Pleasant	Potion	Drink	Rare	2 GL
Rishma ☐	Crugar pleasure and relaxant drug.	Stems	Chew	Common	60 GU
Mathin ☐	Blount intoxicant. Foul. 6D6 vs CON	Capsule	Open	Rare	1 GM
Yellow Chak	Common desert bush. Stimulating tea.	Leaf	Boil	Common	5 GU
Moonlight ☐	Thanterian sex drug.	Potion	Drink	Rare	3 GL
Gerrig	Leaves from durlig bastard. Satisfying	Dried leaf	Chew	Common	2 GU
Chee-Kor☐	Exhilarating, tingling spice. Heaven??	Crystals	Eat	Very rare	2 GL
Pergeen Coal☐	Dried, refined roots. Intoxicating fumes.	Coal	Burn	Common	40 GU
Shapic Needles☐	Hyperactivation. No sleep. Lasts 3 days.	Needle	Insert	Unusual	1 GL
The God's Blood	Gives visions/hallucinations. Red. Pluran	Potion	Drink	Rare	1 GM
<b>Poisons &amp; Toxins</b>					
Korrmach	Ramian poison. 6D6 vs CON or death	Powder	Eat	Very rare	1.6 GC
Barige	Beagre spray juices. 3D6 or nausea, sick	Juice	Eat	Common	2 GL
Gallytyck	Erucian poison. 4D6 vs CON or death	Potion	Drink	Very rare	4.5 GM
Locurian green	Knock-out. 4D6 vs CON or knocked-out	Powder	Eat/Dr	Common	5.6 GL
Arrika	Drives insane. Brain damage. 4D6	Powder	Eat/Dr	Very rare	5.3 GM
Bloodpoison	Makes blood poisonous. 3D6 vs CON	Potion	Drink	Rare	2 GM
Purha	Fumes puts all terrans to sleep. 5D6	Fungus	Press	Rare	6 GM
Leeshaka	Poisonous plant. Fever & death. 3D6	Plant	Touch	Rare	-
Mandararak	Made from Mandare. 3D6 or paralysis	Paste	Cut etc	Rare	2 GM
Glispine tree	Treat as 1D10 burn on bare skin.	Bark	Touch	Common	-
Tutulak pheromones	5D6 vs CON or deep sleep.	Insect	Mating	Rare	-
Tala poison(Animal)	From talen fields. 3D6 vs CON or paralyz	Animal	Bite	Unusual	-
Mantibra poison	From animal gland. 3D6 vs CON or die.	Paste	Eat	Rare	2.5 GM
Alatus poison	Animal bite. 3d6 vs CON or paralyzation	Animal	Bite	Unusual	-
Trigla poison	Lizard. 4D6 vs CON or unconscious	Animal	Bite	Rare	-
Chor-Tarcive poison	Water beast. 3D6 vs CON or death-	Animal	Bite	Rare	-
Tremla poison	3D6 vs Con or death. 3D6 or insanity+d	Animal	Bite	Very rare	-

<i>NAME</i>	<i>EFFECT</i>	<i>FORM</i>	<i>USE</i>	<i>AV.</i>	<i>COST</i>
<b>Poisons &amp; Toxins</b>					
Nachpra	Cleash torture liquid. 2D6vsCON/Death	Liquid	Apply	Very rare	4 GM
Varakee	Slow, deadly poison. 4D6 vs CON/death	Paste	Touch	Very rare	6 GM
Black Chak	Poisonous plant. 3D6 Death. 4D6 sickness	Leaf	Eat	Unusual	30 GU
Kesl mold	A corrosive mold. Fire touch at contact.	Moss	Touch	Unusual	-
Av. Food poisoning	Eating without Hilc etc.3d6vsCON. Naus	Various	Eat/drin	Common	-
Sev. Food poisoning	As above. Hilc not enough. 4D6 vs CON	Various	Eat/drin	Common	-
TrauwI	Crugar poison. 3D6 vs CON or paralysis	Paste	Coat we	Unusual	6 GL
Reir Crisc	Cleash poison. 3D6 vs CON or epilepsi	Paste	Coat we	Rare	1 GM
Cold Hand (C'rogh)	S'lark men poison. 3D6 vs CON or paralys	Paste	Coat we	Very rare	5 GL

- \* The mutation risk. Are added together. Three \*'s call for a mutation roll.
- Addiction risk. See detailed description of limilate.

## **Mutation Roll**

Roll 3D6 vs CON (Add 1 for every * above three.)	
< CON	No mutation.
> CON	Minor mutation. Only small quirk, visible abnormality. Healed wrongly, lumpy, discoloured etc.
5>CON	Terrible, maybe fatal mutation. Extra finger, overgrown eye, bloodcancer, gruesome abnormality when wound heals wrongly. Comeliness penalty.

## **Diseases**

### **Mould Disease (3D6 v CON)**

*Spread:* Can be found in moist, jungle areas, but also along some coasts. Spreads through contact with vegetation or infected victims.

*Appearance:* Mould-like brownish green spores begin to grow on skin – starting in armpits, groin etc. Spreads quickly and causes stench and in 6-10 weeks fever, finally (15-30 weeks) maybe death if untreated.

*Cure:* Careful continuous washing of mould area, anti-fungal ointments or Melitil

### **Trinnu Fever (4D6 vs CON)**

*Spread:* Can be found in moist, jungle areas, but also along some coasts. Spreads through insect bites and infected food.

*Appearance:* High fever and severe cramps lasting 20 days – CON. If untreated roll 1D6 v CON for death at the end of the period. Add 1D6 per week treated

*Cure:* Burari root or Melitil. Cured victims must roll for relapse in 3 weeks.

**Bloodfire (3D6 vs CON)**

*Spread:* Can be found in many different places. Unknown source, but spreads via animals or other infected victims. Can even be found as a poison.

*Appearance:* High fever and a sensation of burning limbs. Veins turn dark. Extreme agony and death in 2 weeks (3D6 vs CON every day after day 14) if not treated.

*Cure:* Extreme overdoses of Melitil and Arrigish can cure the disease (3D6 vs CON per overdose). Some sort of mental affliction is often the result.

**Slasher's Rot (3D6 vs CON)**

*Spread:* Can be found in slashed, de-forested jungle areas. Spreads through contact with certain decomposing plants.

*Appearance:* Leprous, wasting disease.

*Cure:* Ascotin. Rotstop can keep it at bay.

**Swamp Fever (4D6 vs CON)**

*Spread:* Can be found in swamps and marshes. Spreads through insect bites.

*Appearance:* Fever, delusions and sudden cramps lasting 30 days – CON.

*Cure:* Brengawe, Melitil. Cured victims must roll for relapse in 3 weeks.

**Porter's Faint (2D6 vs CON)**

*Spread:* Can be found mainly in Essanja, but also some other rocky, barren areas. Unknown source, but leaking subterranean gases or evil spirits is thought to be source.

*Appearance:* Sudden faints during exertion and sometimes feverish dreams

*Cure:* No cure known.

**Jer's scale (4D6 vs CON)**

*Spread:* Can be found in moist, jungle areas, but also along some coasts. Spreads through contact with jungle flora.

*Appearance:* Scaly and warty protrusions grow on skin areas exposed to sunlight, giving the skin/victim a scaly reptilian appearance if allowed to spread.

*Cure:* Careful washing of infected areas. Rotstop helps. Only way to remove already formed scales and warts is with the Cleaj ointment.

**Groin Worms (3D6 vs CON)**

*Spread:* Venereal disease/parasite that can be found in many human towns.

*Appearance:* Very small worms burrow into skin of genitalia and groin area, giving it a lumpy and angry reddish appearance.

*Cure:* Normally kept at bay by regularly applying Nommata moss (which kills larvae but not eggs). Can be cured by rubbing glispine bark to groin area.

**Voligire Chills (5D6 vs CON)**

*Spread:* Can be found in the bogs of Voligire and is spread from spores released by various sorts of fungus.

*Appearance:* Fever and extreme, uncontrolled chills / shuddering. Normally passes after 20 – CON days.

*Cure:* No known cure.

**Delshan stomach fire (4D6 vs CON)**

*Spread:* Can be found along the coasts and is believed to spread via shellfish and beach roaming insects.

*Appearance:* High fever and severe stomach aches lasting 30 – CON days.

*Cure:* Burari root.

**Sharras Mould (3D6 vs CON)**

*Spread:* Can be found in moist, jungle areas, but also along some rivers and coasts. Spreads through contact with vegetation or infected victims.

*Appearance:* Mould-like dark red spores begin to grow on skin – starting in armpits, groin etc. Spreads quickly and causes stench and temporary madness. In 6-10 weeks it turns into a crippling fever, finally (15-30 weeks) maybe death if untreated (4d6 vs CON).  
*Cure:* Careful continuous washing of mould area, anti-fungal ointments or Melitil

### **Red Tear**

*Spread:* Can be found in dry areas and mountain areas. Spreads via animal bites.  
*Appearance:* Fever and bleeding from all orifices and eyes. +1 point of bloodloss per day.  
*Cure:* Can be kept at bay the first days with circulatory limilates. Can be cured with Blackblood.

### **Desti's Fury (3D6 vs ISHO)**

*Spread:* Very rare disease only affecting isho harmonics, such as muadra, shantas, vodra etc. Source and original biome is unknown, but it spreads between isho harmonics who are in close proximity or affect each other with dyshas.

*Appearance:* Isho of the body begins converting into Desti isho. 20 – ISHO max isho convert per day. Even if kernered, new isho gained will be Desti isho. Will cause mood swings, uncontrolled anger, aggression then pure mindless rage.

*Cure:* Continuous kerning and draining body with keether and Kober Leaves will allow cure roll (5D6 vs ISHO every) 2 days. Shantic healing & artefacts can also cure the disease.

### **Isho Poison (5D6 vs ISHO)**

*Spread:* Very rare disease only affecting isho harmonics, such as muadra, shantas, vodra etc. Source and original biome is unknown, but it spreads between isho harmonics who are in close proximity or affect each other with dyshas.

*Appearance:* Isho of the body begins poisoning isho harmonic cells. Each day gives a -1 to CON and physical skills. Bedridden when penalties reach CON. Death when it reaches CONx4.

*Cure:* Continuous kerning will keep the poisoning at bay but not reverse it. Extreme caji entropy or overdose of Desal or Sheeja can reverse the poisoning (5D6 vs ISHO per max caji entropy or overdose). Shantic healing & artefacts can also cure the disease.

### **Isho Famine (3d6 vs COLOUR)**

*Spread:* Very rare disease only affecting isho harmonics, such as muadra, shantas, vodra etc. Spreads via rare, maybe artificial crystals or lamorri constructs.

*Appearance:* Destroys the body's ability to soak isho. Will kill some harmonics (shantas) while crippling others (muadra). Recognised by involuntary kern seizures every other day (4 D6 vs COLOUR per seizure or loss of 1D3 ISHO stat) Stat and thus MAX ISHO) will be reduced. Pure isho harmonic become weaker and finally die.

*Cure:* Advanced shantic healing and shantic healing artefacts required.

### **Sho-sen's Glare (4D5 vs COLOUR)**

*Spread:* Very rare disease only affecting isho harmonics, such as muadra, shantas, vodra etc. Spreads via the sho-sen from rare, maybe artificial crystals or lamorri constructs.

*Appearance:* Destroys the body's ability to perceive isho. Will turn isho harmonics blind (shantas) and prevents the use / weaving of isho. -1 to COLOUR stat and -5 to moon skills per week. As moon skills drop, weaving of certain types of dyshas or activating of certain types of shantic technology becomes impossible

*Cure:* Overdose of Mirame (5D6 vs COLOUR per overdose) or rare shantic healing technology can cure the disease.