

# SKYREALMS of Jorune

## *Limilates, poisons and diseases*

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 recipes are known to a select few professionals who guard their knowledge well. These recipes are sometimes cryptic and hard to follow or have rare ingredients, making them expensive. Knowledge of limilates, their ingredients and how to make them is symbolised by the *Limilates* skill. 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 *Limilates* (or *Poisons*) skill roll is needed. Another roll for *Limilates* (or *Poisons*) is needed to create/prepare 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.

\* Mutation risk. If three \*\*\* are accumulated, roll the mutation table once in a 24 hour cycle (then erase all \*).

□ Addictive. If more than three □□□ are accumulated, roll the addiction table once in a 24 hour cycle (then erase all □).



NAME	EFFECT / DESCRIPTION	FORM	USE	AVAIL.	COST
<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.	Potion	Drink	Rare	3 GM
Olwier*	Mends bone in 1-5 days. Coma	Noodle	Chew	Rare	2 GM
Goodbones*	Mends bone in 1D6+2 days.	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 □	+4 STR & +2 injury bonus 3h. Then ½ ST, CO,AG for 12 hours.	Potion	Drink	Rare	2 GL
Aruik □□	Gives +3 STR and +2 injury bonus and courage for 3h. Berserk risk (3D6 vs WIL)	Potion	Drink	Rare	1 GM
Runroot □	No fatigue when running etc. Lasts 3 h.	Root	Chew	Common	20 GU
Leitul	Restores STR 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
Swecka □	No pain 12 h. No Wound penalties. Dizzy 12h after	Plant	Eat	Rare	1 GM
Hawgra □	Raised senses and awareness. +3 AWA for 2h.	Potion	Drink	Rare	2 GL
Nanigin	Toughens resolve and stamina. +2 CON rolls for 6h. Extremely stubborn	Weed	Smoke	Rare	3 GL
Karakell	+4 INI, MOV, AGI, AGI combat skills, +2 to attacks and dodge results for 30 min. Then stats are halved, -4 attack and half dodge for 10 hours.	Potion	Drink	Rare	8 GL
<b>Isho manipulatives</b>					
Shalisa □	Gets +3 tra-sense & sign skills for 3h. Not moon skills	Berry	Eat	Rare	5 GM
Mirame □	1 h limited tra-sense. +2 isho sense skills	Seaweed	Cook	Very rare	7 GM
Horim paste	Isho ptsx2 for 1day. Cover body 1h to charge	Paste	Cover	Rare	5 GL
Desal □□	Isho ptsx3. Kerns in 3h. +2 Desti	Potion	Drink	Rare	1.5 GL
Keether	Loss of isho. Invisible to tra-sense for 1h	Herb	Eat	Rare	1.5 GL
Rimeen	-8 in all moon skills & isho senses for 1 day	Potion	Drink	Unusual	6 GL
Dajj meat □□	Gives +3 to tra-sense 1 day. Eyes shine	Dry meat	Eat	Rare	2 GM
Doul □	Gives +2 in all isho sensitivity skills for 5 hours	Potion	Drink	Unusual	1 GM

NAME	EFFECT / DESCRIPTION	FORM	USE	AVAIL.	COST
Entropy vine	Give 1D6 isho and takes 1D6 ISH. x4 spansks in a vine	Vine	Touch	Rare	4 GM
Aruik ☐☐	Gives +2 in <u>all</u> moon skills. Lasts 3h. Berserk risk (3D6 vs WIL) if fighting	Potion	Drink	Rare	1 GM
Kober leaves	Drains isho from object/creature for 3 days. Must cover target in leaves for 1h	Leaves	Apply	Rare	2 GM
Masi-Dolmeij	Gets a nearly perfect shantic isho sign for 6h.	Noodle	Eat	Very rare	6 GM
Yilta	Weaving +2 for 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 1h.	Potion	Drink	Very rare	5 GM
Nomru ☐☐	+3 in <u>all</u> moon skills for 8 hrs.	Herb	Eat	Very rare	3 GM
Baglah mud*	Restores 20 IP. X3 isho regeneration	Mud	Apply	Rare	2 GL
Burnout	5D6 vs ISH. Causes maudra to kern	Paste	Coat W.	Very rare	3 GM
Soreen	Inables muadra to soak isho in 36h - ISH	Potion	Eat	Rare	1 GM
Sarapta	Increases dysha fumble (3, 5, 7 and 0 over) for 12h	Powder	Eat	Very rare	2 GM
Hasra Seaweed ☐	+3 signature skills for 8h. Can cause lung bleeding (3D6 vs CON)	Weed	Eat	Rare	1 GM
Greycoat	Flatworm parasites living on body. Interferes dyshas. +4 to moon skill, +20 isho Feed off isho and wearer's blood. Lives for 3 months. -3 ISH and -10 IP.	Flatworm	Wear	Rare	1 GC
Vashilla	A cream which helps body attract isho. +40 isho per day and dose.	Cream	Apply	Unusual	1 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/stun 1 day. Cleash drug. Gives grey skin	Potion	Drink	Rare	6 GL
Condraja needles ☐	Ignore -2 wound penalty 1 day. Addictive	Needles	Insert	Unusual	8 GL
Sheiliita ☐	Pain deafening. No stun and +2 E to rolls for 2h	Nudle	Eat	Very rare	3 GM

NAME	EFFECT / DESCRIPTION	FORM	USE	AVAIL.	COST
<b>General purpose</b>					
Hilc	Enables terrans to eat joruni plants & animals for 1 day	Potion	Drink	Common	20 GU/7
Tecyllic	Enables terrans to eat joruni fish for 1 day	Noodle	Eat	Unusual	20 GU/7
Mirlaine	Aphrodisiac	Potion	Drink	Very rare	1 GC
Merical	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 for 12h	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 for 12h.	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 armour	Balm	Apply	Rare	4 GL
Vetolin	Acute smell and taste 12h	Potion	Brew	Rare	3 GL
Hillgeen	Takes away odours for 6 h. 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 2 days.	Potion	Drink	Common	20 GU
Sassa worms	Kills infections in wounds & purifies H2O	Worms	Apply	Unusual	10 GU
Toka	Protects from bug bites. Smells. Red gums	Noodle	Eat	Common	5 GU
Bugbread	Cakes from sarappa bug milk. Nutrition & energy for 1 day. 4D6 v CON or constip.	Bread	Eat	Common	10 GU
Bedlure	Pheromone & isho stimulating oil applied to skin. +2 Seduction.	Oil	Apply	Common	50 GU
Gethua	Worm which keeps eater comatose/alive but seemingly dead for 1 day.	Worm	Swallow	Rare	1 GM

NAME	EFFECT / DESCRIPTION	FORM	USE	AVAIL.	COST
<b>Antidotes &amp; Curing</b>					
Antidotes (various)*	Re-roll CON rr with +4 to +10	Various	Various	Various	1-5 GM
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. Earth-tech	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
Poreira Poison	Cleanses healing poreria worms. Sickness	Potion	Drink	Unusual	1 GL
To-grenn	Cures grenn disease	Potion	Drink	Rare	5 GL
Stackra	50% chance to cure poisoning. Cramps 6h	Potion	Drink	Rare	8 GL
Leesh-tala	Cures most poisons at the cost of sickly pallor, -2 CON and -20 IP for a month.	Potion	Drink	Very rare	8 GM
Srillia	Lowers heart rate, body temperature and circulation. Postpones effects of poisons/diseases for 24h per dose. -10 MOV, STR, AGI and AWA.	Potion	Drink	Rare	3 GM
Nanak	X10 incubation time/poison effect time.	Potion	Drink	Rare	1 GL
<b>Mind alteration</b>					
Magleiny stalks	Restores sanity, dementia, memory.	Plant stalk	Implant	Rare	3 GM
Traq	Strengthens resistance to hypnosis etc +3 WIL for 6h	Potion	Drink	Rare	2 GL
Ambreh	Memory enhancing. +5 to learn/memorize (INT) for 3h	Potion	Drink	Unusual	1 GL
Tra-Gasti	Gives strange dreams about future.	Cake	Eat	Rare	4 GL
Deepsleep	Deep, unawaking sleep 2h = full 8 hours of sleep	Incense	Inhale	Rare	1 GL
Skor Liquid	Makes lamorri possession easier for 1 week. -4 WIL. Blue veins.	Liquid	Inject	Very rare	3 GM

NAME	EFFECT / DESCRIPTION	FORM	USE	AVAIL.	COST
<b>Spices</b>					
Lunnica ☐	Royal, ramian, thriddle spice. Crey-men use it to control the growth of their crey.	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
Shinirri	Cocoa-like spice used a lot in Khodren cooking	Powder	Eat	Common	10 GU
<b>Drugs &amp; Intoxicants</b>					
Dyar ☐	Relaxant. Pleasure. Penalties up to 20h.	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. Feels like 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
Keo'sko	Scarmis intoxicant	Herb	Eat	Unusual	40 GU

NAME	EFFECT / DESCRIPTION	FORM	USE	AVAIL.	COST
<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 vs CON or nausea, sick etc for 6h	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 1h	Powder	Eat/Dr	Common	5.6 GL
Arrika	Drives insane. Brain damage. 4D6 vs WIL	Powder	Eat/Dr	Very rare	5.3 GM
Bloodpoison	Makes blood poisonous for 6h. 3D6 vs CON	Potion	Drink	Rare	2 GM
Purha	Fumes puts all terrans to sleep (5D6 vs CON) for 1 hour per point failure	Fungus	Press	Rare	6 GM
Leeshaka	Poisonous plant. Fever & death. 3D6 vs CON	Plant	Touch	Rare	-
Mandarak	Made from Mandare. 3D6 vs CON or paralysis for 1h	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 for 6h.	Insect	Mating	Rare	-
Tala poison(Animal)	From talen fields. 3D6 vs CON or paralysed for 1h	Animal	Bite	Unusual	-
Mantibra poison	From animal gland. 3D6 vs CON or die.	Paste	Eat	Rare	2.5 GM
Alatus poison	Animal bite. 4D6 vs CON or paralysation 1 hour per point failure	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	-
Trempla poison	3D6 vs Con or death. 3D6 vs WIL or insanity if successful death roll.	Animal	Bite	Very rare	-
Nachpra	Cleash torture liquid. 2D6 vs CON or death	Liquid	Apply	Very rare	4 GM
Varakee	Slow, deadly poison. 4D6 vs CON or death	Paste	Touch	Very rare	6 GM
Black Chak	Poisonous plant. 3D6 vs CON or death. 4D6 sickness 6 days if successful death roll	Leaf	Eat	Unusual	30 GU
Animal venom A	4D6 vs CON or causes paralysis 1h	Bites,stings	Contact	Common	-
Animal venom B	4D6 vs CON or causes 2D6 necrosis to 2 random hit locations for 1D6 days	Bites, stings	Contact	Common	-
Injinn Isho Poison	6D6 vs ISH or converts isho into artificial isho poison. Unusable/unkernable 36h	Potion	Drink	Unusual	1 GM
Shemmil	Hard to detect fumes. 4D6 vs CON for all within 10 m. -4 AWA, INT, AGI, MOV.	Incense	Burn	Unusual	3 GL
Nashrama	Held over face (grapple & pin), 4D6 vs CON or sleep. -1 to stat per round held. Recovers in 1D6+2 rnds if cloth removed. Max 10+CON hrs or risk of heart seizure.	Soaked cloth	Apply	Common	1 GL

## Mutation Table

Roll 3D6 vs CON (Add 1 for every \* above three accumulated in the 24h cycle.) ERASE ALL \* AFTER THE ROLL!

< CON No mutation.

> CON Minor mutation. Only small quirk, visible abnormality. Healed wrongly, lumpy, discoloured, blotches, strange skin texture, uncanny veins, hard ridges/patches, eyes are discoloured for longer period etc.

5>CON Terrible, maybe fatal mutation. Extra finger, overgrown eye, bloodcancer, gruesome abnormality when wound heals wrongly, Comeliness penalty, Copra is altered, Problems with blood -1 CON weakness, major local disfigurement, longer limb, strange hair growth, grooves/holes, bizarre new growth (extra digit in wrong place, teeth or hair in wrong place etc), loss of hair, bone protrudes from skin, body temporarily stores more isho, signature skill temporarily disabled etc.

## Addiction Table

Roll 3D6 vs WILL (Add 1 for every □ above three accumulated in the 24h cycle.) ERASE ALL □ AFTER THE ROLL!

< WIL No addiction.

> WIL Minor addiction. Craves the drug every week or will suffer -2 WIL, irritation, anxiety, restlessness etc for 1 year. 1 virtue altered with 2.

5>WIL Major addiction. Must have the drug every other day or will suffer -5 WIL, -2 CON, AGI and MOV for 1 year. 2 virtues altered with 4

Addictions can be overcome by not using the drug and with 3 successful 4D6 rolls vs WIL spread out over 3 months. One failed roll means a relapse and the process must be restarted. Treatment and professionals can provide a bonus to the rolls.

## Diseases

### **Greenskin Mould (4D6 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 or other infected individuals.

*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 (3D6 vs CON)**

*Spread:* Can be found in dry areas and mountain areas. Spreads via animal bites.

*Appearance:* Fever and bleeding from all orifices and eyes. 10 IP 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 CONx2.

*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 Plague (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 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.

**Hista Mold (4D6 vs CON)**

*Spread:* Nasty contagious mould that spreads from human to human (as well as most iscin races) through sleeping in dirty incleps and run down housing. A typical sign of poverty and filth.

*Appearance:* First noticed as a grayish rash in the damper areas of the body (groin, armpits etc).

*Cure:* Easily cured with arrigish, sassa worms, botic etc, but requires two doses with a week in between to kill all strands of the mould permeating the body.

**Moth Plague (4D6 vs CON + 3D6 vs CON)**

*Spread:* Through the dread plague moth plant-animal found in marshes. The plague moth normally spreads jungle fever (40% chance), but twice a year they spread their own parasites that grow in the body and replant new colonies through the feacies (or cadaver) of its victims.

*Appearance:* Victims becomes more and more lethargic and sluggish. Skin begins to appear yellow. If victim survives incubation and flushing of mature parasites (second roll) it will recover, but with temporary CON and STR loss and skin discoloration for 20 - CON months.

*Cure:*

### **Poreira Worm Sickness (3D6 vs ISH)**

*Spread:* Although uncommon, humans can obtain poreira worms after having been immersed for long periods in swamp water. The normal way however, is to use poreira worms for healing and not cleansing them afterwards.

*Appearance:* The victim will first begin to have a voracious appetite and loose isho (poreira worm feasts on both matter and isho). During a 2 week period the victim heals remarkably well (see Poreira worm limilate above). But after two weeks the point of no return (and no more isho being accumulated) is reached. The victim is consumed from within, much like cancer. He dies like a living corpse (and isho ghost).

*Cure:* Fairly easily cured within 2 weeks by drinking cleansing poreira poison which kills the parasite. The cure causes 24 hours of intense and messy illness.

### **Needle Spore Mould (4D6 vs CON)**

*Spread:* A flesh invading plant which powerfully ejects needle spores into animals passing by.

*Appearance:* If this one and only attack succeeds, the needle spores begin to infect the flesh of its victim. Within 6 hours excruciating pains will begin and the victim will begin losing 1 stamina per hour + 20 IP. In 20 + CON hours the mould will have infested the entire body and killed it - ready for new prey. Needle mould colonies often have the rough outlines of its last victim.

*Cure:* Needle spores can be cured with botic, Sassa worms and attium limilates.

### **Grenn (4D6 vs CON)**

*Spread:* Disease brought about through contact with the locure.

*Appearance:* Fever and stomach pains followed by ferocious vomiting and dissolved innards. 20 IP per day after CON -5 days until death.

*Cure:* To-grenn limilate

### **Burnskin (3d6 vs ISH)**

*Spread:* Through contact with certain Jorune flora and fauna. The bite of the forest makka fly.

*Appearance:* small mould/parasite colonies on skin which leech 4 isho per day as sustenance. Itch and burn during certain occasions (high sho-sen, close to strong isho source). Very hard to remove. Sometimes glows at night in strange patterns.

*Cure:* 2 doses of Melitil over 2 months.

### **Black Cough (3D6 vs CON)**

*Spread:* From other infected humans.

*Appearance:* spores living in lungs, which cause coughing and black vomiting and drooling. -4 CON while affected.

*Cure:* Arrigish (or tothy) treatment every other day over 2 (4) weeks.

### **Skin crystals (3D6 vs ISH, isho harmonics get -4 penalty to stat)**

*Spread:* From subterranean Jorune plant enervore's spores.

*Appearance:* hard 5x5 cm crystalline growths in/on skin. Normally 1d6 per week. Can be picked painfully from skin (5 hits) but continue to come in different locations until treated. Dramatic growth in isho-rich environs (2d6+10).

*Cure:* Unknown. Possible shantic treatment.

**Slug Veins (4D6 vs CON)**

*Spread:* Parasites obtained in forest, jungle or marsh water

*Appearance:* darkening of veins (which sometimes move slightly) and swelling and stiffening of limbs due to worm-like parasites burrowing. Lowers appearance and DEX-2 but increases CON+3 due to extreme blood flow, better oxygenation and higher pain threshold.

*Cure:* Poisoning and painful physical expulsion of parasites with Ascotin, which gives 40 IP.

**Du Finger (4D6 vs CON)**

*Spread:* Bacteria infecting wounds in jungle areas (10% chance)

*Appearance:* infected wounds, which grow painful amber spore fingers. Hard to clean out and prevents healing.

*Cure:* Overdose of Arrigish (x3)

**Burrower (3D6 vs CON)**

*Spread:* Spores from main parasite and/or other infected in the final stage

*Appearance:* parasite infection which slowly (Increases with 1d6 vs WIL per day) makes the infected burrow down or close himself in close to where he feels safe (his home, family, town etc). After having succumbed to the parasite death occurs unless treated in CON-5 days and three body becomes s off new spores and one Vharric lifeform.

*Cure:* Ascotin if found or suspected early.

**Thailier Parasite (4D6 vs CON)**

*Spread:* Tiny eggs lain by the gimra stinger insect (final stage)

*Appearance:* tiny egg hatches into a small larvae which burrow deeper into the body of the infected. Slight tingling sensation could warn victim. Larvae gives off pain relief to unsuspecting host during 1D6 days (no stun, +2 E rolls) then burst out in a violent gory mess causing 3D6+6 damage (no armour) in a random hit location. The gimra insect which emerges looks a bit like an expanding thailier during the hatching stage.

*Cure:* The gimra larvae needs to be located and removed, causing 20 IP as it tries to remain in the host.