

Herbs & Potions

Name	Type	Use	Effect	Price
<i>Healing</i>				
Vitalis	Potion	Drink	Heals 15 IP. Max 1 in a day	2 SP
Restorus	Potion	Drink	Heals 30 IP. max 1 in a day	2 GP
Niialaa leaves	Herb	Eat	Heals 5 IP. Max 5 in a day	1 SP
Dragon-tears	Herb	Eat	Heals 60 IP and 3 wounds in 10 min. 3D6 CON = death's door rolls	10 GP
Knitter	Potion	Drink	Heals 2 wounds. Max 2 in a day	5 SP
Agrimony	Potion	Apply	Heals all wounds but gives 5 IP per wound	1 GP
Sorepaste	Paste	Apply	Heal at +5 per day. More than 1 has no effect. Effect lasts 3 days	2 BP
Fortum	Potion	Drink	Heal at +5 per day. More than 1 has no effect. Effect lasts 3 days	5 BP
Nightrest	Potion	Drink	Restores <u>all</u> IP (but not wounds) in 1 nights rest (cannot waken)	5 GP
Mistmoss	Herb	Eat	Ignore -2 in wounds	5 BP
Retrievus	Potion	Inject	Resurrects after max 10 rounds of death. If too late it can create undead	30 GP
Soulkeeper	Potion	Drink	Brings back/stabilizes when at Death's Door	10 GP
Destinial	Potion	Drink	Bonus of +2 to Death's Door rolls	5 GP
Chill	Potion	Drink	Removes all Terror Points. +3 to Terror rolls for 4 hours	3 BP
Mindwash weeds	Herb	Eat	Cures 1 mental disease/disorder	10 GP
Rotwash	Herb	Drink	Cures diseases. Re-roll CON resistance roll with +4	5 GP
Shalai	Potion	Drink	Cures <u>all</u> diseases - even death plagues. Ancient and recipy forgotten	30 GP
Antidotes	Potions	Ingest	Wide variety of types. Re-roll CON resistance roll with +4 to +10	5 SP - 10 GP
Venomis	Herb	Apply	Antidotre for bite venoms if applied within 2 minutes. Re-roll with +4	5 SP
Bishop's Weed	Herb	Eat	Bonus of +2 to resist diseases and plagues. Must be eaten 1/day.	1 BP
Balmweed	Herb	Eat	Allows poison re-rolls with +2 to CON if taken within 10 minutes	5 GP
Angelbreath	Potion	Inhale	Allows poison & disease re-rolls with +2 to CON if taken within 2 days.	10 GP
Pureblood	Potion	Drink	Antidote for <u>all</u> poisons if taken within 5 hours.	30 GP
Dead Hand	Herb	Eat	Antidote for Burnsap, Burnmist, Powernap, Snoozeberries & Deadly-Nightshade	10 GP

<i>Stat modifier</i>				
Wildeye	Potion	Drink	Bonus of +2 to AWA for 6 hours. Wide, staring eyes!	5 SP
Loralain	Mushroom	Eat	Bonus of +2 AWA and +2 DED for 6 hours.	1 GP
Mindlock	Potion	Drink	Bonus of +2 to DED for 1 day. Easily fixated by things	3 SP
Sturdynut	Herb	Eat	Bonus of +2 STR for 3 hours. Restless and overenergetic as well.	1 GP
Runroot	Herb	Eat	Bonus of +2 CON for 2 hours. Tireless when running etc	3 SP
Ironwill	Potion	Drink	Bonus of +2 WIL for 6 hours. More stubborn and bossy as well.	3 BP
Alignus	Potion	Drink	Bonus of +2 to MAN rolls for 30 minutes (not resistance rolls)	1 SP
Boldberries	Herb	Eat	Bonus of +4 vs Terror attacks for 12 hours	4 BP
Yellow mushrooms	Herb	Eat	Bonus of +2 to shock rolls for 1 hour	6 SP
Woad	Potion	Paint	Bonus of +2 vs magic attacks (reistance) for 1 hour	5 GP
Pre-Sense	Potion	Drink	Bonus of +2 to INU. Max 1 week use. Lasts 12 h. +2 luck rolls	5 BP
<i>General purpose</i>				
Nightglare	Herb	Eat	Nightvision 3 hours (not complete darkness)	3 BP
Darksight	Potion	Drink	See in complete darkness 6 hours. Blinding risk	2 SP
Scorchskin balm	Potion	Apply	Protects from heat and fire (ignore first 5 damage)	5 SP
Frostscare	Herb	Eat	Protects from cold (ignore first 5 damage)	3 SP
Gillweed	Herb	Eat	Breathe under water for 1 hour	2 SP
Fool's Roast	Potion	Eat	1 day nutrition (max 7 days). Hero recipe. Risk of constipation	2 BP
Viliinaa nuts	Herb	Eat	1 day nutrition (max 10 days). Elven. Bitter	6 BP
Zvord bread	Herb	Eat	1 day nutrition (max 14 days). Dwarven. Hard as fuck!	5 BP
Lovemore	Potion	Inhale	Aphrodisiac. Gives lidded eyes.	1 SP
Bittermourn	Potion	Drink	Longevity if drunk every day. Gives grey, mottled lips	1 BP
Mentatis	Potion	Drink	Remembers all instructions, details, conversation etc within 1 hour	4 BP
Destiveil bark	Herb	Smoke	Enables glimts of the future linked to people in sight. 4D6 DED to understand	10 GP

Futura	Potion	Inhale	Gives a vision of the future. 4D6 DED to understand	4 GP
Hidewell	Potion	Apply/open	Creates thick, stinking, smoke veil. -6 AWA/attack for 6 rnds.	2 BP
<i>Magical enhancement</i>				
Potencia	Potion	Inhale	Restores 10 WIL used by magic	1 SP
Glamorosa	Herb	Eat	Detect magical places and items within 50 m	1 GP
Powerglass	Crystal	Contact	Provides 5 WIL points extra for spellcasting. Gives red eyes.	5 GP
Focae	Potion	Drink	Bonus of +2 to spellcasting for 30 min. Higher risk of fumble (-6 to Moxie roll)	10 GP
Vira	Potion	Drink	Bonus of +4 to cast <u>one</u> spell.	10 GP
<i>Damaging</i>				
Blackvein	Poison	Eat	3D6 CON kill roll (instant death). 3D6 AWA to notice.	1 GP
Black Lotus	Poison	Eat/drink	4D6 CON kill roll. Failure = death's door rolls. 4D6 AWA to notice	10 GP
Stagger	Poison	Coat weapon	3D6 CON or -5 motor skills, move, balance etc	1 SP
Powernap	Poison	Eat/Drink	3D6 CON or fall asleep for 1D6+1 hours. 4D6 AWA to notice	5 BP
Snoozeberries	Herb	Eat	4D6 CON or fall asleep 1D3 hours. 3D6 AWA to notice	1 SP
Seeper	Poison	Coat weapon	Causes bleeding. 5 IP extra every 5th round for 50-CON rnds	5 BP
Corrupter	Poison	Coat weapon	Wounds won't heal for 1D6+2 days.	3 BP
Arnica	Herb	Inhale	Uncontrollable (4D6 WIL each rnd) sneezing for 20 rnds. -3 to all actions	5 SP
Yiggoth	Potion	Drink	Demonic possession. Tasteless and often labelled as something else.	10 GP
Fogey dust	Poison	Contact	3D6 CON or grey eyes with reduced, dimmed vision. -6 AWA. Lasts 1 hour	5 BP
Deadly-Nightshade	Poison	Eat/drink	4D6 or fall asleep (as dead) 1D10+30 hours. Failure with 5+ means death door	8 GP
Stiffjoint	Poison	Coat weapon	3D6 CON or -4 movement/attack etc within 1D6 rnds. Lasts 1 hour.	5 SP
Barren	Poison	Drink	3D6 MAN or disables spellcasting for 6 hours. 4D6 AWA to notice.	5 GP

Burnmist	Poison	Inhale	4D6 CON or coma. Death in CON -10 days.	5 GP
Burnsap	Poison	Coat weapon	4D6 CON or coma. Death in CON -10 days	1 GP
Zapper	Poison	Coat weapon	4D6 CON or disorientation. Disadvantage to all rolls for 3 hours	1 GP
Limbsleep (Cragha)	Poison	Coat weapon	4D6 CON or paralysis in 3 rounds (-2, -6, OUT) for 30-CON rounds	1 SP
Enslaver	Poison	Eat	5D6 vs CON or reduces MAN resistance rolls with -8 for 1 day	3 GP
<i>Fantastic effects</i>				
Transforma	Potion	Drink	3D6 vs MAN or turns the victim into a toad, worm, rat etc for 3D10+20 hours	20 GP
Visagis	Potion	Drink	3D6 vs MAN (-4 if unresisting) or changes victims appearance for 1D6 hours	20 GP
Lindorm heart	Heart	Eat	Heals all IP & wounds. Gives +3 STR for 7 days. Then turns victim into a lindorm	100 GP
Petritius	Potion	Drink	3D6 vs MAN or turns victim into stone for 1D6 days	50 GP
Quickenus	Potion	Drink	Hastens drinker. x2 actions per round. x2 movement. Lasts 30 minutes.	20 GP
Stoneskin	Potion	Drink	Gives drinker stone-like skin for 6 hours. Armour value 5.	20 GP
Dragonbreath	Potion	Drink	Can spit 7F fire three times within 10 minutes of drinking.	20 GP
Sourwater	Potion	Drink	Slowly and painfully turns the living into the dead. -2 Death's Door rolls	10 GP
Draug Walnut	Nut	Eat	See auras and +2 soaking for 2 hours. +2 to next 5 actions	30 GP
Draug Acorns	Nut	Eat	x2 actions twice and x3 move for 3 hours	40 GP
Draug Bristles	Stick	Break	Breaks targets bones (4D10+1+ IP) if failed 4D6 vs MAN	50 GP
Sweetwater	Potion	Drink	Bonus of +6 to next 5 presence skill rolls over 1 day.	5 GP