

94. Guide to Herbal Lore

Magical plants, trees, herbs, roots, leaves, nuts, fruits, and other magical plant products play an important role in DragonQuest magic just as they do in all mythologies and magical systems. In the following list are the most common such items. Each entry is given according to the plant's most common name, followed by any nicknames or synonyms in parentheses. The item's most important characteristics are then given as follows:

AVAILABILITY. There are four classes of Availability. These affect the relative value of the item as follows.

COMMON. Those herbs and plants which are common in most areas where humans and humanoids choose to dwell and classified as Common. They have a value from 1 to 5 Silver Pennies for a large basket or bag full of the substance and, in some cases where the magical value of the substance is particularly low, value will have to be measured in copper farthings. 100% chance to be found by a Ranger while in season.

UNCOMMON. Those herbs and plants which are not common to areas where humans and related species dwell, but which are still available at known sites within half a day's walk of such habitations are classified as Uncommon. Uncommon plants and herbs will generally have a value of between 10 and 30 Silver Pennies for a small basket full of the substance. 50% chance to be found by a Ranger while in season.

RARE. Those herbs and plants which are not widely known or which are seldom readily available except by dint of many days walking and searching are classified as Rare. Rare plants and herbs will always fetch at least 50 Silver Pennies per sprig or handful from a local healer or alchemist if nobody else. Often such substances will fetch 10 times that amount if they must be brought from far away. 30% chance to be found by a Ranger while in season.

VERY RARE. Those herbs and plants which are seldom recognizable to individuals other than Rangers specializing in their Habitat or merchants who specialize in dealing in spices and the like, or which grow only in some one special place and are classified Very Rare. Such substances will range in price from 500 Silver

Pennies per sprig, handful, or other appropriate small measure to 10,000 Silver Pennies for something which is Very Rare and blessed with nigh unto miraculous powers. However, characters may have some difficulty disposing of such substances since they will usually first have to educate potential buyers as to the wonderful and mystical properties of their merchandise. Also, the more powerful such an item is and the rarer it is, the more likely it will be that characters will have to travel to a major urban center in order to find a sophisticated (and wealthy enough) market for the substance. The larger the urban marketplace, the more likely that characters will experience a certain amount of interference in their affairs from the city fathers, the watch, or the local guilds who will often want a piece of the action or a right of first refusal on purchase of the item. 10% chance to be found by a Ranger while in season.

HABITAT. The Habitats listed for plants are the same as those listed for monsters. Plants will almost universally be found only in the Habitat(s) listed in this entry.

POTENCY LOSS. The relative loss of potency (and, thus the Market Value) within hours, days, weeks, or months after the item has been picked (or uprooted for transplanting). The Market Value at any point in time will be a percentage of the value at the time the item was picked equal to the percentage of potency remaining. Any effects described to the herb are determined by reducing the effects of the percentage of potency since the herb was picked.

DESCRIPTION. A short physical description of the item, where appropriate, followed by a detailed outline of its uses and powers. Use of most items to manufacture amulets, potions, and medicines is generally restricted to Adepts of Colleges which specifically include the knowledge to manufacture such things or to individuals trained in the Skills appropriate to such manufacturing. These Skills are Alchemist, Healer, and Ranger.

In a campaign setting, herbs will be encountered in three forms: Distillations, Powders, and Fresh. Distillations are liquid extracts of the herbs produced only by an Alchemist in his laboratory. Powders are small granular mixtures

of the herb produced only by an Alchemist in his lab using a mortar and pestle. Fresh herbs are found naturally in the wild and picked or uprooted. The form in which an herb is found affects the way in which it is applied and who may use it.

Herbs are applied in three general ways. An Infusion is made by placing a powdered or fresh herb into wine or hot water (commonly known as "tea"). A Poultice is made by mixing a powdered herb with a small amount of water, or finely chopping fresh herbs and then placing either on a wound or a patch of skin (commonly called a "salve"). The wound or patch of skin would then be bandaged. A Tincture is made by placing a powdered or fresh herb into a solvent (such as alcohol) and then coating a wound or patch of skin (known as an "ointment").

Alchemists prepare herbs for use. They are the only individuals who can either distill or powder an herb. Their powders can be used as described in the preceding, but their distillations are used for the preparations of "potions" which do not need an Adept for completion. Distillations and powdering may be accomplished by Alchemists of Rank 1 or higher.

Distilling an herb prevents it from losing any further potency. It takes an Alchemist (11-Rank) hours to distill one vial (or dose). It takes one full handful of the fresh herb to produce one dose of distillation. The cost to the Alchemist is 5 times the cost of the handful, which he may commonly sell for twice that price on the open market. In its distilled form, the herb's powers may be utilized by anyone. The distillation must be swallowed to take effect. Often the distillation is poured into wine or water, and this is commonly called a solution. Assassins often use distillations in solution to poison their victims. Distilled herbs will keep so long as they are stored in a moisture-proof container.

Rangers are the only individuals who may use an herb immediately when picked fresh. They will often make an infusion, poultice, or tincture and use the herb in that fashion.

Many herbs can be used in only one manner, but a few have numerous uses. As a guide to players, the following index divides the herbs into four main groups. When a player wishes to find an herb used for healing, for example, he would investigate any of those listed under the Healing Herbs category. All herb descriptions

should be examined, as there are herbs which fit into no particular category, and a use may be found for any. Also detailed in the heading for each category are instructions for using the specified type of herb.

ALCHEMICAL HERBS

The following may all be distilled into potions which will have certain quasi-magical effects. Only an Alchemist may distill these and, once distilled, they may be used by anyone. All listed effects are for the quaffing of one dose (one vial).

Angelica, Bloodroot, Cowslip, Cyclamin, Fern, Ginseng, Henbane, Hemlock, Laurel, Marigold, Saint John's Wort, Sunflower, Vetch

HEALING HERBS

The following all work to heal damage, cure disease, infection, fever, and salve skin. Alchemists will produce distillations or powders from those. A Healer may make use of any powder produced by Alchemists to aid their own inherent powers. They expend 2 Fatigue Points when using a powder, in order to activate the powers of the herbs themselves. Rangers use these herbs freshly picked, to make infusions, poultices, or tinctures and heal and salve in that manner. The Healer will also make infusions and so forth, but will be using his powders to do so.

Agrimony, Amaranth, Anemone, Angelica, Basil, Betony, Black Hoarhound, Catgut, Catnip, Bryony, Chervil, Daffodil, Hellbore, Marjoram, Mistletoe, Mugwort, Sage, Saffron, Snakeroot, Satyr Orchid, Valerian

MAGICAL HERBS

These herbs, when dried and then burned as incense or fashioned and worn as Amulets, produce a variety of magical effects. Their use differs greatly from herb to herb. Any Adept may use the incense, and anyone may use the Amulets.

Anemone, Angelica, Asatoetide, Euporbia, Garlic, Jasmine, Jimson Weed, Laurel, Lotus, Marigold, Mistletoe, Moonwort, Myrrh, Saffron, Sandlewood, Sunflower, Sweetflag

POISONOUS HERBS

Poisons may only be distilled or powdered by an Alchemist. Some poisons work in their raw state; these and any distilled or powdered may be used by any skilled individual. Anyone but an Assassin will find them hard to buy and even harder to successfully introduce into anyone's food. All the poisons must be ingested to cause harm. Listed with each poison is a "kill %." This is the Base Chance the poison will kill anyone who ingests it, whether in distilled, powdered, or solution form. If in solution, and that solution is drunk by more than one person, divide the percentage by the number of people ingesting (round down) and the result is the "kill %" applied to each drinker. If a person survives a poisoning attempt, reduce his Fatigue to zero until he gets a good night's sleep.

Aconite, Belladonna, Euphoria, Hellbore, Hemlock, Henbane, Holly, Mandrake, Mistletoe

ACONITE Wolf's Bane, Leopard's Bane, Monk's Hood

AVAILABILITY: Uncommon.

HABITAT: Field, Marsh, Woods.

POTENCY LOSS: Dried and powdered, Aconite retains potency almost indefinitely. Decrease potency by 10% within 24 hours of its being picked, but otherwise there should be no effect.

DESCRIPTION: A poisonous plant easily recognizable by its pale, hood-shaped flower. Aconite is often believed to have been the first commonly used poison, and it is extremely lethal. Alchemists may powder it and it may be sprinkled in food with a 95% chance that the eater will die. It takes about two hours for the poison to take effect and several more hours for a fatality to occur.

AGRIMONY

AVAILABILITY: Common.

HABITAT: Fields, Woods, Rough.

POTENCY LOSS: Loses 20% of its potency within one day of being picked and 10% per day thereafter down to a level of 20% potency which it will retain for 4-5 months after picking.

DESCRIPTION: A variety of bright yellow-flowered plant of the genus Agrimonia. Agrimony will be an effective cure (100% BC)

for poisoning as a result of snake bite when the leaves are freshly picked. An Alchemist can distill the anti-venom per 50.7.

AMARANTH

AVAILABILITY: Uncommon.

HABITAT: Fields, Woods.

POTENCY LOSS: Loses 40% of potency within one hour of being picked and 10% of remaining potency per week thereafter until reduced to 10% of original potency.

DESCRIPTION: An herb with small red or white flowers often confused with a (seemingly) legendary plant of the same name. The legendary Amaranth is said never to fade and to be the prime ingredient in an amulet which causes the wearer never to age. The plant described herein has no such magical powers. Instead, the petals of the red variety may, when fresh, be made into a poultice, causing the blood to clot and the bleeding to stop within D+2 Pulses. It will heal 1 Endurance Point per day for D10 days.

ANEMONE Wind Flower

AVAILABILITY: Uncommon.

HABITAT: Woods.

POTENCY LOSS: Loses 30% of potency in the first 24 hours after picking and a continued loss of 10% of potency per week.

DESCRIPTION: A tall, leafy stalk with large rich purple flowers having black centers. Anemone can grow literally overnight. Steam from the boiling petals may provide anyone who breathes it with a +10 on any Base Chance involving spells which predict the future. A poultice made of the petals has an 80% chance of curing any blindness except that due to a major curse or to loss of eyes.

ANGELICA

AVAILABILITY: Uncommon.

HABITAT: Fields.

POTENCY LOSS: Loses 5% of potency within 24 hours of picking and 1% per week thereafter.

DESCRIPTION: A leafy green herb which may be worn about the body when fresh as a

protection against the evil eye. When worn in this fashion, resistance to the Evil Eye Spell (S-9) of the College of Black Magics is increased by 5. An Alchemist may distill potions designed to cure colds, infections, and add 10 to the user's Magic Resistance for D5 hours. Tinctures of this herb brushed on a wound will decrease the chance of infection by 20.

ASATOETIDA

AVAILABILITY: Uncommon.

HABITAT: Woods.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A gum resin-bearing plant found in deep woods and sometimes cultivated as a house plant. The unpleasant odor of the resin (which may be smeared on the body) is only annoying to most occupants of this plane, but Demons heartily dislike it and Incubi, Succubi, Devils, and Imps will not normally approach within 5 feet of an individual carrying the smell of the resin. However, Hellhounds are maddened by the smell and will immediately attack the wearer of this resin.

BASIL

AVAILABILITY: Common

HABITAT: Fields.

POTENCY LOSS: Loses 30% of potency within an hour, 50% within 24 hours, and 100% of potency within a week.

DESCRIPTION: A common herb characterized by green waxy brittle leaves. Basil can be used to make a poultice which will cure any type of insect, bee, or wasp bit or sting. The herb will cure 1 Endurance Point per day for D10 days.

BELLADONNA Deadly Nightshade

AVAILABILITY: Rare.

HABITAT: Woods, Marsh.

POTENCY LOSS: Loses 10% potency within 24 hours of picking. Loses 1% of potency each week thereafter for all purposes except the manufacture of poison.

DESCRIPTION: An herb characterized by black berries and dark crimson leaves. An Alchemist may use Belladonna to distill flying potions

(lasting D10 minutes). Both Alchemists and Adepts of the College of Black Magics may distill a powerful poison from Belladonna (100% kill chance). Anyone may feed the berries to a victim they desire to poison, though their bitter taste will probably make the victim unwilling to eat enough to do serious harm. Death is by heart and respiratory failure within several hours of ingestion.

BETONY Wood Betony

AVAILABILITY: Uncommon.

HABITAT: Fields, Woods.

POTENCY LOSS: Loses 1% of potency per week.

DESCRIPTION: An herb of the mint family. Betony may be used by the College of Shaping Magics in any type of amulet involving an increase in the Physical Strength, Endurance, or Fatigue of the wearer. Anyone may brew it into a tea when freshly picked which will allow the drinker to recover Fatigue as if he had just eaten a hot meal.

BLACK HOARHOUND

AVAILABILITY: Uncommon.

HABITAT: Marsh.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: An herb which can be brewed into a tea which works in the same manner as Betony to aid in the recovery of Fatigue. It can also be fashioned by an Adept of the College of Shaping Magics into an Amulet of Calmness which decreases all of the wearer's rolls on the Fright Table (44.8) by 10.

BLOODROOT

AVAILABILITY: Uncommon.

HABITAT: Fields, Woods.

POTENCY LOSS: Loses 1% potency per week.

DESCRIPTION: A weed characterized by fibrous, liquid-bearing roots, the juice from which can be used by an Alchemist to distill a potion which will act like a control spell on whoever ingests it, causing him to obey the first sentient being he meets as if that being were the caster of the spell.

BRYONY Snake Grape

AVAILABILITY: Uncommon.

HABITAT: Fields, Woods.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A flowering vine with grape-like fruit and tendrils which can be distilled by an Alchemist into a potion which will heal broken bones if drunk three times a day for seven days.

CAPER

AVAILABILITY: Uncommon

HABITAT: Fields, Rough.

POTENCY LOSS: Loses 1% potency per day.

DESCRIPTION: Capers are the fruit of a small shrub which in bud form may be picked and used by an Alchemist to manufacture a potion which will serve as an antidote to impotence (whether naturally or magically occurring). Capers are also a prime ingredient in Love Philtres and Potions of Fertility (see 46.3).

CATGUT Turkey Pea, Goat's Rue, Devil's Shoestring

AVAILABILITY: Uncommon.

HABITAT: Woods, Rough.

POTENCY LOSS: Loses 10% of potency an hour after picking and 1% per hour thereafter.

DESCRIPTION: An herb whose tough roots may be ground and brewed into a tea which functions in the same manner as Betony as an aid to the recovery of Fatigue.

CATNIP

AVAILABILITY: Common.

HABITAT: Fields.

POTENCY LOSS: Loses 1% potency per week.

DESCRIPTION: An herb of the mint family, often domestically grown. Catnip can be distilled by an Alchemist into a potion which will promote healing. Distilled by an Alchemist, it will heal 3 Endurance Points.

CHERVIL

AVAILABILITY: Common.

HABITAT: Fields.

POTENCY LOSS: Loses 20% of potency within one hour and 1% thereafter until distilled.

DESCRIPTION: An herb of the parsley family which can be made into an infusion and used to bathe wounds decreasing the chance of infection by 10 and increasing the chance of the body healing itself if it does become infected by 10. An Alchemist can use it to distill a healing potion, working in the same fashion.

COWSLIP

AVAILABILITY: Common.

HABITAT: Fields, Woods.

POTENCY LOSS: Loses 5% potency per week.

DESCRIPTION: A yellow wildflower which often grows in pastures. Cowslip is sometimes used by Alchemists to distill Sleeping Potions and has from time to time been substituted for more potent ingredients in Sleep Dust by Adepts of the College of Ensorcelments and Enchantments (with a 90% loss in the effectiveness of the dust). See 34.5 (Q-3). The pollen of the flowers is the active ingredient.

CYCLAMEN

AVAILABILITY: Uncommon.

HABITAT: Woods, Marsh.

POTENCY LOSS: Loses 40% of potency an hour after picking and 1% per hour thereafter until distilled.

DESCRIPTION: A flowering herb which may be distilled by an Alchemist into a Sleeping Potion or a Love Potion (both lasting D10 hours) or by an Adept of the College of Black Magics into a Love Philtre (see 46.3).

DAFFODIL

AVAILABILITY: Common.

HABITAT: Fields, Woods, Rough.

POTENCY LOSS: Loses 20% of potency after one hour and 5% of potency per hour thereafter until distilled.

DESCRIPTION: A yellow flower which may be made into a poultice and applied to wounds to heal 1 Endurance Point per day for D10 days.

Daffodils may also be mashed and their juices distilled into a Love Philtre by an Adept of the College of Black Magics (46.3).

DAMIANA

AVAILABILITY: Uncommon.

HABITAT: Woods, Rough.

POTENCY LOSS: Loses 10% potency per month.

DESCRIPTION: A leafy herb often used in teas designed to have a slight euphoric effect. An Adept of the College of Black Magics may use it in a Love Philtre (see 46.3), but the Philtre will last only a couple of months.

EUPHORBIA

AVAILABILITY: Rare.

HABITAT: Woods.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A poisonous plant (35% kill chance) often used by Alchemists in distilling synthetic poisons and by Adepts of most Colleges for use along with various forms of incense and precious oils to burn in censers while performing ritual magic.

FENNEL

AVAILABILITY: Common.

HABITAT: Fields.

POTENCY LOSS: Loses 10% of potency per month.

DESCRIPTION: A feathery green flowering herb whose seeds may be used by an Adept of the College of Shaping Magics to manufacture an amulet designed to repel Spectres. Used in this manner it will repel all Spectres who fail to resist its effect (by rolling twice Willpower or less on D100) and will have a Shaping Index of 40.

FERN

AVAILABILITY: Uncommon.

HABITAT: Woods, Marsh, Caverns.

POTENCY LOSS: Loses 5% of potency per day once picked.

DESCRIPTION: A delicate, feathery plant usually found in dimly lighted areas (wooded glens, cave entrances, etc.). The male plant can be dried and powdered and used by adepts of the College of Black Magics to make Love Philtres as per 46.3. The female plant may be distilled by an Alchemist into a Potion of Invisibility (for D10 hours).

GARLIC

AVAILABILITY: Common.

HABITAT: Fields.

POTENCY LOSS: Never loses any potency for most purposes.

DESCRIPTION: A purple-flowered member of the lily family. The flowers may be used as a protection against Vampires, but they are not nearly as effective as the plant's root which forms bud-like rhizomes that may be eaten or strung into garlands that offer the best protection against the attentions of such beings. See 74.2 for details. Sailors consider the eating or wearing of Garlic of use in preventing shipwrecks; but this is only a mere myth. The substance does have a slight repellant effect on Greater Undead other than Vampires, and no one wearing Garlic can ever be affected by the Evil Eye spell (S-9) of the College of Black Magics. Further, the resistance of the wearer versus all spells of the College of Black Magics is increased by 5.

GINSENG

AVAILABILITY: Uncommon.

HABITAT: Woods.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A variety of plant, the root of which can be ground and used by an Alchemist in the manufacture of Love Potions (lasting D10 days). May also be brewed into a tea which has minor aphrodisiac qualities.

HELLEBORE

AVAILABILITY: Rare.

HABITAT: Woods, Marsh.

POTENCY LOSS: Loses 2% potency per week once picked.

DESCRIPTION: A generally poisonous plant which comes in two varieties; Green and Black. The green variety is used by Alchemists to distill potions designed to cure madness (60% chance). The Black variety is used by Alchemists to distill a number of different types of poison (60% kill chance).

HEMLOCK

AVAILABILITY: Rare.

HABITAT: Woods, Marsh.

POTENCY LOSS: Loses 2% potency per week.

DESCRIPTION: A variety of evergreen whose bark is useable by Alchemists to create Flying Potions (lasting D10 minutes) or a powerful poison (100% kill chance) which causes slow paralysis eventually causing cardiovascular failure.

HENBANE

AVAILABILITY: Rare.

HABITAT: Fields.

POTENCY LOSS: Loses 5% potency per week for most purposes.

DESCRIPTION: A poisonous herb often used by Alchemists in distilling poisons (50% kill chance) and Love Potions (lasting D5 days). Ingestion of the untreated herb raw or cooked in food usually results in extreme hallucinations followed within hours by death.

HOLLY

AVAILABILITY: Uncommon.

HABITAT: Fields, Woods, Marsh.

POTENCY LOSS: Loses 5% potency per day. Immediately loses all remaining potency if touched by Cold Iron.

DESCRIPTION: A flowering, fruit-bearing plant held sacred by Druids. The berries are a bright red, very attractive, but bitter. They are also extremely poisonous, killing within hours (70% kill chance). The leaves may be made into an Amulet of Luck by an Adept of the College of Shaping Magics similar to the Amulet of the same name of the College of Black Magics.

JASMINE

AVAILABILITY: Uncommon.

HABITAT: Fields.

POTENCY LOSS: Loses 20% potency an hour after being picked and 10% per week thereafter.

DESCRIPTION: A flowering shrub said to make a powerful ingredient for use in manufacturing Love Philtres. In actuality, it has no value at all except to make such liquids sweet smelling. However, Jasmine incense has some magical value in the performance of certain magical rituals, especially those having to do with summoning and purifications (+2 to Base Chance).

JIMSON WEED

AVAILABILITY: Uncommon.

HABITAT: Rough, Waste.

POTENCY LOSS: Loses 5% of potency per month.

DESCRIPTION: A narcotic plant whose seeds and roots are often ingested as part of mystical ceremonies. An Alchemist may use Jimson Weed to distill potions that create hallucinations or make the drinker susceptible to control or mental manipulation. It may also be fashioned by an Adept of the College of Shaping Magics into an Amulet of protection against spells of the College of Black Magics and the College of Enspellments and Enchantments (+5 to Magic Resistance).

LAUREL

AVAILABILITY: Uncommon.

HABITAT: Woods, Rough, Marsh.

POTENCY LOSS: Loses 10% potency an hour after picking and 5% per week thereafter.

DESCRIPTION: A small evergreen whose leaves may be burned as a protection against Incubi and Succubi (they will not willingly enter a room in which the substance is being burned). The leaves may also be distilled by an Alchemist to create a potion which increases the drinker's ability to disbelieve illusions (+25 to success percentage).

LOTUS

AVAILABILITY: GM's discretion.

HABITAT: Woods, Marsh.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A type of five-petalled flower which appears in several distinct varieties. The White Lotus may be used in the production of Love Philtres by Adepts of the College of Black Magics. The Yellow Lotus is sometimes dried and used by Adepts of the College of Shaping Magics in the manufacture of Amulets of Luck similar to the Amulet of the same name of the College of Black Magics. The Pink Lotus is the most common type, but has no magical properties. The Purple Lotus is Rare and is often used in potions which increase the resistance of the drinker versus magic of the College of Sorceries of the Mind (+5 to Magic Resistance). The Black Lotus is Very Rare and is the most powerful of the five. The pollen from this flower is the active ingredient in both Sleep Dust and (in larger quantities) Poison Dust, the manufacture of both substances being part of the General Knowledge of the College of Ensorcelments and Enchantments (and such a closely-guarded secret that none except an Adept of this College has ever been able to duplicate either). The Black Lotus is also a powerful ingredient in Alchemists' Aphrodisiacs, Love Potions, and Potions used to cause hallucinations or gain control over the drinker.

MANDRAKE

AVAILABILITY: Rare.

HABITAT: Rough, Waste.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A narcotic herb whose root forms the shape of a human figure. The berries can be used as either an aphrodisiac, a narcotic, or a poison (30% kill chance), depending on the dosage. the same applies to the root. In addition, the root is often used by Adepts of the College of Black Magics in Love Philtres (lasting D10 days) and Fertility Potions.

MARIGOLD

AVAILABILITY: Common.

HABITAT: Fields.

POTENCY LOSS: Loses 5% of potency per month.

DESCRIPTION: A yellow-flowered plant whose seeds are often powdered and made into incense for use in magic rituals. They may also be used by an Alchemist to distill Potions designed to cause the drinker to speak only the truth and answer all questions asked.

MARIJUANA

AVAILABILITY: Uncommon.

HABITAT: Fields.

POTENCY LOSS: Loses 3% of potency per month.

DESCRIPTION: A flowering plant readily identifiable by the distinctive shape and arrangement of its leaves. May be used by anyone as a mild pain-killer (with euphoric side effects) and is often ingested (via smoking) for this purpose. An Alchemist can distill the raw plant into a compact mash which is sometimes used in religious ceremonies. In this form, the drug is extremely powerful and causes hallucinations, disorientation, and a reduction in resistance to all magic (-5), and especially to magic of the College of Sorceries of the Mind (-10 to Magic Resistance).

MARJORAM

AVAILABILITY: Uncommon.

HABITAT: Fields, Woods.

POTENCY LOSS: Loses 10% of potency per hour.

DESCRIPTION: An herb often used to brew teas having calmative and restorative powers. Drinking a cup of this tea will decrease subsequent die rolls on the Fright Table (44.8) by 5 and will allow the drinker to recover Fatigue exactly as if he had just eaten a hot meal.

MISTLETOE

AVAILABILITY: Uncommon.

HABITAT: Woods, Forests.

POTENCY LOSS: Loses 5% of potency per hour.

DESCRIPTION: A parasitic shrublike plant whose white berries are often used by Adepts of

the College of Black Magics in the creation of Love Philtres. Untreated, the berries are slightly poisonous (5% kill chance). The entire plant except the berries may be made into an infusion which is used to wash fresh wounds, causing the subject to regain 2 points the Fatigue and increasing the chances of the body recovering from any non-magical infection by 15. As a side-effect of this healing phenomenon, the subject will for the next several weeks undergo an increase of several hundred percent in fertility or potency. A sprig of mistletoe used to make a set of lock picks will increase by 10 the chance of anyone picking a lock with those picks.

MOONWORT

AVAILABILITY: Rare.

HABITAT: Woods.

POTENCY LOSS: Loses 5% of potency per day.

DESCRIPTION: A fern known for its crescent-shaped leaves. It is often used by Adepts of the College of Black Magics as an ingredient in Love Philtres. Its greatest value, however, is as a material for use in fashioning lock picks. The chances of anyone picking a lock are increased by 15 if the picks they are using are made of dried Moonwort stems. Moonwort should, however, be kept out of close proximity with Cold iron on which it exercises an extremely rapid oxidizing effect (loses 1% of the metal's strength for each hour that it is in contact with Moonwort).

MULLEIN

AVAILABILITY: Rare.

HABITAT: Fields, Woods.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A course-leafed weed. The leaves may be used and fashioned by an Adept of the College of Shaping Magics into an Amulet designed to protect the wearer from enchanted monsters, who will not approach the wearer closer than 20 feet.

MYRRH

AVAILABILITY: Rare.

HABITAT: Fields.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A resinous plant often tapped for the sweet-smelling gum which is one of the most important ingredients in perfumes and in the incense used in magical rituals (especially those having to do with summoning beings from other dimensions +2 to Base Chance).

OPIUM POPPY

AVAILABILITY: Uncommon.

HABITAT: Fields.

POTENCY LOSS: Loses 2% of potency per month.

DESCRIPTION: A type of poppy characterized by bright red flowers. The buds yield a gum used by Alchemists in the manufacture of opium, a powerful narcotic ingested by smoking or by drinking while in suspension of tea. Healers use the drug to kill pain. It can, however, kill if ingested in large quantities. Frequent use leads to addiction and progressive mental and physical deterioration. Ingestion of the herb produces mild and reoccurring hallucinations which develop into horrible fantasies in habitual users.

RUE

AVAILABILITY: Uncommon.

HABITAT: Fields, Woods.

POTENCY LOSS: Loses 5% of potency per hour.

DESCRIPTION: A yellow-flowered herb which may be brewed into a tea which allows the drinker to recover Fatigue exactly as if he had just eaten a hot meal. Has the side effect of making the drinker impotent for the ensuing 24 hours.

SAFFRON

AVAILABILITY: Uncommon.

HABITAT: Fields, Woods.

POTENCY LOSS: Loses 1% of potency per week.

DESCRIPTION: A variety of Crocus whose stamens may be powdered and used by Alchemists to distill Potions designed to cure blindness (75% chance) or disease (70%

chance). Saffron stamens may also be used in the manufacture of incense for use in magic rituals.

SAGE

AVAILABILITY: Uncommon.

HABITAT: Fields. POTENCY LOSS: Loses 2% of potency per week.

DESCRIPTION: A leafy herb whose juices are sometimes used by Alchemists in the manufacture of Potions designed to cure disease. The plant may also be brewed into a calmative tea which will reduce die rolls on the Fright Table (44.8) that day by 3.

SAINT JOHN'S WORT *Hypericum*

AVAILABILITY: Uncommon.

HABITAT: Woods, Marsh. POTENCY LOSS: Never loses any potency.

DESCRIPTION: An orange-flowered plant which may be distilled in an Alchemists Potion designed to increase the resistance of the drinker to magic of the College of Black Magics and the College of Necromantic Conjurings (+10 for D10 hours).

SANDALWOOD

AVAILABILITY: Rare.

HABITAT: Woods, Forests.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A tree whose bark is valuable as an ingredient in most incense used in magic rituals.

SATYR ORCHID

AVAILABILITY: Very Rare.

HABITAT: Woods, Forests.

POTENCY LOSS: Loses 50% of potency after an hour and 10% per hour thereafter.

DESCRIPTION: A green-flowered Orchid which may be eaten as an aphrodisiac or stimulant. One flower will allow the eater to recover 4 Fatigue immediately. Any number of flowers may be eaten, but there is a 10% chance (+20% for each flower above one) that eating the flower(s) will cause the eater to gradually (in

D10 weeks + one day per Endurance Point currently possessed by the victim) turn into a Satyr. Treat this latter effect as a major curse.

SNAKEROOT

AVAILABILITY: Uncommon.

HABITAT: Woods, Rough.

POTENCY LOSS: Loses 50% of potency one hour after picking and 10% potency per day thereafter.

DESCRIPTION: An herb whose root can be chewed and spat into a snakebite neutralizing the poison of the snake within D-5 minutes. Alchemists distill it into a variety of Antidotes and Potions for healing diseases.

SUNFLOWER *Heliotrope*

AVAILABILITY: Common.

HABITAT: Fields.

POTENCY LOSS: Never loses any potency.

DESCRIPTION: A tall, bright-yellow flower (often growing to above man height). Incubi, Succubi, Devils, Imps, and Hellhounds will not enter a stand of Sunflowers, though individual flowers have no effect on them. The seeds may be eaten for food, but in large quantities they produce hallucinations and visions of the future, some of which (about 5%) will be accurate and valuable to the seer providing he can decipher them. The juice from the seeds is sometimes used by Alchemists to distill Potions which have as their object the controlling of the drinker, as Bloodroot.

SWEET FLAG

AVAILABILITY: Uncommon.

HABITAT: Fields.

POTENCY LOSS: Loses 30% of potency per day.

DESCRIPTION: A tall, bright flower which is unpleasant to Wights, Wraiths, and Night-Gaunts. Each of these types of Undead must roll their Willpower or less in order to approach a character draped in Sweet Flag or cross a threshold draped in Sweet Flag.

TEASEL Venus's Basin

AVAILABILITY: Uncommon.

HABITAT: Fields.

POTENCY LOSS: Loses 5% of potency per week.

DESCRIPTION: Actually the plant, itself is of no value. However, water which collect at the base of this tall, burred, red plant is an ingredient in Toad Sweat Potions designed to remove blemishes (see 46.3). Alchemists also sometimes use the water in beauty potions.

increase the Physical Strength or Endurance of the drinker by 1 per Rank for D10 minutes.

THYME

AVAILABILITY: Uncommon.

HABITAT: Fields.

POTENCY LOSS: Loses 5% of potency per week.

DESCRIPTION: An herb of the mint family which may be brewed into a tea that will decrease the drinker's subsequent rolls of the Fright table within the next 6 hours by 3.

VALERIAN

AVAILABILITY: Uncommon.

HABITAT: Woods.

POTENCY LOSS: Loses 20% of potency after one hour and 10% potency per day thereafter.

DESCRIPTION: A flowering herb used by Alchemists to distill Sleeping Potions (lasting D5 hours). May be brewed into a tea which will allow the drinker to recover 2 Fatigue exactly as if he had just eaten a hot meal. An Alchemist's distillation will heal 4 Endurance Points immediately and also cure diseases. The tea has the side effect of making the drinker extremely attractive to members of the opposite effect for a period of two hours after drinking.

VETCH

AVAILABILITY: Uncommon.

HABITAT: Fields, Rough.

POTENCY LOSS: Loses 10% of potency per month.

DESCRIPTION: A purple-flowered clover often found in hilly or even mountainous regions. Used by Alchemists to distill Potions designed to