

# Herbalism



In the Kingdom of Tursh

**ADVENTURES**  
**D3**



**HERO**  
SYSTEM  
SIXTH EDITION

**Author:** Paul Caughell  
**Additional Material:** Jason Yarnell  
**Editing:** Alec Rosenblit  
**Layout:** Jason Yarnell  
**Cover Illustration:** Adam Schmidt  
**Cover Border:** Pawel Dobosz  
**Interior Illustrations:** Adam Schmidt, Maciej Zagorski, Pawet Dobosz



HERO System™ is DOJ, Inc.'s trademark for its roleplaying system.  
HERO System Copyright © 1984, 1989, 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.  
Fantasy Hero Copyright © 2003 by DOJ, Inc. d/b/a Hero Games. All rights reserved.  
Pulp Hero Copyright © 2005 by DOJ, Inc. d/b/a Hero Games. All rights reserved.  
Justice Inc., Danger International, Western Hero, and Star Hero Copyright © 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.  
For further information about Hero Games and the HERO System, visit [www.herogames.com](http://www.herogames.com).

Copyright © 2008-2013 by D3 Adventures, Inc. All rights reserved. No reproductions without permission.  
Produced and distributed by D3 Adventures, Inc., 5706 Fort Sumter Lane, Houston, TX, 77084.  
For further information about D3 Adventures, visit [www.d3adventures.com](http://www.d3adventures.com).

# CONTENTS

Introduction .....	2	Folloy .....	15
Herbalists in the Kingdom of Tursh .....	3	Seonllum .....	16
Gathering, Growing and Preparing Herbs .....	3	Tihya .....	16
Growing Herbs .....	3	Yarrow .....	16
Gathering Herbs .....	4	Yokupa .....	17
Purchasing Herbs .....	4	Poisons.....	18
Preparing Herbs .....	4	Creating, Acquiring and Using Poisons .....	18
Chirurgy and Medical Science .....	4	Delivery Methods .....	18
Anatomy and Healing.....	5	Applying a Poison .....	19
Tools and Environment .....	5	Poison details.....	19
Attuned Herbalists .....	5	Alip.....	19
Attuned Herbalist Talent.....	6	Bloodroot.....	20
Attuned Herbalist Power .....	6	Ciomy .....	20
Healing Herbs and Antidotes .....	7	Ghali-Ghali .....	20
healing herbs.....	8	Noirdre.....	21
Balstan .....	8	Waruc .....	21
Bloodroot .....	8	Yultsic.....	21
Catha .....	8	Diseases .....	23
Finevan.....	9	Infection mechanics.....	23
Kelin .....	9	Catching a Disease .....	23
Kilanie.....	9	Disease details .....	24
Min.....	10	Black Shakes.....	24
Torja .....	10	Bloody Flux .....	24
Trine .....	11	Nagzin Fever .....	24
Valeltan .....	11	Scarlet Pox .....	25
Virsty .....	11	Wet-lung .....	25
General Purpose Herbs .....	12	Package Deals .....	26
Aitju.....	12	Herbalist .....	26
Girmark .....	12	Midwife.....	26
Nean.....	13	Chirurgeon .....	27
Queensfoil.....	13	Common Chirurgeon .....	27
Surina .....	13	Academy Chirurgeon .....	27
Antidotes.....	14	Field Medic Extension Package.....	27
Braes .....	14	Poisoner Extension Package .....	28
Chrilas .....	14	New Equipment .....	29
Lisomon.....	14	Equipment .....	29
Umir .....	15	Building New Herbs and Cost Calculations .....	30
Curatives .....	15		
Atin.....	15		
Bethron .....	15		

## INTRODUCTION

Within Kamarathin there is an art to taking materials from the natural world and working them into a form that will benefit those who would use them. This art ranges from mining raw ore, smelting it into steel and then forming it into tools and weapons to taking plants and berries and mixing them into tinctures, powders and salves to mend wounds or cure diseases. Regardless of the art employed, they all operate from the same basic premise.

In all things there are those who are trained and skilled in what they do, many a woodsman or chirurgeon can take an herb and mix it in the proper doses to take advantage of its inherent properties, but these people only see the herb as a tool. They do not and cannot see the spirit within, they do not speak with this spirit, and they do not make any attempt to work with the spirit to let the spirit increase the efficacy of

the ointment or balm.

Those that do are known as Attuned Herbalists or Apothecaries. These rare men and women have an innate talent that cannot be learned, it is one that must be born into the soul. All of the herbs, berries and plants that contain medicinal properties will work in the hands of the traditionally trained herbalist or chirurgeon, but when mixed and worked by an Attuned Herbalist or Apothecary the full potential is drawn from the mixture.

Within the pages of this tome, we shall discuss the methods of acquiring and preparing herbs for both healing and more nefarious uses, as well as the identification and treatment of common diseases that can be found in the Kingdom of Tursh. I shall be your guide into the world of chirurgy and herbalism.



## HERBALISTS IN THE KINGDOM OF TURSH

*Brinia struggled slowly to her feet from where she crouched next to the small pond, her knees protesting loudly. "Shame there isn't an herb for old age," she thought as she cleaned the dirt off of the bloodroot she had just harvested. The bushes behind her snapped loudly as someone stumbled through them, cursing. Brinia turned to look at the stranger, seeing a young man barely old enough to grow a proper beard wearing shabby leather armor and clutching a battered short sword in his left hand while his right clutched his side where his lifeblood was dripping slowly. The man eyed her warily and she stared back, calm and unconcerned.*

*"You the herb-witch from Gerry?" he asked.*

*Brinia didn't really care for the title, no matter how true it was, but she gave the lad a gap-toothed smile and replied "That's right, and you look like you might be one of those bandits been waylaying travelers on the road to Viel. Run afoul of some trouble, have you?" She cackled as the lad scowled at her. His face was growing quite pale now, she noticed. "Oh sit down, boy, before you fall over dead. I'll be no use to you then."*

*The young bandit glared at her and answered, "No, I'll stay on my feet, Witch. If you try to poison me or be-spell me, I'll..." he weakly waved his sword in her general direction. She snorted and said, "Fine then, be a damn fool. You'll be sitting in a short moment anyway, or lying on your face."*

*Brinia waited, watching the boy sway unsteadily until he passed out and crumpled to the ground. Shaking her head and muttering to herself about the follies of youth, she worked her old body down onto the ground next to him, rolling the lad over on his back. Setting aside the bloodroot, she pulled knife from her belt and cut away the armor around the injury. "Ghastly business, fighting and killing," she said out loud. "Don't rightly know why anyone does it." Her mind ran over the remedies she had in her many pouches before settling on the one easiest at hand; the bloodroot she had just harvested. "The spirits must favor foolish boys with swords," she said, and then she started singing.*

*Holding the root above the boy she slowly cut furrows in it with her knife, letting the blood-colored sap drip onto the open wound before smearing it around with the flat of her knife. Her song rose and fell in a natural rhythm, calling to the spirit of the plant, praying for it to awaken and empower the healing effect of the sap. The bleeding slowed and finally stopped, and the boy's chest continued to rise and fall. Satisfied, Brinia cut the single broad leaf off the plant and spread it over the wound, her song now thanking the spirit for its help. She slowly struggled back to her feet and gathered a small amount of firewood, building a fire and unpacking her teapot from her backpack. While the boy slept, she sang another song over a tiny twist of paper containing a measured amount of herbs that would help the boy recover from losing so much of his lifeblood.*

## GATHERING, GROWING AND PREPARING HERBS

Herbalist characters can obtain the herbs they use in several different manners. Most herbalists in Kamarathin are stationary and maintain a garden containing their most commonly used herbs. This is not an option for adventuring characters. Adventurers must either forage for their herbs, or they may purchase them from another herbalist or merchant.

### GROWING HERBS

Growing herbs is accomplished through the use of the PS: Herbalist skill. The herbalist must devote at least 2 hours a day to their garden during the growing season. One roll is made per growing season; a successful roll indicates a good crop, while a failed roll indicates a smaller harvest than expected. A critical success indicates a bumper crop. A critical failure indicates that the combination of environmental factors and ineptitude has destroyed the crop and nothing can be salvaged.





## GATHERING HERBS

To successfully forage for herbs, the herbalist must be in the correct environment, and the herb she seeks must be in season. A PS: Herbalist roll is made for every 4 hours of time the character spends foraging, KS: Herb Lore can be used as a complementary skill for this roll. Success indicates the herbalist has found 1d6 batches of the herb she sought. Failure indicates that she was unable to find anything. With a critical success, she finds double the amount rolled. A critical failure indicates that something untoward happened and the character was injured, taking 1d6 BODY damage. This damage cannot be resisted.

### Foraging Modifiers

- +1 Per step up the Time Chart spent searching
- -1 Per step down the Time Chart spent searching
- +1 Per 2 points of success on KS: Herb Lore roll, maximum +3
- +6 Critical success on KS: Herb Lore

Once an herb has been harvested, it will only retain potency for a limited amount of time. Some herbs retain their potency for years, others only for days. Preparing an herb for use as a remedy may extend the life of the herb, or drastically shorten it. The details regarding lifespan of individual herbs as well as what is done to prepare the herbs are covered in chapter 3 and 4.

## PURCHASING HERBS

Purchasing herbs is by far the easiest method of acquisition, if the character has coin to pay for the herbs. The herbalist is still at the whims of the merchant as far as what herbs are stocked and in what quantities, and some herbs will simply not be available for sale due to rarity, season or loss of potency. An unmodified Trading roll is made to locate a merchant that carries legal herbs. Streetwise is used to locate merchants that are willing to sell more dangerous herbs or prepared poisons. KS: Black Marketeering can be used as a complementary skill for this roll. It is up to the GM what herbs the merchant has available and how fresh the herbs are.

## PREPARING HERBS

Processing herbs from their natural form to make them more easily stored is done by drying the herb and then chopping or grinding it with a mortar and pestle. Ground herbs may then be stored in leather bags, paper envelopes or twists, vials or jars. Oils are distilled from herbs using a glass retort and steady flame. Herbs may also be mixed with a lotion or salve base created by mixing beeswax and olive oil, or simply mixing the herbs in with rendered animal fat. Poultices are created by soaking dried or fresh herbs in hot water and packing them onto the body and tightly wrapping the area. Dried herbs are also used to create decoctions by boiling them for a period of time and administering the resulting liquid as a dose. Sticky pastes are created by mixing dried herbs or pulp with honey, which can then be spread over the body or eaten.

All of these preparations require a successful PS: Herbalist roll, with KS: Herb Lore as a complementary skill. PS: Cook may also be used as a complimentary skill where applicable, but the maximum modifier is still +3. In many cases, the herbalist may take extra care and time to ensure the preparation is done correctly, but some herbal preparations have a very short lifespan and the herbalist cannot take extra time on any herb with a prepared life of less than an hour. The herbalist may also rush the preparation and take shortcuts, at risk of spoiling the herb. If the herbalist does not have a proper mortar and pestle, improvised tools may be used. These modifiers are cumulative. A successful roll indicates the preparation was successful. Failure indicates the dose was spoiled. Critical success increases the potency of the dose by adding 1d6 AP to the herb's power. Critical failure indicates that the dose was spoiled but the herbalist was unaware of the problem, causing 1d6 BODY damage to the patient. This damage cannot be resisted.

### Preparation Modifiers

- +1 Per step up the Time Chart spent preparing herb, maximum +3
- -1 Per step down the Time Chart in preparation time
- -1 Improvised tools
- +1 Per 2 points of success on KS: Herb Lore or PS: Cook if applicable, maximum +3
- +6 Critical Success on KS: Herb Lore or PS: Cook if applicable

## CHIRURGY AND MEDICAL SCIENCE

Herbs are often used in conjunction with other, more direct methods of healing. The practitioners of medical science, such as it is, are known as Chirurgeons. The science of medicine in Kamarathin is not well defined; it is a mixture of anatomical knowledge, herb lore, superstition and outright misunderstanding. The prevailing theory of medicine is based on the concept of bodily humors, the imbalance of which cause illness. Common treatments for imbalance of humors include sweating, purging, vomiting and bloodletting. Also common is the belief that illness and disease are caused by spirits (a belief that is often proven factual), which can be treated performing the proper rituals or offering the right prayers. In the absence of a trained surgeon, folk medicine is even more dominated by superstition.

The tools of the medical trade are numerous, and in some cases improvised by necessity. The bleeding lancet and leeches are used for bloodletting. Finely crafted steel knives are used for surgical procedures, supplemented by bronze scissors for larger work. Sets of steel or bronze hooks are used to reach and raise blood vessels, or for seizing small pieces of tissue and fixing or retracting the edges of wounds, and cleaning debris from an open wound. Bronze probes are used to mix, measure and apply medicines, or lever broken bones into position. Cautery is used for closing major wounds, curved suturing needles and thread made of plant

fibers or dried animal gut for smaller wounds. For major head wounds that caused internal bleeding, a drill would be used to relieve pressure inside the skull. When all else failed, saws were used to amputate gangrenous limbs in the hopes of saving the patient.

## ANATOMY AND HEALING

The primary skill for treating injuries is Healing, with PS: Chirurgeon as a complementary skill. A successful chirurgeon must have some knowledge of the anatomy of his patient to properly treat injuries. Basic knowledge of at least one species anatomy is helpful, but when dealing with other species, the chirurgeon is hampered by misunderstandings and invalid assumptions as to the location and nature of organs.

		Anatomical Knowledge					
		Human	Halfling	Dwarf	Goblin	Canid	Dragon-Folk
Patient Species	Human	-1	-2	-2	-3	-4	-4
	Halfling	-2	-1	-2	-3	-4	-4
	Dwarf	-2	-2	-1	-3	-4	-4
	Goblin	-3	-3	-3	-1	-4	-4
	Canid	-4	-4	-4	-4	-1	-4
	Dragon-Folk	-4	-4	-4	-4	-4	-1

Before making a healing attempt, the character should roll a skill check against their SS: Species Anatomy skill. If they succeed on the check, the healing attempt proceeds without any modifiers for anatomical difference. If the check fails, the healing attempt proceeds with a modifier based on the table above, comparing the patient's species to the healer's anatomical knowledge.

Trained or experienced healers are better equipped to deal with a patient's injuries. This is reflected by a complementary skill roll with PS: Chirurgeon, which provides +1 to the healing roll for every 2 points that the roll succeeds by, up to a maximum of +3. Failing this roll has no negative effect.

Diagnosing the injury is assumed to be part of the treatment process and does not require a separate roll.

## TOOLS AND ENVIRONMENT

Using the correct tools can greatly enhance the healing check. For every tool that the character has available applicable to the wound that is being treated, the healing check is modified by +1, up to a total modifier of +3. Linen bandages or splints (depending on the nature of the injury) are considered the minimum applicable tools and do not provide a modifier. If no tools are used at all, the healing check suffers a -3 modifier.

Severely injured patients are much harder to treat. For every 2 BODY damage below the patient's starting total, a -1 modifier is applied to the roll.

Finally, the environment the healer is working in can also impact the healing roll. If there is combat, or other distractions (e.g. Working on a moving surface such as a wagon or a ship in a storm), or the healer is attempting to rush the process, the roll is modified by -2.

## Healing Skill Modifiers

- -1 per 2 BODY below starting total
- -2 combat or other distractions, or rushed healing
- -4 to -1 unfamiliar anatomy
- -5 no anatomical knowledge, or critically failed roll
- -3 to +2 equipment bonus
- +1 per 2 points of success with PS: Chirurgeon Complementary skill roll, maximum +3
- +6 Critical Success on PS: Chirurgeon Complementary skill roll

A Healing skill roll must be made for each discrete wound, as defined (6E2, p.122). A successful healing roll will immediately stop any bleeding (6E2, p.113) and restore 1 BODY. Treatment of impairing wounds (6E2, p.111) halves the duration of the impairment. Treatment of disabling wounds (6E2, p.111) halves the total effect of the disability. A character that is treated

by a healer daily doubles his REC for recovering BODY.

Critically failing a Healing skill roll indicates that the healer has made his patient's injury worse in some way. This may reopen wounds to increase bleeding, or simply cause additional ½d6 BODY damage. This damage cannot be protected against.

## ATTUNED HERBALISTS

While any herbalist or woodsman can take an herb and use it to good effect, no matter how well trained they are, their skills pale in comparison to Attuned Herbalists. An attuned herbalist is born with the gift to awaken the spirit of the plants they use to heal and empower them to greater effect. This gift cannot be taught, though many have tried and the prayers and rituals that Attuned Herbalists use have become part of the rituals and prayers that more mundane healers use. To represent an Attuned Herbalist, the character must have the Attuned Herbalist Talent and Power.

The Attuned Herbalist Talent and Power is similar to being attuned to an Atharian Seal, in that it must be purchased during character creation and cannot be acquired afterwards.

Those who are attuned to the Atharian Seal of Aegia are well known as healers and the Attuned Herbalist Talent is the reason for this. The Attuned Herbalist Talent and Power replaces the optional Trained Herbalist Talent in the Aegia Seal.

## ATTUNED HERBALIST TALENT

**Character Points:** 5

The Attuned Herbalist Talent allows the character to purchase the Attuned Herbalist Power.

## ATTUNED HERBALIST POWER

**Active Points:** 27

**Real Cost:** 11

Aid Herbal Effects 3d6, Reduced Endurance (0 END; +1/2) (27 Active Points); Extra Time (5 Minutes, Only to Activate, Character May Take No Other Actions, -1 1/4), Concentration (1/2 DCV; -1/4)





## HEALING HERBS AND ANTIDOTES

Joslacy stepped into the dim environs of the house, her arms cupped protectively over the small swell of her belly. The air was full of a hundred different earthy scents coming from the herbs hanging from beams of the roof. Nearly every flat surface in the building was covered with bottles and vials, carefully sorted and tied with colored braids of thread with intricate knots. Mother Rayl looked up from her seat near the fire and smiled.

*"I see the Goddess and her consort have finally blessed you, child," Mother Rayl said happily.*

*Joslacy blushed and shuffled her feet as she came further into the house. "Yes, Mother. The tonic you gave me worked, I guess. My Kerry and I, we'll be in your debt for a--"*

*The old woman waved her hand quickly through the air and interrupted the girl, "Pssh, that don't matter girl. Did you just come by to visit or is there something you need?"*

*"Well...Kerry hasn't been himself last tenday. His skin's been pale and clammy and just this morning he took up with the ague."*

*While the girl was talking, Mother Rayl stood and drifted over to one of the tables, nodding her head and asking leading questions. She sorted through the vials, picking them up one after another and examining the knotted thread closely. Finally satisfied with her selection, she turned to the girl and held out the bottle. "Have your man drink this, child. If the fever does not break by dawn tomorrow, get your brother and father to help you carry him to my house."*

*Joslacy accepted the vial with a grateful look and sputtered something about payment, but Mother Rayl waved her hand again and pointed at the door. As the girl left, Mother Rayl whispered to herself, "Pray to the goddess the fever breaks, child. The other options won't be near as easy."*

*She was back the next morning, her brother and father toting Kerry into the house as the man complained and argued, shouting that he would be right as rain soon. Mother Rayl pointed the men to a table near the back, telling them to set the man down gently. Kerry was pale and sweating, she observed silently as she wandered the room lighting rushlights with a twig from the fire.*

*"Hush now, boy," the matronly woman said to Kerry as he struggled to get off the table. "You fight me and your child is gonna want for a father." Kerry quieted down. "Thank you for carrying him here, Achel and Sayn. You boys take Joslacy and help her boil up some water."*

*The room emptied quickly and Mother Rayl set to work, her hands pressing on Kerry's skin in various places as she calmly asked where it hurt. Although Kerry was dripping with sweat, his skin was cold. She found hard, painful lumps under his jaw and armpits. Turning away from her patient, Mother Rayl kept up a meaningless patter in her calm voice while inside she dredged through her memories. His symptoms were so confusing, outwardly he seemed to have an imbalance of phlegmatic humors, but he wasn't coughing or having any trouble breathing. The remedy she sent home should have balanced his bile and phlegm.*

*With little left to try, she gathered materials for a poultice of herbs with fire properties that she hoped would balance the cold in him. When Joslacy and the men returned with hot water, she measured out a bowl full and soaked the herbs for the poultice, singing the ritual songs while she soaked a yard of linen in the rest of the water. She packed the poultice on Kerry's chest and started wrapping the hot cloth around him while he complained. Just to be sure, she had him drink the water the herbs had soaked in. "Fire on the outside, fire on the inside," she thought.*

*She kept Joslacy and the boys running throughout the day, fetching hot water while she changed the poultices hourly. By nightfall, her throat was raw from the songs, but the swelling under Kerry's armpits and jaw had gone down and his color was back to normal.*



## HEALING HERBS

Healing herbs are the staple of the herbalist's pouch. Without them, she cannot adequately do her job. Several of these herbs, specifically ones meant to treat disabling injuries, must be applied within a limited time frame from the point of injury. These herbs should be carried in prepared form if possible.

### BALSTAN

Balstan is the Beileanean name for a reed that is frequently found growing in the spring and summer along river banks. Balstan dies back during early autumn. The reed has a thick, barky stalk that grows up to an inch in diameter, and can grow up to six feet in height. The top of the reed has a three inch round ball of fluff, several inches above which the reed grows to a point. The roots of balstan form a loose weave that helps it hold in place against river currents. Under the barky exterior of the stalk is found a loose and fibrous pulp, which can be brewed into a tea that will aid in the healing of limbs that might otherwise be disabled by injury. Mechanically, this power increases the character's CON and allows a re-roll for disabling injuries.

#### Balstan Reed

**Cost:** 9 farthings per reed

Each purchase of reed is enough to create 10 ounces of tea.

**Raw Efficacy:** ~35 days

**Dried Efficacy:** ~5 years

#### Balstan Tea

**Cost:** 1.8 farthings per ounce

**Prepared Efficacy:** ~35 days

+6 CON; 1 Charge which Never Recovers (-4), Limited Power (Only To Resist Impairing or Disabling Results In The Limbs; -2), Extra Time (20 Minutes, Only to Activate, Brew; -1 1/4), IAF Expendable (Difficult to obtain new Focus; Reed; -3/4), Limited Power (Cannot Be Used To Heal Severed Limbs; -0), Conditional Power (Must Be Applied Within 5 Minutes Of Injury; -0)

### BLOODROOT

Bloodroot grows in temperate zones, always near water. The stalk of the plant is seven to fifteen inches in height with one large sheath-like multi-lobed leaf up to six inches across. It flowers in early spring, producing a single twelve-petaled white flower with a pronounced red stamen. These stalks often grow close together, as each root will send up multiple shoots. The root is red and bulbous, usually six inches to a foot around depending on how many stalks it produced. When the root is cut it 'bleeds' a thin red sap. The sap of the bloodroot is used to aid the healing of cuts and punctures. It can be used fresh by spreading the sap across the wound and then wrapping it with the leaf from the stalk, or as processed syrup applied directly to the wound and wrapped with a bandage. Bloodroot sap should never be taken internally. Although it is sweet and pleasant to the taste, it causes debilitating stomach cramps. Bloodroot sap can be dried into a resin that will keep for up to two years, and can be reconstituted by mixing it with warm water. Bloodroot can be harvested year round.

#### Bloodroot Plant

Each plant can provide enough sap for 3 ounces of syrup

**Cost:** 4.5 farthings per plant

**Raw Efficacy:** ~7 days

**Dried Efficacy:** ~1 year

#### Bloodroot Syrup

One ounce of syrup or raw sap can treat up to three wounds.

**Cost:** 3 farthings per ounce

**Prepared Efficacy:** ~60 days

Healing BODY 1d6; 3 Charges which Never Recover (-3 1/4), Gestures, Requires Gestures throughout (Requires both hands; -1), Extra Time (1 Minute, Only to Activate, apply to wounds; -3/4), IAF Expendable (Difficult to obtain new Focus; -3/4)

### CATHA

Catha nectar comes from a carnivorous plant common to Beilean. The plant is found mostly in temperate forests, growing near deciduous trees. It grows up to five inches tall, with a one inch thick stalk that has three wide ovular leaves with serrated edges growing out from the base. The leaves each grow up to three inches long. The stalk of the plant has an upside-down bell-shaped green flower with a large white stamen. When insects land on the stamen, it retracts into the bell and the mouth of the bell tightens, trapping the insect

inside. Catha nectar is harvested from inside the bell. The growing season of Catha is from early spring through to autumn; it dies rapidly when the weather turns cold. Catha will continue producing nectar for four days after harvest if kept watered.

#### Catha Plant

Each plant can provide enough nectar to make one ounce of syrup

**Cost:** 24 farthings per plant

**Raw Efficacy:** ~4 days

**Dried Efficacy:** Not Available

#### Catha Syrup

**Cost:** 48 farthings per ounce

**Prepared Efficacy:** ~30 days

Healing BODY 1d6, Damage Over Time (2 damage increments, damage occurs every three Segments, +2 1/4); 1 Charge which Never Recovers (-4), IAF Expendable (Difficult to obtain new Focus; Nectar; -3/4), Extra Time (Full Phase, Only to Activate, -1/4)

#### FINEVAN

Finevan is a nut that grows on a small bush commonly found in hilly regions of Beilean. Finevan bushes tend to grow together in large clumps, making a solid hedge row. The bush grows up to 3 feet tall and has deep green leaves with sharp prickles along the edge, similar to holly bushes. Small clusters of acorn-like nuts grow on the central branch of each bush. These nuts, when ground into a paste and applied to a wound, help resist disabling wounds to the head and torso. The nut does not keep very well when raw, but once ground into paste it can keep for years in a proper container. Finevan bushes produce nuts in late summer through early fall.

#### Finevan Nut Cluster

Each cluster can produce 5 ounces of paste

**Cost:** 4.5 farthings per cluster

**Raw Efficacy:** ~2 hours

**Dried Efficacy:** ~6 years

#### Finevan Paste

**Cost:** 1.8 farthings per ounce

**Prepared Efficacy:** ~6 years

+6 CON; 1 Charge which Never Recovers (-4), Limited Power (Only To Resist Impairing or Disabling Results In The Head/Torso; -2), Extra Time (5 Minutes, Only to Activate, Character May Take No Other Actions, Paste; -1 1/4), IAF Expendable (Difficult to obtain new Focus; Nut; -3/4)

#### KELIN

Kelin is a soft green fruit that grows on a vine found in the swamps of Tursh. Kelin vine is extremely vigorous, growing quickly and strangling any trees it encounters. During the cool spring and autumn seasons, the vine produces a tear-drop shaped soft fruit that is one inch wide at the top and three inches wide at the bottom. The fruit is very soft and bruises easily. It should be harvested and juiced. The juice is applied directly to broken or severely damaged limbs and aids in recovery.

#### Kelin Fruit

Each purchase produces 4 ounces of juice

**Cost:** 84 farthings per pound

**Raw Efficacy:** ~3 days

**Dried Efficacy:** Not available

#### Kelin Juice

**Cost:** 42 farthings per ounce

**Prepared Efficacy:** ~2 years

Healing BODY 3d6, Can Heal Limbs; 1 Charge which Never Recovers (-4), Extra Time (20 Minutes, Only to Activate, Character May Take No Other Actions, Liquid; -1 1/2), IAF Expendable (Difficult to obtain new Focus; Fruit; -3/4), Gestures (Requires both hands; Must Be Applied To Wounds; -1/2), Limited Power (can only repair limbs that are still attached; -1/2), Limited Power (Can Only Be Used To Heal Impaired or Disabled "Bone" Damaged Limbs; -1/4)

#### KILANIE

Kilanie can be found growing on still water inside the swamps and wetlands of Tursh. This pale green algae is harvested and made into a paste, which is applied to wounds to speed healing. Kilanie is usually collected in one ounce jars and tightly sealed to keep it moist. Once mixed into a paste, its effectiveness is rapidly lost.

#### Kilanie

Each purchase produces 2 ounces of paste

**Cost:** 36 farthings per pint

**Raw Efficacy:** ~42 days

**Dried Efficacy:** Not Available

#### Kilanie Paste

**Cost:** 36 farthings per ounce

**Prepared Efficacy:** ~2 days

Healing BODY 3d6; 1 Charge which Never Recovers (-4), Extra Time (5 Minutes, Only to Activate, Character May Take No Other Actions, Paste; -1 1/4), IAF Expendable (Difficult to obtain new Focus; Algae; -3/4), Gestures (Requires both hands; Must Be Applied To Wounds; -1/2)

## MIN

Min is a hearty evergreen groundcover plant that grows in the mountainous regions of Tursh. Min is often found spreading down steep hills, where it helps prevent erosion. During spring, min produces small clusters of quarter-inch indigo buds that bloom just before summer. After 30 days the blooms fall off and small black berries grow in their place. Min berries grow from early autumn through to late winter. Min cloves must be harvested before they bloom and ground into a paste. When applied to wounds, it speeds healing. Min berries are also medicinal, they can be dried and ground into a powder which is brewed into a tea and drank to speed recovery from blood loss.

### Min Cloves

Each purchase produces 6 ounces of paste

**Cost:** 27 farthings per pound

**Raw Efficacy:** ~6 days

**Dried Efficacy:** ~60 days

### Min Paste

**Cost:** 9 farthings per ounce

**Prepared Efficacy:** ~4 days

Healing BODY 1d6, Reduced Endurance (0 END; +1/2); 1 Charge which Never Recovers (-4), Extra Time (5 Minutes, Only to Activate, Character May Take No Other Actions, Paste; -1 1/4), IAF Expendable (Difficult to obtain new Focus; Clove; -3/4), Gestures (Requires both hands; Must Be Applied To Wounds; -1/2)

### Min Berries

Each purchase produces 5 ounces of powder

**Cost:** 15 farthings per pound

**Raw Efficacy:** ~30 days

**Dried Efficacy:** ~60 days

### Min Powder

**Cost:** 6 farthings per ounce

**Prepared Efficacy:** ~7 days

+10 REC; 1 Continuing Charge lasting 5 Minutes which Never Recovers (-2 3/4), Extra Time (5 Minutes, Only to Activate, brew; -1), IAF Expendable (Difficult to obtain new Focus; berries; -3/4), Limited Power Only to recover from blood loss (-0)

## TORIA

Toria is a fern that grows in all temperate regions of Tursh. It stands between six inches and two feet in height and grows in large patches. Each fern stem has leaves that jut out perpendicular to the stem, and each successive leaf gets shorter and thinner from ground to tip. The leaves are stripped from the fern and dried. When ground into a powder and applied to wounds, toria greatly speeds recovery. Toria grows most of the year, only dying back during winter.

### Toria Leaves

Each purchase makes one ounce of powder

**Cost:** 30 farthings per 2 ounces

**Raw Efficacy:** ~5 days

**Dried Efficacy:** ~35 days





### Toria Powder

**Cost:** 60 farthings per ounce

**Prepared Efficacy:** ~2 days

Healing BODY 4d6; 1 Charge which Never Recovers (-4), Extra Time (20 Minutes, Only to Activate, Character May Take No Other Actions, Powder; -1 1/2), IAF Expendable (Difficult to obtain new Focus; Leaf; -3/4), Gestures (Requires both hands; Must Be Applied To Wounds; -1/2)

### TRINE

Trine is a rare cousin of the common oak tree. Trine wood has a very distinctive grain that is highly sought after by woodcrafters, making it hard to find unless one searches in the depths of forests. The inner bark of the tree can greatly increase the chance of recovery from severe wounds to the limbs. The bark can be harvested year round, and if properly ground will keep for years. The powder is mixed with water and the prepared concoction must be administered to the patient within 5 minutes of the injury.

#### Trine Bark

Each purchase of bark is enough to create 4 ounces of powder

**Cost:** 3.6 farthings each

**Raw Efficacy:** ~6 days

**Dried Efficacy:** ~6 years

#### Trine Powder

**Cost:** 1.8 farthings per ounce

**Prepared Efficacy:** ~90 days

+6 CON; 1 Charge which Never Recovers (-4), Limited Power (Only To Resist Impairing or Disabling Results In The Limbs; -2), Extra Time (20 Minutes, Only to Activate, Character May Take No Other Actions, Powder; -1 1/2), IAF Expendable (Difficult to obtain new Focus; Bark; -3/4), Limited Power (Cannot Be Used To Heal Severed Limbs; -0), Conditional Power (Must Be Applied Within 5 Minutes Of Injury; -0)

### VALELTAN

Valeltan is a rare cactus found in the desert regions of Beilean. The cactus is normally found growing at the base of other, larger cacti. Valeltan grows in a small, four inch ball. It is pale green and covered with short spines that can cause an irritating rash if they break the skin. During the wet season, valeltan cacti produce a single purple flower which quickly falls off. The cactus must be harvested and juiced. The juice is applied directly to wounds to speed healing. A single valeltan will produce one ounce of juice, which may be stored for years in a proper container. Valeltan grows year round.

### Valeltan Cactus

Each purchase produces one ounce of juice

**Cost:** 18 farthings per pound

**Raw Efficacy:** ~4 days

**Dried Efficacy:** Not Available

### Valeltan Juice

**Cost:** 36 farthings per ounce

**Prepared Efficacy:** ~5 years

Healing BODY 3d6; 1 Charge which Never Recovers (-4), Extra Time (20 Minutes, Only to Activate, Character May Take No Other Actions, Liquid; -1 1/2), IAF Expendable (Difficult to obtain new Focus; Cactus; -3/4), Gestures (Requires both hands; Must Be Applied To Wounds; -1/2)

### VIRSTY

Virsty is a medicinal reed that can be found growing in brackish water near river deltas. The reed is a plain hollow stalk which is three inches around and up to four feet in height. At regular intervals of six inches, thin branches grow out of the stalk, extending for six to eight inches and ending in clusters of eight inch long leaves. Virsty grows in large stands and can be found growing year round. The medicinal portion of virsty is the inner layer of the hollow central tube. The reed is harvested and cut open, and then the inner layer is carefully scraped out and dried in a kiln. Once properly dried, virsty is ground into a powder that is applied directly to wounds and greatly enhances healing of muscular damage. Virsty can also be used fresh from the reed.

#### Virsty Reed

Each reed produces 2 ounces of powder

**Cost:** 42 farthings per reed

**Raw Efficacy:** ~6 hours

**Dried Efficacy:** ~4 years

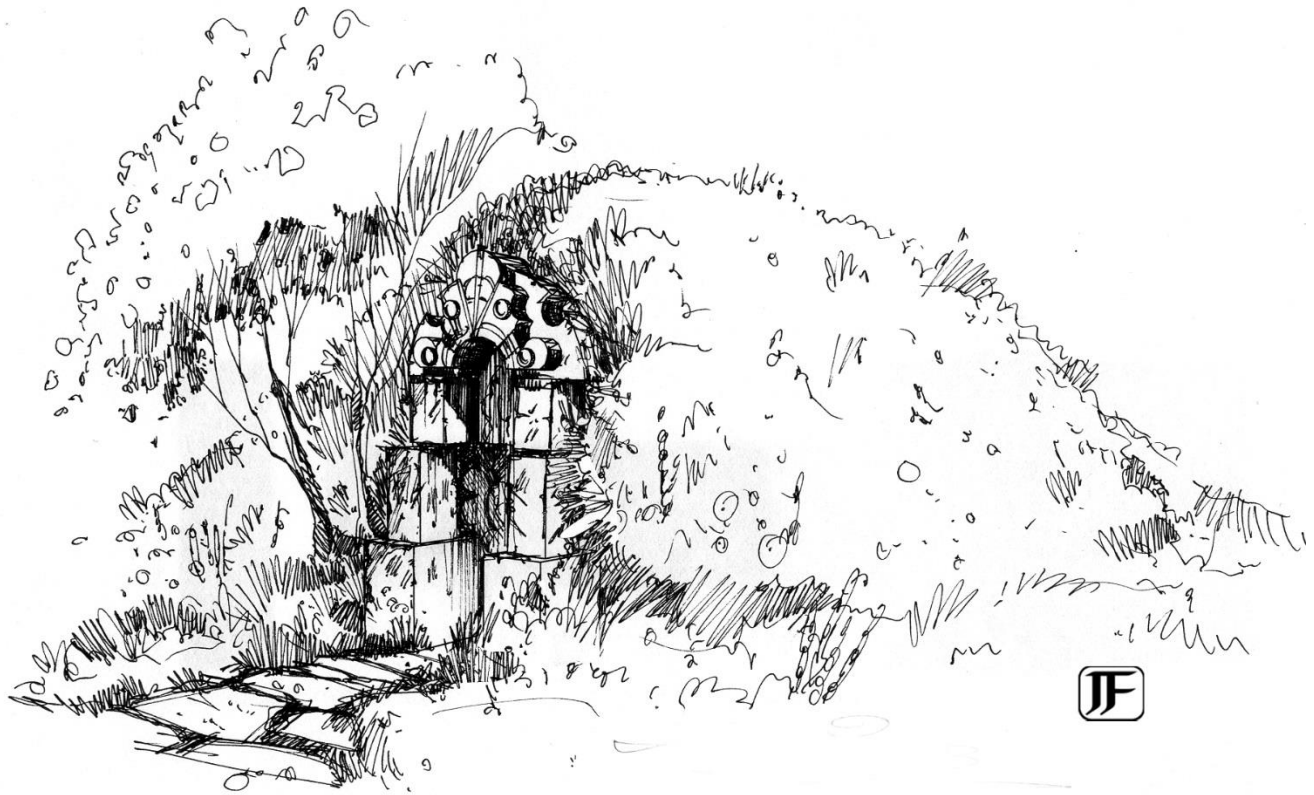
#### Virsty Powder

**Cost:** 42 farthings per ounce

**Prepared Efficacy:** ~4 years

Healing BODY 3d6, Can Heal Limbs; 1 Charge which Never Recovers (-4), Extra Time (20 Minutes, Only to Activate, Character May Take No Other Actions, Powder; -1 1/2), IAF Expendable (Difficult to obtain new Focus; Reed; -3/4), Gestures (Requires both hands; Must Be Applied To Wounds; -1/2), Limited Power (can only repair limbs that are still attached; -1/2), Limited Power (Can Only Be Used To Heal Impaired or Disabled "Muscle" Damage; -1/4)





## GENERAL PURPOSE HERBS

General purpose herbs may be used for nutrition, defense, or temporarily improving a character's abilities. These herbs are not used in life-threatening situations and can generally be carried in dried form.

### AITIU

Aitiu is the Beileanean name for a nut that grows on an odd vine that is commonly found climbing oak trees. The nut is three-quarters of an inch long and half an inch around, ovular with a triangular cross-section. The shell is a rich brown color, and the meat inside is pale greenish-white when ripe. The nut must be ground into a paste and eaten to take effect. Aitiu is rarely sold; the nuts go sour very quickly after harvest. The aitiu vine produces nuts in the late fall.

#### Aitiu Nut

Each nut makes one ounce of paste

**Cost:** .15 farthings per nut

**Raw Efficacy:** ~4 days

**Dried Efficacy:** Unavailable

#### Aitiu Paste

**Cost:** .3 farthings per ounce

**Prepared Efficacy:** ~1 day

Life Support (Eating: Character only has to eat once per week); 1 Continuing Charge lasting 1 Week which Never Recovers (-1 1/2), Extra Time (5 Minutes, Only to Activate, Character May Take No Other Actions, Paste; -1 1/4), Gestures, Requires Gestures throughout (Requires both hands; -1), IAF Expendable (Difficult to obtain new Focus; Nut; -3/4)

### GIRMARK

Girmark is the common name for dried buds of the stevin tree, which can be found in the forests of Tursh. The stevin tree is an evergreen that grows from twenty to thirty feet in height, having large square leaves and red flowers in groups of clusters at the end of its branches. The flower buds are first pale white and gradually turn green, after which they develop into a bright red color just prior to opening in late summer. Each bud is half an inch to an inch long. The buds must be harvested when they are bright red, but before they flower out. The buds are then dried and will retain potency for up to three years. The dried buds are powdered and mixed with water and then drank to take effect.

#### Girmark Buds

Each purchase produces 6 ounces of powder

**Cost:** 4.5 for 1 pound

**Raw Efficacy:** ~21 days

**Dried Efficacy:** ~3 years

### Girmark Powder

**Cost:** 1.5 farthings per ounce

**Prepared Efficacy:** ~3 days

Power Defense (5 points); 1 Continuing Charge lasting 1 Week which Never Recovers (-1 1/2), Extra Time (20 Minutes, Only to Activate, Character May Take No Other Actions, Powder; -1 1/2), Limited Power (Only Vs. Fire; -1 1/2), IAF Expendable (Difficult to obtain new Focus; Clove; -3/4)

### NEAN

Nean salve is the Tursh answer to the swarms of insects that plague the Water Wood. This salve is a combination of rendered animal fat and oil of lemongrass that wards off insects for up to six hours. The salve does not perform as well when exposed to water, which can cause it to wash off the person's skin, shortening the duration of effect. Although the salve has a citrusy scent, it's often overwhelmed by the rendered fat, which very quickly goes rancid. Lemongrass oil is made by pulping dried or fresh lemongrass and boiling it in a retort with alcohol, collecting the liquid that is produced. Lemongrass grows in warmer climates and can be harvested year round.

### Lemongrass

Each purchase produces 4 ounces of salve

**Cost:** 3.6 farthings per pound

**Raw Efficacy:** ~21 days

**Dried Efficacy:** ~120 days

### Nean Salve

**Cost:** 1.8 farthings per ounce

**Prepared Efficacy:** ~30 days

Change Environment (+1 Points of Telekinetic STR), Area Of Effect (2m Surface; +1/4); 1 Continuing Charge lasting 6 Hours which Never Recovers (-2), Gestures, Requires Gestures throughout (Requires both hands; -1), IAF Expendable (Difficult to obtain new Focus; salve; -3/4), Extra Time (1 Minute, Only to Activate, apply salve; -3/4), Limited Power Shortened by exposure to water or excessive sweat (-1/4), Side Effects (-2 to Social Interactions while under effect; -1/4)

### QUEENSFOIL

Queensfoil grows in the swamps of Kamarathin. The plant has a thick barkly stalk standing three feet high with deep green leaves that have veins the color of blood. The leaves are wide and flat, and grow only at the top of the stalk in a group of seven. The root of the queensfoil plant is highly poisonous. To use it safely, the plant must be harvested in early summer before it bolts and hung root up to dry in a cool, dark place for a 7 days. The root is then ground and boiled in two pints of water until the water is reduced to one ounce. Once the pulp is strained out, the remaining liquid represents one dose of the prepared drug, and is good for 14 days. Dried queensfoil root can be stored for up to a year before losing potency.

Within five minutes of being dosed with queensfoil, the subject will fall into a deep, deathlike sleep. Breath and heartbeat slow to the point where it seems the spirit has fled the body. The subject will remain in this sleep for at least a day. Giving a subject more than one dose will cause their spirit to actually flee the body.

This herb acquired the name "queensfoil" during the reign of the Blood Queen, when it was often used to escape a more gruesome death.

### Queensfoil Root

Each purchase produces 1 ounce of extract

**Cost:** 4.2 farthings per root

**Raw Efficacy:** ~14 days

**Dried Efficacy:** ~1 year

### Queensfoil Extract

**Cost:** 8.4 farthings per ounce

**Prepared Efficacy:** ~14 days

Simulate Death (+2 to roll), Uncontrolled (+1/2), Usable As Attack (+1 1/4); 1 Continuing Charge lasting 1 Day which Never Recovers (-1 3/4), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act; User dies if more than one dose is given.; -1 1/2), Extra Time (5 Minutes, Only to Activate, -1), IIF Expendable (Very Difficult to obtain new Focus; -3/4)

### SURINA

Surina is a lichen commonly found growing near spruce trees in the mountainous regions of Tursh. Surina can only be harvested from spring to fall, as it dies back during the winter. The lichen is mottled yellow and green and grows along the roots and lower trunk of spruce trees. When harvested and dried, it will retain its potency for years. Dried surina is brewed into a tea which sharpens the drinker's vision for an hour.

### Surina Lichen

Each purchase produces 8 ounce of tea

**Cost:** 28.8 farthings per 4 ounces

**Raw Efficacy:** ~42 days

**Dried Efficacy:** ~6 years

### Surina Tea

**Cost:** 7.2 farthings per 1 ounce dose

**Prepared Efficacy:** ~150 days

+8 versus Range Modifier for Sight Group; 1 Continuing Charge lasting 1 Hour which Never Recovers (-2 1/4), Extra Time (20 Minutes, Only to Activate, Brew; -1 1/4), IAF Expendable (Difficult to obtain new Focus; Lichen; -3/4)

## ANTIDOTES

Antidotes are used to cure poisons or prevent them from affecting the user. They are usually only effective against one type of poison. Many of these herbs are intended to be used multiple times in order to overcome the poison afflicting the patient, and generally should be kept on-hand in prepared form if possible.

### BRAES

Braes tea is brewed from an assortment of herbs known for their purgative and restorative powers, commonly carried by Aigulf herbalists. The herbs are gathered in fall from the bushes and flowers native to the temperate regions that the Aigulf wander through, and each herbalist has her own particular recipe which changes due to availability of individual herbs. Braes must be freshly brewed to be of any effect. One pot of tea makes six doses, which should be administered to the patient over the course of an hour. An ounce of braes can make three pots of tea. Braes has the unfortunate side effect of causing nausea, vomiting and blurred vision. Braes is only effective against ingested poisons.

#### Braes Herbs

Each purchase produces one quart of tea

**Cost:** 36 farthings per 1 ounce

**Raw Efficacy:** ~7 days

**Dried Efficacy:** ~120 days

#### Braes Tea

**Cost:** 72 farthings per quart

**Prepared Efficacy:** ~1 hour

Major Transform 1d6 (Poisoned person into non-poisoned person); 18 Charges which Never Recover (-2), Extra Time (5 Minutes, Only to Activate, brew; -1), Limited Power Only effective against ingested poisons (-1), IAF Expendable (Difficult to obtain new Focus; Braes tea; -3/4), Side Effects (Nausea and vomiting; -1/4)

### CHRILAS

Chrilas grows wild in the high hills of Tursh. This bluish-green grass can grow up to two feet in height and tends to grow in clumps that look like horse-tails. Chrilas grows year round and can be harvested anytime. The grass is ground into a pulp which is squeezed to collect juice, which makes the patient proof against plant-based poisons for five years.

#### Chrilas grass

Each purchase produces 5 ounces of juice

**Cost:** 15 farthings per pound

**Raw Efficacy:** ~7 days

**Dried Efficacy:** Not available

#### Chrilas juice

**Cost:** 6 farthings per ounce

**Prepared Efficacy:** ~60 days

Life Support (Immunity Phytotoxins; Immunity: All terrestrial diseases); Extra Time (5 Minutes, Only to Activate, Character May Take No Other Actions, Liquid; -1 1/4), Gestures, Requires Gestures throughout (Requires both hands; -1), IAF Expendable (Difficult to obtain new Focus; Grass; -3/4), 1 Continuing Charge lasting 5 Years which Never Recovers (-1/2)

### LISOMON

Lisomon is a small flowering plant often found growing at the base of oak trees from mid-spring to fall. The mature plant is four inches tall with wide, fleshy dark green leaves that have a furry texture, and three deep golden bell-shaped flowers sprouting from the center. Lisomon is a perennial, and is often called Hanging Bell. The medicinal portion of the plant is the fleshy leaves, which can be harvested at any time. The leaves should be dried and ground, and retain potency for 90 days.

Lisomon is used to treat poisons that affect the lungs. The prepared leaves are steeped in hot water until the water takes on a deep brownish-green color and begins to smell of cinnamon, roughly five minutes after steeping. The tea must be drunk while hot to have any effect. It is recommended that the patient be sitting while drinking the tea, as lisomon has a strong soporific effect. One ounce of dried lisomon will make enough tea for twenty doses.

#### Lisomon Leaves

Each purchase makes 1 quart of tea

**Cost:** 6.75 farthings per ounce

**Raw Efficacy:** ~21 days

**Dried Efficacy:** ~90 days

#### Lisomon Tea

**Cost:** 13.5 farthings per quart

**Prepared Efficacy:** ~10 minutes

Dispel Respiratory poison 2d6, Cumulative (192 points; +1 1/2); 20 Charges which Never Recover (-2), Extra Time (5 Minutes, Only to Activate, brew; -1), Side Effects, Side Effect occurs automatically whenever Power is used (Soporific, Ego roll to remain conscious ; -1), IAF Expendable (Difficult to obtain new Focus; -3/4)

## UMIR

Umir root is common in the Water Wood, but almost unknown outside of it. The Bezzi use umir as a universal antidote, it has been shown effective against animal venoms, botanical poisons and even alchemical concoctions. Umir is a waterplant that grows year round mostly submerged. The visible portion of the plant looks similar to a lily-pad, with a bright orange flower similar to a tulip in the center. Beneath the water a thin stalk holds the pad in place, anchored by the widespread roots. The harvested root is 6 inches long and a half inch in diameter, soft and crooked with a number of smaller offshoots. To administer, a portion of the root the size of a Bezzi's thumb must be chewed and all the juices swallowed. The root can be dried but only retains potency for 60 days.

### Umir Root

Each root produces 6 portions

**Cost:** 96 farthings per root

**Raw Efficacy:** ~30 days

**Dried Efficacy:** ~180 days

Major Transform 4d6 (Poisoned person into non-poisoned person); 6 Charges which Never Recover (-2 3/4), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), IAF Expendable (Difficult to obtain new Focus; Umir root; -3/4)

## CURATIVES

Curative herbs are used to treat disease and illness, or prevent infection. In most cases, they are only effective against a specific class of disease. These herbs are best kept in dried form, as diseases are usually not immediately life-threatening. They may need to be used multiple times to overcome the illness afflicting the patient.

## ATIN

Atin is a grass found growing in low-lying areas of Tursh plains. Atin tends to seed itself among other grasses that look similar, but do not have the same medical effects. The grass is pale green during spring and fades to golden yellow during autumn. It must be harvested while still green and ground fresh into a pulp. The pulp is then squeezed to collect all the liquid, which contains the active medicine. Atin will make the user proof against all diseases for a season and is highly sought after by herbalists and surgeons.

### Atin Grass

Each purchase produces 6 ounces of juice

**Cost:** 4.5 farthings per pound

**Raw Efficacy:** ~3 days

**Dried Efficacy:** Not available

### Atin Juice

**Cost:** 1.50 farthings per ounce

**Prepared Efficacy:** ~60 days

Life Support (Immunity: All terrestrial diseases); Extra Time (5 Minutes, Only to Activate, Character May Take No Other Actions, Liquid; -1 1/4), IAF Expendable (Very Difficult to obtain new Focus; Grass; -1), 1 Continuing Charge lasting 1 Season (Tursh Month) which Never Recovers (-1), Gestures, Requires Gestures throughout (Requires both hands; -1)

## BETHRON

Bethron is a large shelf mushroom that grows in temperate forests. It can often be found on oak or sycamore trees. Bethron can grow up to six inches out from the trunk and over a foot long. The fungus has a brownish-orange surface with dark brown rills underneath. Bethron grows year round, but is most common in the wet seasons and least common in the winter. The fungus should be harvested and dried, then ground and added to a salve. This salve is used to dry out boils, pox and pustules.

### Bethron Fungus

Each purchase produces 4 ounces of salve

**Cost:** 90 farthings per pound

**Raw Efficacy:** ~30 days

**Dried Efficacy:** ~1 year

### Bethron Salve

**Cost:** 45 farthings per ounce

**Prepared Efficacy:** ~90 days

Dispel Flesh diseases 5d6, Area Of Effect (2m Surface; +1/4), Cumulative (60 points; +3/4); 6 Charges which Never Recover (-2 3/4), Gestures, Requires Gestures throughout (Requires both hands; Apply salve; -1), IAF Expendable (Difficult to obtain new Focus; Salve; -3/4), Extra Time (1 Minute, Only to Activate, -3/4)

## FOLLOY

Folloy is commonly found in open plains in Beilean. The herb grows from spring through late summer and is three inches in height with a thick stalk that sprouts from a group of eight four inch long leaves that are one inch wide and serrated, with thick yellow veins. The top of the stalk is crowned with a small ball of yellow fluff. The leaves, root and bulb are stripped from the plant when harvested and it is dried for no more than 7 days before being ground. Ground folloy is made into a paste and fed to patients as a universal cure for diseases. Folloy can also be used fresh in the same manner, grinding it into a pulp in a mortar then feeding it to the patient.

### Folloy Stems

Each purchase makes 2 ounces of paste

**Cost:** 36 farthings per pound

**Raw Efficacy:** ~14 days

**Dried Efficacy:** ~120 days



### Folloy Paste

**Cost:** 36 farthings per ounce

**Prepared Efficacy:** ~60 days

Dispel Disease 10d6; 1 Charge which Never Recovers (-4), Extra Time (5 Minutes, Only to Activate, Paste; -1), Gestures, Requires Gestures throughout (Requires both hands; -1), IAF Expendable (Difficult to obtain new Focus; Stem; -3/4)

### SEONLLUM

Seonllum is a bush that grows in the hills and mountains of Tursh. The bush grows from three to four feet in height and diameter, with straight branches with spirally arranged two inch long reddish-brown leaves that form pointed ovals. These leaves grow year round and are often used as fodder for animals during the winter. Each branch of the bush has a small cluster of three to seven small green berries, which are edible and grow year round. When dried, seonllum leaves can be burnt to create a smoke that is effective in treating nervous illnesses. Packets of dried and ground leaves are sold in four ounce doses that are sufficient to saturate a room with smoke, but the leaves can also be collected from the ground around the bush and used immediately or collected from the bush itself and dried prior to use.

#### Seonllum Leaves

Each purchase created one pound of ground seonllum

**Cost:** 18 farthings per pound

**Raw Efficacy:** ~21 days

**Dried Efficacy:** ~90 days

#### Ground Seonllum

**Cost:** 9 farthings for 4 ounces

**Prepared Efficacy:** ~90 days

+6 CON; 1 Charge which Never Recovers (-4), Extra Time (1 Hour, Only to Activate, burn; -1 1/2), IAF Expendable (Difficult to obtain new Focus; Seonllum; -3/4), Limited Power Only to treat nervous diseases (-0)

### TIHYA

Tihya is the fruit of a vine that grows in the Water Wood swamp. The tihya vine often grows rampant, climbing up trees and slowly constricting them and blocking out sunlight. The vine itself is rough and barky, ranging from half an inch to two inches in diameter with broad, tripartite leaves that are dark green with yellow stripes down the central vein. Tihya fruits grow almost year-round, only dying back during the deepest part of winter. The fruit is roughly three inches in diameter and oblong with a thin purple skin and a multitude of small seeds. The flesh of the fruit smells rank and musty but tastes similar to grapes.

The Bezzi use the seeds of the tihya to treat nagzin fever, an illness that is spread by the insects in the swamp, and is characterized by high fever, delirium, jaundice and hemophilia. The seeds only retain potency while fresh, and

are useless when dried. Thankfully, the insects that spread this sickness also die back in the depths of winter. The seeds of two tihya are prepared by grinding them into a course powder and mixing the powder with a small bit of honey to create a sticky paste. The paste is fed to the patient several times a day until the fever breaks. The paste makes approximately five doses.

Tihya seeds may be effective against other diseases of the blood. Chewing the seeds creates a mild sense of euphoria, which could be addictive.

#### Tihya Fruit

Each purchase produces 2 ounces of paste

**Cost:** 18 farthings per pound

**Raw Efficacy:** ~7 days

**Dried Efficacy:** Not available

#### Tihya Paste

**Cost:** 9 farthings per ounce

**Prepared Efficacy:** ~7 days

Dispel Blood diseases 2d6, Cumulative (192 points; +1 1/2); 5 Charges which Never Recover (-3), Extra Time (5 Minutes, Only to Activate, -1), IIF Expendable (Very Difficult to obtain new Focus; -3/4), Side Effects, Side Effect occurs automatically whenever Power is used (Creates a sense of euphoria, mildly addictive. Roll Ego +2 to resist addiction.; -1/2)

### YARROW

Yarrow is an herb with many applications. The herb grows readily in open grasslands and forests. It is an erect perennial plant that produces one to several stems up to three feet in height with evenly distributed leaves along the stem. The leaves have varying degrees of hairiness, and range from one to seven inches in length with a feathery appearance. It flowers at the top of the stem with three to eight white or pink ray flowers in a flat cluster. The plant actively grows in the spring and flowers in the early summer, dying back over the winter. Yarrow can be dried and stored for up to a year without losing potency.

Yarrow extract is created by boiling large amounts of the herb and capturing the steam with a retort as a distillate. One dose of extract is roughly an ounce. The dose is applied topically to the skin of the chest to aid in fighting respiratory illnesses. A similar effect can be achieved by creating a poultice of fresh or dried yarrow and packing it on the chest, changing the dressing hourly.

#### Yarrow

Each purchase produces 8 ounces of extract

**Cost:** 3.6 farthings per pound

**Raw Efficacy:** ~30 days

**Dried Efficacy:** ~1 year



### Yarrow Extract

**Cost:** 3.6 farthings per 4 ounce

**Prepared Efficacy:** ~90 days

Aid Con 2d6; 1 Charge which Never Recovers (-4), Extra Time (1 Hour, Only to Activate, -1 1/2), Limited Power Only to resist Respiratory Illness (-1), IAF Expendable (Difficult to obtain new Focus; -3/4)

### YOKUPA

Yokupa is a wildflower that grows in the plains and hills of Kamarathin. The flower stem grows two inches long sprouting from a cluster of fleshy trefoil leaves at ground level. The stem ends in a dense ball of soft spikes, usually a pale blue or white. At the center of the ball is a tiny seed pod. Yokupa blooms in the early spring and the seed pod drops in late summer. The pods must be harvested prior to dropping to retain potency. The seed pods are ground into a course powder, which is boiled into a tea and administered to treat digestive diseases.

### Yokupa Pods

Each purchase produces 10 ounces of ground yokupa

**Cost:** 9 farthings per pound

**Raw Efficacy:** ~1 year

**Dried Efficacy:** ~2 years

### Ground Yokupa

One ounce of ground yokupa will make six doses of tea.

**Cost:** 1.8 farthings per ounce

**Prepared Efficacy:** ~60 days

+6 CON; 6 Charges which Never Recover (-2 3/4), Extra Time (5 Minutes, Only to Activate, brew; -1), IAF Expendable (Difficult to obtain new Focus; Yokupa; -3/4), Limited Power Only to treat digestive diseases (-0)



## POISONS

*Alinda bustled around the kitchen under the watchful eyes of the head cook, as she had for the long tendays since she had taken this job. Her nameless benefactor was offering her a handsome sum of gold crowns to discretely remove House Mirgel from the political landscape.*

*The first step in her plan was making an opening in the scullery staff of the manor. A discrete knife in the back of one of the young ladies that worked in the house, and then a tenday later she came bowing and scraping at the door looking for a job.*

*She picked up another pile of pots and bustled them into the scullery. The other maids were sick today, upset stomachs all of them. Alinda smiled to herself, setting the pots down and pulling a small pouch out of a pocket sewed into her sleeve, emptying the fine white powder into her hand and slipping the pouch back in its pocket before heading back into the kitchen. As she passed by the pots on the cook fire, she discretely passed her hand over the cream sauce, allowing the powder to sift down into it.*

*Lord Livin and his pregnant Lady wife were dining on river trout in a heavy cream sauce tonight. Sadly, this meal would be their last, and tomorrow Alinda would be gone.*

### CREATING, ACQUIRING AND USING POISONS

The primary skill for creating and using poisons is PS: Poisoner. This skill is used to search for raw ingredients when in the correct environment, properly process the raw ingredients and apply the poison without risk to the poisoner.

If the poisoner does not have the time to acquire and process the raw ingredients, she can use the Streetwise skill to search for a merchant that is willing to sell the prepared poison. Such merchants are often closely linked to the underworld and very distrustful of unknowns. If the character is not a local, the GM may apply a modifier of -1 to -3 to the Streetwise roll to reflect this. KS: Black Marketeering may be used as a complementary skill for this roll.

### DELIVERY METHODS

A poisoner has several choices for methods to deliver death to his target; the tip of the blade, a powder in the drink, even blowing a powder in the face. Below we will discuss the mechanics of each delivery method.

### INJURY POISONS

Injury poisons are applied to weapons and require a successful hit in combat to administer the poison. Injury poisons come in several forms; pastes, oils and syrups. Each form has its own advantages and disadvantages.

Pastes are the most effective delivery method for injury poisons and are usually kept in wide mouthed pottery jars or vials which are kept tightly sealed. They readily stick to the tip or edge of a weapon and do not slide off easily. Pastes take two combat turns (2 Minutes) to apply safely and will remain on the weapon for up to 10 minutes before drying out and flaking off, but the weapon cannot be sheathed while envenomed. In combat conditions, weapons will remain envenomed for one combat turn of continuous use before it is considered to be scraped off by contact with other weapons or armor. A successful hit with the weapon is



considered to remove the poison completely, transferring it to the target. The envenomed weapon must do at least 1 body in order to actually inject the poison.

Syrups are thick and sticky liquids that are easier to apply than pastes and do not dry out as readily. Syrup can be stored in a less airtight container than a paste without risk of it drying out. Applying syrup to a weapon safely takes two combat phases. If the weapon is handled carefully, it will stay envenomed for several days before hardening, but the weapon cannot be sheathed while envenomed. During combat, the weapon will remain envenomed for one combat turn of continuous use before it is considered to be scraped off by contact with other weapons or armor. A successful hit

with the weapon is considered to remove the poison completely, transferring it to the target. The envenomed weapon must do at least 1 body in order to actually inject the poison.

Oils are the most volatile delivery method for poisons, but the quickest to apply. Oil is kept in a glass, tin or pottery container that must be kept tightly sealed to prevent it from spilling out. These containers often contain several doses of the poison and are sealed with wax. Unlike pastes and syrups, oil will not dry out in contact with air. Oil can be applied to a weapon as a full phase action. Once applied, the oil will begin to run off and the weapon will only remain envenomed for one combat turn, using the weapon in combat, whether a hit is achieved or not, removes the poison. The envenomed weapon must do at least 1 body in order to actually inject the poison.

### CONTACT POISONS

Contact poisons are applied to surfaces and require contact with bare skin to administer the poison. Contact poisons are often syrups or oils. These poisons can be detected with a successful PER check. Some contact poisons are available as powders, the use of which is detailed under Inhaled poisons.

### INHALED POISONS

Inhaled poisons are blown into the face or general area of the target and rely on being inhaled to administer the poison. Inhaled poisons are always powders. These poisons are delivered by throwing a large handful of powder in the direction of the target, or a smaller amount blown directly into the target's face. If the attack is successful, the target is assumed to have inhaled the poison. If the attack roll fails, another roll at 8- is made to determine if the powder blows back on the poisoner, affecting her instead.

### INGESTED POISONS

Ingested poisons are applied to food or drink and must be eaten to administer the poison. Ingested poisons are powders, oils or syrups. These poisons are very hard to detect. The target receives a PER check at -3 for the specific sense that would be able to detect the poison as detailed in the poison description.



## APPLYING A POISON

To apply a poison, a character rolls against her PS: Poisoner skill. Success indicates that she successfully envenomed the item without exposing herself to the poison. Failure indicates a chance that the character has poisoned herself. A second roll is made at 8-; if this roll succeeds the poisoner has inflicted her poison on herself. The following cumulative modifiers apply to the PS: Poisoner roll.

### Situational Modifiers

- Decrease time to apply -1 per step down the Time Chart, minimum half-phase
- Increase time to apply +1 per step up the Time Chart
- In Combat -1
- Under attack -3
- Weapon larger than a dagger -1
- Poisoner Injured -1
- Poisoner not wearing gloves -1

## POISON DETAILS

The delivery method of the poison is only half of the fun. The rest comes from the actual effect it has on the poisoner's victim. Some poisons disable, some sicken, and some kill their targets, often in a brutal and painful manner. Poisons may take effect immediately after application, or there may be a delay that the poisoner can use to her advantage to leave the scene before risking discovery.

### ALIP

Alip powder is made from the bile glands of a particularly noxious fish called Laun which is abundant year round in the Nirian Sea. The bile glands are harvested and boiled in a retort with a solution of wood alcohol until they break down, while the steam from the boiling mixture is collected and condensed. The resulting distillate is allowed to dry, leaving behind a fine powder. Bile glands can be kept fresh in an alcohol solution for 30 days. One dose of this powder is said to be able to kill any but the strongest of men. Alip powder dissolves readily into liquids, but leaves a faint fishy after-taste. Alip is favored by Tursh assassins, as it seldom affects the target before the poisoner is already away. Once the poison begins to act, the afflicted will feel intense heartburn and cramps in her stomach. The cramps continue to intensify until the target expires or her body overcomes the poison. The target of the poison receives a taste PER roll to detect the poison before ingesting sufficient quantity. Proper planning can lower this by -3, if the poison is used on seafood dishes.



### Alip Bile Glands

Each purchase produces 2 ounces of powder

**Cost:** 22.5 farthings per pound

**Raw Efficacy:** ~30 days

**Dried Efficacy:** ~90 days

### Alip Powder

**Cost:** 22.5 farthings per ounce

**Prepared Efficacy:** ~30 days

Killing Attack - Hand-To-Hand 1 point, Attack Versus Alternate Defense (Life Support (Immunity to Zootoxins); All Or Nothing; +1), Does BODY (+1), Damage Over Time (17 damage increments, damage occurs every 5 Minutes, can be negated by BODY roll; +2); 1 Charge which Never Recovers (-4), Extra Time (1 Hour, Only to Activate, -1 1/2), IAF Expendable (Difficult to obtain new Focus; Alip powder; -3/4), No STR Bonus (-1/2)

### BLOODROOT

Although it is usually used to treat bleeding wounds, bloodroot sap can also be a debilitating poison when ingested. The sap is pleasantly flavored and sweet, making it easy to blend into a sweet dessert or wine.

### Bloodroot Plant

Each plant can provide enough sap for 3 ounces of syrup

**Cost:** 4.5 farthings per plant

**Raw Efficacy:** ~7 days

**Dried Efficacy:** ~1 year

### Bloodroot Syrup

**Cost:** 3 farthings per ounce

**Prepared Efficacy:** ~60 days

Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per 6 Hours; +2); 1 Charge which Never Recovers (-4), Extra Time (1 Hour, Only to Activate, -1 1/2), IAF Expendable (Difficult to obtain new Focus; Bloodroot sap; -3/4), Side Effects (Nausea and stomach cramps; -1/4)

### CIOMY

The ciomy is a poisonous snake native to the forests of Kamarathin. Ciomy grow up to three feet in length. Their scales are dark brown with a thin light brown double-line down the center of their back. Ciomy tend to live in the hollows of trees or under fallen logs and strike without warning when disturbed. Ciomy hibernate during the cold seasons and are most active during the summer. A trained snake handler can milk enough venom for one dose of poison every three days. To facilitate adhesion to a blade, Ciomy venom is often mixed with honey to create a syrup, but it can also be used in pure form as an oil. One ounce of Ciomy venom can coat the tip of 6 weapons. Ciomy venom causes excruciating pain, the site of the injury burns as if it were being touched by a hot iron and the burning sensation will

rapidly travel to the target's heart. Ciomy is also usable as an ingestion poison, but it has a foul taste that makes it more easily detected, giving the target a +3 to taste PER. It is often fatal within twelve seconds.

### Ciomy Venom

Each purchase makes 1 ounce of paste

**Cost:** 38.85 farthings per ounce

**Raw Efficacy:** ~7 days

**Dried Efficacy:** Not available

### Ciomy Paste

**Cost:** 77.7 per ounce

**Prepared Efficacy:** ~7 days

Killing Attack - Hand-To-Hand 1/2d6, Damage Over Time (4 damage increments, damage occurs every 5 Minutes, can be negated by CON roll; +3/4), Attack Versus Alternate Defense (Life Support (Immunity to Zootoxins); All Or Nothing; +1), Does BODY (+1); 6 Charges which Never Recover (-2 3/4), IAF Expendable (Difficult to obtain new Focus; Ciomy venom; -3/4), No STR Bonus (-1/2), Extra Time (Full Phase, Only to Activate, -1/4)

### GHALI-GHALI

Ghali-ghali is a poison of Bezzi origin made from the root of a tidmas bush, and juice from zefun berries. Tidmas grows in the Waterwood and other swamps of Kamarathin. It is a thorny bush that grows year round from a thick root ball. Zefun berries are harvested from a waterplant that grows completely submerged in still water, which produces berries twice a year, in spring and fall. The base components of the poison are harmless; tidmas root is often chewed to relieve tooth pain. When the pulp from the chewed root is mixed with honey and zefun juice, it makes a thick black paste which is often used to coat blowgun needles. The paste causes major cramps when injected into the bloodstream, leaving those afflicted with the poison barely able to move. An ounce of ghali-ghali is enough to coat the tips of sixteen blowgun darts, four daggers, or one sword. It is usually used on blowgun darts.

### Tidmas Root

Each purchase makes enough pulp for one ounce of Ghali-ghali

**Cost:** 37.8 farthings per root

**Raw Efficacy:** ~120 days

**Dried Efficacy:** ~1 year

### Zefun Berry

Each purchase makes enough juice for one ounce of Ghali-ghali

**Cost:** 18.9 farthings per pound

**Raw Efficacy:** ~3 days

**Dried Efficacy:** Not available

## Ghali-Ghali

**Cost:** 113.4 farthings per ounce

**Prepared Efficacy:** ~90 days

Drain SPD 1d6, Expanded Effect (Running) (+1/2), Delayed Return Rate (points return at the rate of 5 per Minute; +1), Damage Over Time, Lock out (cannot be applied multiple times) (4 damage increments, damage occurs every three Segments, can be negated by CON roll; +1 3/4); 16 Charges which Never Recover (-2), IAF Expendable (Difficult to obtain new Focus; Ghali-ghali paste; -3/4), Limited Power Effect is broken if Target succeeds on a CON roll (-1/2), Extra Time (Full Phase, Only to Activate, -1/4)

## NOIRDRE

Noirdre is made from the nectar of a flowering stairle tree. The stairle are common in the forests of Tursh and Beilean. The mature tree stands ten to fifty feet in height, with a two to four foot base. Branches start at least four feet above ground and can grow up to ten feet long. The tree's leaves are wide and flat, with a lobed margin and spirally arranged on the branch. The tip of each branch flowers out once per year, in the middle of autumn, with a single flower that has twelve petals that gradate from brown at the center to white on the tip, with a deep well in the center that produces nectar. While in bloom the air in a grove of stairle smells of jasmine and lemons. The nectar of the stairle is collected and processed until it is rendered down to a thick syrup which is used to coat an object. Skin contact with the poison is all that is needed to afflict the target with paralysis. The target is totally aware of everything that happens around her but unable to do anything. Noirdre can also be used as an injury poison.

### Stairle Flowers

Each purchase produces one ounce of syrup

**Cost:** 123.75 per ½ pound

**Raw Efficacy:** ~7 days

**Dried Efficacy:** Not available

### Noirdre Syrup

**Cost:** 247.5 farthings per ounce

**Prepared Efficacy:** ~90 days

Mind Control 6d6 (Human class of minds), Constant (+1/2), Uncontrolled (+1/2), Cumulative (+1/2); 1 Continuing Charge lasting 1 Hour which Never Recovers (-2 1/4), IAF Expendable (Very Difficult to obtain new Focus; Noirdre; -1), Skin Contact Required (-1), Attack Versus Alternate Defense (Successful CON check at -3; All Or Nothing; -1/2), Limited Power Target gets additional CON saves every 10 minutes to break the effect (-1/2), Only to paralyze target (-1/2), Extra Time (Full Phase, Only to Activate, -1/4)

## WARUC

Waruc is a poisonous powder of Bezzi design. Waruc is made from the bark of a tree of the same name. The waruc tree grows year round in the Water Wood, and has also been found in other swamps in Tursh. The tree grows stunted and twisted, never taller than six feet. It has black bark and pale white leaves that grow in whips like a willow, hanging down from the branches till they touch land or water. The base of the tree is three feet in diameter and it splits into separate trunks and branches after two feet. The inner layer of bark is scraped to collect the raw material for the poison, which is then dried and crushed to make a powder. Waruc is used to blind an opponent; the dust is thrown in the direction of the target and affects anything within the area. Waruc is very dangerous to the user; if the wind shifts at the wrong time, she may end up blinding herself. Waruc causes the eyes to tear up and blur continuously, while causing an intense itching sensation under the eyelids.

### Waruc Bark

Each purchase produces 2 ounces of powder

**Cost:** 148.5 farthings per piece

**Raw Efficacy:** ~7 days

**Dried Efficacy:** ~30 days

### Waruc Powder

**Cost:** 148.5 farthings per ounce

**Prepared Efficacy:** ~30 days

Sight Group Flash 2d6, Area Of Effect (1m Cone; +1/4), Attack Versus Alternate Defense (Flash Defense (Sight); All Or Nothing; +1), Damage Over Time (4 damage increments, damage occurs every other Segment, can be negated by spending 1 phase flushing eyes with clean water; +3 1/4); 1 Charge which Never Recovers (-4), IAF Expendable (Difficult to obtain new Focus; -3/4), Limited Range (-1/4)

## YULTSIC

An inhaled poison of Kvonite origin, yultsic is made from the crushed flowers of the peigano, a low-lying shrub common in temperate plains that blooms during the summer. The peigano stands around six inches in height and often spreads to cover five square feet of area. It is covered with clusters of short, prickly spines similar to pine needles; in the center of each cluster is a small blue star-like flower with five pointed petals surrounding a pale green center. The flowers are collected and the petals are plucked from the stem, which is discarded. The petals are then boiled down with clean water until they form a paste, which is then spread out on a sheet of leather and allowed to dry in the sun. Once dry, the yultsic is scraped off and ground in a mortar until it is a fine powder. This powder is blown into the face of the target. A pinch of yultsic acts as a soporific, knocking the target unconscious for up to an hour. It must be administered up close and inhaled, and can backfire on the user. An ounce of yultsic contains enough powder for three doses. The powder loses its effectiveness after 60 days.



### Peigano Flowers

Each purchase produces 4 ounces of powder

**Cost:** 144 farthings per pound

**Raw Efficacy:** ~7 days

**Dried Efficacy:** ~60 days

### Yultsic Powder

**Cost:** 72 farthings per ounce

**Prepared Efficacy:** ~60 days

Major Transform 4d6 (Awake person into Unconscious person, 1 hour passing, Healing Magic, Antidote); 3 Charges which Never Recover (-3 1/4), IAF Expendable (Difficult to obtain new Focus; Yultsic paste; -3/4), All Or Nothing (-1/2), No Range (-1/2), Extra Time (Full Phase, Only to Activate, -1/4)



JF

## DISEASES

*Muras of Clan Cionas slashed his way through another hanging vine, cursing the plan that had brought them to this blasted swamp. His human friends were looking very poorly; Amon's skin had a decidedly unhealthy cast to it, and Keil was moaning and muttering to himself as he staggered along in their wake. The treasure map they were following was lost four days ago when Glanor wandered into a sinkhole. Keil fell sick shortly after that, but Amon insisted they were close to the treasure so they continued on.*

*Muras waved his free hand in front of his face, scattering the ever-present cloud of midges that plagued the swamp. He heard a thump behind him and turned to find Keil laying face down in the disgusting water. Cursing loudly at Amon, who simply stared at the man, Muras struggled forward as the mud pulled at his feet and grabbed Keil by his shirt, pulling him out of the water. Keil's face was slack and his eyes rolled back into his head.*

*"You friend die soon, Uniba," a voice called out in broken rivertongue. Muras turned again, holding up Keil's dead weight. A Bezzi appeared to melt out of the trees, clad in a loincloth and bones, his face painted in a fierce mask. "Other man follow soon after. You want them to living, you make trade with Berwal."*

*Muras's lips curled back from his fangs and his hand gripped the hilt of his short sword tighter. "Curse your trading, savage! What's to keep you from taking what I offer and leaving us to die here?"*

*Berwal paused, considering. "No can think of reason," he answered simply. "Trade, no trade, all same to Berwal. You friends die, they feed swamp. Maybe make spirits happy, maybe make spirits angry. You friends live, you leave. Spirits happy."*



## INFECTION MECHANICS

The black shakes. Nagzin fever. Wet-lung. A multitude of others. The names alone strike fear into the people of Kamarathin. Disease is the great equalizer, old and young, rich and poor, all are meat for the great plagues. For most of the peasantry, there is no known cure for these diseases, only folk remedies that may or may not work, and even the Nobility may be left with only folk remedies if a true herbalist cannot be found. We rare herbalists, attuned to the seal of Aegia, work tirelessly searching for cures and sharing their knowledge, but the Kingdom is vast and we are few.

In my travels, I have seen many sick people of all races trying what folk remedies they have. Leeches to draw off a fever, coating boils with bull dung, wrapping a child sick with the Wet-lung up in a pig's skin and placing her in a closed room with a smoking fire. Some people believe that the Black Shakes can be averted by carrying a dried frog with a penny in its mouth in your left pocket; others believe that it can be treated by chewing on pine bark.

Though these remedies fail time and again, the occasional odd success attributed to them lends them legs. It is my hope that this treatise will help spread the knowledge of what works and what doesn't.

### Categories

- **Blood:** Diseases that affect the blood or cause bleeding
- **Flesh:** Diseases that cause sores, spots, or rotting flesh
- **Respiratory:** Diseases that affect the lungs
- **Digestive:** Diseases that affect the stomach, intestines and bowels
- **Nervous:** Diseases that cause shakes, delirium, fits or other mental issues

### CATCHING A DISEASE

When a character is exposed to a disease by her actions, environment or GM fiat, the GM makes a secret CON roll (with a number of situational modifiers detailed below). If the character fails the CON roll, she is considered infected by the disease and will begin starting to show symptoms according to the disease's individual timeline. Many diseases have multiple defined stages; the character gets an additional CON roll (modified) to attempt to shake off the disease naturally before it moves into the next stage. This makes diseases that affect CON particularly nasty. The character also gets a CON roll every 7 days while the disease runs its course.

## Modifiers

- Unhealthy Environment -2  
(dirty city, swamp, sewer, pit of decaying bodies)
- Bad weather (variable) -1 to -3
- Malnourished or poor hygiene -2
- No shelter -1
- Clean environment +2
- Medical aid Complementary to roll
- Survival skills appropriate to environment Complementary to roll
- Good Personal Hygiene +2
- Exposure to infected person -4

Certain herbs may provide a bonus to CON to help fight off the infection, or fight the infection directly. Diseases and their treatments may affect other species differently, or not at all.

## DISEASE DETAILS

Below you will find a sample of the diseases that commonly affect the people of Kamarathin, with details on how they are spread and how many stages each disease takes as it runs its course. This list is by no means exhaustive, and the GM should feel free to create other diseases to brighten up their world, using these as a guideline.

### BLACK SHAKES

The black shakes is a nervous disease that spreads via exposure to bodily fluids; such as blood, saliva or sexual excretions. The disease is characterized by tremors in the extremities of the victim. These tremors start small but if the disease remains untreated they can become quite pronounced, eventually making the entire body quake uncontrollably. The disease's effect reoccurs every 30 days until cured.

Drain DEX 2d6, Attack Versus Alternate Defense (Life Support (Immunity: Disease); All Or Nothing; +1), Delayed Return Rate (points return at the rate of 5 per Month; +2 3/4) (95 Active Points); Extra Time (1 Week after infection, Only to Activate, -2 1/4), 1 Charge (-2), Side Effects, Side Effect occurs automatically whenever Power is used (Tremors in extremities ; -1)

### BLOODY FLUX

Bane of nearly all armies in the field, dysentery has laid low more soldiers than sword, axe and arrow combined. Commonly known as Bloody Flux, this is a digestive plague which causes weakness and diarrhea, which can also cause dehydration and death if not treated properly. Infection is spread by polluted water. The second stage of Bloody Flux reoccurs every 7 days until cured or the patient dies.

## Stage One

Drain CON 2d6, Attack Versus Alternate Defense (Life Support (Immunity: Disease); All Or Nothing; +1), Delayed Return Rate (points return at the rate of 5 per Week; +2 1/2) (90 Active Points); Extra Time (1d6 days after infection, Only to Activate, -2 1/4), 1 Charge (-2), Side Effects, Side Effect occurs automatically whenever Power is used (Dehydration, diarrhea; -1)

## Stage Two

Stage 2 takes place exactly 7 days after stage 1.

Drain CON 3d6, Attack Versus Alternate Defense (Life Support (Immunity: Disease); All Or Nothing; +1), Delayed Return Rate (points return at the rate of 5 per Week; +2 1/2) (135 Active Points); Extra Time (1 Week after first effect, Only to Activate, -2 1/4), 1 Charge (-2), Side Effects, Side Effect occurs automatically whenever Power is used (Dehydration, diarrhea; -1)

**plus** Drain STUN 3d6, Attack Versus Alternate Defense (Life Support (Immunity: Disease); All Or Nothing; +1), Delayed Return Rate (points return at the rate of 5 per Month; +2 3/4) (142 Active Points); Extra Time (1 Week after first effect, Only to Activate, -2 1/4), 1 Charge (-2), Side Effects, Side Effect occurs automatically whenever Power is used (Dehydration, diarrhea; -1)

**plus** Drain Body 1d6, Attack Versus Alternate Defense (Life Support (Immunity: Disease); All Or Nothing; +1), Delayed Return Rate (points return at the rate of 5 per Month; +2 3/4) (47 Active Points); Extra Time (1 Week after first effect, Only to Activate, -2 1/4), 1 Charge (-2), Side Effects, Side Effect occurs automatically whenever Power is used (Dehydration, diarrhea; -1)

### NAGZIN FEVER

Nagzin Fever is a particularly virulent blood disease that is prevalent in the Water Wood. The Bezzi believe that the disease is spread by insect spirits, in which they are correct. Nagzin is passed by bites from the myriad insect species that thrive in the swamp. The disease presents itself a day after infection, when the patient's skin takes on a jaundiced tone and she begins feeling weak. A day after the initial effect, the patient becomes delirious with fever. At this stage, many visitors to the Water Wood die of misadventure, wandering in a delirium into the jaws of dragon-snakes or quicksand. Once the second stage starts, the patient's body is very weak and most likely unable to shake the disease on its own. Assuming she survives, 7 days after initial infection, the body begins to break down. The slightest bump will cause deep bruising and the body loses its ability to stop bleeding. Very few men are strong enough to survive the entire course of Nagzin fever, those that do take at least 30 days to recuperate. Oddly, Canids appear to be immune to Nagzin fever. The final stage of Nagzin reoccurs every 7 days until cured or the patient dies.

## Stage One

Drain STR 1d6, Attack Versus Alternate Defense (Life Support (Immunity: Disease); All Or Nothing; +1), Delayed Return Rate (points return at the rate of 5 per Week; +2 1/2) (45 Active Points); Extra Time (1 Day, Only to Activate, -2), 1 Charge (-2), Limited Power Does not affect Canids (-1), Side Effects, Side Effect occurs automatically whenever Power is used (Jaundiced appearance; -1/2)

## Stage Two

Stage 2 takes place exactly 1 day after stage 1.

Drain CON 2d6, Attack Versus Alternate Defense (Life Support (Immunity: Disease); All Or Nothing; +1), Delayed Return Rate (points return at the rate of 5 per Week; +2 1/2) (90 Active Points); Extra Time (Occurs one day after First Effect, Only to Activate, -2), 1 Charge (-2), Limited Power Does not affect Canids (-1), Side Effects, Side Effect occurs automatically whenever Power is used (High fever and delirium; -1)

## Stage Three

Stage 3 takes place exactly 7 days after stage 1.

Nagzin Fever, Final stage: Drain BODY 2d6, Attack Versus Alternate Defense (Life Support (Immunity: Disease); All Or Nothing; +1), Delayed Return Rate (points return at the rate of 5 per Week; +2 1/2) (90 Active Points); Extra Time (1 Week after first effect, Only to Activate, -2 1/4), 1 Charge (-2), Side Effects, Side Effect occurs automatically whenever Power is used (Hemophilia; -2), Limited Power Does not affect Canids (-1)

## SCARLET POX

Scarlet Pox is a painful and often deadly disease that only afflicts humans. The disease initially presents itself as rash in the armpit, which spreads rapidly across the chest and back before breaking out into pox. Once the pox appears the disease progresses more slowly. The pox spreads over the body, making the skin appear to be covered in red pebbles a quarter-inch in diameter. After 30 days, the pox begins to itch and seep thick yellow pus. At this stage, the disease is highly contagious, spread via skin contact. Once the pox start bleeding, there is little hope of cure. The disease progresses rapidly, eating away at the flesh of the victim and causing excruciating pain. Survival for more than 7 days after the pox begin to bleed is very rare, and many surgeons believe it is better to ease the victim's suffering than try to save them at risk of infecting themselves. The disease is particularly insidious in that it can sometimes take a whole season to

present after infection. Scarlet Pox was one of the three plagues that became prominent during the Time of Plagues.

## First Stage

Cosmetic Transform 5d6 (Normal Human into Pox-Ridden human, Flesh disease treatments, Successful CON check), Attack Versus Alternate Defense (Life Support (Immunity to Disease); All Or Nothing; +1) (30 Active Points); 1 Charge which Never Recovers (-4), Extra Time (1 Month, Only to Activate, -2 1/2), Limited Power Only Affects Humans (-1)

## Second Stage

Stage 2 takes place exactly 28 days after stage 1.

Killing Attack - Hand-To-Hand 1 1/2d6, Difficult To Dispel (x4 Active Points; +1/2), Attack Versus Alternate Defense (Life Support (Immunity to Disease); All Or Nothing; +1), Does BODY (+1); 1 Charge which Never Recovers (-4), Extra Time (1 Month after first effect, Only to Activate, -2 1/2), Damage Over Time (10 damage increments, damage occurs every 1 Day, -1/2), No STR Bonus (-1/2)

## WET-LUNG

Wet-lung is a respiratory disease that affects all species equally. It is spread by close proximity to those already infected, or the sputum that they cough up. Wet-lung is characterized by a feeling of weakness and a deep, hacking cough that produces large amounts of phlegm. It is not infectious during the 7 day-long incubation period that follows initial exposure. Wet-lung is especially prevalent during the winter. Characters infected with wet-lung grow weaker and weaker as time passes, finding it harder and harder to catch their breath until they can no longer walk or do anything unassisted. The effect of this disease reoccurs every 30 days until cured.

Wet-lung: Drain CON 2d6, Attack Versus Alternate Defense (Life Support (Immunity: Disease); All Or Nothing; +1), Delayed Return Rate (points return at the rate of 5 per Month; +2 3/4); 1 Charge which Never Recovers (-4), Extra Time (1 Week after infection, Only to Activate, -2 1/4), Side Effects, Side Effect occurs automatically whenever Power is used (Deep hacking cough, excessive phlegm production; -1/2)



## PACKAGE DEALS

With the expansion of herbism and medical care rules presented in this book also come a number of new package deals for players who want to use them. Represented below are packages for Herbalists, Midwives, Chirurgeons, Field Medics, and Poisoners.

### HERBALIST

The herbalist is a healer who focuses on providing remedies that are found in nature. She usually grows or forages for the herbs she uses to heal, and often accepts favors instead of money for her services. She is well-versed in the appropriate rituals or prayers to supplement her herbs with spiritual entreaty. Many herbalists believe that no one in need should ever be turned aside.

#### Skills

- AK: [Home Region] 12-
- CuK: [Own Religion] Healing Rituals 12-
- Healing 11-
- KS: Herb Lore 12-
- PS: Herbalist 12-
- PS: Cook 11-
- Trading 11-

#### Optional Perks

- 5 Pts Worth of Favors
- Contact: Herb Merchant (Contact has useful Skills or resources, Good relationship with Contact) 8-
- Contact: Herbalist (Contact has useful Skills or resources, Good relationship with Contact) 8-

#### Optional Complications

- Psychological Complication: Kind-hearted (Common; Strong)  
**Notes:** The character falls easily for any sob-story. She must make an EGO roll to resist leaping to aid anyone in need, especially if they are obviously injured. This also makes it difficult for the character to discern whether or not someone is lying about their actual situation, giving a -2 modifier to any such rolls.

### MIDWIFE

Childbirth in Kamarathin is a dangerous and often life-threatening process. Midwives are healers who specialize in providing care to women during pregnancy, labor and birth. They are trained in dealing with common problems that occur during birth, such as breeched births and excessive bleeding. They also care for the baby and assist the mother with breastfeeding. The term "midwife" is used in reference to both men and women, but the majority of midwives are female. They are well versed in the anatomy of their own race, and trained with herbs, rituals and prayers to ease birth. Midwives also provide common medical care when necessary. Midwives usually start out as apprentices to older, more experienced midwives, or may learn from fathers or mothers who went to a medical academy or university.



#### Skills

- Conversation 11-
- Healing 12-
- KS: Midwifery 11-
- CuK: [Own Religion] Birthing Rituals 11-
- KS: Herb Lore 11-
- KS: Chirurgy 8-
- PS: Herbalist 11-
- PS: Midwife 11-
- PS: Chirurgeon 8-
- Science Skill: [Own Race] Anatomy 11-

### Optional Perks

- Contact: Midwife Mentor (Contact has useful Skills or resources, Good relationship with Contact) 8-

## CHIRURGEON

Not all churgeons are created equal, for our purposes we will split them into two categories; Common Churgeons and Academy Churgeons. Common churgeons are untrained laymen, usually ill-equipped and more used to working with animals than people. Common churgeons frequently have only a vague familiarity with the anatomy of their own race, and no knowledge at all of other races.

Academy Churgeons spend years training at either the Royal Academy of Tursh, or one of the newly formed Universities in the Kingdom of Beilean. While studying under Master Physickers, they are exposed to the anatomy of their own and other races by means of dissection, and are encouraged to publicly debate medical practices with the Masters and other students and to challenge the accepted ideas of medicine. There is never a shortage of patients seeking cures at these schools, and failed attempts often provide more cadavers for dissection classes. Students are judged yearly on their progress by a panel of Masters and those who are judged capable are granted the rank of Journeyman Churgeon. To progress to Master, a Journeyman must, through word or deed, advance the state of medical art sufficiently to be judged Master by a panel of her peers.

### COMMON CHIRURGEON

This package replaces the one found in (*Kamarathin 6th Edition Conversion Document p.67*)

#### Skills

- Conversation 11-
- Deduction 11-
- Healing 11-
- KS: Chirurgy 11-
- KS: Herb Lore 11-
- PS: Chirurgeon 11-
- Science Skill: [Own Race] Anatomy 8-

### ACADEMY CHIRURGEON

The Academy Churgeon package represents professionally trained churgeons from highly civilized cultures.

#### Skills

- Conversation 11-
- Deduction 11-
- Healing 12-
- KS: Chirurgy 11-
- KS: Diseases 11-
- KS: Herb Lore 11-
- KS: [Own Culture] Medical Textbooks 11-
- KS: [choose culture] Medical practices 8-
- Literacy with Native Language

- PS: Chirurgeon 11-
- PS: Herbalist 11-
- PS: Researcher 11-
- Scientist
- Science Skill: [Choose Race] Anatomy 12-
- Science Skill: [Choose Race] Anatomy 12-
- Science Skill: [Choose Race] Anatomy 12-
- Science Skill: [Own Race] Anatomy 12-

#### Perks

- Money: Well Off; Limited Power (Only To Determine Starting Wealth; -1)

### ROYAL ACADEMY CHIRURGEON EXTENSION

Those coming from Tursh must also select the Royal Academy Churgeon extension package.

#### Skills

- Language: Bluetongue (idiomatic; literate)

#### Perks

- Contact: Academy Trainer/Mentor (Contact has access to major institutions, Contact has useful Skills or resources) 8-
- Positive Reputation: Graduate of the Royal Academy (A small to medium sized group) 8-, +1/+1d6

#### Complications

- Social Complication: Duty to the Royal Academy Infrequently, Minor

### FIELD MEDIC EXTENSION PACKAGE

Where medicine and the battlefield meet, there you will find the Field Medic. Field medics serve as mercenaries or militia men who have the skills and knowledge, if not actual training, to treat battlefield injuries. Field medics are more used to working in hostile conditions than other churgeons.

#### Skills

- Hostile Medic: +1 vs. Healing Skill Modifiers due to Combat
- Armor Familiarity (Light Armor, Shield)
- Armorsmith (Repair only, all armor types) 11-
- Healing 11-
- KS: Chirurgery 8-
- KS: Herb Lore 8-
- PS: Chirurgeon 8-
- PS: Herbalist 8-
- PS: Soldier 11-
- Science Skill: [Own Race] Anatomy 8-
- Teamwork 8-



## POISONER EXTENSION PACKAGE

When nobles find themselves locked into a political battle that they cannot afford to resolve through war, they turn to assassination. The knife in the dark and poison in all its many forms are the weapons of a poisoner. Poisoners work from the shadows, using subterfuge, lies and trickery to put themselves in position to strike at their victim. When in need of a poisoner, a noble will either cultivate one from a loyal servant, or reach out to the criminal underworld in search of a suitable candidate, using several cut-outs to conceal the source of the request. Poisoning is, of course, frowned upon heavily by the nobility and common people. Once the poisoner has completed her contract, she has no guarantee that the payment agreed upon will be rendered in good faith, or if her benefactor may instead opt to make sure that word of the actual nature of the target's death never gets out.

### Skills

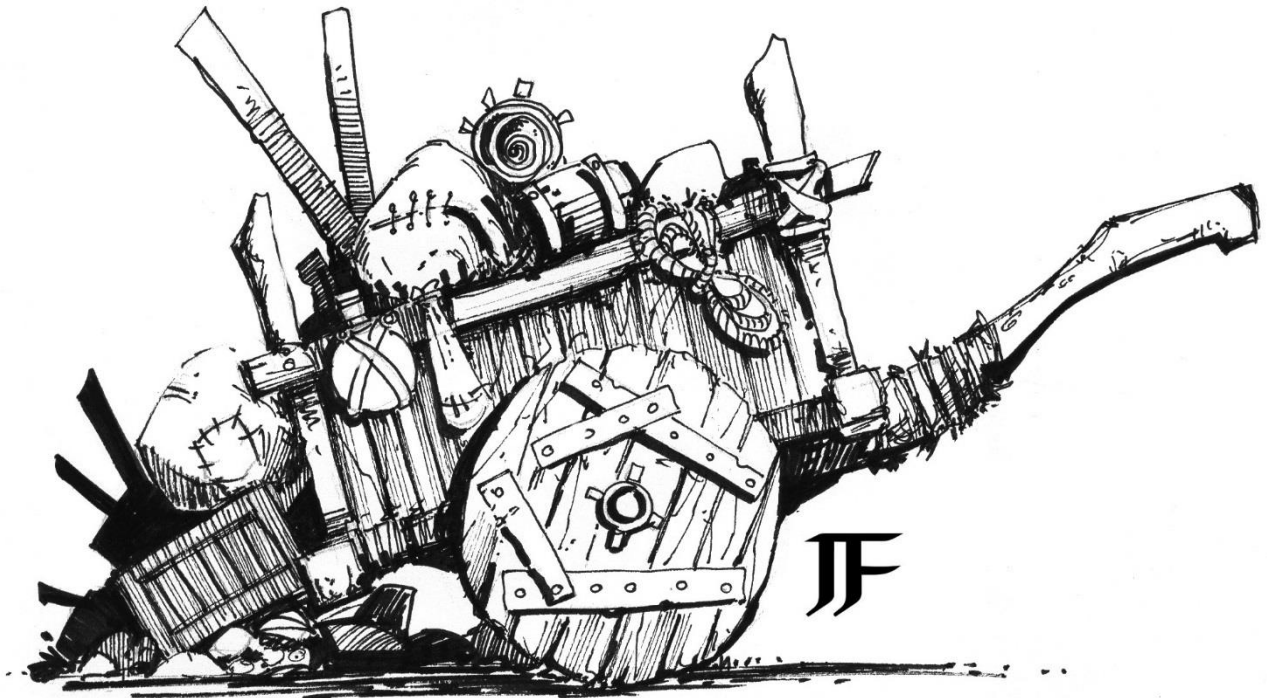
- KS: Black Marketeering 11-
- KS: Poison Lore 11-
- PS: Poisoner 12-
- Language: Gutterspeak (fluent conversation)
- Streetwise 11-

### Optional Complications

- Psychological Complication: Amoral (Common; Total)

## NEW EQUIPMENT

Herbalists and Chirurgeons are very equipment intensive characters. Included below are some new tools for these characters to use.



### EQUIPMENT

Item	Cost	Weight
Beeswax, ½ pound block	2.00fg	0.23kg

Rendered Animal Fat, 1 gallon	.08fg	
Chirurgeon Tool Roll, Leather	2.00fg	0.50kg
Chirurgeon Tool Roll, Canvas	5.00fg	0.34kg

*The Chirurgeon Tool Roll is used to organize and protect the expensive tools that a chirurgeon needs to properly administer medical care. Rolled out flat, it is 3 feet by 2 feet with numerous deep pockets.*

Chirurgeon Tool Kit, Journeyman	132.2fg	1.68kg
---------------------------------	---------	--------

*This kit consists of a basic set of tools required to make a successful healing roll without negatives. The kit contains: a leather chirurgeon tool roll, one bronze hook, one flat bronze probe, one surgical knife, a curved suturing needle and 50 yards of thread, as well as a set of linen bandages.*

Chirurgeon Tool Kit, Master	371.28f	2.2kg
-----------------------------	---------	-------

*This kit consists of a more diverse set of tools than the Journeyman kit, allowing the Chirurgeon to make healing rolls at +1. The kit contains: a canvas chirurgeon tool roll, two bronze hooks, one flat bronze probe, two surgical knives, a bleeding lancet and basin, surgical bronze scissors, a curved suturing needle and 50 yards of thread, as well as a set of linen bandages.*

Herb Pouch, Leather	0.02fg	
<i>Holds 4 ounces of dried herb</i>		
Herb Pouch, Large Leather	2.00fg	0.50kg
<i>Holds up to 24 ounces of dried herbs in 6 separate pockets.</i>		
Herbalist Kit, Journeyman	64.05fg	1.79kg
<i>This kit consists of a selection of basic herbs for a Journeyman Herbalist that should meet most basic needs. The kit consists of a large leather herb pouch, a tin vial containing 3 ounces of bloodroot syrup, a tin vial containing 1 ounce of folloy paste, a tin vial containing 3 ounces of finevan paste, 4 ounces of dried min berries, 2 ounces of trine powder, 1 ounce of braes herbs, and a mortar and pestle.</i>		
Herbalist Kit, Master	220.95	2.3kg
<i>This kit contains a larger selection of herbs than the Journeyman kit. The kit consists of a large leather herb pouch, a tin vial containing 4 ounces of bloodroot syrup, a tin vial containing 2 ounces of folloy paste, a tin vial containing 4 ounces of finevan paste, a tin vial containing 4 ounces of atin juice, a tin vial containing 1 ounce of kelin juice, 4 ounces of dried bethron fungus, 4 ounces of dried min berries, 4 ounces of trine powder, 1 ounce of braes herbs, 4 ounces of dried lisomon leaves, and a mortar and pestle.</i>		
Glass Retort	750fg	
<i>Used to create extracts and oils from raw herbs</i>		
Splint	.10fg	0.20kg



## BUILDING NEW HERBS AND COST CALCULATIONS

The herbs included in this book are by no means exhaustive. GMs or players that wish to create new herbs should use the following guidelines:

- All herbs should be created with IAF Expendable (Difficult to obtain New Focus; -3/4). Difficulty may be increased to reflect rarity of ingredients.
- All herbs should be created with a set number of Charges which never recover.
- The Gestures limitation should be used to show that the herb must be applied by hand.
- Extra Time should be used to reflect how long the herb takes to administer or take effect.

Costs of new herbs in farthings are calculated using the following formula:

$$((\text{Active Points}) * (\text{Real Cost}) * 30) / 100$$

