

SHADOWRUN



PARABOTANY

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Connecting Jackpoint VPN ...
... Matrix Access ID Spoofed.
... Encryption Keys Generated.
... Connected to Onion Routers.
> Login
*****
> Enter Passcode
*****
... Biometric Scan Confirmed.
Connected to <ERROR: NODE UNKNOWN>
"Eat your vegetables, before they eat you."
```

JackPoint Stats

2 users currently active in the network

Latest News
* <032112> The nominations are open—let me know who you think would be a nice addition here. —FastJack

Personal Alerts
* You have 4 new private messages.
* You have 3 messages queued for anonymous re-routing.
* You have received 4 new Metalink Friends add requests.
* You have 8 new responses to your JackPoint posts.
* PDA: Prime planting season has started! Don't wait!

First Degree
Two Members are online and in your area.

Your Current Rep Score:
618 (41% Positive)

Current Time: 21 March 2074, 0454 hrs

- PREFERENCES
- FEEDS
- TASKS
- LINKS
- HISTORY

Welcome back to JackPoint, chummer; your last connection was severed: 50 hours, 13 minutes, 13 seconds ago



Today's Heads Up

* Attached is an excerpt of Dr. David Wright's continued work, The World to Come, categorizing Awakened plants and animals. Joining him in this work is parobotanist Dr. Justin Bogue. This document is mainly from Dr. Bogue's travels and it's an interesting read about the greener side of our Awakened world. Both Dr. Wright and Dr. Bogue are protégés of the famous parabiologist, Dr. Paterson, who brought us Paranormal Animals of North America. Even if you weren't good in biology class, check this out—there's information all of us can use. I hope to get the rest of Dr. Wright's parazoology section of the book posted at some point, but there's a backlog of other stuff. Enjoy. —FastJack

Incoming

- * Sometimes it's wise to join a group that would, in fact, have someone like you as a member. [Tag: [Magical Societies](#)]
- * Because we get paid to do things other people don't want to do, that's why. [Tag: [Hazard Pay](#)]

Top News Items

- * The recall of 1.2 million packages of Lightning's k-Turkey and k-Beef snacks due to potentially contaminated krill with saxitoxins continues. Ten confirmed deaths and four hundred illnesses have resulted from eating Lightning's krill snacks. [Link](#)
- * UK's Royal Botanical Garden in Edinburgh is the first to display an austas koks. Security has been tightened around this golden specimen. [Link](#)
- * Protestors lobbied again for the fifth straight day in Los Angles to legalize the purchase the yann orchid for personal use. [Link](#)

- CHAT
- MESSAGES
- FILES
- POSTS
- NEKUS
- SEARCH

Active ComStar Firewall

Active Jack-in-the-Box Antivirus

Active SpamWitch Filter

On/Receiving Comcode

Excellent Signal

Active Hidden Mode

Local Map

PARABOTANY

Posts/Files tagged with "Parabotany":

- * Power of Plants
- * Austras Koks
- * Black Mana Orchid
- * Brazilian Kiwi

[More]

CONTINUE

ADVANCED SEARCH

SAVE

PARANORMAL PLANTS

**From *The World to Come*
by Dr. Justin Bogue and Dr. David Wright**

It took ten thousand years of domestication for humans to create the vast biodiversity in our food supply. In a span of two hundred years we've squandered it all. An international study in 1983 compared the seed varieties then to those sold in 1903, and it found that 93 percent of the species had gone extinct. Today, that percentage is at 97, and there are fewer than ten varieties of any given commercial fruit or vegetable. The focus and dependency on high-yield varieties have led us to genetically weaker crops. UG99, BXW, NRO16, and Phyto2010 are the code names of some of the fast-mutating fungi and diseases that have devastated crop production in every agricultural staple across the globe. On top of this, industrial pollution and the plowing under of natural habitats to make way for factories, mines and sprawls have taken their toll. Wars were fought over agricultural land as governments tried to feed their people. Dust storms, heavy metal runoff, and pest swarms became frequent. By 1999, global temperatures had risen two degrees, and every agricultural region had to deal with heat waves, droughts, and/or flooding. Those staple varieties that remain are greenhouse controlled and/or heavily modified to produce a variety of nutrients or survive harsher environments since there's not enough traditionally fertile growing space to meet humanity's consumption needs. This is why we pay such a high price for "real food"—there simply is not enough to go around. Soy's dominance

as one of the cheap vegetarian staples came about through corporate choice rather than survival of the fittest. Soybeans were the most efficient and profitable super-yielding crop, and the thinking that led to the soybean becoming a leading food source is the same industrial methodology that put us in this predicament. Generations have been weaned upon "Nutrisoy" and other corporate labeled varieties of soy. The convenience of a soy processor and its creation of variety of flavors and textures have left many ignorant of the real flavors and nutrition they are missing.

Since the Awakening, new and unusual plant species have been discovered. Through much experimentation and review of books such as Pliny's *Natural History* and the *Ebers Papyrus*, parobotanists are validating some of the mythical claims of plants that were previously dismissed by mundane science. The relationship of plants and ancient cultures were rediscovered in magical potions, poultices, and paints. A whole new world of magical reagents as well as the beauty of these new plants has been trickling into mainstream talismongering and commercialism.

The point is that while people "oohed" and "aahed" over dragons and trolls, no one paid much attention to changes in vegetation. What I present here is the new flora of our world, whether magical or engineered to match previously published descriptions of fauna species.

- I think the reaction to dragons was more "AAAAGH!" than "ooh."
- Slamm-O!

AUSTRAS KOKS

Sorbus illuferris

Austras koks, also known as the Tree of the East, is an extremely rare species of plant capable of not only photosynthesis but also lithotrophy. Legends state that austras koks leaves are silver, their branches are gold, and roots are copper, but the reality is that this primeval tree bioleaches many minerals for energy. Concentrations of iron, copper, zinc, lead, arsenic, antimony, nickel, molybdenum, gold, silver, and cobalt can be found in various specimens of this tree, depending on the soil. The austras koks incorporates these metals in its growth, depositing them in the cellulose. This makes the tree difficult to cut into, and the metal content also means that the sap of this tree is a poisonous insecticide.

The roots of the austras koks push deep into the ground, sometimes as far as one hundred meters, with many small rootlets. At these depths, some of the respired oxygen and water commence the chemical process to break down the stone. If the tree is one of the few that absorbs some gold or silver, it deposits those metals into the leaves, which then glow and flash in metallic shades ranging from red to yellow.

It's possible that these trees could be used to clean up sites where heavy metals have contaminated the ground, but there are several problems. One is that experiments have indicated that pollution concentrations are generally more than austras koks can handle and they end up killing the roots. Second, the extreme rarity of the tree makes it hard to find. Third, it's metabolism is slow, and it takes decades to absorb minerals in high enough concentration to be of any value to a mining operation.

While the metals the tree gathers are not easily harvested, they can make the tree dangerous, especially if it absorbs arsenic or lead. To date, rarity of the tree has prevented further testing or engineering of a heartier or faster version of the austras koks. This rarity and various unique properties make it a valuable tree, and shipping and smuggling of the tree has already been observed.

Habitat: Wetlands, along rivers and mineral deposits in mountainous regions.

Range: Eastern Europe (Estonia, Latvia, Lithuania and Konigsberg); located on one of four rivers, the Daugava, Kurzeme, Vidzeme, or Latgale.

Frequency: Extremely rare

Plant Type: Tree

Description: Eight- to ten-meters-tall deciduous tree with small, soft, oval leaves that are usually red to yellow in color and glowing. The bark is rough with varying shades of blue or green.

Usage: All components of the tree can be used in making both fetishes and foci. Wands made of austras koks branches (coated with a silver stain made from its sap) are in demand. Rural tanners use the sap in the tanning of animal hides into vellum. This vellum can be used in magically binding contracts or as a preparation for manuscripts. Older trees can also be burned and the mineral contents smelted for a few kilos of various minerals.

Availability: 25F

Powers: Hardened Armor

Qualities: Bioluminescence, Poisonous

Notes: An austras koks contains its Body Rating (not including Force) in kilograms of metals. It should be divided between various local metals, with copper and iron being the most common elements.

- It shouldn't be that hard to find a glowing tree in the woods.
- Slamm-O!
- Its glow mirrors the sun's rising and setting. By nightfall it's glow is "dead," ready to be renewed by the next rising of the sun.
- Lyran
- So it's a solar powered flashlight. How useful.
- Slamm-O!
- The problem actually is that it's too useful. The biological properties of the tree make it worth studying for low-grade ore extraction. The variety of metals that this tree can absorb is extraordinary, and if science can figure out a way to duplicate what it does, it could help mining processes. Then you have the fact that parts of the tree, including its sap, can be used in fetishes, foci, and wands. When one of these is located, it becomes a battleground for competing interests.
- Ecotope
- What is it with the wands? I thought mages can just stare at you and you'd burst into flames?
- 2XL
- Not everyone has a strong enough belief to channel magic. Some need a physical device to help them focus their energies. Items such as an austras wand turn a handicap like that into an advantage.
- Winterhawk



BLACK MANA ORCHID

Coelogyne manangre

The black mana orchid is a new species found in the jungles of Central America. Closely resembling the mundane black magic hybrid orchid, the black mana orchid is believed to be the closest species to the fabled and elusive black orchid much sought after by parobotanists. After the discovery of the black mana orchid, pharmacologists exploring its ecology found colonies of ants feeding on the flower's nectar. Once the ants feasted, they exhibited bizarre behavior, building amazingly complex geometrical patterns in trees and their colony hills in manic displays of hyperactivity. Scores of ants create shapes by chewing leaves and bark while also arranging dirt into precise patterns. Then, abruptly, they die. It is unclear if the liquid is a defense mechanism, and the significance of the geometry created by the ants is unclear. The nectar of the black mana orchid has been extracted and refined into the street drug known as overdrive. Overdrive is an organic compound that stimulates neural receptors and the analytical left part of the brain. A few hydroponic labs illegally grow black mana orchids on the North American West Coast for overdrive production, especially in Cal Free State.

- So that's where it comes from. I wonder how they figure these things out.
- Sticks
- I would have said it's from explorers getting word of mouth from the indigenous population that's been using it for centuries, but you can't say that now. Like the writer said, a majority of their findings come from going back to older books to reevaluate their content. In this case, you have probably sixty years of experimentation by everyone and their brother running around in Central America, seeing the crazy ant shapes, figuring out what loco juice the ants are drinking, and getting them to share.
- Clockwork
- So what's this legendary black orchid?
- Netcat
- Most black orchids are not truly black; they are slightly red or blue. That particular orchid is so black, even astrally, that mana level drops off into a micro void. Supposedly it's a breathtaking sight to perceive.
- Winterhawk



Habitat: Branches of trees in jungles

Range: Central America

Frequency: Rare

Plant Type: Flower

Description: Ten centimeters tall with three narrow, black, blade-like petals and three shorter, dark maroon petals offset from them.

Usage: An extract of the sap from the rhizomes (root system) can be purified and manufactured into the drug overdrive. Special hydroponics are needed to simulate the high UV, precipitation, and nutrient conditions the black mana orchid requires to grow artificially.

Availability: 18F

Powers: Poisonous (see overdrive, p. 77 *Arsenal*)

BRAZILIAN KIWI

Actinidia Dunkelzahnii

Following the execution of Dunkelzahn's Will in the late '50s, expeditions searching for the Brazilian kiwi erupted, with corporations sending teams into the Amazonian jungle in search of the fruit. In an attempt to claim the financial reward from cultivating the Brazilian kiwi outside its native environment, several corporations harvested samples of the species for immediate research. Sun Temple Agriculture and Starfield Botanical Engineering were the first to collect enough to attempt cultivation in 2066. It wasn't until 2070 that Sun Temple Agriculture claimed success, but before their findings could be published, all samples and data were destroyed when the research facility was bombed during the onset of the Amazonia/Aztlan War. Starfield Botanical Engineering has made great progress in determining soil conditions for growing Brazilian kiwi, and they also initiated an intensive study of the fruit (which informed my research). The seeds were improperly stored during experimentation, however, and mold destroyed them, halting their research. Starfield Botanical Engineering has expressed the desire to send excursions into Amazonia to gather additional specimens in spite of the war.

In addition to the hazards of the Amazon jungle and the ongoing conflict, the Brazilian kiwi has another obstacle to be overcome by those wishing to collect samples. Many Brazilian kiwi plants have been infested with the spider-beast, *Nephila gigantus*. The spider-beast prefers to nest in the Brazilian kiwi over other plants and incubates their larvae in its hanging fruits.

Starfield Botanical Engineering findings on the Brazilian kiwi indicate the fruit contains a high amount of vitamins and minerals as well as bizarre hallucinogenic properties. Reports have claimed that the hallucinogens do not seem to work by psychoactive effects alone and may be magical manifestations.

- Has anyone figured out why Dunkelzahn was so interested in this kiwi?
- 2XL

Habitat: Tropical rainforest at more than 1,000 meters altitude

Range: Eastern Amazonia

Frequency: Rare

Plant Type: Bush

Description: The Brazilian kiwi is a thick, woody vine/climbing shrub that can reach ten meters in length. On mature branches, the plant displays leaves that are generally about fifteen centimeters long, oval in shape, and dark green in color. Greener branches have red variegated heart-shaped leaves. It is part of the family of actinidia, but not an Awakened variant of the *Actinidia deliciosa* (kiwi fruit). Flowers are five centimeters in diameter, cream colored, with a heavy strawberry-like fragrance. They grow in umbels from one to three flowers. The fruit of the Brazilian kiwi is ovoid shape, up to eight centimeters long and six centimeters in diameter. It is dark blue, leathery in texture, with a fuzzy hair-like coating. The Brazilian kiwi is an aggregate fruit, like a strawberry, which gives this fruit a scale pattern. The fruit is likewise blue in color with few seeds, most averaging three millimeters in diameter.

Usage: Investigations of the Brazilian kiwi are ongoing to determine their importance to Dunkelzahn. Starfield Botanical's impending release is expected to reveal more information.

Availability: n/a



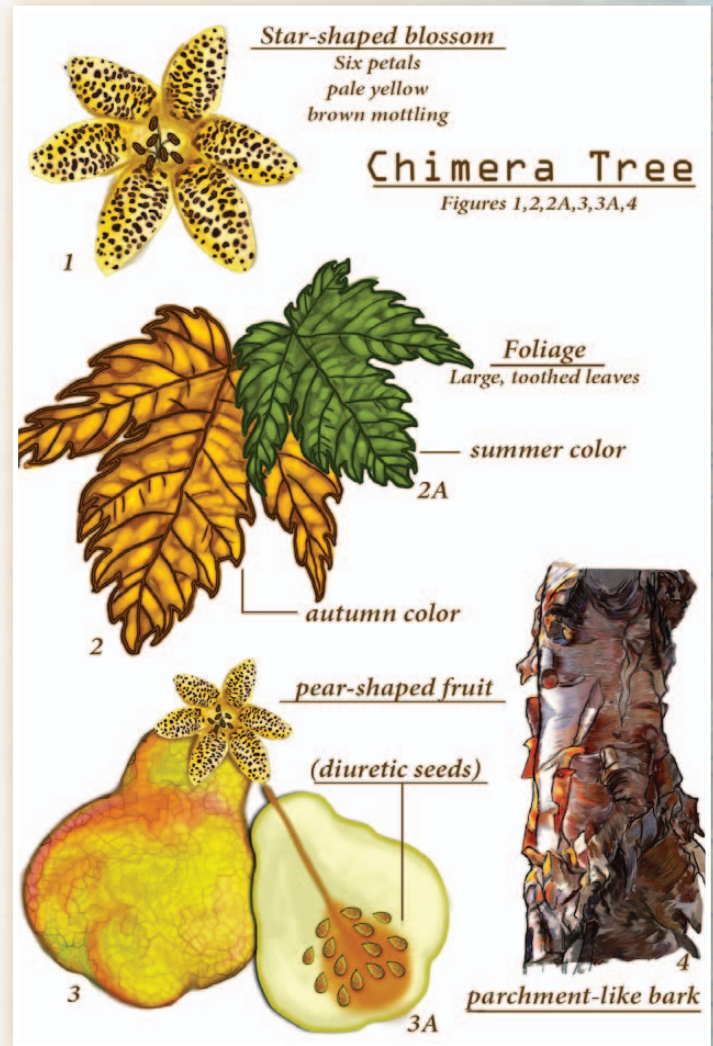
- I heard it held the secret of immortality—a forever drug.
- Plan 9
- Yeah, I don't see that being the case. The author talks how inconclusive the studies have been, so no one really knows what it can do yet.
- Lyran
- You think they'd tell anyone if they had a drug giving them immortality? And you probably think those setbacks were real.
- Plan 9
- I already know one of them was real. I helped firebomb the Sun Temple lab.
- Ecotope
- But was destroying the kiwis your target, or did you just want to firebomb the place? Were you actively trying to interrupt the research, or were you being planted to be a convenient excuse for a research delay?
- Plan 9
- I've heard of a dozen excursions packing up for the Amazon after the monsoon season whether they have the proper permits or not. High pay, high risk with various positions open, mainly protection.
- Black Mamba

CHIMERA TREE

Betula durate

Chimera tree fruit has a naturally unappealing look and taste, but fruit-eaters are enticed by a full sensory illusion that conceals that truth. Sentient creatures are fooled by this illusion and are the preferred targets of the fruit's trickery. Appealing to metahumans with tranquility, comfort, and a sense of well-being, the seemingly delicious fruit is consumed with euphoria. Victims may gorge themselves on several before feeling sated and then wandering off. Hours later, victims realize that the flesh of the fruit contained a strong diuretic. Seeds of the fruit are indigestible and pass quickly through victims' systems, and they are eventually deposited wherever the urge to evacuate abruptly strikes. Chimera seeds are hardy and have been known to be viable after passing through sewage treatment plants. New plants sprout in a few months depending on water and soil content. The chimera is a robust tree able to survive in drought environments thanks to long roots that can gather nutrients with both breadth and depth. The most prevalent locations of groves of chimera trees are near storm and sewage drains. **Habitat:** Rural fields and urban parks

- Manhattan's Central Park is overrun with this weedy tree. I don't know if they were planted there by local herb shops or what. The park also has a variety of wild herbs growing here and there. At a distance you can see how dead the chimera tree looks in comparison. The people I've seen eat the fruit look desperate for food anyways so it's no surprise that it propagates well.
- Pistons
- Shiawase work overtime to keep the park clean of the various weeds and gardens for all visitors, but the people they hired can't tell the difference between poison oak and fern. Some of them may be bribed to overlook herb gardens in the park.
- Ecotope



Range: Global

Frequency: Uncommon

Plant Type: Tree

Identification: This tree appears mostly dead with peeling, brown, parchment-like bark, and yellowing leaves during the fall and winter. In the spring and summer it grows large, toothed leaves. It produces lightly sweet fragrant, star shaped flowers, which become brown, pear shaped fruit that have a bland to bitter taste. Chimera trees can grow to approximately two to three meters in height, occasionally developing multiple trunks.

Usage: Chimera fruit is sold as a cheap homeopathic laxative in some stores

Availability: 4

Powers: Fey Glamour, Poisonous (Diuretic)

CRIMSON ORCHID

Dipladenia oncidium

Crowning tropical canopies of Southeast Asia is the magnificent crimson orchid. High in the trees, the dazzling red and orange petals of the orchid conceal a devious mechanism of survival. Heat in excess of 40 degrees Celsius radiates from the front of the flower, wilting plants and leaves that would block its access to sunlight. Insects unfortunate enough to loiter in this slow-cooking heat die from exposure, and their remains become nutrients absorbed by the orchids' broad leaves below the flower. This constant heat also deters animals from disturbing the orchid by making prolonged exposure uncomfortable.

Its distinctive red pollen is dual natured, attracting many dual-natured insects. Only Dante's bees can stand the heat to pollinate it. In recent years, crimson orchid has been the subject of vicious Triad wars in the Golden Triangle.

- Triad farms of crimson orchids are easily seen from thermal satellite imagery. Most don't try to hide the farms because of the expense of putting in thermal shielding.
- Orbital DK
- This also makes the war over the orchid quite easy. Just fire heat-guided rockets in the direction of the farm.
- Marcos



Habitat: Tropical canopy above forty meters

Range: SouteEast Asia

Frequency: Uncommon

Plant Type: Flower

Description: Crimson orchid leaves are large and orbicular with glossy bronze or gold veining. It grows one flower, with three outer sepals that have light-red coloration and three inner petals that are a darker red. They all curl to form a parabolic shape with either the lower petal or the anther, with pollen serving as the focal point of the shape.

Usage: The red pollen from crimson orchids is a dopamine agonist that overstimulates dopamine neurons. Red pollen can create schizophrenia-like symptoms in individuals exposed to it. When combined with opiates such as bliss or heroin, it amplifies the narcotic properties of the drug. The street name of the red pollen and opiate drug combination is also named after the orchid (p. 76, Arsenal).

Availability: 18F

Powers: Dual natured, Elemental Aura (Heat)

THE TOP FIVE LEADING BOTANICAL GARDENS TO SEE AWAKENED AND EXOTIC PLANTS

- 1. Kirstenbosch Botanical Garden, Cape Town, Azania:** Covering a broad expanse of Cape Town in the Azania confederation, Kirstenbosch is the leading botanical and parobotanical garden in the world. It includes numerous connected gardens with biospheres. The latest addition is an Awakened butterfly garden with associated parobotanical species.
- 2. Cara'Sir Botanical Gardens, Tir Tairngire:** The largest parobotanical garden display in North America, Cara'Sir has a tidal tank to display Awakened seaweed and corals.
- 3. Royal Botanical Garden, Edinburgh, United Kingdom:** While not the largest, it is one of the oldest, being founded in 1670. All four sites of the garden had paranormal manifestations, and they eventually expanded to a fifth garden to house the more dangerous specimens for the safety of the touring population.
- 4. Singapore Botanic Garden, Malaysia:** This garden contains well over a thousand natural and hybrid orchids and twenty-five Awakened varieties. It also encompasses a two acre pristine rainforest with naturally Awakened flora and fauna.
- 5. San Diego Botanical Gardens and Safari Park expansion, Aztlan:** The San Diego gardens were the first to display the walking banana tree and some other unusual parobotanical species

DEEPWEED

Nereocystis phoseana

Deepweed was first discovered by independent soda ash manufacturers processing kelp into water-softening additives (sodium carbonate). Workers found that inhaling the smoke from burning this new kelp variant produced similar effects to a subject who smoked both tobacco and marijuana. The highly addictive qualities of the substance dubbed “super-nicotine” found in deepweed, along with strong concentrations of naturally synthesized THC-X, produced a debilitating effect on kelp-harvesting crews, halting work due to the crew’s pursuit of acquiring and smoking the intoxicant. Chemical analysis revealed levels of THC and “super-nicotine” three times higher than non-bioengineered varieties of tobacco and cannabis.

Dr. Dante Ishikawa, studying the alchemical application of kelp, discovered a tertiary effect of using deepweed. His research indicates that smoking or chewing deepweed blades by a magically active subject triggers an autonomic response from what he terms their “magus system,” causing the subject to be dual-natured even if the subject doesn’t have the knowledge to do so.

In kelp forests where it is found, deepweed becomes the preferred meal for predators such as kelp crabs, sea stars, urchins, and herbivorous fish, which allows the kelp beds to flourish. The nicotine within deepweed works as a poison to kill off smaller predators. The urchin’s penchant for kelp yields a higher addiction rate than other predators, exhibiting a will to travel greater distances under the drug’s influence, putting them at risk of being prey to others. Some urchin schools also include Awakened varieties. As these Awakened urchin feed on deepweed, they become temporarily dual-natured, making them easy targets for Awakened forms of otters, eels, and other carnivorous predators living in the ocean.

- The kelp-harvesting corporations must have gotten wind of this when the crew kept having the munchies and wiping out the roach coach.
- Slamm-O!
- For fisheries, having deepweed near harvest locations puts nicotine into the food chain. That leads to some interesting effects in various places of the chain—and it also draws the interest of drug cartels.
- Ecotope
- Talk about a new way to smoke your fish.
- Slamm-O!
- Deepweed is the easiest drug to farm. Just drag a net behind you near a kelp bed and pull. Then leave it all on deck to dry.
- Kane
- What about separating it from other kelp?
- Ma’Fan
- Who fucking cares. I don’t smoke it. If the drug cartel doesn’t want it, I’ll sell it as nori.
- Kane



Habitat: Ocean floor with a depth of up to 90 meters

Range: Gulf of Mexico

Frequency: Uncommon

Plant Type: Algae

Description: Deepweed is an Awakened species of seaweed; it has a long dark green stem that can grow up to one hundred meters in length. Twenty-centimeter-long blades (leaf-like structures) grow to thirty centimeters or so in a spiral-like pattern around the stem. Bulbs of gas form at the base of each blade to keep the whole structure buoyant. It has an appearance similar to other species of seaweed in a kelp forest.

Usage: Harvested deepweed is illegal in most counties due to its Awakened drug properties when dried and smoked.

Availability: 18F

Powers: Poisonous (see deepweed, p. 257, SR4A)

NOTES FROM DR. DAVID WRIGHT ON EMERGENT PLANTS

There have been several discussions on the possibility of plants capable of communicating with the Matrix. If e-animals exist, then why are e-plants so unlikely? There are several species of mold that grow to enormous size and several square kilometers of trees with connecting roots that appear to have the potential of a network node (mimicking a neural network), though there hasn't been any noticeable reactive stimulus other than chemicals between individuals that can be measured. No wireless transmissions have been heard from any of these plants either, but advances in optical organic technology may one day make it possible to grow a Matrix nexus.

- Soon your petunias will hack your house-bot to get themselves a drink of water!
- Netcat
- They're not going to evolve any ability to interact from the Matrix until they can benefit from that interaction without needing to apply intelligence (since, you know, plants don't have any). Using the strength of Matrix signals to help them home in on where water or other resources might be is one possibility.
- Ecotope

DEVIL'S BREATH

Datuea Exaustica

Devil's breath is a large carnivorous, flowering plant that prefers wet, tropical climates. Its roots grow partially above ground in tangled knots with sharp, thorn-like protrusions. It kills off competing plants with an alkaline secretion. This secretion leaches the soil of nutrients that many other plants require. When stressed, the devil's breath weeps (through guttation) a hydrated version of the alkali from the flowers with high concentrations of scopolamine, a powerful sedative. The flower's aroma can cause confusion in nearby animals and metahumans, and contact with the plant can render a subject unconscious. Victims of the sedative fall onto the tangle of roots, which slowly constrict and push runners through the victim, dissolving and absorbing them to provide nutrients that the soil lacks.

- Nasty plants. Can't tell you how many rich and famous idiots have one of these in their garden because it has one of the largest flowering blooms only to have it eat the family pet/servant. It says on the box, CAUTION: CARNIVEROUS. That's not a joke.
- Kat o' Nine Tales

Habitat: Tropical wet climate

Range: Global

Frequency: Uncommon

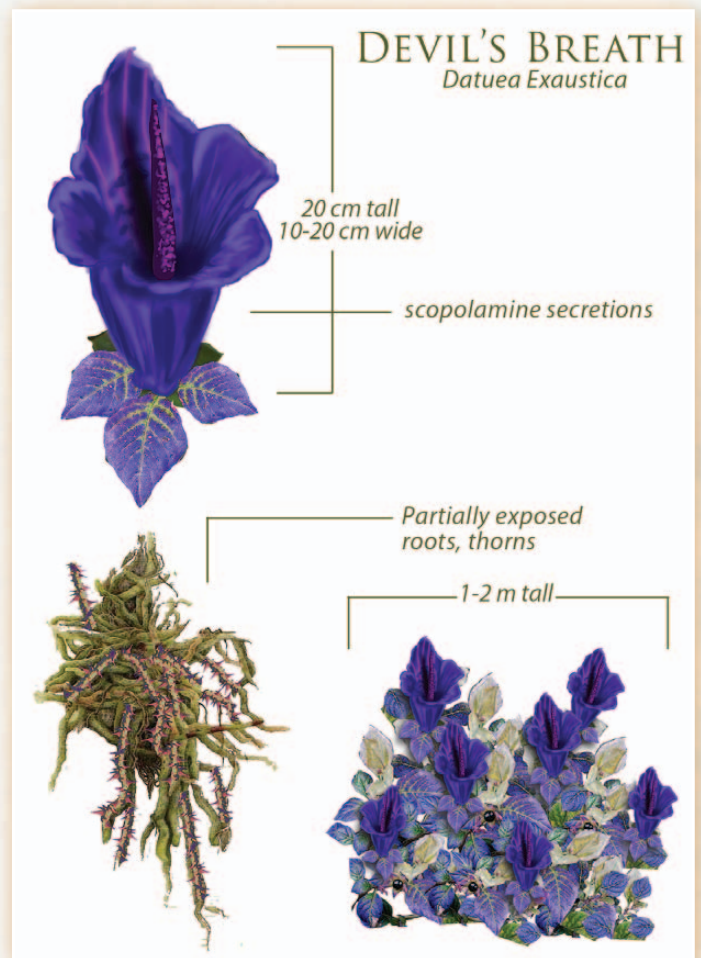
Plant Type: Flower

Description: Devil's breath is an Awakened Datura metel and a member of the nightshade family. It is a one- to two-meter-tall shrub with twenty-centimeter-tall upward pointing, cone shaped flowers. The flowers are ten to twelve centimeters wide at the top and come in shades of indigo and violet on ebony black stems

Usage: The devils breath can be used for security, but corporations generally have not attempted to implement it yet, due to its aggressive weed-like tendencies and its prolific spread in areas such as Australia, where it has become a potential hazard to rural communities.

Availability: 12R

Powers: Engulf (Plant), Noxious Breath (Scopolamine)



DIVINING LOTUS

Nelumbo nucifera divinare

The divining lotus is the Awakened *Nelumbo nucifera*, or sacred lotus. The origins of the divining lotus are owed to both advances in botany and magical influences. Germinated into a genetic strain of sacred lotus from 1,300-year-old lotus seeds recovered from a dry lakebed in China, the exact nature of its Awakening is still unknown.

Many shamanic and hermetic traditions use divining lotus leaves and dried fruit as part of telesma and fetishes. The divining lotus flower can be ritually prepared. When floating in a bowl, it becomes a compass to give directional guidance with the white petal pointing the correct way. Another use is that when a nearby (within one meter) individual asks a yes or no question, the lotus turns; if the black petal faces you, the answer is “no,” while the white petal facing you means “yes.” Export of the divining lotus from India has been forbidden due to its religious significance.



Habitat: Lakes, ponds and rivers

Range: Greater India with a higher concentration in the Orissa Triangle

Frequency: Rare

Plant Type: Flower

Description: This aquatic plant grows up to 150 centimeters from the soil of a river or pond and then expands horizontally up to three meters in diameter. The leaves are ovoid in shape and as large as sixty centimeters in diameter. The lotus flower bloom is about twenty centimeters in diameter in shades of pink, with the exception of a single white inner petal and a single black inner petal that sit on opposite sides from each other.

Usage: This special lotus has been used to help divine the future or as a dousing compass. Both applications have been used by professional psychics and the like.

Availability: 20F

NOTE FROM DR. DAVID WRIGHT ON MANAFIXATION

Manafixation is the ability of plants to change background mana levels. While the haven lily is the most widely known Awakened plant that can change the background level (through its ability to create a mana ebb), there are others that can create natural domains. These types of plants are sought out for a variety of purposes, including retaining mana levels in a void such as space. These manafixators are coveted by Awakened metahumans working in cities or more sterile environments. The hag bolete is a perfect example of a manafixating species of fungi

In Australia, parobotanists have discovered the return of the thought-to-be-extinct *Ptilotus pyramidatus* (pyramid mulla-mulla), a plant that can grow 1.5 meters tall with flower spikes that are up to twelve centimeters long and five centimeters across with loosely hairy flowers. This rare species can act as storm breaks on the astral plane. The chaotic surges of a mana storm are “filtered” with energy being pulled from the plants and into a more organized state.

In Central and South America are crystal orchids with translucent red petals like stain glass. Crystal orchids are Awakened from the *Cleistes rosea* and draw in mana in a fashion similar to a mana ebb, but during certain solar or lunar events, the magic is released, increasing ambient magic by four or five times normal for a brief time. The theory is that the crystal orchids propagate within this timeframe.

- Yay, a vegetarian substitute for my Ouija board!
- Slamm-O!

- Do you take any of this seriously?
- Netcat

- Only when it relates to hacking and maybe not so much then.
- Slamm-O!

- Instead of throwing the bones or reading entrails of sacrificed animals, the diving lotus is a potentially more powerful tool for portents and divinations. I've heard lots of anecdotal evidence supporting its powers, but I'm not aware of a definitive study putting its accuracy to the test.
- Lyrn

- To think of the future as nothing more than a series of yes-no questions is to think too narrowly.
- Arete

HAG BOLETE

Tylopilus magae

The hag bolete is a manatropic fungus Awakened from the bitter bolete (*Tylopilus felleus*). It forms rings of mushrooms up to seven meters in diameter depending on magical and environmental conditions. These rings manafixate energy within the circle, collecting it like a pool of water. The rings of the hag bolete arise in the summer and autumn (June to October) with rare spring occurrences. While it traditionally grows within forests of hardwoods, hag bolete rings have appeared in other locations. A common spot where rings appear is the Old Burying Point in Salem, UCAS.

Habitat: Deciduous woodlands

Range: Central Europe (mainly AGS, Poland, Czech Republic, Austria, Switzerland, and France) and Eastern North America

Frequency: Uncommon

Plant Type: Fungi

Description: The fruiting body is a mushroom with an olive brown cap and violet pores with a stout ochre stem patterned with greenish mesh. The cap averages about twenty centimeters in diameter with convex shape. The stem grows to a height of eight to ten centimeters and is roughly club shaped. It has a faint sour smell, and the flesh has a slightly acid taste.

Usage: Also known as hexenring (witch rings) in German speaking countries, the fixated mana is used in Wiccan or Druidic ritualistic traditions. Hag bolete is also harvested and dried for use as telesma or expensive culinary dishes.

Availability: 8

Powers: None

Notes: Within a circle of hag bolete, magic is aspected towards Druidic or Wiccan traditions up to +2.

- Magical groups in central Europe will try to rake out and fertilize empty lots to encourage hexenrings to occur closer to where they live/work.
- Jimmy No



NOTES FROM DR. DAVID WRIGHT ON MANATROPISM

Manatropism is the ability of plants to grow toward or along mana lines. There are several Awakened species that have some magic sense directing their growth. This ability was discovered in 2015 and was physical proof of the existence of magic and the fluidity of it as it connects to the Earth. Many such plants exist around the world.

In Europe, fairy rings of red-capped mushrooms, or *Lactarius pukeusens*, mark where the background level of magic has been elevated for some time. Arthur's foil, an Awakened herb of thyme, blooms white flowers when it grows along mana lines.

In the Americas, the Awakened *Streptopus amplexifolius*, or clasping twist-edstalk, only grows parallel to mana lines, sending out runners to follow the mana flow. An Awakened *Glandularia puchella* moss from South America actually sacrifices parts of itself for energy to rapidly (within days) grow toward higher mana level pools and lines.

In Asia, the dragon's blood palm, *Daemonorops draco*, grows bent or bows towards a nearby mana line. The dragon's blood palm also weeps a fluid called "dragon's blood resin" in the presence of sufficiently high mana levels.

IMMORTAL FLOWER

Lithops immortalis

The immortal flower is an unusual flowering plant found exclusively in the Mojave Desert. It grows beneath the soil, pushing out a small cavity, curling its broad rough leaves over itself to give the plant the appearance of stone. Awakened from one of the “living stone” plants, the immortal flower can survive for months, possibly years, without water and little sunlight. Even in extreme drought, the petals of the flower are still supple and brightly colored. Only at night will the immortal flower open its leaves to display its flower so that nocturnal insects and bats may pollinate it. This flower is one of the first that the Native Americans and later the Burning Angels have discovered and used to create the drug of the same name.

Habitat: Dry deserts

Range: Mojave Desert

Frequency: Extremely rare

Plant Type: Flower

Identification: The immortal flower grows only 4 centimeters tall, but is 15 centimeters wide. It has four broad leathery brown/grey leaves that grow over the flower giving it protection and camouflage. The flower is 6 centimeters in diameter in shades of yellow to orange, with a more brilliant UV signature.

Usage: The petals can be mashed into a paste that and mixed into the drug also called immortal flower (Arsenal, p. 77).

Availability: 14F

Powers: Armor (1/3), Concealment (self)

IMMORTAL FLOWER



Fig. 1- Daytime appearance

Rough textured, broad leaves tightly wrapped, resembling common desert rock.



Fig. 2- Night-time appearance

Broad outer leaves open to reveal brightly hued red, orange, and yellow petals. Pollination occurs via nocturnal animals and insects.

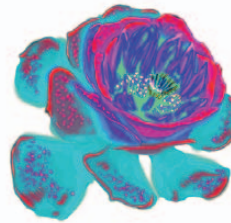


Fig. 3- UV signature

In addition to its brightly colored nocturnal bloom, the Immortal Flower has a bright UV spectrum signature.

JANI FERN

Athyrium fortuna

Myths surrounding the flowers of the jani fern are as varied as the cultures that come into contact with them. Some tales suggest that anyone who possesses it is brought luck, wealth, or supernatural abilities. Nomads carrying it claim that the flower helps them avoid storms and aid in navigation during their travels. Tribal shamans have used the flowers to brew a tea that gives the drinker a heightened empathy towards animals and people. Unfortunately, the hallucinogenic properties of such a concoction have limited the ability to validate such claims.

The correlation between where the ferns grow and the purported effects of its possession or consumption seem to be associated with habitats near meteorite impact zones. Parabotanists and parageologists have begun collaborative studies around well-documented craters, although progress has slowed as several prominent researchers prematurely retired following inexplicably fortunate happenstances.

- Fortunate! Dr. Gates found a flowering Jani fern before he found an amazingly rare fossil and was promoted to curator in Anchorage. Dr. Siemens received a four-year contract to star in a science trid bringing Awakened critters to the people of CFS.
- Dr. Spin
- Not everyone is like that. Dr. Bryant is said to have found the jani fern flower at the edge of Chicxulub crater just before he was hit by a piece of falling space debris.
- Glitch
- You're all high on Plan 9's meds. Flowers can't grant that kind of power.
- Slamm-O!
- In a world where a spirit can pull a ruby out of his ass, anything is possible.
- Mika

Habitat: Varying

Range: Concentrated patches around major impact craters worldwide.

Frequency: Extremely rare

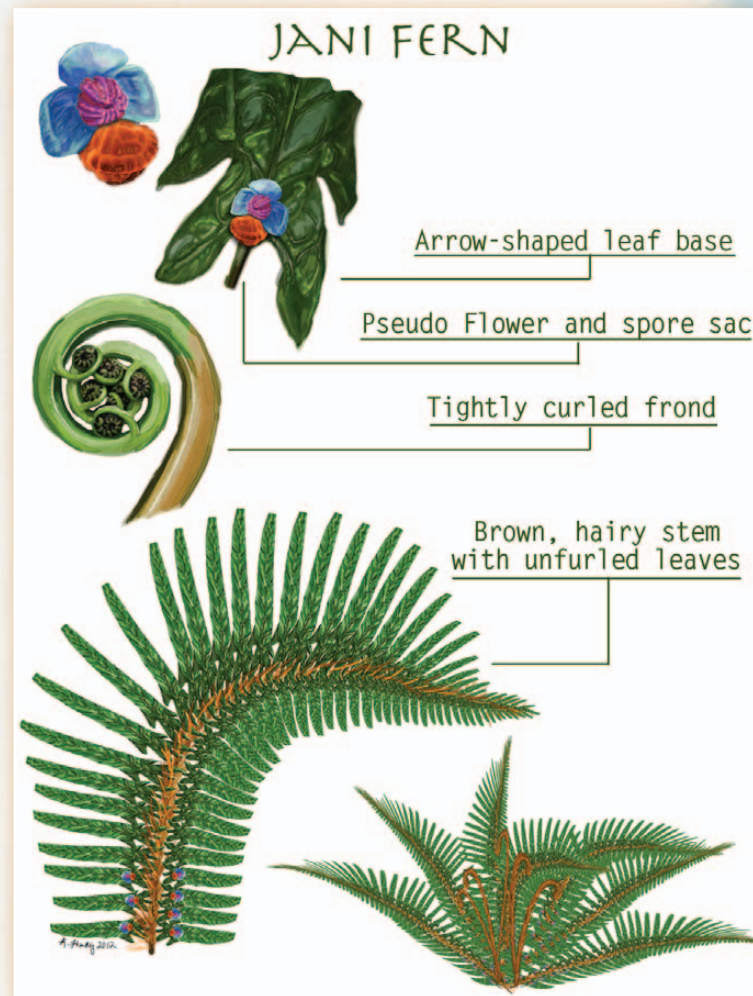
Plant Type: Fern

Description: A fern with stalked undivided leaves (fronds) rising from a short rhizome (underground stems). The leafstalks are brownish and hairy with lance-like fronds 200 to 250 centimeters long and five to seven centimeters wide with an arrow-shaped base. During the summer solstice, the spore case develops a single small, blue pseudo-flower.

Usage: Luck talismans are made with the jani fern flower. The tea is used for ceremonial purposes by shamans residing near the plant's habitat.

Availability: 30

Powers: Poisonous (Hallucinogen)



CRATER HABITATS OF THE WORLD BY DR. WRIGHT

The largest confirmed craters caused by meteorite impacts have been well documented by parageologists. It is only in the recent emergence of the paratobotany field that the influence of extraterrestrial object impacts has been studied in regards to the development of plants and the various ecosystems surrounding them. The extent of this influence is still a topic for debate, yet it is clear that a link exists.

Though much smaller impacts could yield conditions advantageous to the jani fern, research has focused on the larger craters of the world where the greatest concentrations of the plant being found within the vicinity.

Possible Locations for Jani Fern Growth

Barringer crater (Pueblo Corp Council)
Chesapeake Bay Crater (CAS & UCAS)
Manson crater (UCAS)
Sudbury Basin (Sudbury, UCAS)
Haughton impact crater (Nunavut)
Pingualuit crater (Quebec)
Mistastin crater (Quebec)
Nördlinger Ries (Allied German States)
Lonar crater (Indian Union)
Popigai crater (Yakut)
Tunguska crater (Tunguska, Yakut)

The Siljan Ring (Scandinavian Union)
Vredefort crater (Azania)
Gosses Bluff crater (Northern Australia)
Shoemaker crater (Western Australia)
Wolfe Creek crater (Western Australia)
Chicxulub crater (Aztlan)

- Honestly, I think he's got an intern doing some of the research for him, and that intern just copies the Aetherpedia. Sudbury Basin was first stripped bare of its lumber and then it became a strip mine for the high mineral content prior to the Awakening. If anything does manage to grow in that toxic zone it isn't going to be nice.
- Glasswalker
- Agreed. He mentions Tunguska, but from what I've heard is that there's an oddness that makes talismongering there difficult.
- Red Anya
- A side note to this—meteor and comet activity hasn't been popular news since 2061, but there's been a proliferation of probes to capture and collect meteors that come close to earth.
- Orbital DK



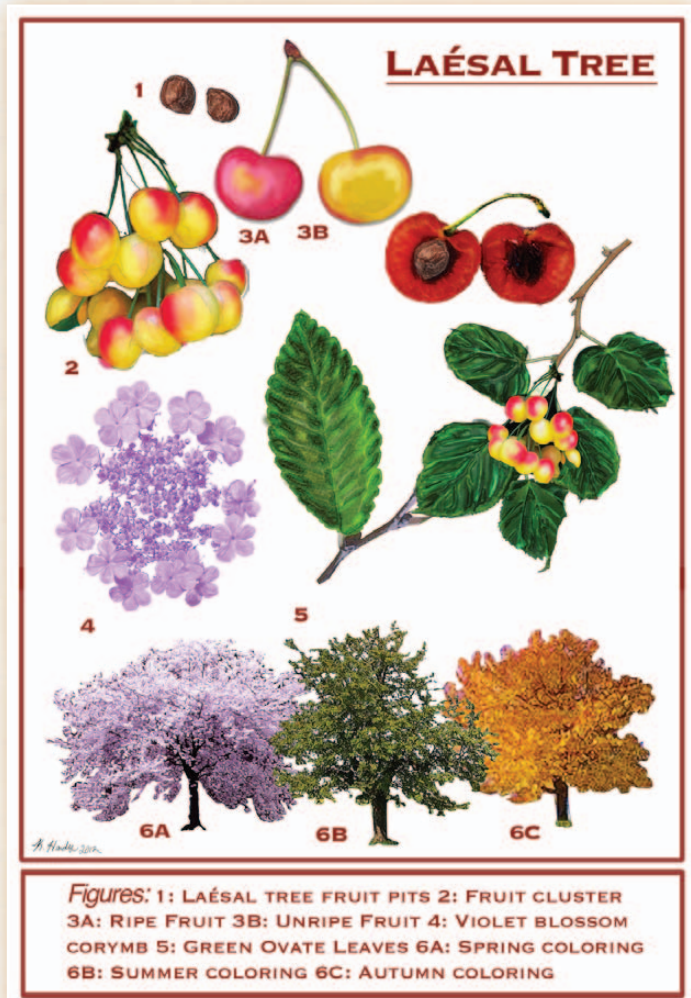
LAÉSAL TREE

Unknown

The laésal tree is a legendary species tied to the elves and elven lands. The laésal fruit has high sugar content, allowing for easy fermentation. Its fruit has been known to over-ripen on the tree, changing dark red in color. Young laésal trees take five years before they bear fruit and require a mineral-rich soil to produce large yields. Eating a single fruit from the laésal tree causes relaxation and a mild euphoria. Overconsumption of its ripened fruits can induce a temporary dream-like state and a complete loss of memory for the duration of the intoxication. Its pits can be ground into a fine powder and mixed with food and beverage, adding a tangy sweetness. That flavor hides a high concentration of the plant's unique toxin, which interferes with the formation of memories. Even small doses of powdered pits can affect a subject's memory for several hours. Moderate to high doses cause unconsciousness and memory loss covering to 24 hours of the past.

- Tír Ghosts use laés readily when civilians see something they shouldn't have.
- Black Mamba
- It's a nice weapon to have at your disposal, that's for certain. Organized crime figures have been angling for a reliable source of the drug for a while.
- Red Anya

Attempts to duplicate or counteract these effects have been unsuccessful in laboratory tests. Given the strict control of existing greenhouses growing the only known samples of the laésal tree, taxonomic and chemical research beyond the borders of Tír Tairngire has been discouraged. Wild laésal species are a highly sought after commodity. An influx of the drug leäl from sources outside the Tír suggests that several of the fruit and seeds have been stolen several times in the past fifty years.



Figures: 1: LAÉSAL TREE FRUIT PITS 2: FRUIT CLUSTER
3A: RIPE FRUIT 3B: UNRIPE FRUIT 4: VIOLET BLOSSOM
CORYMB 5: GREEN OVATE LEAVES 6A: SPRING COLORING
6B: SUMMER COLORING 6C: AUTUMN COLORING

Habitat: Strictly controlled farmlands in the Tír.

Range: Tír Tairngire

Frequency: Rare

Plant Type: Tree

Description: The tree can grow six meters tall with small ovate green leaves in an alternating pattern around the tree. It produces many small violet blossoms in small corymbs, turning the whole tree a distinct color in the spring. The blossoms, when pollinated, produce compound spikes twelve centimeters in diameter and yellow, cherry-like berries that become red when ripe.

Usage: Tír Tairngire strictly monitors fruit production and distribution. The death penalty is enforced for any theft of any part of the tree. While the whole fruit is used to create laésal brandywine, the skin and pit are dried and ground to make laés. Since laés is based on organic materials, it has a viable shelf life of two years. Manufacturers often cut laés with chemicals such as potassium benzoate to preserve it, and it is the basis of the street drug leäl. Laésal blossoms are also edible and are pickled in salt water before being steeped as a tea called Sil Oineäm, or "Contemplation." The blossoms do not have the same memory-loss properties, and the pickling process makes them safe for consumption.

Availability: 25F

Powers: Poisonous (See laés, p. 67, *Arsenal*)

Notes: See p. 42 for list of Tír Tairngire beverages

METADRAKE

Mandragora superioris

The metadrake is the Awakened form of the mandrake, distinguished by the more humanoid-like nodule growth of the bulb. The mandrake is a unique mundane plant that has a chemical substance in its berries that reacts with dew to create soft luminescence. It is said in myths that mandrake root can ward against demons. This seems to hold some truth, as metadrake root works as telesma to help generate fetishes used in wards and magic against spirits. As is the case with the mandrake, the bulb is dangerous to consume because of the concentrations of hallucinogenic chemicals such as scopolamine, apoatropine, and hyoscyamine. Preparing metadrake without proper tools can cause serious injury or death to those who touch it.

- Metadrake extract is also poisonous to free spirits. Ares has been working on trying to weaponize the metadrake extract in combination with FABIII. I don't like it—it's like giving weapon foci to mundanes.
- Axis Mundi
- It's still rare, though I wouldn't be surprised to see a pepper spray version of metadrake oil from Ares.
- Clockwork

Habitat: Well-drained soil and edges of fields.

Range: Europe and Middle East

Frequency: Rare

Plant Type: Flower

Description: Metadrake has the same outward appearance as its mundane progenitor with large, dark green variegated leaves and a small cluster of purple flowers, but below the soil, the bifurcation of the bulb is the norm, always splitting twice, forming "arms" and "legs."

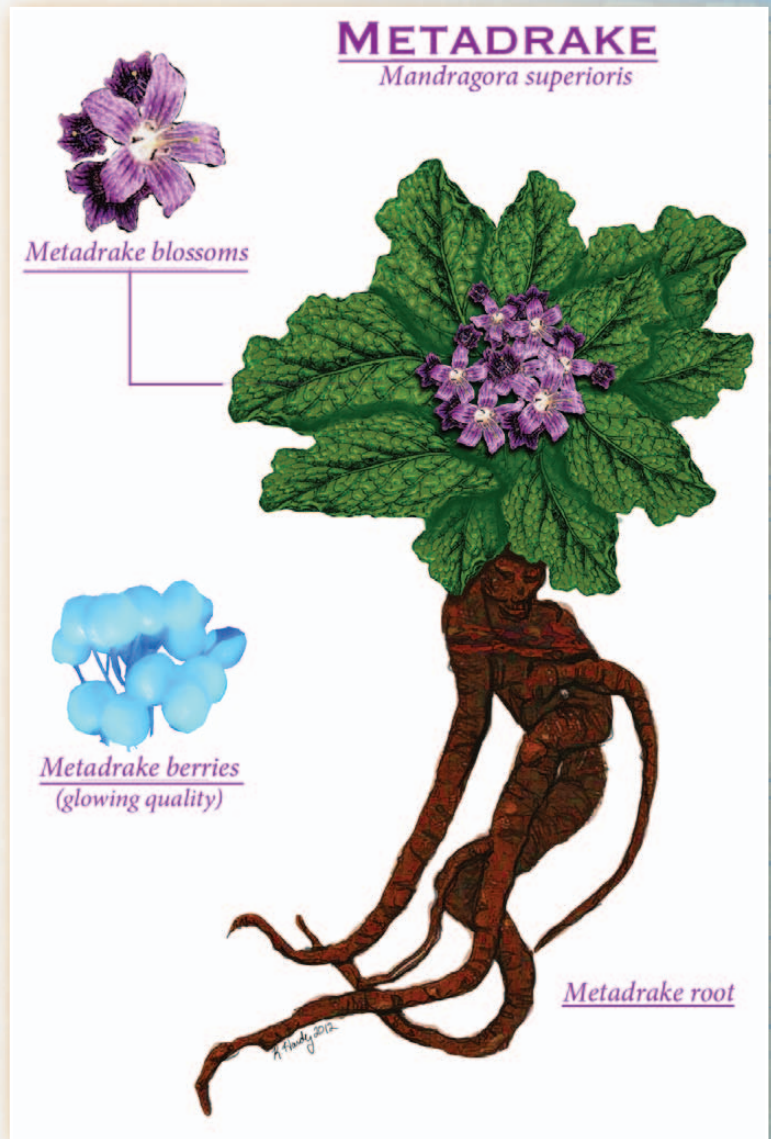
Usage: Neopagan religions such as Wicca and Germanic revivalism religions such as Odinism commonly use the mandrake and metadrake as part of their rituals and fetishes. A prepared spray of metadrake essence is deadly to manifested or inhabiting spirits

Availability: 16R

Skill: Spellcasting

Quality: Bioluminescence

Powers: Innate spell (Death touch)



METADRAKE SPRAY (MAGICAL COMPOUND)

Vector: Contact

Speed: 1 hour

Penetration: -2

Power: 12

Effect: See description

This magical compound initiates a rapid evanescence (p. 148, *Street Magic*) in spirits, regardless of type or ability. For this magical compound to take effect, the spirit must manifest or be using inhabitation or possession powers and come in contact with metadrake spray. Immunity to Normal Weapons does not help a spirit against this magical compound, nor does dematerializing after coming in contact with the compound. The spirit's force is permanently reduced if it manages to survive; if it doesn't, it is either disrupted or destroyed (gamemaster's choice).

Price per dose: 20,000¥

Availability: 20R

Allium Odyseii

The molu is exactly as described in *The Odyssey*, which begs the question—how did a Greek scholar know about an Awakened plant? Did it grow for a brief period of time in the Mediterranean, or was this plant's description from an even earlier document?

The molu is an Awakened version of garlic. It cannot be handled without precaution as the leaves, stem, flowers, and even the pollen triggers a severe allergic reaction in most metahumans. Only the bulb, after drying, is safe to touch and eat. Molu is one of the rare few plants that need no preparation to benefit from it. Simple consumption of the cloves of the molu bulb imbues the subject with a resistance to magic, the same way it helped Odysseus. The resistance cannot be turned off nor is it selective, making healing magic less effective. It lasts for several hours (in correlation with digestion) before fading. No one can eat more than one molu bulb without serious indigestion, and eating more than one does not produce any additional benefit. The molu has the same strong odor as garlic.

Habitat: Coastal

Range: A few islands and coastal areas in the Mediterranean.

Frequency: Rare

Plant Type: Flower

Description: A perennial herb whose bulb is composed of small black cloves.

The plant is identifiable by its pungent odor. The plant grows forty to fifty centimeters tall with flat, long, pointed leaves. The flowers are a glossy white, blooming in early spring. It is dangerous to pick without protection; coming into physical contact of any part of the plant without chemical protective gear would result in anaphylactic shock and/or death as the immune system goes into overdrive. Only the peeled clove from the bulb does not cause this reaction.

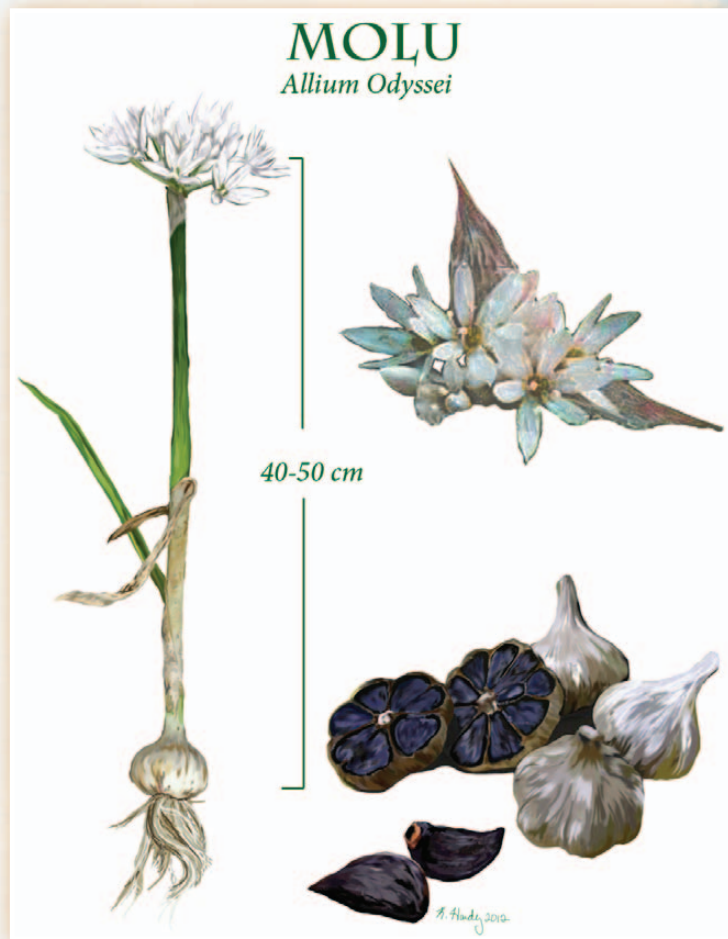
Usage: Consumption grants temporary protection from magic

Availability: 8

Powers: Anaphylaxis (Touch only)

Notes: The minimum force of a single molu plant is 4.

- Sweet! Eat garlic and become invulnerable to magical lightning bolts!
- Slamm-O!
- Along with the obvious uses, this is handy if you want to put on a show for someone. Have someone eat a bulb, then blast them with a spell that, by rights, should kill them dead. Any observer will think they're dead, then they're free to start a new life or show up someday as a ghost or do whatever else you want a supposedly dead person to do.
- Netcat



NAHALA ALOE

Aloe nahala

In the nation of Hawai'i, there is a rare Awakened aloe vera plant that grows on the volcanic island chain. As has been the case before, we find a naturalized plant becoming Awakened far from its original ground. The Roman naturalist Pliny, in the first century ACE, cited many uses for the external application for aloe to heal wounds, bruises, and irritations. The nahala aloe does the same, only more rapidly. Science had tried to determine if the composition of the leaf contents gave it the ability to heal wounds faster, but found that chemicals were similar to aloe. The flowers represent the male and female energies, and when cultivating the flowers, it is traditional that the caster must match the proper energy of the flowers to have full effect—that is to say, male metahumans should use female flowers (white), while female metahumans use male flowers (violet). The leaf juice has no distinct energies.

Habitat: Tropical

Range: Pacific Islands such as Hawai'i

Frequency: Rare

Plant Type: Flower

Description: A succulent perennial with a rosette of narrow, prickly-edged fleshy leaves filled with bitter gel. The nahala aloe produces a pair of one-meter-tall leafless stalks that terminate in an elongated cluster of downward-pointing flowers. One stalk has violet flowers, the other has white flowers. They bloom between June and August, providing a honey-sweet fragrance.

Usage: Expensive healing potions, salves, and some makeup contain a percentage of nahala extract. Black markets have many knockoffs claiming to use nahala but just using aloe vera instead. Dried wreathes of nahala flowers are popular fetishes for health spells.

Availability: 8

Powers: Regenerate (Self)



- Nahala aloe is good stuff if you can get a hold of it. Burns, broken bones, and bullet holes heal much faster. I have my island sources and shamans to make healing salves. It's for those tight spots where I don't have access to modern medicine.
- Kane

PORQUPOD TREE

Liquidambar straflua

The porqupod tree is an Awakened American sweetgum tree. While aesthetically attractive, this Awakened plant had been found to have an annoying habit. After pollination, the flowers grow spiky seedpods that are seven centimeters in diameter. These seedpods are sensitive to body heat and are at risk of bursting if anything warm-blooded comes within one meter of them, sending dart-like seeds in a small radius. The burst is a chemical reaction that causes water to turn to steam within the pod. The darts have small, Velcro-like hooks near the tip, allowing them to stick into targets near the vicinity until they are pulled or brushed out. This is how the porqupod tree reproduces. The blast is not dangerous but can cause minor injury. The sound the blast makes is a seventy to eighty decibel pop, which is loud enough to violate some noise ordinances.

Habitat: Temperate climate areas

Range: Eastern North America

Frequency: Uncommon

Plant Type: Tree

Identification: The tree can grow to twenty to twenty-five meters tall with a thick trunk. The leaves are palmate lobed, 15 centimeters long with a 10 centimeters petiole (star shaped leaves). They can be distinguished from maple trees by the leathery looking leaves. During the spring, bright orange flowers bloom with long rust colored stamens.

Usage: Porqupods are popular for both their wood and the color of their flowers/fall leaves. Porqupod wood is a unique hardwood with a heartwood almost as dark as ebony. While the flowers are pretty, most horticulturists spray the porqupod tree annually to prevent the formation of fruit (seedpods). This is to prevent injury to a client or worker in the vicinity of the porqupod tree.

Availability: 10R

Skills: Exotic Ranged Weapon (Porqupods)

Powers: Natural Ranged Weapon (Porqupod)

- I picked up this trick from an anarchist's guide on the Matrix. A little CO2 spray can chill the pods enough to not explode when you pick them. Put them in a chilled thermos to transport them, and then dump them on some unsuspecting neighbor's porch. When they warm up, they start popping like firecrackers, triggering security alarms. It takes three to four minutes depending on the ambient temperature, giving you plenty of time to get away.
- Slamm-O!



PORQUPOD POD (DV 2P, AP -, BLAST 1M)

Note: There is additional damage from the steam if the pod bursts when it is being held. In this instance, increase the damage value to 4P. Reduce Perception Test threshold to hear a porqupod blast by 3 when subject is within 75 meters of it going off (other modifiers may apply).

RASKOVNIK

Eleocharis fecilis

This grass has a unique property that is hazardous to technological devices. Clusters of thirty-centimeter-tall raskovnik generate a magic field when they are touched. The property of this magic is to hinder or damage technical devices, both mechanical and electric. The patches of raskovnik were believed to be just a Serbian myth until the construction of the trans-Siberian railway and the Siberian war. Tanks and troop transports kept failing in the same locations; troops moving through the raskovnik would have radio problems or gun jams. Current theory is that this is a Gaia response to the resource rush, the planet's way of hindering disturbances. While plausible, it seems unlikely since no other plant species shows this same ability, and the raskovnik has, to this point, only been found in Russia and Yakut.

Habitat: Cold tundra regions to temperate plains

Range: Siberia

Frequency: Rare

Plant Type: Grass

Identification: This grass can grow up to forty centimeters tall with a single jointed stem and sheathing leaves. When mature, the end of the raskovnik produces dark brown seed-like grains.

Usage: Because raskovnik has few unique physical properties, it is difficult to find, let alone grow artificially. It might also be that there's something unknown that triggers normal grass to become raskovnik, such as grandfather elk's X factor or a fungal or viral infection.

Availability: 8

Powers: Accident (Device only)

Notes: Raskovnik creates a magical field up to (2 x Force) meters radius around the plant, triggered by contact. This field has the additional properties of reducing Signal Rating of devices by the Force of the field in the form of static. Duration of this field is (Force) hours after first contact; it cannot be triggered again for twelve hours.

- This stuff is worse than landmines. Landmines you can armor your belly for to give you some protection. Raskovnik just makes something not work, and you can't switch to a backup as long as you're on the area it affects.
- Red Anya

Raskovnik *Eleocharis fecilis*



*Magic field generated by touch
will hinder or damage electronic
and mechanical devices*

30 cm tall with brown seed head

SANGRE DEL DIABLO

Euphorbia diabolis

Sangre Del Diablo (Blood of the Devil) is the Awakened species of Sangre Del Drago (Blood of the Dragon). While red sap of the Sangre del Drago has been harvested for medicinal purposes, its counterpart, the Sange Del Diablo, is a carnivorous danger. It is found growing in poor soil conditions and supplements its need for nutrients by attracting animals close to it, then entangling the creature within its branches or roots. It consumes its victim by weeping the reddish sap on the victim. The sap dissolves the victim and the liquid remains are absorbed by the tree. The tree magically attracts birds, animals, even metahumans that come close to it.

Sangre Del Diablo seeds grow in hard pods that are very difficult to crack. They are filled with moisture; when exposed to extreme heat, the moisture becomes steam, building up pressure inside the pod, which eventually explodes. The seeds fly out, rising in the hot air and often travelling great distances. They are capable of growing in soil of very poor quality, including in urban environments. This can make clearing out areas infested with Sangre Del Diablo trees quite difficult, as burning an area with the trees only causes new seeds to take root.

After four years of maturity, the Sangre Del Diablo trees have a tough, dense core that makes the work tough for the usual tree removal tools (chainsaw, ax, etc.). In addition, it is also resistant to fire and magic, making the removal of one of these trees difficult without major effort.

In the area around Bogotá between 2062 and 2063, the population of Sangre Del Diablo trees went from a density of one per one hundred square kilometers to one per two square kilometers as Aztlan forces seeded the jungle with the Diablo seeds. A decade later, there is a dense grove of these trees five kilometers wide and twenty kilometers long covering a portion of Highway 50. Such a grove is all but void of other life. Most of the ground is stained red, burned by the digestive sap of the grove. Only the rarity of animal life to use for food has kept these plants from spreading faster.

The Amazonian natives try to fence in young Diablo trees and starve them out, preventing large animals from coming near the tree,



Habitat: Wet rainforests from sea level up to 2,000 meters of elevation

Range: Northwestern Amazonia

Frequency: Uncommon

Plant Type: Tree

Description: Sangre Del Diablo trees grow to a height of twenty-five meters with large, heart-shaped leaves. The flowers are inconspicuous; the fruit are twenty-centimeter-long, cherry-colored spikes that are slightly barbed at the tip. Its bark is pale or ashen.

Usage: Young Diablo saplings that are killed before they can become dangerous are still useful. Stripped of leaves, the wood is then soaked with minerals to neutralize the sap's acidity. The wood can then be used as a fire-resistant housing material. No cultivation is done for the Sangre Del Diablo because of the indiscriminant damage it can cause and the lethal nature of the plant to metahumans.

Availability: 22F

Skills: Counterspell

Powers: Compulsion, Corrosive Secretions, Hardened Armor, Engulf (Plant), Immunity (Fire), Magical Guard

Weakness: Dietary Need (animal protein)

though this could take months or years to complete. The use of poisons hastens this process, but it also takes a heavy toll on the underlying soil.

- There's a healthy illegal trade for that dense, blood-red wood for use in furniture. The demand is not as big as it was five or six years ago, but people still love that color and grain pattern.
- Glasswalker
- Again, support your local Deforestation Project today!
- Bull
- Talismongering of the wood and sap remains still lively. People are experimenting with various parts for potency.
- Lyran

NOTES FROM DR. DAVID WRIGHT ON MAN-EATING PLANTS

Thank goodness that man-eating plants are far from common, but they're still out there. They are dangerous to approach, and extreme caution is advised. Here are a few that I've heard of from other colleagues, though I have not had the privilege of personally documenting these specimens.

The Yeteyeo is a tree from Central America with a twisted set of branches and white transparent leaves. Like the Sangre Del Diablo, its slender branches grab and coil around its prey like multiple boa constrictors, suffocating the victim. The Yeteyeo leaves turn a brilliant green as the corpse decomposes and is absorbed by the tree.

The "Dog Eater" of South Africa is a large, four-meter-tall tree similar to the sundew with a large coil of slender branches and almost black leaves, all coated with a sap that smells of fermenting fruit. It lures animals under its branches, where the

animal gets stuck in the glue like sap and is trapped as the dog eater slowly covers the victim in more goo.

The Elephant fruit of Madagascar has a large, several-meter-wide trunk like that of a pineapple. The top has broad leaves that secrete an addictive honey substance. With this meal, it can lure metahumans and animals into the hollow of the trunk. Like a pitcher plant, the tree uses a hidden opening and slick sides to trap the victim inside, where they drown and get digested.

And lastly, another Amazon man-eater is the enormous violet sleeper (*Dionaea hardii*), an Awakened version of the Venus flytrap. This plant has large, flat, green leaves that lure in a victim. The leaves then close around the victim. Thorns at the base of the plant inflate and inject digestive fluids into the victim, slowly providing nutrients to the plant.

SLEEPING WILLOW

Salix somnus

The sleeping willow is an Awakened form of the more common white willow (*Salix alba*). The sleeping willow has the unique ability to record the day-to-day events going on around it. Additionally, those that sleep under a sleeping willow find themselves dreaming about being under the willow tree in great detail. The dreams have been determined to be a playback of a random day in the life of the sleeping willow. Further study of the tree has shown that along with the cells that perform photosynthesis in leaves, there are cells that record the full-light spectrum into a chemical signature that is stored in the tree. These same cells are found in the bark as well. Together, they form the mosaic of images that the dreamer experiences. While sound isn't captured as such, the sleeping willow indirectly records vibrations that the dreamer interprets as sound. Tests of low-frequency sounds projected at sleeping willows confirm the sleeping willow's ability in this regard. The tree has limited range; it loses focus ten to fifteen meters from the trunk. How many days the sleeping willow can record is uncertain, but trees believed to be twenty to thirty years old can project events that far in the past.

- A recent Corporate Court resolution declares that the sleeping willow's "recording" of a suspect is not admissible as evidence in corporate court of

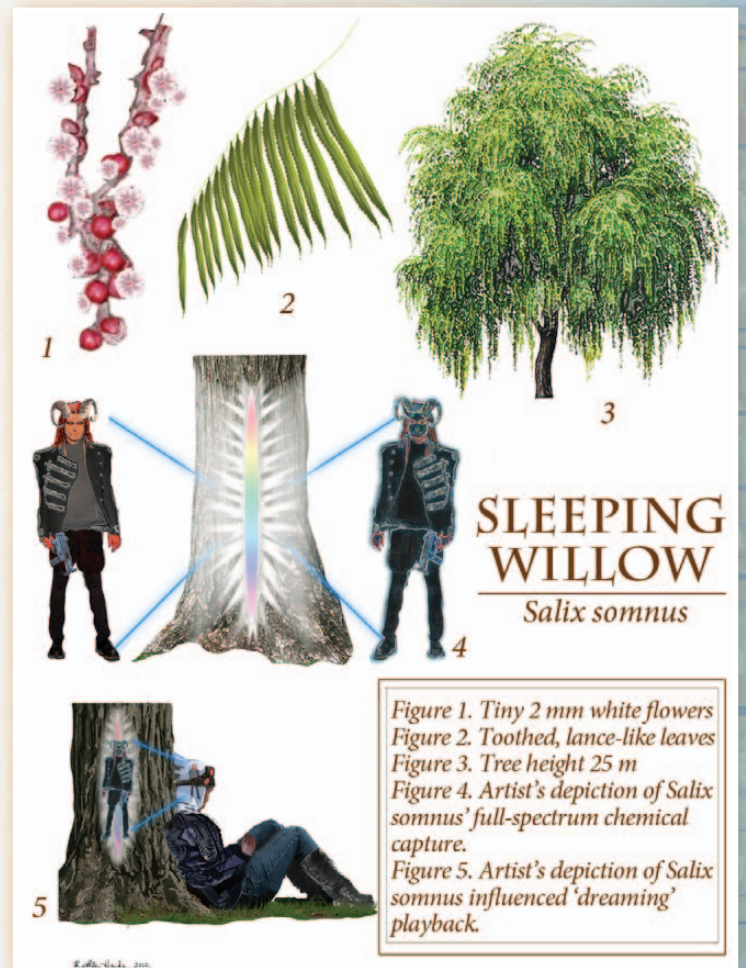


Figure 1. Tiny 2 mm white flowers
Figure 2. Toothed, lance-like leaves
Figure 3. Tree height 25 m
Figure 4. Artist's depiction of *Salix somnus*' full-spectrum chemical capture.
Figure 5. Artist's depiction of *Salix somnus* influenced 'dreaming' playback.

Habitat: Damp low places, especially along rivers and streams

Range: Eastern North America, Europe, Central Asia

Frequency: Common

Plant Type: Tree

Identification: A deciduous tree that can grow ten meters tall with finely toothed, lance-shaped, silky leaves. In the spring, it grows tiny, two-millimeter wide white flowers. Sleeping windows are available at select arbors

Availability: 8

Usage: With meditative training, a person can control how far back in the tree's memory to view. Corporate security personnel have planted such trees on grounds as an additional security measure to help identify perpetrators, though sleeping willow memories are not admissible as evidence in trial proceedings.

Skill: Spellcasting

Powers: Innate Spell (Dreams)

Note: The sleeping willow ability only works for those asleep or in a meditative state within a meter of the trunk of the tree. The dream is a random point in the life of the tree. Dreams from the sleeping willow last for twenty minutes.

law. The big concern is that since the recording process is not fully understood, people cannot rely on its accuracy—or be sure that the recordings haven't been tampered with. This doesn't mean that corporations won't use them as security to capture people skilled at evading their cameras. And it doesn't mean that deniable assets won't be paid to issue retribution against suspects revealed through sleeping willow recordings.

- DangerSensei

SPIDER FERN

Aracnopteris filix

This unique fern specimen, Awakened from the misnamed male fern (*Dryopteris filix-mas*), lays out snares for small creatures, dropping long sticky strands from each leafy branch. These strands come from nodules along the underside of the leaves. Once caught in its net, the leaf curls, dragging the victim toward a root-based funnel that secretes digestive enzymes. This plant has also become carnivorous. Some suggest that a theoretical earlier Awakened world might have been nutrient poor, leading to earlier versions of this plant that returned in the most recent Awakening.

Habitat: Shaded woodland areas

Range: A small portion of the greater Tennessee Valley known as Hellbender Valley

Frequency: Rare

Plant Type: Fern

Description: Awakened maidenhair fern have wiry, purple-brown petioles and feathery, circular fronds that arch upward 200 centimeters and grow forward in a fan-like display. The fronds drop long silk strands down to the ground in a curtain like effect. The root funnel is twenty centimeters in diameter with a waxy coating on the interior. The funnel contains a pool of highly corrosive enzymes that can dissolve bone.

Usage: Small spider ferns are planted near agricultural areas to keep down rodent populations.

Availability: 7

Powers: Binding, Corrosive Secretions, Extrusion (Spider Silk)

NOTES FROM DR. DAVID WRIGHT ON MANASYNTHESIS

Manasynthesis is a theoretical reaction that uses mana energy to create simple carbohydrates in plants. So far no plant has been found to be able to do this. Dual-natured plants apparently only grow from energy on the physical plane.



WEeping TREE (AWAKENED WEeping WILLOW)

Salix aurora

While the sleeping willow Awakened in Europe and North America, the naturalized white willow in North America also Awakened into the weeping tree (*Salix aurora*). This is one of those unusual Awakening that parobotanists find. There is nothing physically unusual with the tree, though the bark and leaves contain some unusual chemical components along with salicin. Astrally, the tree glows softly and attracts dual-natured insects like astral flies for pollination.

Habitat: Temperate climates

Range: Eastern North America (Appalachian Mountains)

Frequency: Common

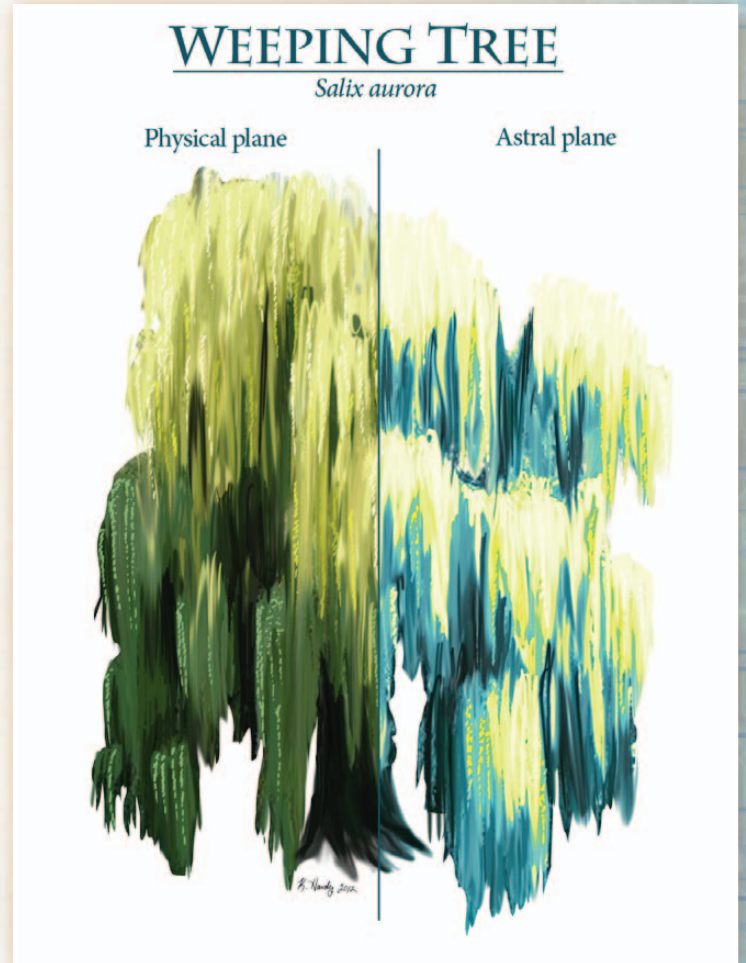
Plant Type: Tree

Identification: A deciduous tree that can grow 10 meters tall with finely toothed lance-shaped, silky leaves. In the spring, it grows long clusters of pale pink flowers.

Usage: A brew of the ground bark and leaves can help with fevers, chills, and general pains. This material can also be combined into a potion called Rock Lizard Blood (p. 78, Arsenal)

Availability: 10

Powers: Dual-Natured



WHIPCORD VIPER LILY

Arisaema tortuosum

The whipcord viper lily is a most disagreeable plant. It grows like a vine with soft, heart-shaped leaves, and for each leaf there is a tangent tendril stem ranging from fifty centimeters to two meter in length that ends in a set of parallel thorns. The thorns help the viper lily grab at structures to pull itself up into the sun. If an animal tries to eat the leaves or flowers of the plant, the tendrils contract rapidly, striking the target with the thorns in a whip-like motion. It is considered a carnivorous plant, as the whip action of the tendrils have been noted to snag birds from the air or rodents that perch on them; possibly for consumption, if the victim stays coiled in the tendril long enough to be dropped into the pitcher.

Habitat: Bogs and marshes

Range: California Free State and Tír Tairngire.

Frequency: Uncommon

Plant Type: Flower

Identification: The whipcord viper lily grows two meters tall with a large green hooded pitcher accented in blue and a main stalk growing from the lip of the pitcher. The main stalk then branches out to tendrils ending in thorns. These tendrils radiate out above the pitcher like a spiderweb, hooking onto other trees and rocks.

Usage: Whipcord viper lilies can be used with other security measures, though they are indiscriminant on who they attack.

Availability: 6

Skills: Unarmed Combat

Powers: Natural Melee Weapon (Whip Vine DV:3P AP:0 Reach: 2)

- At one of my houses, the gardener put a pair of these by the back gate of the yard. It costs the paparazzi more in drones and medical bills to sneak around. Love it.
- Kat o' Nine Tales

WHIPCORD VIPER LILY

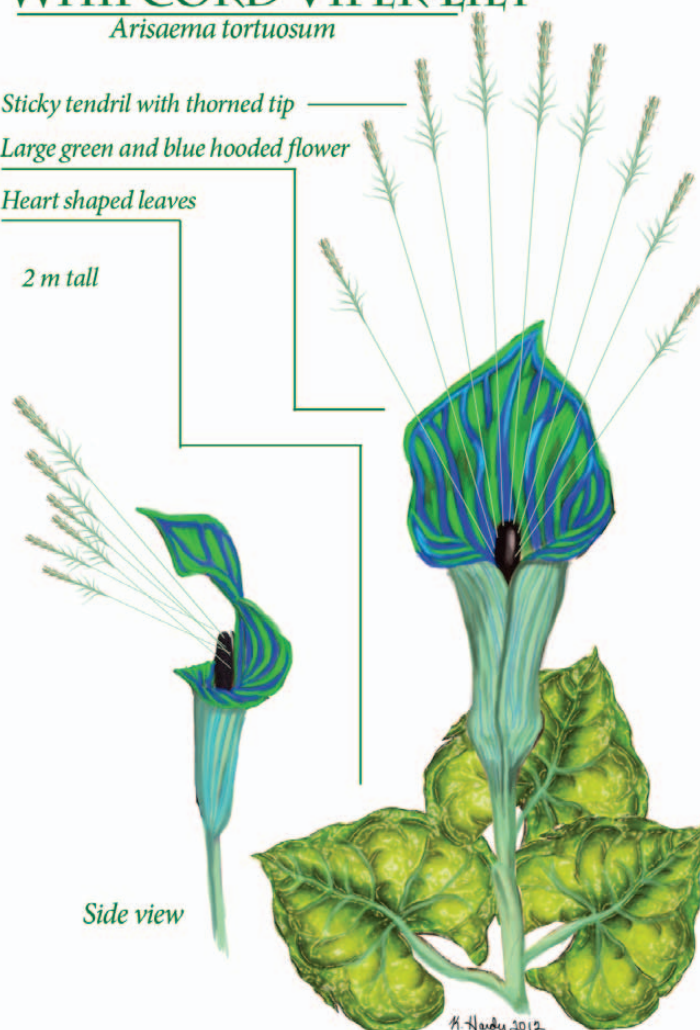
Arisaema tortuosum

Sticky tendril with thorned tip

Large green and blue hooded flower

Heart shaped leaves

2 m tall



Side view

XUTULI

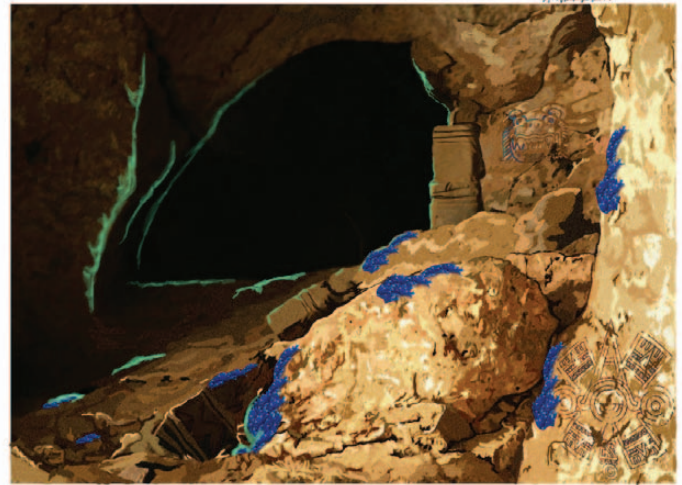
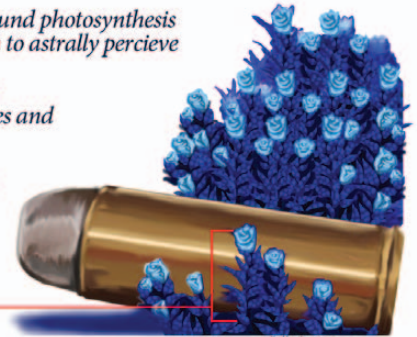
Schistostega towaii

The xutuli is an Awakened species of *Schistostega pennata* or luminescent moss. Like its progenitor, it has a protonemal mat containing filamentous strands of special spherical cells in which light is focused for photosynthesis. Some of this light reflects, giving it a greenish glow. The xutuli can also convert a larger spectrum of electromagnetic radiation into useful forms for photosynthesis, including UV and IR, allowing it to grow deeper underground with little to no light. The moss has the same property of forcing an Awakened person to astrally perceive if ingested as deepweed, but without the nicotine or THC chemicals. Because of the religious usage, xutuli can be found where ever Aztechnology or the Aztec religion is practiced. Xutuli is considered a controlled substance and is generally only bought and sold by Aztechnology. Since the exile of Aztechnology from Denver, the PCC has legalized the use of xutuli, and Wuxing has been discovered to have botanical gardens growing this rare moss in Denver.

XUTULI *Schistostega towaii*

Uses UV and IR for underground photosynthesis
Allows and Awakened person to astrally perceive if ingested
Used in Mage Sight eye drops
Found in humid areas in caves and subterranean areas

Dark blue, almost black with variegated blue coloring
7 mm tall



Habitat: Humid areas in caves and subterranean areas.

Range: Central America

Frequency: Rare

Plant Type: Moss

Identification: Originally found in caves in Aztlan, it grows tiny seven-millimeter-tall fern-like shoots arranged in irregular clusters. The xutuli is almost black with variegated blue coloring.

Usage: Xutuli has been cultivated and transplanted to other locations as part of the construction of Aztec religious temples, which usually have a subterranean component. Xutuli has also been used in the creation of mage sight eye drops (see p. 155, *Spy Games*).

Availability: 12R

Powers: Poisonous (see deepweed, p. 257, *SR4A*)

- When Wuxing was doing construction in Denver, they uncovered a tunnel beneath the city with the xutuli growing wild. Unfortunately they lost an exploration crew in the tunnels. A shadow team went in on a rescue operation. The one biologist that was rescued got the plant named after him and made himself a small fortune, especially in his continued research. Those runners have got to be kicking themselves for a missed chance at riches.
- Traveler Jones

YANN ORCHID

Plectelis (galacia) radiate

The yann orchid or white dragon is the Awakened white egret orchid. It is, or would be, just as popular as the white egret for horticulturists. Unfortunately someone discovered that the pollen of the White Dragon is a highly addictive drug. Sales throughout the world stopped when this fact was discovered. No one is allowed to sell the yann orchid since it is a controlled substance, but if you have legitimately purchased the orchid before 2054, you will not be prosecuted. One of the powers of the white dragon is silence, which allows it to lower the ambient noise around it. We believe this is part of a symbiotic relationship with the insects that pollinate it, since it nullifies the detection ability of bats. The white dragon has been a favorite for urban temples trying to promote meditation. It is also popular with the Yakuza, for use in drug production and because of its name.

Habitat: East Asia

Range: Asia, along the Pacific Rim

Frequency: Uncommon

Plant Type: Tree

Description: White flower shaped like a dragon with a fringed pair of white petals for wings, a long white filament for a tail, and a hooded stamen shaped like a dragon head.

Usage: Pollen collected from the yann can be baked and dried into the drug galak

Availability: 14F

Powers: Silence, Poisonous (see galak, p. 76, *Arsenal*)

- People have got to stop snorting or licking every Awakened thing to see if they get a high.
- Goatfoot
- In CFS and PCC there are dojos and “meditative” centers run by organized crime figures. They’ve got long-term leases from owners who have a legal license to own white dragon orchids, and they now use the plants to make galak. The Vory is doing the same thing, only more aggressively—instead of offering leases, they offer to not kill the property owners if they cooperate.
- Hard Exit
- Forging those licenses is good money. Getting a list of owners of the real licenses is even better money.
- Snopes

YANN ORCHID

Plectelis (Galacia) radiate



ZIEBA TREE

Adansonia templum

The zieba tree is unusual as it attracts people and animals to sit in its branches. People walking by the tree often stop, climb the tree, and sit, sometimes for as long as two to three hours. It has not posed any health threat to metahumans, as they get down to resume what they were doing after a time, or when they become hungry or thirsty enough. The tree also provides a sense of calm to the inhabitants of its canopy. A documented incident showed humans, lions, baboons, and several other species of animals all occupying the tree and not reacting to each other. It is believed to be a deterrent to large grazing animals wanting to feed on the tree. Who would eat such a thing with a large, potentially carnivorous menagerie hiding in its boughs? The tree seems to have a lingering effect on metahumans as they generally don't want to hurt the tree after spending some time near it; construction decisions may have been influenced after survey crews were near a zieba tree.

Habitat: Savannas

Range: Africa

Frequency: Uncommon

Plant Type: Tree

Description: Thirteen meters tall tree with glossy black bark. Branches radiate out in a regular pattern with light green, medium-sized, ovoid leaves. The fruit grows in a pyramid shaped petal formation similar to a paper lantern. The fruit is similar to a large cherry that changes from black to white when ripe.

Usage: None

Availability: 6

Powers: Influence

- What the hell? A tree that says "Please climb me" and everyone sits in there in happy harmony? Sounds like a Horizon engineered project.
- Slamm-O!
- If you can trick Mr. Johnson to meet you near one of these, you might be able to coax him into some very favorable terms. Just make sure you've protected yourself from the tree's mojo.
- Riser

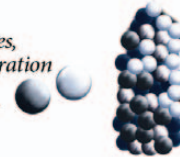
ZIEBA TREE

Adansonia templum

Flower: Six white upright [etals in a pyramid shape, six smaller sub-petals around base, conical pistil inside produces small, berry-like fruit



Fruit: Conical pistil produces a cluster of berries, each the size of a small cherry, black in coloration and turning white as it ripens



Leaves: Light green ovoid leaves grow in a regular pattern around the branch



The Zieba tree has a calming effect on any creature compelled to sit in its branches



NOTES FROM DR. DAVID WRIGHT ON AWAKENED FLORAL SECURITY

Any plants with dual-natured abilities are highly prized in astral security, being relatively cheaper and requiring less maintenance than wards. Awakened ivy (various varieties like the North American kudzu) is the most commonly used and grown plant for astral security as it readily climbs surfaces to cover the whole structure. It's not the only plant used for astral security. Awakened lichen (*Variolaria orcina*) of Auvergne is gathered from volcanic areas in France for both security and the manufacture of a visible astral dye. Magnus kudzu is another newcomer from the Chicago area.

Other uses of Awakened plants for security are limited due to the indiscriminant capabilities of the vegetation. Guardian vines, for example, may seem to be useful for security, but they are astral predators and attack anything astral, including the security mage or his spirits. Devil's breath was equally dangerous as it escaped the confines of planters and the Atzlan Operation Padre Verde, which involved the planting of *Sangre Del Diablo* as a method of destabilizing the area around Bogotá, made the area a danger to all who enter it, including Aztlan personnel.

BLIGHTED PLANTS

It is hard sometimes to distinguish what the difference between “toxic” and “Awakened” is when it comes to plants. It becomes even more difficult when you realize that many Awakened plants have the same physical characteristics as their progenitors and may be just a new variety rather than anything truly distinct. So far there are few plants in the “blighted” category, which is when an Awakened species has been corrupted by its environment and the scientific community has agreed upon its classification.

- I would have put the Sangre Del Diablo in this category, having it as maybe a corrupted version of the Sangre Del Drago tree, but what environment would have changed it to make it what it is?
- Glasswalker
- Aztechnology doesn't want the Sangre put in the “blighted” category as that would put a negative spin on what they did in Amazonia. They've been fighting the PR war as fiercely as the ground war.
- Dr. Spin
- It's tough to say if it's a blighted version of the Sangre Del Drago, as the two trees emerged around the same time.
- Ecotope

GOMORRAH APPLE TREE

Punica petrifae

A deceptive blighted species, the Gomorrah apple tree is believed to be related to the pomegranate. The Gomorrah is dangerous in the way it lures people and creatures to taste its fruit. The fleshy seeds have an adverse reaction to metahuman physiology as the body starts to petrify through calcification. Once the victim has been paralyzed, the Gomorrah sends out root tendrils to extract the living essence of the victim. What remains around the tree appears to be broken and worn statues. The Gomorrah apple tree originated in parts of Africa where the ground aquifer was polluted from fracking of oil or some other industrial disaster, and it became twisted during the Awakening of Africa.

Habitat: Sparsely forested areas

Range: Arabian Peninsula and northern Africa

Frequency: Rare

Plant Type: Tree

Identification: It is a relatively small tree, growing five to eight meters tall. It grows fifteen centimeters in diameter orange-red fruit with six hundred plus black fleshy seeds within the fruit. There are short and oblong leaves alternating on the branches.

Usage: Assassins have been able to create an Awakened poison called Lot's Curse. It's one of the few known poisons that can only be cured by an equally Awakened antidote.

Availability: 20F

Powers: Compulsion, Desired Reflection, Energy Drain (Essence), Poisonous (Petrification)

- The Gomorrah apple tree was first discovered when archeologists thought they found undiscovered remains of Roman towns in North Africa.
- Elijah

GOMORRAH APPLE TREE

Punica petrifae

- Creamy white blossoms
- Red-orange pulp, fleshy edible black seeds
- Oblong, medium green leaves
- Calcified victims at base of tree



HERCULEAN STRANGLEKNOTS

Polygonum vitrus

This herbaceous plant grows fast in the SOX, increasing in length by about thirty centimeters a day. The blighted version of Awakened knotgrass quickly entangles everything sitting in its path. If there was an Awakened version of this plant, it was obliterated long ago in the SOX. Herculean strangleknots grow up to a height of five meters with multiple tendrils to grab other objects for support. The most dangerous part of this plant is the excessive powdery scales it has on the petals, stem, and tendrils. The powdery substance is highly concentrated oxalic acid. Some plants, such as spinach or rhubarb, have minute amounts of this acid within their fruit or stems, but the herculean strangleknot is coated with it. Oxalic acid breaks down metals and organic substances. Acid-weakened materials are easily broken through by the tendrils, and the corroded byproduct can be consumed by the plant. When the plant scales back in the fall, it releases more oxalic acid, coating the ground. With rain or snow, the powder becomes corrosive slurry of chloric and hydrochloric acid, killing off competing vegetation and poisoning wildlife.

Habitat: Lightly forested and fields

Range: SOX

Frequency: Uncommon

Plant Type: Flower

Description: This plant has broad triangular leaves with red-speckled stems.

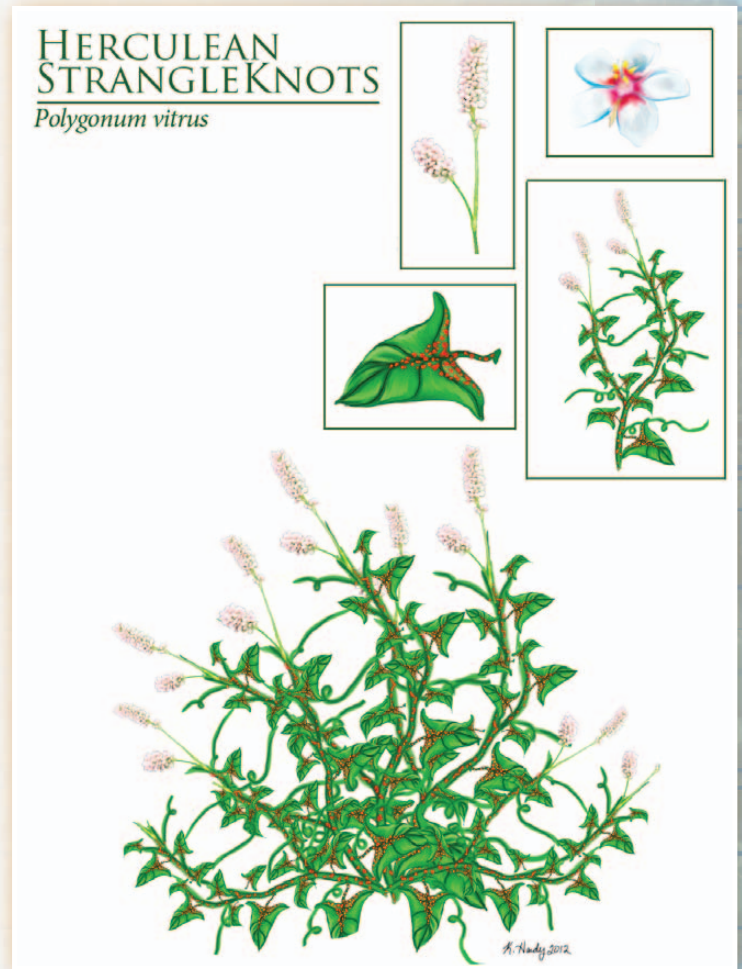
It grows a ten-centimeter-wide cluster of small white flowers from the stem and leaf joints host tendrils that latch onto objects. While the plant grows up to a height of five meters, its width can be a meter across with various tendrils and branches like a bush.

Usage: Operations are underway with various techniques to exterminate this plant from the forests of Caracas and Galicia.

Availability: 20F

Powers: Corrosive Secretions, Devour, Invulnerability (Acid)

- These places make some crazy dangerous zones; you can't leave anything outside for long as the corrosive dust gets everywhere. You might think you left something somewhere safe, but then a good rain hits, and boom! You have puddles of acid sitting in your vehicle, eating away at some important parts.
- Hard Exit



SLUM SLIME

Cordyceps unihabatii

Slum slime originated in Paris' catacombs and assumed its current blighted form a little after the late 2020s. It spread quickly thanks to tourism—pieces of it clung to people's clothing then fell on carpets, where it grew. The spread of the slime happened just as VITAS was hitting, so its effect went mostly unnoticed. The more benign Awakened version was just a manatropic slime mold, whose spore cloud would act like a primitive version of FAB. Slum slime survives well in abandoned urban places, so it is a common problem in neglected and abandoned properties. The emotions of the city at the time or the amount of deaths that occurred from VITAS might have caused the blight in the slime.

Habitat: Dark caves and urban areas with little light

Range: Global

Frequency: Common

Plant Type: Mold

Identification: Grayish yellow slime mold with patches of up to twenty square centimeters in size. It grows in dark, damp places, feeding on decaying organic matter. It can move up to thirty centimeters a day using its feelers, looking for food. It usually appears as a wet stain on the wall or floor.

Availability: 3

Powers: Poisonous (Spores)

Slum slime is harmless in its active state. When food or water is scarce, that stress puts it into a dormant state. It grows micro stalks with spheres of spores along the whole body. If it doesn't feed for a month, the parent slime dies in this dormant state. Unfortunately this is when the slum slime is most dangerous.

When someone or something brushes up against the patch, the stalks bend like springs and launch the spores. The spores are dangerous to inhale, small enough to enter the

bloodstream via the lungs. Once in the lungs, they migrate to the brain and cause an infection that changes the personality of the victim. The victim of spore inhalation begins to show signs of agoraphobia and sensitivity to light over a period of weeks. The severity of the behavioral changes continues to increase until the victim succumbs to paranoia and is overcome by a desire to hide in a dark place. The spore then completes germination and migrates to the kidneys to be expelled. The infection is not necessarily fatal, though ten percent of the victims die from the disease at the final stage, while another three percent of the victims die because of accidents caused by behavioral changes.

- This stuff can get everywhere. Buyers beware of safe houses in the warrens and barrens. If you have to stay somewhere for some time, invest in a few repairs or cleanup efforts.
- 2XL

SPORE TOXIN

Vector: Inhalation

Speed: 1 Day

Penetration: -2

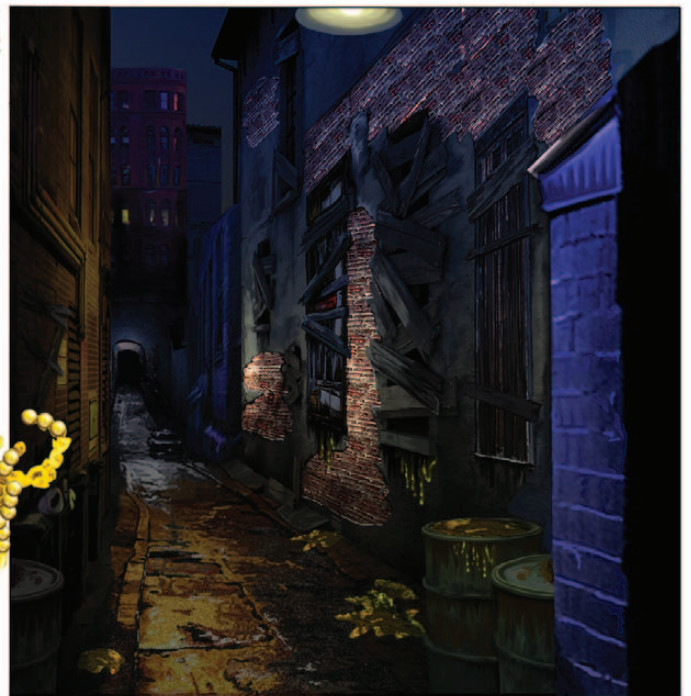
Power: 8

Effect: Imbues Qualities of agoraphobia and paranoia

Note: After victims inhale slum slime spores, it continues to grow within the subjects lungs over a period of weeks. Once in the lungs, the spores migrate to the brain and cause an infection that changes the personality of the victim. The only way to treat the toxin is with antibiotics.

SLUM SLIME

Cordyceps uninhabatii

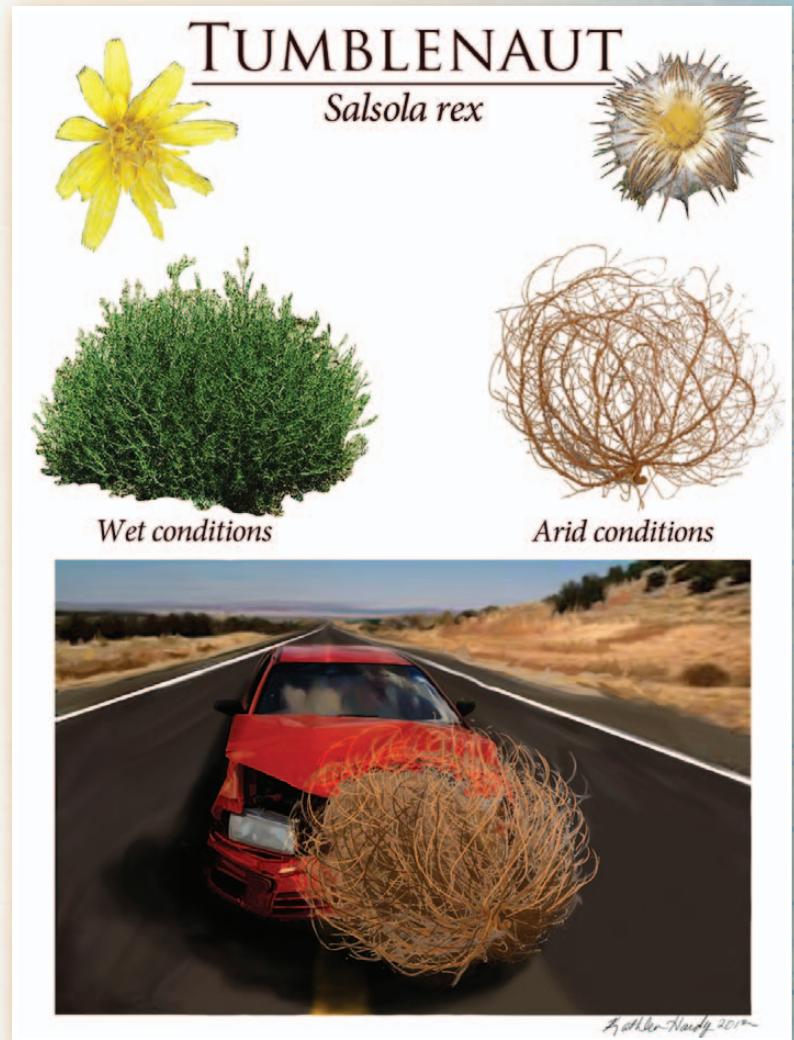


TUMBLernaut WEED

Salsola rex

In the high winds of central North America and North Africa, the tumblernaut weed can grow to an unprecedented six meters in diameter and weigh in at over eighty kilograms. It is believed that the tumblernaut weed is a blighted version of the mach tumbler, which Awakened from the Russian thistly (*Salsola kali*). The mach tumbler has the ability to magically accelerate once it starts moving with the wind, zipping along roadways until it impacts something. Tumblernauts can be detected by low levels of radiation that has contaminated them.

The tumblernaut weed starts out like a large scrub bush with a height of up to three meters. The mammoth tumbleweed rolls through fields, crushing vegetation. It can do considerable damage to cars and buildings once they get going. It is assumed that the nuclear radiation in the area caused the mutations. When it is ready to propagate, the branches curl up and the stem breaks off from the roots. This change in growth behavior causes the vascular system to expand, making it larger, while the multiple branches develop shorter ones that are hooked, allowing them to connect together like Velcro. The tumblernaut expands through centrifugal force. Multiple tumblernauts can hook together to increase its mass. It is hydrophobic, which means the tumblernaut loses mobility as it absorbs water. This helps some towns prevent tumblernauts from overrunning them, but it also means that tumblernauts can turn water supplies into a mass of grass and mud as they soak up the water. This also contaminates the water with decaying isotopes of radioactive particles that the weed accumulated.



Habitat: Deserts, chaparrals, and open plains, usually in sandy soils

Range: Global, concentrated in radiated zones.

Frequency: Uncommon

Plant Type: Bush

Description: Large woody scrubbrush with multiple hairy stems, irregular thorns, and pale straw flowers

Availability: 6

Skill: Spellcasting

Powers: Engulf (self), Innate Spell (Ram), Movement (Self)

Weakness: Allergy (Water)

Note: Tumblernauts move in the direction that the wind is blowing and magically gain momentum. It starts moving at the speed of the wind and then adds one meter per turn every twenty turns it is in motion, to a top speed of twenty meters per turn above the current wind speed. Water reduces the movement of the tumblernaut.

- Both the tumblernaut and mach tumbler are bad news for long-haul smugglers. Mach tumblers are fast and can get airborne from dust devils and hurled several hundred meters through the air. While the impact is like hitting a wiffle ball, there's a large amount of debris that can get sucked into an engine. Tumblernauts just get big and are like a herd of rhinos you have to navigate your T-bird through. Unlike the mach tumbler, tumblernauts can do real damage to vehicles.
- Turbo Bunny

UMDHLEBI

Spirostachys suffocivae

The umdhlebi is another plant that Awakened and then blighted during the great African Awakening. It appears as a comfortable shady spot to get out of the heat of the sun with its myriad of brush-like branches and needle-shaped leaves that block out direct sunlight. But in truth, the umdhlebi is a subtle predator, which victims are at risk of discovering the closer they get to the trunk. Approaching the tree causes a feeling of a cold chill and uneasiness; when people try to leave, they often have difficulty breathing. Once the victim passes out from lack of oxygen, the ground appears to liquefy as multiple roots whip around, pulling the victim underground. The roots, while feeding the tree, also have a unique expiration process that produces carbon monoxide and carbon dioxide, which lowers the oxygen levels around the tree. This has a secondary benefit of resisting fire. Now you might ask why is the umdhlebi a blighted plant while Sangre Del Diablo is not? The answer at this point is arbitrary. Scientists are still discussing classification distinctions, and the way this plant seems to create a zone of death around it puts it here.

Habitat: Savannah

Range: South Africa

Frequency: Uncommon

Plant Type: Tree

Description: The Umdhlebi grows eight to ten meters tall with many small, upward pointing branches with alternating needle like green leaves, and two layers of bark—a dead outer layer that hangs off the tree, and a new living layer that grows beneath it. The tree has small red and black variegated fruit that hang from the tree like peapods. Beneath the trunk is a massive root ball that entangles many inorganic items that the tree has consumed.

Usage: The tree is a dense hardwood that can be used for furniture if treated. Untreated wood exudes a poisonous latex sap that can blister skin. If burned, it gives off noxious fumes contaminating food cooked over it.

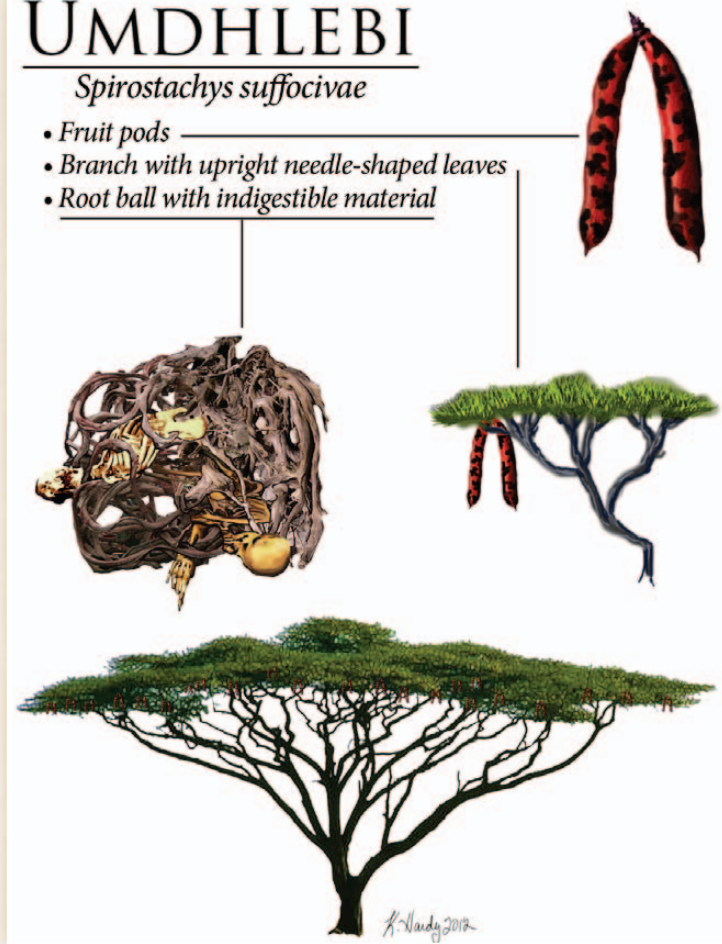
Availability: 18F

Powers: Deathly Aura, Devour, Engulf (air)

UMDHLEBI

Spirostachys suffocivae

- Fruit pods
- Branch with upright needle-shaped leaves
- Root ball with indigestible material



- Someone managed to kill one of these and dug the tree up. The root system was a massive twelve meters in diameter. It contained a variety of bones, some of which were human as well as parts of two vehicles, commlinks, and other "undigested" material. I had to deliver it to a site for identification.
- Traveler Jones

MUTANT PLANTS

DROPPING PINE

DROPPING PINE

Branch base with water seepage from cellular reaction

40-50 m height

60 cm spherical cone



Yakut's Department of the Interior discovered the mutated species known as the dropping pine they attempted to cut it down. The dropping pine defends itself by weakening branches enough that they break off and fall on or out from under any potential attacker. It does this by a chemical trigger that causes reverse imbibition (shrinking of cells through the expulsion of water) in the cells in the base of the branches. The shrunken cells have difficulty sustaining the weight of the branch, allowing it to detach cleanly at the base. The mutations are believed to have been triggered by radioactive fallout settling throughout Siberia, corroborated by environmental studies.

- If a tree geeks a lumberjack in the woods and no one is around, does anyone cheer for the tree?
- Slamm-O!

Habitat: Boreal forests

Range: Siberia with concentrations around Tunguska Crater

Frequency: Uncommon

Plant Type: Tree

Description: The dropping pine is a coniferous tree, which grows twenty to thirty meters tall with wide branches and regular clusters of needles. When mature, the dropping pine grows sixty-centimeter-long cone, almost spherical in shape.

Availability: 20

Skills: Clubs

WALKING BANANA TREE

The banana tree has ceased to be a common food item and is now a luxury item and an exotic specimen in botanical gardens. Since 2060, the banana tree has produced a new trick—a small percentage of the species can move on their own. This phenomenon was first documented by security cameras at the San Diego Botanical Garden. The trees, a pair of dwarf bananas, were apparently not watered enough because of conservation, so the pair moved four meters during the night to “drink” out of the coy pond before returning to where they were growing, which had good sunlight. The tree is not sentient; it simply reacts to environmental conditions by moving. Small feelers in its roots and a receptor at the top of the tree determine the direction of travel. The receptor at the top detects moisture and humidity, while the roots detect nutrients and temperature. The leaves are already heliotropic, so some decision is made between them all to determine to move or stay. The San Diego Garden is the only one to have their trees manifest this ability, and they botanists are hoping to breed or collect more for the Safari Park.

Habitat: Sandy soil, warm climates

Range: Global

Frequency: Rare

Plant Type: Tree

Identification: Three to five meters tall tree with large, twenty-centimeter-wide oblong palm leaves and rough textured bark. The roots of the plant are actually part of one large, three toed pseudopod like a snail. It has an unusual fuzzy ring at the top of the tree where the new growth emerges.

Availability: 25

Qualities: Pseudopod

- So let me get this straight—you have people paying big bucks to walk around two banana trees with funny looking roots? Brilliant!
- Dr. Spin



NOTES FROM DR. DAVID WRIGHT ON SENTIENT PLANTS

So far, while the plants can move and react to outside stimuli, there have been no signs of intelligence in any Awakened or mutated plant. It is believed that if any intelligence is found in a plant it will most likely be some plant/animal hybrid or animal mutation such as the cactus cat.

- What about the Naree Pon, the tree people of Thailand? They supposedly grow like seedpods from trees.
- Plan 9
- I'll side with Dr. Wright that it's an animal mutation, like those jungle frogs that lay their eggs on leaves.
- Ecotope

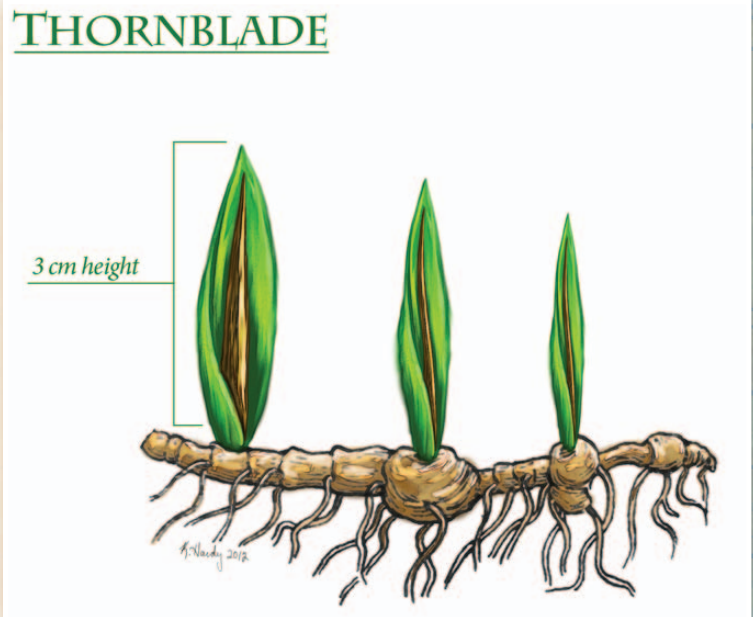
ENGINEERED PLANTS

With most Awakened plants being difficult to control, corporations like Yakashima and Proteus AG have put their agricultural technologies into a new line of security vegetation. The beauty of these engineered plant species is that they can be controlled through a variety of chemical triggers. Security officers are dosed with one so that the plants ignore them, while another chemical can be sprayed to put the plants in an aggressive stance, and a third can switch off the alert status, putting them into dormancy.

- So while these corporations can manage the “behavior” of plants, they still have a hard time managing growth and containment. Like previous bio experiments, there are too many factors to consider when placing such projects outdoors. They try to contain them as much as possible, but there’s that .01% chance that either the genetic change or the experiment itself can get out into the wild.
- Nephrine

THORN BLADES

This grass has modified stems that make it a wooden spike, and science has increased its density and sharpness. The thorn blades are skototropic and can move the stem toward a shadow and thus toward an intruder. The spikes are sharp enough to poke holes in normal footwear, meaning they provide a strong inducement for people to not step where they are planted. Facilities have been rolling out thorn blade sod around the open spaces. They also occasionally add natural plant toxins to their sprinkler water supply to further sharpen the spikes.



Plant Type: Flower

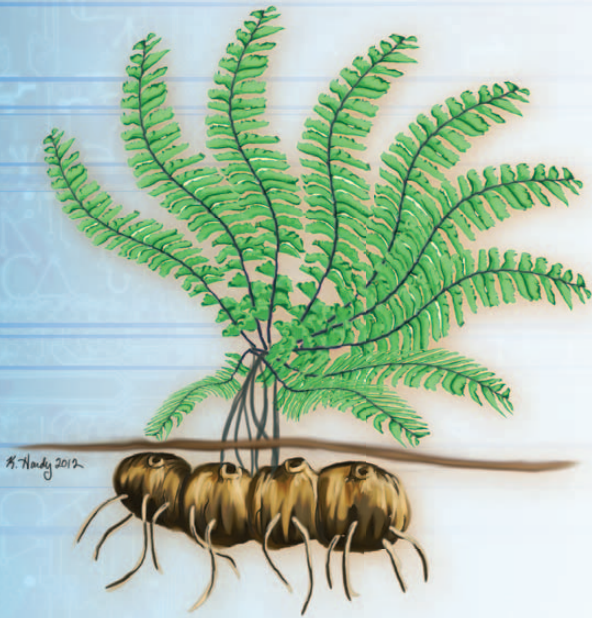
Description: Three-centimeter-long spikes sheathed in a single green leaf.

Powers: Natural Weapon (Spikes, DV 2, AP -)

Skills: Unarmed Combat

- Thorn blades do not grow any flowering parts; instead, the plant expands out with new stems along a rhizome within the root system. A corporation that plants them can contain thorn blades by edging a patch of the plant with ground that the thorn blades can't grow new roots in.
- Nephrine
- This isn't real common, but it has found its way into facilities on the edge of suburbia where concrete and asphalt dominate the landscape.
- DangerSensei

TEAPOT FERN



The teapot fern is designed with several sausage-thick, gas-filled bladders within the root system. Its twenty-centimeter-wide fronds play out in a radial pattern. The fern's leaves are sensitive to touch, and the roots to pressure. So any movement near the teapot fern or contact with it causes the fronds to curl up and retract. It also releases gas from the bladders in a rather nice musical tone. This simple noise can alert security to the presence of someone walking by the plant.

- The teapot fern took elements of the *Mimosa pudica*, or sensitive plant, and added other elements to create what amounts to be an organic alarm.
- Nephrite
- Security officers have found out that the teapot fern can be too sensitive; they've all but stopped planting it in LA or NeoTokyo, as any quakes measuring 3 or higher trigger the thing.
- DangerSensei
- They're also a pain in the hoop to ship.
- 2XL

Plant Type: Fern

Description: Fern with multiple stiff, light green fronds 0.6 meters long with a central tubular stalk that is 0.7 meters in length.

Powers: Enhanced Senses (Tremor sense)

Note: When triggered, the fern sounds off with a 50 dB musical note for three combat turns alerting anyone within hearing distance to the fern's alarm. Apply a -2 modifier to hearing-based Perception Tests for anyone within 25 meters of the fern (other modifiers may apply).

DETECTIVE FICHUS TREE

Evo has heightened this plant's communication process to react to chemicals. In this case, they have rewired the protein-based chemicals to change the color of the leaves in the presence of certain explosive chemicals. In seconds, the ficus leaves turn a stark white color, alerting security to the presence of the dangerous chemicals. Evo has also been working on a secondary detection of other chemicals that would turn the leaves red.



Plant Type: Tree

Description: 1- to 1.5-meter-tall tree with drooping branches and glossy leaves that are six to twelve centimeters long.

Powers: Enhanced Senses (Smell)

Skills: Perception

Notes: Smell is for the detection of explosive or other chemical that the tree has been designed to detect. The range of the ficus tree to detect explosives is five meters.

- Detective ficus trees are quite popular, replacing the usual corporate decorative flora with a discreet security measure. It makes sense to put one in reception areas and conference rooms. If you walk in and the tree is white or red, then get the hell out.
- DangerSensei
- Which explosives or chemicals can it detect?
- Stone
- That's a trade secret. So far the best answer is: yes. The branches of different trees can be grafted onto a single specimen, meaning that materials from C12 to TNT could be detected by that tree. These trees are otherwise indistinguishable from normal ficus trees, so plan accordingly.
- Nephrine

BOTANICAL SPECIMENS PRICING AND AVAILABILITY CHART

Note that these are not reagent materials; price is based on Force 1.

Name	Availability	Cost	Name	Availability	Cost
Austras kok	25F	5,000,000¥	Magnus kudzu	5	4,000¥
Black mana orchid	18F	200,000¥	Metadrake	12R	50,000¥
Caldwell lily	2	1,000¥	Molu	8	15,000¥
Chicago grey	8R	5,500¥	Nahala aloe	8	15,000¥
Chimera tree	4	800¥	Porqupod	10R	12,000¥
Crimson orchids	18F	200,000¥	Prairie smite	10	2,000¥
Deepweed	18F	200,000¥	Sleeping willow	8	10,000¥
Devil's breath	12R	5,500¥	Spider fern	7	8,000¥
Divining lotus	20F	230,000¥	Weeping tree	10R	30,000¥
Glammergold	16	15,000¥	Whipcord viper lily	6	8,000¥
Hag golete	8	1,100¥	Xutuli	12R	50,000¥
HellHound's tongue	14	20,000¥	Yann orchid	14F	180,000¥*
Immortal flower	14F	180,000¥	Ziba Tree	10	20,000¥
Laésal tree	25F	1,000,000¥			

* Note that prior to 2054 the price of a Yann orchid was 22,000¥

Plants besides trees are considered to be a meter or less tall. Maintenance costs for the plants are one-tenth the base price monthly, and they require a location that offers both water and sunlight.

SECURITY PLANT COSTS

Name	Availability	Cost
Thorn Blades	4xForce	500¥ x Force
Teapot Fern	6	400¥
Detective Ficus 6		2,000¥

Teapot Ferns are generally sold at Force 2, while the Detective Ficus are sold at Force 4.

BOTANICAL ADVANCES

Posted by: Ecotope

Just like any other scientific field, botany is constantly advancing as scientists find a host of new applications. For example, Evo has modified poplars and alder trees to absorb and store heavy metals in the core of the tree. The trees can then be cut down to recycle or properly dispose of the pollutants. This has allowed progress in the cleanup effort at locations suffering from long-term economic damage.

All of this work means there has been plenty of news, so here's a quick summary of some of the salient items.

DUNKELZAHN'S WILL UPDATE

Dunkelzahn had a wide range of interests, including botany, and his will reflected that. Here are some updates on some of the plant-related provisions of that document.

Revitalizing the Land

To the first party to revitalize any three species of flora or fauna currently near extinction and successfully return them to their native environment, or successfully adapt those species to a new environment, I leave 30 million ¥ and funds for further research to be provided by the Draco Foundation.

Dr. Nerdal Ziusudra of the Doomsday Ark project was the first to attempt this with fauna. He successfully reintroduced the polar bear before he disappeared in 2069. Other corporations are securing documentation for the reintroduction of the extinct diving locus and the Australian pyramid mulla-mulla, but they have not begun work to reintroduce a second or third species to complete this task.

- Dr. Ziusudra is an exceptional scientist. I think he could have completed this task ten times over, given the amount of genetic materials that were donated to the project if it weren't for his as-yet-unknown discovery in the jungles. The others are mired down in corporate politics over intellectual property and showing proof of their claims. It probably be another ten to fifteen years before they get their act together, and who knows how many living species will go extinct by then.
- Nephrine
- I've heard he's on Madagascar. Watch for the dodo to appear.
- Plan 9
- Mix up your medicines again?
- Butch

Cleaning the Air

To the first party that develops a species of plant hardy enough to flourish in and eventually clean the smog-choked atmosphere of such cities as Tenochtitlán, I leave 20 million ¥.

On the cleanup of sulfur dioxide, ozone, and nitrous dioxide in air pollution, Sun Temple Agriculture is in the lead. They have spliced and modified nitrogen fixation genes into what they call "cotton candy grass." The grass pulls these gasses from the air and solidifies them into

the soil as sulfur and ammonia. Aztlan initiated full-scale testing by seeding all available acreage of Tenochtitlán with the grass in February 2071, and they hope to see enough progress to receive the 20 million ¥ bequest. Starfield Botanical Engineering ceased their attempt to create biomaterial and focused on extreme environment growing methods. Sculpted Environmental Systems Inc. (SES Inc.) of Tír na nÓg was thought to be a frontrunner in the competition as they've been involved in terraforming projects since the '50s. But since the passage of Halley's comet, their successes have come under scrutiny. Toxic cleanup jobs have begun to regress, and their "heavy respiration fixing" trees are dying. Rumors of magic use in the plants are at the heart of the issue. While using magic is not illegal, the corporations who purchased their ecosystems wanted a more permanent solution.

- This was an amazing feat for Sun Temple Agriculture, since for the first time in almost seventy years, pollution levels dropped and the whole city of Tenochtitlán was covered in a field of reddish gold.
- Ecotope

Going to the Extremes

To the first party to successfully grow cactus on the ocean floor and produce an acre of wheat in low orbit, I leave 20 million ¥.

Hestaby has offered to match this sum; she has an interest in Starfield Botanical Engineering, a small CAS firm looking to win this bequest that is currently focusing on growing underwater cacti. Aztechnology is also focusing on growing wheat in low-earth orbit in their Spindle station, but their yield has peaked at two-thirds of an acre. Satellite Station Dyson 3, owned by Starfield Botanical Engineering, is the first satellite to contain one acre of wheat, surpassing Aztechnology's attempt as they try to expand the Spindle station in 2071. Dyson 3, however, doesn't qualify in this competition since it's not in low earth orbit. Construction is currently underway for a new low-orbit station.

A silent contender in this has been Proteus. They already have constructed space station Treffpunkt: Raumhafen with hydroponics capable of achieving this goal since 2063, as well as several aquatic arcologies that could grow cacti a decade earlier. It's a mystery why they haven't claimed this award already.

- Getting kinda crowded up here. As a side note, it does make it a little cheaper to get fresh bread with all the corporate testing.
- Orbital DK
- Proteus has been quietly keeping to themselves more or less. Sure there's an occasional headline, but they play things very close to their vest. It's not clear if they believe 20 million nuyen and a raised public image is worth giving others a view in their cards.
- Plan 9

WHERE'S THE RUM?

Back almost a century, people accepted the price hikes in their drinks, but they didn't understand how industrial pollution, urban sprawl, and agricultural problems caused those hikes. From American beer to Soviet vodka, the cost of alcoholic beverages tripled on average in the first eight years of the 21st century, even if you take general inflation into account. Mead was the hardest hit when cycles of colony collapse syndrome killed off honeybee farms. That had a ripple effect, as the yield of other beverages was reduced by the loss of naturally pollinated plants.

For wine, this wasn't the first time that production faced significant trouble; in the 1800s, an aphid from the Americas came to Europe and almost wiped out the continent's vineyards. It also wasn't the first time that genetic solutions were challenged by the industry as a whole. Genetic modifications were strictly monitored, as many feared the alterations would change the taste of the wine, cross-pollinate treasured grapes with other vines of a lesser quality, or mutate the virus that they were trying to resist. The industry broke along several lines. Traditionalists stuck it out with Meridonal's phytohormone therapies to allow for multiple harvests and large agri-domes to simulate weather and yet keep the terroir. Another group, which included AGC, went with hydroponic towers and genetic modifications to enzymatically recreate the chemical flavors of wine with a variety of strains of grapes that were more tolerant of the new environmental conditions. A third group decided to abandon grapes altogether. Using a variety of modified algae, they reproduced the polyphenols, terpenes, and acids in the production of must. This combined with fructose, glucose, sulfur dioxide, and yeast, which then fermented and formed the "wine" called pelago. This technology led to micro-wineries out numbering micro-breweries in the North American West.

A French government agency in charge of quality labels for iconic food and drink products (with oversight from the NEEC) stepped in to the budding industry to crack down on these businesses using any reference to French wines. The French and many European wine makers were reluctant to manufacture and market pelago now that they enforced the patent. Some leased the brand name and technology to corporations to produce, while others reluctantly began their own algae brews, if only to preserve the terroir of their predecessor's work. With these drinks, only the small double helix printed on the label distinguishes them. Algae, being an easy medium to produce and ship, has also made its way to space. Three of the more popular pelagos produced in zero gravity are: Gaian Blue, Martian Crimson, and Venusians Pale.

Most of the big corporate breweries make soy-based alcoholic beverages with a touch of artificial hops. It is cheap to produce since soy beans have to be fermented in order to be fit for human consumption. Interestingly enough, there was already an existing infrastructure that could be used: soy sauce production equipment. The end product is soymilk beer. While it doesn't have the same taste as real beer, it has gained popularity by being more nutritious. Soy kefir and soy kumiss are how corporations are labeling this beer. The next cheap alternative has been synthohols, which are pure chemistry. Alcohol removed from petroleum or as a byproduct of industrial manufacturing is diluted in water with artificial flavors, which is then carbonated to produce synthohol. Synthohol has similar look and taste comparable to mass-produced beer products. That being said, microbreweries have had to become botanical gardens to be able to grow what they need in order to keep the tradition alive. For every micro brewing warehouse, there's a greenhouse growing wheat, hops, and other plants nearby.

- Glad that corporations had their priorities straight. The world can't operate without beer!
- Kane
- Pelagos are better than the hooch they used to make up here; it doesn't smell like diesel and it doesn't cause paralysis or blindness.
- Orbital DK

PELAGOS

Name	Price (Per Bottle)	Description
Valley Green Chardonnay	100¥	The Chardonnay grape was the first to be gene-mapped to algae in 2045. The pelagos from these algae have a dark green color and a robust, nutty, earthy flavor; this is base off a traditional Chardonnay.
Napa Yellow	80¥	An Airen grape gene-mapped algae, first introduced in 2048, this pelago is yellow in color with a light flavor.
Pacific Blue	70¥	In 2050, the Chardonnay gene sequence was combined with blue-green oceanic algae. This was done for North American corporate competitors who were already using these algae for foodstuffs. The result was a pelago with an aquamarine color and with crisp lemon-lime-mineral flavors.
Spanish Gold	70¥	Not to be without their own pelago, Productos Cultivatos mapped the Viura grape gene and produced their one in 2052. It is gold to light green in color with a light, fine flavor.
Mediterranean	75¥	Another European pelago using the Riesling gene, this has Cobalt-blue coloring with a dry, melony taste.
Red Tide	60¥	The second pelago in North America, grown in CFS, this was created from the Pinotage gene-mapped algae, which was supposedly stolen from an Azanian corporation. Its colors range from dark burgundy to red, and it has a strong bitter taste.
Gaian Blue	120¥	By 2060, pelagos were being produced in outer space. The first was Grenache gene-mapped algae, and the first bottles were made by an independent individual on Z-0. He has since then been compensated by Evo and now manufactured on a small station. It has an odd turquoise color that hasn't been replicated naturally, and it has a fresh vanilla flavor.
Martian Crimson	120¥	Ares had mapped the Airen gene in 2062 with some modifications based on their other experiments. It has a muddy red look and a sharp, robust flavor. It is advertised as the official alcoholic beverage of Mars.
Venusians Pale	120¥	At the same time that Martian crimson was introduced, the original Valley Green Chardonnay was brought into space and modified for a zero-g environment, then improved upon with fifteen years of research. The resulting pelago has a cloudy clarity and is pale yellow to pale green in color with earthy, wood flavors.

TÍR TAIRNGIRE BEVERAGES

Name	Price	Availability	Notes
Alamestra	15,000¥ (per bottle)	20	Alamestra is a very rare and potent liquor that takes alchemical talents to distill. It changes color, refracting light depending on the angle and speed at which the drink is moving. It also must be served very cold, usually on the cusp of freezing point so that the only thing keeping it from being solid is the warmth of the consumer's hand. If it becomes much warmer, it immediately assumes gaseous form and evaporates away.
Cara'Sir Kírsch	6,000¥ (per bottle)	12	Distilled water and forced ripened fruit makes this Cara'Sir-produced beverage the most common year-round Tír brandywine. It is also the cheapest.
Cetheral	50¥ (per six pack)	10	A carbonated and alcoholic fruity drink made with laésal fruit juice
Näch	30¥ (per six pack)	10	Carbonated, alcoholic, and caffeinated fruity drink made with laésal fruit juice
KéValan Frunte	10,000¥ (per bottle)	12	A brandy made from a mix of fruits grown in the Tír, including laésal fruit.
Sil Oineäm	10¥ (per 12 oz. drink)	15	Tea made from laésal blossoms.
Sérentaneyo Laésate	8,000¥	12R	A brandywine made with dried overripe laésal fruit. It is sometimes made with almonds or herbal touches.
Taéngelé (Falan)	600¥ (per bottle)	10	A distilled hard liquor made of honey and anise that is very strong and full bodied. The Falan (Black) brand uses a darker honey made from laésal tree nectar.
Taéngelé (Gheal)	125¥ (per bottle)	10	A distilled hard liquor made of honey and anise that is very strong and full bodied. The Gheal (White) brand uses honey produced from other Tír agricultural products.
Tír Lacrima White	30¥ (per bottle)		Tír Lacrima White is one of a handful of wines exported from the Tír.
Tír Lacrima Rosé	50¥ (per bottle)		Tír Lacrima Rose is one of a handful of wines exported from the Tír.
Tolanestéa Kírsch	12,000¥ (per bottle)	15R	The rarest of the Tír brandywines due to government restrictions around the Klamath Basin.
Tolanestéa Gewürztraminer	500¥ (per bottle)	10	A special wine grown around the Klamath Basin, it's nutty and smooth with an aroma of rose petals.

AGRICULTURAL ZONES OF TÍR TAIRNGIRE

Klamath Basin, home to Tolanestéa brand of wine, had been until recently a little-recognized parcel of farmland. Up until 2020, government restrictions of water use left most of the land fallow. Corporations had damaged the land eradicating the suckerfish species, which had previously restricted farmer's use of water. Not until the formation of the Tír had technology advanced enough to change this. Desalination plants and a better ecological design allowed for shared use of the water. The geothermal capabilities of the Klamath Basin are also ideal for a variety of plants, especially the laésal tree, which needs the mineral content generated by the thermal springs.

Willamette Valley has broad fluvial terraces where ancient glacial run off created a fertile valley, and this is where the majority of the Tír's crops are grown. Restoration of the Willamette River to its natural state was mostly completed by 2035, though industrial and agricultural pollutants still leach into the river. The region once known as William L Finley Wildlife Reserve had been restored, and corporations occupying the area have been evicted. As far downstream as Sérentaneyo, the river can be used for irrigation directly without any clean up.

- Kids these days. They can't drink anything unless it has bubbles in it. Even the iconic Tír wines are less popular than the Näch or Cetheral carbonated fruity drinks.
- Snopes

OTHER BEVERAGES

Name	Price	Description
Soy Kefir and Soy Kumiss	7¥ (per bottle)	Soy-based alcoholic drinks with the appearance and texture of milk-based kefir/kumiss. True kefir or kumiss cost ten times the soy equivalent.
Soykaf	4¥ (per 12oz)	An interesting product of dried soy, infused with caffeine and coffee flavors that replaces ground coffee. Soykaf packs are sold premixed with or without soymilk creamer and sweeteners that only require hot water. Real coffee products cost ten times as much per cup.
Synthohol	10¥ (per six pack)	From the conservative Ares 40 caliber and AGS' Jabifu and KreuzbockPlörrator to the partying choice EVolution Solution and S-K's Vorglüher, synthohol is cheap to make, dulls the senses, and substantially improves corporate lunch meetings.
Soda	8¥ (per six pack)	Iconic Buzz Cola!, Omega Fizz, and Fanta-Zack are all carbonated water, artificially sweetened, caffeinated, and flavored. They are the second-most common beverage drink, ahead of bottled water, behind juices/punch. More expensive soda like Hugo Natural costs four times as much as soda and is made with cane sugar, corn syrup or some other natural sweetener.
Hurlg	5¥ (single serving bottle)	A dark, thick ale the consistency of soup, swimming with hops and nutmeg, and fortified with 160+ proof alcohol. Common brands are Orkstaff's XXX (popular in North America) and Ogg's Usquebaugh (popular in Tir na nOg).
Scotch	4¥ (shot)/40¥ (bottle)	Various brands include McDevitt Highlands, Monongahela Rye, and T-bird Fuel

- Even cheaper if you're in Europe is the KreuzbockPlörrator. It comes mostly in twenty-four packs at the low, low price of 20 nuyen a pack. It's water with factory-extracted alcohol and maybe a little carbonation.
- Traveler Jones

BEER

Most "real" beers are made by microbreweries. Keeping things local and eliminating costs of shipping and importing ingredients makes beer relatively affordable to the common man. Prices can vary from 5¥ to 15¥ a bottle depending on the quality. There are some corporate breweries producing alternatives to synthohol, but their prices are two to three times that of a microbrew. The tradeoff is that these corporate products have a greater distribution.

AGS MICROBREWS

- Anarchobier (an alternative brewery with heavy anarchistic influence)
- BärpilsGrobian
- EngelhärtdterPils
- Falkenbräu-Freibier (literally means "free/gratis beer")
- Ganja-Bock (beermix, beer+marijuana essence)
- Schwarzer Stern (neoanarchistic brewery)
- X-X-X-BierZille-Export (can be found outside AGS)

UCAS

- Philadelphia Lager
- Philadelphia Stout

CFS

- Arrogant Gargoyle
- Corporate Bastard Ale

CORPORATE BREWS

- Shiawase Bärengold
- Horizon Bottled Sunshine

SEATTLE MICROBREWS

- Gertie's Kraken
- Broken Autopilot

DENVER MICROBREWS

- Dunkelzahn's Familiar

THE REBIRTH OF CHOCOLATE

Posted by: Pistons

Chocolate has had its troubles, which is quite distressing to some of us. These troubles date to the early part of the century, when diseases such as witches' broom, monilia, and phytophthora were decimating the cocoa plant. The diseases were so devastating that some farms lost forty percent of the crop. The International Office of Cocoa, Chocolate, and Sugar Confectionery (IOCCSC) met in 1999 to find ways to assure adequate cocoa supplies.

Another blow came when VITAS destabilized most of Africa, which is where seventy percent of the world's cocoa comes from. Cocoa prices skyrocketed. Then, somehow, things got even worse. Radical transformation of the vegetation in the early 2020s, corporate land grabs, and the wars to establish the Anyl, Amazonia, Asamando, and several other nations all but eliminated the cocoa plant in its domesticated form by 2040.

In 2042 IOCCSC funded an expedition to recover wild surviving Cocoa plants in an attempt to reestablish cocoa supplies. Results were mixed—surviving plants were found, but the environments were too dangerous or hazardous to build stable cocoa farming communities.

As part of the reclamation of cultural heritage, Nature-Taste and Productos Cultivatos created a chocolate hybrid of the cacao plant that can produce fruit with high yielding

flavanols within a hydroponic environment. By 2055, "cacahuatl" was reborn. Chocolate-flavored soy still dominates the market, but cacahuatl has grown in popularity thanks to its more authentic flavor. The most popular cacahuatl product is the Three Shadow Runner bars, which are energy bars shaped like credsticks. They come in packs of three—the ebony bar (thirty percent cacahuatl), the platinum bar (sixty percent cacahuatl with powdered sugar coating) and the gold bar (forty percent cacahuatl layered with caramel).

- The Three Shadow Runner product is a marketing ploy playing off the popular trids like Suki Redflower and Karl Kombatmage. They're good, and I like the commercials where Mr. Johnson pays off the runners in candy bars.
- Dr. Spin
- Aztechnology is keeping tight security on their plant farms. Cocoa plants are the goose that laid the chocolate egg. Stollwerck and Nestlé are already setting up jobs to probe Aztechnology's security.
- Black Mamba

GAME RULES

NEW POWERS

Poisonous

Type: P • Action: Auto • Range: Touch • Duration: Instant

The plant contains a natural toxin that is poisonous to characters and other critters. Treat it as toxin (see p. 254, *SR4A*) with the following attributes: Vector: Ingestion, Speed: 1 minute, Power: 6, Effect: Physical Damage. Note that some plants may have toxins with different attributes, as noted in their individual descriptions. In those cases, use the noted toxin/drug effects instead of physical damage.

POWER OF PLANTS

The strength, skill, and power of the paranormal/blighted/mutant plant is based on Force instead of Magic Rating; the Force of a plant is based on the density of the plant over an area or, in the case of trees, its age. Density of plant growth needed for each Force point is determined by the family of plants. The minimum Force is 1. The maximum Force generated by plants is inverse to the complexity of the plant species unless stated otherwise; algae can have huge blooms of 300,000+ square kilometers, but the maximum force it generates is 4. Technically mold and fungi aren't plants, but their power structure is the same. Moss, ferns and grasses have a maximum Force rating of 6, flowers peak at 12, while rare, old trees may have have a Force rating exceeding 12. The tables below show how to calculate Force for plants:

Plant type	Force per area	Max Force
Fungi/algae/mold	1/10 square centimeters (or 10 millimeters)	4
Moss/ferns/grass	1/50 square centimeters	6
Flowering plants/ bushes	1/250 square centimeters	12

Plant type	Force
Tree, sapling	1-2
Tree, young	3-4
Tree, 10-20 yrs	5-8
Tree, 20+ old	9+

PHYSICAL ATTRIBUTES OF PLANTS

All plants, unless stated otherwise, have a vulnerability to fire. Plants also cannot move or react to attacks, having a Reaction and Agility of 0. Body attribute can vary:

Plant Type	Body	Armor (Barrier rating)
Flowers/ferns/moss/algae	0	0
Bushes	1	0
Tree, sapling	1	0
Tree, young	3	3
Tree, 10-20 yrs	5	4
Tree, 20+ old	8	5

Note: Armor Ratings of plants come into play as part of its barrier rating, not actual armor to resist damage.

Plants do not have a stun track on their condition monitor. Any weapon or spell that does stun damage is resisted by twice the plant's Body.

For Awakened plant Attributes:

- Add Force to Body.
- If they have a power they can trigger or skill they can use, their initiative is 2 x Force; for every four points of force, add one Initiative Pass, up to a maximum of four IPs.
- If they can move or have an active skill, the relevant skill ratings and attributes (such as Agility) equal the Force.

The difference between trees and the rest of the plant types is that in game terms, the trees are large enough to be handled as individual specimens, while flowers and such act more as an area of effect; either as individuals planted in a garden or a single plant with multiple runners/branches like a bush that fit the size criteria.

Example: Dorothy and her shadowrunning team meet up with a shaman called Scarecrow. Dorothy gets a little hungry and sees a few apple trees nearby. These apple trees don't like people touching their apples, and one of the tree's branches whacks Dorothy on the arm as she tries to pick an apple. Dorothy hates doing things the hard way and pulls out her katana to do a little tree trimming. Each Awakened apple tree rolls initiative.

Later on Dorothy and her team stumble out of the woods into a field of poppies. Not seeing any danger, they start walking through the field. The poppies are Awakened poppies and they start pumping out sleeping gas. The size of the field exceeds 12 square meters, and Dorothy and her compatriots cannot resist the effects of a surprise Force 12 attack. Luckily, two of her teammates had their gas filters on. They remain on their feet and prepare to move against the flowers.

CREATING YOUR OWN AWAKENED FLORA

The first step in creating Awakened flora is choosing a plant type and then assign relevant attributes. Then select the powers or skills for your plant (see *Running Wild* for powers and *SR4A* for skills). Finally, determine the Force; if it's a tree, Force is based on age; if it's not, Force is based on the area the plant covers.

Example: Finn decides to create an Awakened apple tree. The plant type is tree, and he decides to give it Unarmed Combat and Throwing skills (to throw apples, of course). In planning a setting, Finn decides to have three young trees (Force 3) set close to each other. He ends up with this:

Apple Chucking Tree (young trees)

Force 3

Body 6 (regular Rating of 3 + Force 3 for Awakened plant)

Agility 3

Armor (barrier rating) 3

Initiative 6

IP 1

Skills: Unarmed Combat: 3, Thrown Weapon (Apple): 3

Note that as a tree that's rooted and not sentient, it has no Reaction skill to dodge bullets (though after getting shot, it would throw an apple as a response).

Finn also wants to create a field of sleeping poppies to go along with the trees. The field is large (half a square kilometer), maxing out its Force at 12. Since the poppies are Awakened, the Force also counts as Body. This means that the stats for the plant look like this:

Field of Sleeping Poppies

Force 12

Body 12

Initiative 24

IP 4

Powers: Noxious Breath

Note that while the field may be large and scary to cross, it can't move. Attacking it from a distance might be the best move.

EXPANSION OF THE LOCATION TEST (OPTIONAL):

The Standard Test for locating reagents is found on p. 81, *Street Magic*. This expansion of the standard Location Test utilizes the classifications of difficulty and natural state of the herbal reagent (raw, natural refined, natural radical, or exotic). Taken together, these indicate how easy or difficult a single particular herbal reagent is to locate.

Difficulty to locate the reagent is broken down into five categories: Geographic Accessibility, Political Accessibility, Size of Location, Harvest Timeframe, and Difficulty of Conditions. Each has a difficulty scale point value. The sum of the values from each category is the base threshold for the Location Test (Survival + Intuition).

GEOGRAPHIC ACCESSIBILITY

Easy (1): An open field, sparse woods

Mild (2): Heavy woods, mountainous terrain, taiga

Moderate (3): Dense jungle, deep ocean, desert

Difficult (4): K2, beneath the polar icecap, Mariana Trench, J2 cave system

LOCATION SIZE

Easy (1): Regional (North America, Central America, Africa)

Mild (2): Sub region (Appalachian Mountains, Amazon Basin, Gobi Desert)

Moderate (3): A limited area totaling approximately one hundred square kilometers (Great Barrier Reef)

Difficult (4): A specific location smaller than a few square kilometers (the heart reef in the Great Barrier Reef)

HARVEST TIMEFRAME

Easy (1): Year Round

Mild (2): Seasonal (spring)

Moderate (3): Specific week/under specific conditions (heavy rain, first week of spring)

Difficult (4): Specific day/under unusual conditions (Feb 29th, in the shadow of a solar eclipse, during a volcanic eruption)

POLITICAL ACCESSIBILITY

Easy (1): Country for which you have a SIN

Mild (2): Country for which you can get a travel pass

Moderate (3): Restricted or hostile countries (Aztlan, Asamando)

Difficult (4): War zone, unstable country (Amazonia, Tibet)

CHALLENGING CONDITION

Easy (1): Common animal or plant, lax security

Mild (2): Restrictive smuggling laws, cultural issues (a cow in India)

Moderate (3): Dangerous item to handle (Sangre Del Diablo), dangerous inhabitants (spirits or ghouls)

Difficult (4): Religiously sacred item or heavily guarded (laésal tree)

Adding up the difficulty points provides the Location Extended Test Threshold. Characters who wish to search for a more specific reagent (deer antler, amber, copper ore, fossilized bone, etc.) receive a -2 dice pool modifier to the test. The natural state of an herbal reagent being harvested indicates how long the search requires before discovering an appropriate specimen. Some herbal reagents are found among their mundane ilk and demand close scrutiny to identify them properly (for example, a four-leaf clover in a field of three-leaf clovers).

Intervals for Location Extended Test

- Raw reagent: Base interval is one hour
- Natural refined reagent: Base interval is one day
- Natural radical reagent: Base interval is one week
- Exotic Reagents: Base interval is one month

Example: When Jinxed Jones requests to make a fetish, the gamemaster determines that the reagent required is a four-leaf clover, which is raw reagent that will be dried and preserved into a refined reagent later. The base interval for the Survival + Intuition Extended Test is one hour. The gamemaster considers clovers common enough to be found near Jinxed Jones' neighborhood near the suburbs (making both Geographical and Political Accessibility Easy) harvested in the spring or summer (Mild level for Harvest Timeframe). He does not need to look

in a specific location—anywhere in the broad region works, making the Location Size Easy. The clover is a common plant, so the Challenging Condition is also Easy. Added together, these make a threshold of 6; Jinxed Jones must succeed in a Survival + Intuition (6, 1 hour) Extended Test.

When Jinxed Jones later wants to build a weapon *foci*, the gamemaster determines that he must retrieve a perfectly formed seed (a Natural Refined Reagent) from a Sange del Diablo tree (Challenging Condition: Moderate) in the rainforest (Geographic Accessibility: Moderate) in Amazonia (Political Accessibility: Difficult, Location Size: Mild) during the monsoon season (Harvest Timeframe: Moderate). That means he must succeed in a Survival + Intuition (15, 1 day) Extended Test.

EXPANDED DEFINITIONS OF REAGENT CATEGORIES

The definitions below provide further definition of types of reagents, expanding on information on p. 79, *Street Magic*.

Raw Reagents: As they are found in nature, raw reagents have little inherent magical properties. Without alchemical processing they have no appreciable potency by themselves. Only after a given quantity of the reagent is located and gathered can an alchemist remove impurities through refinement to achieve an appropriate potency.

Refined Reagents: Processing raw reagents successfully provides a concentrated mana potency that can be used for magical enchantment.

Radical Reagents: Further processing refined reagents yields an even greater potency of compounds called Radical reagents. By eliminating more impurities and further concentrating the latent mana, an alchemist unlocks the potential of a compound.

Natural Refined Reagents: Natural processes have done some of the alchemist's work already. An ecosystem that has been influenced by magic can spontaneously produce natural refined reagents, although these typically have inherent dangers when dealing with them or their ecosystem. This natural process could be as simple as pollination between Awakened species, decomposition of fallen fruits, or as complex as a ley line that causes variable influences during different times of year. Although these reagents can be used by the layperson without alchemical processing, the effects are quite unpredictable, resembling that of a random street drug. Permanent damage and death have been attributed to the consumption of natural refined reagents in their raw form.

Natural Radical Reagents: As with natural refined reagents, nature has found a way to self-refine, producing naturally potent radicals not typically found even among their naturally refined variants. Plants that achieve this capability are typically dangerous to handle. Consuming a raw natural radical can cause mental and physical damage, as well as permanent loss of Essence or even death.

Exotic Reagents: Special magical properties and extreme rarity set these reagents apart. Exotic reagents are often found in hard-to-reach, hostile, places. These are usually natural refined reagents or natural radical reagents that are particularly difficult to find and likely protected by powerful paracritters that also value them as part of their diet or territory.

Unique Radicals: There are some reagents that are so rare that there exists only a single source, or they possess such unique characteristics that there are no equivalents. No verified unique plant radicals are known to exist, but legends speak to the possibility of incredible plants grown on the metaplanes. It is said that the Tibetan

barrier was created using Longfeng, or Dragon wind, a unique radical of air. No alchemical processing is required for unique radicals. Their supernatural properties are such that they are already radical reagents. The most retold unique botanical radical is of one that formed a tree known as the World Tree that serves as the home of a great dragon.

RULE CLARIFICATION ON COMPOUNDS REGARDING CRITTER POWERS

This section clarifies the use of the critter powers for magical compounds.

Innate Spell

For magical compounds, innate spell works differently on several points:

- Force of the spell is based on the Potency of the compound (See Potency p. 48)
- LOS range with a single target is limited with magic compounds. Substitute LOS with arcing (see Arcing, p. 48)
- Area effect is limited with magic compounds. Substitute area effects with radiant (see Radiant, p. 48)
- Drain is the same as the spell listed and is resisted by Intuition for mundane beings or Intuition + Magic for Awakened beings. It is considered stun damage if the potency of the potion is less than or equal to the subject's Essence.
- To manipulate magic spells derived from a compound, subjects use their Willpower rating. This includes Awakened subjects.

GUIDELINES FOR THE CREATION OF COMPOUNDS

Compounds can come in a dizzying array of forms limited only by the imaginations of players and gamemasters. The examples here are not the only forms of compounds, but they serve as a guide to some of the possibilities. While each has a characteristic application, they also have distinct limitations due to their method of use, intrinsic weaknesses, and the way they imparts enchantments upon a subject. Compounds come in three basic forms:

- Paints that assist in channeling powers of the compound directly to the subject.
- Poultices and topical applications that are generally used in healing; they are applied directly to burns, lacerations, poisoned, diseased, or otherwise damaged areas.
- Potions, which impart power throughout an individual's body. This can have a short-term detriment, as it taxes the mind, body, and spirit to accomplish its effects.

Duration Length

Duration of a compound depends on the type of application as well as its Potency. The average duration of a compound is the user's Essence + 1d6 hours, with a maximum duration of 12 hours. Paints have a shorter duration, lasting only 1d6 hours.

For all compounds, if the subject wishes to increase the duration from hours to days, then the gamemaster should change the ingredient required to be more difficult to obtain, such as unique or exotic radicals, or retrieval from a more difficult location for naturally refined or radical reagents.

Effects of a Magical Compound

For the effect that the compound allows, there should be one unit of the specified reagent. No more than three effects can be added into a single compound. These general effects are not an exhaustive list of possibilities. General effects for each type of reagent:

Refined reagent: Single Sense enhancement, +1 to attribute or skill.

Radical reagent: Multi Sense enhancement, +1 to +3 bonus to attribute or skill, positive physical quality (Toughness, Hardened, Murky Link) at 10 BP or less.

Natural refined reagent: Critter power enhancement (mundane critter power), metagenic quality (p. 110, *Runner's Companion*) at 10 BP or less.

Natural radical reagent: Critter power enhancement (mundane or paranormal critter power).

Exotic reagent: Any previously described effect.

Unique radical reagent: Gamemaster's option (see **Magical Compounds in Your Campaign**, p. 88, *Street Magic*).

Side Effects of Compounds

The downside of using magical compounds can be brutal. The side effects of compounds should be proportionately inverse of the ability, power, attribute bonus, or other effect granted. For example, a compound might deliver an increase to one or two of a character's physical attributes. At the end of the duration, the character could reduce those attributes to 1 (or the lowest natural rating for a character's metatype). Other possible side effects are immediate damage (either Stun or Physical) upon end of the duration; the severity should at least be slightly greater than the benefit received. The side effect should last at least as long as the initial effect.

Choose exotic ingredients

Considerations for the ingredients should take into account the plants type, location, power or ability it conveys, quantity of units, and the refinement level required. Although plants tend to exist in a specified ecosystem under particular conditions, describing each type and location extends beyond the scope of these guidelines. Generalizations should be used to reduce or eliminate excessive research in order to accurately depict the aspects of botany, environment, and geography.

Select plant types or parts to be used

This serves as a description to the general type of plant that is being sought. Some examples are: herbs, grass, scrub/brush, mushroom/fungus, moss, algae, lichen, fern, flower, tree, cactus, etc. Additional descriptive terms of the components can also be used such as seed, nut, berry, sprig, stem, leaf, fruit, root, bud, bulb, petal, and sap/milk. A specific name of plant is not strictly required; exotic plants, however, should be named.

Location

Locations are as diverse as the plants that exist. The vast types found across the planet can be daunting when investigated thoroughly. You may choose to be specific about the continent, ecosystem, or narrow portion of either, but describing such things is beyond the scope of these guidelines. Keeping the location generalized will help identify how difficult it is to locate the plant and gather it, as well as general information about the ecosystem in which it might be found.

Power or Ability

A gamemaster may find it necessary to create a new plant in order to provide players with the vehicle for the intended effect, or they may use one of the plants already described that possesses the power they want. Players may already have a power or ability they wish to replicate when approaching the gamemaster with a proposal. Knowing the power or ability desired may help the gamemaster in developing the other information about the plant.

Quantity of units

The units needed to make a compound is based on the Potency (p. 48).

Ingredient refinement required

Based on the intended Potency, the gamemaster should choose the level of refinement required to achieve intended results (see Potency, p 48).

Building Fetishes

Fetishes are built with one unit of refined reagent.

Addiction

The power magical compounds provide can be addictive. If, within a single week, a character uses enough compounds whose combined Potency is equal to or greater than their Essence, the character must make an Addiction Test (p. 256, *SR4A*). The threshold is 2, plus 1 for every 2 points of Potency over the subject's Essence. If the subject fails, he becomes addicted. This means that in order to satisfy the craving, the subject must use a compound (or multiple compounds) with at least a combined Potency equal to their essence on a daily basis to avoid the effects of withdrawal.

MIXING MAGICAL COMPOUNDS

There is no predicting what side effects will occur when using a combination of magical potions, tinctures, and poultices, etc. If a subject tries to use a second magical compound before the prescribed duration of the first compound wears off, side effects may occur. The subject makes an immediate Essence + Body Test and consults the table below

Modifiers

- -1 die per magical compound used with overlapping durations
- +1 die per 3 points of unaugmented Body rating
- +1 die per 3 points of unaugmented Willpower rating



MIXING EFFECTS TABLE

# Hits	Side Effect
0	All compound benefits (that have a duration) end immediately and the subject suffers all cumulative after effects at double the duration. After resolving the cumulative effects, the subject takes 12 boxes of Stun damage. If the subject is Awakened, they must make a Magic test (-1 die per magical compound) or lose a point of magic permanently. Subject must make an Addiction Test.
1	The character experiences nausea and pain (active skills receive a -2 penalty) and gains the Astral Hazing Quality for the duration of the longest lasting compound. All compound benefits (that have a duration) end immediately and the subject suffers all cumulative side effects. If the subject is Awakened, they must make a Magic + Magic (2) Test (-1 die per magical compound); failing means they lose 1 point of magic for 12 hours. Subject must make an Addiction Test.
2	The earliest compound's benefits end immediately and the subject suffers its effects (if two or more are taken in the same hour, the gamemaster decides which one ends)
3	The effective duration of last-ingested compound is divided in half (if two or more are taken in the same hour, each duration is cut in half including remaining time if there was a previously ingested compound).
4	No side effect occurs.

Potency

In general, a compound's effectiveness is tied to its Potency. Potency determines the Force of the spell contained within the compound. The Potency of the compound can be improved by the use of refined or radical reagents in the ingredients. The maximum Potency of a compound is 6. The price of reagents listed in *Street Magic* is based on a Potency of 1. The maximum Potency for each type of reagent is listed below.

Listing of Potency Potential

Raw reagents: Maximum Potency of 1

Refined reagents: Maximum Potency of 3

Radical reagents: Maximum Potency of 6

Natural refined reagents: Minimum Potency, 2, maximum 6

Natural radical reagents: Minimum Potency, 2, maximum 6

Unique or Exotic reagents (p. 88, *Street Magic*): Minimum Potency 6, maximum Potency is gamemaster's discretion

The Potency of the refined and radical is determined by the number of units of raw or refined units used in the alchemical process. Each unit of raw reagent used in the process adds one to the Potency of the refined reagent, up to a maximum of 3. The Potency of radical reagents is based on the sum of the Potency of the refined reagents used to produce it, to a maximum of 6.

Duration (Instant)

Some compounds have an Instant duration, meaning they take effect as soon as they are applied. The dose of the compound is consumed, and the user must resist drain based on the Potency of the compound.

Effect (Radiant)

If the compound has an area effect (e.g., Innate Spell (Combat Spell)), the center of the effect is the subject who used the compound with a radius equal to the Potency of the compound in meters. While the subject can willfully activate the manifestation of magic, they cannot exclude subjects from the Radiant effect unless stated otherwise (for example, mana spells require line of sight, so someone behind the subject is not in their line of sight and thus not affected). Subject must resist drain for each use of the ability.

Effect (Arcing)

If the compound has an Arcing range, then the manifestation of magic comes from the subject and arcs to the target. The range of the arcing is Potency of the compound times Essence of the user in meters. Subject must resist drain for each use of the ability.

SAMPLE MAGICAL COMPOUNDS

Remember that drain for the use of magical compounds is Stun damage that is resisted by Intuition for mundane individuals, Intuition + Magic for Awakened individuals.

Poultices

There are some magical compounds that are health related, providing instant relief. Poultices are reserved largely for health effects; these thick, paste-like compounds are applied to affected areas to stave off infection, diseases, toxins, and healing. Healing compounds have an instant duration.

Angel's Vitae (Healing Potion)

Duration: Instant

Effects: Innate Spell (Heal)

Drain: (Damage Value healed - 2)

Description: Angel's Vitae (and other healing potions) heal wounds when ingested. After taking one potion, the subject is unable to magically heal for a number of hours equal to the Potency of the potion.

Exotic Ingredients: 1 unit of natural herbal radical of nahala aloe leaf.

Price per dose: 5,000¥

Availability: 12

Bad Dog No Biscuit (BNDB) Solution

Vector: Ingestion, Injection

Speed: 1 combat turn

Penetration: 0

Power: Potency

Effect: This solution is only effective on canine-related species, both Awakened and mundane. It has two primary affects. First, the compound blocks the neuromuscular signals to the vocal cords, making the subject mute. Second, it affects the subject's ability to use certain magical abilities that come from its mouth. This includes a barghest's Paralyzing Howl and a hellhound's Elemental

Attack (Fire). Apply a -4 dice pool modifier to the subject when using the power in question.

Exotic Ingredients: 1 natural herbal refined reagent of Hellhound's tongue seeds.

Price per dose: 3,000¥

Availability: 14R

Broken Fang (Potion)

Duration: Instant

Effects: Innate Spell (Antidote)

Drain: Toxin DV -2

Description: Broken Fang induces vomiting and expulsion of any poison within the body. After it is ingested, the subject receives the Low Pain Tolerance quality (p. 95, *SR4A*) for a number of hours equal to the Potency of the potion.

Exotic Ingredients: 1 unit of natural herbal radical of ipecac root

Price per dose: 4,000¥

Availability: 12

Kuman-nhepa

Duration: Essence + 1d6 hours, maximum 12 hours.

Effects: Doubles the user's resistance to non-magical stun attacks.

Drain: 3

Description: At the end of the duration, the subject suffers 8 boxes of stun (no chance to resist).

Exotic Ingredients: 1 unit of natural herbal refined reagent from the Australian swamp oak bark

1 unit of natural herbal refined reagent from Australian she oak resin

Price per dose: 12,500¥

Availability: 16R

Lot's Curse

Duration: Special (see description)

Effects: Petrification

Description: This compound causes slow loss of mobility and petrification through calcification of the whole body. Those who ingest it receive physical damage equal to the Potency of the potion every hour, and every other hour they also lose one point of Agility. When their Agility reaches zero, they are paralyzed. The poison can only be cured by the creation of an antidote that requires the Gomorrah fruit as a reagent.

Exotic Ingredients: 1 unit of natural herbal refined Gomorrah fruit.

Price per dose: 15,000¥

Availability: 14F

Panacean Dressing

Duration: Instant

Effects: Innate Spell (Cure Disease)

Drain: Disease power - 2

Description: Panacean Dressing cures any disease with a Power of 4 or less. At the end of the duration, the subject receives the Asthma quality (p. 102, *Runner's Companion*) for a number of hours equal to the Potency of the poultice.

Exotic Ingredients: 1 unit of natural herbal radical of the chaulmoogra nut

Price per dose: 4,000¥

Availability: 12

Doppelgänger Juice

Duration: Essence + 1d6 hours, maximum 12 hours.

Effects: Metahuman Form (limited to a specific person)

Drain: (Potency / 2) + 2

Description: Doppelgänger Juice allows the subject to impersonate one specific person. At the end of the duration, The subject loses all normal identifying marks such as fingerprints or retinal patterns, and their face becomes loose and soft, acquiring the Cephalopoidal Skull quality (p. 116, *Runner's Companion*). They receive a -3 penalty to social skills for a number of hours equal to the Potency of the potion

Exotic Ingredients: 1 unit of natural herbal radical reagent of chimera tree fruit + a physical genetic sample from the subject

Price per dose: 16,500¥

Availability: 12R

War

Duration: User's Essence. Minimum 1 hour

Effects: Innate Spell (Detect Enemies, Extended)

Drain: (Potency / 2) + 3

Description: At the end of the duration, the character's natural Intuition, Logic, and Willpower are reduced to 1 for an equivalent duration.

Ingredients: 2 units of natural radical herbal reagent silver sage leaves.

Price per dose: 8,000¥

Availability: 10R

Water Breathing

Duration: Essence + 1d6 hours, maximum 12 hours.

Effects: Character gains the Gills quality (p. 113, *Runner's Companion*)

Description: At the end of the duration, the subject has the Infirm quality (p. 95, *SR4A*) for a number of hours equal to the Potency of the poultice.

Exotic Ingredients: 1 unit of natural herbal refined reagent of pickled kombu stalk

Price per dose: 7,000¥

Availability: 12

PAINTS

Paints are unique magical compounds that have physical drawbacks instead of a magical drawback of at the end of the duration. There is Stun damage that comes with the use of paints (see sidebar), but no drain.

Apply all these with the use

of paint magical compounds:

- Paints are washable (a good soaking breaks the magic).
- Can be broken by a counterspelling or passing through a ward.
- Only willing subjects can benefit from the paint.
- The wearer feels tired after the end of the duration (takes 2 boxes of Stun damage with no chance to resist).
- Some have to be painted on specific locations to work (eyes, hands, etc.), and that location has to be exposed (no armor or clothing)
- The paints must be applied to the subjects' skin in order to grant the wearer the enchantment.

Cat's Haste

Duration: User's Essence Rating
Effects: +1 to initiative
Description: The paint must be applied to the user's chest.
Exotic Ingredients: 1 unit herbal radical reagent of catspaw blossoms
Price per dose: 20,000¥
Availability: 12R

Hawk Eye

Duration: User's Essence Rating
Effect: +1 to Perception
Description: Painted around eyes.
Exotic ingredient: 1 unit herbal refined reagent of Bishop's lace seeds
Price per dose: 15,000¥
Availability: 12

Mana Grounding

Duration: User's Essence Rating
Effect: Grants Spell Resistance 1
Description: Applied around the ankles.
Exotic ingredient: 1 unit natural radical herbal reagent of the haven lily leaves
Price per dose: 24,000¥
Availability: 14

Soul Strike

Duration: User's Essence Rating
Effects: +1 DV to Unarmed Combat (note this cannot be combined with unarmed combat weapons such as brass knuckles)
Description: Applied to hands.
Exotic Ingredients: 1 unit herbal refined reagent.
Price per dose: 30,000¥
Availability: 16R

Shrouding Shadow

Duration: User's Essence Rating
Effects: +1 to Infiltration skill
Description: The paint should cover the user's entire face.
Exotic Ingredients: 1 unit herbal refined reagent of ashes of the Dutch elm tree
Price per dose: 25,000¥
Availability: 14F

Steel Spine

Duration: User's Essence Rating
Effect: +1 die to Resist Fear
Description: Painted around eyes
Exotic ingredient: 1 unit herbal radical reagent of betel nut
Price per dose: 18,000¥
Availability: 12R

Wingman

Duration: User's Essence Rating
Effect: Grants the wearer Combat Sense 1
Description: Painted on shoulders.
Exotic ingredient: 1 unit herbal refined reagent
Price per dose: 27,000¥
Availability: 14F

NEW AWAKENED DRUGS**Molu Root**

Duration: User's Essence Rating
Effect: Grants Spell Resistance 1 per clove of molu root eaten (molu root has 1d6 cloves). Maximum effect is Spell Resistance 4. User must make a Body (3) Test or experience nausea (p. 254, *SR4A*) for the duration of the compound's effect. The user also gains a potent garlic odor if more than one clove is eaten, making them easier to notice or track (+2 to Perception and Tracking Tests against them that involve smell).
Price per dose: 22,000¥
Availability: 12R

Mana Inhibiting Oil

Duration: 24 hours – user's Essence
Effect: Inhibits the ability to cast spells or to conjure spirits by temporarily reducing of the user's Magic rating by the Potency of the oil.
Price per dose: 50,000¥
Availability: 16F

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