

Herbalist Recipes

The following entries represent those recipes that are readily known by the Herbalists of Torakand.

Apprentice Herbalist Recipes

Herbal Trade Goods

Rank: Apprentice Herbalist

Materials: Any 2 Herbal Components

Type: Creation

Creates: 1 Shipment of Herbal Trade Goods

Time: 10 minutes

This recipe refines Herbal Components into Herbal trade goods. These items will always trade for a standard value with the Quartermaster. Delivering certain quantities of requested Trade Goods may be useful when completing Commerce Quests with the Quartermaster. The description of the Trade Good is up to the player crafting the item as long as it does not attempt to replicate, or masquerade, as another Item. Trade Good Items have no game mechanical benefits.

Fiber Trade Goods

Rank: Apprentice Herbalist

Materials: Any 2 Fiber Components

Type: Creation

Creates: 1 Shipment of Fiber Trade Goods

Time: 10 minutes

This recipe refines Fiber Components into Fiber trade goods. These items will always trade for a standard value with the Quartermaster. Delivering certain quantities of requested Trade Goods may be useful when completing Commerce Quests with the Quartermaster. The description of the Trade Good is up to the player crafting the item as long as it does not attempt to replicate, or masquerade, as another Item. Trade Good Items have no game mechanical benefits.

Healing Poultice

Rank: Herbalism, Rank 1

Materials: Any 1 Herb, Any 1 Fiber

Type: Creation

Creates: 2 Healing Poultices

Time: 2 minutes

This creates a fast-acting healing bandage that can be applied. It can restore up to 10 Body points at a rate of 1 point every 10 seconds. The poultice's effect ends if the subject moves or takes damage.

Recommended Process:

1. Lay out clean cloth (boiled if necessary)
2. Chop the healing herbs to expose the properties.
3. Mash the herbs together with a thickening agent to make a paste.
4. Apply paste to the the laid out cloth.
5. Tie or fold together for later use.

When you've been at war for ages, the one piece of medical knowledge that gets passed around and kept is how to keep your soldiers fighting, or at least alive.

— Rye the Gardener, 1601

Item Healing Poultice

Qty 2 Uses

Type Consumable

Effect Restores 1 Body every 10 sec, max of 10. Ends on movement or damage.

Expiration This Event

Leadheart Elixir

Rank: Herbalism, Rank 1

Materials: 1 Watermint or Any 2 Herbs

Type: Creation

Creates: 1 Dose

Time: 2 minutes

This potion grants the imbiber one Mental Save that can only be used to prevent a Mental Ailment from advancing to it more severe state. It lasts for 12 hours or until used. It tends to make the drinker a bit dull and flat in their emotional affect.

Suggested Process:

1. Dice the herb very finely.
2. Place into a small vial with a small bit of oil or fat at the top.
3. Shake vigorously and skim off the top layer.
4. Repeat until you have enough of the sediment at the bottom to ensure a proper cloudiness, then seal.

Legend has it nobles would have their drinks replaced with Leadheart Elixir before going out on the battlefield. Whether by their superiors or by their underlings, the record fails to show. Neither group wanted them to flee at the sight of blood, I imagine.

— Historian Thews, 1593

Item Leadheart Elixir

Qty 1 Dose

Type Consumable

Effect Gain a free Mental Save against a Mental Ailment advancing. Lasts 12 hours or until used.

Expiration This Event

Last Stand Brew

Rank: Herbalism, Rank 1

Materials: 1 Lavender or 2 of any other Herb

Type: Creation

Creates: 1 Dose

Time: 2 minutes

This creates one dose of a special compound that lets you ignore the negative effects of a single Injury for the duration of the scene. Once the scene has concluded, you will drop to 0 Body, suffering an Injury as normal.

Item Last Stand Brew

Qty 1 Dose

Type Consumable

Effect Ignore a single injury's effects for a fight, automatically drop to 0 once the battle is over.

Expiration This Event

Explorers Friend

Rank: Herbalism, Rank 1

Materials: One Watermint, One of any Fiber

Type: Creation

Creates: 1 Dose

Time: 2 minutes

This recipe creates a compound that can be administered to a person, granting an additional Physical Save against an effect with Poison in the name, a poisonous effect in the environment, or any effect that would cause Sicken. This lasts for 12 hours or until the save is used.

Item Explorer's Friend **Qty** 2 Unses

Type Consumable

Effect Gives a save against the first effect of something toxic or poisonous, or an effect that would cause Sicken.

Expiration This Event

Herbalist's Examination

Rank: Herbalism, Rank 1

Materials: Heartrose, 1 other herb

Type: Creation

Creates: 1 pill+

Time: 2 minutes

Creates a pill. When the pill is added to a potion, the potion will change color to indicate whether the potion is safe to drink. Although this can be used to detect poison, in civilized communities it has much more use in research and experimentation. Herbalist's Examination is also frequently used on sea voyages to detect spoiled food and drink

Recommended Process:

1. Grind herbs into a coarse powder
2. Combine the herbs with a solvent, forming a thick paste
3. Shape the paste into a pill and dry slowly.

"All too many students forget that the distinction between a potion and a poison is the dosage. Dilute this correctly and your patient will pay you with gratitude for a cure. Dilute it insufficiently and you'll find that you're paying for the patient's funeral. I used to make students sample their own potions, but there were problems....."

— Medicus Merle

Item Herbalists Examination

Qty 2 Uses

Type Creation

Effect Detects food/beverage that is unsafe to consume.

Expiration Never

Animal Cookies

Rank: Herbalism, Rank 1

Materials: binder, herb, meat or grain

Type: Creation

Creates: 3 cookies **Time:** 8 minutes

*This recipe generates mall biscuits that can be used to assist with the Creature Handling skill. There are separate variations for carnivores (using meat as an ingredient) or herbivores (using grain as an ingredient). Omnivores will consume either variation. There are also different variations to calm the animal (use lavender as the herb) or to make the animal more aggressive (use firebloom as the herb). Note that possessing these cookies **does not grant the skill**; it makes the skill easier.*

OOG: an be represented by a biscuit, cookie or poker chip, depending on the rules at the site.

Recommended Process:

1. Mix dry ingredients into normal cookie dough; add wet ingredients, and bake

"Who's a good snallygaster??! You are!! Yes, You are!! Yes, this is for you, nom nom...."

— Metagarn the Shepherd

Item Animal Cookie

Qty 5 cookies

Type Creation

Effect Assists in Creature Handling

Expiration This Event

Create Spiritual Implement

Rank: Herbalism Rank 2

Materials: 1 Common, 1 Uncommon, and 1 Rare Material, with least one Herb and one Fiber.

Type: Creation

Creates: 1 Ritual Implement

Time: 4 minutes

This item refines materials into a single use Implement for the performance of Spirits rituals. When using this implement, you may either gain a +2 on your Destiny Draw, or spend a point of Grit in place of any common or uncommon material in the ritual. This implement may serve as a Wand for rituals that require it. When creating this implement, it must have an element chosen from every element except Qi. Mark that on the item card- that is the damage type of attacks if the item should be empowered as a Wand. The element should fit the ingredients chosen or be the result of a 1 card Destiny Draw.

Item: Spiritual Implement

Qty: 1

Type: Creation

Effect: A single use implement for Spirits Rituals that can gain +2 on a Destiny Draw for a ritual or replace a common or uncommon material. Can be empowered into a Wand to do damage of a specific element set at creation.

Expiration: Never

Gutwrench Ooze

Rank: Herbalism Rank 2

Materials: 1 Kingsfoil, 1 Potash, any 1 Edible

Type: Creation

Creates: 2 Vials

Time: 4 minutes

This creates a disgusting smelling goop that inflicts Sicken on anyone who ingests it and generally makes whatever it covers unpalatable to even the most disgusting sense of taste. No creature known will willingly ingest this. It is difficult to handle in its standard form.

Item: Gutwrench Ooze

Qty: 2

Type: Creation

Effect: Creates a vial of goop that is enough to cover a single item or person to make them inedible and unappetizing to creatures

Expiration: This Event

Stimulant Shot

Rank: Herbalism Rank 2

Materials: 2 CommonHerbs, 1 Uncommon Herb

Type: Creation **Creates:** 2 Doses **Time:** 4 minutes

This highly experimental medicine can only be applied to a target at 0 Body. After 10 seconds of application, they are instantly awake and restored to 5 Body, and their next combat maneuver in this scene costs no Grit. However, the strain of the shot causes the target to take an additional injury at the end of the combat. This effect may be refused like any other healing effect, if so, it is not used. If applied by Medical Dart or some other method, it still takes 10 seconds to activate, and it is the user's responsibility to inform the target of their extra injury.

Item: Stimulant Shot **Qty:** 2 **Type:** Creation

Effect: picks up a target from 0 to 5 instantly, and makes their next combat maneuver free, but causes an extra injury after combat.

Expiration: This Event

Eyebite Salve

Rank: Herbalism Rank 2

Materials: 1 Watermint, 1 Tallow, 1 Cotton.

Type: Creation **Creates:** 1 Salve **Time:** 4 minutes

This thick goop can be wiped over the eyes to allow a single use of the Spot Hidden Talent, allowing you to see a target with the Hidden condition. You may only benefit from this Salve Once per Rest.

Item: Eyebite Salve **Qty:** 1 **Type:** Creation

Effect: Grants a single use of Spot Hidden- only works once per target per rest.

Expiration: This Event

Firespit Elixir

Rank: Herbalism Rank 2

Materials: 1 Firebloom, 1 Common Herb, One Cooking Spices or Uncommon Herb.

Type: Creation **Creates:** 2 Doses **Time:** 2 minutes

This spicy potion seems to put fire in your blood, letting you use your Mental Saves against the Slow and Stun conditions for the duration of a scene, regardless of their origin. In addition, your first attack made with a melee weapon this scene deals +1 Damage. However, you cannot use your Mental Saves for any other use for the duration of the effect.

Item: Firebite Elixir **Qty:** 1 **Type:** Creation

Effect: +1 damage on next attack, can use Mental Saves against any Stun and Slow for 1 scene, but only those conditions.

Expiration: This Event