

A Guide to Medicinal Herbs
and the Potions they Supply

Together with

Treatment of Seven
Common Conditions

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Bladeroot

Overview

This perennial flowering plant grows most commonly in cold environments, and is often called frost narcissus.

The plant itself flowers briefly in late winter/early spring and is almost unique in that its flowers are grey in colouration - a ring of six circular petals around a darker inner trumpet. It is said to grow most freely over the graves of lovers, and in art and literature is closely associated with premature death.

The woody bulb of the Bladeroot is elongated compared to that of similar plants earning it the name Irremaisahne among the Suaq hunters due to its similarity to the Winterfolk Rune of Wisdom.

The root is mildly toxic, causing nausea, vomiting and dizziness. Properly prepared, these negative side effects pass quickly.

Raw Application

When eaten will rid the patient of Weakness after 10 seconds.

Potion Application

Active component of

Feverfail Elixir

Ossean Balm

Tranquil Nostrum

Maledict's Medicament

The Sovereign Specific

Bleeding to Death

A patient who has been subjected to unendurable damage is so badly hurt they will fall to the ground and begin to expire.

Medical Attention

A **Chirurgion** or **Physick** may spend 30 seconds treating the patient to restore a single hit.

Herbal Attention

A **Physick** may spend 30 seconds and one dram of **True Vervain** to restore all hits.

Apothecary Attention

Elixir Vitae to restore all hits in 5 seconds.

The Sovereign Specific to restore all hits in 5 seconds.

Terminal

A patient who has bled for too long, or been envenomed then subjected to unendurable damage, is terminal and cannot be saved.

Medical Attention

A **Physick** may spend 3 minutes treating the patient to relieve the pain, but cannot save the patient.

Herbal Attention

None.

Apothecary Attention

None.

Patient is Envenomed

A patient who has been struck with a corrupted blade or drunk some malignant concoction, such as Gutwrench, has been Envenomed.

Medical Attention

A **Chirurgion** or **Physick** can do nothing with medical skill alone and must turn to a herb or potion.

Herbal Attention

A **Physick** may spend 10 seconds and one dram of **Imperial Roseweald** to remove the **Venom** condition.

Apothecary Attention

Bloodharrow Philtre to remove the **Venom** in 5 seconds.

Maledict's Medicament to remove the **Venom** in 5 seconds.

The Sovereign Specific to remove the **Venom** in 5 seconds.

Patient is Weakened

The patient has been subjected to a loathsome condition of **Weakness**, brought about by a corrupted strike, potion or magics.

Medical Attention

A **Chirurgion** or **Physick** can do nothing with medical skill alone.

Herbal Attention

A **Physick** may spend 10 seconds and one dram of **Bladeroot** to remove the **Weakness** condition.

Apothecary Attention

Feverfail Elixir to remove the **Weakness** in 5 seconds.

Maledict's Medicament to remove the **Weakness** in 5 seconds.

The Sovereign Specific to remove the **Weakness** in 5 seconds.



Cerulean Mazzarine

Overview

The deep blue flowers of this delicate plant resemble butterflies. So perfect are the blooms that they trick other butterflies into alighting on them and thus help to pollinate the plant. It favours warm, dry environments and is most common in the wild around the Bay of Catazarr, growing equally well in the orchards of the Brass Coast, on the lower slopes of Urizen, and in the gardens of Sarvos. It has thick, fleshy leaves that produce a numbing sap with analgesic properties.

Raw Application

When the sap is rubbed over the affected area, this herb will restore a limb that has been Cleaved or Impaled.

Potion Application

Active component of

Elixir Vitae

Ossean Balm

Maledict's Medicament

The Sovereign Specific

Ruined Limb

Any limb that has been Cleaved or Impaled is considered ruined and rendered useless to the patient until healed.

Medical Attention

A **Physick** may spend 2 minutes treating the limb to restore its use after being ruined by Cleave or Impale..

Herbal Attention

A **Physick** may spend 10 seconds and one dram of **Cerulean Mazzarine** to restore the ruined limb.

Apothecary Attention

Ossean Balm to restore the limb in 5 seconds.

The Sovereign Specific to restore the limb in 5 seconds.

Traumatic Wound

Always serious, and often deadly, Traumatic Wounds can only be dealt with surgically and within a tent or building. Shattered bones, internal bleeding, punctured lungs are common in this type of injury.

Medical Attention

A **Physick** may spend 2 minutes treating the patient to remove the effects of a traumatic wound.

Herbal Attention

A **Physick** may spend 10 seconds and one dram of **Marrowort** so the patient may ignore the effects of their traumatic wounds until the end of battle.

Apothecary Attention

Anodyne Embrocation to remove the wound effects in 5 seconds.

The Sovereign Specific to remove the wound effects in 5 seconds.

Treatment of Common Conditions

There here follows a short and concise guide to the seven most common conditions and ailments the medical practitioner is likely to find during their service.

Each is listed by an enlarged and emboldened title for quick and easy reference, followed by a brief description of the condition. Practical medical advice is then broken down into three distinct sections; one covering the physical treatment, the next covering which herbs may be used, and the final detailing which Apothecary potions may be given to the patient.

Loss of Vitality

Injuries in this condition are defined by not being attributable to any of the other six conditions listed. This may be combat damage, a fall, accidental damage, or even injuries that have been self-inflicted.

Medical Attention

A **Physick** may spend 5 minutes treating the patient to restore all hits after 10 minutes of rest.

Herbal Attention

A **Physick** may spend 10 seconds and one dram of **True Vervain** to restore all hits.

Apothecary Attention

Elixir Vitae to restore all hits in 5 seconds.

The Sovereign Specific to restore all hits in 5 seconds.

Tranquil Nostrum may be drunk in 5 seconds, followed by 15 minutes rest and relaxation to restore all hits.



Imperial Roseweald

Overview

The Imperial Roseweald, also called the sanguine hibiscus, is a reddish-brown plant whose trumpet-shaped flowers are the colour of dried blood. It grows well in temperate climates. The roots of the plant are prized for their medicinal qualities, but must be carefully prepared. Incorrectly prepared it can induce symptoms including profuse sweating, temperature fluctuation and fever.

Imperial Roseweald is easily confused with common roseweald. While the petals of that plant are often dried and used to make a tangy and flavoursome tea (popular both hot and cold), it has no medicinal properties.

Properly applied, Imperial Roseweald can be used to remove Venom.

Raw Application

When eaten will rid the patient of Venom after 10 seconds.

Potion Application

Active component of

Bloodharrow Philtre

Feverfail Elixir

Maledict's Medicament

The Sovereign Specific

Maledict's Medicament

Requires

One dram of Bladeroot

One dram of Cerulean Mazzarine

One dram of Imperial Roseweald

Effects

The drinker feels nauseous and dizzy; in some cases they may be overcome with retching and vertigo for a few moments.

This removes the Venom and Weakness conditions.

The Sovereign Specific

Requires

One dram of Bladeroot

One dram of Cerulean Mazzarine

One dram of Imperial Roseweald

One dram of Marrowort

One dram of True Vervain

Effects

The drinker feels light headed for a few moments after which they feel refreshed and full of vital energy. Feelings of well-being, optimism and enthusiasm may persist for up to an hour after drinking the potion.

Restores all Lost Hits, removes the Venom and the Weakness conditions, restores all limbs that have been Cleaved or Impaled, and delays the effect of any Trauma.

Ossean Balm

Requires

One dram of Bladeroot

One dram of Cerulean Mazzarine

Effects

The limb to which this salve has been applied becomes stiff and immobile for a few moments, after which the damaged skin peels away to reveal fresh and undamaged material beneath.

Restores limbs that have been Cleaved or Impaled

Tranquil Nostrum

Requires

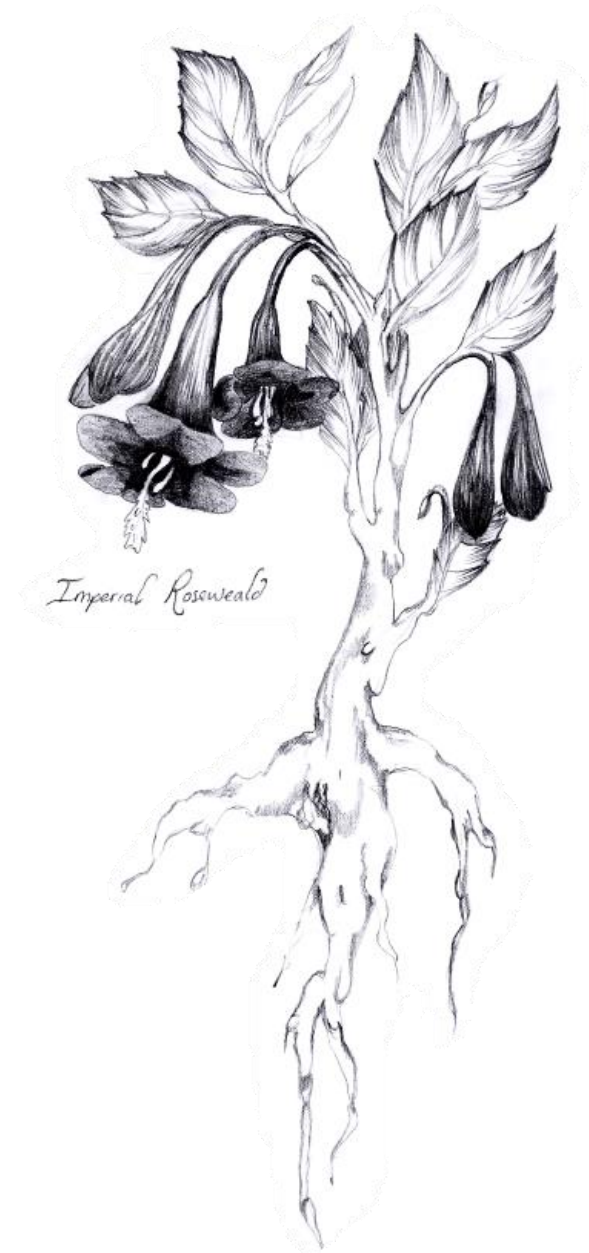
One dram of Bladeroot

One dram of Marrowort

Effects

This preparation is used to brew a pot of tea. A drinker feels pleasantly relaxed and disinclined to be active or aggressive.

Each person drinking a cup of the tea recovers all lost body hits after fifteen minutes of rest and relaxation.



Marrowort

Overview

The Marrowort plant grows in small patches, and in the wild is most commonly found around battlefields. Its stems are erect, branched in the upper section, and can grow to four-feet high. It has opposing, stalkless, ovate leaves, and has a naturally pale colouration. It flowers in Spring and early Summer, and the flower-buds and seed-pods alike are collected and crushed to produce a sticky, translucent oil.

Properly prepared Marrowort oil has valuable medicinal properties. Ingested it thickens the blood, slows the heartbeat, and speeds natural healing processes. In emergencies it can be applied directly to a serious wound to help seal it.

Raw Application

Removes the effects of Traumatic Wounds after 10 seconds.

Potion Application

Active component of

Anodyne Embrocation

Bloodharrow Philtre

Tranquil Nostrum

The Sovereign Specific

Elixir Vitae

Requires

One dram of Cerulean Mazzarine

One dram of True Vervain

Effects

A warm glow spreads quickly through the drinker's entire body, removing pain, revitalising the spirit and creating a sense of enormous wellbeing.

Restores all lost hits.

Feverfail Elixir

Requires

One dram of Bladeroot

One dram of Imperial Roseweald

Effects

The elixir causes a spreading chill and feelings of nausea that incapacitate the drinker for a few moments. The effects clear as quickly as they arose leaving the drinker revitalised.

Removes the Weakness condition.

Medicinal Potions

Covering each of the five medicinal potions available to the Apothecary, together with the three additional remedies available to those skilled in the Master Medicinal recipes. Each listing gives the name, ingredients and effects of the concoction.

Anodyne Embrocation

Requires

One dram of Marrowort

One dram of True Vervain

Effects

When this salve is rubbed on the body, a warm glow spreads quickly, removing pain, revitalising the spirit and creating a sense of enormous wellbeing.

This salve allows you to ignore the effects of a Traumatic Wound.

Bloodharrow Philtre

Requires

One dram of Imperial Roseweald

One dram of Marrowort

Effects

Pain spreads rapidly through the body and the patient feels as if their blood is on fire. After a moment or two, the pain fades taking the effect of Venom with it.

Removes the Venom condition.



True Vervain

Overview

While the common vervain has flowers that are typically some shade of blue, the True Vervain or Imperial Vervain is known for tight clumps of tiny yellow-green flowers. It is recognised by its brilliantly green, excessively hairy leaves which release a delicate, fresh aroma when crushed or bruised. These leaves are carefully gathered, dried and prepared to release their powerful healing qualities. The aromatic juice of the crushed leaves and stems is held to have a calming, relaxing effect when added to boiling water and the steam inhaled. Small quantities, when mixed with soda crystals can also provide relaxing bubbles for bathing.

Overuse may result in stomach ache, apathy, and a feeling of mental dullness or mild depression.

Raw Application

Restore a character with at least 1 hit to full after 10 seconds.

Restore a character who is Dying to full hits after 30 seconds.

Potion Application

Active component of

Anodyne Embrocation

Elixir Vitae

The Sovereign Specific

