

*Across Miaren, Hahnmark and Upwold, the powerful confluences of the Spring magic enchanting the Empire, the natural flow of magic through the world, the alignment of the constellations above and other, more opaque factors have led to the blooming of an extremely rare and magical herb. Called Realmsroot, this plant does not follow anything so mundane as the seasons, instead fruiting and flowering according to more occult cycles – but the current explosion of growth is utterly unprecedented. Where usually even a single carefully-harvested Realmsroot might be a bounty across an entire territory, now almost every herbalist has found some of the eldritch growths taking root in their gardens.*

*You have been able to harvest a single dose of Realmsroot from your garden. This is very unlikely to happen again, even if more Spring magic is used to enchant the Empire – not even the most learned herbalists have truly mapped out the life cycle of Realmsroot – but due to the current bounty, knowledge of the properties of the plant, and how to make use of it, have spread amongst those with herb gardens.*

The Realmsroot ribbon in your pack represents the dose of the plant that you have harvested. Each ribbon is a single-use substance. If you make use of the dose, dispose of the ribbon afterwards.

Description: This root smells earthy, but has a tang of something zesty and refreshing as well.

If ground up and rubbed into the skin of a Lineaged character, Realmsroot has the following effect on them: You feel a sense of intense wellbeing and relaxation for approximately half an hour; your sense of anger and resentment is greatly reduced, and you find it hard to become agitated or upset about anything. Once the half-hour passes, you experience a heightening of the mental trappings of your Lineage. You may also undergo an increase of the physical trappings of your Lineage as well, if you have the available phys-reps to indicate this. These effects last for a season; if you wish, you may roleplay that the increase of your physical trappings becomes permanent and remains even after the paste's effects have ended.

Realmsroot has no effect on the un-Lineaged or on orcs.