

This document contains 24 mysterious herbs, fruits and fungi.

## A Fantastic Herbarium

Nature is wild and full of wonders, and doubly so in the fantasy worlds of high adventure. In order to make the natural world a little more wondrous, here is a list of 24 strange and magical herbs, fruits and fungi, with rules for DCC. NOTE that the items herein are described in detail however, and should fit any fantasy RPG

<b>TABLE A: A List of Herbs</b>				
<b>D24</b>	<b>Herb/Fungus</b>	<b>Price/Portion</b>	<b>Region</b>	<b>Rarity/Pcs found</b>
1	Axeleaf	Dried leaves: 5 gp	Inland, deciduous & mixed forests.	Common, d6*2.
2	Black Lotus	Blossom: 500 gp	Deep jungles.	Ultra rare, 1.
3	Black Slurm	Dried slime: 10 gp	Moist deciduous forests	Rare, d3.
4	Brancherelle	Jar of slime: 5 gp	Old deciduous forests.	Uncommon, d4+1.
5	Cinderbell	Pollen: 10 gp	Savannas.	Uncommon, d4+1.
6	Coppercabbage	Dried leaves: 10 gp	Meadows and pastures.	Common, d6*2.
7	Crispine	Dried leaves: 10 gp	Rocky or magical areas.	Uncommon, d4.
8	Easeberry	Dried berries: 15 gp	Inhabited regions.	Uncommon, d4.
9	Gaslump	Fungus: 15 gp Spores: 40 gp	Caverns.	Uncommon, d6*2.
10	Goatskull Bean	Bean: 20 gp	Mountains.	Rare, d6*2.
11	Gipret	Fungus: 3 gp	Dry and arid forests.	Common, d4+2.
12	Hornblossom	Pollen: 20 gp	Moist meadows.	Rare, d3.
13	Islandwheat	Flour: 3 gp	Farmlands.	Common, d6*2.
14	Longsense Fungus	Caps: 15 gp	Cold forests.	Uncommon, d4+2.
15	Lumphat	Fungus: 1 gp	Wet, temperate meadows.	Common, d4+2.
16	Marsh Cactus	Marrow: 15 gp	Marshes and swamps.	Rare, d3.
17	Moon Apple	Fruit: 50 gp	Elf influenced areas.	Uncommon, d4+1.
18	Pacifando	Bunch: 1 gp	Arid hills.	Common, 1d4+2.
19	Pisscap	Fungus: 3 gp	Near large animals.	Common, 1d4+1.
20	Red-Eye Amanita	Fungus: 1 gp	Near human habitation in cold regions.	Common, 1d3+1.
21	Shadepeach	Seed-dust: 25 gp	Warm climates.	Rare, d4+1.
22	Smearleaf	Leaves: 10 gp	Warm marshlands.	Uncommon, d3+1.
23	Smoke Bolete	Fungus: 5 gp	Forests.	Uncommon, d4+1.
24	Torchkelp	Kelp: 1 gp	Mountain lakes.	Common, d6*2.

**Availability and Utility:** All of the listed plants and fungi all have at least borderline magical effects, and thus the rarity references are given compared to other similarly useful herbs, rather than comparing these herbs to mundane plant-life: axeleaf might be common when compared to a black lotus, but will still be pretty hard to find from a random forest.

Value references are based on a simple OSR economy, and this document can be used as an extension of the equipment tables found elsewhere on the Knights of the North -site.

**Rules for search and usage:** Allow characters with suitable occupations to roll skill checks while searching for plants in the wilderness and compare result with geographical region and rarity of potential finds from table above. A plant listed as common in the above table should require at least a DC 10 skill check.

Most uses for the plants introduced here do not require additional skill checks, and with Judge's discretion can be used as spell or ritual components as well. Also note that not all of the tricks and functions are necessarily obvious to the characters: many of the natural wonders below may be deadly if handled wrong, and how much the characters' know of their application depends on their expertise and background (and Judge's discretion, obviously).

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## List of Herbs, Fruit and Fungi

### 1. Axeleaf

**Description:** Found inland, in deciduous and mixed forests, axeleaf grows on forested meadows and clearings, forming a thick carpet with a widespread root network. Much like more common ferns, the plant does not bloom as such, but is easily recognizable by the large, axeblade-shaped leaves reaching towards the sun and collecting moisture from the environment.

**Rarity & Portions:** Common, most healers and herbalists are familiar with axeleaf. One portion of axeleaf equals 200 g (~½ lbs) of dried, packed leaves.

**Uses:** The axeblade-shaped leaves can be crushed to form a paste that will heal low amounts of localized martial damage. Alternately, the leaves can be dried and brewed to provide pain relief as tea. If processed alchemically, axeleaf acts as a reagent for healing potions, medicine and antidotes.

**Application:** A portion of axeleaf can be crushed and processed to form a paste that will heal 1d4 points of damage. The paste loses effectiveness quickly, and has to be administered immediately after mixing.

Alternately, dried axeleaf can be boiled and brewed to produce 5 cups of axeleaf tea. Consuming the tea will bolster the imbibers pain resistance, providing a +1 to Fort saves for 24 hours and mitigating all pain effects suffered. Tea will provide effect if consumed while hot.

### 2. Black Lotus

**Description:** A mythical blossom, found only in the deepest reaches of sweltering jungles. Due to its extreme rarity descriptions of the black lotus vary considerably: some say it grows as a parasite on the branches of

towering trees, hanging downward and leeching life from its hosts; others claim it's only found in the deep, dark wells the natives use for their unspeakable sacrificial rituals.

**Rarity & Portions:** Ultra rare, almost mythical (finding some in the wild would surely require a quest. A single portion of black lotus is a single blossom.

**Effect:** The flower's utility is twofold. Most usually, the flower is ground up and mixed with oil to create a potent poison. However, when mixed correctly with other plants to balance its sinister power, it can be used as a smokable drug, which will allow the user to pierce the darkened veils of reality, usually with tragic consequences. Alchemical uses include anything involving dreams or death.

**Application:** A blossom can be crushed and mixed with oils to create 5 uses of potent poison (see rules in DCC rulebook page 446). When a blossom of black lotus is combined with other intoxicating herbs, the concoction can be used to create an opium-like drug. When smoked, the drug will cast the user on a bleak spirit-journey beyond the veil of reality (Judge's discretion).

### 3. Black Slurm

**Description:** Also known as the Blood of the Forest, black slurm is a slime mold found in moist deciduous forest areas. The mold looks like a pitch black blob of slime, and can grow up to 1 square meter in size (~10 square feet).

The mold moves very slowly across the forest floor, looking for biomass to feed on: it prefers animal tissue to plant matter, but can subsist on both. Even showing rudimentary intelligence, the Black Slurm spends the colder seasons hibernating in dead tree trunks or stumps.

**Rarity & Portions:** Rare, although can proliferate uncontrollably if suitable biomass is abundant. A portion of black slurm is a lump weighing 500 g (~1 lbs).

**Effect:** The black slurm is moderately magical, and extremely hardy. It is also an aggressive predator in its own way. The fungus has moderate curative properties if a single portion of dried slime is applied to a bleeding wound as a poultice.

Drying the mold sets it into hibernation, and applying it to a wound allows its healing effect to take place while the fungus wakes up. If kept on the wound for too long, the slime will awaken and begin consuming the flesh it rests upon, usually doing more damage than it healed. Alchemical applications include healing potions and the creation of slime creatures.

**Application:** One portion of dried fungus can be used as a poultice, which when applied to a bleeding wound will heal the recipient for 1d4 points of damage in the course of a turn. The effect continues as long as the poultice is kept on the wound, but on each turn after the first there is a cumulative 25% chance for the black slurm to awaken, causing damage (1d4+turns applied) to both Strength and Agility as nerve endings are burned and eaten by the hungry slime. Roll both healing and awakening checks at the end of the allotted time. Once the slime is awake the healing effect will cease, but the damage will continue until removed.

## 4. Brancherelle

**Description:** Brancherelle is a yellow slime mold, growing in strands on the top branches of in old, wet deciduous forests. It often forms a web-like network of multiple trees, spreading from tree to tree along the dipping and bending branches.

When blooming, the mold forms small, orange nodules, which secrete a potent adhesive slime. Birds and other small animals coming into contact with the slime are stuck, and are promptly consumed by the predatory fungus.

**Rarity & Portions:** Moderate; fungus itself is fairly common, but blooms rarely. One portion equals a pint sized jar of brancherelle slime.

**Effect:** The slime collected from a blooming brancherelle colony can be used to create various powerful adhesives. In civilized areas, brancherelle slime is used to concoct a powerful general adhesive, usable on almost any surface. Some wildling tribes use it to produce an odd adhesive paste which they smear on their gloves and boots, making climbing considerably easier. Alchemical uses include the creation of amalgamate materials and constructs.

**Application:** A pint jar of brancherelle slime can be used to boil a a half-pint of general adhesive. The glue is very efficient, and sticks to almost any surface, drying in a turn and forming a strong bond (effect depends on surface types, wood-on-wood requires a Strength check DC 20 to separate).

Alternately, a portion of slime can be mixed with clay to create a paste that can be spread on gloves and boots, facilitating easier climbing (+5 to all climb checks). The process of making the paste and applying it takes a few hours, and the concoction remains potent for 12 hours or so.

## 5. Cinderbell

**Description:** A flowering plant found in warm savannas and grasslands. The large, yellow bell-shaped flower generates copious amounts of pollen when in full bloom. If ingested the pollen causes powerful fits of rage, and oftentimes the easiest way to discover a nearby patch of cinderbells is to follow the aggressive animals nearby.

**Rarity & Portions:** Moderate; plants are fairly common but pollen needs to be collected when they bloom. A portion of cinderbell dust is just a teaspoonful, such is the potency of the plant.

**Effect:** The pollen from the cinderbell is a powerful enhancer, used by tribal warriors to generate a rage-state when entering battle. The use of cinderbell dust is becoming more and more common among the pit fighters of more civilized lands. Alchemical applications include potions for combat effects and willpower, and the summoning of rage spirits and demons.

**Application:** When breathed in, a pinch of cinderbell pollen causes the user to enter a powerful state of rage. The effect from a single dose lasts 5 rounds, and adds +2 to to-hit and damage, -2 to AC, but causes the user to attack allies if no opponents are present if a DC 5 Will save is failed.

More than one dose can be consumed simultaneously, each increasing the duration of the effect by 5 rounds and increasing the difficulty of the Will save to resist the uncontrollable rage by 5. Note that the

uncontrollable quality of the rage effect means that cinderbell pollen is sometimes used in traps, to turn delvers against each other.

## 6. Coppercabbage

**Description:** Coppercabbage is a plant which grows on the fringes of meadows and pastures. It looks much like other plants of the cabbage family, only distinguished by the dull, metallic red sheen of the leaves. Animals avoid eating it due to its powerful emetic and laxative properties.

**Rarity & Portions:** Common; coppercabbage is well known and sometimes found in herb gardens as well as in the wild. A portion of coppercabbage is roughly 200 g (½ lbs) of dried leaves.

**Effect:** Coppercabbage is a general antidote: it cleanses the body of toxins through its emetic and laxative properties, and can even raise a fever, causing the recipient to sweat out poisonous substances. Leaves remain potent when dried, and the antidote effect can be generated either through eating the leaves, brewing them into tea or making poultices, depending on desired effect. It can also be processed to generate a mild but irritating poison. Alchemical uses include curatives and antidotes.

**Application:** One portion of coppercabbage can be consumed as paste (emetic) or tea (laxative), or made into a poultice (fever) to heal any temporary damage taken from a poison effect. The healing takes 24 hours to take effect.

## 7. Crispine

**Description:** Crispine is an unassuming tussock grass, sometimes found near rock formations and in mountainous areas. The plant prefers areas loaded with ambient magic, and can be easily recognized based on the slight silvery shimmer of its leaves.

**Rarity & Portions:** Fairly uncommon, due to preference for moderately magical areas; sometimes found in wizard's gardens. One dose of crispine equals a handful of dried leaves.

**Effect:** Eating the herb (either fresh or dried) eases cerebral function and enhances natural affinity towards the aether, although extensive use generates powerful migraines. Often used in alchemy to enhance the potency of various concoctions and rituals, or to regenerate magical energies.

**Application:** Consuming a dose of crispine while casting a spell increases the spell check result by +1d6. Each time crispine is consumed there is a 20% chance for a powerful migraine, which causes damage to Intelligence equal to the spellcheck bonus gained.

## 8. Easeberry

**Description:** Easeberry is a low bush plant, found growing in urban areas and old habitation sites. It used to be found commonly in gardens, but the practice of cultivating easeberry has waned as civilization has proliferated. The berries are small and unassuming, with a gray skin and dull, white marrow.

**Rarity & Portions:** Uncommon, plant spreads easily but use has been forgotten. A portion of easeberry equates roughly to a handful of dried berries.

**Effect:** Easeberry can be dried and mixed with tree sap to produce a sort of a chewable cud. When used the cud generates a mellow, flexible feeling, easing agile and dextrous physical activities. The only downside is that use of easeberry cud tints the users teeth a dull gray. Alchemical uses of easeberry include anything related to increasing agile and dextrous attributes, as well as reality bending.

**Applications:** One portion (a handful) can be mixed with tree sap to create a portion of easeberry cud. When chewed, the cud adds +1 to Agility checks and all Thief abilities, effect remains for 1 turn. The users teeth turn gray and disgusting, causing -2 to all Personality checks for a day, or permanently after prolonged usage.

## 9. Gaslump

**Description:** A puffball mushroom found in caverns, the gaslump collects phosphorus from the soil. This causes two effects. In the early stages of its life cycle the gaslump is self-fluorescent, generating an eerie green glow. The glow fades in the second stage of the life-cycle, and the gaslumps become highly volatile: any saltwater touching the mushroom causes a powerful explosion. This usually ends in a chain reaction of the whole colony exploding and spreading spores aggressively.

**Rarity & Portions:** Uncommon, although found colonies are often very large; colonies can have mushrooms in various stages of the lifecycle and harvesting can be very dangerous. A single portion of gaslump equals either 500 g (1 lbs) of dried fungus, or 100 g (¼ lbs) of spores; both have different applications.

**Effect:** If collected when in the glow-stage and mixed with saltwater, the mushroom slime and marrow can be used to create bottled light. If collected while in the spore-stage, the puffballs can be used to create a sort of a black powder substitute. Alchemical uses include fireworks and explosives.

**Application:** A portion of dried gaslumps can be used to make a single container of bottled light (requires a glass bottle and some salt water). When shook the bottle generates 8 hours of low light.

Alternately, a portion of gaslump spores can be mixed and distilled to generate a pouch of highly volatile black powder.

## 10. Goatskull Bean

**Description:** A rare bean plant found in rough mountainous regions. Also known as the Jumping Bean, the effect of the beans increases circulation and power in the legs of the user, often with surprising consequences. The plant spreads in a gruesome fashion: the goats native to its habitat eat the beans, and the effect causes them to mis-estimate the power in their leaps, causing them to fall to their death. It is said that under each goatskull bean bush is the skeleton of a dead goat with a broken skull.

**Rarity & Portions:** Rare, and often tricky to harvest. A single bean counts is an effective portion.

**Effect:** When eaten, a fresh or dried goatskull bean increases the leg power of the consumer, allowing them to make powerful jumps and leaps. Alchemical use includes potions that enhance physical ability.

**Application:** Eating a portion (one bean) doubles the length and/or height of a single leap or jump. Eating multiple beans at the same time increases the effect by half for each additional bean (diminishing returns), but any roll required for the action is on -1d per additional bean.

## 11. Gipret

**Description:** A polypore fungus found on trees in dry and arid forest regions. The gipret is extremely porous, and its structure allows it to effectively tie down moisture.

**Rarity & Portions:** Fairly common. One fungal growth equals one portion.

**Effect:** Due to its powerful dessicant nature, the gipret can be used to create easy to apply poultices which effectively stop bleeding when applied. Alchemical use includes condensing and distilling other liquid reagents, and changing liquids into dusts.

**Application:** A single portion (one mushroom) can be made into a poultice which will immediately stop any ongoing bleed damage when applied. Applying the poultice takes a single action die or move action, as the poultice sticks to the wound on its own.

## 12. Hornblossom

**Description:** A low flowering plant found on meadows in moist deciduous forests. Hornblossom blooms with very large, pink flowers, with large, white, horn-like stamens. Hornblossom pollen is a powerful aphrodisiac, and may cause animals in surrounding areas to go into heat unseasonally.

**Rarity & Portions:** Rare, often found near reputedly faerie infested areas; pollen needs to be collected when in bloom. A teaspoonful of pollen is enough to generate the effect.

**Effect:** Collected pollen is a powerful aphrodisiac when consumed or breathed. Other parts of the plant can be used to brew tea with similar, but less pronounced effects, and are often used in animal husbandry. Hornblossom is a staple component in alchemical love potions.

**Application:** When consumed or breathed, a dose (a pinch) of hornblossom pollen causes the imbiber to become pliant and suggestible, generating sexual arousal and lust. If target fails a Fort save (DC 18), the effect reduces all further saves against charm and persuasion effects by -5d on the dice chain. Effect lasts for 12 hours.

## 13. Islandwheat

**Description:** Islandwheat originates from the warm islands of the southern seas, but has spread aggressively with ships and exploration. It actively supplants other wheat species in farmlands due to its hardy and adapting nature. When compared to other wheats, islandwheat is easy to recognize due to its naturally black grains.

**Rarity & Portions:** Common, especially near active ports. A portion consists of roughly 100 g (¼ lbs) of flour.

**Effect:** Islandwheat can be used as a food staple with no ill effects. If brewed into alcohol however, the wheat releases powerful toxins in the brewing process. The resulting beer or liquor effectively lobotomizes the

imbiber, and extended use makes the effect permanent. Islandwheat can be used in alchemy to increase the potency of poisons and other effects that affect the mind negatively.

**Application:** A portion of islandwheat flour can be mixed with alcohol to generate a similar effect as islandwheat beer. The resulting liquid is a powerful intoxicant, and will cause a reeling drunkenness when consumed (quadruple the potency of the mixture, require Fort saves even from experienced drinkers). Alternately, portion of islandwheat flour can be distilled and mixed with any liquid poison: the resulting concoction is more potent, and any saves against it are rolled at -1d.

## 14. Longsense Fungus

**Description:** A tall-stemmed, small-capped mushroom found in forests in cold climates. The mushroom is very popular among the rough tribes of those areas due to its sense-enhancing effects.

**Rarity & Portions:** Uncommon, prefers young birch forests. One portion consists of roughly 100 g (¼ lbs) of mushroom caps.

**Effect:** Eating fresh or dried longsense caps multiplies the sensitivity of a random sense. Used in alchemy to generate similar effects, although in a more predictable and controlled fashion.

**Application:** Eating a portion of longsense caps generates one of the following effects randomly (roll d6), effect persists for 1 hour:

TABLE B: Longsense Fungus Effects	
D6	Effect
1	Dwarven sense of smell (or doubles range, if already available)
2	Infravision 60' (or doubles range, if already available).
3	Eagle sight (a zoom, effectively).
4	Enhanced hearing (+10 to all aural perception checks).
5	Improved touch (+10 to tactile perception checks and +5 to suitable thief skills).
6	Roll twice, but both effects are painfully acute.

## 15. Lumphat

**Description:** A large, wide-brimmed, grayish brown mushroom related to the bolete family. The lumphat grows on swampy meadows, preferring temperate climates.

**Rarity & Portions:** Common. A portion of lumphat equals to 200 g (½ lbs) of dried fungus.

**Effect:** Lumphat is mainly used to brew a sticky, toxic substance. The paste is very useful in hunting, as it causes dizziness when introduced to the bloodstream, but is only mildly toxic if consumed (similar effect to a pint of beer). There are no known alchemical uses for lumphat, and many alchemists disregard its use as a country tradition.

**Application:** A portion of fresh or dried lumphat can be ground to a paste, which can then be used to poison 20 arrows or a single bladed weapon. The poison forces the target to take a DC 18 Fort save, on a failed save they are dizzy, halving their movement speed. The effect lasts for 3 turns.

## 16. Marsh Cactus

**Description:** A strange cactus, found in acrid swamps and marshes. The cactus is dark green, roughly the size of a troll's fist, and covered in bright red spines and spikes. The marsh cactus collects sulfur and methane compounds from the marsh, and its flesh and marrow are highly volatile. Goblin tribes sometimes cultivate marsh cacti, for use in their strange contraptions and unreliable war tactics.

**Rarity & Portions:** Rare and difficult to gather due to the unpleasant terrain it grows in. A portion of marsh cactus equals to 500 g (1 lbs) of marrow.

**Effect:** As the flesh of the marsh cactus is full of sulfur and other volatile compounds from the marsh, it can be mixed with oil to create a compound which burns and sticks to targets. Marsh cacti are very sought after by alchemists specializing in explosives.

**Application:** A portion can be mixed with a flask of oil to create a compound known as flaming oil: increase the initial damage for igniting the flask to 2d6, and increase the difficulty of the Ref save to put out the resulting fire to DC 15 (compare to the rules for throwing oil flasks found in the DCC rulebook, pg. 73).

## 17. Moon Apple

**Description:** Rarely found in apple orchards, the moon apple is a sure sign of elven influence in the area. The tree itself resembles an apple tree, but it only blooms under moonlight, and the fruit it bears are more reminiscent of the moon than common apples: pale, round, and pockmarked.

**Rarity & Portions:** Uncommon, only found in old apple orchards near current or ancient elven sites. A single dried fruit equates to a portion.

**Effect:** Due to their odd affinity with elves, the moon and the stars, moon apples are highly magical. Eating a fresh moon apple reputedly replenishes magical energies, and even dried and processed moon apples keep some of this effect. Alchemists often use moon apples as reagents for magical processes and potions.

**Application:** Eating a fresh or dried fruit replenishes 1d3 points of stat damage accrued through spellburn, or reduces a single point of deity disapproval.

## 18. Pacifando

**Description:** A reedy grass found on low foothills surrounding mountain ranges. Pacifando is very popular among animal herders and farmers, as it has a calming effect useful in wrangling cattle.

**Rarity & Portions:** Common, sometimes even cultivated by nomads and herders. A single portion of pacifando equates to a torch-sized sheaf of the grass, bound together.

**Effect:** Pacifando is generally used to calm animals, for example with calving cows or when shoeing unruly horses. Farmers bind a sheaf of moist pacifando together, set it alight, and let the animals breathe the resulting smoke. If used in large enough quantities or in closed spaces, the effect can even cause loss of consciousness. The plant is especially useful for this purpose as a moistened rag is enough to protect from its effect. Alchemical use includes the manufacture of incense.

**Application:** Burning a torch of pacifando calms those who breathe the smoke. Natural animals receive no save against the effect, sentient creatures receive a Fort save (DC 10) to resist. Calmed creatures won't take aggressive actions unless provoked or threatened, effect persists for 3 turns. Prolonged exposure in a closed space may cause unconsciousness (Judge's discretion).

## 19. Pisscap

**Description:** A small, orange mushroom, often found growing in clumps in clearings near the habitats of large animals. The pisscap gathers ammonium from the urine of the animals nearby, giving it a strong, pungent smell and the rather unpleasant name.

**Rarity & Portions:** Fairly common in areas with large grazing animals or large predators. A portion equals to 200 G (½ lbs) of the fungus.

**Effect:** Liquid boiled from pisscaps is very high in ammonium and other urine-related chemicals. It's used in two ways by herbalists: either as a cleaning solution, preventing infection or contamination; or as a weed killer. Alchemists sometimes use pisscaps as part of the process to create explosives.

**Application:** A portion can be boiled to provide a flask of pisscap juice. Pisscap juice has two uses. It can be applied to wounds to prevent infection and disease, nullifying a single instance. Alternately, it can be used as a weed killer: use the rules for oil flasks in the DCC rulebook (pg. 73), effect only applies to plants or plant based creatures.

## 20. Red-Eye Amanita

**Description:** Related to the fly amanita, the red-eye amanita is similarly psychoactive and poisonous. Found commonly near human habitation in colder regions, the red-eye amanita is a powerful intoxicant, causing an aggressive drunken state even in relatively small doses. The name comes from the bloodshot eyes of those under the effect of the fungus.

**Rarity & Portions:** Fairly common near human habitation in cold regions. A portion equals to 100 g (¼ lbs) of dried fungus.

**Effect:** Red-eye amanita is often mixed with the local rotgut or hooch in the rough taverns of border regions. The mixture causes a powerful drunken state, and makes the imbiber very prone to aggressive fits and berserk rage. Sometimes used in the alchemical creation of potions of primal power.

**Application:** Mixing a portion of fresh or dried mushrooms with a pint of alcohol results in a brew which causes instant heavy drunkenness, and makes the user very aggressive (-2 to to-hit rolls and skillchecks, +2 to damage and +2 to Will saves). Effect persists for 2 hours.

## 21. Shadepeach

**Description:** Found in warm climates and jungles, the shadepeach is a fruit bearing tree with a black trunk and dark green leaves. The fruits resemble peaches but are completely black. Fruit is perfectly edible, but the stones can be ground up to create a powerful paralyzing dust.

**Rarity & Portions:** Fairly rare, often found in hidden, ancient orchards in jungles. A spoonful of dust ground from dried seeds equates to a single portion.

**Effect:** The ground dust created from the stones of the shadepeach is a powerful paralyzing agent when consumed or breathed in. The substance is sometimes used by alchemists in the creation of magical incense.

**Application:** If imbibed or breathed, a portion (a pinch) of shadepeach dust causes the target to be paralyzed for 24 hours unless a DC 25 Fort save is passed. Dust can be processed to create a poison similar to that of toxic ooze (DCC rulebook pg. 446, with the difference that shadepeach extract is a wound poison).



## 22. Smearleaf

**Description:** A small, hard-leaved plant found in warm marshlands. Smearleaf has very large and thick leaves, and when in season blooms with long stems of small, red flowers.

**Rarity & Portions:** Fairly uncommon, but sometimes cultivated by primitive tribes. 200 g (½ lbs) of leaves equals a single portion.

**Effect:** Smearleaf is a muscle relaxant. Some tribes use it as a drug, smoking the hacked and dried leaves for a mellow high. More commonly however, it is mixed with oil to create a substance which increases the

limberness of muscles and eases movement. In alchemy smearleaf is mostly used in potions for enhancing physical capability.

**Application:** A portion of fresh or dried smearleaf can be mixed with a flask of oil to create a salve. When used, smearleaf salve eases movement and physical activity, granting +1 to Agility and Strength checks and Ref saves for 12 hours.

## 23. Smoke Bolete

**Description:** A large, tree-like mushroom with a gray cap, the smoke bolete can grow up to a foot in height. It grows in all sorts of forests.

**Rarity & Portions:** Colonies are fairly rare, but single growths can be found more commonly in all climates. A portion equals 1 kg (2 lbs) of dried fungus.

**Effect:** When collected and dried, the smoke bolete bricks can be burned to produce a thick, acrid smoke. Hunters use the bricks to draw animals out from their lairs. Alchemists often utilize smoke bolete in smoke bombs and fireworks.

**Application:** When burned, a single portion generates a thick acrid smoke, making breathing difficult and hindering vision. Anyone breathing in the smoke has -2 to all rolls due to the smoke and vomiting, and cannot make visual perception checks. The smoke covers a 10' diameter in open air, but the effect can be much more troublesome in closed spaces (Judge's discretion).

## 24. Torchkelp

**Description:** Commonly found in inland lakes, especially in mountainous regions. Torchkelp resembles bladderwrack, and is often collected with nets from the depths of the lakes. Torchkelp collects sulfurous minerals from the water and stores them in its bladder like growths, making it especially useful for making torches which do not go out.

**Rarity & Portions:** Fairly common, especially in mountain lakes. A portion equals to 200 g (½ lbs) of dried kelp.

**Effect:** Torchkelp is collected and dried, and used in the making of kelp torches. Kelp torches burn with a sharp green flame, and do not go out because of moisture, burning even underwater. Alchemists use torchkelp in explosives and fireworks.

**Application:** A single portion of dried torchkelp can be applied to a torch to create a kelp torch, which does not go out due to water or falling on the floor.



Image 1: A Herbarium of Fantastic Provenance