

HEDGE MAGIC

CORE EXPANSION



The herbal remedies detailed in the *Hellfrost Players' Guide* represent a sample of those available to the hedge magicians and herbalists of Rasilon. Presented below are new herbal brews for your characters to create.

Anti-Craving (+1): Habits can be hard to break. A dose of this herb taken once per day negates the cravings of a character with the Major Habit Hindrance. Multiple doses have no effect. Taking a dose a day for two complete weeks allows the character a chance to buy off his Hindrance, as per the rules.

Calming (0): Known to many as “berserk bane,” ingesting this herb produces an intense feeling of calm. Users with the Berserk Edge find they cannot go berserk for the next hour (or sooner if the drug is purged). Unscrupulous characters have been known to slip this into a berserk’s food or drink before a fight in order to weaken his combat potential.

As a side-effect, the user is easily swayed. He has -2 to resist the effects of *puppet* and Persuasion rolls. The penalties do not apply if a suicidal notion is put forward, however—the user is more suggestible, not stupid.

Clear Vision (-1): This herb is always infused with water. Any residue is then drained, to leave just the liquid. When dripped into someone’s eye, it removes the Bad Eyes Hindrance for an hour. Multiple doses have no effect.

Courage (0): A courage remedy grants the user $+2$ to Guts rolls for the next hour. It acts by numbing the parts of the brain that register fear. Multiple doses have no effect.

Face Mask (-2): Many herbalists sell creams and ointments which supposedly clear up the complexion, cleanse clogged pores, and add a natural radiance to the user’s visage. Most are just harmless herbs sold to please vanity. However, certain herbs really can do wonders for the skin. The user gains

a $+1$ Charisma bonus for the next hour, so long as the brew is used on their face. Multiple doses have no additional effect.

Focusing (-2): This herbal brew gives mental clarity and aids memory recall. For an hour after taking a dose, the user has $+1$ to Common Knowledge and Knowledge rolls.

The drug doesn’t provide any benefit if the character is untrained in a Knowledge skill which can only be used trained—it doesn’t grant knowledge, it just helps the character recall what he already knows. Multiple doses have no effect.

Masking (-1): When smeared on exposed skin (normally as a paste), the herb masks body heat. The character does not register to creatures with Infravision, thus causing them to suffer darkness penalties as normal against the user.

A single dose covers the hands and face. The arms and legs each requires an additional dose, and the torso and back requires a further two doses. Characters wearing clothing or armor don’t need to apply the herb to covered areas.

The remedy is good for a single hour, but is removed by immersion in liquid or being struck by an area effect spell with a water trapping. Multiple doses have no additional effect.

Oxygenating (-2): When chewed, the herb releases oxygen. The user doubles the time he can hold his breath. Forced into the mouth of a character Incapacitated due to asphyxiation, the brew grants a $+2$ bonus to Healing rolls to resuscitate the victim. Multiple doses have no effect—there is only so much one can stuff into one’s mouth.

Sobriety (-1): A dose of brewer’s bane instantly removes any effects of alcohol from the user’s system, leaving him instantly and painfully sober. The imbiber is Shaken as a result of the sudden sobriety.

Stimulant IV (-1): Swallowing this herb after

preparation produces an immediate energy burst and clears the head. Anyone swallowing a dose automatically recovers from being Shaken as if he rolled a success on his Spirit roll. Warriors typically place a dose in their cheeks before combat. When they take a stunning blow, they swallow the herb (a free action). Multiple doses have no effect, nor can more than one dose be placed in the mouth at any time.

Stimulant V (0): A dose of this herb increases the user's Overland Pace by one for 24 hours by giving him extra energy to keep marching at a steady pace. Multiple doses have no additional effect.

Stimulant VI (-4): This powerful stimulant focuses the character's reflexes and mind, granting him the Level Headed Edge for an hour. Characters with the Edge can take the Improved version. Those with Improved Level Headed gain no benefits—their minds are already operating at peak efficiency.

Only one dose per day can be taken. Additional doses taken in the same day cause a level of Fatigue per dose. One level of Fatigue is removed with an hour's rest.

● REVIVING DRIED HERBS ●

Dried herbs are a major boon to herbalists, as it allows them to brew concoctions all year round and avoid lengthy expeditions into the wilderness.

However, preserved herbs are less potent than fresh herbs and incur an additional -2 penalty. For instance, a regenerative herbal brew normally gives a -4 penalty. Using dried herbs, that penalty increases to -6, making it beyond the skill of most herbalists. However, skilled herbalists can revive dried herbs into a more potent form.

In order to revive the dried herbs, the character must follow a lengthy and complex process. This takes an hour and requires a Knowledge (Alchemy) roll at -4. Success allows the hero to ignore the dried herb's -2 penalty.

Revived herbs must be used within 24 hours or they decay past the point of use. Failure means the herbs are not revived, and no further attempts to revive them may be made in the future. They remain usable as dried herbs, however.