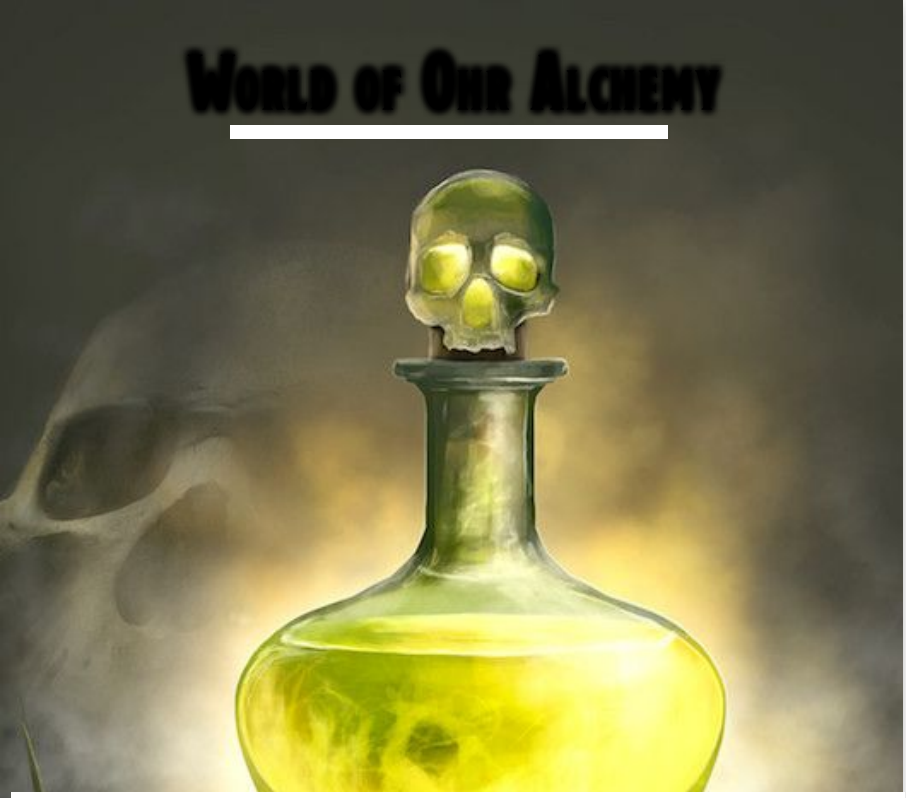
World of Ohr Alchemy



Alchemy

Alchemy is one of the highest advancements Ohr has made since the Long Dark. While Alchemy is powerful, there is always the danger of side effects when you mix similar herbs as detailed below.

Alchemy Ranks and Proficiency

There are four ranks of Alchemy. Any player that has proficiency with Artisan Tools (Alchemy, Brewing or Cooking), a Herbalism Kit or a Poisoner Kit get the first rank in Alchemy for free. Otherwise you must spend 25% XP for your first rank. Additional ranks cost 25% XP per rank. Your ranks in alchemy determine the maximum tier of any items you make.

You tool proficiency determines what stat you use when making checks. Artisan tools use DEX; Herbalism Kit uses WIS; Poisoner Kit uses INT. If you purchased your first rank with XP, you pick either DEX, INT or WIS as you see fit.

Crafting Alchemy Items

To make an item you pick the type of item, a positive or negative effect and the tier of the effect. It takes one day per tier to craft the item and then you make a check to see if you got it right. Tier 1 effects are DC 12, Tier 2 DC 14, Tier 3 DC 16, Tier 4 DC 18; Bombs add +2 to the DC. You roll using the stat mentioned above and add your proficiency bonus. If you fail the check, you lose all ingredients and must start again from scratch. Make these rolls in the crafting hall channel in Discord.

You cannot work toward more than one item per day and if you go adventuring, you only get half a days work. You may have one assistant to help (gives advantage) but your assistant must have at least 1 rank in Alchemy and also must spend the time to make it as you do.

Herbs are the basis for making alchemy items. Each herb has a positive keyword and a negative keyword. Each item needs exhausts or confuses the user.

Identifying Alchemical Items

Anyone who can make an alchemy item, instantly knows what it is if they find one or are shown one. Otherwise you must make an investigation check vs the craft DC to recognize what the alchemical item is.

Item Types

Each item type has its own delivery system and interactions. Each effect lists what type of item it can be applied too. Each item is single use and goes away when used against someone or when the listed duration ends. Information listed under specific effects supersede information listed here if there is a conflict. The DC for effects are determined by the tier of the item: tier 1-10, tier 2-12, tier 3-14 and tier 4-16. Damaging effects allow for a DEX save for half damage, Non Damaging Physical effects allow a CON save to avoid and Non Damaging Mental Effects allow a Charisma save to avoid.

Bombs

You use a Bomb like a simple ranged weapon, you ready it and then take an attack action to throw it. Bombs have a range of 30 and you aim to hit a hex (AC 10). If you miss the hex your aiming at, roll D4 to determine how many hexes your off and D8 for a direction. Once you determine where it will land, anyone within a 10' radius is affected by it.

New Items

Bomb Bandoleer- A Bomb Bandoleer is made to hold Ceramic Bombs. A Bomb may be drawn from the Bandoleer as a free action, that does not cause an Attack of Opportunity, provided the character has at least one free hand. A Bomb Bandoleer may hold 5 Bombs at a time.
Cost 20 GP

New Items

Alchemical Quiver- Allows for ammunition to be held with the tips 'dipped' into an alchemical substance. An Oil poured into the bottom of this quiver lasts for One day, and the first 20 pieces of ammunition pulled from the Quiver use the Oil's affects. **Cost** 20 GP

Tonic

You may draw a tonic as a normal item interaction and drink it as a bonus action. As an action that provokes an opportunity attack, you may use a tonic on a down ally. Tonics can also be used to lace drink or food and the remain potent until the drink or food spoils. People get perception vs your sleight of hand to notice the tampering. Tonics are dangerous as you get no save verse the effects.

Alchemical Effects

Pick one of these effects when creating an alchemical item. The keyword for each effect is the name of the effect. Each type of effect is listed as negative or positive and what item type it can be made into is listed too. Any special notes are listed under each effect, which supersede normal rules.

Acid

Negative effect, Any type

If made into a Tonic, it deals x5 listed damage.

T1 Effect: 1 Acid Damage.
T2 Effect: 1D4 Acid Damage.
T3 Effect: 1D6 Acid Damage.
T4 Effect: 1D8 Acid Damage.

Acid Resistance

Positive effect, Any type

Effects last 1 hour.

T1 Effect: ignore first 2 acid damage per attack.
T2 Effect: Ignore first 5 acid damage per attack.
T3 Effect: Gain Resistance to Acid Damage.
T4 Effect: Gain Immunity to Acid Damage.

Charm

Negative effect, Tonic

Any creature that drinks it is Charmed by the first person they see.

T1 Effect: This effect lasts for 1 minute.
T2 Effect: This effect lasts for 3 minutes .
T3 Effect: This effect lasts for 1 hour.
T4 Effect: This effect lasts for 1 day.

Cold

Negative effect, Any type

Confusion

Negative effect, Tonic or Bomb

Each Rd the effects lasts, roll D10 to determine behavior.

1 The creature moves in a random direction. Roll randomly as it uses all its actions move this round.
2-6 The creature doesn't move or take actions this round.
7-8 The creature makes a melee attack randomly determined vs all creatures within its reach. If there is no creature within its reach, the creature does nothing this round.
9-10 The creature can act and move normally.

T1 Effect: This effect lasts 1 Rd.
T2 Effect: This effect lasts 2 Rd.
T3 Effect: This effect lasts 3 Rd.
T4 Effect: This effect lasts 4 Rd.

Curative

Positive effect, Tonic

The Effects are Cumulative with increased tiers.

T1 Effect: Poisons are cured.
T2 Effect: Diseases are cured.
T3 Effect: Cures Blinded, Deafened, and Paralyzed.
T4 Effect: Cures all Ability Damage, Petrification, and any effects lowering Permanent HP's.

Deafness

Negative effect, Tonic or Bomb

T1 Effect: Lasts 2 minutes.
T2 Effect: Lasts 10 minutes.
T3 Effect: Lasts 1 hour.
T4 Effect: Lasts 1 day.

Enlarge

Positive effect, Tonic

The creature's size increased by one. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the effect ends, the target also has advantage on Strength checks and Strength saving throws.

T1 Effect: Lasts 2 Rd.
T2 Effect: Lasts 1 minute.
T3 Effect: Lasts 30 minutes.
T4 Effect: Lasts 1 Hour.

ustion

ve effect, Any type

ffect: Gain 1 Level of Exhaustion.
ffect: Gain 2 levels of Exhaustion.
ffect: Gain 3 levels of Exhaustion.
ffect: Gain 4 levels of Exhaustion.

ng

e effect, Tonic

ffect: Player needs no food or water for 1 day.
ffect: Player needs no food or water for 2 days.
ffect: Player needs no food or water for 3 days.
ffect: Player needs no food or water for 1 Week.

Fire
Negative effect, Any type

If made into a Tonic, it deals x5 listed damage.

T1 Effect: 1 Fire Damage.
T2 Effect: 1D4 Fire Damage.
T3 Effect: 1D6 Fire Damage.
T4 Effect: 1D8 Fire Damage.

Fire Resistance
Positive effect, Any type

Effect lasts 1 hour

T1 Effect: ignore 2 fire damage per attack.
T2 Effect: ignore 5 fire damage per attack.
T3 Effect: Gain Resistance to Fire Damage.
T4 Effect: Gain Immunity to Fire Damage.

Frightened
Negative effect, Any type

Creatures become Frightened of the first Creature it sees and takes all actions to leave the area. Can only be affect once by this effect per 24 hours.

T1 Effect: Lasts 1 Rd.
T2 Effect: Lasts 5 Rds.
T3 Effect: Lasts 1 minute.
T4 Effect: Lasts 1 hour.

Glue
Negative effect, Bomb or Oil

Targets are stuck in place but otherwise act normally. Effect lasts 5Rds, make a strength Save to pull free of the glue at the DC listed below.

T1 Effect: DC 14
T2 Effect: DC 16
T3 Effect: DC 18
T4 Effect: DC 20

Hallucination
Negative effect, Any type

Each Rd effected targets make a Charisma save. With a successful save they act normally, on a failed save target they are stunned. Save DC is as normal by tier and duration is by tier listed below.

T1 Effect: This effect lasts 1 minute.
T2 Effect: This effect lasts 5 minutes.
T3 Effect: This effect lasts 1 hour.
T4 Effect: This effect lasts 1 day.

Hardy
Positive effect, Bomb or Tonic

Effects lasts 1 Hour

T1 Effect: The Character gains 1D4 Temporary Hit Points.
T2 Effect: The Character gains 1D6 Temporary Hit Points.
T3 Effect: The Character gains 1D8 Temporary Hit Points.
T4 Effect: The Character gains 1D10 Temporary Hit Points.

Healing
Positive effect, Tonic

T1 Effect: The user heals 1D4+2 HP's.
T2 Effect: The user heals for 1D4+4 HP's.
T3 Effect: The user heals 1D6+6 HP's.
T4 Effect: The user heals 2D4+8 HP's

Heroism
Positive effect, Bomb or Tonic

Effect grants Immunity to Fear, both natural and magical. It also removed any current fear effects.

T1 Effect: This effect lasts 5 Rd.
T2 Effect: This effect lasts 1 minute.
T3 Effect: This effect lasts 10 minutes.
T4 Effect: This effect lasts 1 hour.

Last Breath
Positive effect, Bomb or Tonic

Effect considers person to be at the listed successful Death Saving Throw as soon as they reach 0 HP's. This effect lasts 1 hour, target can only be under its effects once per gaming Session.

T1 Effect: 1 Successful Death Saving Throw.
T2 Effect: 2 Successful Death Saving Throws.
T3 Effect: Automatically Stabilize.
T4 Effect: You are brought back to consciousness with 1 HP.

Lighting
Negative effect, Any type

If made into a Tonic, it deals x5 listed damage.

T1 Effect: 1 Lightening Damage.
T2 Effect: 1D4 Lightening Damage.
T3 Effect: 1D6 Lightening Damage.
T4 Effect: 1D8 Lightening Damage.

Lighting Resistance
Positive effect, Any type

Effects last 1 hour.

T1 Effect: ignore 2 lighting damage per attack.
T2 Effect: ignore 5 lighting damage per attack.
T3 Effect: Gain Resistance to Lightening Damage.
T4 Effect: Gain Immunity to Lightening Damage.

Lucky
Positive effect, Tonic

The character gains a bonus die that they may add to a single Attack Roll saving throw, or skill check. This die must be used within 1 hour.

T1 Effect: 1D4
T2 Effect: 1D6
T3 Effect: 1D8
T4 Effect: 1D10

Necrotic
Negative Effect, Any type

If made into a Tonic, it deals x5 listed damage.

T1 Effect: 1 Necrotic Damage.
T2 Effect: 1D4 Necrotic Damage.
T3 Effect: 1D6 Necrotic Damage.
T4 Effect: 1D8 Necrotic Damage.

Night Vision
Positive effect, Tonic

The character gains Dark Vision to 60'. If the character already has Darkvision, extend this vision by 60'.

T1 Effect: Effect Lasts 1 Hour.
T2 Effect: Effect Lasts 4 Hours.
T3 Effect: Effect Lasts 12 Hours.
T4 Effect: Effect Lasts 1 day.

Poison
Negative effect, Any type

If made into a Tonic, it deals x5 listed damage.

T1 Effect: 1 Poison Damage.
T2 Effect: 1D4 Poison Damage.
T3 Effect: 1D6 Poison Damage.
T4 Effect: 1D8 Poison Damage & Poison Condition.

Poison Resistance
Positive effect, Any type

Effect last 1 hour.

T1 Effect: ignore 2 poison damage per attack.
T2 Effect: ignore 5 poison damage per attack.
T3 Effect: Gain Poison Resistance
T4 Effect: Gain immunity to Poison & Poisoned Condition.

Radiant
Negative effect, Any type

If made into a Tonic, it deals x5 listed damage.

T1 Effect: 1 Radiant Damage per hit.
T2 Effect: 1D4 Radiant Damage per hit.
T3 Effect: 1D6 Radiant Damage per hit.
T4 Effect: 1D8 Radiant Damage per hit.

Regeneration
Positive effect, Tonic

The drinker gains 1 HP at the start of their round.

T1 Effect: lasts 5 Rds.
T2 Effect: lasts 1 minute.
T3 Effect: lasts 15 Rds.
T4 Effect: lasts 2 minutes.

Sleep
Negative effect, Any type

Effect lasts as listed below.

T1 Effect: 1 Rd.
T2 Effect: 2 Rds.
T3 Effect: 5 Rds.
T4 Effect: 1 minute.

Soul Corruption
Negative effect, Any type

This effects stacks with itself, like hit point damage and must be removed normally.

T1 Effect: gain 4 stress.
T2 Effect: gain 8 stress.
T3 Effect: gain an affliction that lasts 5 Rds.
T4 Effect: gain double stress for 1 Day.

Soul Reliever
Positive effect, Tonic

T1 Effect: Remove 1 Stress.
T2 Effect: Remove 2 Stress.
T3 Effect: Remove 4 Stress.
T4 Effect: Remove 8 Stress.

Wired
Positive effect, Bomb or Tonic

Effect lasts 1 minute. When the Wired Effect ends, the character gains 1 level of Exhaustion. Effects are cumulative for higher tiers.

T1 Effect: gain +2 AC, stacks with other forms of AC.
T2 Effect: gain advantage on DEX saves.
T3 Effect: gain double movement.
T4 Effect: gain additional action each Rd.

Weaken
Negative effect, Any type

Creature(s) have Disadvantage on all rolls.

T1 Effect: lasts 2 Rds.
T2 Effect: lasts 3 Rds.
T3 Effect: lasts 4 Rds.
T4 Effect: lasts 5 Rds.

Materials

A vast array of plant life exists with many species being discovered all the time. Below is a long list of 68 Materials, along with their attached Alchemical Keywords. While Materials are most often plants, they can be insects, or animal parts as well.

1,000 Year Old Fish Oil
A whiskered fish caught in the many rivers and lakes of Ohr, the 1,000 Year Old Fish is not actually 1,000 years old. Instead the piscine creature is called this because for every year they grow, their eight whiskers grow another inch. Pressed into oil, 1,000 Year Old Fish are useful in many Alchemical concoctions.

Positive Keyword: Filling
Negative Keyword: Confusion

Acina Milk
A common, huge plant and can be found in most snowy regions. It blooms in early autumn. It has narrow, toothed leaves, which are usually dark yellow. It also grows small flowers, which can be gold, dark blue and light blue. Thick thorns that line the branches of the Acina plant secret a mild yellow toxin.

Positive Keyword: Regeneration
Negative Keyword: Poison

Aloe
A simple green plant with long leaves, the edges are barbed to deter animals from eating them. These plants grow in typically arid climates.

Positive Keyword: Healing
Negative Keyword: Exhaustion

Angels Heart
Rarely, when an individual dies in the presence of magic, their heart will absorb some of the etheric energies. As the corpse decays, the heart hardens, becoming a silver, crystalline substance. An Angel's Heart is rare, and oft sought out by Scholars for study.
Positive Keyword: Regeneration
Negative Keyword: Soul Corruption

Animal Venom
Harvested from various species of Animal, when boiled down to its concentrated form, it's not quite as toxic, but will still get the job done!
Positive Keyword: Night Vision
Negative Keyword: Poison

Ashen Windroot
An uncommon, tiny plant and can be found only in some tundras. It blooms twice a year, for six weeks. It has wide, diamond shaped leaves, which are usually forest green. It also grows tiny flowers, which can be gold, dark blue, and silver. Ashen Windroot is often smoked and can have a calming effect on the nerves. Side-effects include happiness, sleepiness, and hunger.
Positive Keyword: Soul Reliever
Negative Keyword: Acid

Black Lo
This rare herb litle benefits.
Positive Keyword: Acid Resistance
Negative Keyword: Necrotic

Blue Guarana
Guarana is a climbing plant similar to the Maple. Blue Guarana, while similar to its cousin, the normal Guarana plant, has a very bitter taste, but is often brewed into a Tea or drink. Blue Guarana can be very addictive, and users can often be identified by blue-stained fingers and twitching.
Positive Keyword: Heroism
Negative Keyword: Lighting

Bone Meal
Bone Meal is quite simply, the ground bones of a large animal, typically horse, cow, or camel with a special

Cats Eye
Cats Eye is a small stemmed flower with pale pink blossoms. The Root of Cats Eye is said to have super natural powers, stemmed from an Ancient Ratfolk slaying his nemesis and scattering its body to the four corners of the earth. Briagothian Scholars scoff at this idea of course, pointing out that no species worships a Feline god.
Positive Keyword: Lucky
Negative Keyword: Frightened

Creeping Deadnettle
An exceedingly rare, massive plant and can be found in caves and other dark places. It blooms when the temperature drops below freezing. It has thin, spoon-shaped leaves, which are usually pale blue. It also grows small flowers, which can be light blue, violet, and gray. As a defense mechanism, the Creeping Deadnettle can collapse its flowers when it detects vibrations. This action releases Creeping Deadnettle spores.
Positive Keyword: Poison Resistance
Negative Keyword: Necrotic

Dorith Sap
'Dorith' is the Elven word for protected. The Dorith tree is a massive, dark brown tree that can grow for a thousand years. The Elves say that despite growing to the heavens, a Dorith Tree is never struck by lightening.
Positive Keyword: Lighting Resistance
Negative Keyword: Soul Corruption

Dwarf Lilly
A small bush that grows bundles of white Lilly's with brittle stems, they typically bloom in the spring. Dwarf Lilly are called such because their patterns often bloom to look like beards, and the plant typically grows at the base of mountains.
Positive Keyword: Acid Resistance
Negative Keyword: Deafness

Demon's Polkweed
Demon's Polkweed is a medium-sized weed that grows in clusters, that offers up small white flowers with powdery stamens. These stamens are harvested and collected in jars, to be mixed into hot teas, bread, and jellies. It is a highly dangerous hallucinogenic when ingested that causes the user to see "spirits" and commune with the dead. This plant
fers to grow in cold, but dry conditions. Too much at once, , of course, prove to be fatal. The brain shuts down, ising the eyes to roll back in the head and the mouth starts oam. Once dissolved in hot water or tea, this would leave trace behind except a white patch on the roof of the uth.
Positive Keyword: Filling
Negative Keyword: Frightened

Fairymoss
Black moss that only grows on dying, or decaying trees. This moss is often scraped off the trunks of trees and smoked in a wooden pipe. It gives off a sickeningly sweet smell, eliciting numb feelings of euphoria from any that inhale the smoke. The high that it gives off causes it to be highly sought after and addictive in nature.
Positive Keyword: Soul Reliever
Negative Keyword: Charm

Fanged Tulip
A soft yellow Tulip flower with heavy foliage growth, Fanged Tulip earns its name due to the fact that it is a common hiding place for poisonous viper nests.
Positive Keyword: Regeneration
Negative Keyword: Charm

Fire Beetle Belly
Fire Beetles are small red insects, roughly the size of a human fist. A strange, natural chemical is produced in their belly, causing items that they walk across to heat and burst spontaneously into flame! Fire Beetles are almost universally destroyed when they are found, for a surge of Fire Beetles is a danger to any community!
Positive Keyword: Enlarge
Negative Keyword: Fire

Firebloom
A bright red flower that blooms in Ashes, Firebloom is a rare plant coveted for by Scholars for it's 'magical' ties.
Positive Keyword: Hardy
Negative Keyword: Fire

Gaxmooran Stingbeetle
A vicious beetle no bigger than the size of a thumb, the Gaxmooran Stingbeetle is a vicious predator with three stingers on its backside. While not venomous, the Gaxmooran Stingbeetle makes up for it with viciousness!
Positive Keyword: Wired
Negative Keyword: Acid

Gentleman's Sting
Named after a heart broken knight that pour his heart out to the poor and weak.

Glowstem
A large luminescent Mushroom, Glowstem 'pads' grow along cavern walls and ceilings, with long stems reaching outwards like tendrils towards sources of moisture. While edible, many complain of Glowstims other 'side effects'.
Positive Keyword: Heroism
Negative Keyword: Hallucination

Grave Moss
A thick black moss that grows only in crypts and mausoleums. No Sage has ever determined how Black Moss begins to grow, or even why it doesnt grow anywhere but in tombs.
Positive Keyword: Night Vision
Negative Keyword: Radiant

Green-Bee Honey
Strange Green Bee's, once native to the Runelands have spread across Ohr in past years. The Honey that these Bee's produce seems super concentrated with nutrients and vitamins. The Bee's however will often fight to the death to defend their hive.
Positive Keyword: Curative
Negative Keyword: Weaken

Harvest Laurel
A very rare, small plant and can be found anywhere near rivers. It blooms twice a year, for one month. It has small, sickle-shaped leaves, which are usually dark green. It also grows large flowers, which can be silver, light blue, dark bronze, and gray.
Positive Keyword: Lucky
Negative Keyword: Weaken

Heart's Hogsweed
An uncommon, modest plant that can be found in most temperate climates. It blooms once every two months for one week. It has thin, heart-shaped leaves which are usually pale green with blue tips. Heart's Hogweed is used as a common anesthetic packed into bandages to aid in the natural healing process.
Positive Keyword: Healing
Negative Keyword: Confusion

Hero's Bloom
bloom is a rare fruit that grows only in the wild. A
t Yellow color, it is oval shaped, and forms on the
of a viscious thorny push with few leaves. The Fruit
sweet, with a slightly tangy aftertaste.
tive Keyword: Hardy
ative Keyword: Poison

ned Goldenglow
ellow toads that inhabit fresh water ponds, the
l Goldenglow is indistinguishible from any other
Toad during the day. At night however, the Horned
glow's throat will glow a yellow color, like a torch
ng off of a golden coin.
tive Keyword: Last Breath
ative Keyword: Acid

Hissing Pine Sap
A common, large tree that can be found in cool, to cold climates. The tree is sturdy, covered in thistle-like needles that are inedible and dropping huge pinecones once a year. The Hissing pine's wood is unusable for most woodworking, but the sap burns twice as long as oil and emits a soft hissing sound as it burns.
Positive Keyword: Cold Resist
Negative Keyword: Glue

Icecap
Icecap is a small white mushroom that grows in clusters at the edge of frozen lakes. An Icecap's spores remain cool to the touch for weeks after it is plucked.
Positive Keyword: Soul Reliever
Negative Keyword: Cold

Ice Tooth
Ice Tooth is a strange formation of mineral in cold areas. Ice Tooth only grows in places where powerful Magic was wielded or performed, thus often seen as a sign of being near hiding places of dangerous creatures.
Positive Keyword: Fire Resistance
Negative Keyword: Cold

Ingendus-Acanthus
An uncommon, giant plant and can be found only near volcanoes. It blooms in late spring. It has thick, toothed leaves, which are usually lime green. It also grows decent sized flowers, which can be dark grey and purple.
Positive Keyword: Lighting Resistance
Negative Keyword: Charm

Iron-Bark Seeds
The Seeds of an Iron-Bark tree are found within hard to open pine cones, as dense as a brick of steel. In order to Coax the cones open, they must first be soaked in oil for three days, and then slowly roasted over a fire for a week.
Positive Keyword: Hardy
Negative Keyword: Radiant

Kevin's Foul
This weed was often eaten by a famous town foul and it drove him batty.

Lover's Knot
Fickle, but beautiful flowers that only grow on the tops of snowy mountains. They are bright red, with purple streaks in their petals, two flowers to each stem. Lover's Knot is often used in the courting of lovers. If a man or woman climbs to the top of a mountain, picks the flower, and successfully returns as per tradition, they will be bound to their loved one for the rest of time-this age, and into the next.
Positive Keyword: Lucky
Negative Keyword: Charm

Morning Glory
These pretty summer flowers open their prolific Violet bell-shaped blooms in the early morning before the summer's midday heat. Its said that A Morning Glory brings luck to those that own them. Alchemists often put this to the test.
Positive Keyword: Lucky
Negative Keyword: Confusion

Mothers Moss
A thick, heavy, Moss that grows high on the bark of trees, Mothers Moss retains warmth even in the most chilling of climes. Northerners often line their bedding with Mothers Moss to keep warm.
Positive Keyword: Night Vision
Negative Keyword: sleep

Mountain Flowers
Hardy yellow flowers that grow in area's around rocky terrain, Mountain Flowers have been brewed into minor healing Salves for generations by the Northmen.
Positive Keyword: Healing
Negative Keyword: Hallucination

Ocean Inkberry
A small, rugged bush that grows along the coastlines of salt-water bodies of water, such as oceans, and salt-water lakes and streams. The Ocean Inkberry produces dark violet-black berries often used in dye.
Positive Keyword: Enlarge
Negative Keyword: Cold

Opium Poppy
A large, flowering plant, the seeds of the Poppy are taken from the plant and ground down into a fine Milky substance.
ile Milk of the Poppy is a common treatment for some
nents, many Scholars warn against overuse, as it can
ve detrimental.
Positive Keyword: Enlarge
Negative Keyword: Poison

range Pepper
ery rare, medium-sized plant and can be found anywhere
r lakes. It blooms once a year, for 3 weeks. It has thin,
rt shaped leaves, which are usually dark yellow. It also
ws large flowers, which can be dark bronze, dark purple
l light yellow. Small, bright orange peppers grow among
leaves which herbivores love.
Positive Keyword: Wired
Negative Keyword: Frightened

Osmier
A semi-rare bush that yields brownish-orange leaves. These leaves are often used as a stimulant but have been outlawed because of the addictive and reckless nature they invoke. Once a soldier uses Osmier, they do not tire for several hours...but the aftershock can be devastating. Most take at least three days to recover from nausea, depression, and sluggish strain it puts on their bodies. War doesn't wait on those who are feeling ill, and officers need bodies. This then results in further inducing of the 'drug' to keep up with demands. After a couple of days of continued abuse, the user will develop jaundice, and their stomachs will swell. Queensfoil can help with the symptoms, but they would have to ride out the pain and nausea for a few weeks. Most tend to relapse before their bodies can heal, and die during the night.

Positive Keyword: Wired
Negative Keyword: Weaken

Prismere Powder
A powdered form of the powerful mineral 'Prismere' it is often used in alchemical oils.

Positive Keyword: Fire Resistance
Negative Keyword: Hallucination

Pygmy Poppy
Small, white poppies that are rarely seen, and always avoided. Pygmy poppies are a beautiful pest that sometimes blooms over the graves of fallen men and soldiers. They are considered a parasite, as their roots touch down and feed off of the decaying corpses. When the bodies primary nutrients are depleted, and the flower can no longer sustain itself, they die, fading away into the snow. They are in full bloom, around a corpse that has been buried for a couple of days.

Positive Keyword: Regeneration
Negative Keyword: Necrotic

Queensfoil
A rare, tall plant that can be found only in frozen lands. It blooms twice a year, for one week. It has huge, egg-shaped leaves with frayed edges, which are usually blue-green. It also grows large flowers, which can be purple and light silver. Queensfoil is a cure-all. The flowers can brew a refreshing tea, but all of the medicinal properties lie in its leaves. When folded in half and cut into, the vein produces a thick, cold, viscous substance that can coat wounds and seal over the

Negative Keyword: Exhaustion

Rocambole
A brilliant violet colored variant of Garlic, the Rocambole can be steeped through alchemical treatments into a purified form. Rocambole by itself is harmless, but when combined with other ingredients, it proves quite the deterrent to blood sucking monsters.

Positive Keyword: Hardy
Negative Keyword: Deafness

Screaming Rye
A cousin of traditional Rye, Screaming Rye stalks have small holes in them that emit an eery wail as wind whistles through the plants.

Positive Keyword: Soul Reliever
Negative Keyword: Glue

Snakeroot
A flowering plant whose roots are used in poisons. The shavings of a snakeroot plant can be ground into a fine powder that when blown into eyes causes immediate blindness and dulling of the senses. The powder can also be slipped into a drink and bestows an instantaneous dizzy quality to its unfortunate drinker. A small dosage would cause its

drinker to pass out and sleep for a little over thirty minutes. Anything past that threshold would cause them to fall into a coma, while the poison seeps into the bloodstream and slowly kills them in their sleep. It is seen as one of the more humane poisons to use, as the user isn't in pain and never truly knows what hit them.

Positive Keyword: Enlarge
Negative Keyword: Deafness

Shocking Moss
An uncommon, small patch of moss that grows on the bark of coniferous trees and can be found in cold regions. It has a white, fuzzy texture that is virtually identical to snow, with only small, tell-tale blue specks within. As a defense mechanism, Shocking Moss can emit a short, sharp electrical charge capable of killing some small animals, such as mice, or young squirrels. If ground to a fine paste and burned, the smoke would cause mild hallucinations and euphoria.

Positive Keyword: Cold Resistance

Shy Hair
An uncommon crawling vine with thin, whispy strands, it oft likened to a maidens hair. Shy Hair grows in dim-light conditions, and it is said that a young girl is not ready for Marriage until Shy Hair reaches the seal of her window.
Positive Keyword: Night Vision
Negative Keyword: Exhaustion

Silver Hemlock
An uncommon weed, Silver Hemlock is almost identical to Hemlock, were it not for the small silver speckles within the flowers.
Positive Keyword: Poison Resistance
Negative Keyword: Exhaustion

Sleepy Bite
An uncommon modest plant that can be found virtually anywhere. It blooms in late autumn and early spring. It has narrow, elliptic leaves, which are usually lime green. It also grows large flowers, which can be dark pink, light red, and light gray. The only thing differentiating Sleepy Bite from Gillyflower is that Sleepy bite has large, brown stamen that grows from the center of the flower. Sleepy bite grows fairly large, inedible fruits that cause numbness, and partial paralysis, and even coma if too much is eaten.
Positive Keyword: Poison Resistance
Negative Keyword: Sleep

Sour Lotus
An extremely common, tiny plant and can be found anywhere near the sea. It blooms four a year, for 1 and a half weeks. It has wide, fan-shaped leaves, which are usually bright green. It also grows decent sized flowers, which can be light red, pink and silver. Sour Lotus has a somewhat bitter flavor, but is edible, and often used to spice drinks, teas, and food. Consumption of Sour Lotus often leads to sleepiness and lethargy.
Positive Keyword: Filling
Negative Keyword: Sleep

Stratiotis
Also known as 'Water Lettuce', Statiotis grows partially under water, with some leaves reaching above to absorb nutrients from the sun. Due to its water content, Soldiers often view

Sunny Horse Nettle
A typical, modest plant and can be found in caves and other dark places. It blooms twice a year, for three weeks. It has large, circular leaves, whih are usually light orange. It also grows quite small flowers, which can be dark yellow, dark pink and light brown. These plants grow alone, but within a decent distance from each other, but it's near impossible to control and maintain their growth. They can be used as an energizer when eaten.
Positive Keyword: Wired
Negative Keyword: Necrotic

Tears of the Sefirot
Its said that when the Sefirot left Ohr, a lone God wept for humanity, knowing that they would eventually fall to their sin. Where this unknown Gods tears fell, blossomed a tree which shed a thousand pearlescent seeds for two weeks, every year. These Seeds are often seen as Holy items, and protected vicsiously by those who still worship the Sefirot.
Positive Keyword: Last Breath
Negative Keyword: Radiant

Tulsi
It is said in some legends that when Humans first began to give offerings to the Gods, they laid loafs of Tulsi Bread at their pires. Long considered by Nemedians to be a holy herb, Tulsi is a basil like plant that is used often in Nemedian Foods.
Positive Keyword: Last Breath
Negative Keyword: Frightened

Violet Currant
A small, raisin like seed grown on a long stemmed plant with violet tinged leaves. Violet Currant is a common food item and snack amongst the Western peoples of Ohr, but eating too much can lead to violent bowel problems.
Positive Keyword: Fire Resistance
Negative Keyword: Confusion

Vitriol
A Naturally forming Acid, Vitriol by itself is enough to burn skin and leave aggravating wounds upon an individual. When combined with other materials however, Vitriol's natural properties truly shine.
Positive Keyword: Acid Resistance
Negative Keyword: Fire

llow Beetle
invasive species roughly the size of a human's big toe, low Beetles swarm to lightening prone area's, nesting in es that have been struck. When a new horde has been wned, the fly out, devouring one tree after another until land is left a wilting husk.
Positive Keyword: Lightening Resistance
Negative Keyword: Lighting

hite Mint
own in vast tundra's bordering the frozen north, White t is often added as a garnish, or flavoring spice to food. s miraculous plants aids in digestion, eases stomach blems, and can even be used as a crude antiseptic!
Positive Keyword: Cold Resistance

Negative Keyword: Sleep

Wild Thorn
A rare tree that grows underground, Wild Thorn roots will dig into the side of a mountain, sending thorny branches out to the surface. An unkempt Wild Thorn can grow massive, as tall as a building, if left unchecked.

Positive Keyword: Cold Resistance
Negative Keyword: Soul Corruption

Thanks

Many thanks to all who helped make this document, which of course means Wander, the man the legend!