

FUMBLES CHART

TRIAL CATASTROPHES

- 10 to -14: **Unfortunate** but not directly dangerous (dropping a weapon)
- 15 to -19: **Ridiculous**. Implies the loss of a few Hit Points (falling off a wall. 1d10 damage)
- 20 to -24: **Potentially dangerous**. Implies a Serious wound (to himself or to an ally)
- 25 to -29: **Very dangerous**. May imply a Critical wound (impaling on his own weapon)
- 30 and less: **Suicidal**. The failure implies lethal consequences (falling from a great height, 10d10 damage)

ROGUE CATASTROPHES

- 10 to -14: **Gauche** but not directly dangerous (alerting a guard)
- 15 to -19: **Minor consequences** (discovering the alarm system just a little too late)
- 20 to -24: **Important consequences** (such as losing all one's wealth on a bet)
- 25 to -29: **Major consequences** (drinking poison by mistake)
- 30 and less: **Lethal**. The plot is unveiled and considered as treason.

KNOWLEDGE CATASTROPHES

- 10 to -14: **Ridiculous** (your interlocutor thinks he is dealing with an idiot)
- 15 to -19: **Ludicrous** (the plant supposed to heal is in fact a powerful laxative)
- 20 to -24: **Serious** (the plant supposed to heal is in fact mildly toxic)
- 25 to -29: **Grave** (The doctor knows that to heal from fever, one must take a lot of very cold baths)
- 30 and less: **Absurd**. The failure implies that the character has become mad (at the discretion of the EG)

COURTLY CATASTROPHES

- 10 to -14: **Unrefined**. The failure is not dangerous (the character proves to all that he is an unrefined peasant)
- 15 to -19: **Vulgar**. The failure is totally ridiculous (the fast talking does not work and the interlocutor thinks he is being made fun of)
- 20 to -24: **Up to a duel**. The failure is dangerous (all who witness will ignore the character except for one person who will call for a first blood duel)

- 25 to -29: **Unforgivable**. The failure implies extremely serious consequences (mistaking the king for a servant)
- 30 and less: **Historical**. The failure implies permanent consequences (the diplomat causes a war of which he is the first victim)

OCCULT CATASTROPHES

- 10 to -14: **Ridiculous**. The failure causes an outcome that is the exact opposite of what was hoped (mistaking a Jornist for an Obscurantist)
- 15 to -19: **Pathetic**. The result is dangerous but non-lethal (the Dancer wounds itself)
- 20 to -24: **Terrible**. The failure is very dangerous (to mistake a Flesh Smuggler for a beggar)
- 25 to -29: **Disastrous**. The failure implies critical consequences (a false note produces an Opus of Discord)
- 30 and less: **Cataclysmic** (invoking a High Devil instead of a succubus)



ASCENDANCY FUMBLE

Negative SM	Consequences
-10 to -14	Ridiculous . The failure implies an absurd, but not dangerous, outcome. The empathic bond is broken off for 5 minutes, and the Dancer does not answer.
-15 to -19	Pathetic . The failure is dangerous but non-lethal. Jornist : loss of the Dancer's trust. Its Ascendancy bonus becomes negative (+ 5 becomes - 5) for 24 hours. Eclipsist : independence of the Dancer. It tries to escape for 24 hours and then comes back. Obscurantist : the Dancer is terrified. It is unable to perform a magical effect for 24 hours.
-20 to -24	Terrible . The failure is very dangerous and has serious consequences. Another spell (the EG's choice) is successfully cast onto another target (the EG's choice).
-25 to -29	Catastrophic . The failure has very serious consequences. Another spell, of equal threshold, is successfully cast but its obedience is chosen by the EG.
-30 and less	Cataclysmic . The consequences are dreadful. An Obscurantist is victim of a paranoia fit: he is persuaded that the whole world has a grudge against him and that he must hide to survive. He protects himself by any means necessary. A Jornist has drawn too much from his Dancer, who dies of exhaustion (of course, the mage feels his Dancer's pain).

EXAMPLES OF MAGICAL ARTS FUMBLES

Negative SM	Consequences
-10 to -14	Ridiculous . The failure implies an detrimental but safe outcome. The Concordist loses Inspiration for the next 5 minutes. Tune : soundless instrument. Shape : paralyzed hands. Vista : Pigment fades away and loses power. Scansion : structure of time thickens and the Concordist is unable to alter it for the next hour.
-15 to -19	Pathetic . The failure is perilous but not lethal. Tune : Concordist breaks his instrument. Shape : unable to shape matter for the next 24 hours. Vista : all Pigments are useless for the next 24 hours. Scansion : objects and people around the Scander move at random speed for the next hour.
-20 to -24	Terrible . The failure is very dangerous and leads to serious consequences. Tune : the Attuned executes another opus of equivalent Threshold and Instrument (EG's choice). Shape : unwanted effect in opus (the complete opposite or unexpected effect). Vista : the Painter executes another opus of the same Season and Threshold (EG's choice). Scansion : the Scander executes another opus of similar Threshold (EG's choice).
-25 to -29	Catastrophic . The failure has extremely important consequences. The effects of the opus are aimed towards another target (EG's choice). Tune : the Attuned executes another opus of the same Threshold but of different Instrument (EG's choice). Shape : the Shaper executes another opus of equivalent Threshold on the same matter (EG's choice). Vista : the Painter executes another opus of equivalent Threshold but of a different Season (EG's choice). Scansion : the effects of the opus are aimed toward a new target (EG's choice).
-30 and less	Cataclysmic . The failure has a terrible outcome. Tune : a Mental assault affects the Attuned (see the cittern opus); the Attuned also executes a Discordant opus of same Threshold (EG's choice). Shape : targeted matter is chaotic; its shape, size, density, weight, texture change for the next hour. The target finally disintegrates and the Shaper is trapped within it (whatever the size of the matter) for the next 5 hours. Vista : damned by the Muses; the use of Vista becomes disordered for a whole week and the Painter has to roll 2d10 instead of 1d10. Scansion : time is frozen. Time slows down so much that the Scander feels it has stopped for one hour. The latter moves 100 times slower than he normally does (he needs 45 minutes for a 30 second walk). Time envelops the Scander, who disappears from the physical world of Harmundia for the next 5 hours.

Equipment and costs

All prices are given in gold pieces (GP). The Keshite gold piece is acknowledged for its low gold content relative to its high amount of lead. One gold piece is equivalent to a day of minimal board and lodging. It contains 0.07 oz. of gold and can be divided into 11 "scraps" (also ironically called leads) that are only used by commoners.

The prices below refer to scraps when they use decimals. Do not forget that eleven scraps make 1 GP; so 3.11 GP is actually 4 GP.

You find this monetary system too complicated? Great! That is exactly what most Keshite merchants wanted when they created it...

A FEW SALARIES

The following prices are average examples; they can vary from ten to one hundred times depending on the object's rarity, accessibility. Keshite traders usually deal with large amounts of money, whereas some minor nobles see only a few gold pieces a year.

Wages for workers are not always paid in gold. Apprentices, for example, are only paid board and lodging. Paying in kind has nothing surprising to it. Certain prices are only listed to give an idea of how much money that kind of person can have on a day-to-day basis.

Per day (apprentice/average individual/master)

Agricultural worker, peasant	1/1/3
Specialized craftsman	2/3/7
Craftsman, country	1/2/3
Craftsman, city	1/2/4
Servant	1/2/5
Merchant (peddler)	2/5/7
Merchant (head of a trading company)	7/15/50
Noble	12/25/60
Bureaucrat	1/2/5
Carter	1/3/7
Cook	2/3/7
Scholar	2/4/7
Guard	1/2/3
Sergeant	2/5/7
Officer	10/20/40
Sailor	1/6/20
Magician	1/15/45

CONSTRUCTIONS

Real estate is rarely for sale. A house is often the only possession a person or family has. The following prices are the building costs.

Sale/building

Castle	
• Basic keep with a palisade or town-house	30,000

• Double ramparts and many watch-towers or manor	250,000
• Huge castle with quadruple ramparts or ducal residence	1,000,000 and more
Booth, workshop	1,000
Shed	250
Pit and 18 ft. high rampart (per yard)	500
Big town-house	2,500
Forge	1,200
Barn	350
Peasant house	850
Mill	1,700
Palisade, 9 ft. high (per yard)	100
Liturgical temple	never for sale
Watch-tower	1,500

♣ Renting

For a town house, the monthly rent is equal to the tenth of the building cost. The rent also depends on the neighborhood where the house is built. Houses in the bad parts of Lorgol are free, whereas houses in a fashionable neighborhood of the Keshite capital can be worth ten times these prices.

TRANSPORT

Transport costs do not include the required escorts without which owners would refuse to travel through dangerous regions. Transport costs can vary depending on the region's risk factor. Travel conditions also affect the cost of transport. For someone who is part of the transport organization (helping out as a guard, as an accountant, etc.), transport costs can be divided by 10. For a luxurious cabin though, the cost can be multiplied by 10.

Per day, per person or per 200 lbs. of goods:

Sea transport	15
Fluvial transport	10
Road transport	12

RAW MATERIALS

These are the wholesale prices obtained by producers; middlemen can multiply these prices by 5.

Wheat, per ton	400
Wood, per 10 cubic ft.	50
Coal, per ton	350
Exotic spices, per pinch (0.035 oz.)	25
Rare materials (onyxium, Wyvern scales, Dancer's bones, Shard), per pinch (0.035 oz.)	1250 or more
Marble (block), per 1/2 ton	600
Iron ore, per ton	700
Copper ore, per ton	450
Gold ore, per ton	500
Silver ore, per ton	320

SERVICES

♣ Corruption

The following prices can very much vary depending on the place, the status of the victim and of the criminal. A peasant risks death for poaching in Urgamand, whereas a lord that kills and rapes his peasants will only fall into discredit.

For an unimportant act

Minor official (militia man).....	2
Senior official, medium hierarchy (officer).....	7
Higher official, of good position (commanding officer).....	30

For a serious act

Minor official (militia man).....	50
Senior official, medium hierarchy (officer).....	200
Higher official, of good position (commanding officer).....	1,500

AT THE TAVERN

Lodging, per night

Stable....0.2 (free for customers that eat at the tavern)	
Dormitory.....	1
Separate room.....	3
Separate room, high quality.....	6

Board (one daily meal)

Loaf of bread.....	1
Low quality meal.....	2
Average quality meal with some wine.....	3
Abundant meal, open bar, several courses.....	5
Feast, banquet.....	20 and more
Dried rations (one week).....	6

Beverages

Beer, per tankard.....	0.2
Local alcohol	
• Per bottle.....	2
• Per glass.....	0.3
Strong alcohol	
• Per bottle.....	2.5
• Per glass.....	0.4
Vintage wine	
• Per bottle.....	5
• Per glass.....	1
Famous vintage wine	
• Per bottle.....	50
• Per glass.....	10

♣ Various services

Bath	
• In a watering hole.....	free
• Hot, in a room.....	0.5
Barber.....	0.7
Horse care (rubbing it down, oat, etc.).....	0.1/day

VARIOUS ILLEGALITIES

(no guaranty of success)

Assassin, ordinary contract.....	40
Assassin, important person and/or protected.....	50 and more
Spy, per day.....	28
Forged documents.....	25
Informer, per consultation.....	3
Prostitute, bad part of town.....	4
Prostitute, competent.....	9
Prostitute, medusa courtesan of the Widowlands.....	400
Thief, simple contract.....	12
Several thieves, intricate contract.....	20/thief

MEDICAL CARE

First aid for a wound.....	1
Doctor for a disease.....	7
Long and difficult operation.....	15

TRAVELING OUTFIT

Astrolabe.....	15
Camp-bed.....	1.5
Cloth sack.....	1
Compass.....	14
Crampons.....	0.8
Dressing-case (wooden comb, hairbrush, soap).....	1.5
Field-glass.....	15
First aid equipment (bandages, alcohol, needle, suture thread...).....	3
Flask, wooden (3 pints).....	0.5
Goatskin, 2 gallons.....	0.7
Iron Pot.....	5
Kitchen equipment.....	5
Lantern, ordinary.....	1.5
Lantern, dark.....	2.5
Leather backpack.....	1.2
Lectern.....	1.3
Mosquito net.....	0.7
Rope, 15 ft.....	1
Staff.....	0.5
Tent, 2 persons.....	3.2
Tent, 8 persons.....	7.5
Tent (pavilion, up to 20 persons, requires 2 mules or 4 carriers).....	20
Traveling-rug.....	0.7
Trunk.....	3

ANIMALS

Cat.....	1
Chicken.....	0.5
Cow.....	32
Dog.....	1.5
Domestic snake from the Widowlands.....	65

Exotic singing-birds.....	80
Goat.....	15
Hunting dog.....	12
Pig.....	25
Plough-ox.....	35
Sheep.....	13
Trained falcon.....	15
Watch dog.....	4

THE SCHOLAR'S DELIGHT

Big sheet of parchment (ideal for a map).....	1
Ink (0.5 pint).....	2.2
Ink-pot.....	2.5
Notebook.....	4
Paper book.....	3.5
Papyrus, 10 sheets.....	2
Parchment, per sheet.....	0.7
Quill-pen, 10 feathers.....	0.5
Seal and sealing wax.....	1.3

THE CROOK'S AMUSEMENTS

Garrote.....	0.6
Glazier's diamond.....	3
Grappling-hook.....	3
Latch-key.....	6
Pepper (1 oz.), for watch dogs.....	0.3
Playing cards.....	1
Playing cards, marked.....	3
Six-sided dice, a pair.....	0.5
Six-sided loaded dice, a pair.....	2.5
Thieve's picks.....	10
Whistle.....	0.4

JEWELRY

Bare pattern with no gemstones	
Base metal (copper, bronze or iron)/Precious metal (silver, gold)/Rare materials (Wyvern scales, onyxium)	
Belt buckle.....	3/450/5,000
Earrings, a pair.....	1/100/2,000
Bracelet.....	2.5/230/4,000
Broach.....	1.8/250/4,300
Necklace.....	4/500/10,000
Crown.....	25/3,500/55,000
Diadem.....	20/2,300/40,000
Mask.....	5/2,600/45,000
Medallion.....	1.8/250/4,500
Pendant.....	1.5/120/2,500
Scepter.....	5/3,500/60,000

Semi-precious stones (big enough for a jewel)

Agate cat's eye.....	18
Amber.....	12
Aquamarine.....	15
Amethyst.....	20
Bloodstone.....	15

Coral.....	10
Garnet.....	10
Hematite.....	15
Jade.....	35
Jasper.....	25
Lapis lazuli.....	20
Malachite.....	7
Moonstone.....	25
Serpentine.....	17
Tourmaline.....	18
Turquoise.....	6

Precious stones (big enough for a jewel)

Diamond.....	280
Emerald.....	180
Ruby.....	150
Sapphire.....	130
Topaz.....	100

ACCESSORIES FOR MAGES

Ascendancy mentor

- To improve Dancer lore.....10/day
- To improve Resonance.....15 to 45/day

Dancer

- Branding of a Dancer (the Cipher-sorcerer grants rewards to those who voluntary brand their Dancers).....50
- Unbranded, just captured.....250
- Branded, no training.....500
- Branded, minimum training (20 Threshold points).....800
- Normal training (60 Threshold points).....1,850
- Talented Dancer (with no training, otherwise undiscoverable).....5,000 and more

Demonology or Discord mentor.....250 to 1,000/day

Elder art Opus

- 10 Threshold points.....1,000
- up to 20 points.....Threshold points x2,500
- up to 30 points.....Threshold points x10,000

Magical Arts mentor

- To learn an Opus.....50/day
- To improve an uninitiated art.....7/day
- To improve a Magical art.....15 to 45/day

Magical ink to invoke a demon

(Circle I/II/III/IV/V).....10/25/50/125/175

Pigment (a pinch).....50

HUNTING AND FISHING

Bear-trap.....	4.5
Cage (small/medium/large).....	1/2/4

Fish-hooks and angle.....	0.2
Fox trap	2.5
Harpoon (river).....	0.8
Harpoon (whale).....	1.5
Hunting horn	2
Net.....	1.2

MISCELLANEOUS

Barrel (20 gallons).....	7.5
Candles, 10 (tallow/scented bee wax).....	0.1/3.5
Cask (70 gallons).....	16
Keg (4 gallons).....	4
Magnifying glass.....	1.8
Mirror, mural.....	2.5
Oil lamp	1.3
Oil, 0.4 pint flask.....	0.6
Padlock.....	10
Poison	
• Rarity 10	100
• Rarity 15	1,500
• Rarity 20.....	5,000
• Rarity 30.....	very rarely on sale
Scale and weights	3
Taper	(tallow/wax) 0.2/0.4
Tun (220 gallons; untransportable).....	50

PROFESSIONAL EQUIPMENT

Carpenter's workshop (planes, levels, saws, plumb-line, etc.).....	105
Field kitchen (pots, pans, cookers and cutlery for 25 persons).....	120
Forge (anvil, hammers, pliers, blower, etc.).....	160
Letter-writing stall (paper, inks, quill-pens, fusains and pencils).....	95
Mason's workshop (hammers, chisels, etc.).....	110
Torture room (brazier, rack, pliers, thumb-fetters, etc.).....	300

HORSEMANSHIP

Harness.....	2.6
Horseshoes (4).....	3
Horse whip	0.8
Rein	1
Saddle.....	7
Scabbards	2.5
Stirrups.....	1.5

MUSICAL INSTRUMENTS

Cittern.....	10
Drum.....	5
Flute	1.5
Harp	18
Horn	3
Kettledrum	13

Tambourine	2.3
Viol	12

FURNITURE

Armchair	8
Bench.....	4
Bookshelf	6
Stool	3
Wardrobe.....	12
Writing-table.....	14
(with secret compartments).....	+ 20

TOOLS

Awning (3 ft.).....	0.9
File	3
Graver.....	4
Hammer	2
Hatchet.....	3.5
Ladder	4
Nails, one hundred	1.3
Pegs, one hundred	1
Pick.....	5.5
Awl.....	0.9
Pliers.....	4
Saw	4
Shovel.....	5
Spade.....	5
Wedge	1.7
Whetstone.....	1

CLOTHES

Apron	1.2
Boots	5
Breeches	1
Cap	0.5
Cloak	0.9
Coat	5
Coif.....	0.6
Dress, common.....	3.5
Dress, newest Princely Communes fashion	35
Fine shoes	2.8
Full dress	28
Fur-lined coat.....	10
Gloves.....	1.5
Guard's uniform	12
Hat	1.1
Hood	0.6
Plain clothes.....	15
Sandals.....	0.8
Shirt.....	1
Surcoat.....	3
Traveling clothes.....	10
Trousers.....	3
Underwear, common.....	0.7
Underwear, hussy.....	6.5

MEANS OF CONVEYANCE

Road transportation	
Camel.....	65
Caravan.....	100
Cart, two wheels.....	55
Chariot, four wheels.....	85
Coach.....	180
Donkey.....	20
Mule.....	25
Packhorse.....	75
Palanquin.....	35
Pony.....	55
Sedan chair.....	18
Trained war horse.....	140

Ships

Prices for a new boat with no tackle

Bark.....	200 to 500
Corvette.....	4,800 to 7,000
Cutter.....	2,900 to 4,000
Frigate.....	9,000 to 12,000
Galleon.....	4,100 to 8,000
Galley.....	3,900 to 5,900
Chebek.....	1,800 to 3,200
Sloop.....	400 to 700

ARMOR

(Vest only/Partial armor/Full armor)

The following prices are for bare models with no specific ornamentation and average quality. Used equipment can cost half the specified price (body snatchers frequently offer such bargains). Superior quality or intricately ornamented armors can multiply the listed prices from 10 to 100 times.

Banded mail.....	350/800/1,700
Chain mail.....	850/1,800/4,200
Heavy clothes.....	7/15/30
Leather.....	17/40/120
Plate.....	1,000/2,500/5,000
Scale mail.....	150/350/750
Studded leather.....	50/120/250

WEAPONS

Same remarks as for armor: the listed prices are for new, and average quality item. They cost half the price when they are second-hand. Superior quality or ornamentation can modify the price from 10 to 100 more.

Axe.....	12
Club.....	1
Cane.....	1.5
Short sword.....	6

Dagger.....	5
Double axe.....	57
Flail.....	9
Foil.....	14
Giant axe.....	63
Giant mallet.....	19
Giant mace.....	50
Giant pike.....	30
Giant sword.....	65
Great flail.....	55
Great lance.....	30
Halberd.....	49
Half-axe.....	3.6
Hatchet.....	3.1
Horseman's lance.....	12
Knife.....	3.7
Lamella.....	4.7
Lance.....	9
Mace.....	10
Main gauche.....	11
Morning star.....	13
Ogre axe.....	18
Ogre mallet.....	13
Ogre sword.....	22
Pike.....	6
Pilum.....	8
Pin.....	2
Pitchfork.....	6
Quarterstaff.....	2.1
Rapier.....	17
Saber.....	15.5
Short sword.....	14
Scimitar.....	15
Stiletto.....	2.2
Sword.....	16
Tree trunk.....	free
Trident.....	8
Truncheon.....	1.7
Two-handed sword.....	60
War hammer.....	13

♣ Shields

Knight Shield.....	21
Buckler.....	12
Tower or Kite.....	45

♣ Missile weapons

Ballista.....	340
Bow.....	12
Composite bow.....	36
Composite short bow.....	21
Crossbow.....	25
Heavy crossbow.....	55
Light crossbow.....	20
Long bow.....	18
Short bow.....	7
Spriggan crossbow.....	75
Sprite bow.....	6

Examples of disease

• SLOW-DEATH

Virulence: 20

Periodicity: one week

Rarity: 15

For each 5 points Gravity level, the ill character suffers a permanent Serious wound. The character feels constantly tired and tends to sleep as much as possible. He lives in an increasing state of exhaustion. Sleep does not rest him until a day when he no longer wakes up.

• DUSKHEART

Virulence: 20

Periodicity: half a day

Rarity: 22

For each 2 points Gravity level, the ill character's HP maximum is decreased by 1 point. Unless cured, his blood becomes black and thick. Death, then awaits...

• DEBILITATING DISEASES

Virulence: 15

Periodicity: one day

Rarity: variable

There are several types of debilitating diseases. Each one of them affects a specific attribute and has a different name. Their average VIR is 15 but some are more or less dangerous.

For each 3 points Gravity level, an ill character loses 1 attribute point. When an attribute falls down to 0, the character dies.

Certain debilitating diseases, pestilences, affect several attributes simultaneously. Body, Spirit or Soul pestilences affect all the given Aspect attributes at the same time. The Black Pestilence, worst of all, affects all eight attributes together.

DEBILITATING DISEASES

Attribute	Name	Rarity
STR	Cold languor	13
STA	Heart breaker	15
AGI	Trembly	15
PER	Creeping blindness	10
INT	Oblivial	18
WIL	Slaepan fever	20
CHA	Charm-nibbler	18
CRE	Musely-death	20

Poison examples

• ENDORINE

Virulence: 20 (blade poisoning) /25 (ingestion poisoning)

Rarity: 12

Endorine is a powerful soporific that takes effect in half an hour.

• BLUE SHIVERS

Virulence: 26 (blade poisoning)

Rarity: 18

This poison inflicts a sudden body temperature drop in approximately 20 minutes.

If the victim resists, he only loses 5 HP. If he fails his STA roll, he loses 1 additional HP per negative SM point.

• STIFFAL

Virulence: 30 (contact poisoning)

Rarity: 15

Stiffal paralyzes its victim one round after exposure. If the resistance roll is a success, the victim loses all his actions (not his reactions) for one round. If the roll is failed, the victim loses all his actions and reactions for as many rounds as his negative SM points.

• GLUE

Virulence: 25 (ingestion poisoning)

Rarity: 19

The effects of Glue appear one hour after exposure. They are: a sense of heaviness in the limbs, and then, after a day, strong muscular discomfort.

If the victim succeeds his roll, he only takes a -2 penalty due to muscular difficulties. If he fails, he is completely paralyzed after a couple of hours and dies of suffocation.

• QATAM-SIIR

Virulence: 28 (ingestion poisoning)

Rarity: 26

If the STA roll is a success, the character is victim of violent vomiting 5 minutes after the ingestion. He loses 10 HP and takes a permanent Serious wound.

If the roll is failed, the victim drops unconscious after a couple of minutes, suffering the 10 HP loss and a permanent Serious wound. The victim will have to succeed in another STA roll after half an hour.

• WYVERN BILE

Virulence: 30 (blade poisoning)

Rarity: 30

Wyvern bile comes from the venom secreted from a Wyvern's tail. An extremely powerful neurotoxin, this poison induces a very violent muscular spasm and then death from a powerful nervous disorder.

If the victim succeeds his STA roll, he loses as many HP as his STR + SIZ. This loss is caused by violent muscular

ENDORINE

SM	Effect
-10 or less	Leaden sleep
-9 to -5	Light sleep
-4 to -1	Sleepiness
0 to 4	No effect
5 or more	Anesthesia (cancels the effects of a Serious wound for one hour)

Remedy examples

• WILLOWTEA

Rarity: 12

POW: 5

For each full 5 point POW level, this remedy (roots and bark) grants a +1 bonus to all natural healing rolls (wound or disease). Its taste is absolutely awful.

• GUILGREEN TREACLE

Rarity: 18

POW: 15

This moss and resin cataplasm heals as a full day of natural regeneration (only for the wounded) plus another day of regeneration per 5 POW points over 15. This remedy takes 4 hours to take effect.

It can only be used once every two days. If the remedy is used more than that, it may cause a Serious wound due to a major allergy.

• JIZZ GUM

Rarity: 21

POW: 10

This greenish paste is used to quickly reduce fever and pain. It induces slight euphoria that lasts approximately one hour. Frequent use of Jizz gum can cause a strong addiction.

Technically, the paste cancels the effects of a Serious wound, plus an additional one for each 10 POW points. Certain very rare doses can heal three Serious serious wounds all together, and enable automatic success on the WIL roll in the case of the third Serious wound.

• BLUAL

Rarity: 11

POW: 25

This blue paste must be ingested. It cancels the effects of Glue in a couple of minutes. If the resistance roll failed, it is now considered as a success. If the roll was already a success, it now cancels the negative effects. Taking several doses of Blual provokes the opposite effects.