

Herbs

A COLLECTION OF THE HERBS & CONSUMABLES OF GLACIER ACADEMY

~ Property of Glacier Academy ~

NAME	RARITY	EFFECT	LOCATION
Bloodweed	Common	Stop minor bleeds . Nourish vampires in an emergency.	Bottom of Lake Peace
Dreamthorn	Common	Powerful sedative . Treat insomnia and anxiety.	Deepest, most tangled thickets of the forest
Snow Oat	Common	Give a bit of energy	Icy tundra
Saltweed	Common	Satisfies your thirst for a while	Almost anywhere in the shadows
Bastit	Common	Repel parasitic insects incl. Mosquitoes. Using it too much can cause a rash.	Almost anywhere
Secondstart	Uncommon	Activates adrenaline and gives 5 minutes of +2 mana → combat. Ingesting too often may lead to side effects.	Fauna Park (<u>Earth</u> elementals only)
Corpsevine	Uncommon	Liquid inside heals wounds very fast (older tree → bigger superficial wounds)	Around trees that have been dead at least 5 years
Firelily	Uncommon	Heal burns	Cold places
Lypaprofen	Uncommon	Good painkiller	Growing from Dreamthorn
Mertongue	Rare	Boiled as soup: forego emotions , anxiety, and stress for a few days. (Doesn't heal trauma like Heartstone, only numbs for a while)	At a lake if someone has shed their tears at that spot
Moonbane	Rare	Turn into a beast that is much stronger and faster. Risk: only strong-willed people can remember friends from foes.	Where werewolf blood has been spilled

NAME	RARITY	EFFECT	LOCATION
Ixobove	Rare	Poison: causes inability to focus and/or to think clearly. (More effective when applied to a weapon slashing the flesh)	
Parselola	Rare	Build tolerance against herbs that would otherwise be too toxic . Combined with another mystery herb: may give poison immunity .	Often given to favoured apprentices in the Glacier Academy Temple
Toothwurm	Rare	Burned: hallucinogenic . Soaked in milk overnight: drinker may regrow their teeth within hours. (Only expert healer knows soaked dosage)	In many temples worshipping positive karma deities
Heartstone	Unique	Heal emotional wounds and trauma . Brings back lost memoires and soothes the unsoothable.	The most hidden valleys with no wind for 10 years
Shadowroot	Unique	Powerful protective properties. Can cleanse all but the most powerful curses by ingestion.	Shadowy depths of the forest (<u>Light elementals</u> only)
Iceflorania	Unique	Powerful purifying properties. Can cleanse all but the most powerful poison by ingestion.	The coldest, most inhospitable parts of the icy tundra
Mutatientia	Unique	Polyjuice potion . Throw in something that belongs to the person you want to look like → appearance will change for 24 hours.	Dark forests where no one has walked in a long time
Caeculia	Unique	Invisibility for 2 hours per a leaf eaten	No one knows. Invisible herb you can only track by using your mana (by luck)
Dragonfire	Legendary	Enhance magical powers and grant immense strength and endurance . Ingesting it just once: turns bones black and sharpens the ear tips. Adds +20 physical skill.	Grows only in the presence of dragons and is beyond difficult to find
Starsap	Legendary	When ingested adds +20 mana skill. Eyes shine like the stars every time you use your mana from now on.	Sap from any tree that grows on a fallen star (or asteroid) (extremely rare)
Phenicanae	Archmythical	Powerful healing properties. Heal from any wound if heart has not stopped completely beating. Bring back any lost limbs . Randomly reassign the element upon ingestion, adding +5 to previous stats . Doesn't heal emotional trauma. Is an agonizing experience. (Recommended to ingest with heartstone)	Ashes of burned forests , where it is said to be born from the ashes of those who died before their time

NAME	RARITY	EFFECT	LOCATION
Goldenroot	Archmythical	Grants the eater a glimpse of the universe itself, wisdom beyond wisdoms. +100 to all stats.	In the deepest and most dangerous dungeons
Emerald Dill Seed	Archmythical	Grants a second element in addition to the one they were born with. Second element will be imperfect and devious to master. Its strength will always be 50% of the main mana skill.	
Idunbell	Archmythical	+500 years to live	No one knows, but legend says where the tree of life pours down, you can find one in the roots

Herbs from other parts of Glacier

NAME	EFFECT	SIDE EFFECTS	LOCATION
Sting	When chewed, stings the mouth and then gives rush of pleasure . 'Head in the clouds'-feeling: elevates feelings of pleasure, forget worries and anxieties . Increases heartrate and body temperature + tingly feeling. Effects last for several hours . Commonly used to enhance the effect of other mind-altering herbs .	Easy to get addicted . Colours the tongue with pink dots that turn darker with prolonged use. In the long run: insomnia, restlessness, and loss of pleasure from mundane things (food, exercising, music). In advanced cases: disrupt connection to mana .	On the shores of Amour . Nettle-like herb distinguishable from regular nettles by its flowers that bloom pink

Alchemicks ("alchemy that kicks")

NAME	CATEGORY	EFFECT	NOTES
Satyrsmoke	Most common	Makes one's steps float randomly and makes them intensely relaxed and giggly . Several flavours available from strawberry to dreams to the feeling of your first kiss!	From the ingenious satyr race, distributed throughout the continent
Sparkle	Most common	A little wooden stick you put in your mouth and inhale once. Equal to smoking a whole kilo of Satyrsmoke .	Expensive. Often used by aristocrats in their more.. risqué parties
Yewah Cider	Most drunk	Drink sweet as honey with a hint of apple. Brings the best of yourself out! Forget all negative emotions and make an absolute fool of yourself on the dancefloor.	Excessive consumption may lead to less brain function.
Dwarfbrew	Most drunk	Alcoholic brew, makes your muscles and blood roar with energy! The more you drink, the better you feel. 8 hours of vigour and roaring laughter .	Tastes like dirt, but you don't taste anything after the first pint. Two days of vomiting and headache the following morning
Swansip	Most drunk	A light drink, tastes like fresh water with hints of morning dew and blueberry. Stimulates the brain , giving new ideas and arousing discussion .	Overconsumption may lead to nymphomania
Blacksmoot	Most addicting	Black substance you rub inside your nostril, brings intense feelings of euphoria and hours of awakesness! Sometimes used on intense training missions.	It is almost impossible to stop usage without intervention.
Violetkiss	Most addicting	Herb, looks much like Satyrsmoke but is very far from it. Numbs the soul and emotions, replacing them with those of your past life . Every puff will bring a new emotion. Often mixed with Satyrsmoke, as it has no smell on its own.	Be warned: excessive usage may cause user to not be able to discern which of their lives are real, and which they are living right now.

NAME	CATEGORY	EFFECT	NOTES
Dragonscotch	Most fatal	Drink, only a few races have the stomach to handle it (mostly minotaurs, dwarves, and wraiths). If you can handle it, it'll get you drunk like nothing else . Drinkers will blow fire from their nostrils (doesn't damage airways). If you can't, it melts you from the inside , bringing death within an hour .	Often found in the southern continent. Note: Black market sells subpar Dragonscotch that will burn everything (it's mostly acid). It <u>should not be purchased</u> . Can be recognized from the smell of lemon. Normal dragonscotch smells like nothing.
Berserker's End	Most fatal	Liquid of deep violet. Burns your own lifespan , giving unbelievable strength and unimaginable ecstasy . However, all who drink it die after because the lifespan burns until there is no more. Often used by forbidden lovers, the desperate, or ones looking to take their own life in style.	Traded from the Fae. One drop is enough but is often mixed with another drink.

From quests

3 QUEST: *Worst of nature into best of the potions (Ae's herb quest)*

NAME	EFFECT	SIDE EFFECTS	LOCATION
Black Rue	Base ingredient for regeneration , recovery , and focus potions. (Only works with combination of herbs)	Smelling: Dizziness Tasting: Bad headaches and unstable mana	Few places in Wild Forest , high in the trees NB: Bees
Monemine	Combined for physique -based potions. Will make used throw up if eaten as is.	Forcing the user to throw up (often used to get rid of the poison from the body), after that shortly giving the feel of empowerment	Coast of Skull Lake NB: Venandaas
Innogella	Combined for mana -based potions. Can be used to breath underwater for a short time.	Feeling of choking and giving the instinct to hide into the water	Bottom of Lake Amor Nb: Lozums
Esseka	Combined for focus -based potions. Anaesthesia and painkiller . Helps with inflamed wounds. On wound: prevent spikes of pain. On tongue/eaten: painkiller effect.		The side of meditation hall near Lake Peace's coastline
Queen's Moss	Boosts effects of combined herbs.		Near the mill and farms NB: Quomites

3 QUEST: *Poopy Night*

NAME	EFFECT	SIDE EFFECTS	LOCATION
Dreamberries	Irresistible smell. Puts medium-sized (or smaller) beast to sleep a few minutes		