

Acid

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Gamring

TIME : Summer
LOCALE : Plains
MIN COST : 3d
MAX COST : 4d
FANTASY COST : 1sp 3cp/1sp 9cp
PURPOSE : acid
ADD? : Not addictive
EFFECT : Heal 2D6 as damage
USE : Ingested
FORM : Lichen
RAR : 1
STORE : D6 months

Horlost

TIME : Always
LOCALE : Caves
MIN COST : 6d
MAX COST : 10d
FANTASY COST : 2sp 7cp/4sp 1cp
PURPOSE : acid
ADD? : Not addictive
EFFECT : 6D6 heal as damage
USE : Applied
FORM : Mineral
RAR : -2
STORE : D6 months

Jolein

TIME : Summer
LOCALE : Lakeshore
MIN COST : 7d
MAX COST : 11d
FANTASY COST : 3sp 1cp/4sp 7cp
PURPOSE : acid
ADD? : Not addictive

EFFECT : Heal 3D6 as damage
USE : Applied
FORM : Flower
RAR : -2
STORE : D3 days

Lasrath

TIME : Summer/Autumn
LOCALE : Mountainous areas
MIN COST : 10d
MAX COST : 1s 3d
FANTASY COST : 4sp 1cp/6sp 1cp
PURPOSE : acid
ADD? : Not addictive
EFFECT : Heal 4D6 as damage
USE : Ingested
FORM : Nut
RAR : -1
STORE : D6 weeks

Montariel

TIME : Winter/Spring
LOCALE : Deserts
MIN COST : 2d
MAX COST : 4d
FANTASY COST : 1sp 1cp/1sp 7cp
PURPOSE : acid
ADD? : Slightly addictive
EFFECT : Heal 1D6 as damage
USE : Ingested
FORM : Sap
RAR : 2
STORE : D6 months

Turfina

TIME : Summer
LOCALE : Mountainous areas
MIN COST : 1s 3d
MAX COST : 1s 11d
FANTASY COST : 6sp 2cp/9sp 4cp
PURPOSE : acid
ADD? : Not addictive

EFFECT : 4D6 Aid (as damage) □1/min

USE : Ingested

FORM : Fruit

RAR : -4

STORE : D6 days

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Last update: **2015/01/26 19:23**

