

Enhancing

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Aligax

TIME : Spring/Summer

LOCALE : Plains

MIN COST : 1d

MAX COST : 2d

FANTASY COST : 6cp/8cp

PURPOSE : protects sight

ADD? : Not addictive

EFFECT : 6 Flash DEF one hour

USE : Applied

FORM : Algae

RAR : 1

STORE : D3 days

Alormary

TIME : Spring

LOCALE : Plains

MIN COST : 2d

MAX COST : 3d

FANTASY COST : 1sp/1sp 4cp

PURPOSE : protection from spirits

ADD? : Not addictive

EFFECT : +3 DCV evil spirits/demons

USE : Ingested

FORM : Berry

RAR : +1

STORE : D6 weeks

Alshaana

TIME : Winter/Spring

LOCALE : Timberline, peaks

MIN COST : 4d

MAX COST : 6d

FANTASY COST : 1sp 7cp/2sp 5cp

PURPOSE : warmth

ADD? : Slightly addictive

EFFECT : Life Support: cold one day
USE : Ingested
FORM : Clove/Bulb
RAR : +2
STORE : D6 months

Altolas

TIME : Autumn/Winter
LOCALE : Lakeshore
MIN COST : 11d
MAX COST : 1s 4d
FANTASY COST : 4sp 5cp/6sp 7cp
PURPOSE : psi enhancement
ADD? : Addictive to use
EFFECT : +1 INT, +2D6 magic roll
USE : Ingested
FORM : Clove/Bulb
RAR : -3
STORE : D6 weeks

Arva

TIME : Winter
LOCALE : Timberline, peaks
MIN COST : 8s
MAX COST : 12s
FANTASY COST : 3gp 8sp 1cp/5gp 7sp 1cp
PURPOSE : strength
ADD? : Not addictive
EFFECT : 3D6 Aid STR, fade 1/min
USE : Ingested
FORM : Nut
RAR : -2
STORE : D3 days

Atigax

TIME : Winter
LOCALE : Grassland
MIN COST : L4 3s 4d
MAX COST : L7 5s 10d
FANTASY COST : 40gp/70gp
PURPOSE : protects sight
ADD? : Very addictive, cannot be used safely

EFFECT :
USE : Ingested
FORM : Clove/Bulb
RAR : -3
STORE : D3 days

Baldakur

TIME : Winter/Spring
LOCALE : Sylvan, forests
MIN COST : 9d
MAX COST : 1s 2d
FANTASY COST : 3sp 9cp/5sp 9cp
PURPOSE : toughen muscle
ADD? : Addictive to use
EFFECT : +3D6 CON vs being stunned
USE : Ingested
FORM : Nut
RAR : -2
STORE : D6 weeks

Bittermourn

TIME : Winter
LOCALE : Artic
MIN COST : L104 3s 4d
MAX COST : L104 3s 4d
FANTASY COST : 1000gp/1000gp
PURPOSE : longevity
ADD? : Not addictive
EFFECT : Life Support: no aging 10 years
USE : Ingested
FORM : Clove/Bulb
RAR : -6
STORE : D6 days

Black Rose

TIME : Spring/Summer
LOCALE : All
MIN COST : L10 8s 4d
MAX COST : L10 8s 4d
FANTASY COST : 100gp/100gp
PURPOSE : liquid absorption
ADD? : Very addictive, cannot be used safely

EFFECT :
USE : Ingested
FORM : Stalk
RAR : -5
STORE : D6 weeks

Caffar

TIME : Summer/Autumn
LOCALE : Desert
MIN COST : L1 10d
MAX COST : L1 10d
FANTASY COST : 10gp/10gp
PURPOSE : psi enhancement
ADD? : Not addictive
EFFECT :
USE : Breathed
FORM : Flower
RAR : -2
STORE : D6 weeks

Calerith

TIME : Spring
LOCALE : Bog or swamp
MIN COST : 4d
MAX COST : 6d
FANTASY COST : 1sp 7cp/2sp 5cp
PURPOSE : wall climbing
ADD? : Not addictive
EFFECT : Clinging 5 minutes
USE : Applied
FORM : Seed
RAR : -1
STORE : D6 weeks

Carcatu

TIME : Spring
LOCALE : Ocean shore
MIN COST : 2s 2d
MAX COST : 3s 3d
FANTASY COST : 1gp 4cp/1gp 5sp 6cp
PURPOSE : preserve life
ADD? : Not addictive

EFFECT : Lifekeeping
USE : Applied
FORM : Sap
RAR : -3
STORE : D3 days

Degaec

TIME : Winter
LOCALE : Deep forest, wilds
MIN COST : 8d
MAX COST : 1s
FANTASY COST : 3sp 2cp/4sp 8cp
PURPOSE : reflexes
ADD? : Slightly addictive
EFFECT : +2D6 DEX, fade 1/minute
USE : Ingested
FORM : Sap
RAR : -1
STORE : D3 days

Degiik

TIME : Summer
LOCALE : Coast
MIN COST : L10 8s 4d
MAX COST : L10 8s 4d
FANTASY COST : 100gp/100gp
PURPOSE : longevity
ADD? : Not addictive
EFFECT : Life Support: no aging 1 year
USE : Applied
FORM : Seed
RAR : -4
STORE : D6 months

Elthargis

TIME : Spring
LOCALE : Fresh water
MIN COST : 5d
MAX COST : 8d
FANTASY COST : 2sp 3cp/3sp 5cp
PURPOSE : keep awake
ADD? : Addictive to use

EFFECT : Life Support: no sleep 1 day

USE : Ingested

FORM : Fruit

RAR : -1

STORE : D3 days

Felmather

TIME : Winter

LOCALE : Bog or swamp

MIN COST : 1s

MAX COST : 1s 6d

FANTASY COST : 4sp 8cp/7sp 2cp

PURPOSE : mental link

ADD? : Slightly addictive

EFFECT : Mind Link 1 other 1 hour

USE : Ingested

FORM : Bark

RAR : -3

STORE : D6 months

Fenurgot

TIME : Always

LOCALE : Timberline, peaks

MIN COST : 5d

MAX COST : 7d

FANTASY COST : 2sp 1cp/3sp 1cp

PURPOSE : increases movement

ADD? : Not addictive

EFFECT : x2 NC run

USE : Ingested

FORM : Mineral

RAR : -1

STORE : D6 years

Fofhan

TIME : Autumn

LOCALE : Timberline, peaks

MIN COST : 2d

MAX COST : 4d

FANTASY COST : 1sp 1cp/1sp 7cp

PURPOSE : climbing

ADD? : Not addictive

EFFECT : +5 Climb 5 hours
USE : Applied
FORM : Pollen
RAR : +0
STORE : D6 months

Fumitore

TIME : Spring/Summer
LOCALE : Coast
MIN COST : 6s 3d
MAX COST : 12s 6d
FANTASY COST : 3gp/6gp
PURPOSE : hair prevention
ADD? : Slightly addictive
EFFECT : 2D6 transform, cumulative
USE : Applied
FORM : Insect
RAR : -1
STORE : D3 days

Habsulara

TIME : Winter
LOCALE : Inhabited areas, urban
MIN COST : 5d
MAX COST : 7d
FANTASY COST : 1sp 2cp/2sp 2cp
PURPOSE : increase intelligence
ADD? : Not addictive
EFFECT : 1D6 Aid INT, fade 1/hour
USE : Ingested
FORM : Root
RAR : +2
STORE : D6 weeks

Henuiel

TIME : Spring
LOCALE : Deserts
MIN COST : 3d
MAX COST : 4d
FANTASY COST : 1sp 2cp/1sp 8cp
PURPOSE : protection from fire
ADD? : Not addictive

EFFECT : +1D6 ED, fade 5/min
USE : Ingested
FORM : Grass
RAR : 0
STORE : D6 days

Hugar

TIME : Spring
LOCALE : Ocean shore
MIN COST : 1s 6d
MAX COST : 2s 3d
FANTASY COST : 7sp 4cp/1gp 1sp
PURPOSE : increases movement
ADD? : Slightly addictive
EFFECT : +4D6 SPD Aid, fade 1/turn
USE : Ingested
FORM : Leaf
RAR : -6
STORE : D6 days

Joldraiven

TIME : Autumn
LOCALE : Bog or swamp
MIN COST : 10s
MAX COST : 15s
FANTASY COST : 4gp 8sp /7gp 2sp
PURPOSE : equine stimulant
ADD? : Not addictive
EFFECT : 4D6 SPD Aid
USE : Ingested
FORM : Root
RAR : -1
STORE : D6 months

Kathuska

TIME : Winter
LOCALE : Wasteland
MIN COST : 4d
MAX COST : 7d
FANTASY COST : 1sp 9cp/2sp 9cp
PURPOSE : raise strength
ADD? : Slightly addictive

EFFECT : 3D6 Aid STR, fade 1/min
USE : Applied
FORM : Vine
RAR : +0
STORE : D6 days

Melander

TIME : Winter
LOCALE : River
MIN COST : 2s 6d
MAX COST : 4s 2d
FANTASY COST : 12sp/20sp
PURPOSE : resist disease
ADD? : Not addictive
EFFECT :
USE : Ingested
FORM : Sap
RAR : -3
STORE : D6 weeks

Mountain Setwall

TIME : Always
LOCALE : Mountains
MIN COST : 2s 1d
MAX COST : 6s 3d
FANTASY COST : 1gp/3gp
PURPOSE : hair growth
ADD? : Not addictive
EFFECT : 2D6 transform, cumulative
USE : Applied
FORM : Berry
RAR : -1
STORE : D6 months

Mugwort

TIME : Summer
LOCALE : Rural
MIN COST : 4s 2d
MAX COST : 8s 4d
FANTASY COST : 2gp/4gp
PURPOSE : prevents collapse
ADD? : Not addictive

EFFECT :

USE : Ingested

FORM : Fungus

RAR : -1

STORE : D6 weeks

Mulith

TIME : Winter/Spring

LOCALE : Mountainous areas

MIN COST : 4d

MAX COST : 7d

FANTASY COST : 1sp 9cp/2sp 9cp

PURPOSE : protect sight

ADD? : Not addictive

EFFECT : 10 Flash Def fade1/min

USE : Applied

FORM : Flower

RAR : +0

STORE : D3 days

Nathis

TIME : Summer/Autumn

LOCALE : Inhabited areas, urban

MIN COST : 4d

MAX COST : 6d

FANTASY COST : 1sp 8cp/2sp 6cp

PURPOSE : lightsleep

ADD? : Slightly addictive

EFFECT : Lightsleep 12 hours

USE : Ingested

FORM : Lichen

RAR : -2

STORE : D6 months

Nelthenien

TIME : Spring/Summer

LOCALE : Caves

MIN COST : 3d

MAX COST : 4d

FANTASY COST : 1sp 3cp/1sp 9cp

PURPOSE : magical protection

ADD? : Not addictive

EFFECT : +5 magic roll DEF
USE : Ingested
FORM : Leaf
RAR : +1
STORE : D6 weeks

Nuil Berry

TIME : Winter/Spring
LOCALE : Timberline, peaks
MIN COST : 7d
MAX COST : 11d
FANTASY COST : 3sp/4sp 4cp
PURPOSE : increase will
ADD? : Slightly addictive
EFFECT : +10 EGO roll fade 1/hour
USE : Ingested
FORM : Berry
RAR : -3
STORE : D3 days

Nuilfana

TIME : Always
LOCALE : Caves
MIN COST : 2s 6d
MAX COST : 3s 9d
FANTASY COST : 1gp 2sp/1gp 8sp
PURPOSE : preserve life
ADD? : Not addictive
EFFECT : Lifekeeping 1 day
USE : Applied
FORM : Mineral
RAR : -4
STORE : D6 years

Oleanth

TIME : Winter
LOCALE : Timberline, peaks
MIN COST : 10d
MAX COST : 1s 3d
FANTASY COST : 4sp/6sp
PURPOSE : remove sleep
ADD? : Not addictive

EFFECT : LS: puts off sleep 1 week

USE : Applied

FORM : Seed

RAR : -4

STORE : D6 months

Ololosse

TIME : Autumn/Winter

LOCALE : Underdeeps

MIN COST : 2s

MAX COST : 3s

FANTASY COST : 9sp 7cp/1gp 4sp 5cp

PURPOSE : preserve life

ADD? : Not addictive

EFFECT : Lifekeeping

USE : Applied

FORM : Fungus

RAR : -3

STORE : D6 months

Olvar

TIME : Winter

LOCALE : Coast

MIN COST : L31 5s

MAX COST : L31 5s

FANTASY COST : 300gp/300gp

PURPOSE : prevents death

ADD? : Not addictive

EFFECT :

USE : Applied

FORM : Pollen

RAR : -4

STORE : D6 years

Palma Eldath

TIME : Always

LOCALE : Mountains

MIN COST : 6s 3d

MAX COST : 6s 3d

FANTASY COST : 3gp/3gp

PURPOSE : warmth

ADD? : Slightly addictive

EFFECT : Life Support: cold one week
USE : Applied
FORM : Berry
RAR : -2
STORE : D6 weeks

Skelay

TIME : Summer
LOCALE : Bog or swamp
MIN COST : 1s 1d
MAX COST : 1s 7d
FANTASY COST : 5sp 3cp/7sp 9cp
PURPOSE : mental link
ADD? : Not addictive
EFFECT : Telepathy 5D6, -1D6/min
USE : Applied
FORM : Nut
RAR : -4
STORE : D6 months

Solemia

TIME : Autumn/Winter
LOCALE : Plains
MIN COST : 1s 8d
MAX COST : 2s 7d
FANTASY COST : 8sp 3cp/1gp 2sp 5cp
PURPOSE : longevity
ADD? : Very addictive, cannot be used safely
EFFECT : Life Support: no aging 1 week
USE : Ingested
FORM : Stalk
RAR : -2
STORE : D6 days

Surinan

TIME : Autumn/Winter
LOCALE : Sylvan, forests
MIN COST : 4s 2d
MAX COST : 6s 3d
FANTASY COST : 2gp 1/3gp 1f
PURPOSE : longevity
ADD? : Addictive to use

EFFECT : +5 years lifespan
USE : Ingested
FORM : Moss
RAR : -5
STORE : D6 weeks

Taegu

TIME : Summer/Autumn
LOCALE : Plains
MIN COST : 8d
MAX COST : 1s
FANTASY COST : 3sp 4cp/5sp 2cp
PURPOSE : trackless step
ADD? : Not addictive
EFFECT : Light Tread 1 hour
USE : Applied
FORM : Vine
RAR : -4
STORE : D6 days

Tamarindes

TIME : Always
LOCALE : Forest
MIN COST : 2s 1d
MAX COST : 4s 2d
FANTASY COST : 1gp/2gp
PURPOSE : quenches thirst
ADD? : Not addictive
EFFECT :
USE : Applied
FORM : Lichen
RAR : -1
STORE : D6 weeks

Valhath

TIME : Always
LOCALE : Salt Water
MIN COST : 4d
MAX COST : 7d
FANTASY COST : 1sp 9cp/2sp 9cp
PURPOSE : increases movement
ADD? : Slightly addictive

EFFECT : x2 NC Run
USE : Ingested
FORM : Mineral
RAR : -2
STORE : D6 months

Vulcarax

TIME : Spring/Summer
LOCALE : Plains
MIN COST : 2s
MAX COST : 3s
FANTASY COST : 9sp 8cp/1gp 4sp 6cp
PURPOSE : preserve life
ADD? : Not addictive
EFFECT : Lifekeeping
USE : Ingested
FORM : Clove/Bulb
RAR : -3
STORE : D6 weeks

Woak-Foer

TIME : Winter
LOCALE : Sylvan, forests
MIN COST : 10d
MAX COST : 1s 4d
FANTASY COST : 4sp 3cp/6sp 5cp
PURPOSE : psi enhancement
ADD? : Not addictive
EFFECT : 25 Mental Defense □1/min
USE : Ingested
FORM : Seed
RAR : -2
STORE : D6 weeks

Xanier

TIME : Summer/Autumn
LOCALE : Salt Water
MIN COST : 3d
MAX COST : 5d
FANTASY COST : 1sp 5cp/2sp 3cp
PURPOSE : increases movement
ADD? : Not addictive

EFFECT : x2 NC Swimming
USE : Applied
FORM : Fish
RAR : -2
STORE : D6 hours

Ycarth

TIME : Autumn
LOCALE : Ocean shore
MIN COST : 4d
MAX COST : 6d
FANTASY COST : 1sp 6cp/2sp 4cp
PURPOSE : protect sight
ADD? : Not addictive
EFFECT : D6 flash
USE : Applied
FORM : Nut
RAR : 0
STORE : D6 days

Yoth-Las

TIME : Autumn
LOCALE : Timberline, peaks
MIN COST : 6d
MAX COST : 9d
FANTASY COST : 2sp 6cp/3sp 8cp
PURPOSE : psi enhancement
ADD? : Slightly addictive
EFFECT : 15 Mental Defense
USE : Ingested
FORM : Grass
RAR : -1
STORE : D6 weeks

Ythlias

TIME : Autumn
LOCALE : Deep forest, wilds
MIN COST : 8d
MAX COST : 1s
FANTASY COST : 3sp 2cp/4sp 8cp
PURPOSE : psi enhancement
ADD? : Not addictive

EFFECT : Eidetic Memory 1 day
USE : Ingested
FORM : Leaf
RAR : -2
STORE : D3 weeks

Zoolitic

TIME : Summer
LOCALE : Underdeeps
MIN COST : 1d
MAX COST : 2d
FANTASY COST : 6cp/1sp
PURPOSE : increases movement
ADD? : Not addictive
EFFECT : +2□ leaping
USE : Ingested
FORM : Insect
RAR : 1
STORE : D3 days

Zulsendra

TIME : Summer
LOCALE : Underground
MIN COST : L7 5s 10d
MAX COST : L7 5s 10d
FANTASY COST : 70gp/70gp
PURPOSE : increases movement
ADD? : Slightly addictive
EFFECT : +3□ leaping
USE : Ingested
FORM : Flower
RAR : 0
STORE : D6 months

Zyaw Seed

TIME : Autumn/Winter
LOCALE : Salt Water
MIN COST : 1d
MAX COST : 2d
FANTASY COST : 6cp/1sp
PURPOSE : increases movement
ADD? : Not addictive

EFFECT : +4□ swimming

USE : Ingested

FORM : Seed

RAR : 0

STORE : D3 months

Zyvyth

TIME : Summer/Autumn

LOCALE : Plains

MIN COST : 2s 3d

MAX COST : 3s 4d

FANTASY COST : 1gp 8cp/1gp 6sp 2cp

PURPOSE : preserve life

ADD? : Not addictive

EFFECT : Lifekeeping

USE : Applied

FORM : Bark

RAR : -2

STORE : D6 months

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