

Herbs

Prices, Availability and Effect.

Note that most herbs must be prepared first before they can be used. Most often this requires a potion.

Acid

- [Gamring](#) - acid
- [Horlost](#) - acid
- [Jolein](#) - acid
- [Lasrath](#) - acid
- [Montariel](#) - acid
- [Turfina](#) - acid

Combat

- [Carsath](#) - harden skin
- [Eel Berry](#) - combat
- [Elegoth](#) - combat
- [Lloranth](#) - combat
- [Midsaltir](#) - combat
- [Mosaliar](#) - combat
- [Oelendor](#) - ghost bane
- [Quenyith](#) - spirit combat
- [Renulak](#) - combat
- [Tamring](#) - combat
- [Tielethian](#) - berserk
- [Ulcaana](#) - combat
- [Unren](#) - combat

Drug

- [Alanal](#) - hallucinogen
- [Arrach](#) - euphoric
- [Bonaset](#) - narcotic
- [Fanosel](#) - narcotic
- [Fletharane](#) - hallucinogen
- [Krrf](#) - euphoric
- [Lavaryctia](#) - Sopoforic
- [Lhasa](#) - euphoric
- [Sennal](#) - hallucinogen
- [Thalotic](#) - narcotic
- [Tirgaeth](#) - narcotic

- [Woodrose](#) - makes merry

Enchantment

- [Heth](#) - harden item
- [Hithe](#) - soften rock
- [Metyssso](#) - Invisible Ink
- [Pargen](#) - resurrection
- [Zanarless](#) - purify water

Enhancing

- [Aligax](#) - protects sight
- [Alormary](#) - protection from spirits
- [Alshaana](#) - warmth
- [Altolas](#) - psi enhancement
- [Arva](#) - strength
- [Atigax](#) - protects sight
- [Baldakur](#) - toughen muscle
- [Bittermourn](#) - longevity
- [Black Rose](#) - liquid absorption
- [Caffar](#) - psi enhancement
- [Calerith](#) - wall climbing
- [Carcatu](#) - preserve life
- [Degaec](#) - reflexes
- [Degiik](#) - longevity
- [Elthargis](#) - keep awake
- [Felmather](#) - mental link
- [Fenurgot](#) - increases movement
- [Fofhan](#) - climbing
- [Fumitore](#) - hair prevention
- [Habsulara](#) - increase intelligence
- [Henuiel](#) - protection from fire
- [Hugar](#) - increases movement
- [Joldraiven](#) - equine stimulant
- [Kathuska](#) - raise strength
- [Melander](#) - resist disease
- [Mountain Setwall](#) - hair growth
- [Mugwort](#) - prevents collapse
- [Mulith](#) - protect sight
- [Nathis](#) - lightsleep
- [Nelthenien](#) - magical protection
- [Nuil Berry](#) - increase will
- [Nuilfana](#) - preserve life
- [Oleanth](#) - remove sleep
- [Ololosse](#) - preserve life
- [Olvar](#) - prevents death
- [Palma Eldath](#) - warmth

- [Skelay](#) - mental link
- [Solemia](#) - longevity
- [Surinan](#) - longevity
- [Taegu](#) - trackless step
- [Tamarindes](#) - quenches thirst
- [Valhath](#) - increases movement
- [Vulcarax](#) - preserve life
- [Woak-Foer](#) - psi enhancement
- [Xanier](#) - increases movement
- [Ycarth](#) - protect sight
- [Yoth-Las](#) - psi enhancement
- [Ythlias](#) - psi enhancement
- [Zoolitic](#) - increases movement
- [Zulsendra](#) - increases movement
- [Zyaw Seed](#) - increases movement
- [Zyvyth](#) - preserve life

Environmental

- [Agaath](#) - air
- [Bastit](#) - repels insects
- [Bilbury](#) - breathe water
- [Blue Mallow](#) - filter air
- [Bragolith](#) - repel insects
- [Fecburtun](#) - air
- [Garlic](#) - wards evil
- [Gylvir](#) - breathing
- [Kilmakur](#) - fire protection
- [Lhach-Ur](#) - flame retardant
- [Megillos](#) - breathe water
- [Mithyave](#) - air
- [Mountain Garlick](#) - repels spirits?
- [Na Felmath](#) - summon fish
- [Slirth](#) - start a fire
- [Ssenth](#) - air
- [Willow-Herb](#) - snake repellent
- [Yaran](#) - breathe water

Food

- [Dylnaca](#) - preserve food
- [Lemsang](#) - food substitute
- [Pasamar](#) - food substitute
- [Treas. Berry](#) - food substitute
- [Ur](#) - food substitute
- [Vinuk](#) - food substitute

Interaction

- [Asarbacca](#) - aphrodesiac
- [Celesien](#) - animal
- [Cinquefoil](#) - aphrodisiac
- [Elprequir](#) - aphrodisiac
- [Juth](#) - beautify
- [Karkatu](#) - impress
- [Perigwar](#) - aphrodisiac
- [Spanish Nut](#) - aphrodisiac

Medicinal

- [Adder's Tongue](#) - anti-infection
- [Afwæth](#) - healing
- [Agrimony](#) - bruises,sprains
- [Alastor](#) - regen
- [Aldaka](#) - blindness
- [Alkanet](#) - antidote
- [All-Heale](#) - healing
- [Aloe](#) - healing,burns
- [Amrans](#) - healing
- [Angelica](#) - coughing
- [Anserke](#) - bleeding
- [Archangelica](#) - colds,flu
- [Arfandas](#) - fractures
- [Arfindas](#) - fractures
- [Arkasu](#) - healing
- [Arlan](#) - healing
- [Arnica](#) - bruising
- [Arnuminas](#) - tissue damage
- [Arpusar](#) - muscle damage
- [Arunya](#) - healing
- [Asarabacca](#) - renders docile
- [Ash](#) - fevers,snakebite
- [Athelas](#) - universal antidote
- [Attanar](#) - fevers
- [Attanar](#) - healing
- [Baalak](#) - healing
- [Baicheng](#) - speed recovery
- [Balm](#) - menstrual pains
- [Barberry](#) - liver disorders
- [Bargis](#) - antidote
- [Base Mullein](#) - burns
- [Basil](#) - antidote
- [Belan](#) - bleeding
- [Belramba](#) - nerve damage
- [Berilik](#) - anesthetic
- [Birthnot](#) - contraceptive

- [Bishop's Weed](#) - plague
- [Blackberry](#) - bleeding
- [Blackroot](#) - healing
- [Bloodkeep](#) - bleeding
- [Bonolith](#) - antidote
- [Borage](#) - fevers
- [Borkwild](#) - antidote
- [Brel diar](#) - fatigue
- [Bryony](#) - antidote
- [Bull-Rush](#) - sleep
- [Burdock](#) - syphilis
- [Bursthelas](#) - fractures
- [Callin](#) - heart attacks
- [Camdeth](#) - antidote
- [Casrac](#) - healing
- [Cat's Tail](#) - heals heels
- [Celethien](#) - healing
- [Chervil](#) - dissolve clots
- [Colewort](#) - sobriety
- [Coltsfoot](#) - anti-infection
- [Comfrey](#) - fractures
- [Cow Parsnip](#) - madness
- [Cow-Wheat](#) - intoxication
- [Culkas](#) - sunburn
- [Cusamar](#) - healing
- [Dagmather](#) - tissue damage
- [Darsurion](#) - healing
- [Delrean](#) - healing
- [Den Habur](#) - antidote
- [Dittany](#) - anti-infection
- [Draaf](#) - healing
- [Dragontears](#) - healing
- [Dragonwort](#) - smallpox, plague
- [Ebur](#) - muscle damage
- [Edram](#) - fractures
- [Eldaana](#) - antidote
- [Eldaas](#) - nausea
- [Elvish Galingale](#) - raise bloodflow
- [Emras](#) - antidote
- [Entriste](#) - antidote
- [Eram](#) - fatigue
- [Falsifal](#) - burns, bleeding
- [Febfendu](#) - deafness
- [Felmather](#) - awaken
- [Fenuminas](#) - healling
- [Fetherfew](#) - vertigo
- [Floure-De-Luce](#) - bruises
- [Galenas](#) - healing
- [Garden Flax](#) - pain relief
- [Gariig](#) - healing
- [Gefnul](#) - organs

- [Glorhast](#) - aid health
- [Goat's Rue](#) - antidote
- [Golden Lungwort](#) - heals ears
- [Hanan](#) - aid health
- [Hare's Ears](#) - skin disease
- [Harfy](#) - bleeding
- [Healwell](#) - healing
- [Henbane](#) - antidote
- [Hofwort](#) - antidote
- [Horehound](#) - antidote
- [Hreyochor](#) - fertility
- [Iarfeg](#) - healing
- [lihl](#) - antidote
- [Imhassil](#) - organs
- [Imlienth](#) - healing
- [Isilarth](#) - healing
- [Jaffray](#) - antidote
- [Jeggarukh](#) - fatigue
- [Jihien](#) - healing
- [Joef](#) - healing
- [Jojojopo](#) - frostbite
- [Karfar](#) - healing
- [Kargele](#) - Healing
- [Kelventari](#) - burns
- [Khalid](#) - awaken
- [Land Caltrops](#) - snakebite
- [Lesser Centaury](#) - antidote
- [Lestagii](#) - healing
- [Lisleaf](#) - speed recovery
- [Loncath](#) - healing
- [Makebate](#) - scorpion stings
- [Mandrake](#) - sleep
- [Marjerome](#) - jaundice
- [Marsh Mallow](#) - burns
- [Masterwort](#) - plague
- [Medarch](#) - healing
- [Memsar](#) - healing
- [Mienswort](#) - antidote
- [Milkworte](#) - cholera
- [Mireenna](#) - healing
- [Myrhynn](#) - healing
- [Navew](#) - antidote
- [Nelisse](#) - healing
- [Nightshade](#) - sleep
- [Oelesith](#) - healling
- [Olroi / Monogium](#) - Stimulant
- [Oortlin](#) - healing
- [Orach](#) - jaundice
- [Pallast](#) - pain relief
- [Parnath](#) - aid will
- [Pattran](#) - sleep

- [Pech Alar](#) - speed recovery
- [Periwinkle](#) - bleeding
- [Prince's Feather](#) - bleeding
- [Qeleviat](#) - healing
- [Qualis](#) - speed recovery
- [Quessel](#) - antidote
- [Quorst](#) - awaken
- [Rampalt](#) - congestion
- [Rasakile](#) - contraceptive
- [Relolax](#) - antidote
- [Resolieth](#) - antidote
- [Rewk](#) - healing
- [Rhauga](#) - healing
- [Rose Campion](#) - scorpion stings
- [Sanicle](#) - bleeding
- [Saracen Confound](#) - fevers
- [Scapolis](#) - fatigue
- [Scented Mayweed](#) - blindness
- [Serapias Turbith](#) - healing
- [Shepherd's Purse](#) - bleeding
- [Shorlin](#) - healing
- [Silhave](#) - bleeding
- [Siran](#) - aid health
- [Snakespike](#) - inflammation
- [Spiderwort](#) - spider bites
- [Stiltrassa](#) - emetic
- [Suaeysit](#) - energy
- [Sweet Trefoile](#) - falling damage
- [Swuth](#) - healing
- [Syenath](#) - calm
- [Tamariske](#) - anti-infection
- [Tempin](#) - antidote
- [Teranya](#) - eye cure
- [Terbas](#) - nerve damage
- [Throw-Waxe](#) - scarring
- [Thurl](#) - healing
- [Tloriss](#) - heal aging
- [Trudurs](#) - healing
- [Ul-Naza](#) - antidote
- [Vyjolth](#) - antidote
- [White Bryony](#) - pneumonia
- [Whitecandle](#) - pain relief
- [Winclamit](#) - healing
- [Wylsain](#) - antidote
- [Wylthian](#) - fatigue
- [Xelev](#) - fatigue
- [Xolien](#) - antidote
- [Yarrow](#) - bleeding
- [Yavethalion](#) - healing
- [Yin Berry](#) - heal insanity
- [Yulpris](#) - universal antidote

Poison

- [Berethien](#) - shifter bane
- [Ceel](#) - poison
- [Darnell](#) - dims sight
- [Doshenkana](#) - poison
- [Gaethipa](#) - poison
- [Leopard's Bane](#) - poison to animals
- [Leortevald](#) - poison
- [Polsander](#) - wood bane
- [Tasparth](#) - ordeal drug
- [Whist](#) - mage bane
- [Wolfsbane](#) - poison
- [Wylorafina](#) - poison

Senses

- [Aarl Cas](#) - enhances senses
- [Amoliel](#) - dream
- [Becthies](#) - alters perception
- [Bilberry](#) - enhances senses
- [Brel diar](#) - alters perception
- [Ellinrue](#) - enhances senses
- [Hawkweed](#) - enhances senses
- [Heathseed](#) - time sense
- [Hoth Beetle](#) - alters perception
- [Klagul](#) - alters perception
- [Medalsath](#) - alters perception
- [Megillos](#) - enhances senses
- [Morlian](#) - enhances senses
- [Nightcall](#) - enhances senses
- [Pelasithan](#) - alters perception
- [Peleshen](#) - enhances senses
- [Phelhas](#) - camouflage
- [Rahf](#) - alters perception
- [Walthien](#) - enhances senses
- [Xaes](#) - enhances senses
- [Yaran](#) - enhances senses
- [Zur](#) - enhances senses

Legend

NAME

This is the common name of herbs used in many countries. Some races and countries have variations

on these names. The names are largely Elven in origin, or a 'humanization' of elven terms.

TIME

What time of year you can expect to find harvestable quantities of this herb.

LOCALE

The Herb given will rarely be found in more than one type of clime or environment. The list shows the primary area the herb can be found. This does not mean that a given herb cannot ever be found in any other clime or place, simply that this is the primary, most likely place the herb can be discovered. For example, Mountainous Herbs can be found in high plains and forests on occasion, or in Timberline areas sometimes, depending on the type of herb. Each separate herb has it's own ecology and areas it can and will grow or be discovered in.

MIN COST / MAX COST

The usual price range for a given herb. In Western Shores pennies.

FANTASY COST

The usual price range for a given herb. In Fantasy Hero gold pieces.

PURPOSE

The general use to which people put this herb. This column is what the list is sorted by.

ADD?

Many herbs are addictive, with a chance each usage of addicting the user. The addictive factor is listed under "ADD?".

The affects of addition are very devastating, first of all causing the Herb in question to cease having any beneficial effects whatsoever. The hooked character will suffer various other effects based on the herb (such as loss of DEX, INT, or a Physical Limitation added to the character). In addition, not using the herb can cause severe withdrawal effects. These will include loss of physical characteristics (with figured characteristics), pain, unconsciousness, nausea, and even death. Should the herb's hold be broken, it will once again take full effect should it ever be taken again.

Most of the useful, simple healing herbs and similar types have no addictive factor, whereas most the

very useful, powerful ones are addictive.

EFFECT

The effect of the drug in terms of the rules.

USE

This gives a simple description for how the herb is used.

RAR

A handy way for the GM to decide if a given Herb can be purchased at a store is to look down the list for ones that would grow nearby and roll for each one that he is willing the players able to get. Treat a given shop owner as having an 11- herbalism roll, modified by the rarity (see below). For each 2 the roll is made by, there is a dose of the herb available. More skillful merchants, those with better contacts, or those in an area with more herb growth may have a higher roll.

RARITY AND FINDING HERBS

Finding these herbs is not always an easy task. The chance for someone without herbalist skill, assuming they know where to look, is 8 . The chance of finding an herb is modified by the Rarity factor (3, +0, +2), which indicates how rare and unusual this herb is. Each person assisting in the search of an herb adds one to this chance, until +3 is achieved, when the number doubles (+1 per six people). This continues to double each +3 achieved (100 people gives a +14 chance).

Each three under the required roll discovers an additional dose of the herb desired. A natural roll of three would probably also find another herb (roll luck/unluck for fortune). It takes a turn of looking to find an herb a base of one minute, and each step up the time chart taken looking gives a +1 to the roll as well. If the roll is failed, there quite simply is not the herb there at all; in addition, the GM may rule that the herb cannot be found under any circumstances.

FORM

The is the form the herb will be found in.

STORAGE

Like most food, herbs will not last indefinitely. The storage code gives how long the given herb will last in it's base form, before preparation, assuming reasonable storage and normal conditions. Hot,

wet conditions will greatly cut this storage time, as cold dry conditions will lengthen it. The storage code is a simple roll for the given herb, in hours, days, weeks, months, or (rarely) years. There are spells and items that can keep things safe and pure for much longer than this storage time, and often in prepared form the herb can last much longer, or often much shorter.

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