

Medicinal

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Adder's Tongue

TIME : Spring

LOCALE : Rural

MIN COST : 10s 5d

MAX COST : L1 11s 3d

FANTASY COST : 5gp/15gp

PURPOSE : anti-infection

ADD? : Slightly addictive

EFFECT : Anti-Infection

USE : Ingested

FORM : Lichen

RAR : -2

STORE : D6 days

Afwaeth

TIME : Summer

LOCALE : Deserts

MIN COST : 9d

MAX COST : 1s 2d

FANTASY COST : 3sp 8cp/5sp 8cp

PURPOSE : healing

ADD? : Not addictive

EFFECT : Heals limbs

USE : Applied

FORM : Insect

RAR : -3

STORE : D6 weeks

Agrimony

TIME : Summer

LOCALE : Forest

MIN COST : 4s 2d

MAX COST : 16s 8d

FANTASY COST : 2gp/8gp

PURPOSE : bruises, sprains

ADD? : Slightly addictive

EFFECT : 4D6 minor transform

USE : Applied

FORM : Algae

RAR : -1

STORE : D3 days

Alastor

TIME : Spring

LOCALE : Caves

MIN COST : 11d

MAX COST : 1s 5d

FANTASY COST : 4sp 6cp/6sp 8cp

PURPOSE : regen

ADD? : Slightly addictive

EFFECT : Regen 1 BOD/5 hrs 1 day

USE : Ingested

FORM : Vine

RAR : -3

STORE : D6 days

Aldaka

TIME : Winter

LOCALE : Mountain

MIN COST : L10 8s 4d

MAX COST : L104 3s 4d

FANTASY COST : 100gp/1000gp

PURPOSE : blindness

ADD? : Slightly addictive

EFFECT : 4D6 transform

USE : Applied

FORM : Sap

RAR : -4

STORE : D6 weeks

Alkanet

TIME : Summer

LOCALE : Rural

MIN COST : 4s 2d

MAX COST : 4s 2d

FANTASY COST : 2gp/2gp

PURPOSE : antidote

ADD? : Slightly addictive

EFFECT : Life Support: disease
USE : Ingested
FORM : Vine
RAR : -4
STORE : D6 months

All-Heale

TIME : Autumn
LOCALE : Forest
MIN COST : 4s 2d
MAX COST : L1 10d
FANTASY COST : 2gp/10gp
PURPOSE : healing
ADD? : Not addictive
EFFECT : Heals limbs
USE : Applied
FORM : Clove/Bulb
RAR : -2
STORE : D6 months

Aloe

TIME : Autumn/Winter
LOCALE : Grassland
MIN COST : 1d 1f
MAX COST : 1d 1f
FANTASY COST : 5cp/5cp
PURPOSE : healing,burns
ADD? : Not addictive
EFFECT : Heal 1D6 INT
USE : Ingested
FORM : Leaf
RAR : 1
STORE : D6 weeks

Amrans

TIME : Spring
LOCALE : River/Rural
MIN COST : L5 4s 2d
MAX COST : L5 4s 2d
FANTASY COST : 50gp/50gp
PURPOSE : healing
ADD? : Not addictive

EFFECT : Heal 2D6 BOD

USE : Ingested

FORM : Nut

RAR : -1

STORE : D6 months

Angelica

TIME : Summer

LOCALE : Mountain

MIN COST : 1s 2f

MAX COST : 2s 1d

FANTASY COST : 5sp/1gp

PURPOSE : coughing

ADD? : Not addictive

EFFECT : 2D6 transform, cummulative

USE : Ingested

FORM : Insect

RAR : -1

STORE : D6 weeks

Anserke

TIME : Summer

LOCALE : Coast

MIN COST : 1d

MAX COST : 2d

FANTASY COST : 7cp/1sp 1cp

PURPOSE : bleeding

ADD? : Not addictive

EFFECT : stops bleeding

USE : Applied

FORM : Root

RAR : 3

STORE : D6 weeks

Archangelica

TIME : Summer

LOCALE : Swamp

MIN COST : 1s 2f

MAX COST : 1s 2f

FANTASY COST : 5sp/5sp

PURPOSE : colds,flu

ADD? : Not addictive

EFFECT : 2D6 transform, cumulative
USE : Applied
FORM : Fungus
RAR : +2
STORE : D6 months

Arfandas

TIME : Autumn/Winter
LOCALE : River
MIN COST : 5d
MAX COST : 7d 2f
FANTASY COST : 2sp/3sp
PURPOSE : fractures
ADD? : Not addictive
EFFECT : Heals bones
USE : Applied
FORM : Moss
RAR : 1
STORE : D6 days

Arfindas

TIME : Summer
LOCALE : Timberline, peaks
MIN COST : 3d
MAX COST : 4d
FANTASY COST : 1sp 3cp/1sp 9cp
PURPOSE : fractures
ADD? : Not addictive
EFFECT : Heals bones
USE : Applied
FORM : Stalk
RAR : 2
STORE : D6 weeks

Arkasu

TIME : Autumn
LOCALE : Sylvan, forests
MIN COST : 1s 3d
MAX COST : 1s 11d
FANTASY COST : 6sp 2cp/9sp 4cp
PURPOSE : healing
ADD? : Addictive to use

EFFECT : 5D6 REC aid fade 5/day
USE : Ingested
FORM : Fruit
RAR : -2
STORE : D3 days

Arlan

TIME : Autumn
LOCALE : Fresh water
MIN COST : 5d
MAX COST : 8d
FANTASY COST : 2sp 2cp/3sp 2cp
PURPOSE : healing
ADD? : Not addictive
EFFECT : Heal 3D6 STN
USE : Applied
FORM : Root
RAR : 2
STORE : D6 months

Arnica

TIME : Summer
LOCALE : Mountains
MIN COST : 2s 1d
MAX COST : 2s 1d
FANTASY COST : 1gp/1gp
PURPOSE : bruising
ADD? : Not addictive
EFFECT : 3D6 minor transform
USE : Applied
FORM : Grass
RAR : 0
STORE : D6 weeks

Arnuminas

TIME : Autumn
LOCALE : Grassland
MIN COST : 12s 6d
MAX COST : 12s 6d
FANTASY COST : 6gp/6gp
PURPOSE : tissue damage
ADD? : Slightly addictive

EFFECT : 3D6 Aid REC fade 1/hour
USE : Applied
FORM : Berry
RAR : -2
STORE : D3 days

Arpusar

TIME : Autumn
LOCALE : River
MIN COST : 14s 7d
MAX COST : L3 2s 6d
FANTASY COST : 7gp/30gp
PURPOSE : muscle damage
ADD? : Not addictive
EFFECT : Heals muscles
USE : Applied
FORM : Algae
RAR : -1
STORE : D3 days

Arunya

TIME : Autumn
LOCALE : Deep forest, wilds
MIN COST : 7d
MAX COST : 11d
FANTASY COST : 3sp/4sp 6cp
PURPOSE : healing
ADD? : Not addictive
EFFECT : Heal 2D6 defenses
USE : Applied
FORM : Bark
RAR : -1
STORE : D6 months

Asarabacca

TIME : Summer/Autumn
LOCALE : Forest
MIN COST : 6s 3d
MAX COST : 14s 7d
FANTASY COST : 3gp/7gp
PURPOSE : renders docile
ADD? : Not addictive

EFFECT : 10D6 Mind control, single command

USE : Applied

FORM : Nut

RAR : -2

STORE : D3 days

Ash

TIME : Spring

LOCALE : Forest

MIN COST : 10s 5d

MAX COST : 16s 8d

FANTASY COST : 5gp/8gp

PURPOSE : fevers,snakebite

ADD? : Slightly addictive

EFFECT : 2D6 transform, cummulative

USE : Ingested

FORM : Algae

RAR : -1

STORE : D6 months

Athelas

TIME : Autumn

LOCALE : Deep forest, wilds

MIN COST : 1s 2d

MAX COST : 1s 9d

FANTASY COST : 5sp 8cp/8sp 6cp

PURPOSE : universal antidote

ADD? : Slightly addictive

EFFECT : Heal 1D6 all, once per hour

USE : Breathed

FORM : Flower

RAR : -4

STORE : D3 days

Attanar

TIME : Autumn/Winter

LOCALE : Grassland

MIN COST : 16s 8d

MAX COST : 16s 8d

FANTASY COST : 8gp/8gp

PURPOSE : fevers

ADD? : Slightly addictive

EFFECT : 4D6 transform, cumulative
USE : Ingested
FORM : Algae
RAR : -1
STORE : D3 days

Attanar

TIME : Spring
LOCALE : Plains
MIN COST : 4d
MAX COST : 6d
FANTASY COST : 1sp 6cp/2sp 4cp
PURPOSE : healing
ADD? : Not addictive
EFFECT : Heal 2D6 STR
USE : Ingested
FORM : Seed
RAR : 0
STORE : D6 months

Baalak

TIME : Spring
LOCALE : Sylvan, forests
MIN COST : 5d
MAX COST : 8d
FANTASY COST : 2sp 2cp/3sp 2cp
PURPOSE : healing
ADD? : Not addictive
EFFECT : Heals organs
USE : Ingested
FORM : Nut
RAR : 1
STORE : D6 months

Baicheng

TIME : Autumn/Winter
LOCALE : Timberline, peaks
MIN COST : 10d
MAX COST : 1s 3d
FANTASY COST : 4sp 2cp/6sp 2cp
PURPOSE : speed recovery
ADD? : Not addictive

EFFECT : +5 REC for one day

USE : Ingested

FORM : Insect

RAR : +1

STORE : D6 days

Balm

TIME : Summer

LOCALE : Forest

MIN COST : 6s 3d

MAX COST : 10s 5d

FANTASY COST : 3gp/5gp

PURPOSE : menstrual pains

ADD? : Not addictive

EFFECT : 4D6 transform, cummulative

USE : Ingested

FORM : Berry

RAR : -1

STORE : D3 weeks

Barberry

TIME : Summer

LOCALE : Rural

MIN COST : 8s 4d

MAX COST : 18s 9d

FANTASY COST : 4gp/9gp

PURPOSE : liver disorders

ADD? : Not addictive

EFFECT : 2D6 transform, cummulative

USE : Applied

FORM : Flower

RAR : -1

STORE : D6 weeks

Bargis

TIME : Spring/Summer

LOCALE : Deserts

MIN COST : 1s 1d

MAX COST : 1s 7d

FANTASY COST : 5sp 3cp/7sp 9cp

PURPOSE : antidote

ADD? : Not addictive

EFFECT : Antidote (blood poisons)
USE : Ingested
FORM : Flower
RAR : -2
STORE : D3 days

Base Mullein

TIME : Always
LOCALE : Rural
MIN COST : 2s 1d
MAX COST : 2s 1d
FANTASY COST : 10sp/10sp
PURPOSE : burns
ADD? : Not addictive
EFFECT : 2D6 minor transform
USE : Applied
FORM : Clove/Bulb
RAR : 1
STORE : D3 days

Basil

TIME : Summer
LOCALE : Rural
MIN COST : 7d 2f
MAX COST : 7d 2f
FANTASY COST : 3sp/3sp
PURPOSE : antidote
ADD? : Slightly addictive
EFFECT : Antidote (nerve poison)
USE : Ingested
FORM : Pollen
RAR : -1
STORE : D6 hours

Belan

TIME : Summer
LOCALE : Coast
MIN COST : L4 3s 4d
MAX COST : L4 3s 4d
FANTASY COST : 40gp/40gp
PURPOSE : bleeding
ADD? : Very addictive, cannot be used safely

EFFECT : Does not bleed one week

USE : Applied

FORM : Fungus

RAR : -2

STORE : D3 days

Belramba

TIME : Summer

LOCALE : Forest

MIN COST : L6 5s

MAX COST : L18 15s

FANTASY COST : 60gp/180gp

PURPOSE : nerve damage

ADD? : Not addictive

EFFECT :

USE : Applied

FORM : Lichen

RAR : -3

STORE : D6 days

Berilik

TIME : Autumn

LOCALE : Swamp

MIN COST : 2s

MAX COST : 3s

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

PURPOSE : anesthetic

ADD? : Not addictive

EFFECT : anesthetic

USE : Ingested

FORM : Moss

RAR : 1

STORE : D6 weeks

Birthnot

TIME : Always

LOCALE : Hills

MIN COST : 2f

MAX COST : 2f

FANTASY COST : 2cp/2cp

PURPOSE : contraceptive

ADD? : Not addictive

EFFECT : 2D6 transform, cumulative
USE : Applied
FORM : Fungus
RAR : -1
STORE : D6 weeks

Bishop's Weed

TIME : Summer
LOCALE : Rural
MIN COST : 8s 4d
MAX COST : L1 10d
FANTASY COST : 4gp/10gp
PURPOSE : plague
ADD? : Not addictive
EFFECT :
USE : Applied
FORM : Nut
RAR : -4
STORE : D6 weeks

Blackberry

TIME : Spring
LOCALE : Rural
MIN COST : 2s 1d
MAX COST : 2s 1d
FANTASY COST : 1gp/1gp
PURPOSE : bleeding
ADD? : Slightly addictive
EFFECT : stops bleeding
USE : Applied
FORM : Seed
RAR : -1
STORE : D6 weeks

Blackroot

TIME : Summer
LOCALE : All
MIN COST : 8s 4d
MAX COST : 8s 4d
FANTASY COST : 4gp/4gp
PURPOSE : healing
ADD? : Not addictive

EFFECT : Heal 2D6 STR
USE : Ingested
FORM : Leaf
RAR : -2
STORE : D6 days

Bloodkeep

TIME : Spring
LOCALE : Coast
MIN COST : 10d
MAX COST : 10d
FANTASY COST : 4sp/4sp
PURPOSE : bleeding
ADD? : Not addictive
EFFECT : stops bleeding
USE : Ingested
FORM : Fungus
RAR : 1
STORE : D6 weeks

Bonalith

TIME : Summer
LOCALE : Underdeeps
MIN COST : 11d
MAX COST : 1s 4d
FANTASY COST : 4sp 4cp/6sp 6cp
PURPOSE : antidote
ADD? : Slightly addictive
EFFECT : Immune to poison 1 hour
USE : Ingested
FORM : Fungus
RAR : -1
STORE : D3 days

Borage

TIME : Spring
LOCALE : Forest
MIN COST : 2s 1d
MAX COST : L1 10d
FANTASY COST : 1gp/10gp
PURPOSE : fevers
ADD? : Slightly addictive

EFFECT : 3D6 transform, cumulative
USE : Ingested
FORM : Seed
RAR : -2
STORE : D6 weeks

Borkwild

TIME : Autumn
LOCALE : Underdeeps
MIN COST : 7d
MAX COST : 10d
FANTASY COST : 2sp 8cp/4sp 2cp
PURPOSE : antidote
ADD? : Not addictive
EFFECT : Life Support: disease
USE : Ingested
FORM : Bark
RAR : -2
STORE : D6 weeks

Breldiar

TIME : Autumn
LOCALE : Sylvan, forests
MIN COST : 7d
MAX COST : 10d
FANTASY COST : 2sp 9cp/4sp 3cp
PURPOSE : fatigue
ADD? : Addictive to use
EFFECT : Heal 2D6 LTE
USE : Ingested
FORM : Seed
RAR : -1
STORE : D6 days

Bryony

TIME : Winter
LOCALE : Deep forest, wilds
MIN COST : 6d
MAX COST : 9d
FANTASY COST : 2sp 4cp/3sp 6cp
PURPOSE : antidote
ADD? : Not addictive

EFFECT : Purge all poisons/impurities

USE : Ingested

FORM : Berry

RAR : 1

STORE : D3 days

Bull-Rush

TIME : Always

LOCALE : Swamp

MIN COST : 5d

MAX COST : 7d 2f

FANTASY COST : 2sp/3sp

PURPOSE : sleep

ADD? : Slightly addictive

EFFECT :

USE : Ingested

FORM : Mineral

RAR : -2

STORE : D3 days

Burdock

TIME : Spring

LOCALE : Rural

MIN COST : L1 10d

MAX COST : L3 2s 6d

FANTASY COST : 10gp/30gp

PURPOSE : syphilis

ADD? : Not addictive

EFFECT : 3D6 transform, cumulative

USE : Ingested

FORM : Seed

RAR : -2

STORE : D6 weeks

Bursthelas

TIME : Summer

LOCALE : Grassland

MIN COST : L11 9s 2d

MAX COST : L104 3s 4d

FANTASY COST : 110gp/1000gp

PURPOSE : fractures

ADD? : Not addictive

EFFECT : Heals bones and limbs
USE : Applied
FORM : Flower
RAR : -6
STORE : D6 weeks

Callin

TIME : Autumn
LOCALE : Jungle
MIN COST : 10s 5d
MAX COST : L2 12s 1d
FANTASY COST : 5gp/25gp
PURPOSE : heart attacks
ADD? : Not addictive
EFFECT : 4D6 transform, cumulative
USE : Ingested
FORM : Gas
RAR : -2
STORE : D6 weeks

Camdeth

TIME : Autumn
LOCALE : Fresh water
MIN COST : 7d
MAX COST : 10d
FANTASY COST : 2sp 8cp/4sp 2cp
PURPOSE : antidote
ADD? : Not addictive
EFFECT : Immune: nonmagic poison
USE : Ingested
FORM : Algae
RAR : 0
STORE : D3 days

Casrac

TIME : Autumn
LOCALE : Caves
MIN COST : 3d
MAX COST : 5d
FANTASY COST : 1sp 4cp/2sp 2cp
PURPOSE : healing
ADD? : Not addictive

EFFECT : Paramedic skill at +8

USE : Applied

FORM : Fungus

RAR : 2

STORE : D6 months

Cat's Tail

TIME : Summer

LOCALE : Forest

MIN COST : 2s 1d

MAX COST : 6s 3d

FANTASY COST : 1gp/3gp

PURPOSE : heals heels

ADD? : Very addictive, cannot be used safely

EFFECT : 4D6 transform, cumulative

USE : Ingested

FORM : Algae

RAR : -1

STORE : D6 months

Celethien

TIME : Summer/Autumn

LOCALE : Salt Water

MIN COST : 2d

MAX COST : 3d

FANTASY COST : 1sp/1sp 4cp

PURPOSE : healing

ADD? : Not addictive

EFFECT : Heal 2D6 BOD

USE : Applied

FORM : Moss

RAR : 1

STORE : D3 days

Chervil

TIME : Always

LOCALE : Forest

MIN COST : L1 10d

MAX COST : L1 10d

FANTASY COST : 10gp/10gp

PURPOSE : dissolve clots

ADD? : Not addictive

EFFECT : 2D6 transform, cumulative

USE : Ingested

FORM : Insect

RAR : -1

STORE : D3 days

Colewort

TIME : Spring/Summer

LOCALE : Forest

MIN COST : 1s 3d

MAX COST : 1s 3d

FANTASY COST : 6sp/6sp

PURPOSE : sobriety

ADD? : Very addictive, cannot be used safely

EFFECT :

USE : Ingested

FORM : Algae

RAR : 1

STORE : D6 days

Coltsfoot

TIME : Spring/Summer

LOCALE : Mountains

MIN COST : 4s 2d

MAX COST : 8s 4d

FANTASY COST : 2gp/4gp

PURPOSE : anti-infection

ADD? : Not addictive

EFFECT : Anti-Infection

USE : Applied

FORM : Moss

RAR : -1

STORE : D3 days

Comfrey

TIME : Spring

LOCALE : Rural

MIN COST : 8s 4d

MAX COST : L1 10d

FANTASY COST : 4gp/10gp

PURPOSE : fractures

ADD? : Not addictive

EFFECT : Heals bones and limbs
USE : Ingested
FORM : Berry
RAR : -4
STORE : D6 weeks

Cow Parsnip

TIME : Always
LOCALE : Forest
MIN COST : 6s 3d
MAX COST : L1 10d
FANTASY COST : 3gp/10gp
PURPOSE : madness
ADD? : Not addictive
EFFECT : Cures madness
USE : Ingested
FORM : Moss
RAR : -4
STORE : D6 months

Cow-Wheat

TIME : Summer
LOCALE : Grassland
MIN COST : 4s 2d
MAX COST : 6s 3d
FANTASY COST : 2gp/3gp
PURPOSE : intoxication
ADD? : Not addictive
EFFECT : 2D6 transform, cumulative
USE : Applied
FORM : Nut
RAR : -1
STORE : D6 months

Culkas

TIME : Always
LOCALE : Desert
MIN COST : L3 12s 11d
MAX COST : L3 12s 11d
FANTASY COST : 35gp/35gp
PURPOSE : sunburn
ADD? : Slightly addictive

EFFECT : 3D6 transform, cumulative
USE : Applied
FORM : Seed
RAR : -4
STORE : D6 weeks

Cusamar

TIME : Winter
LOCALE : Deserts
MIN COST : 2d
MAX COST : 3d
FANTASY COST : 9cp/1sp 3cp
PURPOSE : healing
ADD? : Not addictive
EFFECT : Heal 2D6 EGO
USE : Ingested
FORM : Pollen
RAR : 1
STORE : D6 weeks

Dagmather

TIME : Summer
LOCALE : Grassland
MIN COST : 12s 6d
MAX COST : L2 18s 4d
FANTASY COST : 6gp/28gp
PURPOSE : tissue damage
ADD? : Not addictive
EFFECT : 4D6 Aid REC fade 1/hour
USE : Applied
FORM : Lichen
RAR : -3
STORE : D6 weeks

Darsurion

TIME : Winter
LOCALE : Mountains
MIN COST : 7d 2f
MAX COST : 7d 2f
FANTASY COST : 3sp/3sp
PURPOSE : healing
ADD? : Addictive to use

EFFECT : Heal 2D6 defenses

USE : Applied

FORM : Pollen

RAR : 0

STORE : D3 weeks

Delrean

TIME : Winter

LOCALE : Timberline, peaks

MIN COST : 4d

MAX COST : 6d

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

PURPOSE : healing

ADD? : Not addictive

EFFECT : Heal 2D6 DEX

USE : Applied

FORM : Lichen

RAR : -1

STORE : D6 weeks

Den Habur

TIME : Summer/Autumn

LOCALE : Caves

MIN COST : 9d

MAX COST : 1s 2d

FANTASY COST : 3sp 8cp/5sp 6cp

PURPOSE : antidote

ADD? : Addictive to use

EFFECT : Immune: magic poisons

USE : Ingested

FORM : Algae

RAR : 1

STORE : D3 days

Dittany

TIME : Summer/Autumn

LOCALE : River

MIN COST : 2s 1d

MAX COST : 10s 5d

FANTASY COST : 1gp/5gp

PURPOSE : anti-infection

ADD? : Not addictive

EFFECT : Anti-Infection
USE : Applied
FORM : Clove/Bulb
RAR : -1
STORE : D6 weeks

Draaf

TIME : Spring
LOCALE : Coast
MIN COST : 1s 2f
MAX COST : 1s 2f
FANTASY COST : 5sp/5sp
PURPOSE : healing
ADD? : Slightly addictive
EFFECT : Heal 5D6 STN
USE : Breathed
FORM : Clove/Bulb
RAR : 1
STORE : D6 weeks

Dragontears

TIME : Spring
LOCALE : Desert
MIN COST : L10 8s 4d
MAX COST : L10 8s 4d
FANTASY COST : 100gp/100gp
PURPOSE : healing
ADD? : Not addictive
EFFECT : Heal 2D6 DEX
USE : Ingested
FORM : Moss
RAR : -4
STORE : D6 weeks

Dragonwort

TIME : Spring
LOCALE : Mountain
MIN COST : L10 8s 4d
MAX COST : L31 5s
FANTASY COST : 100gp/300gp
PURPOSE : smallpox,plague
ADD? : Slightly addictive

EFFECT :**USE :** Breathed**FORM :** Lichen**RAR :** -4**STORE :** D3 days

Ebur

TIME : Spring**LOCALE :** Coast**MIN COST :** 5d**MAX COST :** 8d**FANTASY COST :** 2sp 2cp/3sp 2cp**PURPOSE :** muscle damage**ADD? :** Not addictive**EFFECT :** Heals muscles**USE :** Ingested**FORM :** Moss**RAR :** +2**STORE :** D3 weeks

Edram

TIME : Winter**LOCALE :** River**MIN COST :** L3 2s 6d**MAX COST :** L3 2s 6d**FANTASY COST :** 30gp/30gp**PURPOSE :** fractures**ADD? :** Not addictive**EFFECT :** Heals bones and limbs**USE :** Ingested**FORM :** Insect**RAR :** -5**STORE :** D6 months

Eldaana

TIME : Winter/Spring**LOCALE :** Timberline, peaks**MIN COST :** 8d**MAX COST :** 1s**FANTASY COST :** 3sp 3cp/4sp 9cp**PURPOSE :** antidote**ADD? :** Not addictive

EFFECT : Antidote (nerve poison)

USE : Ingested

FORM : Leaf

RAR : -3

STORE : D6 weeks

Eldaas

TIME : Spring/Summer

LOCALE : Coast

MIN COST : 4s 2d

MAX COST : 8s 4d

FANTASY COST : 2gp/4gp

PURPOSE : nausea

ADD? : Slightly addictive

EFFECT :

USE : Ingested

FORM : Nut

RAR : -1

STORE : D3 days

Elvish Galingale

TIME : Spring/Summer

LOCALE : Forest

MIN COST : 2s 1d

MAX COST : 4s 2d

FANTASY COST : 1gp/2gp

PURPOSE : raise bloodflow

ADD? : Not addictive

EFFECT :

USE : Applied

FORM : Moss

RAR : -1

STORE : D6 weeks

Emras

TIME : Summer

LOCALE : Fresh water

MIN COST : 5d

MAX COST : 7d

FANTASY COST : 2sp/3sp

PURPOSE : antidote

ADD? : Not addictive

EFFECT : Immune: non magic poison
USE : Ingested
FORM : Algae
RAR : 1
STORE : D3 days

Entriste

TIME : Summer
LOCALE : Desert
MIN COST : L2 12s 1d
MAX COST : L2 12s 1d
FANTASY COST : 25gp/25gp
PURPOSE : antidote
ADD? : Not addictive
EFFECT : Antidote (irritant poison)
USE : Applied
FORM : Algae
RAR : -4
STORE : D6 weeks

Eram

TIME : Autumn
LOCALE : Sylvan, forests
MIN COST : 5d
MAX COST : 8d
FANTASY COST : 2sp 2cp/3sp 4cp
PURPOSE : fatigue
ADD? : Slightly addictive
EFFECT : +3D6 END fade 1/minute
USE : Ingested
FORM : Fungus
RAR : 0
STORE : D3 days

Falsifal

TIME : Spring
LOCALE : Swamp
MIN COST : 6s 3d
MAX COST : 6s 3d
FANTASY COST : 3gp/3gp
PURPOSE : burns,bleeding
ADD? : Slightly addictive

EFFECT : 3D6 minor transform, stops bleeding
USE : Ingested
FORM : Sap
RAR : -2
STORE : D6 days

Febfendu

TIME : Winter
LOCALE : River/Coast
MIN COST : L9 7s 6d
MAX COST : L93 15s
FANTASY COST : 90gp/900gp
PURPOSE : deafness
ADD? : Not addictive
EFFECT : 2D6 transform, cumulative
USE : Breathed
FORM : Fruit
RAR : -3
STORE : D6 days

Felmather

TIME : Spring
LOCALE : Coast
MIN COST : L1 10d
MAX COST : L1 10d
FANTASY COST : 10gp/10gp
PURPOSE : awaken
ADD? : Addictive to use
EFFECT : Awakens Unconscious
USE : Ingested
FORM : Nut
RAR : -1
STORE : D6 days

Fenuminas

TIME : Summer
LOCALE : Lakeshore
MIN COST : 10d
MAX COST : 1s 3d
FANTASY COST : 4sp/6sp
PURPOSE : healling
ADD? : Not addictive

EFFECT : Heal 2D6 twice
USE : Ingested
FORM : Grass
RAR : -1
STORE : D6 months

Fetherfew

TIME : Summer
LOCALE : Forest
MIN COST : 4s 2d
MAX COST : 8s 4d
FANTASY COST : 2gp/4gp
PURPOSE : vertigo
ADD? : Not addictive
EFFECT : 3D6 transform, cummulative
USE : Applied
FORM : Vine
RAR : +1
STORE : D6 weeks

Floure-De-Luce

TIME : Always
LOCALE : Grassland
MIN COST : 6s 3d
MAX COST : L1 10d
FANTASY COST : 3gp/10gp
PURPOSE : bruises
ADD? : Not addictive
EFFECT : 2D6 minor transform
USE : Applied
FORM : Fruit
RAR : -2
STORE : D6 months

Galenas

TIME : Spring
LOCALE : Fresh water
MIN COST : 6d
MAX COST : 9d
FANTASY COST : 2sp 6cp/4sp
PURPOSE : healing
ADD? : Not addictive

EFFECT : Heal 2D6 PRE and COM
USE : Ingested
FORM : Moss
RAR : -1
STORE : D6 weeks

Garden Flax

TIME : Spring/Summer
LOCALE : Forest
MIN COST : 6s 3d
MAX COST : 12s 6d
FANTASY COST : 3gp/6gp
PURPOSE : pain relief
ADD? : Addictive to use
EFFECT :
USE : Ingested
FORM : Moss
RAR : -1
STORE : D6 weeks

Gariig

TIME : Summer
LOCALE : Desert
MIN COST : L5 14s 7d
MAX COST : L7 5s 10d
FANTASY COST : 55gp/70gp
PURPOSE : healing
ADD? : Not addictive
EFFECT : Heal 2D6 BOD
USE : Applied
FORM : Fruit
RAR : -3
STORE : D3 days

Gefnul

TIME : Summer
LOCALE : Volcanoes
MIN COST : L20 16s 8d
MAX COST : L52 1s 8d
FANTASY COST : 200gp/500gp
PURPOSE : organs
ADD? : Not addictive

EFFECT : Heals organs

USE : Applied

FORM : Algae

RAR : -5

STORE : D6 months

Glorhast

TIME : Spring

LOCALE : Plains

MIN COST : 11d

MAX COST : 1s 4d

FANTASY COST : 4sp 4cp/6sp 6cp

PURPOSE : aid health

ADD? : Slightly addictive

EFFECT : +2D6 BOD, END fade 5/min

USE : Ingested

FORM : Moss

RAR : -1

STORE : D3 weeks

Goat's Rue

TIME : Summer

LOCALE : Forest

MIN COST : 12s 6d

MAX COST : L1 11s 3d

FANTASY COST : 6gp/15gp

PURPOSE : antidote

ADD? : Not addictive

EFFECT : Immune: magic poisons

USE : Breathed

FORM : Berry

RAR : -4

STORE : D6 hours

Golden Lungwort

TIME : Always

LOCALE : Forest

MIN COST : 2s 1d

MAX COST : 4s 2d

FANTASY COST : 1gp/2gp

PURPOSE : heals ears

ADD? : Slightly addictive

EFFECT : 4D6 transform, cumulative
USE : Applied
FORM : Mineral
RAR : -1
STORE : D6 weeks

Hanan

TIME : Autumn/Winter
LOCALE : Deserts
MIN COST : 8d
MAX COST : 1s
FANTASY COST : 3sp 4cp/5sp
PURPOSE : aid health
ADD? : Slightly addictive
EFFECT : +2D6 BOD, fade 1/minute
USE : Ingested
FORM : Root
RAR : -1
STORE : D6 months

Hare's Ears

TIME : Summer
LOCALE : Mountain
MIN COST : 4s 2d
MAX COST : 10s 5d
FANTASY COST : 2gp/5gp
PURPOSE : skin disease
ADD? : Not addictive
EFFECT :
USE : Breathed
FORM : Root
RAR : -2
STORE : D3 days

Harfy

TIME : Summer
LOCALE : Grassland
MIN COST : L15 12s 6d
MAX COST : L15 12s 6d
FANTASY COST : 150gp/150gp
PURPOSE : bleeding
ADD? : Not addictive

EFFECT : Does not bleed one week

USE : Ingested

FORM : Fungus

RAR : -4

STORE : D6 months

Healwell

TIME : Summer

LOCALE : All

MIN COST : 2d 2f

MAX COST : 2d 2f

FANTASY COST : 1sp/1sp

PURPOSE : healing

ADD? : Not addictive

EFFECT : Heal 2D6 PRE and COM

USE : Applied

FORM : Fungus

RAR : 2

STORE : D6 months

Henbane

TIME : Summer/Autumn

LOCALE : Rural

MIN COST : 2s 1d

MAX COST : 6s 3d

FANTASY COST : 1gp/3gp

PURPOSE : antidote

ADD? : Not addictive

EFFECT : Antidote (alkali poisons)

USE : Applied

FORM : Leaf

RAR : -2

STORE : D6 days

Hofwort

TIME : Summer/Autumn

LOCALE : Bog or swamp

MIN COST : 7d

MAX COST : 11d

FANTASY COST : 3sp 1cp/4sp 7cp

PURPOSE : antidote

ADD? : Not addictive

EFFECT : Antidote (irritant poison)
USE : Ingested
FORM : Root
RAR : -2
STORE : D6 months

Horehound

TIME : Summer
LOCALE : Coast
MIN COST : 2s 1d
MAX COST : 10s 5d
FANTASY COST : 1gp/5gp
PURPOSE : antidote
ADD? : Not addictive
EFFECT : Purge all poisons/impurities
USE : Applied
FORM : Lichen
RAR : -1
STORE : D6 weeks

Hreyochor

TIME : Autumn
LOCALE : Coast
MIN COST : 2s
MAX COST : 3s
FANTASY COST : 9sp 1cp/1gp 4sp 1cp
PURPOSE : fertility
ADD? : Not addictive
EFFECT : 4D6 transform, cumulative
USE : Ingested
FORM : Moss
RAR : 1
STORE : D6 days

Iarfeg

TIME : Summer/Autumn
LOCALE : Mountainous areas
MIN COST : 9d
MAX COST : 1s 1d
FANTASY COST : 3sp 6cp/5sp 4cp
PURPOSE : healing
ADD? : Not addictive

EFFECT : heal senses

USE : Ingested

FORM : Fruit

RAR : 1

STORE : D3 days

lihl

TIME : Spring/Summer

LOCALE : Deserts

MIN COST : 5d

MAX COST : 8d

FANTASY COST : 2sp 3cp/3sp 5cp

PURPOSE : antidote

ADD? : Not addictive

EFFECT : Negates poisons used on animals

USE : Applied

FORM : Stalk

RAR : -1

STORE : D6 weeks

Imhassil

TIME : Winter

LOCALE : Plains

MIN COST : 9d

MAX COST : 1s 1d

FANTASY COST : 3sp 6cp/5sp 4cp

PURPOSE : organs

ADD? : Not addictive

EFFECT : Heal organs

USE : Ingested

FORM : Fruit

RAR : +1

STORE : D3 days

Imlienth

TIME : Winter/Spring

LOCALE : Salt Water

MIN COST : 9d

MAX COST : 1s 1d

FANTASY COST : 3sp 6cp/5sp 4cp

PURPOSE : healing

ADD? : Not addictive

EFFECT : Heal 2D6 BOD
USE : Ingested
FORM : Flower
RAR : -3
STORE : D3 days

Isilarth

TIME : Autumn
LOCALE : Deserts
MIN COST : 10d
MAX COST : 1s 3d
FANTASY COST : 4sp/6sp
PURPOSE : healing
ADD? : Not addictive
EFFECT : Heal 2D6 any one below
USE : Ingested
FORM : Vine
RAR : 0
STORE : D6 days

Jaffray

TIME : Summer
LOCALE : Desert
MIN COST : L1 10d
MAX COST : L1 11s 3d
FANTASY COST : 10gp/15gp
PURPOSE : antidote
ADD? : Addictive to use
EFFECT : Negates poison for 3 hours
USE : Ingested
FORM : Flower
RAR : -2
STORE : D6 weeks

Jeggarukh

TIME : Summer
LOCALE : Fresh water
MIN COST : 7d
MAX COST : 10d
FANTASY COST : 2sp 9cp/4sp 3cp
PURPOSE : fatigue
ADD? : Very addictive, cannot be used safely

EFFECT : Life Support: don't rec LTE

USE : Ingested

FORM : Pollen

RAR : -1

STORE : D6 weeks

Jihien

TIME : Spring

LOCALE : Plains

MIN COST : 5d

MAX COST : 7d

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

PURPOSE : healing

ADD? : Not addictive

EFFECT : x1 ½ healing catalyst

USE : Ingested

FORM : Grass

RAR : 1

STORE : D6 weeks

Joef

TIME : Winter

LOCALE : Caves

MIN COST : 6d

MAX COST : 10d

FANTASY COST : 2sp 7cp/4sp 1cp

PURPOSE : healing

ADD? : Not addictive

EFFECT : Heals disease

USE : Ingested

FORM : Nut

RAR : -2

STORE : D3 days

Jojojopo

TIME : Autumn

LOCALE : Mountain

MIN COST : 1s 10d 2f

MAX COST : 1s 10d 2f

FANTASY COST : 9sp/9sp

PURPOSE : frostbite

ADD? : Slightly addictive

EFFECT : 2D6 transform, cumulative
USE : Ingested
FORM : Grass
RAR : 1
STORE : D6 weeks

Karfar

TIME : Autumn/Winter
LOCALE : Caves
MIN COST : 1s 4d
MAX COST : 2s 1d
FANTASY COST : 6sp 7cp/1gp 1cp
PURPOSE : healing
ADD? : Slightly addictive
EFFECT : Heal 4D6 Speed
USE : Applied
FORM : Root
RAR : -3
STORE : D6 weeks

Kargele

TIME : Autumn
LOCALE : Lakeshore
MIN COST : 10s
MAX COST : 15s
FANTASY COST : 4gp 8sp /7gp 2sp
PURPOSE : Healing
ADD? : Slightly addictive
EFFECT : Regeneration 1 BOD/Hour
USE : Ingested
FORM : Grass
RAR : -1
STORE : D6 days

Kelventari

TIME : Always
LOCALE : Forest
MIN COST : L1 19s 7d
MAX COST : L1 19s 7d
FANTASY COST : 19gp/19gp
PURPOSE : burns
ADD? : Slightly addictive

EFFECT : 4D6 minor transform
USE : Ingested
FORM : Fungus
RAR : -3
STORE : D6 months

Khalid

TIME : Spring
LOCALE : Salt Water
MIN COST : 3d
MAX COST : 4d
FANTASY COST : 1sp 2cp/1sp 8cp
PURPOSE : awaken
ADD? : Not addictive
EFFECT : Awakens Unconscious
USE : Applied
FORM : Clove/Bulb
RAR : 0
STORE : D6 weeks

Land Caltrops

TIME : Summer
LOCALE : Forest
MIN COST : 4s 2d
MAX COST : 10s 5d
FANTASY COST : 2gp/5gp
PURPOSE : snakebite
ADD? : Not addictive
EFFECT :
USE : Ingested
FORM : Pollen
RAR : -1
STORE : D6 weeks

Lesser Centaury

TIME : Summer
LOCALE : Mountains
MIN COST : 10s 5d
MAX COST : 10s 5d
FANTASY COST : 5gp/5gp
PURPOSE : antidote
ADD? : Not addictive

EFFECT : Immunity to disease 1 hour
USE : Breathed
FORM : Insect
RAR : 1
STORE : D3 hours

Lestagii

TIME : Summer/Autumn
LOCALE : Sylvan, forests
MIN COST : 5d
MAX COST : 8d
FANTASY COST : 2sp 3cp/3sp 5cp
PURPOSE : healing
ADD? : Slightly addictive
EFFECT : Heal all below normal 2D6
USE : Ingested
FORM : Grass
RAR : 0
STORE : D6 weeks

Lisleaf

TIME : Winter
LOCALE : Lakeshore
MIN COST : 6d
MAX COST : 9d
FANTASY COST : 2sp 6cp/3sp 8cp
PURPOSE : speed recovery
ADD? : Slightly addictive
EFFECT : 3D6 Aid REC fade 1/hour
USE : Applied
FORM : Leaf
RAR : -1
STORE : D6 days

Loncath

TIME : Spring/Summer
LOCALE : Ocean shore
MIN COST : 9d
MAX COST : 1s 1d
FANTASY COST : 3sp 6cp/5sp 4cp
PURPOSE : healing
ADD? : Not addictive

EFFECT : Heal bones
USE : Applied
FORM : Flower
RAR : 1
STORE : D3 days

Makebate

TIME : Always
LOCALE : Desert
MIN COST : 2s 1d
MAX COST : 4s 2d
FANTASY COST : 1gp/2gp
PURPOSE : scorpion stings
ADD? : Not addictive
EFFECT :
USE : Ingested
FORM : Fruit
RAR : -1
STORE : D6 weeks

Mandrake

TIME : Always
LOCALE : Forest
MIN COST : 6s 3d
MAX COST : 10s 5d
FANTASY COST : 3gp/5gp
PURPOSE : sleep
ADD? : Not addictive
EFFECT :
USE : Ingested
FORM : Mineral
RAR : -2
STORE : D3 days

Marjerome

TIME : Always
LOCALE : Grassland
MIN COST : 4s 2d
MAX COST : 12s 6d
FANTASY COST : 2gp/6gp
PURPOSE : jaundice
ADD? : Addictive to use

EFFECT : 4D6 transform, cumulative
USE : Applied
FORM : Vine
RAR : -1
STORE : D6 months

Marsh Mallow

TIME : Always
LOCALE : Coast
MIN COST : 10s 5d
MAX COST : 16s 8d
FANTASY COST : 5gp/8gp
PURPOSE : burns
ADD? : Not addictive
EFFECT : 3D6 minor transform
USE : Applied
FORM : Algae
RAR : -2
STORE : D6 months

Masterwort

TIME : Summer
LOCALE : Rural
MIN COST : 4s 2d
MAX COST : 14s 7d
FANTASY COST : 2gp/7gp
PURPOSE : plague
ADD? : Not addictive
EFFECT :
USE : Applied
FORM : Stalk
RAR : -2
STORE : D6 weeks

Medarch

TIME : Autumn/Winter
LOCALE : Caves
MIN COST : 4d
MAX COST : 6d
FANTASY COST : 1sp 7cp/2sp 5cp
PURPOSE : healing
ADD? : Not addictive

EFFECT : Regeneration 1 BOD/Hour

USE : Ingested

FORM : Fungus

RAR : -2

STORE : D6 months

Memsar

TIME : Summer/Autumn

LOCALE : Lakeshore

MIN COST : 1d

MAX COST : 1d

FANTASY COST : 5cp/7cp

PURPOSE : healing

ADD? : Not addictive

EFFECT : Paramedic +3

USE : Ingested

FORM : Moss

RAR : -3

STORE : D3 days

Mienswort

TIME : Autumn

LOCALE : Lakeshore

MIN COST : 5d

MAX COST : 7d

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

PURPOSE : antidote

ADD? : Not addictive

EFFECT : Negates poison for 5 hours

USE : Ingested

FORM : Stalk

RAR : -2

STORE : D6 weeks

Milkworte

TIME : Spring/Summer

LOCALE : Rural

MIN COST : 8s 4d

MAX COST : 16s 8d

FANTASY COST : 4gp/8gp

PURPOSE : cholera

ADD? : Not addictive

EFFECT : 2D6 transform, cumulative
USE : Applied
FORM : Seed
RAR : 1
STORE : D6 weeks

Mireenna

TIME : Winter
LOCALE : Mountains
MIN COST : L1 10d
MAX COST : L1 10d
FANTASY COST : 10gp/10gp
PURPOSE : healing
ADD? : Slightly addictive
EFFECT : Heal 4D6 Speed
USE : Applied
FORM : Lichen
RAR : -2
STORE : D6 months

Myrhynn

TIME : Spring
LOCALE : Salt Water
MIN COST : 8d
MAX COST : 1s
FANTASY COST : 3sp 4cp/5sp
PURPOSE : healing
ADD? : Not addictive
EFFECT : lowers injury level
USE : Ingested
FORM : Leaf
RAR : 2
STORE : D6 months

Navew

TIME : Winter
LOCALE : River
MIN COST : 8s 4d
MAX COST : L1 5s
FANTASY COST : 4gp/12gp
PURPOSE : antidote
ADD? : Not addictive

EFFECT : Stops lycanth change 1 day

USE : Applied

FORM : Pollen

RAR : -1

STORE : D6 weeks

Nelisse

TIME : Summer

LOCALE : Underdeeps

MIN COST : 4d

MAX COST : 6d

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

PURPOSE : healing

ADD? : Not addictive

EFFECT : Heal 2D6 REC

USE : Ingested

FORM : Stalk

RAR : 1

STORE : D6 months

Nightshade

TIME : Summer

LOCALE : Forest

MIN COST : 8s 4d

MAX COST : 16s 8d

FANTASY COST : 4gp/8gp

PURPOSE : sleep

ADD? : Addictive to use

EFFECT :

USE : Ingested

FORM : Flower

RAR : -2

STORE : D6 weeks

Oelesith

TIME : Summer

LOCALE : Fresh water

MIN COST : 2d

MAX COST : 3d

FANTASY COST : 9cp/1sp 3cp

PURPOSE : healling

ADD? : Not addictive

EFFECT : Heal 1D6 INT
USE : Ingested
FORM : Leaf
RAR : 2
STORE : D6 weeks

Olruì / Monogium

TIME : Always
LOCALE : Ocean shore
MIN COST : 1s 9d
MAX COST : 2s 7d
FANTASY COST : 8sp /1gp 2sp 1cp
PURPOSE : Stimulant
ADD? : Not addictive
EFFECT :
USE : Applied
FORM : Mineral
RAR : +0
STORE : D3 days

Oortlin

TIME : Summer/Autumn
LOCALE : Underdeeps
MIN COST : 7d
MAX COST : 11d
FANTASY COST : 3sp 1cp/4sp 7cp
PURPOSE : healing
ADD? : Not addictive
EFFECT : Regeneration 1/min 1 hour
USE : Ingested
FORM : Fungus
RAR : -2
STORE : D6 weeks

Orach

TIME : Summer
LOCALE : Forest
MIN COST : 4s 2d
MAX COST : L1 10d
FANTASY COST : 2gp/10gp
PURPOSE : jaundice
ADD? : Not addictive

EFFECT : 2D6 transform, cummulative

USE : Ingested

FORM : Leaf

RAR : -1

STORE : D6 weeks

Pallast

TIME : Summer

LOCALE : Swamp

MIN COST : 1s 2f

MAX COST : 2s 1d

FANTASY COST : 5sp/1gp

PURPOSE : pain relief

ADD? : Very addictive, cannot be used safely

EFFECT :

USE : Ingested

FORM : Algae

RAR : +0

STORE : D3 days

Parnath

TIME : Spring/Summer

LOCALE : Timberline, peaks

MIN COST : 5d

MAX COST : 8d

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

PURPOSE : aid will

ADD? : Slightly addictive

EFFECT : 2D6 EGO Aid, fade 1/hour

USE : Ingested

FORM : Clove/Bulb

RAR : 1

STORE : D6 months

Pattran

TIME : Summer

LOCALE : Forest

MIN COST : L1 10d

MAX COST : L1 10d

FANTASY COST : 10gp/10gp

PURPOSE : sleep

ADD? : Not addictive

EFFECT :
USE : Applied
FORM : Fungus
RAR : -3
STORE : D3 days

Pech Alar

TIME : Winter/Spring
LOCALE : Caves
MIN COST : 5d
MAX COST : 8d
FANTASY COST : 2sp 2cp/3sp 4cp
PURPOSE : speed recovery
ADD? : Slightly addictive
EFFECT : 1D6 REC Aid fade 1/day
USE : Ingested
FORM : Fungus
RAR : +1
STORE : D6 weeks

Periwinkle

TIME : Spring
LOCALE : Rural
MIN COST : 2s 1d
MAX COST : L1 10d
FANTASY COST : 1gp/10gp
PURPOSE : bleeding
ADD? : Not addictive
EFFECT : stops bleeding
USE : Ingested
FORM : Flower
RAR : 3
STORE : D6 hours

Prince's Feather

TIME : Summer/Autumn
LOCALE : Rural
MIN COST : 2s 1d
MAX COST : 4s 2d
FANTASY COST : 1gp/2gp
PURPOSE : bleeding
ADD? : Slightly addictive

EFFECT : stops bleeding

USE : Ingested

FORM : Flower

RAR : 0

STORE : D3 days

Qeleviat

TIME : Winter

LOCALE : Underdeeps

MIN COST : 5d

MAX COST : 7d

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

PURPOSE : healing

ADD? : Not addictive

EFFECT : Heal 2D6 BOD

USE : Applied

FORM : Lichen

RAR : 1

STORE : D6 weeks

Qualis

TIME : Spring/Summer

LOCALE : Plains

MIN COST : 5d

MAX COST : 8d

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

PURPOSE : speed recovery

ADD? : Not addictive

EFFECT : 4D6 REC Aid, fade 1/min

USE : Ingested

FORM : Berry

RAR : +1

STORE : D6 days

Quessel

TIME : Spring/Summer

LOCALE : Mountains

MIN COST : 2s

MAX COST : 3s

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

PURPOSE : antidote

ADD? : Slightly addictive

EFFECT : Immune: all poisons 1 day
USE : Breathed
FORM : Leaf
RAR : 0
STORE : D6 weeks

Quorst

TIME : Summer
LOCALE : Lakeshore
MIN COST : 2d
MAX COST : 4d
FANTASY COST : 1sp 1cp/1sp 7cp
PURPOSE : awaken
ADD? : Not addictive
EFFECT : Awakens Unconscious
USE : Applied
FORM : Vine
RAR : 1
STORE : D6 days

Rampalt

TIME : Summer
LOCALE : Forest
MIN COST : 1d 1f
MAX COST : 1d 1f
FANTASY COST : 5cp/5cp
PURPOSE : congestion
ADD? : Slightly addictive
EFFECT : 2D6 transform, cumulative
USE : Ingested
FORM : Fungus
RAR : +2
STORE : D6 months

Rasakile

TIME : Summer/Autumn
LOCALE : Desert
MIN COST : 5d
MAX COST : 7d
FANTASY COST : 1sp 2cp/2sp 2cp
PURPOSE : contraceptive
ADD? : Slightly addictive

EFFECT : 3D6 transform, cummulative, fade 1/hour

USE : Ingested

FORM : Stalk

RAR : +1

STORE : D6 weeks

Relolax

TIME : Winter/Spring

LOCALE : Salt Water

MIN COST : 8d

MAX COST : 1s 1d

FANTASY COST : 3sp 5cp/5sp 3cp

PURPOSE : antidote

ADD? : Not addictive

EFFECT : Antidote (alkali poisons)

USE : Applied

FORM : Root

RAR : -2

STORE : D6 months

Resolieth

TIME : Autumn/Winter

LOCALE : Fresh water

MIN COST : 6d

MAX COST : 10d

FANTASY COST : 2sp 7cp/4sp 1cp

PURPOSE : antidote

ADD? : Not addictive

EFFECT : Immunity to disease 1 day

USE : Ingested

FORM : Vine

RAR : -2

STORE : D6 days

Rewk

TIME : Autumn

LOCALE : Sylvan, forests

MIN COST : 1s 10d 2f

MAX COST : 2s 1d

FANTASY COST : 9sp/1gp

PURPOSE : healing

ADD? : Not addictive

EFFECT : Heal 2D6 BOD, 2D6 STN
USE : Applied
FORM : Nut
RAR : 1
STORE : D6 weeks

Rhauga

TIME : Autumn/Winter
LOCALE : Plains
MIN COST : 1s 1d
MAX COST : 1s 7d
FANTASY COST : 5sp 3cp/7sp 9cp
PURPOSE : healing
ADD? : Slightly addictive
EFFECT : Heal 6D6 BOD
USE : Applied
FORM : Seed
RAR : -4
STORE : D6 months

Rose Champion

TIME : Summer
LOCALE : Forest
MIN COST : 2s 1d
MAX COST : 6s 3d
FANTASY COST : 1gp/3gp
PURPOSE : scorpion stings
ADD? : Not addictive
EFFECT :
USE : Applied
FORM : Pollen
RAR : -1
STORE : D6 weeks

Sanicle

TIME : All but Spring
LOCALE : Forest
MIN COST : 10s 5d
MAX COST : L3 2s 6d
FANTASY COST : 5gp/30gp
PURPOSE : bleeding
ADD? : Addictive to use

EFFECT : stops bleeding

USE : Applied

FORM : Lichen

RAR : 1

STORE : D6 weeks

Saracen Confound

TIME : Summer

LOCALE : Rural

MIN COST : 2s 1d

MAX COST : L2 1s 8d

FANTASY COST : 1gp/20gp

PURPOSE : fevers

ADD? : Not addictive

EFFECT : 2D6 transform, cumulative

USE : Ingested

FORM : Bark

RAR : -3

STORE : D6 months

Scapolis

TIME : Autumn

LOCALE : Inhabited areas, urban

MIN COST : 7d

MAX COST : 10d

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

PURPOSE : fatigue

ADD? : Addictive to use

EFFECT : STR costs 0 END 5 hours

USE : Ingested

FORM : Fungus

RAR : -3

STORE : D6 weeks

Scented Mayweed

TIME : Summer

LOCALE : Forest

MIN COST : 16s 8d

MAX COST : L1 11s 3d

FANTASY COST : 8gp/15gp

PURPOSE : blindness

ADD? : Slightly addictive

EFFECT : 3D6 transform
USE : Ingested
FORM : Clove/Bulb
RAR : -2
STORE : D6 days

Serapias Turbith

TIME : Spring/Summer
LOCALE : Grassland
MIN COST : 8s 4d
MAX COST : 14s 7d
FANTASY COST : 4gp/7gp
PURPOSE : healing
ADD? : Not addictive
EFFECT : Heal 2D6 BOD
USE : Ingested
FORM : Root
RAR : -1
STORE : D6 days

Shepherd's Purse

TIME : Always
LOCALE : Grassland
MIN COST : 10s 5d
MAX COST : L1 5s
FANTASY COST : 5gp/12gp
PURPOSE : bleeding
ADD? : Slightly addictive
EFFECT : stops bleeding
USE : Applied
FORM : Pollen
RAR : 2
STORE : D3 days

Shorlin

TIME : Spring
LOCALE : Inhabited areas, urban
MIN COST : 2d
MAX COST : 3d
FANTASY COST : 1sp/1sp 4cp
PURPOSE : healing
ADD? : Not addictive

EFFECT : Paramedic +5 roll

USE : Applied

FORM : Sap

RAR : 3

STORE : D3 days

Silhave

TIME : Summer

LOCALE : Mountainous areas

MIN COST : 4d

MAX COST : 6d

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

PURPOSE : bleeding

ADD? : Not addictive

EFFECT : Does not bleed one day

USE : Ingested

FORM : Moss

RAR : -3

STORE : D6 days

Siran

TIME : Autumn/Winter

LOCALE : Inhabited areas, urban

MIN COST : 5d

MAX COST : 8d

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

PURPOSE : aid health

ADD? : Slightly addictive

EFFECT : 2D6 CON Aid, fade 1/min

USE : Ingested

FORM : Pollen

RAR : -1

STORE : D6 weeks

Snakespike

TIME : Spring

LOCALE : Coast

MIN COST : 10s 5d

MAX COST : 14s 7d

FANTASY COST : 5gp/7gp

PURPOSE : inflammation

ADD? : Slightly addictive

EFFECT : 2D6 transform, cumulative
USE : Ingested
FORM : Fungus
RAR : -1
STORE : D6 weeks

Spiderwort

TIME : Spring/Summer
LOCALE : Chalky soil
MIN COST : 8s 4d
MAX COST : L1 10d
FANTASY COST : 4gp/10gp
PURPOSE : spider bites
ADD? : Very addictive, cannot be used safely
EFFECT :
USE : Applied
FORM : Fungus
RAR : -1
STORE : D6 weeks

Stiltrassa

TIME : Winter
LOCALE : Grassland
MIN COST : 4s
MAX COST : 6s
FANTASY COST : 1gp 9sp /2gp 8sp 2cp
PURPOSE : emetic
ADD? : Not addictive
EFFECT : 10D6 Mind control, single command
USE : Ingested
FORM : Lichen
RAR : 2
STORE : D6 months

Suaeysit

TIME : Always
LOCALE : Artic
MIN COST : L1 10d
MAX COST : L5 4s 2d
FANTASY COST : 10gp/50gp
PURPOSE : energy
ADD? : Slightly addictive

EFFECT : 3D6 END aid, fade 5/hour

USE : Applied

FORM : Mineral

RAR : -2

STORE : D6 weeks

Sweet Trefoile

TIME : Spring/Summe

LOCALE : Forest

MIN COST : 2s 1d

MAX COST : 6s 3d

FANTASY COST : 1gp/3gp

PURPOSE : falling damage

ADD? : Not addictive

EFFECT : Heal 2D6

USE : Ingested

FORM : Moss

RAR : -1

STORE : D6 days

Swuth

TIME : Summer/Autumn

LOCALE : Sylvan, forests

MIN COST : 6d

MAX COST : 9d

FANTASY COST : 2sp 6cp/3sp 8cp

PURPOSE : healing

ADD? : Not addictive

EFFECT : Heal 3D6 END

USE : Ingested

FORM : Seed

RAR : -2

STORE : D6 weeks

Syenath

TIME : Spring

LOCALE : Deep forest, wilds

MIN COST : 5d

MAX COST : 7d

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

PURPOSE : calm

ADD? : Not addictive

EFFECT : Stops Berserk
USE : Applied
FORM : Clove/Bulb
RAR : 1
STORE : D6 weeks

Tamariske

TIME : Always
LOCALE : Rural
MIN COST : 10s 5d
MAX COST : 14s 7d
FANTASY COST : 5gp/7gp
PURPOSE : anti-infection
ADD? : Not addictive
EFFECT : Anti-Infection
USE : Ingested
FORM : Sap
RAR : -2
STORE : D3 days

Tempin

TIME : Summer
LOCALE : Forest
MIN COST : 10s 5d
MAX COST : 10s 5d
FANTASY COST : 5gp/5gp
PURPOSE : antidote
ADD? : Not addictive
EFFECT : Immunity to disease 1 hour
USE : Applied
FORM : Clove/Bulb
RAR : 2
STORE : D6 months

Teranya

TIME : Spring/Summer
LOCALE : Rural
MIN COST : 2s
MAX COST : 3s
FANTASY COST : 9sp 1cp/1gp 4sp 1cp
PURPOSE : eye cure
ADD? : Not addictive

EFFECT : 2D6 transform, cumulative

USE : Applied

FORM : Insect

RAR : +1

STORE : D6 weeks

Terbas

TIME : Spring

LOCALE : Forest

MIN COST : 4s 2d

MAX COST : 4s 2d

FANTASY COST : 2gp/2gp

PURPOSE : nerve damage

ADD? : Not addictive

EFFECT :

USE : Ingested

FORM : Root

RAR : -2

STORE : D6 weeks

Throw-Waxe

TIME : Spring/Summer

LOCALE : Forest

MIN COST : 4s 2d

MAX COST : 6s 3d

FANTASY COST : 2gp/3gp

PURPOSE : scarring

ADD? : Not addictive

EFFECT :

USE : Ingested

FORM : Sap

RAR : -2

STORE : D6 weeks

Thurl

TIME : Autumn

LOCALE : Forest

MIN COST : 2d 2f

MAX COST : 5d

FANTASY COST : 1sp/2sp

PURPOSE : healing

ADD? : Not addictive

EFFECT : Heal 3D6 BOD
USE : Applied
FORM : Sap
RAR : -3
STORE : D6 weeks

Tloriss

TIME : Summer
LOCALE : Deep forest, wilds
MIN COST : 1s 10d
MAX COST : 2s 9d
FANTASY COST : 8sp 8cp/1gp 3sp 2cp
PURPOSE : heal aging
ADD? : Not addictive
EFFECT : Removes unnatural aging
USE : Applied
FORM : Bark
RAR : -2
STORE : D6 weeks

Trudurs

TIME : Winter/Spring
LOCALE : Plains
MIN COST : 5d
MAX COST : 7d
FANTASY COST : 2sp 1cp/3sp 1cp
PURPOSE : healing
ADD? : Not addictive
EFFECT : Heal 2D6 CON
USE : Ingested
FORM : Nut
RAR : -1
STORE : D6 months

Ul-Naza

TIME : Spring/Summer
LOCALE : Fresh water
MIN COST : 1s 6d
MAX COST : 2s 3d
FANTASY COST : 7sp 3cp/1gp 9cp
PURPOSE : antidote
ADD? : Not addictive

EFFECT : Antidote (internal poisons)

USE : Applied

FORM : Algae

RAR : -5

STORE : D6 days

Vyjolth

TIME : Winter/Spring

LOCALE : Sylvan, forests

MIN COST : 11d

MAX COST : 1s 4d

FANTASY COST : 4sp 5cp/6sp 7cp

PURPOSE : antidote

ADD? : Slightly addictive

EFFECT : Prevents Paralysis 1 hour

USE : Ingested

FORM : Fungus

RAR : 2

STORE : D6 weeks

White Bryony

TIME : Autumn

LOCALE : Forest

MIN COST : 2s 1d

MAX COST : 4s 2d

FANTASY COST : 1gp/2gp

PURPOSE : pneumonia

ADD? : Not addictive

EFFECT :

USE : Ingested

FORM : Root

RAR : -1

STORE : D6 weeks

Whitecandle

TIME : Autumn

LOCALE : All

MIN COST : 10s 5d

MAX COST : 10s 5d

FANTASY COST : 5gp/5gp

PURPOSE : pain relief

ADD? : Not addictive

EFFECT :
USE : Applied
FORM : Fungus
RAR : -3
STORE : D6 weeks

Winclamit

TIME : Spring
LOCALE : Forest
MIN COST : L10 8s 4d
MAX COST : L10 8s 4d
FANTASY COST : 100gp/100gp
PURPOSE : healing
ADD? : Slightly addictive
EFFECT : Heal 3D6 BOD
USE : Applied
FORM : Insect
RAR : -3
STORE : D6 days

Wylsain

TIME : Spring/Summer
LOCALE : Bog or swamp
MIN COST : 1s 2d
MAX COST : 1s 10d
FANTASY COST : 5sp 9cp/8sp 9cp
PURPOSE : antidote
ADD? : Slightly addictive
EFFECT : Immune: all poisons 1 day
USE : Ingested
FORM : Pollen
RAR : 1
STORE : D6 months

Wylthian

TIME : Autumn
LOCALE : Sylvan, forests
MIN COST : 7d
MAX COST : 11d
FANTASY COST : 3sp/4sp 4cp
PURPOSE : fatigue
ADD? : Addictive to use

EFFECT : STR, Run costs 0 END 1 hr
USE : Ingested
FORM : Root
RAR : 2
STORE : D6 weeks

Xelev

TIME : Summer/Autumn
LOCALE : Deep forest, wilds
MIN COST : 1s 1d
MAX COST : 1s 8d
FANTASY COST : 5sp 4cp/8sp 2cp
PURPOSE : fatigue
ADD? : Slightly addictive
EFFECT : Rec LTE at x4 rate 1 day
USE : Ingested
FORM : Berry
RAR : -2
STORE : D6 days

Xolien

TIME : Winter/Spring
LOCALE : Underdeeps
MIN COST : 9d
MAX COST : 1s 2d
FANTASY COST : 3sp 8cp/5sp 6cp
PURPOSE : antidote
ADD? : Slightly addictive
EFFECT : Stops lycanth change 1 day
USE : Ingested
FORM : Clove/Bulb
RAR : -1
STORE : D6 weeks

Yarrow

TIME : Summer
LOCALE : Rural
MIN COST : L1 10d
MAX COST : L1 10d
FANTASY COST : 10gp/10gp
PURPOSE : bleeding
ADD? : Slightly addictive

EFFECT : stops bleeding
USE : Applied
FORM : Bark
RAR : 1
STORE : D6 weeks

Yavethalion

TIME : Autumn
LOCALE : Coast
MIN COST : L4 13s 9d
MAX COST : L4 13s 9d
FANTASY COST : 45gp/45gp
PURPOSE : healing
ADD? : Not addictive
EFFECT : Paramedic +3
USE : Breathed
FORM : Fruit
RAR : -2
STORE : D6 months

Yin Berry

TIME : Autumn
LOCALE : Deep forest, wilds
MIN COST : 2s 1d
MAX COST : 3s 1d
FANTASY COST : 1gp/1gp 5sp
PURPOSE : heal insanity
ADD? : Not addictive
EFFECT : Heals insanity 14-
USE : Ingested
FORM : Berry
RAR : -4
STORE : D3 days

Yulpris

TIME : Autumn/Winter
LOCALE : Sylvan, forests
MIN COST : L2
MAX COST : L3
FANTASY COST : 19gp 2sp /28gp 8sp
PURPOSE : universal antidote
ADD? : Not addictive

EFFECT : Heal 3D6 all, once per hour

USE : Ingested

FORM : Berry

RAR : -6

STORE : D6 weeks

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Last update: **2015/01/26 19:25**

