Medicinal

Back to Herbs

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, cummulative
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, cummulative
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, cummulative
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, cummulative
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, cummulative
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, cummulative
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, cummulative
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, cummulative
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, cummulative
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, cummulative
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, cummulative
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, cummulative
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, cummulative
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

Iihl

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, cummulative
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, cummulative
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, cummulative
USE : Applied
FORM : Seed
RAR : 1
STORE : D6 weeks

Mirenna

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

Olrui / 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, cummulative
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 Campion

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, cummulative
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, cummulative
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, cummulative
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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