

MASTER HERB LISTING

This list gives a summary of every herb that the characters will encounter, although more are added as the game goes on. There are over 180 herbs listed here, and probably 200 more out there still, in different countries and in the Underdeeps. The herbs are listed in a summary format that should give the basic information the players need, and that the GM can use for simple reminder. Although the list here contains every herb, the characters will never encounter a supermarket that has all of these available in it, a few at a time are all they will find.

HERB NAME	CP COST	ADD?	EFFECT	USE	LOC	FORM	RAR	STORE
Aarl Cas	30	N	Combat Sense 5 hours	ING	DE	FLO	-2	D6 days
Afwaeth	48	N	Heals limbs	APP	DE	INS	-3	D6 weeks
Agaath	30	S	Life Support: air 5 hours	ING	BG	POL	-2	D6 weeks
Alshaana	21	S	Life Support: cold one day	ING	TI	CLV	+2	D6 months
Alastor	57	S	Regen 1 BOD/5 hrs 1 day	ING	CV	Vine	-3	D6 days
Aligax	7	N	6 Flash DEF one hour	APP	PL	ALG	+1	D3 days
Alormary	12	N	+3 DCV evil spirits/demons	ING	PL	BER	+1	D6 weeks
Altolas	56	Y	+1 INT, +2D6 magic roll	ING	LS	CLV	-3	D6 weeks
Amoliel	51	S	Share dreams between users	ING	FO	FRT	-1	D6 days
Ansark	9	N	stops bleeding	APP	MO	Root	+3	D6 weeks
Arfindas	16	N	Heals bones	APP	TI	STK	+2	D6 weeks
Arloon	27	N	Heal 3D6 STN	APP	FW	Root	+2	D6 months
Arrach	100	V	Euphoric (drug)	ING	FO	Leaf	+2	D6 weeks
Arunya	38	N	Heal 2D6 defenses	APP	SY	Bark	-1	D6 months
Asarbacca	83	E	Aphrodisiac (whoresberry)	APP	MO	BER	+0	D3 days
Athelas	72	S	Heal 1D6 all, once per hour	BRE	SY	FLR	-4	D3 days
Athenar	20	N	Heal 2D6 STR	ING	PL	Seed	+0	D6 months
Baalak	27	N	Heals organs	ING	FO	NUT	+1	D6 months
Baicheng	52	N	+5 REC for one day	ING	TI	INS	+1	D6 days
Baldakur	49	Y	+3D6 CON vs being stunned	ING	FO	NUT	-2	D6 weeks
Bargis	66	N	Antidote (blood poisons)	ING	DE	FLR	-2	D3 days
Becthies	93	S	Retrocognition: 5 minutes	ING	SY	MIN	-5	D6 hours
Berethien	49	N	4D6 suppress all adj. powers	ING	MO	Vine	-4	D6 days
Bilbury	19	N	Life Support: water one day	APP	CV	INS	-2	D3 hours
Blue Mallow	42	N	LS: Breathe impure air	BRE	OS	STK	-3	D6 days
Bonalith	55	S	Immune to poison 1 hour	ING	UN	FUN	-1	D3 days
Bonaset	76	E	Narcotic (drug)	ING	IN	Moss	-2	D3 days
Borkwild	35	N	Life Support: disease	ING	UN	Bark	-2	D6 weeks
Bragolith	16	N	Repel insects 1 hour	APP	BG	GRS	+0	D3 days
Braldaer	36	Y	Heal 2D6 LTE	ING	FO	Seed	-1	D6 days
Bryony	30	N	Purge all poisons/impurities	ING	SY	BER	+1	D3 days
Calerith	21	N	Clinging 5 minutes	APP	BG	Seed	-1	D6 weeks
Camdeth	35	N	Immune: nonmagic poison	ING	FW	ALG	+0	D3 days
Carcatu	130	N	Lifekkeeping	APP	OS	Sap	-3	D3 days
Carsath	42	N	Hardens def of skin	APP	CV	Root	-2	D6 weeks
Casrac	18	N	Paramedic skill at +8	APP	CV	FUN	+2	D6 months
Ceel	45	N	Blade AP D6 hits/minutes	APP	CV	Root	+0	D3 weeks
Celesien	13	S	Animal Friendship +2D6	ING	BG	Root	+1	D6 weeks
Celethien	12	N	Heal 2D6 BOD	APP	SW	Moss	+1	D3 days
Cusamar	11	N	Heal 2D6 EGO	ING	DE	POL	+1	D6 weeks
Degaec	40	S	+2D6 DEX, fade 1/minute	ING	SY	Sap	-1	D3 days

HERB NAME	CP COST	ADD?	EFFECT	USE	LOC	FORM	RAR	STORE
Delrane	23	N	Heal 2D6 DEX	APP	TI	LIC	-1	D6 weeks
Den Habur	47	Y	Immune: magic poisons	ING	CV	ALG	+1	D3 days
Draff	23	S	Heal 5D6 STN	BRE	IN	CLV	+1	D6 weeks
Dylnaca	16	N	Preserves foods	APP	MO	Vine	-1	D6 months
Eel Berry	18	Y	5 Lack of Weakness	ING	MO	BER	-1	D3 days
Elbur	27	N	Heals muscles	ING	FO	Moss	+2	D3 weeks
Eldaana	41	N	Antidote (nerve poison)	ING	TI	Leaf	-3	D6 weeks
Elegoth	48	V	+3D6 STN, fade 5/min	ING	FO	Leaf	+1	D6 weeks
Ellinrue	67	S	True sight 1 hour	APP	CV	ALG	-3	D3 days
Elthargis	29	Y	Life Support: no sleep 1 day	ING	FW	FRT	-1	D3 days
Emras	25	N	Immune: non magic poison	ING	FW	ALG	+1	D3 days
Eram	28	S	+3D6 END fade 1/minute	ING	FO	FUN	+0	D3 days
Erkase	78	Y	5D6 REC aid fade 5/day	ING	FO	FRT	-2	D3 days
Falmother	60	S	Mind Link 1 other 1 hour	ING	BG	Bark	-3	D6 months
Fecburtun	33	N	Life Support: breathe 1 hour	BRE	UN	BER	-1	D3 days
Fenuminas	50	N	Heal 2D6 twice	ING	LS	GRS	-1	D6 months
Fenurgot	26	N	x2 NC run	ING	TI	MIN	-1	D6 years
Fofhan	14	N	+5 Climb 5 hours	APP	TI	POL	+0	D6 months
Galenas	33	N	Heal 2D6 PRE and COM	ING	FW	Moss	-1	D6 weeks
Gamring	16	N	Heal 2D6 as damage	ING	PL	LIC	+1	D6 months
Garlic	1	N	Wards vampires and spirits	APP	IN	CLV	+4	D6 weeks
Glorhast	55	S	+2D6 BOD, END fade 5/min	ING	PL	Moss	-1	D3 weeks
Gylir	23	N	LS: Breathe water 5 hours	ING	FW	ALG	+2	D3 days
Hanan	42	S	+2D6 BOD, fade 1/minute	ING	DE	Root	-1	D6 months
Heathseed	25	Y	Absolute Time Sense 1 day	ING	DE	Nut	+0	D6 weeks
Henuiel	15	N	+1D6 ED, fade 5/min	ING	DE	GRS	+0	D6 days
Heth	14	N	x1.75 defense weapons	APP	CV	POL	-1	D6 months
Hithe	24	N	Drain 2D6 DEF rock	APP	PL	CLV	-3	D3 days
Hofwort	39	N	Antidote (irritant poison)	ING	BG	Root	-2	D6 months
Horlost	34	N	6D6 heal as damage	APP	CV	MIN	-2	D6 months
Hoth Beetle	9	N	Second Sight 5 hours	APP	FO	INS	+1	D3 days
Hugar	92	S	+4D6 SPD Aid, fade 1/turn	ING	OS	Leaf	-6	D6 days
Iarfeg	45	N	heal senses	ING	MO	FRT	+0	D3 days
Iihl	29	N	Negates poisons used on	APP	DE	STK	-1	D6 weeks
Imhassil	45	N	Heal organs	ING	PL	FRT	+1	D3 days
Imlienth	45	N	Heal 2D6 BOD	ING	SW	FLR	-3	D3 days
Isilarth	50	N	Heal 2D6 any one below	ING	DE	Vine	+0	D6 days
Jeggarukh	36	V	Life Support: don't rec LTE	ING	FW	POL	-1	D6 weeks
Jihien	26	N	x1 ½ healing catalyst	ING	PL	GRS	+1	D6 weeks
Joef	34	N	Heals disease	ING	CV	NUT	-2	D3 days
Jolein	39	N	Heal 3D6 as damage	APP	LS	FLR	-2	D3 days
Juth	30	Y	1D6 Aid COM, fade 1/hour	ING	BG	Moss	+2	D6 days
Karfar	84	S	Heal 4D6 Speed	APP	CV	Rot	-3	D6 weeks
Karkatu	21	S	1D6 Aid PRE, fade 1/hour	APP	SY	FLR	+1	D3 days
Kethusa	24	S	3D6 Aid STR, fade 1/min	APP	SW	Vine	+0	D6 days
Khalid	15	N	Awakens Unconscious	APP	SW	CLV	+0	D6 weeks
Kilamur	30	N	LS: temp extremes 1 hour	APP	OS	Vine	-2	D3 weeks
Klathull	10	N	IR Vision 5 hours	ING	CV	Moss	+1	D3 days
Krrf	66	V	Euphoric (drug)	BRE	DE	Root	-1	D6 weeks
Lasrath	51	N	Heal 4D6 as damage	ING	MO	Nut	-1	D6 weeks
Lammang	8	N	Week's rations	ING	CV	FUN	-1	D6 weeks

Lestanma	29	S	Heal all below normal 2D6	ING	FO	GRS	+0	D6 weeks
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HERB NAME	CP COST	ADD?	EFFECT	USE	LOC	FORM	RAR	STORE
Lhasa	60	S	Euphoric	ING	SY	BER	-1	D6 months
Lhach-Ur	11	N	Extinguish fire	APP	PL	STK	+0	D6 months
Lisleaf	32	S	3D6 Aid REC fade 1/hour	APP	LS	Leaf	-1	D6 days
Lloranth	18	N	+5 Resistance one day	ING	LS	Moss	+0	D3 days
Loncath	45	N	Heal bones	APP	OS	FLR	+1	D3 days
Medalsath	17	S	UV Vision 5 hours	APP	MO	LIC	-1	D6 weeks
Medarch	21	N	Regeneration 1 BOD/Hour	ING	CV	FUN	-2	D6 months
Meginthos	9	N	LS: Water one day	ING	DE	INS	+1	D3 days
Memsar	6	N	Paramedic +3	ING	LS	Moss	-3	D3 days
Midsaltir	43	N	5 Power Defense 1 day	ING	LS	STK	-2	D6 weeks
Mienswert	26	N	Negates poison for 5 hours	ING	LS	STK	-2	D6 weeks
Mithyave	10	N	Life Support: bad air	BRE	CV	FUN	-1	D6 days
Montariel	14	S	Heal 1D6 as damage	ING	DE	SAP	+2	D6 months
Morlian	22	N	Tracking Skill +5 (12-)	APP	BG	SAP	-1	D6 weeks
Mosaliar	32	S	15 Pow Defense fade 1/min	ING	DE	MIN	-1	D6 months
Mulith	24	N	10 Flash Def fade1/min	APP	MO	FLR	+0	D3 days
Myrhynn	42	N	lowers injury level	ING	SW	Leaf	+2	D6 months
Na Felmath	36	N	Mind Scan and summon	ING	OS	GRS	-3	D6 days
Nathis	22	S	Lightsleep 12 hours	ING	IN	LIC	-2	D6 months
Nelthenien	16	N	+5 magic roll DEF	ING	CV	Leaf	+1	D6 weeks
Nelisse	21	N	Heal 2D6 REC	ING	UN	STK	+1	D6 months
Nuil Berry	37	S	+10 EGO roll fade 1/hour	ING	TI	BER	-3	D3 days
Nuilfana	150	N	Lifekeeping 1 day	APP	CV	MIN	-4	D6 years
Oelendor	40	N	Affects Desolid 1 minute	APP	TI	Root	-2	D3 days
Oelesith	11	N	Heal 1D6 INT	ING	FW	Leaf	+2	D6 weeks
Oleanth	50	N	LS: puts off sleep 1 week	APP	TI	Seed	-4	D6 months
Ololosse	121	N	Lifekeeping	APP	UN	FUN	-3	D6 months
Oortlin	39	N	Regeneration 1/min 1 hour	ING	UN	FUN	-2	D6 weeks
Parnath	27	S	2D6 EGO Aid, fade 1/hour	ING	TI	CLV	+1	D6 months
Pasamar	24	S	Food for a day	ING	OS	FLR	-1	D3 days
Pech Alar	28	S	1D6 REC Aid fade 1/day	ING	CV	FUN	+1	D6 weeks
Pelasithan	60	N	Clairvoyant trance 5 minutes	ING	UN	ALG	+0	D6 days
Peleshen	28	N	Danger Sense 11- 5 hours	APP	DE	INS	-4	D6 weeks
Phelhas	16	N	Stealth +5 (12-)	ING	BG	STK	+1	D6 months
Polsander	41	N	2D6 AP vs wood	APP	FW	MIN	-1	D6 months
Qeleviat	26	N	Heal 2D6 BOD	APP	UN	LIC	+1	D6 weeks
Qualis	27	N	4D6 REC Aid, fade 1/min	ING	PL	BER	+1	D6 days
Quenyith	51	V	+8 Magic Roll (astral com)	BRE	SY	MIN	-2	D6 months
Quorst	14	N	Awakens Unconscious	APP	LS	Vine	+1	D6 days
Rahf	64	N	Clairaudient trance 5 min	ING	BG	Nut	-3	D6 weeks
Relolax	44	N	Antidote (alkali poisons)	APP	SW	Root	-2	D6 months
Renk	14	N	Heal 2D6 BOD, 2D6 STN	APP	FO	Nut	+1	D6 weeks
Renulak	33	Y	Cannot be stunned 1 min	ING	MO	LIC	-5	D6 weeks
Resolieth	34	N	Immunity to disease 1 day	ING	FW	Vine	-2	D6 days
Rhauga	66	S	Heal 6D6 BOD	APP	PL	Seed	-4	D6 months
Scapolis	35	Y	STR costs 0 END 5 hours	ING	IN	FUN	-3	D6 weeks
Sennal	12	S	Hallucinogen (drug)	ING	PL	LIC	+1	D6 weeks
Shorlin	12	N	Paramedic +5 roll	APP	IN	Sap	+3	D3 days
Silhave	23	N	Does not bleed one day	ING	MO	Moss	-3	D6 days

Siron	27	S	2D6 CON Aid, fade 1/min	ING	IN	POL	-1	D6 weeks
Skelay	66	N	Telepathy 5D6, -1D6/min	APP	BG	Nut	-4	D6 months

HERB NAME	CP COST	ADD?	EFFECT	USE	LOC	FORM	RAR	STORE
Slirth	11	N	Start a fire	APP	FO	Nut	+3	D6 weeks
Solemia	104	V	Life Support: no aging 1 year	ING	PL	STK	-2	D6 days
Ssenth	36	N	Life Support: breathe any air	ING	OS	FUN	+1	D6 weeks
Surinan	250	Y	+5 years lifespan	ING	FO	Moss	-5	D6 weeks
Swuth	32	N	Heal 3D6 END	ING	FO	Seed	-2	D6 weeks
Syenath	26	N	Stops Berserk	APP	SY	CLV	+1	D6 weeks
Taegu	43	N	Light Tread 1 hour	APP	PL	Vine	-4	D6 days
Tamring	55	S	50 Power defense 1 hour	ING	FO	Leaf	+0	D6 days
Tielethian	57	S	Berserk, +3 STR Aid	ING	LS	Sap	-2	D6 weeks
Thalotic	55	Y	Narcotic (drug)	ING	PL	Root	+1	D6 weeks
Tloriss	110	N	Removes unnatural aging	APP	SY	BRK	-2	D6 weeks
Treas. Berry	22	N	Full Meal, heal all 1D6	ING	SY	BER	-3	D6 hours
Trudurs	26	N	Heal 2D6 CON	ING	PL	Nut	-1	D6 months
Turfina	78	N	4D6 Aid (as damage) -1/min	ING	MO	FRT	-4	D6 days
Turle	41	N	Heal 3D6 BOD	APP	LS	Sap	-3	D6 weeks
Ulcaana	27	Y	1D6 PD Aid, fade 1/hour	ING	OS	Root	+0	D6 weeks
Ul-Naza	91	N	Antidote (internal poisons)	APP	FW	ALG	-5	D6 days
Unren	34	S	Dam Resist 10 PD 1 min	APP	MO	INS	-2	D6 days
Valhath	24	S	x2 NC Run	ING	SW	MIN	-2	D6 months
Vinaek	39	N	Day's food	ING	IN	LIC	+0	D6 weeks
Vulcarax	122	N	Lifekeeping	ING	PL	CLV	-3	D6 weeks
Vyjolth	56	S	Prevents Paralysis 1 hour	ING	FO	FUN	+2	D6 weeks
Walthien	32	S	+3 PER 1 day	APP	LS	GRS	+1	D6 days
Whist	61	Y	8D6 suppress any spell	ING	FO	FRT	-3	D6 days
Woak-Foer	54	N	25 Mental Defense -1/min	ING	FO	Seed	-2	D6 weeks
Wolfsbane	3	N	Repels, can heal lycanthrope	APP	BG	Leaf	+2	D6 weeks
Wylsain	74	S	Immune: all poisons 1 day	ING	BG	POL	+1	D6 months
Wylthian	37	Y	STR, Run costs 0 END 1 hr	ING	FO	Root	+2	D6 weeks
Xaes	--	N	Direction Sense one hour	BRE	UN	Gas	-1	n/a
Xanier	19	N	x2 NC Swimming	APP	SW	Fish	-2	D6 hours
Xelev	68	S	Rec LTE at x4 rate 1 day	ING	SY	BER	-2	D6 days
Xolien	47	S	Stops lycanth change 1 day	ING	UN	CLV	-1	D6 weeks
Yeraen	11	S	Breathe water (only) 5 hrs	ING	OS	FLR	+0	D6 days
Yearth	20	N	D6 flash	APP	OD	Nut	+0	D6 days
Yin Berry	125	N	Heals insanity 14-	ING	SY	BER	-4	D3 days
Yoth-Las	32	S	15 Mental Defense	ING	TI	GRS	-1	D6 weeks
Ythlias	40	N	Eidetic Memory 1 day	ING	SY	Leaf	-2	D3 weeks
Zanarless	5	N	Purify Water	APP	BG	ALG	+2	D3 days
Zoolitic	8	N	+2" leaping	ING	UN	INS	+1	D3 days
Zur	24	N	3D6 PER Aid, fade 5/hour	ING	PL	FRT	+1	D3 days
Zyaw Seed	8	N	+4" swimming	ING	SW	Seed	+0	D3 months
Zyvyth	135	N	Lifekeeping	APP	PL	Bark	-2	D6 months

HERB LISTING

This list makes the use of several abbreviations and codes, which need to be explained. Note that the effects of Herbs are abbreviated due to lack of space. The full explanation of what a given herb does is

given in their description below. The codes used are for the herb's addictive factor, form occurring, type of preparation, and location found.

HERB 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.

COST IN COPPER

The cost listed is in Copper pieces in Morien for a single dose of the given herb. This cost is an average, and varies widely based on location and economy. The price will almost always be higher for many of these herbs. The price is primarily given for what a character can expect to get for the herb if he sells it, rather than what he can expect to pay.

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.

ADDICTIVE FACTOR

Many herbs are addictive, with a chance each usage of addicting the user. The addictive factor is listed under ADD?, which gives a simple code:

N: Not addictive **S:** Slightly addictive **Y:** Addictive to use
V: Very addictive, cannot be used safely

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 that herb 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.

USAGE

This gives a simple code for how the herb is used. For more detailed information, see the Herb Descriptions below. The code give is described here:

APP: Applied **ING:** Ingested **BRE:** Breathed

LOCATION

The Herb given will rarely be found in more than one type of climate or environment. The code given is an abbreviation for the primary area the herb can be found. This does not mean that a given herb cannot ever be found in any other climate or place, simply that this is the primary, most likely place the herb can be discovered. For example, MO (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 its own ecology and areas it can and will grow or be discovered in.

BG Bog or swamp	OS Ocean shore
CV Caves	PL Plains
DE Deserts	FO Sylvan, forests
FW Fresh water	TI Timberline, peaks
IN Inhabited areas, urban	UN Underdeeps
LS Lakeshore	SW Salt Water
MO Mountainous areas	SY Deep forest, wilds

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 code for form is an abbreviation for the form the herb will be found in. Again, for more information, see the Herb Descriptions, below. The code is described below:

ALG Algae	Gas Gas	Nut Nut
Bark Bark	GRS Grass	POL Pollen
BER Berry	INS Insect	Root Root
CLV Clove/Bulb	Leaf Leaf	SAP Sap
FLR Flower	LIC Lichen	Seed Seed
FRT Fruit	MIN Mineral	STK Stalk
FUN Fungus	Moss Moss	Vine Vine

STORAGE

Like most food, herbs will not last indefinitely. The storage code gives how long the given herb will last in its 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.