

Herbs - Arid

Desert

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lv
1/Hard	Argsbargie	Flower/Ingest	38Gp	Antidote for muscle poisons	7	601	4
2/Medium	Carnegurth	Flower/Liquid	53Gp	Massive blood clotting & Death in 1-100 Hrs.	--	901	1
3/Medium	Culkas	Leaf/Apply	35Gp	Heals 10 sq ft of any type of burns	0	615	1
4/V Hard	Dragul	Root/Brew	320Gp	+10 to Combat, Perceptions & Athletics for 1Hr, then user is at -75 for 1Hr.	45		6
5/Light	Gariig	Cactus/Ingest	55Gp	Heals 30. A.K.A. as Garig.	3	629	2
6/Hard	Juth	Scorpion/Liquid	41Gp	Causes gradual insanity in 1-100 weeks.	--	919	2
7/Absurd	Lestagii	Crystal/Ingest	520Gp	Restores any stat loss other than due to age. Affects only one stat.	45	694	10
8/E Hard	Sharduvark	Berry/Liquid	36Gp	Brown liquid slows blood flow. Victim at -50 & needs x2 normal sleep.	--	906	3
9/V Hard	Swigmakril	Flower/Brew	50Gp	Relaxant. Unpain 100% & operates at -30 for 1Hr.	25	808	6
10/Med	Wuchyga	Bones/Powder	12Gp	Light sensitivity. -25 to all maneuvers in the light for 1 Hr.	--	254	10

Heath/Scrub/Moor

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Med	Pathur	Nodule/Brew	35Gp	Lifekeeping for 1 Hr.	7	652	3

Ocean/Saltwater shores

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Easy	Draaf	Leaf/Ingest	7sp	Heals 1-10 f0r each of 2 consecutive rds.	1	627	2

Short Grass

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Med	Klytun	Root/Paste	4Gp	Catatonia 1-10 days	--		5

Underground

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Med	Zulgendura	Mushroom	70Gp	Haste (3 Rounds)	22	692	1

Herbs - Cold

Alpine

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Very Hard	Galenaana	Leaf/Powder	179Gp	Green powder kills elves and leaves other races in a coma for 1D100 weeks.	--	929	9
2/Hard	Gorfon	Fruit/Ingest	120Gp	All nerve damage healed. If RR failed - sleep 10-20 Hrs.	7		5

Coniferous Forest

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Absurd	Black Vines	Leaf/Liquid	205Gp	RR fail euphoria & inactivity for 1D100hrs	--		7
2/Sheer Folly	Bragolith	Juice/Ingest	120Gp	Phosphorescent green firefly juice causes victim to spontaneously combust.	--	907	5
3/Easy	Delrean	Bark/Apply	3sp	Repels any insect. Smells foul to 50ft radius.	1	641	2
4/Sheer Folly	Henuial	Liquid/Inject	80Gp	Yellow bee venom converts optic juices of 1-2 eyes to honey.	--	909	6
5/Light	Kirtir	Buds/Inhale	45Gp	Qu by +10, Ag by -5 for 1hr, then Co -30 for 1D10hrs	5		7
6/Hard	Menelar	Cone/Brew	65Gp	Cures infections.	3		2
7/Hard	Numenelos	Moss/Powder	200Gp	Nerve regeneration/repair in 1D100mins.	15		10
8/Hard	Taynaga	Bark/Powder	27Gp	Brownish powder sterilizes and gives 5D10 hit points	--	912	8
9/Extra Hard	Winclamit	Fruit/Ingest	100Gp	Heals 3D100 hit points	12	635	3

Deciduous/Mixed Forest

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Light	Berterin	Moss/Brew	19Gp	Preserves body for 1day	6		3

Freshwater Coasts and Banks

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Very Hard	Arfandas	Stem/Apply	2sp	X 2 rate of healing for fractures.	1	608	2
2/Sheer Folly	Edram	Moss/Ingest	31Gp	Mends bone	10	611	3
3/Extra Hard	Falsereg	Blood/Paste	90Gp	Fish blood lasts 1D100wks. RR fail 01-50 = -25, 51+ = &3hits/rd 1D10 mins	--		1
4/Med	Febfendu	Root/Brew	90Gp	Restores Hearing	24	668	6
5/Very Hard	Jitsutyr	Clams/Paste	145Gp	Tan paste destroys lungs and kills in 1D100 rds.	--	933	2
6/Med	Trudurs	Moss/Brew	12sp	+10 to disease RR for 1D10 days.	8	644	3

Heath/Scrub/Moor

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Light	Arunya	Root/Brew	38Gp	Deep sleep/unconsciousness for 1D4hrs	6		20
2/Extra Hard	Cusamar	Flower/Ingest	30Gp	Heals 10 + (5 D10) hit points	3	625	2
3/Very Hard	Flur-ort	Flower/Liquid	21Gp	Antidote for nerve poisons.	0		12
4/Very Hard	Seregmor	Flower/Paste	180Gp	Converts blood to Kalirion. Stats drop by 50 pts. Restore at rate of 1/day	--		1
5/Light	Witch-Hazel	Flower/Brew	20sp	Astringent lotion.	0		1

Isles

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Med	Kirseml	Bark/Brew	110Gp	Allows adrenal maneuvers for 3rds.	12	117	4

Ocean/Saltwater Shores

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Very Hard	Belan	Nut/Ingest	40Gp	Stops bleeding in 1D10rds. No movement for 1hr or bleeding starts again.	5		1
2/Med	Eldaana	Leaf/Brew	99Gp	Antidote for reduction poisons. Reverses 'Ugliness of Orn' level 15 curse.	2	602	9
3/Routine	Ulginor	Bread/Ingest	4sp	10x 4oz slices. 1 days nutrition/slice. Keeps 1-2 mths. Tastes of cheese & spinach	0	716	15
4/Sheer Folly	Worclivur	Lichen/Paste	133Gp	RR fail 01-30= -50 1D100 mins, 31-60= -75 1D100days, 61+= -100 1D100wks	--		2

Mountain

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Easy	Arlan	Root/Ingest	1bp	Decongestant. +20 RR Vs common cold. X 5 recovery rate from respiratory ills	3	638	2
2/Sheer Folly	Baldakur	Root/Brew	102Gp	Restores sight	7	666	3
3/Light	Darsurion	Leaf/Apply	35bp	Heals 1D6 hit points	1	626	2
4/Light	Hesguratu	Bread/Ingest	45Gp	10x 4oz slices. X2 St & conc hits for 6rds. +10 OB. Keeps 1mth.	10	713	4
5/Light	Megillos	Leaf/Ingest	12sp	Increases visual perception (x 2 range) for 10 mins.	19	688	5
6/Light	Mirena	Berry/Ingest	10Gp	Heals 10. Instant effect.	1	631	2
7/Sheer Folly	Ul-acaana	Flower/Paste	12Mp	Paralyzes instantly and destroys nervous system. Kills in 1D10 mins.	--	922	20

Short Grass

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Extra Hard	Ancalthur	Grass/Liquid	240Gp	Incapacitates for 2-4 hrs. RR fail 01-50 = -75, 51+ = -100 for 1D100hrs.	--		2
2/Very Hard	Miretars Crown	Flower/Apply	125Gp	Stops bleeding of any one wound.	4	124	2
3/Med	Tuxlaxar	Leaf/Brew	75Gp	Stops all bleeding after 1D10rds.	0	136	1

Tall Grass

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Extra Hard	Asgurash	Snake/Paste	31Gp	Brownish snake venom. Upper body paralysis.	--	917	3
2/Very Hard	Tulaxar	Leaves/Brew	110Gp	Stops all bleeding	2		2

Underground

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Easy	Cram	Bread/Ingest	14sp	10x 4oz slices. 5 days nutrition/slice. Keeps 7 weeks. Tastes of mushrooms.	1	712	15
2/Light	Ondokamba	Bat/Liquid	29Gp	Green venom turns 1D4 hands/feet into stone. Each area is at -75	--	910	2
3/Med	Zur	Fungus/Brew	12Gp	Enhances smell and hearing for 1 hr. (X 3 range & +50 to perception)	8	693	3

Herbs - Everlasting Cold

Alpine

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Hard	Ondohithui	Lichen/Paste	60Gp	Blue-grey paste causes fatal dehydration in 1D10mins	--	924	3

Glacier/Snowfield

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Easy	Agaarth	Berry/Ingest	5Gp	Breathe with low oxygen (25%+) for 12hrs, once/ 2days.	3	675	2
2/Absurd	Chebkuile	Moss/Ingest	630Gp	Lifekeeping with 75% chance of amnesia.	20		4
3/Sheer Folly	Kalmogs Spoor	Leaves/Paste	107Gp	Gives 2D10 hits. -10 to -50 for 24hrs.	--		5
4/Very Hard	Telek	Berry/Liquid	27Gp	Cures frostbite in 10rds. Heals 3D10 hits. Makes thirsty.	--		8

Underground

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Very Hard	Lhugruth	Dragon/Liquid	300Gp	Blood dissolves afflicted area in 1D10rds. Affects metals & organic substances.	--	923	10

Volcanic

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Hard	Gefnul	Lichen/Ingest	90Gp	Heals 100	10	630	4

Waste

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Absurd	Naza	Leaf/Ingest	68Mp	Universal antidote. Immediate effect.	17	125	5

Herbs - Frigid

Alpine

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Extra Hard	Lu-yy-Mirenna	Berry/Ingest	100Gp	Beneficial visions. Powerful hallucinogen.	50		10
2/Absurd	Tyr-fira	Leaf/Apply	12Mp	Lifegiving if given within 56 days.	33	653	8

Coniferous Forest

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Hard	Menelar	Cone/Brew	65Gp	Antidote for circulatory poisons.	4	603	7

Freshwater Coasts & Banks

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Sheer Folly	Brithagurth	Fish/Liquid	25Gp	Venom causes hardening of tendons in 1D4 appendages. -100 for affected area.	--	908	2
2/Sheer Folly	Nur-oiolosse	Clove/Ingest	200Gp	Lifegiving for one day. Kills then unless Sorul nut is ingested.	13	649	4
3/Sheer Folly	Oiolosse	Clove/Ingest	600Gp	Lifegiving for Elves if given within 7 days of death.	22	650	5

Heath/Scrub/Moor

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Medium	Atigax	Root/Brew	40Gp	Prevents blindness due to sudden or blinding light. Lasts 9hrs.	12	677	3
2/Light	Elendils Basket	Root/Brew	8Gp	Purifies water. Slows poison x10. Lasts 12hrs. 1dose/day only.	0	649	2
3/Medium	Ukur	Nut/Ingest	34sp	One days nutrition.	1	650	1

Mountain

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Extra Hard	Acaana	Flower/Paste	600Gp	Black paste destroys nervous system. Kills instantly.	--	916	10
2/Hard	Hith-i-girith	Leaf/Liquid	12Gp	Mist/vapor from live tree causes immediate and continuing sleep.	--	930	4
3/Medium	Jojojopo	Leaf/Apply	9sp	Cures frostbite. Heals 2D10 hits caused by cold.	0	616	1
4/Absurd	Morgurth	Blood/Ingest	60Mp	Brain dissolves. Pass RR then coma for 1D100yrs.	--	230	60

Ocean/Saltwater Shores

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Very Hard	Olvar	Flower/Ingest	200Gp	Lifekeeping for 2D10 days.	20	651	5

Underground

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Extra Hard	Ruthin	Crystal/Liquid	88Gp	RR fail - stomach contents turn to jagged glass. Death in 1D12 rds.	--		2
2/Hard	Waters of Fire	Acid/Liquid	80Gp	RR fail - 01-50= +10 fireball, 51+= +100 fireball. Garments dissolve in 1D6rds.	--		3

Volcanic

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Absurd	Laurre	Flower/Ingest	295Mp	Cures Morgurth.	23	121	8

Waste

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Light	Kathkusa	Leaf/Ingest	50Gp	+10 OB, X2 St & conc damage for 1D10 rds.	35	684	8

Herbs - Hot and Humid

Breaks & Wadis

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Very Hard	Klandun	Fern/Ingest	300Gp	Cures Thryniis and other forms of paralysis.	3	118	2

Deciduous/Mixed Forest

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Absurd	Kolondor	Leaves/Apply	150Mp	Regenerates limbs in 6mths.	10	120	3

Freshwater Coasts & Banks

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Light	Dynallca	Leaf/Paste	14Gp	Tan paste destroys hearing & gives 1D10 hits.	--	913	3

Jungle/Rain forest

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Medium	Ajkara	Incense/Smoke	35Gp	RR fail 1-20= -10 for 1D10hrs, 21+= target reveals secrets.	--	202	10
2/Extra Hard	Curfalka	Fruit/Ingest	40Gp	Mends muscle damage.	6	657	3
3/Medium	Etarka	Roots/Paste	45Gp	Death in 1D100 days.	--	212	2
4/Very Hard	Frulowg	Bacteria/Ingest	173Gp	Loss of smell (-75)	--	213	5
5/Extra Hard	Gildarion	Leaf/Paste	350Gp	Major organ repair. Recovery in 1D10 days.	15	113	5
6/Hard	Gort	Leaf/Ingest	10Gp	+10 to Pr for 2hrs then user at -50 for 1D10hrs.	20	804	5
7/Extra Hard	Kakduram	Fruit/Ingest	90Gp	Restores hearing	6	669	3
8/Medium	Karfar	Leaf/Paste	142Gp	Redish paste causes heart attack & death in 2D6rds.	--	903	7
9/Easy	Margath	Leaf/Paste	1Gp	Anaesthetic	20	123	2
10/Very Hard	Marsh Flux	Germes/Ingest	25Gp	RR fail 1-20= diahorrea for 1-3days, 21+= coma 2-7 days.	--	226	20
11/Very Hard	Orn	Sap/Apply	48Gp	Gives 1D10 hits and warts and scars.	--	232	5
12/Absurd	Pakiik	Bacteria/Ingest	37Gp	Random body growth	--	233	25
13/Medium	Pawlun	Sap/Apply	15Gp	Loss of teeth	--	235	1
14/Medium	Quaking Fever	Bacteria/Ingest	17Gp	Fever/convulsions/coughing for 6-10 days.	--		20
15/Very Hard	Rud-tekma	Fruit/Ingest	25Gp	+20 to casting spells for 1hr. MM & Ob at -20. 10% chance spell cast on nearest.	10	689	3
16/Shr Folly	Slird	Fruit/Paste	13Gp	Acts in 1-2rds. Victim loses feeling in 1D6 extremities (-25/ex) for 1D100days.	--	921	2
17/Very Hard	Tarnas	Nodule/Brew	220Gp	Repairs organ damage. Causes nausea (-50) for 1D10 hrs.	60	673	13
18/Medium	Thrang	Panther/Glands	86Gp	Loss of colour vision	--	247	10
19/Shr Folly	Trusa	Frog/Paste	31Gp	Acts in 1D10rds. RR fail 1-10= blind 1-2 eyes, 11-20= coma, 21+= death.	--	915	4
20/Shr Folly	Vaxvarna	Disease/Contact	17Gp	Internal bleeding. Weakness (-100) for 1D100 days.	--	251	20
21/Absurd	Vulcurax	Berry/Apply	10Mp	Lifegiving if given within 30 days.	0	654	5
22/Shr Folly	Wek-wek	Nodule/Brew	220Gp	Repairs organ damage	50	674	11

23/Extr Hard	Welwal	Leaf/Ingest	12Gp	Stun relief. 3rds.	3	699	15
24/Very Hard	Witav	Leaf/Ingest	12Gp	Stun relief. 2rds.	5	700	10
25/Medium	Yake Ferns	Sap/Ingest	57Gp	Tongue rots off in 1D100rds	--		30
26/Medium	Yellow Rheum	Mosquito/Bite	120Gp	Bloody vomit for 7-18 days.	--	257	30
27/Shr Folly	Yuth	Flower/Ingest	29Gp	Antidote for nerve venom	8	665	3

Ocean/Saltwater Shores

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Light	Abaas	Leaf/Ingest	1Gp	Heals 2D6 hits.	3	101	2
2/Very Hard	Anserke	Root/Apply	75Gp	Stops bleeding in 3rds. 1hr immobility or bleeding resumes..	7	619	3
3/Sheer Folly	Baalak	Reed/Brew	160Gp	Shatter repairs.	12	609	4
4/Extra Hard	Carcatu	Grass/Apply	89Gp	Lifekeeping for 1 day.	25	646	6
5/Extra Hard	Carneyar	Flower/Brew	400Gp	Heals all hits and stops bleeding.	5	107	5
6/Hard	Degjik	Leaf/Ingest	100Gp	Lifekeeping for 1 day.	10	647	3
7/Sheer Folly	Durad	Root/Ingest	20Mp	Slows Morgurth by 50-85%	1	109	5
8/Very Hard	Fek	Nut/Brew	50Gp	Stops bleeding in 1D10rds. 1hr immobility or bleeding resumes.	5	620	3
9/Medium	Hugar	Root/Ingest	1sp	Causes sleep & unconsciousness. 1hrs sleep equals 6.	33	806	7
10/Hard	Swuth	Leaf/Ingest	4sp	Smoke relaxes at -75 for 1D10rds.	3	809	2
11/Ex Hard	Tarfeg	Flower/Ingest	23Gp	Repairs sprains	3	661	2
12/Absurd	Valanar	Leaf/Ingest	10Mp	Antidote for Karfar	14	139	4
13/Hard	Veldurak	Kelp/Apply	8sp	Cures frostbite. Heals 1D50 hits resulting from cold.	2	618	2
14/Absurd	Wek-baas	Fish/Liquid	70Gp	Acts in 1D100rds. RR fail 1-15= sleep, 16-30= -75 for 1D10days, 31+= death	--	923	5

Short Grass

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Sheer Folly	Hegheg	Root/Paste	25Gp	Heals cartilage damage	5	660	2
2/Extra Hard	Kilmakur	Root/Brew	65Gp	Protects (+30DB) versus flame and heat for 1D10 hrs.	33	685	8
3/Sheer Folly	Pasamar	Grass/Brew	75Gp	Preserves organic material	40	670	9

Tall Grass

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Medium	Culan	Leaf/Brew	15Gp	Anti spasmodic.	1	108	2
2/Medium	Vuraana	Flower/Paste	42Gp	Causes 1D100 hits.	--	936	2

Volcanic

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Medium	Grarig	Leaf/Ingest	60Gp	Heals 30 hits.	5	114	2

Herbs - Mild Temperate

Coniferous Forest

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Hard	Crfree Mustard	Leaves/Apply	10Gp	Heals all concussion hits in 1hr.	3	106	4
2/Very Hard	Chap Beech Nut	Nut/Ingest	5Gp	1 days nutrition.	0		1
3/Medium	FurryOak Acorn	Nut/Ingest	3bp/30	1 days nutrition	0		1
4/Extra Hard	Quilmufur	Root/Brew	49Gp	Antidote for conversion poisons	1	605	8
5/Routine	Sarah-P-H-head	Root/Ingest	5Gp	3 weeks nutrition. Imbiber ages 1 month.	0		1
6/Very Hard	Sharkasar	Root/Paste	2Gp	Causes 1D10 hit points.	--	905	10
7/Light	Teldalion	Bark/Apply	2Gp	Cures infections & reduces inflammations.	0	133	2

Deciduous/Mixed Forest

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Easy	Baranie	Leaves/Brew	3bp	Reduces nausea	0	104	1
2/Light	Berterin	Moss/Brew	19Gp	Preservation of organic material up to body size for 1 day.	20	667	5
3/Very Hard	Cathaana	Nut/Ingest	36Gp	-50 for 1D10rds. Brain is destroyed after 1D10mins.	--	918	1
4/Very Hard	Cicino	Leaf/Brew	25Gp	+40 to RR Vs disease.	12		9
5/Hard	Din-fuinen	Moss oil/Ingest	111Gp	-30 for 1D10hrs. RR fail total amnesia.	--	211	8
6/Ex Hard	Eledena	Bud/Ingest	21Gp	Hasted 1hr/dizzy for 5mins.RR fail 1-20= uncon, 21-40=-100 6mths, 41+ death	25		20
7/Hard	Feduilas	Flower/Smoke	11sp	+20 to RR for Ment & Ess, -10 to Ag & Qu for 1D5hrs.	15		2
8/Very Hard	Grapeleaf	Nectar/Ingest	7Gp	1 days nutrition. Intoxication (-50) for 2hrs.	18	682	5
9/Ex Hard	Harwite	Moss/Ingest	52Gp	Heals 1D50 hit points.	4		2
10/Hard	Hiam	Moss/Ingest	20Gp	1 days food. Max of 4 days. -75 for second use. 5% chance of death each dose.	0		10
11/Medium	Hluif Bagms	Nut/Ingest	44Gp	1 days nutrition.	0		1
12/Medium	Kuwurn Yorf	Mold/Ingest	57Gp	Death in 3days.	--	225	5
13/Easy	Kykykyl	Bread/Ingest	50Gp	Perfect vision for 1hr regardless of environment or injuries. Keeps 2D10 weeks.	6	714	3
14/Ex Hard	Lichen Gloriosa	Lichen/Apply	10Gp	Sharpens swords to cut even stone.(Lasts one stroke).	0		1
15/Shr Folly	MilkWt Trumpet	Flower/Ingest	42Gp	Nausea & headache (-15) for 1D10 hrs.	--		4
16/Shr Folly	MilkWt Trumpet	Seed/Ingest	87Gp	Coma & death in 1D10 days.	--		10
17/Ex Hard	Mir-Meullen	Nectar/Apply	350Gp	Cures any poison.	9		45
18/Ex Hard	Murnan	Sap/Apply	32Gp	Fever at -100 for 4days. RR fail total paralysis for 4 days.	--	231	10
19/Shr Folly	Shutinis	Hultif Bug/Paste	31Gp	-75 for 1d!00hrs. RR fail insanity.	--	243	13
20/Medium	Sulimquelote	Flower/Rub	5Gp	Fragrant scent for 1D4 hrs.	0		1
21/Hard	Sweet Sorrel	Leaves/Inhale	32Gp	Antidote for poison gases.	6		1
22/Light	Terbas	Leaf/Apply	2Gp	X2 healing rate for nerve damage.	4	663	2
23/Ex Hard	Wolfstooth	Root/Paste	82Gp	RR fail 1-25= -100 for 10-20rds, 26-50= -15-20 pts from Co stat, 51+= death	--		7
24/Medium	Wt Berried Yew	Berry/Ingest	67Gp	Death in 1D10 rds.	--		10
25/Ex Hard	Yavin Girth	Fruit/Ingest	8sp	-25 for 1D10 days.	--	256	10

Freshwater Coasts and Banks

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Extra Hard	Adder Venom	Venom/Paste	75Gp	Kills in 5rds. RR paralysis for 1D100 rds.	--	201	10
2/Very Hard	Blade Hemlock	Plant/Paste	34Gp	Incapacity for 1D10hrs. RR fail death in 1D10 rds.	--	216	6
3/Medium	Caranan	Leaves/Ingest	3Gp	Heals 2D4 hits. Relieves swelling. Max 10 doses/day.	2	105	2
4/Very Hard	Golden Cress	Fern/Apply	30Gp	Heals bleeding up to 5hits/rd. Permanent in 1D5rds.	0		1
5/Extra Hard	Gurth-nu-fuin	Virus/Anaerobic	34Gp	Severe nausea at -75 for 1D100hrs. RR fail death in 1D100days.	--	216	3
6/Very Hard	Himros	Leaves/Apply	55Gp	Cures 2nd degree burns & relieves Pangwood inflammation.	0	116	1
7/Light	Pangwood	Tree/Contact	22Gp	-75 for 1D10 days. Inflammation of affected area.	--	234	2
8/Sheer Folly	Phacalus	Root/Ingest	800Gp	Pr, In, Em, Re & Me incr by 1 permanently. 50% coma for 4days & all stats -15.	35		17
9/Medium	Red Fever	Bacteria/Ingest	12Gp	Vomiting for 1D10 days.	--	239	25
10/Ex Hard	Sarnumen	Eel/Liquid	40Gp	-50 for 1D10 mins.	--	241	30
11/Very Hard	Sha	Flower/Brew	60Gp	Infravision for 4rds then diahorrea for 1D5 days at -25.	0		1
12/Medium	Splayfoot	Seeds/Brew	23Gp	+25 for 1D4hrs for non-evil creatures.	16	690	4
13/Light	Tartiella	Leaf/Smoke	4sp	Euphoric. All stats drop by 10 for 1D10 hrs.	10		1
14/Medium	Umakilis	Frog/Liquid	33Gp	Kills instantly.	--	250	50
15/Ex Hard	Water Hemlock	Plant/Liquid	18Gp	-100 for 1D10hrs. RR fail kills in 1D10 rds.	--	253	3

Heath/Scrub/Moor

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Sheer Folly	Angurth	Bacteria/Paste	67Gp	Fever & nausea for 2D10 days. RR fail slow, painful death.	--	203	2
2/Medium	Athanar	Snake/Liquid	42Gp	Reduces Co stat by 50%.	--	205	15
3/Medium	Camomile	Flower/Brew	5sp	X3 healing & sleep 2D6hrs. 2 doses in 3 days & -50 for 1D4 days.	25		3
4/Very Hard	Ecsasse	Clove/Brew	20Gp	Immune to disease/mind attack & -30 for 5-10hrs then -75 for 5-10hrs.	25		8
5/Medium	Galenas	Leaf/Smoke	5sp	-75 to all in 20ft radius for 1D10rds.	10	803	3
6/Hard	Greneldar	Flower/Apply	38Gp	RR fail for touch= -15 for 1-5 days, for ingest= -50 for 1D10 days	--		2/5
7/Extra Hard	Kargijak	Berry/Paste	30Gp	Heals 20. Stuns for 1D10 rds.	15		3
8/Extra Hard	Lothnimgil	Flower/Ingest	120Gp	Heals 1D10 hits. +5 for 24hrs.	25		6
9/Easy	Phoroz	Flower/Brew	35Gp	-40 for 1D10hrs. RR fail death in 1D10 mins.	--	237	4
10/Shr Folly	Shirilos	Seeds/Brew	84Gp	-100 & suggestable for 1D100rds.	--	242	10
11/Easy	Sweet Galenas	Leaf/Smoke	5sp	-75 to all in 20ft radius for 1D10rds.	33	132	7
12/Medium	Vipersweed	Root/Brew	15Gp	Antidote for Asgurath	17	141	5

Ocean/Saltwater Shores

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Medium	Ebur	Flower/Ingest	22Gp	Repairs sprains	18	659	4
2/Hard	Felmather	Leaf/Ingest	105Gp	Mental summons of 1 friend (folk or beast). 300ft x users level. Coma relief.	15	642	4
3/Very Hard	Gylvir	Algae/Ingest	45Gp	Able to breathe underwater only for 4hrs.	20	681	5
4/Medium	Jitsu	Clams/Ingest	34Gp	Causes 5D10 hit points.	--	932	5
5/Extra Hard	Jitsukar	Clams/Ingest	125Gp	Kills in 1D100rds.	--	222	40
6/Easy	Klynky	Oyster/Apply	25bp	Removes hair for several days.	0	119	2
7/Absurd	Laurelin	Leaf/Ingest	999Gp	Lifegiving for Elves within 28 days of death.	21	648	5
8/Routine	Pentanoth	Kelp/Brew	220Gp	Loss of will for 2D6hrs. RR fail coma for 1D4 days.	--	236	40
9/Medium	Surlok	Fish Spines/Inject	46Gp	Toes & fingers rot. -75 to MM & OB.	--	245	10
10/Very Hard	Symk-Arg-Wy	Fish/Ingest	2Gp	Hair loss for 1D10 days.	--	246	10
11/Routine	Tham	Kelp/Apply	5tp	Suntan lotion.	0	135	5
12/Ex Hard	Ucason	Grass/Smoke	75Gp	Cures blindness.	12	137	4
13/Shr Folly	Ul-Ucason	Grass/Smoke	250Gp	Restores eyes.	17	138	6
14/Hard	Vessin	Clams/Apply	30Gp	Cures 2nd degree burns in 1D4rds & 3rd degree burns in 1day.	0	140	0
15/Hard	Yavethalion	Fruit/Ingest	45Gp	Heals 5D10 hit points.	4	636	2

Mountain

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Very Hard	Craeg-Curfluin	Plant/Liquid	110Gp	RR fail 1-25= sleep 1D10rds, 26-50= coma 1D10mins, 51+ turns to stone	--		7
2/Sheer Folly	Daxamas	Leaves/Ingest	72Gp	Causes heart disease. Death in 1D100 days.	--	210	15
3/Very Hard	Faghui	Flower/Brew	10Mp	Love potion. Devoted and lustful for 1D100 days.	10		5
4/Medium	Lawrim	Lichen/Paste	20Gp	-25 to all activities for 1-2 days.	--		1
5/Medium	Madwort	Leaves/Paste	32Gp	RR fail 1-25= -30 for 1D10+10rds, 26-50= -50, 51+= 10-20 pts from Re stat.	--		4
6/Hard	Wight Orchid	Stalk/Ingest	210Gp	Astral Travel 10mls. RR fail (each mile) 1-25= Halt, 26-50= return, 50+= death	30		1

Short Grass

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Easy	Arnuminus	Leaf/Apply	6bp	X2 rate of healing for sprains, torn ligaments & cartilage damage.	8	655	3
2/Light	Arunya	Root/Brew	2bp	Causes sleep & unconsciousness. 1hrs sleep equals 4.	50	801	11
3/Extra Hard	Blue Eyes	Flower/Brew	15Gp	X3 vision plus 50ft infravision for 3hrs. Only useable once per day.	25	679	6

Tall Grass

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Medium	Arkasu	Sap/Apply	12Gp	Heals 2D6 hit points. X2 rate of healing for major wounds.	2	637	2
2/Medium	Jadaras	Grass/Brew	21Gp	-30 to Ag for 1D100days.	--	221	15
3/Very Hard	Rumareth	Leaves/Brew	125Gp	Stops bleeding. Causes drowsiness (-30) for 1hr.	7	128	3
4/Easy	Silmaana	Stalk/Apply	4Gp	Causes 2D10 hit points. Causes scars.	--	926	9
5/Easy	Sindoluin	Flower/Ingest	2sp	Anti-coagulant.	1	130	1

Underground

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Medium	Gramursh	Moss/Powder	20Gp	Preserves food for 2mths. Tastes terrible.	0		1
2/Hard	Jeggarukh	Bats/Paste	71Gp	Causes 10D10 hit points.	--	902	6
3/Hard	Jegga	Bats/Paste	92Gp	Causes 1D100 hit points.	--	931	7
4/Medium	Kujanikapurd	Mushroom/Ingest	80Gp	1days nutrition & -30 for 1wk. Powdered gives nutrition for 3days & no adverse	0		1

Volcanic

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Medium	Breldiar	Flower/Ingest	25Gp	-30 to MM. +50 to spells & missile attacks. Euphoria lasts 1hr.	7	678	3
2/Light	Brorkwilb	Flower/Ingest	9Gp	Allows shared dreams with family member within 100miles/ level.	45	802	10

Herbs - Semi arid

Breaks/Wadis

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Extra Hard	Ankii	Berry/Ingest	100Gp	Equals 8hrs sleep. Used 1= Co -1, 2= -5, 3= -25 points loss to temp.	9	676	3
2/Medium	Klytun	Root/Paste	53Gp	Golden paste causes 1D10 day coma.	--	904	5

Coniferous Forest

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Very Hard	Belramba	Lichen/Brew	60Gp	Nerve repair.	20	662	5

Deciduous/Mixed Forest

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Extra Hard	Telperion	Leaf/Ingest	100Gp	Heals 10D10 hit points.	5	134	3

Heath/Scrub/Moor

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Hard	Kly	Berry/Paste	154Gp	Causes 3D100 hit points.	--	934	3
2/Very Hard	Marku	Nut/Ingest	30Gp	Infravision for 6 hrs.	5	687	2
3/Routine	Nelthandon	Plant/Ingest	1bp	Emetic. Induces vomiting in 20 mins.	5	126	2
4/Easy	Silraen	Plant/Brew	1bp	Analgesic. Causes sleep.	12	129	4

Ocean/Saltwater Shores

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Easy	Akbutege	Leaf/Ingest	3sp	Heals 1D10 hit points.	1	623	2
2/Medium	Alambas	Grass/Apply	66sp	Heals 4sq ft of any burns.	4	613	2
3/Easy	Fiis	Resin/Apply	8sp	Heals 1D6 hit points.	0	111	1

Short Grass

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Hard	Dagmather	Spine/Brew	28Gp	Heals cartilage damage	12	658	3
2/Very Hard	Januk-ty	Root/Brew	110sp	Stun relief of 3rds.	2	696	15
3/Very Hard	Harfy	Resin/Apply	175Gp	Immediately stops any form of bleeding.	9	621	2
4/Hard	Harlindar	Plant/Brew	50Gp	Assures safe childbirth. Nutritionally balanced.	1	115	1
5/Easy	Hoak-Foer	Flower/Ingest	67Gp	Cures mind loss and mental diseases. Causes loss of movement for 1D10 weeks.	30	805	7
6/Extra Hard	Kaktu	Flower/Liquid	29Gp	-1D100 to MM in 1D4 appendages.	--	914	1
7/Light	Klagul	Bud/Brew	27Gp	Infravision for 6hrs. See as an Elf.	7	686	2
8/Sheer Folly	Merrig	Thorn/Brew	90Gp	Daily use= +5 Pr. Withdrawal= -10 to Co, -15 to Re & Me.	50	695	11
9/Very Hard	Siran	Clove/Ingest	80Gp	Restoration of 1 organ. Skin disease. Pr 10% & 6hits/rd when exposed to sun.	31	671	7
10/Hard	Siriena	Grass/Brew	70Gp	Preservation of organic material up to body size for 1 week.	27	672	6
11/Medium	Tukamur	Grass/Brew	38sp	Allows shared dreams with friend similarly affected within 50miles/level.	100	810	20
12/Medium	Vinuk	Root/Brew	12sp	Stun relief of 1D10 rds.	4	698	20

Tall Grass

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Medium	Cyclic Fever	Ticks/Paste	12Gp	3D4 cycles of fever. (4days at -75 each) 1D4 days apart.	--	208	15

Underground

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Extra Hard	Ruth-i-laur	Drakes/Liquid	56Gp	-50 to -100 in 1D20 rds from cave drake saliva.	--	920	4

Volcanic

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Hard	Nelisse	Leaf/Brew	9sp	1 days nutrition. -50 for 1hr.	15	807	4
2/Sheer Folly	Thurviiik	Gas/Gas	85Gp	Sleep for 3hrs.	--	249	20

Waste

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Extra Hard	Hulmiikak	Ants/Paste	39Gp	Loss of sight for 3D10 days.	--	219	15
2/Absurd	Igturfas	Snakes/Liquid	17Gp	Blood causes -50 for 10D10 hrs.	--	220	25
3/Sheer Folly	UI-Naza	Leaf/Ingest	430Gp	Antidote for any poison if taken within 1 day.	9	607	3

Desert

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Absurd	Arduvaar	Plant/Brew	50Mp	Universal antidote.	10	102	20
2/Very Hard	Hugburtun	Fruit/Apply	180Gp	Immediately stops any form of bleeding.	6	622	2

Herbs - Cool Temperate

Breaks/Wadis

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Light	Joef	Plant/Ingest	35Gp	Allows mental summons to 1 sentient friend. 100ft/level.	23	683	6

Coniferous Forest

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Hard	Athelas	Leaf/Brew	300Gp	Cures anything on the living. Full effect for ordained king.	20	639	5
2/Routine	Maiana	Leaf/Brew	5tp	Decongestant	1	122	1
3/Medium	Muilfana	Sap/Liquid	52Gp	Contact with saliva turns to acid. Destroys esophagus.	--	911	2
4/Very Hard	Slagen	Moss/Apply	120Gp	Limb preservation.	12	131	4

Deciduous/Mixed Forest

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Absurd	Awn	Bark/Brew	19Mp	Joins limbs.	10	103	10
2/Extra Hard	Bukandas Bulch	Wolves/Juice	16sp	Gland juice induces asthma attack.	--	207	20
3/Very Hard	Dolimor	Fungus/Ingest	26Gp	Death in 1D3 hrs.	--		6
4/Sheer Folly	Gwin-win-Rynd	Bat/Liquid	300Gp	RR fail 1-50= paralysis, 51+= death.	--		2
5/Very Hard	Hevik	Leaves/Ingest	12sp	Induces sleep fir 1D10+10hrs.	--	218	30
6/Sheer Folly	Mur	Resin/Apply	102Gp	Lifekeeping for 30days.	10		6
7/Hard	Nimnaur	Spider/Liquid	23Gp	Liquifies 1 organ in 1D10 mins.	--	925	3
8/Light	Rewk	Nodule/Brew	9sp	Heals 2D10 hit points	1	633	2
9/Extra Hard	Slota	Spider/Paste	36Gp	Paralysis in 1 day and death after 1D10 days.	--	927	5
10/Shr Folly	Thembitul	Flower/Ingest	85Gp	+50 to disease RR & cures disease.	15		4
11/Routine	Thurl	Clove/Brew	2sp	Heals 1D4 hit points. Brew keeps 1-2 weeks.	1	634	2
12/Medium	Vemaak	Hornets/Paste	20sp	-50 to perception based on hearing.	--		1

Freshwater Coasts & Banks

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Medium	Attanar	Moss/Apply	8Gp	Cures fever	1	640	2
2/Hard	Arpasur	Stalk/Brew	30Gp	Mends muscle damage.	15	656	4
3/Very Hard	Cashdir	Flower/Ingest	32Gp	Antidote for muscle poison.	3		4
4/Absurd	Grelnixar	Leaves/Apply	120Gp	Victim runs until death.	--	215	45
5/Medium	Latha	Stem/Brew	9sp	+10 to disease RR. Cures common cold. Heals 1-2 hit points.	4	643	2
6/Extra Hard	Red Willow	Leaf/Brew	5sp	Lowers fever	1	127	1
7/Very Hard	Shen	Leaf/Ingest	27Gp	Antidote for nerve poison.	3	606	4
8/Light	Suranie	Berry/Ingest	2Gp	Stun relief of 1rd.	3	697	10

Heath/Scrub/Moor

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Medium	Aloe	Leaf/Apply	5bp	X2 healing rate for burns and minor cuts. Heals 5 hit points of burns.	0	614	1
2/Sheer Folly	Boskone	Powder/Inhale	78Gp	Awareness for 1D10+10rds then -30 for 1D8hrs.	18		6
3/Sheer Folly	Eddij	Berry/Juice	900Gp	Lifegiving within 30 days of death.	18		6
4/Medium	Klabas	Buds/Ingest	250Gp	Induces nervous breakdown. -100 until cured.	--	224	10

Isles

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Very Hard	Fukavar	Flower/Smoke	230Gp	Allows summons of 1 friend within 20 miles.	20	112	6

Ocean/Saltwater Shores

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Light	Tatharsul	Bread/Ingest	75Gp	Repairs nervous system to normal in 1D10rds. Keeps 1-2 mths.	15	715	5

Mountain

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Very Hard	Boneset	Root/Ingest	75Gp	X3 healing for fractures.	8		1
2/Light	Dugmuthur	Berry/Ingest	9Gp	Heals 10 hit points instantly.	2	628	2
3/Extra Hard	Fleabane	Leaves/Apply	20sp	Repels blood sucking insects 95% of the time.	0		1
4/Sheer Folly	Heen	Seeds/Ingest	30Gp	Causes 5D10 hit points & ulceration.	--		20
5/Absurd	Kaskamak	Leaves/Apply	100Gp	Unpain to stat bonus% for 1D10 mins.	--	223	12
6/Light	Mook	Berry/Ingest	30Gp	Antidote for respiratory poisons.	5	604	3
7/Light	Reglen	Moss/Brew	75Gp	Heals 50 hit points.	7	632	3
8/Medium	Rorkandiis	Saliva/Paste	23Gp	Hawks saliva dissolves cartilage in affected area. -75 to area.	--	240	5
9/Extra Hard	Wifurwif	Lichen/Ingest	55Gp	Nerve repairs.	15	664	4
10/Very Hard	Zaganzar	Root/Liquid	139Gp	Causes 1D10 hit points. Turns optic nerves to water and blinds.	--	928	5

Short Grass

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Sheer Folly	Burstheles	Stalk/Brew	110Gp	Shatter Repairs	22	610	5
2/Hard	Carnerem	Leaf/Apply	40Gp	Delays any poison for 24hrs.	8		7
3/Extra Hard	Elbens Basket	Root/Brew	10Gp	X2 speed for 1rd once/hr. Heart stimulant.	15	680	4
4/Extra Hard	Gursamel	Stalk/Apply	30Gp	Mends bone.	5	612	3
5/Sheer Folly	Sailcha	Flower/Wear	50Gp	+10 to morale & RR, +5 to DB for 1D6+2 days.	0		1
6/Easy	Yaran	Pollen/Ingest	9sp	+50 to perception based on smell/taste for 1hr.	7	691	3

Tall Grass

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Easy	Alshana	Bread/Ingest	35Gp	Infravision to 300ft for 1hr. Keeps 1-2 mths.	5	701	3
2/Easy	Arlan	Leaf/Apply	13sp	Heals 1D6+3 hit points. Wild heals 1D6 hit points.	1	624	2
3/Light	Asp Venom	Venom/Paste	68Gp	-50 to use of affected limb. RR fail= Loss of affected limb.	--	204	5
4/Light	Kelventari	Berry/Rub	19Gp	Heals 1D10 hit points of heat. Heals 1st & 2nd degree burns.	0	617	1
5/Light	Lus	Flower/Paste	31Gp	RR fail 1-10=temp blind,11-20=blind1-2 eyes,21-50=coma & blind,51+=death	--		4
6/Medium	Thrayniis	Liquid/Ingest	230Gp	Fleas blood causes paralysis after 3D10 mins for 10D10mins.	--	248	10
7/Light	Uraana	Leaf/Paste	12Gp	Causes 3D10 hit points.	--	935	6

Underground

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Sheer Folly	Carcalen	Moss/Brew	100Gp	RR fail 1-50=limbs unuseable 1D100days.51-100=nerves destroyed.100+death	--		4
2/Medium	Chrume	Mushroom/Ingest	15sp	-20 to Ag & Qu for 1D10hrs. +20 to Co & Pr.	10		1
3/Sheer Folly	Gartaan	Waters/Ingest	54Gp	Haemophilia. X2 bleeding until cured.	--	214	15
4/Sheer Folly	Gorfang	Moss/Liquid	210Gp	RR fail 1-50=-50 in 1D4 extremities, 51+= nerves dissolve.	--		3
5/Hard	Lemsang	Mushroom/Ingest	4Gp	1 months nutrition.	0		1
6/Extra Hard	Lothfelag	Resin/Ingest	70Gp	RR fail 1-50= sleep 1D10hrs, 51+= coma for 7mths.	--		1
7/Extra Hard	Lothfelag	Flower/Ingest	490Gp	Lifegiving/lifekeeping for dwarves for 7mths. Others heals all hits/stun effects.	5		5
8/Very Hard	Madarch	Mushroom/Brew	42Gp	Heals all cuts and restores blood in 1D100 mins.	4		3
9/Absurd	Moourark	Venom/Paste	120Gp	Bats venom causes bones to dissolve in 1D10rds.	--	229	5
10/Ex Hard	Nen Calgaien	Root/Paste	35Gp	RR fail1-25=50 1D100rds,26-50=1D100Hpts,51+=-1D100 to Co,Me,Re,In,Pr	--		2
11/Very Hard	Pelenor	Mushroom/Paste	80Gp	RR fail 1-50=bleeds 2/rd. 51+= blood vessels explode.	--		2

Volcanic

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Very Hard	Spider Venom	Venom/Paste	12Mp	Paralysis for 10D10rds. RR fail instant death.	--	244	10

