

Modified for d20 3.x through 5.x

Version: 20141112b – d20 mods by Hawke at www.spokanerpg.com

Base DC based on difficulty “#/Finding”

Difficulty Finding	Base DC (before seasonal and other modifiers)
Routine	10
Easy	15
Light	18
Medium	20
Hard	25
Very Hard (V. Hard)	30
Extremely Hard (E. Hard)	40
Sheer Folly	50
Absurd	60

Note on Costs, for standard D&D monetary system

Middle-earth MP (mithril piece) = 1,000 D&D GP.

Middle-earth GP to tens of GP, so 38 GP in Middle-earth would be 380 GP in D&D.

Middle-earth SP = D&D GP.

Middle-earth BP = D&D SP.

Middle-earth TP = D&D CP.

Abbreviations

AF = Addiction Factor

CL = ???

LV = Level (to determine saves and such)

Note on Effects.

While different effects can be added simultaneously (who knows what chemical interactions might occur doing so however!), they cannot be stacked for the same effect. For example if an herb provides +2 Strength for 1 hour, taking a second dose in the same time will not increase the benefit to +4, and runs the risk of an overdose and/or severe side-effects or exponential risk fo addiction.

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 surface area of any type of burns	0	615	1
4/V Hard	Dragul	Root/Brew	320Gp	+4 to Combat, Perceptions & Athletics for 1Hr, then user is at -12 for 1Hr.	45		6
5/Light	Gariig	Cactus/Ingest	55Gp	Heals 10 HP. 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 -12 to all actions & needs x2 normal	--	906	3
9/V Hard	Swigmakril	Flower/Brew	50Gp	sleep.	25	808	6
10/Med	Wuchyga	Bones/Powder	12Gp	Relaxant. Unpain 100% & operates at -8 for 1Hr.	--	254	10

Light sensitivity. Additional -4 to all maneuvers in the light for 1 Hr.

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 for 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) (x2 actions/attacks/speed)	22	692	1

Herbs - Cold

#/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 Saving Throw 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	Saving Throw fail = euphoria & inactivity for 1D100hrs	--		7
2/Sheer Folly	Bragolith	Juice/Ingest	120Gp	Saving Throw fail = Phosphorescent green firefly juice causes victim to spontaneously combust.	--	907	5
3/Easy	Delrean	Bark/Apply	3sp		1	641	2
4/Sheer Folly	Henuial	Liquid/Inject	80Gp	Repels any insect. Smells foul to 50ft radius.	--	909	6
5/Light	Kirtir	Buds/Inhale	45Gp	Yellow bee venom converts optic juices of 1-2 eyes to honey.	5		7
6/Hard	Menelar	Cone/Brew	65Gp	DEX stat +4 for 1hr, then afterward CON -8 for 1D10hrs	3		2
7/Hard	Numenelos	Moss/Powder	200Gp	Cures bacterial and viral (non-magical) infections.	15		10
8/Hard	Taynaga	Bark/Powder	27Gp	Nerve regeneration/repair in 1D100mins.	--	912	8
9/Extra Hard	Winclamit	Fruit/Ingest	100Gp	Brownish powder sterilizes and gives 5D10 hit points 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	X2 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. Save fail by 1-4 = -8 to all actions, fail by 5+ =	--		1
4/Med	Febfendu	Root/Brew	90Gp	-3hits/rd 1D10 mins	24	668	6
5/Very Hard	Jitsutyr	Clams/Paste	145Gp	Restores Hearing	--	933	2
6/Med	Trudurs	Moss/Brew	12sp	Tan paste, Save fail= destroys lungs and kills in 1D100 rds. +4 to disease Saving throw 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-rort	Flower/Liquid	21Gp	Antidote for nerve poisons.	0		12
4/Very Hard	Seregmor	Flower/Paste	180Gp	Converts blood to Kalirion. Stats drop by 10 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	Kirsemal	Bark/Brew	110Gp	Allows adrenal maneuvers for 3 rds. ??? -hmm how to convert to d20?	12	117	4

Ocean/Saltwater Shores

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Very Hard	Belan	Nut/Ingest	40Gp	Stops all 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	Ulgisor	Bread/Ingest	4sp	10x 4oz slices. 1 days nutrition/slice. Keeps 1-2 months. Tastes of cheese &	0	716	15
4/Sheer Folly	Worclivur	Lichen/Paste	133Gp	spinach. Save fail by 1-4= -4 to all actions for 1D100 mins, by 5-8= -8 to all actions 1D100days, by 9+ = -16 to all actions for 1D100wks	--		2

Mountain

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Easy	Arlan	Root/Ingest	1bp	Decongestant. +4 save vs. common cold. X5 faster recovery rate from respiratory ills.	3	638	2
					7	666	3
2/Sheer Folly	Baldakur	Root/Brew	102Gp	Restores sight	1	626	2
3/Light	Darsurion	Leaf/Apply	35bp	Heals 1D6 hit points	10	713	4
4/Light	Hesguratu	Bread/Ingest	45Gp	10x 4oz slices. X2 STR & HP for 6rds, +4 Attack Bonus. Keeps 1 month.	19	688	5
5/Light	Megillos	Leaf/Ingest	12sp	Increases visual perception (x2 range) for 10 mins.	1	631	2
6/Light	Mirenna	Berry/Ingest	10Gp	Heals 10. Instant effect.	--	922	20
7/Sheer Folly	Ul-acaana	Flower/Paste	12Mp	Save = paralyzes instantly. Failed save = destroys nervous system. Kills in 1D10 mins.			

Short Grass

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Extra Hard	Ancalthur	Grass/Liquid	240Gp	Incapacitates for 2-4 hrs. Save fail by 1-8 = -12 to all actions, by 9+ = -20 to all actions for 1D100hrs.	--		2
2/Very Hard	Miretars Crown	Flower/Apply	125Gp		4	124	2
3/Med	Tuxlaxar	Leaf/Brew	75Gp	Stops bleeding of any one wound. 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/Extra Hard	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 -12.	--	910	2
3/Med	Zur	Fungus/Brew	12Gp	Enhances smell and hearing for 1 hr. (X3 range & +10 to perception/spot)	8	693	3

Herbs - Everlasting Cold

#/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. -4 to -8 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

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Extra Hard	Lu-iy-Mirena	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. -20 to 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 Save 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	Lifegiving for 2D10 days.	20	651	5

Underground

#/Finding	Herb	Form/Prep	Cost	Effect	AF	CL	Lvl
1/Extra Hard	Ruthin	Crystal/Liquid	88Gp	Save fail - stomach contents turn to jagged glass. Death in 1D12 rds.	--	--	2
2/Hard	Waters of Fire	Acid/Liquid	80Gp	Save fail - 1-8= +10??? fireball, 8+= +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	+4 Attack Bonus, X2 STR & HP 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	Kolandor	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	Save fail 1-4 = -4 all actions for 1D10hrs, 5+= 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 (-12)	--	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	+4 to CHA for 2hrs then user at -10 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 (if fail save)	--	903	7
9/Easy	Margath	Leaf/Paste	1Gp	Anaesthetic	20	123	2
10/Very Hard	Marsh Flux	Germs/Ingest	25Gp	Save 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	+12 to casting spells for 1hr. Moves & Attack Bonuses at -12. 10% chance spell	10	689	3
16/Shr Folly	Slird	Fruit/Paste	13Gp	cast on nearest.	--	921	2
17/Very Hard	Tarnas	Nodule/Brew	220Gp	Acts in 1-2rds. Victim loses feeling in 1D6 extremities (-6/ex) for 1D100days.	60	673	13
18/Medium	Thrang	Panther/Glands	86Gp	Repairs organ damage. Causes nausea (-10 to all actions) for 1D10 hrs.	--	247	10
19/Shr Folly	Trusa	Frog/Paste	31Gp	Loss of colour vision	--	915	4
20/Shr Folly	Vaxvarna	Disease/Contact	17Gp	Acts in 1D10rds. Save fail by 1-4= blind 5-8 eyes, 9-12= coma, 13+= death.	--	251	20
21/Absurd	Vulcurax	Berry/Apply	10Mp	Internal bleeding. Weakness (-20 to all actions) for 1D100 days.	0	654	5
22/Shr Folly	Wek-wek	Nodule/Brew	220Gp	Lifegiving if given within 30 days.	50	674	11
23/Extr Hard	Welwal	Leaf/Ingest	12Gp	Repairs organ damage	3	699	15
24/Very Hard	Witav	Leaf/Ingest	12Gp	Stun relief. 3rds.	5	700	10
25/Medium	Yake Ferns	Sap/Ingest	57Gp	Stun relief. 2rds.	--	--	30
26/Medium	Yellow Rheum	Mosquito/Bite	120Gp	Tongue rots off in 1D100rds	--	257	30
27/Shr Folly	Yuth	Flower/Ingest	29Gp	Bloody vomit for 7-18 days. 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	Lifegiving for 1 day.	25	646	6
5/Extra Hard	Carmeyar	Flower/Brew	400Gp	Heals all hits and stops bleeding.	5	107	5
6/Hard	Degiik	Leaf/Ingest	100Gp	Lifegiving 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 -12 to all actions for 1D10 rds.	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. Save fail by 1-4= sleep, 5-12=-12 to all actions for 1D10days, 13+ = 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 (+8 to AC/Save) 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/Ingest	5Gp	1 days nutrition.	0		1
3/Medium	Nut	Nut/Ingest	3bp/30	1 days nutrition	0		1
4/Extra Hard	FurryOak Acorn	Root/Brew	49Gp	Antidote for conversion poisons	1	605	8
5/Routine	Quilmufur	Root/Ingest	5Gp	3 weeks nutrition. Imbiber ages 1 month.	0		1
6/Very Hard	Sarah-P-H-head	Root/Paste	2Gp	Causes 1D10 hit points.	--	905	10
7/Light	Sharkasar Teldalion	Bark/Apply	2Gp	Cures infections & reduces inflammations.	0	133	2

TODO=====below this line TODO=====

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 t0 RR Vs disease.	12		9
5/Hard	Din-fuinen	Moss oil/Ingest	111Gp	-30 f0r 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	Flower/Ingest	42Gp	Nausea & headache (-15) for 1D10 hrs.	--		4
16/Shr Folly	Trumpet	Seed/Ingest	87Gp	Coma & death in 1D10 days.	--		10
17/Ex Hard	MilkWt	Nectar/Apply	350Gp	Cures any poison.	9		45
18/Ex Hard	Trumpet	Sap/Apply	32Gp	Fever at -100 for 4days. RR fail total paralysis for 4 days.	--	231	10
19/Shr Folly	Mir-Meullen	Hultif Bug/Paste	31Gp	-75 for !d!00hrs. RR fail insanity.	--	243	13
20/Medium	Murnan	Flower/Rub	5Gp	Fragrant scent for 1D4 hrs.	0		1
21/Hard	Shutinis	Leaves/Inhale	32Gp	Antidote for poison gases.	6		1
22/Light	Sulimquelote	Leaf/Apply	2Gp	X2 healing rate for nerve damage.	4	663	2
23/Ex Hard	Sweet Sorrel	Root/Paste	82Gp	RR fail 1-25= -100 for 10-20rds, 26-50= -15-20 pts from Co stat, 51+= death	--		7
24/Medium	Terbas	Berry/Ingest	67Gp	Death in 1D10 rds.	--		10
25/Ex Hard	Wolfstooth	Fruit/Ingest	8sp	-25 for 1D10 days.	--	256	10
	Wt Berried Yew						
	Yavin Girth						

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 dgree 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	35		17
9/Medium	Red Fever	Bacteria/Ingest	12Gp	-15.	--	239	25
10/Ex Hard	Sarnumen	Eel/Liquid	40Gp	Vomiting for 1D10 days.	--	241	30
11/Very Hard	Sha	Flower/Brew	60Gp	-50 for 1D10 mins.	0		1
12/Medium	Splayfoot	Seeds/Brew	23Gp	Infravision for 4rds then diahorrea for 1D5 days at -25.	16	690	4
13/Light	Tartiella	Leaf/Smoke	4sp	+25 for 1D4hrs for non-evil creatures.	10		1
14/Medium	Umakilis	Frog/Liquid	33Gp	Euphoric. All stats drop by 10 for 1D10 hrs.	--	250	50
15/Ex Hard	Water Hemlock	Plant/Liquid	18Gp	Kills instantly. -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	Athandar	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	Lothningil	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	Shirilios	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	Klynnyk	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	Tharm	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 dgree 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	30	805	7
6/Extra Hard	Kaktu	Flower/Liquid	29Gp	weeks.	--	914	1
7/Light	Klagul	Bud/Brew	27Gp	-1D100 to MM in 1D4 appendages.	7	686	2
8/Sheer Folly	Merrig	Thorn/Brew	90Gp	Infravision for 6hrs. See as an Elf.	50	695	11
9/Very Hard	Siran	Clove/Ingest	80Gp	Daily use= +5 Pr. Withdrawal= -10 to Co, -15 to Re & Me.	31	671	7
10/Hard	Sirienna	Grass/Brew	70Gp	Restoration of 1 organ. Skin disease. Pr 10% & 6hits/rd when exposed to sun.	27	672	6
11/Medium	Tukamur	Grass/Brew	38sp	Preservation of organic material up to body size for 1 week.	100	810	20
12/Medium	Vinuk	Root/Brew	12sp	Allows shared dreams with friend similarly affected within 50miles/level. 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-Iaur	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	Thurviik	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	Ul-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	Wolves/Juice	16sp	Gland juice induces asthma attack.	--	207	20
3/Very Hard	Bulch	Fungus/Ingest	26Gp	Death in 1D3 hrs.	--		6
4/Sheer Folly	Dolimor	Bat/Liquid	300Gp	RR fail 1-50= paralysis, 51+= death.	--		2
5/Very Hard	Gwin-win-Rynd	Leaves/Ingest	12sp	Induces sleep fir 1D10+10hrs.	--	218	30
6/Sheer Folly	Hevik	Resin/Apply	102Gp	Lifekeeping for 30days.	10		6
7/Hard	Mur	Spider/Liquid	23Gp	Liquifies 1 organ in 1D10 mins.	--	925	3
8/Light	Nimnaur	Nodule/Brew	9sp	Heals 2D10 hit points	1	633	2
9/Extra Hard	Rewk	Spider/Paste	36Gp	Paralysis in 1 day and death after 1D10 days.	--	927	5
10/Shr Folly	Slota	Flower/Ingest	85Gp	+50 to disease RR & cures disease.	15		4
11/Routine	Thembitul	Clove/Brew	2sp	Heals 1D4 hit points. Brew keeps 1-2 weeks.	1	634	2
12/Medium	Thurl	Hornets/Paste	20sp	-50 to perception based on hearing.	--		1
	Vemaak						

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	Bursthelas	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/Extra Hard	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