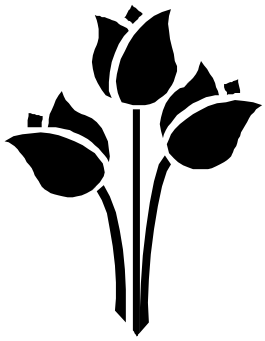
THE GUIDE TO HERBS FOR RPGS

5th Edition

By Shaun Hately



Ambulant In Fabulam

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Obviously, I have no way of enforcing these conditions, but I have put a lot of work into this guide and I believe it is only fair that other contributors and myself get the credit (or the abuse!) we deserve.

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Certain portions of this guide contain material of a mildly adult nature. In the case of younger players, parental discretion is advised.

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SPECIAL THANKS

There is an acknowledgments section at the end of this guide where you can find a list (unfortunately, it may be incomplete) of the people who have helped to make this guide, possible, through such tasks as editing, playtesting, and contributing herbs. If you like this guide, the credit must go to all these people.

I believe that there are three people however who are worthy of my special thanks, and I would like to mention them here (in no particular order).

The first of these is Ezra Van Everbroek. Ezra produced a hypertext version of the fourth edition of this guide, and also hosted it. This document allowed people to jump from place to place in the guide, and to find information easily. This website appears to be the place that those who found out about the guide through the web, most often obtained their information from. Creating such a large hypertext document can't have been an easy task and I salute and thank Ezra for undertaking such a task.

The second person is Druann Pagliasotti. Shortly after the third edition of this guide went out over e-mail, Druann sent a list of new herbs adapted to the guides format to the ADND-L list. I contacted Druann and was kindly given permission to include these herbs in the fourth edition of the guide. Furthermore, Druann sent me a list of suggestions and clarifications to many of the herbs that I had already included in the guide, and suggestions on the long term storage and availability of herbs for purchase. There would have been a fourth edition of the guide without Druann's contributions, but it would have been a shadow of what it became.

Last, but by no means least, I would also like to single out Maya Deva Kniese for special thanks. Maya contributed some herbs to this edition of the guide, but more importantly contributed a number of ideas, the most significant of which is the revised Herbalism proficiency (see Appendix A). Again, without Maya's contribution, I would have done a 5th edition, but there is no way it would have been as complete or as (I hope) good.

These special thanks are not intended to diminish the contributions of other people to this guide. Everyone who is listed in the acknowledgments section contributed and deserves their place there. I simply feel that the three people listed above were worthy of special recognition. All these contributors share the responsibility and the credit for anything you like about this guide. Any criticisms, errors or dislikes that you have are solely my responsibility.

INTRODUCTION

"Anything green that grew out of the mould
Was an excellent herb to our fathers of old."

- Rudyard Kipling

Welcome to the fifth edition of "The Guide to Herbs for RPGs", the third edition of this guide to be distributed by e-mail and across the Internet. Herbs have been a staple of fantasy literature for many years. Striders use of Athelas in "The Lord of the Rings" to cure Frodo, and Polgara's herb lore in "The Belgariad" and "The Mallorean", and Raistlin's use of herbal teas to calm his cough in "Dragonlance" are two examples that come to mind. The first edition of this guide was written in response to a request by one of my players for more detailed use of the Herbalism proficiency than that supplied in the core **AD&D** rules, and also to provide a general system which can be converted to other rules systems fairly easily. This was in 1990 or 1991 and that edition was nothing more than an adaptation of the herbs contained in Alexander Scott's **Maelstrom** RPG adapted to AD&D rules, a description of each herb, the chance of finding it, its preparation time, and its cost. This guide was quite useful, though several problems were found with it. The guide was used for a few years and my printed copy (done on a Commodore 64 and a 9 pin printer) became covered in pen and

pencil additions and clarifications. In early 1995 I began GMing a new campaign and I decided to rewrite my herbal on my new 486. This second edition contained the same herbs as the first edition but with the addition of clearer descriptions, the addition of the Locale in which each herb could be found, and an Ability Check roll required to use each herb successfully. This herbal was much more useful than the previous one. In mid 1995, I gained net access for the first time, and discovered the phenomena of NetBooks, and unofficial supplements to various role playing games. I downloaded these and began to use them in my games. As a student I can not afford to buy all the commercially produced supplements for use in my games, and so these unofficial (and free!) supplements were a gift from the Gods. In December 1995 and January 1996, I revised my Herbal once again, incorporating herbs from the RPG **Middle-Earth Role Playing (MERP)**, and on returning to University at the start of March, subscribed to the ADND-L e-mail list, and offered the Herbal to the inhabitants of that list. I received over 300 requests for the Herbal, and was informed that there was interest in Herbalism on the REALMS mailing list. I subscribed to this list as well, and offered the Herbal once again. I received more requests from this list. At the start of July, I released a fourth edition of the guide which for the first time included herbs submitted by other people, as well as herbs that I had designed through research outside gaming materials. In particular, special mention must go to Druann Pagliasotti whose assistance in compiling the fourth edition was considerable. Druann contributed new herbs, as well as sending me a list of suggested clarifications, and amendments to over forty of the herbs that I had designed. Since that time I have received more e-mail (both praise and criticism) from many of the people who are using my herbal, and this has once again encouraged me to put together a new revised edition. This edition includes even more herbs that other people have added to my rules, and some new herbs that I have developed, in total over 50 new herbs. It also includes more detailed physical descriptions of some of the herbs from previous editions where I have been able to find them. Most notably, it includes a revised Herbalism proficiency, which was largely developed by Maya Deva Kniese, whose contribution to this fifth edition was considerable. I welcome the contributions I have received to this guide, but as always all responsibility for any errors and discrepancies is mine and mine alone, although other contributors deserve full credit for whatever you like. The fifth edition also divides the 'Locale' field of the descriptions into two separate fields, 'Climate' and 'Locale'. This was a commonly requested change, and I saw no reason why it could not be made. I welcome contributions, criticisms and comment on my guide, and will try to incorporate these in any future editions of the guide. Some people may have noticed that the title of the guide has changed from "The AD&D Guide to Herbs" (the title of the 1st-3rd Editions) to "The Guide to Herbs for RPGs" (4th and 5th Editions). This occurred because of advice that the original title was not compatible with the guides status as unofficial. Also the guide is no longer AD&D specific but designed to be used in other RPG rule systems. Please feel free to distribute this guide in unedited form in any format that you desire. I only ask that my contribution and that of other people is acknowledged and that the guide is distributed free of charge.

NOTE: In my guide I have used the term "Autumn" instead of "Fall" to describe the season between Summer and Winter. I have also used the correct Australian English spelling for words. I have altered contributions received from other people for the sake of consistency. I have received e-mail criticising me for this, saying "you should use the American conventions, because most AD&D players are American." (By the way, this was not intended as a flame, but was part of some useful constructive criticism.) I have been taught English as it is spoken and written in my native country, and I will write and speak in that way. There are several reasons for this.

1) If I was attempting to write for a specific country, I would use their own conventions. I am not. I am writing this guide for everyone who requests it. I have received requests for the third and fourth editions of this guide from the United States, the United Kingdom, Ireland, Canada, Spain, France, Belgium, Germany, Australia, Mexico, Peru, New Zealand, Holland, South Africa, Argentina, Chile, Colombia, Croatia and Zaire and possibly from other countries as well.

2) If I decided to write this guide in 'correct' English, I would be faced with the problem of what is 'correct'. Is it American English, that of the largest English speaking country on Earth or British English, the source of the language.
3) I believe that the differences in English from country to country are so minor that all English speaking people on Earth will be able to read my guide with no problems.
4) Finally, it is simply easier for me to write this guide in the form of English with which I am most familiar.

I should note here that this herbal is not always 'accurate' in terms of the real use of herbs in our world. This is because my skills in Herbalism are very limited. I am not a professional herbalist just someone with an interest in the topic (especially from a gaming point of view). I have endeavoured to be as accurate as possible in terms of descriptions, but sometimes I am trying to describe a herb after seeing a black and white drawing. I have tried to be accurate in terms of naming the herbs, but some herbs have many different names. Bilberry for example is also known as Huckleberry, Whortleberry, Hurtleberry, Whin-berry, Wimberry, Black Heart, Hurts, and may even have other names that I am not familiar with. I have also ascribed to some herbs powers that do not exist in the real world. For example there is no herb that bestows infravision on a person in our world (as least I assume there isn't!) but such herbs do exist in the guide. This is because the guide has been written for a fantasy game, and I felt that the powers ascribed to these herbs in legend and tradition could actually exist in fantasy worlds. I would also like to apologise for the fact that some of the herbs contained within have no physical descriptions. This is because I have adapted them from other game systems and I can't find any physical descriptions in the original source material. This is especially true for those herbs adapted from MERP. If anyone feels that I have made mistakes in identifying herbs, or their curative properties, they should feel free to contact me, either by e-mail or by mail. For anyone who wants to find accurate books on Herbalism and its real life applications, please refer to the books in the reference section. Please do not assume this guide is accurate. Experimenting with plants can be very dangerous, and I accept no responsibility for any misuse.

HOW TO USE THIS GUIDE

This guide was written in order to allow a more detailed method of using the Herbalism Non Weapon Proficiency than that provided in the PHB. It may be used only by characters with the Herbalism proficiency. A revised Herbalism proficiency which can be used in FRPGs, appears below. The description of each herb contains the following information:

NAME: This is what the herb is called. In brackets after each name is the name of the person who developed the herb for the guide, and the source of the herb if applicable.
Available: This is the time of year when the herb is available, and the percentage chance for a person who searches for the herb for one day finding it.
Climatic Zone: This describes the climatic zone or zones in which the herb can be found.
Locale: This describes the region or regions in which the herb can be found.
Preparation: This describes how long a herb needs to be prepared before it can be used.
Cost: The cost before the / is the cost of the herb in raw form. The cost after the / is the cost of buying the herb ready to use.
Uses: The number of uses indicates how much of the herb can be found at any one time.
Ability Check: The ability check is the value that must be rolled under on a d20 for the use of the herb to be successful. If the ability check is listed as '?' it means that the herb may or may not have the powers attributed to it. If the ability check is listed as '-' then no ability check is needed for success. The GM should decide what effects these herbs have if any.
Description: This section describes what the herb can do.
The GM who uses or allows this guide in their games should examine it carefully before use, and remove or modify any herbs that they wish. This is particularly true for those herbs that have quite major powers.

It will be noted that very few poisons are listed in this guide. This is for two reasons.

1. I believe that a Herbalist should not use their art for nefarious purposes.
2. I believe that allowing players access to too many poisons can severely effect game balance.

Any GM who wishes to have detailed poisons in their games is referred to the "Netbook: Poisons of the Realm", (author unknown to me) which I find to be excellent for the purpose. If you can find it, the rules for poisons sent to the GMAST-L list by Ron Knight (Modar) in late October of this year (1996) is also very good. The NetBook of Poisons, revised and expanded by Adrienne Mills, and based on the "Netbook: Poisons of the Realm" (mentioned in previous editions of this guide) is also very good and very detailed in its treatments of poisons.

It should also be noted that I have tried not to include herbs that could be classed as "Drugs" with the connotation of illicit use. This is because I do not and do not wish to be seen to be supporting illicit drug use. Having said that, for anyone who wishes to use drugs in their games, I refer them to *'Appendix A: Drugs for Fantasy Role Playing Games'*, from the *'Complete Guide to Alcohol for Fantasy Role Playing Games'* which has excellent rules on all aspects of drug use including addiction and its effects. The drugs contained within it could be converted to my system fairly easily, although the system contained in that guide is already excellent for the purpose.

Finally, a note and a request. It has come to my attention, that people create and develop new herbs for their games and add them into this guide. I, of course, have no objection to this. However, I would appreciate it if you sent me a copy of these herbs. If they work in your games, they would probably work in other peoples, and should be included in any new edition of the guide (with full credit to you, of course). Again, people make changes to the guide, because they find mistakes, or discrepancies, or just things they don't like. That's fine, but please let me know. If you noticed something wrong, I would like a chance to fix it.

What you do with the guide in your own game is up to you. You can change and edit it in any way that you like. But please, if you distribute the guide, make sure that you distribute it in unedited form. If you have made any changes or additions, list them separately from the main guide. My name is on this guide, and while I'm perfectly happy to take the flak for any errors in it, I only want to be blamed for my own errors or for those of contributors, which slipped past me. I have been sent an e-mail from someone who thought a herb was too powerful. It was, because someone else had edited the guide and made it more powerful. It wasn't a major problem, but it was annoying.

Furthermore, I own the copyright on this guide (except where I have indicated that it is owned by someone else, and I have their permission to include the information). I have gone to a lot of trouble to try and ensure that I don't violate other peoples copyright, in order to avoid legal problems. If you add information into my guide, I may end up being legally responsible for information that I didn't want to be. I don't want that to happen. Having said that, if I have inadvertently violated anyone's copyright, please inform me and I will remove the material in question.

Finally leave my name, and the name of other contributors on the guide. A person was distributing the 3rd Edition of my guide under their name as if it was their work. They have since apologised to me, and I consider the matter closed, so I won't mention their name. The guide costs you nothing, but it represents a large amount of work on my part and on the parts of the other contributors. I think we deserve the credit for our work.

I receive no payment for this guide. It is simply a labour of love. But I would like to hear what you think of it, any praise or criticisms that you might have. Hundreds of hours of work have gone into this guide over the years, and I really like to know what people think, whether it is good or bad. Please e-mail me with comments at: drednort@bud.swin.edu.au

A special note: I have referred to a variety of diseases in this work. Some of my descriptions may be inaccurate and for that I apologise. I have no medical training, and the guide is intended only for games. It is also possible that some of my descriptions of diseases may offend some people. Again, I apologise. I have no intention of causing offence. If you do find any of this guide offensive, let me know so I can fix the problem.

ONCE AGAIN, THIS IS A GUIDE FOR GAME PURPOSES ONLY. DO NOT UNDER ANY CIRCUMSTANCES, USE ANY OF THE HERBS CONTAINED IN THIS GUIDE FOR ANY REAL LIFE PURPOSE WITHOUT CONSULTATION WITH AN EXPERT ON HERBS AND THEIR EFFECTS.

11th February, 1997

NOTE ON THE USE OF THE AD&D "LOCATE ANIMALS OR PLANTS" SPELL:
Players with access to the 1st level Priest Spell "Locate Animals or Plants" will try to use it to locate specific herbs. If this occurs I would suggest that the Dungeon Master uses the percentage score given under "Available" in each herbs description as the chance that the herb will be detected each round, subject to the local environment and season. However I would remind the GM that according to the PHB, the results of this spell are always determined by the GM. If the GM does not want the herb to be found, it should not be found.

NOTES ON THE USE OF HERBS

by Druann Pagliasotti and Shaun Hately

Unless otherwise indicated in text, any cut herbs and preparations of herbs only have a shelf life of 3d6 weeks. Dried herbs have a shelf life of 1d4 years if kept in a sealed container away from moisture (but not all of these herbs can be used in a dried form). Potions, on the other hand, have an indefinite lifespan - which is why they're more expensive yet still desirable.

A rule of thumb for purchasing is that the chance of purchasing an herb in a large city WITHIN its native region is equal to the chance of finding it in the wild (and the price will remain the same); the chance of purchasing an herb in a large city OUTSIDE of its native region is equal to half the chance of finding it in the wild (and the price will be half again as much); and the chance of purchasing an herb in a large city OPPOSITE of its native region (eg., artic vs. desert) is one quarter of the chance of finding it in the wild (and the price will be doubled or tripled).

The GM of an individual campaign must rule on the use of this guide. They must decide whether or not they wish it to be used at all, and they must modify it to fit their campaign. Some of the herbs contained in this guide are extremely powerful, and if they are overused they will unbalance the game. The prices given for herbs are only guidelines and must be treated with common sense. In plague years, for example the cost of herbs that protect against plague will increase incredibly. And if the characters stumble into a herbalist while supporting a friend who is on the verge of death from snakebite, the herbalist may decide to charge well above the going rate. Some apothecarists are nothing but charlatans and will sell anything while saying it is a wondrous herb.

Once again, I must point out that this guide is intended for use in games only. Do not use it as a guide to herbal medication. Many plants are highly poisonous and experimenting can be extremely dangerous. I accept no responsibility for any misuse arising from any edition of this guide.

HOW MANY HERBS DO I KNOW?

The first two editions of this guide contained only about 40 herbs and so we never considered the need to limit the amount of herbs that a PC with Herbalism proficiency knew. Now there are a lot more herbs and such a rule does seem necessary. If PCs knowing of all these herbs does not cause a problem in your games, then just assume they do know all of them. If however, you want a rule to deal with situation, I would suggest the following. Once again I assume that you games uses a 3d6 Intelligence score similar to that used in *D&D*, *AD&D*, *Dragon Warriors*, and *Tunnels and Trolls*.

The PC herbalist starts with knowledge of 3 x INT x Level of Herbalism Skill herbs. That is a PC with a herbalism skill of 1 and an Intelligence of 12 will know of 36 herbs. A PC with a herbalism skill of 2 and an Intelligence of 9 will know of 54 herbs. Which herbs are known, should be decided by the GM with reference to the climate and terrain type in which the PC grew up.

NOTES ON CLIMATIC ZONES

In this new edition of the herbal, a new field has been added to the description of each herb. This is the Climatic Zone section. A normal world can be assumed to be divided into five climatic zones :- Tropical, Subtropical, Temperate, Cold and Polar. A few notes are below in order to help the GM determine which zone a given section of their world will fall into:

Tropical: the tropical regions are those located close to the equator. They typically have an average annual and monthly temperature of around of over 20°C (68°F). They also have a tendency to have wet summers and drier winters, as you get towards their boundaries. On Earth the Tropical region may be considered to be approximately 12° north and south of the equator. Papua New Guinea and Peru have tropical climates.
Subtropical: the subtropics typically have anywhere from 4 - 11 months with temperatures of over 20°C (68°F) with the balance of the year having temperatures of between 10 - 20 °C (50 - 68 °F). It extends roughly between latitudes 12 - 25°. Northern Australia and the Florida Peninsula both fall into this area.
Temperate: the temperate regions are anywhere which has 4 - 12 months with temperatures between 10 - 20 °C (50 - 68 °F) and the rest of the year is colder. For convenience they can be considered to lie between latitudes of 25 - 45°. Southern Europe, the USA and Australia generally fall into this zone.
Cold: A cold region has 1 - 4 months with a temperature of between 10 - 20 °C (50 - 68 °F) with the rest of the year being colder. It can be considered to fall between 45 - 65° latitude. Canada, the southern half of Alaska and Scandinavia all fall into this region.
Polar: The polar regions have a year round average temperature of less than 10 °C (50 °F). They lie above latitudes of 65°. Greenland, Antarctica, and the most northern reaches of Canada, Russia, and Scandinavia all lie in this zone.

The above is a guide for game purposes only and is not absolutely accurate, geographically speaking. It must also be remembered that other factors, such as elevation above sea level, the location of rain shadows, ocean currents etc, also effect climate. Also, I have limited the number of climatic zones to the ones above, and there are many others. Some of the herbs may be found in a ‘tropical desert’. Under those circumstances it should be inferred that the herb is found in hot deserts, not that these deserts have ‘wet summers’.

NOTES ON LOCALES

One of the more important pieces of information contained in the description of each herb is the locale where it is found. A brief description of what I mean by each locale is outlined below in order to help you determine into which locale each area of your gameworld fits.

Coastal: These are the regions that lie near the sea, oceans, or possibly near large inland salt-water lakes. As a rule of thumb, I assume that the coastal regions can extend up to five miles inland, although this may vary from place to place.
Desert: Most people assume deserts to be very hot places, such as the Sahara, the Australian Desert, or Death Valley, and indeed many deserts are very hot, but there are also cool deserts. A desert is normally defined as any area that receives, on average, less than 10 inches of rain a year, but for game purposes may be assumed to be any area that is very dry, without recourse to such official formulae.
Forest: A forest is any area that is heavily covered with trees. There are both large forests, which may cover vast areas, or small forests. In medieval times, forests covered a much larger area of the world than they do today.
Grassland: These areas, while mostly untouched by agriculture contain very few large tress. Instead they are mostly covered with grass, hence their name. The American prairies are a good example of grasslands.
Hills: A hill is a relatively small raised area of land. They are often found at the foot of mountains, but may exist in their own right, separate from the surrounding landscape.
Jungle: Similar to a forest, but normally thicker in nature, and found in more tropical environments. The Amazon is a perfect example of a jungle environment.
Mountains: Very large, raised areas of land, often found at the borders of continental shelves. A notable feature of mountains is that they are, due to their height, often much colder than the surrounding land. Another feature is the rain shadow phenomena. It may rain very heavily on one side of a mountain, but not at all on the other. The Himalayas, the Alps, and the Rockies are all examples of mountain chains.
Rivers: A river is a flowing stream of (normally) fresh water which runs to the sea. Rivers can be large (like the Mississippi, or Amazon) or very small, local creeks.
Rural: This describes farmland, land that has been turned over to agriculture, but is only sparsely settled.
Special: Where this is listed as the locale, read the description of the herb for more details.
Swamp: Areas of very moist soil. The Florida Everglades are a good example of a swamp.
Underworld: By Underworld, I refer to large underground complexes, ie the Underdark of Advanced Dungeons & Dragons, the Mac Mordain Cadal from the works of Raymond E Feist, Ulgo from the works of David Eddings, or the Mines of Moria from Tolkien. It might also be assumed that the herbs *may* grow in smaller complexes, but I do not recommend it.
Urban: Any area that is widely settled, such as towns, villages or cities.
Volcanoes: When a herb is said to grow in this locale, it may grow actually within the mouth of the volcano, or merely on its sides (GMs discretion, unless the description makes it clear).
Wasteland: This is the hardest area to describe. A wasteland may have once been any type of land, but has now been rendered totally inhospitable perhaps by some great disaster. Much of France after World War I fulfilled this criteria, as did Tunguska after the 1908 explosion. Hiroshima and Nagasaki, or Chernobyl also fulfilled this criteria. In essence, any area of your gameworld where some great disaster rendered the land uninhabitable, may fit into this locale.

CAVEAT

Some of the herbs contained in this guide have very powerful game effects, and have the potential to severely unbalance a campaign. The GM should ensure that they check each of the herbs thoroughly and modify or disallow it, if they feel it will unbalance their campaign. As always, the GM is the final arbiter in their campaign. What they say goes, no matter what this guide says. Remember that.

THE HERBAL

ADDER'S TONGUE (Shaun Hately)
Available: Spring 10%
Climatic Zone: Temperate
Locale: Rural
Preparation: 3 days
Cost: 5 gp/ 15 gp
Uses: 1
Ability Check: Intelligence -2
The herb has one leaf which grows from a stalk about three inches from the ground. It's appearance gives it its name. The leaf must be boiled in olive oil and set in the sun for three days. At the end of that time the infusion can be used as a balm for wounds. In the event that the wound is infected the balm will draw out the infection within one day. However for that one day the damage caused by the infection will be twice as severe. If the wound is not infected the balm will increase the rate of healing by 1 hp for that day.

ADGANA (Sean Snyder from Joe Devers *'Lone Wolf'* series)
Available: Spring 10%
Climatic Zone: Temperate
Locale: Rural
Preparation: 1 week
Cost: 10 gp/ 500 gp
Uses: 1
Ability Check: Intelligence
The leaves of this plant must be dried. They may then be crushed and eaten. It's effects diminish with constant use. The first time and second time Adgana is used it adds 2 to the user's Strength, Dexterity and Constitution for 2d4+4 minutes. The third time it is used it adds 1 to Strength and Dexterity for the same amount of time, the 4th time +1 is added to Strength only, and after that no benefit is ever gained. In addition to this, the herb is also highly addictive.

AGRIMONY (Shaun Hately)
Available: Summer 30%
Climatic Zone: Temperate
Locale: Forest
Preparation: 1 week
Cost: 2 gp/ 8 gp
Uses: 3
Ability Check: Intelligence
Agrimony reaches a height of 1 to 2 feet. It has leaves up to seven inches long, which are serrated, green on top and white underneath. It has yellow flowers with five petals which are arranged in a spike on top of the stem. Its dried leaves must be boiled in a pint of red wine for five minutes, and then left to stand for an hour. It should then be used on sprains and bruises in a compress. A successful application will cure sprains and bruises in half the normal time. Agrimony was also believed to produce very heavy sleep if placed beneath a persons head, so deep that the person could not be woken until it was removed. At the GMs discretion agrimony may have this effect, but I would suggest the potential victim gets a save vs poison with a very large (8-10) bonus.

'If It is leyed under mann's head,
He shal sleepyn as he were dead;
He shall never drede na wakyn
Till fro under his head it be taken'

Traditional English Rhyme

ALDAKA (Shaun Hately from ICEs "MERP" RPG)
Available: Winter 5%
Climatic Zone: Cold

Locale: Mountains
Preparation: 1 week
Cost: 100 gp/ 1000 gp
Uses: 1
Ability Check: Intelligence
The roots of this plant must be brewed over a low fire for one week, and the resulting distillation drunk. If used successfully, sight will be restored to the recipient provided the eye remains.

ALETHER (Sean Snyder from Joe Devers *'Lone Wolf'* series)
Available: Spring, Summer 5%
Climatic Zone: Temperate
Locale: Rural
Preparation: 1 day (for potion)
Cost: 10 gp/ 100 gp (for potion)
Uses: 1
Ability Check: Intelligence -5
Eating a handful of these orange berries will add +1 to both a characters chance to hit, and to their damage rolls for 2d6 minutes. The berries can be brewed in white wine to produce a drink that will add +2 to the recipients chance to hit, and temporarily give them 2d4 hp. This effect lasts for 2d12 minutes, and ends with the characters total collapse for 1d3 days unless they successfully save against poison. This brew will only be useful for one month after manufacture and then loses its potency.

ALKANET (Shaun Hately)
Available: Summer 30%
Climatic Zone: Temperate
Locale: Rural
Preparation: none
Cost: 2 gp/ 2 gp
Uses: 1
Ability Check: Intelligence -4
This plant has a thick red root, narrow hairy leaves, and small red or blue flowers. The root can be eaten directly upon being drawn out of the ground but will only keep for a week or so. The herb allows a +1 bonus to any saving throw vs ingested poisons for 1d8 hours after eating.

ALL-HEALE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Autumn 75%
Climatic Zone: Temperate
Locale: Forest
Preparation: 2 weeks
Cost: 2 gp/ 10 gp
Uses: 7
Ability Check: Intelligence +1
When All-heale is mixed in a pint of olive oil and applied to a wound, (one application per day), the recipient will heal even if still working as normal. With rest, the recipient will heal at three times the normal rate.

ALOE (Shaun Hately from ICEs "MERP" RPG)
Available: Autumn, Winter 55%
Climatic Zone: Temperate
Locale: Grassland
Preparation: none
Cost: 5 cp/ 5 cp
Uses: 2
Ability Check: Intelligence
The leaf of Aloe applied to a wound, will double the natural healing rate of burns and minor cuts.

AMRANS (Druann Pagliasotti)
Available: Spring 40%
Climatic Zone: Temperate
Locale: Rivers, Rural
Preparation: 3 days/ 1 week
Cost: 50 gp/ 50 gp
Uses: 1
Ability Check: Intelligence -2
The lilac flowers can be prepared into a potion that rapidly cures wounds (3d6 if properly prepared (for 1 week), 1d4 if poorly prepared (for 3 days))

ANGELICA (Shaun Hately)
Available: Summer 30%
Climatic Zone: Temperate
Locale: Mountains
Preparation: 1 hour
Cost: 5 sp/ 1 gp
Uses: 2
Ability Check: Intelligence -3
Angelica's root should be boiled in water for an hour and then drunk in order to relieve coughs. The plant can grow to a height of eight feet. It has a hollow stem and has large, broad pointed leaves at the base of the stem. It has a cluster of white or pink flowers at the top of the stem. The herbs does not in any way act as a cure for any disease causing a cough, it merely reduces the amount of coughing.

ANISE (Shaun Hately)
Available: Summer 25%
Climatic Zone: Temperate
Locale: Rural
Preparation: 10 minutes
Cost: 1 gp/ 1 gp
Uses: 5
Ability Check: Intelligence -6
Anise grows to height of about two feet, and is distinguished by its unusual leaf formation. At its base, the leaves are heart shaped and toothed, but as we progress up the stalk they are small and feathery. It has delicate white flowers which ripen in summer to produce small ridged seeds. These seeds should be crushed and left to stew for ten minutes in boiling water. The resultant mixture should then be strained and drunk as desired (it will keep for up to 3 months). A successful application will relieve hiccups.

ANSERKE (Shaun Hately from ICEs "MERP" RPG)
Available: Summer 30%
Climatic Zone: Tropical
Locale: Coastal
Preparation: none
Cost: 75 gp/ 75 gp
Uses: 1
Ability Check: Intelligence -4
The root must be applied to a bleeding wound. Within three rounds it will have stopped the bleeding. The recipient must not move for one turn or risk the wound reopening.

ARCHANGELICA (Druann Pagliasotti)
Available: Summer 30%
Climatic Zone: Temperate
Locale: Swamp
Preparation: none
Cost: 5 sp/ 5 sp
Uses: 1
Ability Check: Intelligence -2
This white flowering plant has black seeds and roots with a sharp taste. The root, when brewed, makes a hot, peppery decoction that helps alleviate common colds, flu and congestions (doubles recovery time, adds +2 to Constitution rolls to prevent colds in bad weather).

ARFANDAS (Shaun Hately from ICEs "MERP" RPG)
Available: Autumn, Winter 50%
Climatic Zone: Cold
Locale: Rivers
Preparation: 1 day
Cost: 2 sp/ 3 sp
Uses: 4
Ability Check: Intelligence -6
If the stem of Arfandas is bound up in the dressing of a fracture, it will double the rate of healing for that fracture.

ARKASU (Shaun Hately from ICEs "MERP" RPG)
Available: Autumn 55%
Climatic Zone: Temperate
Locale: Grassland
Preparation: none
Cost: 12 gp/ 12 gp
Uses: 3
Ability Check: Intelligence -3
When the sap of the Arkasu plant is applied to wounds, it doubles the rate of healing. The effect is not cumulative.

ARLAN (Shaun Hately from ICEs "MERP" RPG)
Available: Autumn 60%
Climatic Zone: Cold
Locale: Grassland
Preparation: none
Cost: 20 sp/ 20 sp
Uses: 1
Ability Check: Intelligence -5
The leaf of Arlan when applied to a wound will heal 1 hp of damage if it is used within 5 rounds. Arlan will also speed a persons recovery from respiratory illness by five times.
ARNICA (Shaun Hately)

Available: Summer 25%
Climatic Zone: Temperate, Cold
Locale: Mountains
Preparation: none
Cost: 1 gp/ 1 gp
Uses: 1
Ability Check: Intelligence - 6
This plant grows to a height of 1 to 2 feet. It has a hairy stem on which its leaves are arranged in pairs. It has orange flowers. These flowers should be plucked and dried, and then boiled in a litre of beer. This should be applied to a compress which is wrapped around a bruise. A successful application will cause the bruise to fade within one day. The pollen of the flowers if inhaled will cause uncontrollable sneezing. A phial of arnica carried in a persons pocket is also reputed to help a person quit smoking.

ARNUMINAS (Shaun Hately from ICEs "MERP" RPG)
Available: Autumn 70%
Climatic Zone: Temperate
Locale: Grassland
Preparation: none
Cost: 6 gp/ 6 gp
Uses: 5
Ability Check: Intelligence -1
The leaf of this plant should be applied to the site of ligament, cartilage, or muscle damage. If used successfully, it will double the speed of healing of such damage.

ARPUSAR (Shaun Hately from ICEs "MERP" RPG)
Available: Autumn 40%
Climatic Zone: Cold
Locale: Rivers
Preparation: 1 week
Cost: 7 gp/ 30 gp
Uses: 2
Ability Check: Intelligence -7
The stalks of this plant must be brewed for one week in fresh water at the end of which time it may be drunk. If it is successful, it will heal any damage to a persons muscles that are capable of healing naturally within one day.

ASARABACCA (Shaun Hately)
Available: Spring 10%
Climatic Zone: Temperate
Locale: Forest
Preparation: 1 day
Cost: 3 gp/ 7 gp
Uses: 2
Ability Check: Intelligence -6
Asarabacca is a creeping vine with many small leaves each on their own small stalk. It also has small purple flowers. These flowers must be brewed up on a fire and left to stand. When administered successfully to someone, they must save vs poison or be rendered docile, and incapable of violence for 3d8 hours. The brew has a distinctive purple colour, and bitter taste, so to be given secretly in food, the food must be able to hide these attributes.

ASH (Shaun Hately)
Available: Spring 50%
Climatic Zone: Temperate
Locale: Forest
Preparation: 1 day
Cost: 5 gp/ 8 gp
Uses: 3
Ability Check: Intelligence -4
The bark of the ash tree must be stripped from its branches and boiled in clear water for one day. It should then be drunk as a cure for fevers, especially those caused by diseases such as malaria. It does not cure the cause of the fever but merely brings it under control within 2d6 hours. The ash tree is sacred to worshipers of Thor, who use its wood to make spears. The wood of the ash tree could possibly be used as an essential item in the manufacture of magical spears. Ash leaves should be boiled in water and drunk as a cure for the poison of viper bites (cures poison in 2d6 turns, any damage already incurred remains). The ash tree has ash grey bark, and black buds. Its flowers have no petals. Ash trees are also by tradition used to make stakes for the purposes of killing vampires. This belief stems from Roman times, when Pliny the Elder wrote that all evil things feared Ashwood.

ASHLINE (Seth Klein from *Fantasy Star IV*)
Available: Winter, Spring 5%
Climatic Zone: Temperate
Locale: Mountains
Preparation: 1 week
Cost: 50 gp/ 500 gp
Uses: 16
Ability Check: Intelligence -3
Ashline is a small red flower, with very pale green leaves. The entire plant must be mashed and boiled in fine red wine for one week and the resultant mixture mixed with olive oil. When this liquid is poured over a petrified person it will, on a successful roll, restore them to their normal state.

ATHELAS (Shaun Hately from ICEs "MERP" RPG)
Available: Autumn 45%
Climatic Zone: Temperate
Locale: Forest
Preparation: none
Cost: 200 gp/ 200 gp
Uses: 4
Ability Check: ?
Also known as "Kingsfoil". It appears as a vine with dark green leaves divided into four parts. According to legend, the leaves of Athelas when crushed by the hands of a King over the afflicted person are capable of curing anything.

"When the black breath blows
and death's shadow grows
and all lights pass,
come athelas! come athelas!
Life to the dying
In the King's hand lying!"

from "The Return of The King"

ATIGAX (Shaun Hately from ICEs "MERP" RPG)
Available: Winter 40%
Climatic Zone: Temperate
Locale: Grassland
Preparation: 1 day
Cost: 40 gp/ 70 gp
Uses: 5
Ability Check: Intelligence
The roots of this plant must be brewed over a low fire for one day, and the resulting distillation drunk. If used successfully, sight will be protected from glare or blinding light for a period of nine hours. This herb can thus be used to limit the ill effects suffered by subterranean creatures (such as drow) in full sunlight.

ATTANAR (Shaun Hately from ICEs "MERP" RPG)
Available: Autumn, Winter 45%
Climatic Zone: Temperate
Locale: Rivers
Preparation: none
Cost: 8 gp/ 8 gp
Uses: 2
Ability Check: Intelligence -6
Attanar is a moss, which when applied to the forehead of a stricken person, will cure fevers. It takes effect 2d6 hours after it is successfully administered.

BALM (Shaun Hately)
Available: Summer 20%
Climatic Zone: Subtropical
Locale: Forest
Preparation: 1 hour
Cost: 3 gp/ 5 gp
Uses: 4
Ability Check: Intelligence -4
Balm is a plant about 2 to 3 feet tall with squarish stems. It has oval, serrated leaves. It has small flowers which can be any shade from white to blue, which form small clusters at the base of the leaves. The herb should be boiled and given to women suffering menstrual pains (hey, someone has gone to the trouble of writing "A Guide to AD&D Sex" so this might be useful!) It also reputedly has properties of bestowing longevity, and so could be used as an ingredient in "*Potions of Longevity*" and the like.

BARBERRY (Shaun Hately)
Available: Summer 20%
Climatic Zone: Temperate
Locale: Rural
Preparation: 3 hours
Cost: 4 gp/ 9 gp
Uses: 2
Ability Check: Intelligence -11
The Barberry plant has sharp thorns on its twigs. It can obtain a height in excess of eight feet. It has roughly oval shaped leaves, which are smooth with toothed edges. It has pale yellow flowers which produce oval red berries, with a small black dot at their tip. Barberries should be ground up in cold water and be left to stand in cold water, and then boiled quickly. This mixture should be drunk as a cure for liver disorders such as jaundice. If successfully administered the cure should take effect within two weeks. However three failed applications mean that there is never any hope of cure by this method.

BASE MULLEIN (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Always 90%

Climatic Zone: Temperate
Locale: Rural
Preparation: none
Cost: 10 sp/ 10 sp
Uses: 1
Ability Check: Intelligence
Base Mullein is very easily found due to the fact that its flower stalks often obtain a height of 8 feet or more. Its clear yellow flowers cover about 3 feet of the top of the stalk, and form a long funnel about an inch or two in diameter. If the leaves of this herb are applied to a burn within one hour, it will reduce the damage taken from the burn, by half.

BASIL (Shaun Hately)
Available: Summer 30%
Climatic Zone: Temperate
Locale: Rural
Preparation: none
Cost: 3 sp/ 3 sp
Uses: 1
Ability Check: Intelligence -3
Basil must be used almost immediately on being picked. The leaves should be applied to the bite of a venomous creature, and it will then have the effect of drawing out the poison. It will give a bonus of +4 to the saving throw vs poison, or if the save has already been made and failed, it will allow a second saving throw at normal values. Any damage already sustained will remain. The herb has one upright stalk, and small white flowers.

BASTIT (Druann Pagliasotti)
Available: Always 20%
Climatic Zone:: Temperate
Locale: All
Preparation: none
Cost: 3 sp/ 3 sp
Uses: 1
Ability Check: Intelligence +2
A small succulent that, when crushed, tends to repel parasitic insects, including mosquitoes and the like. It has a pungent but not unpleasant odour. (Lasts 1d6 hours but can be washed or sweated off. Easily noticed by tracking animals.)

BELAN (Shaun Hately from ICEs "MERP" RPG)
Available: Summer 35%
Climatic Zone: Tropical
Locale: Coastal
Preparation: none
Cost: 40 gp/ 40 gp
Uses: 3
Ability Check: Intelligence -6
The nut must be eaten to stop bleeding (including internal bleeding). Within two hours it will have stopped the bleeding. The recipient must not move for one additional hour or risk the bleeding restarting.

BELRAMBA (Shaun Hately from ICEs "MERP" RPG)
Available: Summer 30%
Climatic Zone: Temperate
Locale: Forest
Preparation: 3 days
Cost: 60 gp/ 180 gp
Uses: 1
Ability Check: Intelligence -3
Belramba is a lichen. It must be brewed in water, and then drunk three days later. If used successfully, all nerve damage capable of healing naturally will be healed, at three times the normal rate.

BILBERRY (Shaun Hately)
Available: Spring 1%
Climatic Zone: Temperate
Locale: Forest
Preparation: 15 days
Cost: 500 gp/ 3000 gp
Uses: 1
Ability Check: Intelligence -13
Bilberries are small black berries. They must be mixed with pure alcohol and left to stand for fifteen days, at the end of which time they must be drunk. A successful application will give a human the same infravision ability as half elves, but a failed application may lead to the death (save penalty -4) of the person who drinks it, as if they had drunk a class J poison (Death/ 20 hit points, onset 1d4 minutes).

BIRTHNOT (Druann Pagliasotti)
Available: Always 30%
Climatic Zone: Temperate
Locale: Hills
Preparation: 3 days
Cost: 2 cp/ 2 cp
Uses: 1
Ability Check: Intelligence
Birthnot is a dark-leaved, flowerless vine. The dried leaves can be used to create a contraceptive tea effective on most humans, demihumans and humanoids, male or female. Must be ingested between 1 hour - 30 minutes before properties invoked. (70% effective; causes mild impotence in males 15% of the time.)

BISHOP'S WEED (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 45%
Climatic Zone: Temperate
Locale: Rural
Preparation: 3 weeks
Cost: 4 gp/ 10 gp
Uses: 3
Ability Check: Intelligence -6
Bishop's weed is a small plant with pale blue flowers, and small pale green leaves. This herb will protect people from Plague (+5 bonus to saves vs disease). It is drunk in wine, and is effective for one week. In plague years, its price increases rapidly.

BITTERMOURN (Druann Pagliasotti)
Available: Winter 5%
Climatic Zone: Polar
Locale: All
Preparation: 2 hours
Cost: 1000 gp and up
Uses: 1
Ability Check: Intelligence -14
A rare, colourless lichen that grows on rocks beneath year-round ice. When crushed and strained, it creates a clear gel at freezing temperatures that melts into liquid when warmer. Imbibing a pint slows the aging process and grants a lifespan of twice normal length.

BLACKBERRY (Shaun Hately)
Available: Spring 65%
Climatic Zone: Temperate
Locale: Rural
Preparation: none
Cost: 1 gp/ 1 gp
Uses: 1
Ability Check: Intelligence -2
The leaves of these small black berries should be crushed and applied to small wounds, where they can stop minor bleeding very quickly (within one round).

BLACKROOT (Druann Pagliasotti)
Available: Summer 30%
Climatic Zone: Temperate
Locale: All
Preparation: none
Cost: 4 gp/ 4 gp
Uses: 1
Ability Check: Intelligence -2
A tall plant with small, bell-shaped violet flowers and complex roots that are black on the outside and white on the inside. Blackroot's roots can be applied to fresh wounds in order to promote quick healing (applied immediately, gives 1d4 back to character at once).

BLACK ROSE (Druann Pagliasotti)
Available: Spring, Summer 5%
Climatic Zone: Temperate
Locale: All
Preparation: none
Cost: 100 gp/ 100 gp
Uses: 1
Ability Check: Intelligence -2
This rare rose is easily identified by its black, velvety flower and long white thorns. The thorns are hollow and absorb liquids at a rate of a pint every 5 minutes. The liquid is stored in the plant's fibrous roots. The black rose's roots are often used to draw poison from wounds or, placed under the tongue, to absorb alcohol and prevent intoxication. Sometimes victims are tied down and pierced with the thorns to cause prolonged and painful exsanguination.

BLOODKEEP (Druann Pagliasotti)
Available: Spring 20%
Climatic Zone: Temperate
Locale: Coastal
Preparation: none
Cost: 4 sp/ 4 sp
Uses: 1
Ability Check: Intelligence
Tall stalks with jagged leaves and purple-red flowers, bloodkeep's fresh leaves can be bound to a wound to stop bleeding at once and quicken coagulation (apply within 2 rounds of injury to stop bleeding; character regains 20% - rounded down - of lost hit points at once).

BORAGE (Shaun Hately)
Available: Spring 30%
Climatic Zone: Temperate
Locale: Forest
Preparation: 5 days
Cost: 1 gp/ 10 gp
Uses: 1
Ability Check: Intelligence -3
This plant has hollow, hairy cylindrical stalks which grow to a height of 1 to 2 feet. It has drooping flowers, red or blue in colour, which are shaped as a five pointed star at the top of the stem. The dried herb should be boiled in water and the infusion drunk. It is used to cure minor fevers such as those caused by chills, and influenza. It will relieve the fever in 1d3 hours.

BRELDIAR (Shaun Hately from ICEs "MERP" RPG)
Available: Spring 35%
Climatic Zones: Temperate
Locale: Volcanoes
Preparation: none
Cost: 50 gp/ 50 gp
Uses: 1
Ability Check: Intelligence -2
This flower, when eaten, alters the way a person judges distance for a period of one hour. While under the influence of the flower, a person can add a bonus of two to ranged combat attacks, while subtracting two from melee attacks.

BULL-RUSH (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Always 55%
Climatic Zone: Temperate, Subtropical
Locale: Swamp
Preparation: 3 days
Cost: 2 sp/ 3 sp
Uses: 2
Ability Check: Intelligence +3
Bull-rushes are tall straight stemmed plants with many small flowers at the top of the stalk. These flowers must be ground into an ointment which is applied to a persons eyes or tongue. This herb will put someone to sleep for 3d12 hours. A roll of 1 on the ability check will put the person into a coma.

BURDOCK (Shaun Hately)
Available: Spring 35%
Climatic Zone: Temperate
Locale: Rural
Preparation: 1 day
Cost: 10 gp/ 30 gp
Uses: 1
Ability Check: Intelligence -6
This plant grows to about 3 feet tall. It has huge leaves with a whitish underside, and purple flours. Its root must be boiled in water and then the root eaten and the water drunk as a cure for syphilis. The person will be cured within a week.

'They are Burrs, I can tell you, they'll stick where they are thrown.'
William Shakespeare *'Troilus and Cressida'*

BURSTHELAS (Shaun Hately from ICEs "MERP" RPG)
Available: Summer 5%
Climatic Zone: Temperate
Locale: Grassland
Preparation: 1 week
Cost: 110 gp/ 1000 gp
Uses: 2
Ability Check: Intelligence
Bursthelas must be brewed for one week in fine red wine before it can be used. It must then be drunk within one month or spoil. A successful draft will heal any fractured bones within the body within one to three days.

CAFFAR (Druann Pagliasotti)
Available: Summer, Autumn 5%
Climatic Zone: Tropical
Locale: Desert
Preparation: 1 hour
Cost: 10 gp/ 10 gp
Uses: 1
Ability Check: Intelligence
Caffar is made of the small caffar nut that is ground into a powder and brewed into a dark, sweet-smelling beverage, traditionally with a goat's milk base. Like kaffe or black tea, caffar can be used to delay sleep, but it has the side effect of making the ingester more psychically sensitive; psionicists' skills are greatly enhanced and even the unpsyighted are more sensitive to nuances in the environment and in others' manners, sometimes even to the point of detecting "auras" around certain objects. (Raises Wisdom [Intuition] by 1 for every 2 cups imbibed, to maximum of 19. Drinking 3-4 cups in one day causes jumpiness that increases as more is imbibed. Those who drink 5 or more cups in one day become slightly physically addicted to the substance and suffer headaches and mild stomach pains when their usage is cut back.)

CALAMUS (Shaun Hately)
Available: Spring, Summer 15%
Climatic Zone: Temperate
Locale: Swamp
Preparation: 1 day
Cost: 5 gp/ 15 gp
Uses: 1
Ability Check: Intelligence -14
This rush grows in small grassy clumps. It can grow from about 2 to 6 feet in height and has very small yellow green flowers that jut out from the stem. The leaves are long, thin and light green in colour and smells faintly sweet. The root is white with a red brown peel. The root

must be peeled and boiled in fresh water within a day of being picked, and should then be drunk by the recipient. Provided no permanent physical damage has been done to the person hearing organs, the herb may restore some small measure of hearing to a totally deaf person, perhaps 10% of normal hearing. In addition the herb has been reported to have aphrodisiac qualities (GMs discretion) and was used by certain Native American peoples to make their dogs fierce.

CALCENA MUSHROOM (Sean Snyder from Joe Devers *'Lone Wolf'* series)
Available: Always 2%
Climatic Zone: Any
Locale: Underworld
Preparation: 2 week (for potion)
Cost: 100 gp/ 1000 gp (for potion)
Uses: 1
Ability Check: -
Anyone who breathes in the spoors of one of these pink mushrooms incurs a -3 penalty on all saves vs illusions for 2d12 hours. The mushroom may be brewed into a potion by brewing tea and leaving the mushroom to stand in the tea for 2 weeks. The resultant concoction when drunk is a powerful hallucinogen. Anyone under the influence of it will see whatever the GM wants them to see. This effect also lasts 2d12 hours.

CALLIN (Druann Pagliasotti)
Available: Autumn 30%
Climatic Zone: Tropical
Locale: Jungle
Preparation: 1 week
Cost: 5 gp/ 25 gp
Uses: 1
Ability Check: Intelligence -2
A dark nut that grows on the Callin tree in tropical jungles. When the husk is dried, ground and ingested, it thins the blood and strengthens internal organs, helping to prevent heart attacks. (If taken regularly, prevents heart attacks except under extreme duress. Addictive; causes nausea, dizziness and an increased chance of cardiac arrest if quit under unsupervised conditions after repeated use.)

CAT'S TAIL (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 75%
Climatic Zone: Temperate
Locale: Forest
Preparation: 1 week
Cost: 1 gp/ 3 gp
Uses: 1
Ability Check: Intelligence -6
Cat's tail is a small plant with long thin spear shaped leaves rising from its base, and a single long, thin, soft flower at the top of the stalk. This herb when made into a salve, will heal all damage to a person's heel.

CEPHALOPHAGE (Druann Pagliasotti, from Gene Wolfe's *"Torturer"* series.)
Available: Always 5%
Climatic Zone: Temperate
Locale: Special (see below)
Preparation: none (if growing in correct area)
Cost: 100 gp/ 100 gp
Uses: 1
Ability Check: Intelligence -4
A pale, fleshy fungus with a tough, rubbery consistency that is commonly found growing near carnivorous plants. The fungus grows upon corpses, absorbing the cadaver's life memories and personality; up to 10 different minds have been found absorbed by one cephalophage mushroom. Eating cephalophage will transfer those memories and personality quirks to the eater. (Effects last 1d3 hours and while they last the eater can access all of the dead person's mind. After the effects wear off, the eater may still succumb on occasion to "flashbacks" or personality instability; save vs. Intelligence when under intense stress or in a situation liable to cause such flashbacks.) This plant is condemned by some religions as unholy, believed to prevent a soul/spirit from attaining the afterlife. (from Gene Wolfe's Torturer series)

CHAMOMILE (Shaun Hately)
Available: Spring, Summer 30%
Climatic Zone: Temperate
Locale: Rural
Preparation: Negligible
Cost: 2 gp/ 3 gp
Uses: 1
Ability Check: Intelligence -3
This plant can grow up to 2 feet tall, and has a branched stem. It has few leaves, and these are finely divided. The flower heads have yellow centres which are domed in shape with a hollow at their very centre. The petals of this plant bend backwards towards the stem. The flowers from a single plant must be immersed in boiling water and the resultant drink consumed. This drink is very bitter and is normally mixed with honey but this is unnecessary. The drink will last for approximately 2 months after manufacture, while the leaves can be dried, and will then keep for up to three years. A successful use of this herb will have a calming effect on the consumer.

CHERVIL (Shaun Hately)
Available: Always 10%
Climatic Zone: Temperate
Locale: Forest
Preparation: none
Cost: 10 gp/ 10 gp
Uses: 1
Ability Check: Intelligence -5
Chervil is used to dissolve blood clots, which can help to prevent complications caused by injury. The clots are dissolved within 1d3 turns.

CINQUEFOIL (Shaun Hately)
Available: Summer 10%
Climatic Zone: Temperate
Locale: Rural
Preparation: 1 hour
Cost: 10 gp/ 15 gp
Uses: 1
Ability Check: Intelligence -5
This plant creeps along the ground on long slender stringlike stalks. It has five or seven part leaves, and small yellow flowers. The stalks must be boiled in white wine or vinegar and then

drunk. The herb will then act as an aphrodisiac, and increase the recipients Charisma [Appearance] by 1 for 1d4 hours.

COLEWORT (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Spring, Summer 70%
Climatic Zone: Temperate
Locale: Forest
Preparation: none
Cost: 6 sp/ 6 sp
Uses: 1
Ability Check: Intelligence -4
Colewort is a small plant with a single large glossy leaf, and small white flowers with four petals. Anyone who chews on the flowers before drinking will remain sober for the entire evening. Its effects protect only against alcohol, and not against any other drug or toxin.

COLTSFOOT (Shaun Hately)
Available: Spring, Summer 25%
Climatic Zone: Temperate
Locale: Mountains
Preparation: 1 hour
Cost: 2 gp/ 4 gp
Uses: 1
Ability Check: Intelligence -5
The plant has a single golden yellow flower borne at the top of a six inch tall stem with long pinkish woolly scales. These flowers are crushed and mixed with honey, and applied as a poultice to infected wounds in a effort to draw out the infection. It does not cure any damage.

COMFREY (Shaun Hately)
Available: Spring 50%
Climatic Zone: Temperate
Locale: Rural
Preparation: 1 day
Cost: 4 gp/ 10 gp
Uses: 1
Ability Check: Intelligence -5
Comfrey grows to a height of up to 3 feet. It has stiff, angular and hollow stalks which are covered with rough hairs. It has pink, mauve white or cream flowers. Its thick black root is the portion used in Herbalism. It should be boiled and wrapped in a poultice which is then wrapped around a broken limb and increases the speed of healing by fifty percent. It can also be used in a bath by women in order to give the impression that they are virgins on their wedding nights.

COW PARSNIP (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Always 45%
Climatic Zone: Temperate
Locale: Forest
Preparation: 6 weeks
Cost: 3 gp/ 10 gp
Uses: 7
Ability Check: Intelligence -6
Cow parsnip has small leaves covered with tiny hairs. These hairs must be made into a salve. Cow parsnip will cure madness for a short period (a few hours). Repeated application over a two week period may (GMs discretion) cure insanity altogether.

COW-WHEAT (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 50%
Climatic Zone: Temperate
Locale: Grassland
Preparation: 1 week
Cost: 2 gp/ 3 gp
Uses: 2
Ability Check: Intelligence
Cow wheat is a small straight stemmed yellow-green plant. Its pale yellow flowers produce a white powder when crushed, between two hands. If this powder is placed into food or drink it will cause a person to act as if drunk. For those who desire game mechanics to deal with drunkenness, please consult the Intoxication Table in the 1st Edition AD&D DMG, page 82. Each dose of this herb successfully administered will increase the level of drunkenness by one step.

CULKAS (Shaun Hately from ICEs "MERP" RPG)
Available: Always 40%
Locale: Desert
Climatic Zone: Tropical
Preparation: none
Cost: 35 gp/ 35 gp
Uses: 10
Ability Check: Intelligence
Each application of Culkas will cure one square foot of sunburn.

DAGMATHER (Shaun Hately from ICEs "MERP" RPG)
Available: Summer 40%
Climatic Zone: Temperate
Locale: Grassland
Preparation: 1 week
Cost: 6 gp/ 28 gp
Uses: 2
Ability Check: Intelligence -7
The spine of this plant must be brewed for one week in fresh water at the end of which time it may be drunk. If it is successful, it will heal any damage to a persons cartilage that are capable of healing naturally.

DAINABERRY (Maya Kniese)
Available: Autumn 20%
Climatic Zone: Temperate
Locale: Rivers
Preparation: None (or 3 weeks)
Cost: 2 gp/ 8 gp
Uses: 3d10
Ability Check: Intelligence -3
The Dainabush or Sleepberry is a creeping, thorny vine, much like a bramble. Young vines are about 5 mm thick, with 2 mm long thorns. Older vines can become as thick as 10 cm, with curved thorns up to 5 cm long, although this requires many years of growth. Young vines are light green, with 3 lobed green leaves. Older vines grow reddish brown, darkening to black, with leaves, such as there are, dark green in colour. The vines flower in early summer, with light blue, bell shaped flowers. In autumn, it carries dark blue or purple berries, which are fleshy, almost crunchy rather than juicy. The berries are slightly sweet and quite tasty, but have a strong effect on mammals: those who eat them fall asleep. The berries have this effect on mammals only, but a single berry is enough to bring down any man sized or smaller mammal, and given enough berries, even the greatest mammal will fall asleep. There is no saving throw, although the sleep caused is quite normal, and a sleeping creature can simply be awakened. Although the berries can simply be eaten to cause the effect, it is also possible to

dry them carefully, and grind them into powder. This powder is weaker (save vs poison to avoid), but will keep a long time. The powder can be added to any food or drink, but has a very sweet taste.

DARNELL (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Autumn 40%
Climatic Zone: Temperate
Locale: Forest
Preparation: 2 weeks
Cost: 3 gp/ 7 gp
Uses: 1
Ability Check: Intelligence -2
These tiny yellow flowers will, if eaten, cause dimness of the sight for several hours. This dimness means that in full light the character will see as if on a moonlit night. This herb does effect those with infravision or ultravision.

DARSURION (Shaun Hately from ICEs "MERP" RPG)
Available: Winter 50%
Climatic Zone: Cold
Locale: Mountains
Preparation: none
Cost: 3 sp/ 3 sp
Uses: 1
Ability Check: Intelligence -6
The leaves of Darsurion when applied to a wound will heal 1 hp of damage if used within 3 rounds. The effect is not cumulative.

DEADLY-NIGHTSHADE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 75%
Climatic Zone: Temperate
Locale: Forest
Preparation: 1 week
Cost: 4 gp/ 8 gp
Uses: 4
Ability Check: Intelligence +3
This plant can grow up to five feet tall. It has soft green spreading leaves, and purple flowers and berries. The berries must be left to stand in water for a week and the distillation drunk. Deadly nightshade will put someone to sleep for 4d8 hours. They cannot be woken. A roll of 1 will kill them, a roll of 20 will render them insane.

DEGIIK (Shaun Hately from ICEs "MERP" RPG)
Available: Summer 25%
Climatic Zone: Tropical
Locale: Coastal
Preparation: none
Cost: 100 gp/ 100 gp
Uses: 3
Ability Check: Intelligence -2
Degiik leaves must be given to someone at the point of death (at -10 hp and not losing any more hit points). They will keep the person alive for one day.

DELREAN (Shaun Hately from ICEs "MERP" RPG)
Available: Winter 80%
Climatic Zone: Temperate
Locale: Forest
Preparation: 1 hour
Cost: 3 sp/ 3 sp
Uses: 4
Ability Check: -
The bark of Delrean should be boiled into a paste and then smeared on the skin. It will then repel any insect from coming near the recipient, but the foul stench will reduce their Charisma (Appearance) by 1d2. It is effective for 5d6 hours.

DITTANY (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer, Autumn 55%
Climatic Zone: Temperate
Locale: Rivers
Preparation: 2 weeks
Cost: 1 gp/ 5 gp
Uses: 3
Ability Check: Intelligence
This herb grows six or eight inches high with square stalks and sort round leaves. The leaves must be dried for two weeks and then be boiled in ale or wine. It is then applied as a lotion. Dittany can be used to draw splinter and bone fragments from a wound. It is also an effective antiseptic for cleaning wounds, and can therefore prevent infections caused by dirty water etc.

DOG ROSE (Shaun Hately)
Available: Summer, Autumn 70%
Climatic Zone: Temperate
Locale: Rural, Urban
Preparation: 2 weeks
Cost: 1 sp/ 10 sp
Uses: 10
Ability Check: Intelligence
The dog rose grows to about ten feet in height and has very sharp thorns. In spring and early summer it has pale pick flowers which turn into vivid orange seed pods at the end of summer. These pods must be dried and then eaten at the rate of one per three days to avoid scurvy in environments where this disease is common (ie, on long ocean voyages.) Certain ancient and medieval cultures believed that placing a dog rose in a coffin would prevent the body within from rising as undead.

DRAAF (Shaun Hately from ICEs "MERP" RPG)
Available: Spring 60%
Climatic Zone: Subtropical
Locale: Coastal
Preparation: none
Cost: 5 sp/ 5 sp
Uses: 1
Ability Check: Intelligence -4
The leaves of Draaf must be eaten in order to restore 1d3 hit points, as long as they are eaten within 10 minutes of the damage being inflicted.

DRAGONTEARS (Druann Pagliasotti)
Available: Spring 10%
Climatic Zone: Temperate
Locale: Desert
Preparation: 2 weeks
Cost: 100 gp/ 100 gp
Uses: 1
Ability Check: Intelligence -2
This rare, small, translucent succulent grows primarily in the low desert. When crushed, it exudes a sweet, milky white substance with numbing properties. Properly prepared, dragontears promotes rapid healing and prevents scarring from wounds. Drinking dragontears can be fatal, as its numbing properties can cause choking or heart failure. (Cures 1d8 hp, always prevents scarring.)

DRAGONWORT (Shaun Hately)
Available: Spring 25%
Climatic Zone: Cold
Locale: Mountains
Preparation: 3 days
Cost: 100 gp/ 300 gp
Uses: 1
Ability Check: Intelligence
This plant has a gnarled, erect and cylindrical stem. It has wavy leaves, dark green on top, bluish green underneath. It has pink flowers that cluster in a spike at the top of the stem. The root of this herb should be boiled over a low heat for three days, and the infusion drunk by people with smallpox and the plague in order to effect a cure. The value of this herb increases greatly in times of plague.

DWARF MALLOW (Shaun Hately)
Available: Spring 10%
Climatic Zone: Temperate
Locale: Swamp
Preparation: none
Cost: 1 gp/ 3 gp
Uses: 1
Ability Check: Intelligence -2
This small plant has a single primary stem from which other, shorter stems ending either with leaves or with small pick flowers. These flowers when crushed and mixed with honey and salt into a poultice will relieve the pain of bee stings on a successful application. In addition the crushed flower may be mixed with oil and smothered onto the body in which case, no bees will approach for 1d4 + 2 hours. At the GMs discretion, this effect may extend to other small insects.

EBUR (Shaun Hately from ICEs "MERP" RPG)
Available: Spring 45%
Climatic Zone: Temperate
Locale: Coastal
Preparation: none
Cost: 22 gp/ 22 gp
Uses: 5
Ability Check: Intelligence -2
The flowers of Ebur must be eaten each day. If the treatment is successful the rate of healing for a sprain will be doubled for that day.

EDRAM (Shaun Hately from ICEs "MERP" RPG)
Available: Winter 15%
Climatic Zone: Cold
Locale: Rivers
Preparation: none
Cost: 30 gp/ 30 gp
Uses: 4
Ability Check: Intelligence -10
Edram is a moss which when eaten will cause bones to heal at one and a half times their normal rate.

ELDAAS (Druann Pagliasotti)
Available: Spring, Summer 5%
Climatic Zone: Temperate
Locale: Coastal
Preparation: 2 days
Cost: 2 gp/ 4 gp
Uses: 1
Ability Check: Intelligence -1
This tall, blue-flowered plant with spike-shaped leaves is the base for medicines against nausea, usually taken in the form of a bitter-smelling and -tasting herbal tea. Eldaas is used to counteract the nausea associated with hangovers, motion sickness, morning sickness, and more
common illnesses. (Adds + 2 to saves versus Constitution for each level of potency the herb is brewed at, to a maximum of + 6 - however, at this strength eldaas can cause dry mouth and constipation. Lasts 1d6 hours regardless of potency level.)

ELECAMPANE (Shaun Hately)
Available: Winter, Spring 15%
Climatic Zone: Temperate
Locale: Rural
Preparation: none
Cost: 1 sp/ 1 sp
Uses: 1
Ability Check: Intelligence
This plant has a thick root, with leaves that are white on the bottom and green on top, as well as showy yellow flowers. The root may be eaten in which case it will cause the recipient to vomit. This effect, while useful in removing ingested poisons from the system, will leave the recipient weak (- 1d4 to Constitution for 2d6 hours). For this reason it may be used as a mildly debilitating poison.

ELVISH GALINGALE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Spring, Summer 35%
Temperate: Polar
Locale: Forest
Preparation: 1 week
Cost: 1 gp/ 2 gp
Uses: 5
Ability Check: Intelligence -4
Elvish Galingale grows to about four feet in height. It has a triangular stem on which grows a tuft of grass like flowers. The roots are boiled and left to stand for a week and the resulting decoction is then drunk. This herb increases the flow of blood. This is very useful when a person is cold. However if a person is bleeding, either internally or externally, or is wounded it will double the speed of loss of blood. Its effect lasts 1d6+1 hours.

ENTRISTE (Druann Pagliasotti)
Available: Summer 30%
Climatic Zone: Subtropical
Locale: Desert
Preparation: none
Cost: 25 gp/ 25 gp
Uses: 1
Ability Check: Intelligence -3
A small-leafed ivy that hugs the ground. Entriste's leaves absorb liquid and, when crushed, may be used to draw poison from a wound. (1 leaf absorbs a quarter-pint of liquid. Causes 1d4 damage but draws 100% of poison from a wound if applied within 5 rounds of insinuative poisoning, -25% for each round thereafter. Does not work against gases or "instant-death" poisons. Most poison effects are weakened if the poison is at least partially removed.)

FALSIFAL (Druann Pagliasotti)
Available: Spring 30%
Climatic Zone: Temperate
Locale: Swamp
Preparation: 1 hour or less
Cost: 3 gp/ 3 gp
Uses: 2
Ability Check: Intelligence -2
A wide-leafed plant with large pink flowers and thick roots containing a slimy gel. When the root is pulped, mixed with water and used as a poultice, it is effective against fresh burns, aiding rapid healing. The root-gel can also be thinned and drunk as a thick tea to counter the effects of blood loss. (On burns, add 2 hp/day for each of the first 3 days of rest the character takes. Used to counter blood loss, victim regains 1d3 hp/day instead of 1.)

FEBFENDU (Shaun Hately from ICEs "MERP" RPG)
Available: Winter 5%
Climatic Zone: Cold
Locale: Coastal, Rivers
Preparation: 1 week
Cost: 90 gp/ 900 gp
Uses: 1
Ability Check: Intelligence
The roots of this plant must be brewed over a low fire for one week, and the resulting distillation drunk. If used successfully, hearing will be restored to the recipient.

FELMATHER (Shaun Hately from ICEs "MERP" RPG)
Available: Spring 30%
Climatic Zone: Temperate
Locale: Coastal
Preparation: none
Cost: 10 gp/ 10 gp
Uses: 3
Ability Check: Intelligence -7
The leaves of this plant should be placed under the tongue of a person in a coma. If successful, the person will awake in 1d6 hours. If a roll of 20 is made, the persons mind will be destroyed.

FENNEL (Shaun Hately)
Available: Autumn 20%
Climatic Zone: Temperate
Locale: Rural
Preparation: 2 weeks
Cost: 5 sp/ 1 gp
Uses: 1
Ability Check: Intelligence
Fennel has thick stems, and bright green, lacy leaves and routinely grows to about five feet in height. (There is a rare form which has a bronze stem. In terms of its use, it is identical to the common fennel). In summer it has golden, yellow flowers. These flowers turn to seed in early Autumn. The seed heads must be harvested and left until the seeds separate from them. The seeds may then be mixed with boiling water to make a tea. This tea has the effect of relieving hunger pains in the recipient for 2d8 hours, However it does not in anyway act as a substitute for food, and any damage due to starvation will still occur.

FETHERFEW (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 65%
Climatic Zone: Temperate, Subtropical
Locale: Forest
Preparation: 3 weeks
Cost: 2 gp/ 4 gp
Uses: 3
Ability Check: Intelligence +3
This herb grows to about 18 inches in height. It has many small white flowers. The flowers must be dried and then boiled in white wine. The resulting mixture must be drunk. This herb will remove the effects of vertigo from a person for up to twelve hours. It does this by stabilising the persons inner ear.

FIRE-FLOWER (Shaun Hately from C.S. Lewis' *'Chronicles of Narnia'*)
Available: Summer 1%
Climatic Zone: Subtropical, Tropical
Locale: Mountains
Preparation: 10 years
Cost: 1000 gp/ 100000 gp
Uses: 100
Ability Check: -
It is suggested that this herb be found in one location on an entire world, ideally in a Mountain range in a tropical or subtropical region (*The Mountains of the Sun*). This is a small bush which has one pale golden flower and small red berries with the appearance of a live coal. The flowers of the bush must be taken and crushed into a diamond vial, and left to cure for ten years. This is also the amount of time needed for a single flower to bloom. A single drop of this elixir will heal any illness or injury, but will not allow limbs or other appendages to grow back. This is an incredibly powerful herb, and is likely to only exist in the hands of powerful lords and kings.

FLOURE-DE-LUCE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Always 60%
Climatic Zone: Temperate
Locale: Grassland
Preparation: 3 weeks
Cost: 3 gp/ 10 gp
Uses: 2
Ability Check: Intelligence
The Floure-De-Luce is also known as the Blue Flag. It has broad and flat leaves shaped rather like a sword. The flowers are purplish blue and the roots which tend to stretch themselves along the surface of the ground are reddish brown on the outside. The root must be mashed and boiled in water and left to stand for at least twenty days before drinking. This herb removes bruises from a body very quickly (within 1d4 hours).

FOOTLEAF (Maya Kniese)
Available: Spring, Summer, Autumn 10%
Climatic Zone: Temperate
Locale: Rural
Preparation: None
Cost: 10 sp/ 10 sp
Uses: 1
Ability Check: Intelligence -4
This 30 cm high plant has 3 thick, fleshy leaves, dark green and covered with soft hairs. The leaves form a rosette, lying on the ground, and form the actual plant. The light green blades that account for its hight are actually sheathes from which flower stalks grow during the summer. From each of the sheathes (there can be as many as 30 to a plant), a single flower stalk grows with tiny purple flowers. The thick leaves, which can become as large as 20 cm across, can be torn loose and put inside your boots (One leaf to a boot), enabling you to walk all day without tiring or even getting footsore.

FUMITORE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Spring, Summer 80%
Climatic Zone: Cold, Temperate
Locale: Coastal
Preparation: 2 weeks
Cost: 3 gp/ 6 gp
Uses: 1
Ability Check: Intelligence
The stems of fumitore are angular and branching, and grow to a height of about 1 foot. It has grey-green divided leaves, and small pinkish-white flowers with purple tips. This herb prevents hair growing on a characters eyelids. (SEE: MOUNTAIN SETWALL)

GALLOWBRUSH (Sean Snyder from Joe Devers *'Lone Wolf'* series)
Available: Winter 5%
Climatic Zone: Temperate
Locale: Rural
Preparation: 1 day (for potion)
Cost: 10 gp/ 50 gp (for potion)
Uses: 1
Ability Check: Intelligence -3
This briar is red in colour with bright crimson thorns. Any mammal pricked with these thorns must make a save vs poison with a +1 bonus or fall asleep for 1d4+2 x 10 minutes. Even if they save the victim still feels drowsy. The thorns can also be brewed into a drink when mixed with water. Anyone drinking this must save vs. poison with a -4 penalty or fall asleep for 1d6 hours.
GARDEN FLAX (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Spring, Summer 55%

Climatic Zone: Temperate
Locale: Forest
Preparation: 2 weeks
Cost: 3 gp/ 6 gp
Uses: 5
Ability Check: Intelligence +3
The brown seeds of this herb (which has deep blue flowers) if chewed remove all pain from a characters wounds. It will also prevent a character from feeling anything. He could walk through a fire and feel no pain. There is a 10% chance per hour that a character moving normally will suffer 1d2 hp damage, while under the influence of this herb. This occurs because the character doe not notice minor bruises or scratches. It was widely believed in medieval times that if the seeds of this plant were strewn across a vampires path the vampire would be unable to proceed further, until it had counted every seed. At the GMs discretion this may be a use for this herb in FRP campaigns.

GARIIG (Shaun Hately from ICEs "MERP" RPG)
Available: Summer 60%
Climatic Zone: Tropical
Locale: Desert
Preparation: 1 day
Cost: 55 gp/ 70 gp
Uses: 1
Ability Check: Intelligence -10
Gariig is a small cactus. It will restore all hit points to a wounded person if eaten within two days of being harvested.

GEFNUL (Shaun Hately from ICEs "MERP" RPG)
Available: Summer 60%
Climatic Zone: Polar
Locale: Volcanoes
Preparation: 1 day
Cost: 200 gp/ 500 gp
Uses: 1
Ability Check: Intelligence -6
Gefnul will totally cure and heal the recipient if eaten within one week of harvesting. A roll of over the Herbalists intelligence will kill the recipient, a roll of twenty will kill the recipient beyond the ability of a *raise dead* spell to revive him.

GOAT'S RUE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 60%
Climatic Zone: Temperate
Locale: Forest
Preparation: 2 weeks
Cost: 6 gp/ 15 gp
Uses: 1
Ability Check: Intelligence -10
This herb will cure poison if ingested within one hour of the poisoning. Any damage already taken, including death, remains. Goat's Rue grows to about 3 feet tall. It has hollow branches and pale whitish blue flowers that hang down in spikes. The flowers must be dried before use.

GOLDEN CROWN (Shaun Hately from Feist and Wurts' *'Empire'* Trilogy)
Available: Spring 10%
Climatic Zone: Subtropical
Locale: Rural
Preparation: 1 hour
Cost: 1 gp/ 2 gp
Uses: 2
Ability Check: Intelligence -3
The golden flowers of this small yellow-green plant may be made into a poultice that is used to stop bleeding. One successful application will normally stop minor bleeding, or staunch the flow of major bleeding until it only minor (a second application will stop the bleeding altogether). This herb is often used by midwives to staunch the flow of vaginal bleeding after birth.

GOLDEN LUNGWORT (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 80%
Climatic Zone: Temperate, Subtropical
Locale: Forest
Preparation: 1 week
Cost: 1 gp/ 2 gp
Uses: 6
Ability Check: Intelligence -3
Golden lungwort has large oval leaves, covered with small hairs, and small pale blotches. It grows to a height of about 1 foot, and has small bell shaped flowers with five petals which change colour from pink, to mauve to blue. Flowers of different colours are often found on the same plant. This herb heals the ears of all aches and pains.

GUARDSEYE (Maya Kniese)
Available: Always 5%
Climatic Zone: Cold
Locale: Grassland
Preparation: 20 minutes
Cost: 100 gp/ 100 gp
Uses: 1d4
Ability Check: Intelligence -3
This 40 cm high perennial has smooth, dark blue leaves and a woody stem. It has white, cuplike flowers, with purple flecks on the inside. In autumn, the plant dies except for a thick root than can be up to 50 cm long, but even dead, it does not shed its leaves. Thus the all year availability, for it is the leaves that are important. When cooked in water, the resulting tea will grant the drinker the ability to detect all life forms within 500 m. This includes hidden, invisible, phased, ethereal and similarly affected creatures. The effect last for fully 6 hours.

GYLVIR (Shaun Hately from ICEs "MERP" RPG)
Available: Autumn 10%
Climatic Zone: Temperate
Locale: Coastal
Preparation: none
Cost: 100 gp/ 100 gp
Uses: 1
Ability Check: Intelligence-2
This is an algae. When eaten it allows a person to breathe underwater (and only underwater!) for a period of four hours.

HARE'S EARS (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 55%
Climatic Zone: Temperate
Locale: Mountains
Preparation: 2 weeks
Cost: 2 gp/ 5 gp
Uses: 3
Ability Check: Intelligence -6
This herb cures skin diseases.

HARFY (Shaun Hately from ICEs "MERP" RPG)
Available: Summer 10%
Climatic Zone: Temperate
Locale: Grassland
Preparation: 1 week
Cost: 150 gp/ 150 gp
Uses: 1
Ability Check: Intelligence
The resin of this herb must be applied to a bleeding wound. It will immediately stop any bleeding.

HART'S TONGUE (Shaun Hately)
Available: Always 10%
Climatic Zone: Temperate
Locale: Forest
Preparation: none
Cost: 2 gp/ 2 gp
Uses: 1
Ability Check: Intelligence -2
This fern resembles a deer's tongue, hence its name. When a single frond is eaten, it serves to immediately decrease the recipients libido for 2d4 days. For this reason it is often of value to those undertaking a vow of celibacy, or who must be away from their loved ones. It does not diminish performance in any way, merely desire.

HAWKWEED (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Always 75%
Climatic Zone: Temperate
Locale: Forest
Preparation: 2 weeks
Cost: 4 gp/ 6 gp
Uses: 2
Ability Check: Intelligence
This herb increases a character eyesight for 1d4 turns. They can see twice as far, and when in missile combat, all ranges are treated as if one less. Hawkweed has oval leaves, covered with small hairs on the underside, and green on the top. These leaves surround the plant at the base of the stem, and small yellow flowers tinged with red at the tips.

HEALWELL (Druann Pagliasotti)
Available: Summer 30%
Climatic Zone: Temperate
Locale: All
Preparation: none
Cost: 1 sp/ 1 sp
Uses: 1
Ability Check: Intelligence
A common enough herb to make it into most gardens, healwell is a small flowering plant with bright yellow flowers. Its pale green leaves secrete an oil that can be rubbed on small injuries. (Cures 1 hp/oz of oil, 1 round/oz to apply; not useful on wounds over 2 hp.)

HENBANE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer, Autumn 90%
Climatic Zone: Temperate
Locale: Rural
Preparation: 1 week
Cost: 1 gp/ 3 gp
Uses: 3
Ability Check: Intelligence
This herb will reduce the effects of poison weapons, but only if taken before the weapon strikes. In the case of non fatal poisons the effect is completely nullified, but in the case of fatal poisons, the only benefit is a +3 to Saving Throws. Henbane has large, thick, soft woolly leaves, and thick stalks about 2 to 3 feet tall. It has hollow pale yellow flowers at the top of the stalk. Either the seed or the flowers must be dried and then eaten. The effect last 1d8 hours.

HOREHOUND (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 90%
Climatic Zone: Temperate
Locale: Coastal
Preparation: 4 weeks
Cost: 1 gp/ 5 gp
Uses: 3
Ability Check: Intelligence -2
This plant has angular greyish stems and grows to a height of three feet. It has oval shaped tooth edged, ash green leaves. It has small creamy white flowers which group at the base of the leaves. This herb will cause the recipient to vomit up any poison in their system. It is effective only against ingested poisons. The person will be incapacitated by nausea for 1-3 days. In the case of an 'instant death' poison, the person can be saved if the herb is successfully administered within one round, but they will be incapacitated for the full three day period.

HORSEWEED (Maya Kniese)
Available: Spring, Summer, Autumn 10%
Climatic Zone: Temperate
Locale: Grassland
Preparation: None
Cost: 7 gp/ 7 gp
Uses: 1
Ability Check: Intelligence -2
This 25 cm high plant has many broad, double sawed leaves growing in a rosette. It grows large, yellow composite flowers, which will quickly grow hairy seeds that will fly far on the wind. The plant often has flowers and seed simultaneously. If a generous amount of the leaves is fed to a horse or similar creature, it will be able to travel all day without tiring, even if moving at a gallop.

IRONHARD (Maya Kniese)
Available: Summer, Autumn 10%
Climatic Zone: Temperate
Locale: Hills
Preparation: None
Cost: 15 gp/ 15 gp
Uses: 1
Ability Check: Intelligence -4
This 2 foot high plant has dark blue leaves with a thick white hair growth on the underside. It grows all summer and the first half of autumn, and has many small yellow 6 leaved flowers. The plant has a milky white sap, which can be rubbed onto the skin, hardening it and granting a 1 bonus on armour-class for one hour.

JAFFRAY (Druann Pagliasotti)
Available: Summer 10%
Climatic Zone: Tropical
Locale: Desert
Preparation: 2 days
Cost: 10 gp/ 15 gp
Uses: 2
Ability Check: Intelligence -2
A clove-like herb that is normally ground up and sprinkled into other dishes or drinks as flavouring, Jaffray also acts as a mild aphrodisiac, increasing sexual interest and general sensitivity to the surroundings. Face flushes, pupils dilate, breathing quickens, and skin becomes preternaturally sensitive. The herb has a mildly cinnamon-like flavour and its potency is not affected by being cooked. The herb is also sometimes used to counteract suspected poisoning, since it increases resistance to poison yet is so common as to be inoffensive if added to a meal. (Wisdom -2, Constitution +2, causes mild, pleasant sense of intoxication. Effects last 1d4 hours. Regular usage will build the user's tolerance to the drug, requiring greater amounts to achieve the same effects. Immunity is possible.)

JINAB (Shaun Hately from Feist and Wurts' *'Empire'* Trilogy)
Available: Always 10%
Climatic Zone: Subtropical
Locale: Rural
Preparation: 1 hour
Cost: 5 gp/ 7 gp
Uses: 2
Ability Check: Intelligence -4
The dark chocolate brown bark of this small fast growing tree, may be eaten in order to allow a person to remain awake for one whole week, without the need for sleep. At the end of this period, they will collapse, absolutely exhausted for four days, and will capable of only half movement for a further week after that.

JOJOJOPO (Shaun Hately from ICEs "MERP" RPG)
Available: Autumn 60%
Climatic Zone: Polar
Locale: Mountains
Preparation: none
Cost: 9 sp/ 9 sp
Uses: 1
Ability Check: Intelligence -5
The leaf of this herb, when applied to frostbite will cure 2d6 points of frostbite damage.

JUNIPER (Shaun Hately)
Available: Summer 20%
Climatic Zone: Temperate, Subtropical
Locale: Mountains
Preparation: Negligible
Cost: 4 gp/ 4 gp
Uses: 10
Ability Check: Intelligence -8
The Juniper tree can grow up to ten feet in height. It is an evergreen, which has prickly stiff foliage. The berries appear in early summer, but take three years to ripen to the stage where they are useful. Unripe berries are green, ripe ones are bluish-black in colour. Because of this rather long period of ripening, it is wise to never denude a tree of berries. A normal sized tree will have between 100 and 200 ripe berries. 15 of these berries should be crushed and mixed with boiling water. When the liquid has cooled, the infusion should then be drunk in order to relieve muscle pains for 3d4 hours. This liquid will only keep for a month under normal conditions, but can be mixed with an alcoholic spirit to increase its lifespan indefinitely. According to some gipsy traditions, a sprig of juniper kept in a house would protect the inhabitants from vampire attacks. This may actually work at the GMs discretion.

KATHKUSA (Shaun Hately from ICEs "MERP" RPG)
Available: Winter 30%
Climatic Zone: Polar
Locale: Wasteland
Preparation: none
Cost: 50 gp/ 50 gp
Uses: 1
Ability Check: Intelligence
This plant is found only in the most inhospitable regions. When a leaf of the plant is eaten, it will (if used successfully) raise a persons strength +2 (or 20 percentage points in the case of exceptional strength) for 1d10 rounds. However if the Intelligence check is failed by more than three, the person will collapse into unconsciousness for one hour.

KELVENTARI (Shaun Hately from ICEs "MERP" RPG)
Available: Always 50%
Climatic Zone: Temperate
Locale: Forest
Preparation: none
Cost: 19 gp/ 19 gp
Uses: 1
Ability Check: Intelligence -6
If the crushed Kelventari berries are applied to a burn within one turn on its infliction it will heal 1d3 quarters of all damage caused by the burn, no matter how much damage was taken.

KILMAKUR (Shaun Hately from ICEs "MERP" RPG)
Available: Summer 45%
Climatic Zone: Temperate
Locale: Grassland
Preparation: 1 week
Cost: 65 gp/ 300 gp
Uses: 1
Ability Check: Intelligence -3
The roots of this plant must be brewed over a low fire for one week, and the resulting distillation drunk. If used successfully, the recipient will gain a bonus of +2 to all saving throws versus fire based attacks for 1d10 hours.

KLAGUL (Shaun Hately from ICEs "MERP" RPG)
Available: Summer 60%

Climatic Zone: Temperate
Locale: Grassland
Preparation: 1 day
Cost: 30 gp/ 50 gp
Uses: 3
Ability Check: Intelligence -2
The buds of this plant must be boiled for a day and then eaten. After boiling they will keep for six weeks. When eaten, they will if successful give the recipient infravision for six hours.

KYLATHAR (Maya Kniese)
Available: Summer, Autumn 10%
Climatic Zone: Subtropical
Locale: Forest
Preparation: None
Cost: 20 gp / 20 gp
Uses: 1
Ability Check: None
The Kylathar or Changeberry is a strange plant indeed. Anyone who eats the yellow, soft, plum sized fruits instantly has two random stats exchanged; Strength with Constitution, Wisdom with Dexterity; anything is possible (the GM should determine which statistics are exchanged).There is no saving throw, and no cure (no easy one anyway; if you as DM want one, make it up). Eating more of the berries will simply cause more stats to be randomly exchanged. Short of magical storage, the fruits will spoil and rot within 2 days after plucking. The bush itself grows about 2 metres high, with long, dusty green leaves, which are slightly sawed. The flowers grow in groups of 4 to 8, and are yellowish white with orange edges. The flowers grow in late spring, the fruits are ripe in autumn.

LAISHABERRIES (Maya Kniese)
Available: Summer, Autumn 10%
Climatic Zone: Cold
Locale: Forest
Preparation: None (1 day for jelly)
Cost: 20 gp each/ 40 gp for jelly
Uses: 3d20
Ability Check: Intelligence -3
Laishaberries, also known as fruit of silence, grow on dark green, knee-high bushes. The leaves of the bushes are hard and waxy, and stay on long into autumn, sometimes even into winter. Concealed under the leaves, the red, cherry sized berries grow. In spring and early summer, the bush grows small, fragrant, wax blue flowers. The berries, which are equally fragrant, begin as hard white fruits, turning soft, red, and juicy as they ripen. The berries taste quite bland themselves, although they can be used to add a special taste to all kinds of jellies. When ripe, the berries can be eaten raw, and will each heal 2 hp of damage, or speed the recovery from most diseases. However, they will also render the eater mute for 20 minutes for each berry eaten. Also, if more than 5 or 6 berries are eaten at a time, a saving throw vs poison is required to avoid severe stomach cramps. A jelly made from the berries themselves loses both the healing and silencing powers (and the danger of cramps) of the fresh berries, but the curative effects for most diseases is doubled; fresh berries reduce the recovery time by one day for each berry eaten, the jelly halves the time.

LAND CALTROPS (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 60%
Climatic Zone: Tropical
Locale: Forest
Preparation: 2 weeks
Cost: 2 gp/ 5 gp
Uses: 1
Ability Check: Intelligence -1
If applied to a snake bite within one turn, it will draw out the poison. Some very venomous snakes give bites that are incurable by this method, and so the herb has no effect against 'instant death' poisons. It may (at the GMs discretion) provide protection against other, non-fatal animal poisons.)

LARNURMA (Sean Snyder from Joe Devers *'Lone Wolf'* series)
Available: Spring 3%
Climatic Zone: Temperate
Locale: Rural
Preparation: 1 week (for oil)
Cost: 10 gp/ 100 gp (for oil)
Uses: 3
Ability Check: Intelligence -3
This tree has round purple fruit, which are about the size and consistency of plums When eaten this fruit will heal 2 hp per fruit. These fruits cannot be dried and will rot within two weeks of picking. However the juice of three fruits can be mixed with olive (or other vegetable) oil, and left to stand for a week. This oil has an almost unlimited life. Rubbing this oil into the recipients skin will ease muscle pains, and also restore 1d4 hit points.

LAUMSPUR (Sean Snyder from Joe Devers *'Lone Wolf'* series)
Available: Spring 10%
Climatic Zone: Temperate
Locale: Forest
Preparation: 4 days (for potion)
Cost: 100 gp/ 500 gp (for potion)
Uses: 1
Ability Check: Intelligence -2
This is a green plant with small red flower, which are renowned for their healing properties. These flowers can be eaten fresh or dried for later use. If not dried they will become useless within 1 week. The flowers can also be brewed over a very low heat in fresh water to produce a 'potion', which cane be drunk for its healing effect. When consumed, the herb will, on a successful herbalism check, heal 6 hp damage with fresh leaves, 4 hp using dry leaves, and 6 - 8 hp using the brew.

LEOPARD'S BANE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 25%
Climatic Zone: Temperate
Locale: Grassland
Preparation: none
Cost: 5 gp/ 5 gp
Uses: 3
Ability Check: Intelligence
This is a poison that kills animals (but not monsters) that eat it, but has no effect on humanoids, demi-humans or humans.

LESSER CENTAURY (Shaun Hately)
Available: Summer 25%
Climatic Zone: Temperate, Cold
Locale: Mountains
Preparation: none
Cost: 5 gp/ 5 gp
Uses: 1
Ability Check: Intelligence -3
This plant has rosy-pink flowers, which are splayed out like a five pointed star. These flowers if eaten within one day of being picked will cause the recipient to vomit up any ingested poison within their body. The person will remain very weak for 1d3 days, can only move with great difficulty and is totally able to perform any useful actions.

LUNGWORT (Shaun Hately)
Available: Spring 10%
Climatic Zone: Temperate
Locale: Rural
Preparation: 1 day
Cost: 1 gp/ 3 gp
Uses: 3
Ability Check: Intelligence -9
This plant has broad leaves covered with dark spots, resembling diseased lungs. It is used in the treatment of diseased lungs, by boiling the leaves and drinking the infusion. The effect of a successful treatment is to render breathing easier and to clear fluids from the lungs caused by a whole array of diseases - pneumonia and tuberculosis to name but two. It does not actually cure the disease, but merely relieves this symptoms. With some diseases that alone can be the difference between life and death.

MAKEBATE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Always 35%
Climatic Zone: Tropical, Subtropical
Locale: Desert
Preparation: 2 weeks
Cost: 1 gp/2 gp
Uses: 2
Ability Check: Intelligence -3
This herb will counteract the poison of scorpions if taken within 2 turns of the bite. Any damage, including death, already taken will remain.

MANDRAKE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Spring 40%
Climatic Zone: Temperate
Locale: Forest
Preparation: 4 weeks
Cost: 3 gp/ 5 gp
Uses: 3
Ability Check: Intelligence +1
This root of this herb sends the recipient to sleep. The sleep will last five hours, during which time the person cannot be woken except by a neutralise poison spell or potion. The root is said to bear a resemblance to the naked male form, hence its name. The plant has several dark green leaves which are about 1 foot long. The purple flowers of the plant are bell shaped. The root of the plant must be boiled on the night of a full moon and left to sit for an entire month before use. According to Ancient Egyptian legend, the sun god, Ra, sent Mathor to earth to punish mankind. Mathor's slaughter was so intense, that Ra took pity on man, and forced Mathor to drink the blood of his victims mixed with Mandrake root. He fell asleep and when he awoke was unable to remember why he had come to earth, and so the slaughter was ended.

MARIGOLD (Shaun Hately)
Available: Spring, Summer 40%
Climatic Zone: Temperate
Locale: Rural, Urban
Preparation: 2 weeks
Cost: 2 gp/ 10 gp
Uses: 4
Ability Check: Intelligence -4
Marigold can grow to a height of two feet and has rows of flat orange and yellow petals around a central disc. These flowers must be dried and then mixed with olive or other vegetable oil to produce a soothing balm which will soothe and clean small wounds, in order to prevent infection.

MARJEROME (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Always 35%
Climatic Zone: Temperate
Locale: Grassland
Preparation: 6 weeks
Cost: 2 gp/ 6 gp
Uses: 1
Ability Check: Intelligence -2
This herb removes the colour from the skin of a person who has had yellow jaundice. The herb has angular stems which grow to a height of 1 to 2 feet, which are reddish in colour and are covered in small hairs. It has ovate shaped leaves which surround the stem and grow smaller and smaller towards the top of the plant. It is topped by pale pink flowers.

MARSH MALLOW (Shaun Hately)
Available: Always 20%
Climatic Zone: Temperate
Locale: Coastal
Preparation: 1 day
Cost: 5 gp/ 8 gp
Uses: 3
Ability Check: Intelligence -7
This plant has a green fleshy stem and broad egg shaped leaves, both of which are covered with downy hairs. It has five petalled, pale pink flowers which sit at the base of the leaves. The root must be boiled and the resultant distillation applied to burns. If used successfully the herb will double the rate of healing for the burn.

MARUERA (Seth Klein)
Available: Spring, Summer 1%
Climatic Zone: Subtropical and Tropical
Locale: Mountains
Preparation: none (or 1 week)
Cost: 50 gp (each)/ 50 gp (each) or 100 gp for gum
Uses: see description
Ability Check: -
In appearance this tree looks much like any other. It can be identified by its vivid green leaves. These leaves when chewed produce large amounts of oxygen from the carbon dioxide already in the persons breath. One leaf may chewed for up to ten minutes, before its properties are exhausted. The leaves are often boiled and the resultant infusion added to other substances to produce a gum. A piece of this gum will allow the recipient to survive without oxygen for 2d4 x 10 minutes, provided they are conscious and able to chew. The herbs main use is in allowing the recipient to survive in oxygen poor or free environments such as underground. When a tree is found it will normally have 3d100 leaves. Taking too many leaves can harm the tree. The tree has a chance of dying equal to the percentage of the leaves taken. For example if 30% of the leaves are taken the tree has a 30% chance of dying, if 50% are taken

it has a 50% chance of dying. The leaves are also said to have a calming effect when chewed (GMs discretion).

MASTERWORT (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 95%
Climatic Zone: Temperate
Locale: Rural
Preparation: 3 weeks
Cost: 2 gp/ 7 gp
Uses: 7
Ability Check: Intelligence -15
Masterwort grows to be about three feet tall and bears umbels of white flowers. It has winged dark green leaves like those of a maple tree. The leaves must be boiled and left to stand for at least twenty days before use. This herb is used as a protection from plague, giving a +2 bonus to any saves vs disease.

MEGILLOS (Shaun Hately from ICEs "MERP" RPG)
Available: Winter 75%
Climatic Zone: Cold
Locale: Mountains
Preparation: none
Cost: 1 gp/ 3 gp
Uses: 1
Ability Check: Intelligence
The leaves of this herb increases a character eyesight for 1 turn. They can see twice as far, and when in missile combat, all ranges are treated as if one less.

MELANDER (Shaun Hately from ICEs "MERP" RPG)
Available: Winter 65%
Climatic Zone: Cold
Locale: Rivers
Preparation: 1 day
Cost: 12 sp/ 20 sp
Uses: 4
Ability Check: Intelligence
Melander is a moss that must be brewed in clear water. The resultant distillation must then be drunk. It will then add +1 to all saving throws vs disease for a period of 1d10 days.

MILKWORTE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Spring, Summer 95%
Climatic Zone: Temperate
Locale: Rural
Preparation: 2 weeks
Cost: 4 gp/ 8 gp
Uses: 1
Ability Check: Intelligence -16
This herb protects from (for 1d4 days) and treats cholera (cures cholera in 1d4 days).

MIRENNA (Shaun Hately from ICEs "MERP" RPG)
Available: Winter 60%
Climatic Zone: Cold
Locale: Mountains
Preparation: none
Cost: 10 gp/ 10 gp
Uses: 1
Ability Check: Intelligence -2
The berries of Mirenna will heal 1d2 hp when eaten.

MOUNTAIN GARLICK (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Always 30%
Climatic Zone: Temperate, Cold
Locale: Mountains
Preparation: 1 day
Cost: 8 gp/ 9 gp
Uses: 2
Ability Check: ?
This herb is said to repel evil spirits.

MOUNTAIN SETWALL (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Always 40%
Climatic Zone: Temperate
Locale: Mountains
Preparation: 3 weeks
Cost: 1 gp/ 3 gp
Uses: 2
Ability Check: Intelligence -7
This herb cause hair to grow on a characters eyelids. (SEE: FUMITORE)

MUGWORT (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 55%
Climatic Zone: Temperate
Locale: Rural
Preparation: 2 weeks
Cost: 2 gp/ 4 gp
Uses: 2
Ability Check: Intelligence -7
The effects of this herb last for two hours. During this time the character can function at negative hit points, or beyond the point of exhaustion. Mugwort can grow to be taller than a man. It has a stiff and angular stem, reddish brown in colour. It has deeply incised smooth leaves which are dark green on top and silvery white underneath. It has small, yellow-green or yellow-red flowers arranged in long spikes at the top of the stem. THIS HERB IS HIGHLY ADDICTIVE. REPEATED USE IS VERY UNWISE.

NAPWEED (Shaun Hately)
Available: Spring 40%
Climatic Zone: Temperate
Locale: Rural
Preparation: 1 week
Cost: 1 gp/ 1 gp
Uses: 1
Ability Check: Intelligence -11
This plant has a single main stem with small fern like leaves, and small pink flowers growing from it. These flowers must be dried, powdered, and mixed into wine and then drunk to counter the effect of injected poisons. A successful application means that only half normal damage is taken from the poison. In addition to this use, the flower is often counted as a

symbol of faith between lovers and is used to decorate and garnish foods at weddings. According to Greek mythology, this plant was used by the centaur, who wounded by Hercules with an arrow poisoned with the Hydra's blood, treated himself with it.

NAVEW (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Winter 60%
Climatic Zone: Subtropical, Tropical
Locale: Rivers
Preparation: 5 weeks
Cost: 4 gp/ 12 gp
Uses: 3
Ability Check: 50%
The seeds of Navew dropped in a drinks or on to food before it is eaten acts as counteragent to ingested poisons. It prevents the death of a person poisoned in that meal, though they may still be very ill.

NIGHTCALL (Druann Pagliasotti)
Available: Summer 10%
Climatic Zone: Tropical
Locale: Desert
Preparation: 2 days
Cost: 50 gp/ 50 gp
Uses: 1
Ability Check: Intelligence -2
A blue-grey herb smelling faintly of nutmeg that heightens the user's senses. Overdosage or prolonged usage causes photosensitivity, distraction and nervousness; on the other hand, prolonged usage can also make the effects permanent. Nightcall gradually dyes the long-term user's hair, teeth, nails, horns, or scales midnight blue. (The minimum dose of 1 tsp gives the eater +100' sight range, +10% hearing, and +1 to Wisdom/Intuition and Dexterity scores. The effects increase proportionately to the dosage, to no more than +400/40/+4. Dosages over 1 tsp, or 1 tsp taken several days in a row, will cause addiction.)

OEDE (Sean Snyder from Joe Devers *'Lone Wolf'* series)
Available: Spring 1%
Climatic Zone: Temperate
Locale: Rural
Preparation: 2 weeks (to dry)
Cost: 1000 gp/ 10000 gp
Uses: 1
Ability Check: ?
One of the most valuable and prized of all plants, this bush has laves that are almost golden in colour. These leaves can be dried, but if they are not will last only two weeks. This means the drying process must be begun within an hour of the leaves being picked. These leaves can according to legend cure any disease. Whether or not the leaves have this power is up to the individual GM.

OIOLOSSE (Shaun Hately from ICEs "MERP" RPG)
Available: Winter 1%
Climatic Zone: Polar
Locale: Elven Forest
Preparation: none
Cost: 1200 gp/ 1200 gp
Uses: 1
Ability Check: Intelligence -10
This herb will restore an Elf to life if given within seven days of death.

OLUS VERITIS (Shaun Hately)
Available: Winter 15%
Climatic Zone: Temperate, Cold
Locale: Rivers
Preparation: 1 hour
Cost: 5 gp/ 10 gp
Uses: 4
Ability Check: Intelligence -2
Olus veritis is pale green in colour and grows right on the edge of rivers. The leaves are rough in texture, and have tiny thorns all along their edges. A leaf should be baked in an oven for one hour and then dragged across the skin of the recipient, cutting their flesh very slightly. The recipient, must save vs poison or be compelled to answer all questions, absolutely truthfully for the next 1d6 x 10 minutes. Up to three uses of the herb can be made in a 24 hour period. If any more than this are made the recipient will die within 3 hours of the third dose, or instantly if five or more doses are administered.

OLVAR (Shaun Hately from ICEs "MERP" RPG)
Available: Winter 30%
Climatic Zone: Polar
Locale: Coastal
Preparation: none
Cost: 300 gp/ 300 gp
Uses: 1
Ability Check: Intelligence -8
The flower of the Olvar bush must be given to a person on the point of death (at -10 hp, and not losing any more). It will then keep them alive for 2d10 days.

ORACH (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 45%
Climatic Zone: Temperate
Locale: Forest
Preparation: 6 weeks
Cost: 2 gp/ 10 gp
Uses: 1
Ability Check: Intelligence -2
Orach grows to about 3 or 4 feet in height. It has a whitish stalk, pale green leaves and greenish-white flowers. The seeds must be gathered, bruised and left to stand in pure alcohol for six weeks. The mixture must then be drunk, one spoonful a day for a week. The herb will cure yellow jaundice. It leaves a yellow colour in the skin.

PALLAST (compound) (Druann Pagliasotti)
Available: Summer 30%
Climatic Zone: Temperate
Locale: Swamp
Preparation: 2 hours
Cost: 5 sp/ 1 gp
Uses: 1
Ability Check: Intelligence -2
"Pallast" is a compound made of the pale, papery bark from willows and the roots of marshmallows. When ground together and imbibed, pallast cures minor aches and pains, especially headaches and pain from abscessed teeth, sore muscles, and so forth. Pallast itself is a very bitter pale powder, and is usually served in a heavily sweetened tea. (Relieves minor pains but does not restore lost hit points.)

PALMA ELDATH (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Always 60%
Climatic Zone: Cold, Polar
Locale: Mountains
Preparation: none
Cost: 3 gp/ 3 gp
Uses: 3
Ability Check: Intelligence -3
This herb keeps a person warm for one night or one day, and prevents them suffering from exposure. This can mean the difference between life and death.

PARGEN (Shaun Hately from Alexander ICEs "MERP" RPG)
Available: Summer 1%
Climatic Zone: Tropical
Locale: Jungle
Preparation: none
Cost: 2000 gp/ 2000 gp
Uses: 1
Ability Check: Intelligence -15
A single berry from the Pargen Tree will restore a person to life (-1 point of Constitution) if given within 4 days.

PATTRAN (Druann Pagliasotti)
Available: Summer 20%
Climatic Zone: Temperate
Locale: Forest
Preparation: 3 days
Cost: 10 gp/ 10 gp
Uses: 1
Ability Check: Intelligence -2
The root of a small, shrub-like plant with dark green, shiny leaves and thorns, Pattran is used to relax the muscles and encourage sleep. In mild dosages, Pattran causes a general feeling of relaxation, eases sore, strained or sprained muscles, and similar aches. In larger doses, Pattran causes sleepiness. Pattran tastes like a combination of mint and rich soil. (For sleep dosages, user may voluntarily choose to sleep well or, if resisting, save versus poison at +3. Effects last 2d4 hours; if asleep, the user will sleep and awaken normally.)

PENNYROYAL (Shaun Hately)
Available: Spring 25%
Climatic Zone: Temperate
Locale: Rural, Urban
Preparation: none
Cost: 3 gp/ 3 gp
Uses: 1
Ability Check: Intelligence -4
Pennyroyal is a low creeping herb with a squarish stem and small dark green leaves which grow in pairs. The flowers grow in round clusters which are mauve in hue. The leaves should be plucked and while fresh be thrown into a persons bath water. They may then have an aphrodisiac effect on anyone the recipient attempts to influence in the next 1d4 days (assume that 1 is added to the recipients Charisma for this period). In addition, if dried (takes two weeks), the leaves may be sprinkled among books, and will then act as an insect repellent. These make the leaves highly prized among mages and sages who will normally pay 12 gp for the dried leaves.

PEONY (Shaun Hately)
Available: Spring 5%
Climatic Zone: Temperate
Locale: Rural
Preparation: 1 hour
Cost: 1 gp/ 2 gp
Uses: 1
Ability Check: Intelligence -2
This plant with its delicate pink flowers may be boiled into a powerful healing draught, capable of stoping all bleeding, internal and external immediately. However a roll of 1 on the Herbalism check by the herbalist, will kill the recipient in 1d4 minutes, as they suffer a massive heart attack. The herb can be deliberately used as a poison by using five times the normal dosage.

PERIWINKLE (Shaun Hately)
Available: Spring 45%
Climatic Zone: Temperate
Locale: Rural
Preparation: 1 hour
Cost: 1 gp/ 10 gp
Uses: 1
Ability Check: Intelligence -8
The plant is a creeping vine with dark, green shiny leaves and pale blue flowers. The flours must be crushed into a powder and administered orally. If used successfully the herb will stop all bleeding, both internal and external in one turn. The recipient must not move for one hour or risk reopening the wounds.

PETIVERIA (Shaun Hately)
Available: Summer 20%
Climatic Zone: Subtropical, Tropical
Locale: Rural
Preparation: 1 day
Cost: 1 gp/ 3 gp
Uses: 1
Ability Check: Intelligence -3
This plant has a single stem with dark green, shiny leaves growing from it. It is topped by very thin, yellow flowers. The petals of these flowers should be tied into a poultice, where they will, on a successful application act to bring down swelling and bruise over the course of a one day period.
PRINCE'S FEATHER (Shaun Hately)

Available: Summer, Autumn 45%
Climatic Zone: Temperate
Locale: Rural
Preparation: 1 hour
Cost: 1 gp/ 2 gp
Uses: 1
Ability Check: Intelligence -6
This herb has red-green leaves and long pink flowers. The flowers must be beaten into powder and eaten by the recipient. If successful, the herb will halve the rate of internal bleeding within 1 turn.

RAMPALT (Druann Pagliasotti)
Available: Summer 20%
Climatic Zone: Temperate
Locale: Forest
Preparation: 1 day
Cost: 5 cp/ 5 cp
Uses: 1
Ability Check: Intelligence
This dark-colored root grows on a plant distinguished by its waxy dark green leaves. When the root is boiled down, it turns into a thick, strong-smelling greyish liquid that cures congestion when boiled in water and inhaled. (Relieves stuffy head, opens sinuses, for as long as the steam is breathed + 2d6x10 rounds.)

REWK (Shaun Hately from ICEs "MERP" RPG)
Available: Autumn 60%
Climatic Zone: Temperate
Locale: Rural
Preparation: 1 day
Cost: 9 sp/ 1 gp
Uses: 4
Ability Check: Intelligence -7
The nodules of the stem of Rewk must be brewed in clear water for one whole day before drinking. It will then cure 1d3 points of damage.

RIBWORT PLANTAIN (Shaun Hately)
Available: Spring 30%
Climatic Zone: Temperate, Subtropical
Locale: Urban
Preparation: none
Cost: 1 gp/ 1 gp
Uses: 2
Ability Check: Intelligence -3
This plant has a cluster of dark green leaves, with marked parallel veins at its base, a single stem topped by a cluster of tiny, pale orange flowers. The chopped leaves are applied to the flesh to reduce bruising. A successful application will remove slight bruises altogether within an hour, more severe bruises will take 1d4 days.

ROSE CAMPION (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 80%
Climatic Zone: Temperate
Locale: Forest
Preparation: 3 weeks
Cost: 1 gp/ 3 gp
Uses: 6
Ability Check: Intelligence -7
This herb will protect against scorpion stings for three days. It will protect against only one sting. It will protect against 'instant death' venom.

RUE (Shaun Hately)
Available: Summer 25%
Climatic Zone: Temperate
Locale: Rural
Preparation: None
Cost: 1 gp/ 1 gp
Uses: 4
Ability Check: Intelligence -2
Rue is a small rounded bush which grows to about three feet in height. It has yellow, scoop like flowers. The leaves are shaped like spades, and are blue grey in colour. It has seedpods which resemble a small green orange. The seedpods should be consumed as an antidote to ingested poisons. Provided it is taken within 10 minutes, of the poison being ingested, and the poison has not already had its effect, it will neutralise the poison in 1d4 minutes, on a successful herbalism check. It is also mixed with wormwood to create a very effective antiseptic. See Wormwood for details.

SABITO (Sean Snyder from Joe Devers *'Lone Wolf'* series)
Available: Summer 2%
Climatic Zone: Tropical
Locale: Coastal
Preparation: 1 week
Cost: 100 gp/ 500 gp
Uses: 3
Ability Check: Intelligence -2
This plant has leaves which are bluish in tinge, and is found growing in the sands of coastal dunes. The root is dark blue in colour and may be made into small pills. Consuming one of these pills will allow the recipient to breathe underwater for 10 minutes, by allowing them to absorb the oxygen in the water directly into their skin through osmosis. Their skin has a translucent appearance for these ten minutes.

SADDILIA (Maya Kniese)
Available: Summer, Autumn 1%
Climatic Zone: Temperate
Locale: Grassland
Preparation: 1 hour
Cost: 100 gp/ 300 gp
Uses: Varies
Ability Check: Intelligence -5
This rare tree can grow up to 20 m tall, and can become quite old. It has dark red wood, and equally dark blue leaves. The flowers, which grow in small bunches, are startling white, almost radiant. Its nuts have a very special property; each nut raises the Intelligence or Wisdom (determine randomly) of the eater by 0.1 point (20 max). The effect lasts for a whole week, after which it fades again, although there is a 10% chance the effect is permanent. Around the tree there are often animals (squirrels, salmon) who eat the nuts on a regular basis, and are therefore quite intelligent, often possessing speech or even (GMs discretion) spellcasting abilities. The number of nuts available varies greatly, depending on the age of the

tree, the amount of creatures aware of its existence, etc, and mainly of course on the GMs wishes. Basically, the GM should determine how many of the players you wish to profit from it, multiply by ten, and make up an explanation as to why there are no more nuts.

SAFFRON (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Autumn, Winter 60%
Climatic Zone: Temperate
Locale: Forest
Preparation: 1 week
Cost: 20 gp/ 100 gp
Uses: 2
Ability Check: Intelligence
The plant has a tuberous root, and large purplish flowers with yellow-red centres. The pistils of the flower must be pounded into a paste which is left to dry for a week. The resulting powder is taken as snuff. This herb raises all attribute scores by one for one hour. NOTE: THIS HERB IS HIGHLY ADDICTIVE. REPEATED USE IS VERY UNWISE.

SANICLE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer, Autumn, Winter 90%
Climatic Zone: Temperate
Locale: Forest
Preparation: 2 weeks
Cost: 5 gp/ 30 gp
Uses: 4
Ability Check: Intelligence +2
Sanicle leaves should be crushed and left in white wine, the strained through a cloth and drunk. It has the effect of binding wounds so that they are not reopened by action. It is a small plant with glossy green leaves, with long leaf stalks which are divided into three or five lobes. It has small white or pink flowers which sit at the top of a slender stalk.

SARACEN'S CONFOUND (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 80%
Climatic Zone: Temperate
Locale: Rural
Preparation: 11 weeks
Cost: 1 gp/ 20 gp
Uses: 4
Ability Check: Intelligence +3
This herb cures fevers within 1d4-1 turns.

SCENTED MAYWEED (Shaun Hately)
Available: Summer 40%
Climatic Zone: Temperate
Locale: Forest
Preparation: 1 day
Cost: 8 gp/ 15 gp
Uses: 1
Ability Check: Intelligence -3
Scented mayweed grows to a height of about 2 feet. It has erect and branching stems. It has small leaves, white flowers with a yellow centre. The flowers must be crushed, emitting a pungent odour and should then be applied to the eyes in order to heal damage to them caused by acid. If used within a day of the injury, they can prevent blindness.

SERAPIAS TURBITH (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Spring, Summer 45%
Climatic Zone: Temperate
Locale: Grassland

Preparation: 4 weeks
Cost: 4 gp/ 7 gp
Uses: 3
Ability Check: Intelligence -5
This herb will place the recipient into a deep sleep for one day. The recipient CANNOT be woken. At the end of the day, all wounds will be healed. It does not, of course, resurrect a dead person, or regenerate lost limbs.

SESSALI (Shaun Hately from Feist and Wurts' *'Empire'* Trilogy)
Available: Autumn, Spring, Summer 10%
Climatic Zone: Subtropical
Locale: Coastal
Preparation: 2 hours
Cost: 1 gp/ 4 gp
Uses: 7
Ability Check: Intelligence -3
A rugged thorny plant found by the sea. The leaves must be boiled for two hours in salt water, and the resultant mix sweetened with honey. This mixture will act as a cure for certain types of ingested poisons (GMs discretion, as to which ones). The recipient must be made to drink one dose immediately the mixture is ready, and then a further dose every twelve hours for three days (7 doses in all). If the number of successful applications is four or more, the patient will recover.

SHEPHERD'S PURSE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Always 85%
Climatic Zone: Temperate
Locale: Grassland
Preparation: 1 week
Cost: 5 gp/ 12 gp
Uses: 4
Ability Check: Intelligence +2
This herb rarely grows to a height of more than one and a half feet. It has small greyish green leaves, growing smaller towards the summit of the plant. It has small four petalled dirty-white flowers at its peak. If applied to wounds it will stop their bleeding for one hour, and temporarily removes the need to bandage.

SILVERTHORN (Shaun Hately from Raymond E. Feist's *'Silverthorn'*)
Available: Always 1%
Climatic Zone: Temperate
Locale: Mountains
Preparation: 12 hours
Cost: 1000 gp/ 10000 gp
Uses: 1
Ability Check: Intelligence
Silverthorn is a small thorny plant, white in colour with red berries and silver thorns. Called *aelebera* by the elves, this herb can function either as a poison or as an antidote to itself. It is found only by one lake located high in the mountains. For use as a poison the thorns must be crushed and boiled in oil over the course of a night, at which point, the resultant mixture may be smeared on the end of a weapon. When the weapon pierces its target, the poison will take effect killing the victim within 2d6 hours. There is no save and no cure, except for the antidote outlined below. Not even the most powerful magic can cure this poison.
The only cure for this poison, is also made from the Silverthorn plant. The berries must be boiled in absolutely pure water, contained in a pure silver vessel, and the resultant mixture stored in a vial of absolutely pure glass until use. The liquid must be placed on the dying victims lips, where within 1d20 minutes, they will recover from the poisoning.

SINQUOI (Shaun Hately from Feist and Wurts' *'Empire'* Trilogy)

Available: Summer 15%
Climatic Zone: Subtropical
Locale: Rural
Preparation: 1 hour
Cost: 2 gp/ 3 gp
Uses: 2
Ability Check: Intelligence -2
The red leaves of this unusually twisted tree should be burned and the smoke inhaled. This will have the effect of 'dilating' time (making it appear to pass slower.) For every minute experienced outside the influence of the herb, only thirty seconds will pass. A single dose is effective for 1d6 hours. Normally used by torturers to prolong agony, the leaves may also be used by people who must think quickly. It does not increase the speed at which a person moves (Under it's influence all movement will seem sluggish), and does not impart any bonuses in combat for this reason, (you may see the blow coming more easily, but you will still be unable to avoid it.)

SNAKESPIKE (Druann Pagliasotti)
Available: Spring 15%
Climatic Zone: Temperate
Locale: Coastal
Preparation: 1 hour/ 3 hours
Cost: 5 gp/ 7 gp
Uses: 2
Ability Check: Intelligence
A thin stalk covered with yellow-green flowers. The leaves can be steeped in water to make a tea that, when imbibed 3 times a day, reduces inflammation and restores strength; when made into an ointment, snakespike soothes and promotes rapid healing. (Tea gives 1d3 hp/day instead of 1; ointment restores 1d2 hp immediately per application but can only be administered to the same character once a day.)

SPANISH NUT (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Always 80%
Climatic Zone: Temperate, Subtropical
Locale: Forest
Preparation: 25 weeks
Cost: 10 gp/ 100 gp
Uses: 1
Ability Check: Intelligence -2
This herb is a powerful aphrodisiac. If successfully administered I would suggest that the GM or player roleplays the recipient accordingly. However if a method of using dice to simulate its effect is wanted, I suggest that anyone who attempts to seduce the recipient should have a bonus of 1d4 to their Charisma (Appearance) for a period of 2d10 turns.

SPIDERWORT (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Spring, Summer 50%
Climatic Zone: Temperate
Locale: Special (see below)
Preparation: 2 weeks
Cost: 4 gp/ 10 gp
Uses: 3
Ability Check: Intelligence
This herb will cure spider poison if applied within 2 rounds. Any damage already incurred, including death remains. This plant may be found anywhere in temperate regions where there is chalky soil.

SPRING ADONIS (Shaun Hately)
Available: Spring 40%
Climatic Zone: Cold
Locale: Mountains
Preparation: 2 weeks
Cost: 3 gp/ 8 gp
Uses: 4
Ability Check: Intelligence -2
This plant has small green leaves, and wide round yellow flowers. These flowers may be dried, and then eaten. They will then reduce the chance of a heart attack by half each day they are eaten. They may (at the GMs discretion) also help to strengthen the heart of a person, who through age, injury, or other cause, has a weak heart. Eaten ten or more of these flowers at a time will temporarily raise the Constitution and Strength scores of a person by 1 for 2d12 hours, while reducing their Dexterity by 2 for the same period. In addition to this reduction such person also has a (50 - Constitution) % chance of suffering a fatal heart attack 3d12 hours after taking such a massive dose. Certain tribes of barbarians in the mountain regions where this herb is found, use it in order to help them go berserk in battle. These tribes, due to constant dosing from birth have only a (20 - Constitution) % chance of suffering the heart attack. According to legend, the Greek goddess Aphrodite changed her beloved Adonis, the son of King Cinyras, into this flower, just before he died after being wounded by a wild boar.

STRAWBERRY (Shaun Hately)
Available: Summer 40%
Climatic Zone: Temperate
Locale: Rural
Preparation: negligible
Cost: 2 gp/ 2gp
Uses: 3
Ability Check: Intelligence -12
These small red berries grow on very small bushes with pale green rounded leaves. Five berries should be bound into a bandage, which should then be applied to a lepers sores. If the application is successful, that sore will deteriorate no further.

SUAEYSIT (Druann Pagliasotti)
Available: Autumn 20%
Climatic Zone: Cold
Locale: Forest
Preparation: none / 1 week
Cost: 10 gp/ 50 gp
Uses: 1
Ability Check: Intelligence -4
A dark black mushroom with greyish markings along the undersides, this fungus grows in shadowed forests in cool to cold climes. Suaeysit mushrooms can be eaten directly or dried and ground into tinctures or otherwise prepared. The mushrooms give the imbiber a rush of energy,
clearing the mind and raising the spirits. However, they are highly addictive, and care must be taken when preparing and prescribing dosages. Often used to counteract shock in emergency situations. (Temporarily adds +1 to all statistics - no top limit to natural statistics, but it does not add to magically enhanced statistics - and saving throws, and relieves effects of fatigue. This effect lasts for 1d4 hours, after which the user operates at -1 to all statistics and saving throws, and feels even more fatigued. The negative effects of "coming down" can, of course, be counteracted by taking more the drug, with resultant addictive effects.)

SWEET TREFOILE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Spring, Summer 60%
Climatic Zone: Temperate
Locale: Forest
Preparation: 2 weeks
Cost: 1 gp/ 3 gp
Uses: 6
Ability Check: Intelligence -4
This herb will halve falling damage if applied within one turn of the fall.

TAI-GI (Shaun Hately from Feist and Wurts' *'Empire'* Trilogy)
Available: Summer 10%
Climatic Zone: Subtropical
Locale: Rural
Preparation: 1 hour
Cost: 2 gp/ 3 gp
Uses: 3
Ability Check: Intelligence -4
The ground and powdered root of this small, almost flat plant will, if eaten, increase the efficiency of all a persons five senses by 5 times for a period of 2d6 hours. They will be able to see five times as far, and things five times as small, track by scent alone, hear the smallest sounds, and even taste many poisons on their tongues. A side effect is that they are also five times as susceptible to pain (for each hit point of damage the person must save vs Constitution with a penalty of the amount of damage, ie a person with a Constitution of 15 take 6 points of damage. He musts roll 9 or under on d20 or collapse in agony. If the person ever takes more damage than their Constitution score while under the influence of this herb, they have a 95% (19 in 20) chance of instant death, just from the pain.

TAMARINDES (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Always 85%
Climatic Zone: Tropical
Locale: Forest
Preparation: 4 weeks
Cost: 1 gp/ 2 gp
Uses: 7
Ability Check: Intelligence
This herb will quench the thirst. However it does not replace the water in their system. A person can still die of thirst, they just won't feel thirsty. Because of this fact, its use can be dangerous.

TAMARISKE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Always 20%
Climatic Zone: Temperate
Locale: Rural
Preparation: 2 weeks
Cost: 5 gp/ 7 gp
Uses: 3
Ability Check: Intelligence
This herb will cleanse wounds, removing all infection. It does not cure lost hit points.

TATEESHA (Shaun Hately from Feist and Wurts' *'Empire'* Trilogy)
Available: Always 20%
Climatic Zone: Subtropical
Locale: Swamp
Preparation: (none for nuts, 1 week for silks)
Cost: 1 sp/ 1 sp for nuts, 5 gp/ 10gp for silks
Uses: 2
Ability Check: Intelligence -5
The tateen bush is a low lying shrub with long thin leaves and small brown nuts. These nuts may be chewed to provide a short lived feeling of euphoria, and are mildly addictive. They have the side effect of staining the teeth, making it easy to find a tateen addict. The flowers, called silks bloom only in spring, and if gathered and dried for one week form a powerful narcotic which may be smoked. For 2d10 minutes after smoking the persons insight is increased (+1 to Intelligence), but for 1d4 hours after this, a state of distortion ensues and the recipient Intelligence and Wisdom drop by 2 from their normal levels. Prolonged use causes the user to collapse into an almost dreamlike trance. THIS HERB IS HIGHLY ADDICTIVE. REPEATED USE IS VERY UNWISE.

TEMPIN (Druann Pagliasotti)
Available: Summer 20%
Climatic Zone: Temperate
Locale: Forest
Preparation: none
Cost: 5 gp/ 5 gp
Uses: 1
Ability Check: Intelligence -2
A bushy climbing vine with tubular yellow flowers, the leaves and flowers of tempin can be boiled and made into a poultice that will draw out poisons from bites and stings and allow the wound to heal cleanly and without complications. (When poultice is applied promptly, gives an additional +2 save vs. poison, once on any particular poison attack. Also gives back 1 extra hp/day for the first 2 days after poultice is applied.)

TEPHROSIA (Shaun Hately)
Available: Spring, Summer, Autumn 30%
Climatic Zone: Tropical
Locale: Coastal
Preparation: 1 hour
Cost: 2 gp/ 3gp
Uses: 3
Ability Check: Intelligence -2 / Intelligence -3 (for seedpods)
Tephrosia consists of a small woody stem, with fern like leaves along its length, and topped by several small flowers (or in summer seedpods). Either the flowers or the seeds may be boiled in water and then drunk to calm the recipient. This is very useful when a person is delirious, or otherwise insane. It also has a mild pain relieving effect and may be given to the wounded or injured. The seedpods are more effective than the flowers (hence the different ability checks) and may also be dried. This herb is mildly addictive and should be used with care.

TERBAS (Shaun Hately from ICEs "MERP" RPG)
Available: Spring 75%
Climatic Zone: Temperate
Locale: Forest
Preparation: none
Cost: 2 gp/ 2 gp
Uses: 1
Ability Check: Intelligence -5
The leaf of this plant must be applied to the site of nerve damage. If successful, the rate of healing for such damage will be doubled on each day of use.

TERIKO WEED (Shaun Hately from Feist and Wurts' *'Empire'* Trilogy)
Available: Spring, Summer 5%
Climatic Zone: Subtropical
Locale: Rural
Preparation: 1 hour
Cost: 2 gp/ 3 gp
Uses: 3
Ability Check: Intelligence -3
This small dark green weed is prized as a contraceptive. It must be boiled for one hour into an elixir, and drunk by the woman. A successful application will prevent 98% of pregnancies for a period of 1d3+1 weeks.

THORN APPLE (Frank Shears)
Available: Spring, Summer 20%
Climatic Zone: Temperate, Subtropical
Locale: Rural
Preparation: none
Cost: 1 gp/ 1 gp
Uses: 4
Ability Check: Intelligence
This is a small ground hugging plant. Its seeds are about a quarter of an inch in diameter, and are covered in small thorns. A single seed is very effective as a minor pain reliever. It will ease small pains, such as headaches or minor muscular pains for 3d4 hours. The pain relief is almost instantaneous.

THROW-WAXE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Spring, Summer 45%
Climatic Zone: Temperate
Locale: Forest
Preparation: 7 weeks
Cost: 2 gp/ 3 gp
Uses: 8
Ability Check: Intelligence -4
This herb will heal any scars in a year if applied every week.

THURL (Shaun Hately from ICEs "MERP" RPG)
Available: Autumn 90%
climatic Zone: Temperate
Locale: Forest
Preparation: 1 day
Cost: 1 sp/ 2 sp
Uses: 4
Ability Check: Intelligence
The clove of Thurl must be brewed for one whole day. When the mixture is drunk it will restore 1 hp of damage.

THYME (Shaun Hately)
Available: Spring 15%
Climatic Zone: Temperate, Cold
Locale: Rural
Preparation: 2 weeks
Cost: 2 gp/ 5 gp
Uses: 3
Ability Check: Intelligence -9
Thyme can grow up to a foot in height. It has tiny dark green leaves, and is an evergreen. In spring it has many sweet scented mauve flowers. The smell is so strong that the herb is often smelt before it is seen. These flowers must be dried and then mixed with fresh, clear water. To produce an antiseptic lotion. This lotion should be applied to infected wounds. A successful application will destroy the infection, although any damage already sustained will remain.

UR (Shaun Hately from ICEs "MERP" RPG)
Available: Winter 70%
Climatic Zone: Temperate
Locale: Grassland
Preparation: none
Cost: 3 gp/ 3 gp
Uses: 4
Ability Check: Intelligence
Ur can be used as a substitute for one days food. It cannot be used for more than three days or a character will begin to suffer -2 to all statistics. When any statistic is less than 3 the character become comatose, when any statistic reaches 0 they die. A character will regain 1 statistic point per day with food and medical care, but will remain incapacitated until all statistics reach normal levels.

VALERIAN (Shaun Hately)
Available: Spring 20%
Climatic Zone: Temperate
Locale: Grassland
Preparation: 1 hour
Cost: 1 gp/ 2 gp
Uses: 1
Ability Check: Intelligence -2
Valerian grows to a height of about 3 feet, and has one hollow furrowed stem. It has large, pale green, serrated leaves along the length of this stalk which slits into flowers stems with small pink flowers at its top. The root is the useful part of this plant and should be grated into boiling water and the resulting infusion drunk in order to ease the spasms of somebody who is subject to fits. A successful application will stop all fits for 1d12 hours. The scent of the bruised or cut root also can be used to attract rats. According to some versions of the legend, the Pied Piper of Hamlin used this herb to lead the rats from the town.

VINUK (Shaun Hately from ICEs "MERP" RPG)
Available: Summer 30%
Climatic Zone: Temperate
Locale: Grassland
Preparation: 1 hour
Cost: 8 sp/ 8 sp
Uses: 1
Ability Check: Intelligence
If this herb is given to an unconscious person, it will immediately awaken the person. It will only wake up a person who is unconscious due to alcohol or fainting etc, not that caused by physical damage. And just because the person is conscious does not mean that they are coherent.

WHITE BRYONY (Shaun Hately)
Available: Autumn 30%
Climatic Zone: Temperate
Locale: Forest
Preparation: 1 hour
Cost: 1 gp/ 2 gp
Uses: 1
Ability Check: Intelligence -5
This climbing vine has greenish white star shaped flowers, each bearing five petals, and has green berries which turn red when ripe. It has a root, something like a huge turnip, and this root should be ground up and boiled in water and drunk as a cure for pneumonia.

WHITECANDLE (Druann Pagliasotti)
Available: Autumn 30%
Climatic Zone: Temperate, Subtropical
Locale: Forest
Preparation: 1 hour
Cost: 5 gp/ 5 gp
Uses: 1
Ability Check: Intelligence -2
A tall, flowered plant with silvery-green leaves. When the flowers are mixed with water or wine and applied directly to a wound, they act as a painkiller. (Restores 1d4 immediately, but these points are lost as the effect wears off in 2 hours Further applications before the previous one has worn off are ineffective.)

WILLOW-HERB (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 60%
Climatic Zone: Temperate
Locale: Forest
Preparation: none
Cost: 5 gp/ 5 gp
Uses: 4
Ability Check: Intelligence -2
The plant grows to about three feet in height. It has long hairy leaves and large purplish-pink flowers. The smoke of this herb will keep away snakes. One dose burns for about five minutes.

WINCLAMIT (Shaun Hately from ICEs "MERP" RPG)
Available: Spring 1%
Climatic Zone: Temperate
Locale: Forest
Preparation: none
Cost: 100 gp/ 100 gp
Uses: 1
Ability Check: Intelligence
Each Winclamit tree bears but one fruit per year. When this fruit is eaten it will restore 1d100 hp to the recipient. The fruit can be stored for up to 2 months in a dry sealed container.

WOLFSBANE (Maya Kniese)
Available: Summer, Autumn 10%
Climatic Zone: Temperate
Locale: Hills
Preparation: None (2 days for pills)
Cost: 20 gp each/ 40 gp for jelly
Uses: 3
Ability Check: Intelligence
This small (15 cm) plant has black green leaves, sawed deeply several times, and three flower stalks with tiny white flowers and brown seed pods. The seeds are fine as dust, and are therefore usually worked into pills, although, in a pinch, it is possible to simply pluck a stalk and eat it whole. In both cases, the seeds have the effect of granting a +2 on a saving throw vs poison to avoid lycanthropy. The protection lasts for 2d4 x 10 minutes.

WOLFSBANE (WHOLESOME) (Shaun Hately)
Available: Summer 25%
Climatic Zone: Temperate
Locale: Rural
Preparation: 1 day
Cost: 5 gp/ 10 gp
Uses: 2
Ability Check: Intelligence - 7
This is a small plant, about 1 foot tall with pale, divided green leaves and hooded yellow flowers. The stem if rather hairy. The root must be boiled in water and then applied to a bite from a venomous creature within 5 rounds of the bite. If used successfully, the damage caused by the venom will be reduced by half.

WOODROSE (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer 60%
Climatic Zone: Temperate
Locale: Rivers
Preparation: none
Cost: 1 gp/ 1 gp
Uses: 3
Ability Check: Intelligence
If drunk in wine, this herb cause people to become very merry. Anyone who wishes to resist its effect can do so, if they save vs poison (+2 bonus).

WOOD SORREL (Shaun Hately from Alexander Scott's "Maelstrom" RPG)
Available: Summer, Autumn 80%
Climatic Zone: Tropical
Locale: Desert
Preparation: 2 weeks
Cost: 2 gp/ 4 gp
Uses: 2
Ability Check: Intelligence
This is a small plant with leaves in three parts, like a shamrock. The flowers are bell shaped and are white with a dash of blue. The leaves must be crushed and dried for two weeks before use. This herb keeps people cool. It is obviously invaluable in desert regions. It doubles the persons ability to endure heat effects, but does not counteract dehydration, etc.

WORMWOOD (Shaun Hately)
Available: Spring 5%
Climatic Zone: Temperate
Locale: Rural
Preparation: none
Cost: 2 gp/ 2 gp
Uses: 1
Ability Check: Intelligence -2
The effects of this herb last for two hours. During this time the character can function at negative hit points, or beyond the point of exhaustion. Wormwood normally grows to about four feet in height. It has a stiff and angular stem, reddish brown in colour. It has deeply incised smooth leaves which are silvery white with a slight tinge of green. It has small, yellow-green flowers arranged in long spikes at the top of the stem. The herbs is also a rather effective insect repellent and is often left with clothing to keep fleas away. It also makes a very effective antiseptic when mixed with rue (Intelligence check to remove all infection from a wound within 5d6 hours). In addition to its above effects wormwood is also a prime ingredient in a very dangerous, very addictive drink called Absinthe which is milky green in colour. I will not outline the manufacture of this drink as it is highly dangerous, and often illegal. THIS HERB IN ANY FORM IS HIGHLY ADDICTIVE. REPEATED USE IS VERY UNWISE.

'While Wormwood hath seed get a handful or twaine
To save against march, to make flea to feraine:
Wherre chamber is sweeped and Wormwood is strowne,
No flea for his life dare abide to be known
Whate save is better (if physik be true)
For places infected than Wormwood and Rue?
It is a comfort for hart and the braine,
And therefore to have it is not in vaine'
Thomas Tusser (1527-1580)

YARAN (Shaun Hately from ICEs "MERP" RPG)
Available: Autumn 80%
Climatic Zone: Temperate
Locale: Grassland
Preparation: none
Cost: 8 sp/ 8 sp
Uses: 2
Ability Check: Intelligence
The pollen of this flower must be inhaled. A successful roll means that a persons sense of smell and of taste are doubled for one hour. The herb must still be growing or have been cut in the last 10 minutes.

YARROW (Shaun Hately)
Available: Summer 30%
Climatic Zone: Temperate
Locale: Rural
Preparation: none
Cost: 10 gp/ 10 gp
Uses: 3
Ability Check: Intelligence
The small white flowers of this herb, which cluster at the top of its one to two feet tall straight stem, should be crushed and applied to wounds. If successfully used it will stop minor bleeding, and reduce major bleeding to the minor level. A second application can then be used to stop the minor bleeding. According to legend Achilles used yarrow to treat wounded Greek troops during the Trojan War.

YAVETHALION (Shaun Hately from ICEs "MERP" RPG)
Available: Autumn 40%
Climatic Zone: Temperate
Locale: Coastal
Preparation: none
Cost: 45 gp/ 45 gp
Uses: 1
Ability Check: Intelligence
When the fruit is eaten, it will restore 1d3 hp to the recipient. Yavethalion keeps for only two weeks.

YOUNG LAD'S LOVE (Shaun Hately)
Available: Summer, Autumn 30%
Climatic Zone: Temperate, Subtropical
Locale: Forest
Preparation: None
Cost: 1 gp/ 1 gp
Uses: 5
Ability Check: Intelligence -5
Young lad's love is a 3 to five foot tall shrub with many branches that resemble small trees. It has small yellow-white flowers, and green feathery leaves, which smell of lemon. These leaves turn a rich orange-brown in late autumn. The flowers should be crushed and placed into a poultice, to be used. A successful application will cure one small area of frostbite, such as a foot or hand, in 2d8 hours.

ZULSENDRA (Shaun Hately from ICEs "MERP" RPG)
Available: Summer 30%
Climatic Zone: Tropical
Locale: Underworld
Preparation: none
Cost: 70 gp/ 70 gp
Uses: 2
Ability Check: Intelligence
When this mushroom is eaten, it doubles a persons rate of movement, and rate of attack for three rounds. At the end of that time the person must save versus poison or collapse in exhaustion for 1d6 turns.

ZUR (Shaun Hately from ICEs "MERP" RPG)
Available: Winter 60%
Climatic Zone: Cold
Locale: Underworld
Preparation: 6 hours
Cost: 12 gp/ 50 gp
Uses: 2
Ability Check: Intelligence
This fungus must be brewed for six hours. A successful roll means that a persons senses of smell and of hearing are doubled for one hour.

Appendix A: The Revised Herbalism Skill

by Maya Kniese

The revised herbalism skill that appears below is largely the work of Maya Kniese and is © 1996 Maya Kniese and is used with permission. I have edited her original document for greater clarity. Note, the following skill assumes (as does the entire guide) that Intelligence is measured as a score from 3-18, as appears in D&D, AD&D, Dragon Warriors, and Tunnels & Trolls FRPGs. If a different system is used, in your game it is necessary to revise the skill accordingly. The following system is totally optional of course, and you should feel free to use your own system, or that contained in your games systems rulebooks.

Herbalism, as a skill or a proficiency, is the ability to first of all find and then to prepare a certain herb in order to use its special properties (normally curative). To use this skill, simply tell the GM that you intend to look for a certain plant. The GM will decide, based on the information contained in the Guide for each herb, and on the fact whether or not he wants the herb to be found if the plant exists in the area. If the herb does exist in the area, the GM will then roll 1d10 to determine the rarity of the plant in that area. This number must be multiplied by 10 and added to your intelligence score, in order to give the percentage chance that the herb will be found in each hour of searching. If the PC has two skill or proficiency levels in herbalism, then twice intelligence is added to the d10 x 10 roll, if the PC has three skill or proficiency points, three times Intelligence must be added. The GM must add modifiers to this chance of finding the herb, based on common sense, etc. For example an eight feet tall plant in the middle of an open field is going to be very easy to see, and consequently to find. If the PC has a survival skill or proficiency in the type of terrain that they are searching in, 5% should be added to this roll. If the PCs is in an area, that he or she is familiar with, for example their own village, 10% is added to the chance. These additions are cumulative. Finally once the herb is found, the Ability Check must be rolled in order to determine whether or not the herb is prepared correctly and functions as desired.

Appendix B: Addiction Effects

Reading through the guide, it may have been noticed that certain of the herbs contained within are addictive. In previous editions of this guide, I have not included any information on the effects of addiction, overdose, or withdrawal symptoms etc. This was because I do not wish to be seen as supporting or condoning drug use in any way, shape or form. For the record, I do not condone the administration, or use of any drug except on the basis of competent medical advice. However I have decided to include this appendix in the new edition of the guide, after many requests from users of previous editions of the guide. All information contained in this appendix is completely optional, even more so than any other information contained within the guide. It is useful in a game environment by tending to limit the effectiveness of certain powerful herbs. The undesirable effects of overuse will discourage PCs from becoming habitual users. However, I caution all GMs that forcing a player to play an addicted PC may be very distressing for the player. No player likes losing control of their character, and that may be an effect of addiction. Always remember the first priority of any game is to be fun.

A second warning. Drug use is a very contentious issue among certain people and groups. Don't let this fact get in the way of your games. Also the mention of drug use and addiction in games may distress some people. Please be careful.

Thirdly, a personal plea. Please never use any drug or herb unless prescribed by a medical practitioner, or a trained and skilled herbalist. A transient high, or a quick fix is not worth your life or your health. If you have any type of substance abuse problem seek help.

The suggested addiction effects contained in the appendix have been created for game purposes. They may or may not be accurate in a real world environment. This appendix is organised alphabetically, by the name of the herb. I have only considered powerfully addictive herbs. Those which are described as mildly addictive (such as Caffar, Callin or Tephrosia) should be role played by the GM and player, or ignored as the GM sees fit.

ADGANA

Chance of Overdose

Each time this herb is used, there is a 1 in 10 chance of Overdose occurring. An overdose causes the recipients heart to race at five times the normal speed for 1d12 minutes. At the end of this time the recipient will die of massive internal bleeding. During this time the recipient may be treated for ingested poison with a successful treatment allowing their survival.

Addiction and Withdrawal

Whenever this herb is used the recipient must save vs Constitution or become addicted. For every time after the first time the herb is used, a cumulative penalty of 1 applies to this save. An addict is unable to gain any benefit from the herb, but craves it nonetheless. They will undertake any risk and do anything to get the herb. They will kill anyone who stands between them and the herb. This is undisputable and unavoidable.

Recovery from Addiction

It is almost impossible to recover once addicted to Adgana. The only method is to go totally cold turkey for six months. During this time, the addict will take any and all opportunities to get hold of the herb. They will neglect everything else such is their fanaticism. They will be prone to severe depression and may be suicidal. After six months they will no longer crave the herb with such intensity, but will still do anything to get hold of it, if they see it. They will also suffer a permanent 1 point penalty to all attributes.

MUGWORT
Chance Of Overdose
An overdose may occur if this herb is administered three or more times in any given 24 hour period. If this occurs, the PC must make a save vs poison with a -2 penalty. Each time the herb is administered after the third time in the 24 hour period, an additional cumulative penalty of -1
is applied to the save. For example if it has been used for the 5th time in 24 hours, the total penalty will be -4.

If overdose occurs the PCs metabolism will go out of control. The PC must role under the Constitution on d20, or they will suffer heart failure and die within 2d10 minutes. Poison curing magic or the administration of a Navew nut has a 50% chance of saving the PCs life. Even if the PC survives they will be all but incapacitated for 1d4 days. There is also a (30-Constitution) % chance of the permanent loss of 1 CON point.

Addiction And Withdrawal
If this herb is used more than 3 times in a week (7 days) there is a 10% chance of addiction, with any additional use of this herb in that week raises the chance of addiction by a further 5%. This addition is cumulative. An addicted character must make a Constitution check each morning. If this is failed the PC is unable to function without a dose of Mugwort, and will suffer the loss of 1 point of Constitution. If the characters Constitution ever reaches 0, they will die. One dose of Mugwort will restore their Constitution score back to normal levels. Once addicted the PC will require double the normal dose of Mugwort for it to have any normal effect, but the normal 3 dose rule for overdose still applies.

It should be noted that the gradual loss of Constitution will cause the PC to take on a wasted appearance.

Recovery From Addiction
The PC must manage to abstain from the herb for 10+1d4 days. Each day they must make the above Constitution check. If they fail this check, they will lose a point of Constitution as described above. On a day when this occurs, if the PC has any chance to get hold of the herb, they will do so, no matter what, unless they pass a Wisdom check with a penalty of 5. The GM may allow a bonus to this check, if the PC would have to do something totally out of character, for example, a Paladin having to mug someone to get it, but the roll should never be better than a base Wisdom check. If the PC manages to survive the 10+1d4 day period, they are no longer addicted, and will gain any lost Constitution points (except those caused by overdose) back at the rate of one per day. However if they *ever* use the herb again, they will instantly become re-addicted.

NIGHTCALL
Chance of Overdose
If more than 1 teaspoons (1 dose) is ever taken in a 24 hour period, the recipient has a (10% x number of doses) chance of overdosing. They will become extremely sensitive to light, causing pain and combat penalties (-2 penalty to combat in full light) for a period of 3d12 hours. They will be unable to concentrate properly for the same period of time, giving a 10% chance of miscasting spells.

Addiction and Withdrawal
Taking more than one dose of Nightcall at a time, or for more than three consecutive days will cause addiction. An addict must have one dose a day or suffer detrimental effects to both sight and hearing (each lose approximately half their effectiveness. The addict cannot hear all sound, and see everything as if it were dusk, even in full sunlight.)

Recovery from Addiction
If the addict goes three weeks without a dose, they can be considered to have recovered from their addiction, but they can become addicted again, if the exceed the one teaspoon dose.

SAFFRON
Chance Of Overdose
This herb is incredibly powerful. If the herb is used more than once in a three day period, the PC must make a save vs poison with a -5 penalty or die immediately from a massive brain haemorrhage. A third usage in that period will automatically kill the character.

Addiction and Withdrawal
Addiction automatically occurs if this herb is used more than once in a week. An addicted character will lose one point a day from two randomly determined attributes, unless they have a dose of this herb. Any addicted PC who has a chance to get the herb, will take it no matter what. The following effects will occur if the respective attribute scores ever falls to 0.

Attribute	**Effect**
Strength	The character becomes totally unable to move a muscle - absolute paralysis of all voluntary bodily functions.
Dexterity	The PC can move but only with spasms. They cannot move faster than a shuffle and tend to fall at least once per round.
Intelligence	The PC loses all knowledge and is functionally in a vegetative state.
Wisdom	The PC goes totally insane
Charisma	The characters face begins to collapse. The eyes, nose, ears and mouth become indistinguishable. Their hands become gnarled and useless. They lose control of their bodily functions and stink from perspiration and other factors.
Constitution	The PC dies.

The loss of Constitution, Strength and Charisma points all serve to alter the characters physical appearance.

Recovery From Addiction
The only cure for this addiction is powerful healing magic, although lesser magic will restore the PCs scores back to their normal levels. If the character is cured of their addiction their scores will remain at their current levels, until some form of restoration magic is used.

If a once addicted character ever has Saffron again, they become addicted with no chance of being cured. However this is unlikely to occur, because such a character develops an almost pathological hatred of the herb, and is likely to attack anyone in possession of it, and destroy it whenever they see it. (This is up to the player and the GM, but allows a lot of good campaign ideas.)

SUAEYSIT
Chance Of Overdose
If a roll of 20 is made by the herbalist when administering this herb the PC will suffer a +4 bonus to all scores for a period of 1d10 minutes and must make a save vs Constitution or die. If they don't die they will collapse for 1d4 hours. When they awake all their scores will be at -4 for 1d6 days.

Addiction and Withdrawal
The addiction is psychological in nature. The PC can choose not to take the herb any time they wish, but many will not due to the consequences. As Druann (the herbs creator) says taking the herb increase all the PCs attributes for 1d4 hours. I suggest that after this period has elapsed all the PCs scores, and their saving rolls will drop by -1 for an equivalent number of days. The way to counteract this is to take another dose and raise the scores again for 1d4 hours, and then the scores will drop by 1 for an additional 1d4 days again. In other words say

a PC has, at the end of each 'up' period, lasting say an average of 2.5 hours, another dose of the herb in order to keep the scores up. If they do this 10 times in succession, thus giving them 20.5 hours of 'up' periods, they must then put up with 20.5 days of 'down' time. They can quit if they like, and suffer no more disadvantage than lower scores for 3 weeks or they can continue taking the herb.

Recovery From Addiction
As described above, all that is necessary to recover from addiction to this herb is a desire to quit, and a willingness to accept the consequences.

TATEESHA
For the purposes of this appendix, I will only consider the addictive effects of the silks. The mildly addictive qualities of tateen nuts will not be considered here.

Chance of Overdose
If a 20 is rolled on the ability check when administering this herb, the recipient will overdose. Overdoes will also occur if Tateesha silks are smoked more than once in a 24 hour period. Overdose of this herb will cause the recipient to lose touch with reality for between 10 and 30 minutes. They will hallucinate, normally that they are being attacked, and they will treat any approach by a person as an attack. During this period of hallucination, they will fight with a -3 penalty to any attack rolls, are incapable of using spells of any sort (although they are quite likely to think that any spells they cast have been effective.) They will also be able to endure wounds that would normally cause unconsciousness. After the initial effects described above, the recipient will collapse into a coma for 3d6 hours. They will awaken with a severe headache, and no recollection of the events following their overdose. There is a 1 in 20 chance that they will suffer a stroke during this coma, which may (10% chance) kill them, or (20% chance) leave them paralysed down one side.

Addiction and Withdrawal
Addiction may occur if Tateesha silks are smoked more than once in a two week period. The chance of addiction begins at one in six, but increases by a further one in six each time the herb is used during that two week period.

A Tateesha addict is extremely lethargic, and finds it very hard to get excited or involved about anything, except another dose of the herb. Their Intelligence and Wisdom scores are 1 point lower than normal unless they have smoked Tateesha in the previous two days. An addict experiencing withdrawal will smoke the herb at any opportunity, unless they make a save vs poison. A successful save allows them to suppress the craving for 2d6 hours, although they still suffer the Intelligence and Wisdom penalties.

Recovery From Addiction
A Tateesha addict who manages to do without the herb for more than a month will no longer suffer the Intelligence and Wisdom penalties, although they will still use the herb at any opportunity unless they make their save vs poison. At this stage, though, a successful save will suppress the craving for 1d4 days. If an addict manages to go an additional 2 months (a total of 3 months) without the herb they will no longer experience this craving. Any use of the herb, after being addicted will instantly readdict the person.

WORMWOOD
I have had grave concerns about including this information on addiction in the guide, and as Absinthe is so dangerous, as compared to other substance contained, I will not provide game rules. I suggest that the GM not allow the use of Absinthe in his games. It is only mentioned in the guide for the sake of completeness in the section on Wormwood. While Wormwood is a herb, like the others in this appendix. Absinthe is a dangerous drug of dependency with NO beneficial effects, and is therefore outside the purpose of this guide.

The author of this guide (Shaun Hately) wishes to make clear that he is absolutely opposed to any misuse of drugs, and accepts no responsibility for any misuse of the material contained within this guide. This is a guide for RPG purposes only. It does not seek, in any way, shape or form to advocate or encourage the misuse of any substance, natural or manufactured.

Appendix C: General Information on Herbs

NAME	TIME	ZONE	LOCALE	COST	PURPOSE
Adder's Tongue	Sp	Te	Ru	5gp/15gp	anti-infection
Adgana	Sp	Te	Ru	10gp/500gp	raises attributes
Agrimony	Su	Te	Fo	2gp/8gp	bruises, sprains
Aldaka	Wi	Cd	Mo	100gp/1000gp	blindness
Alether	Sp/Su	Te	Ru	10gp/100gp	combat skills
Alkanet	Su	Te	Ru	2gp/2gp	antidote
All-Heale	Au	Te	Fo	2gp/10gp	healing
Aloe	Au/Wi	Te	Gr	5cp/5cp	healing, burns
Amrans	Sp	Te	Ri/Ru	50gp/50gp	healing
Angelica	Su	Te	Mo	5sp/1gp	coughing
Anise	Su	Te	Ru	1gp/1gp	cures hiccups
Anserke	Su	Tr	Co	75gp/75gp	bleeding
Archangelica	Su	Te	Sw	5sp/5sp	colds, flu
Arfandas	Au/Wi	Cd	Ri	2sp/3sp	fractures
Arkasu	Au	Te	Gr	12gp/12gp	healing
Arlan	Au	Cd	Gr	20sp/20sp	healing
Arnica	Su	Te/Cd	Mo	1gp/1gp	bruising
Arnuminas	Au	Te	Gr	6gp/6gp	tissue damage
Arpusar	Au	Cd	Ri	7gp/30gp	muscle damage
Asarabacca	Sp	Te	Fo	3gp/7gp	renders docile
Ash	Sp	Te	Fo	5gp/8gp	fevers, snakebite
Ashline	Wi/Sp	Te	Mo	50gp/500gp	petrification
Athelas	Au	Te	Fo	200gp/200gp	???
Atigax	Wi	Te	Gr	40gp/70gp	protects eyesight
Attanar	Au/Wi	Te	Gr	8gp/8gp	fevers
Balm	Su	St	Fo	3gp/5gp	menstrual pains
Barberry	Su	Te	Ru	4gp/9gp	liver disorders
Base Mullein	Al	Te	Ru	10sp/10sp	burns
Basil	Su	Te	Ru	3sp/3sp	antidote
Bastit	Al	Te	All	3sp/3sp	repels insects
Belan	Su	Tr	Co	40gp/40gp	bleeding
Belramba	Su	Te	Fo	60gp/180gp	nerve damage
Bilberry	Sp	Te	Fo	500gp/3000gp	infravision
Birthnot	Al	Te	Hi	2cp/2cp	contraceptive
Bishop's Weed	Su	Te	Ru	4gp/10gp	plague
Bittermourn	Wi	Po	All	1000gp and up	longevity
Blackberry	Sp	Te	Ru	1gp/1gp	bleeding
Blackroot	Su	Te	All	4gp/4gp	healing
Black Rose	Sp/Su	Te	All	100gp/100gp	liquid absorption
Bloodkeep	Sp	Te	Co	4sp/4sp	bleeding
Borage	Sp	Te	Fo	1gp/10gp	fever
Breldiar	Sp	Te	Vo	50 gp/50gp	alters perception
Bull-Rush	Al	Te/St	Sw	2sp/3sp	sleep
Burdock	Sp	Te	Ru	10gp/30gp	syphilis
Bursthelas	Su	Te	Gr	110gp/1000gp	fractures
Caffar	Su/Au	Tr	De	10gp/10gp	psi enhancement
Calamus	Sp/Su	Te	Sw	5gp/15gp	restores hearing
Calcena Mushroom	Al	All	Un	100gp/1000gp	hallucinogenic
Callin	Au	Te	Ju	5gp/25gp	heart attacks
Cat's Tail	Su	Te	Fo	1gp/3gp	heals heels
Cephalophage	Al	Te	Sp	100gp/100gp	see description
Chamomile	Sp/Su	Te	Ru	2gp/3gp	calming effect
Chervil	Al	Te	Fo	10gp/10gp	dissolve clots
Cinquefoil	Su	Te	Ru	10gp/15gp	aphrodisiac
NAME	**TIME**	**ZONE**	**LOCALE**	**COST**	**PURPOSE**
Colewort	Sp/Su	Te	Fo	6sp/6sp	sobriety

Coltsfoot	Sp/Su	Te	Mo	2gp/4gp	anti-infection
Comfrey	Sp	Te	Ru	4gp/10gp	fractures
Cow Parsnip	Al	Te	Fo	3gp/10gp	madness
Cow-Wheat	Su	Te	Gr	2gp/3gp	intoxication
Culkas	Al	Tr	De	35gp/35gp	sunburn
Dagmather	Su	Te	Gr	6gp/28gp	tissue damage
Dainaberry	Au	Te	Ri	2gp/8gp	induces sleep
Darnell	Au	Te	Fo	3gp/7gp	dims sight
Darsurion	Wi	Cd	Mo	3sp/3sp	healing
Deadly-Nightshade	Su	Te	Fo	4gp/8gp	sleep
Degiik	Su	Tr	Co	100gp/100gp	maintains life
Delrean	Wi	Te	Fo	3sp/3sp	repels insects
Dittany	Su/Au	Te	Ri	1gp/5gp	anti-infection
Dog Rose	Su/Au	Te	Ru/Ur	1sp/10sp	prevents scurvy
Draaf	Sp	St	Co	5sp/5sp	healing
Dragontears	Sp	Te	De	100gp/100gp	healing
Dragonwort	Sp	Cd	Mo	100gp/300gp	smallpox, plague
Dwarf Mallow	Sp	Te	Sw	1gp/3gp	relieves beestings
Ebur	Sp	Te	Co	22gp/22gp	healing
Edram	Wi	Cd	Ri	30gp/30gp	fractures
Eldaas	Sp/Su	Te	Co	2gp/4gp	nausea
Elecampane	Wi/Sp	Te	Ru	1sp/1sp	induces vomiting
Elvish Galingale	Sp/Su	Po	Fo	1gp/2gp	raise bloodflow
Entriste	Su	St	De	25gp/25gp	antidote
Falsifal	Sp	Te	Sw	3gp/3gp	burns, blood loss
Febfendu	Wi	Cd	Ri/Co	90gp/900gp	deafness
Felmather	Sp	Te	Co	10gp/10gp	awaken
Fennel	Au	Te	Ru	5sp/1gp	relieves hunger
Fetherfew	Su	Te/St	Fo	2gp/4gp	vertigo
Fire-Flower	Su	St/Tr	Mo	1000gp/1000000gp	healing
Floure-De-Luce	Al	Te	Gr	3gp/10gp	bruises
Footleaf	Sp/Su/Au	Te	Ru	10sp/10sp	protects feet
Fumitore	Sp/Su	Cd/Te	Co	3gp/6gp	hair prevention
Gallowbrush	Wi	Te	Ru	10gp/50gp	induces sleep
Garden Flax	Sp/Su	Te	Fo	3gp/6gp	pain removal
Gariig	Su	Tr	De	55gp/70gp	healing
Gefnul	Su	Po	Vo	200gp/500gp	healing
Goat's Rue	Su	Te	Fo	6gp/15gp	antidote
Golden Crown	Sp	St	Ru	1gp/2gp	stops bleeding
Golden Lungwort	Su	Te/St	Fo	1gp/2gp	heals ears
Guardseye	Al	Cd	Gr	100gp/100gp	detect life
Gylvir	Au	Te	Co	100gp/100gp	breathe water
Hare's Ears	Su	Te	Mo	2gp/5gp	skin disease
Harfy	Su	Te	Gr	150gp/150gp	bleeding
Hart's Tongue	Al	Te	Fo	2gp/2gp	lowers libido
Hawkweed	Al	Te	Fo	4gp/6gp	improves eyesight
Healwell	Su	Te	All	1sp/1sp	healing
Henbane	Su/Au	Te	Ru	1gp/3gp	antidote
Horehound	Su	Te	Co	1gp/5gp	antidote
Horseweed	Sp/Su/Au	Te	Gr	7gp/7gp	strengthen horse
Ironhard	Su/Au	Te	Hi	15gp/15gp	hardens skin
Jaffray	Su	Tr	De	10gp/15gp	antidote
Jinab	Al	St	Ru	5gp/7gp	keeps awake
Jojojopo	Au	Po	Mo	9sp/9sp	frostbite
Juniper	Su	Te/St	Mo	4gp/4gp	relieve muscles
NAME	**TIME**	**ZONE**	**LOCALE**	**COST**	**PURPOSE**
Kathkusa	Wi	Po	Wa	50gp/50gp	raise strength
Kelventari	Al	Te	Fo	19gp/19gp	burn
Kilmakur	Su	Te	Gr	65gp/300gp	fire protection

Klagul	Su	Te	Gr	30gp/50gp	infravision
Kylathar	Su/Au	St	Fo	20gp/20gp	alters attributes
Laishaberries	Su/Au	Cd	Fo	20gp/40gp	heal/ treat disease
Land Caltrops	Su	Tr	Fo	2gp/5gp	snakebite
Larnurma	Sp	Te	Ru	10gp/100gp	ease pain/ heal
Laumspur	Sp	Te	Fo	100gp/500gp	heal
Leopard's Bane	Su	Te	Gr	5gp/5gp	poison to animals
Lesser Centaury	Su	Te/Cd	Mo	5gp/5gp	antidote
Lungwort	Sp	Te	Ru	1gp/3gp	relieves lungs
Makebate	Al	Tr/St	De	1gp/2gp	scorpion stings
Mandrake	Sp	Te	Fo	3gp/5gp	sleep
Marigold	Sp/Su	Te	Ru/Ur	2gp/10gp	antiseptic
Marjerome	Al	Te	Gr	2gp/6gp	jaundice
Marsh Mallow	Al	Te	Co	5gp/8gp	burns
Maruera	Sp/Su	St/Tr	Mo	50gp/100gp	breathing
Masterwort	Su	Te	Ru	2gp/7gp	plague
Megillos	Wi	Cd	Mo	1gp/3gp	improves eyesight
Melander	Wi	Cd	Ri	12sp/20sp	disease resistance
Milkworte	Sp/Su	Te	Ru	4gp/8gp	cholera
Mirenna	Wi	Cd	Mo	10gp/10gp	healing
Mountain Garlick	Al	Te/Cd	Mo	8gp/9gp	repels evil spirits?
Mountain Setwall	Al	Te	Mo	1gp/3gp	hair growth
Mugwort	Su	Te	Ru	2gp/4gp	prevents collapse
Napweed	Sp	Te	Ru	1gp/1gp	poison protection
Navew	Wi	St/Tr	Ri	4gp/12gp	antidote
Nightcall	Su	Tr	De	50gp/50gp	enhances senses
Oede	Sp	Te	Ru	1000gp/1000gp	???
Oiolosse	Wi	Po	Fo	1200gp/1200gp	see description
Olus Veritis	Wi	Te/Cd	Ri	5gp/10gp	compels truth
Olvar	Wi	Po	Co	300gp/300gp	prevents death
Orach	Su	Te	Fo	2gp/10gp	jaundice
Pallast	Su	Te	Sw	5sp/1gp	pain relief
Palma Eldath	Al	Cd/Po	Mo	3gp/3gp	warmth
Pargen	Su	Tr	Ju	2000gp/2000gp	resurrection
Pattran	Su	Te	Fo	10gp/10gp	sleep
Pennyroyal	Sp	Te	Ru/Ur	3gp/3gp	insect repellent
Peony	Sp	Te	Ru	1gp/2gp	healing
Periwinkle	Sp	Te	Ru	1gp/10gp	bleeding
Petiveria	Su	St/Tr	Ru	1gp/3gp	swelling/bruising
Prince's Feather	Su/Au	Te	Ru	1gp/2gp	bleeding
Rampalt	Su	Te	Fo	5cp/5cp	congestion
Rewk	Au	Te	Ru	9sp/1gp	healing
Ribwort Plantain	Sp	Te/St	Ur	1gp/1gp	bruising
Rose Campion	Su	Te	Fo	1gp/3gp	scorpion stings
Rue	Su	Te	Ru	1gp/1gp	antidote/antiseptic
Sabito	Su	Tr	Co	100gp/500gp	breathing
Saddilia	Su/Au	Te	Gr	100gp/300gp	raises attributes
Saffron	Au/Wi	Te	Fo	20gp/100gp	raises attributes
Sanicle	Au/Su/Wi	Te	Fo	5gp/30gp	bleeding
Saracen Confound	Su	Te	Ru	1gp/20gp	fevers
Scented Mayweed	Su	Te	Fo	8gp/15gp	blindness
Serapias Turbith	Sp/Su	Te	Gr	4gp/7gp	healing
Sessali	Au/Sp/Su	St	Co	1gp/4gp	antidote
NAME	**TIME**	**ZONE**	**LOCALE**	**COST**	**PURPOSE**
Shepherd's Purse	Al	Te	Gr	5gp/12gp	bleeding
Silverthorn	Al	Te	Mo	1000gp/10000gp	antidote
Sinquoi	Su	St	Ru	2gp/3gp	dilates time
Snakespike	Sp	Te	Co	5gp/7gp	inflammation
Spanish Nut	Al	Te/St	Fo	10gp/100gp	aphrodisiac

Spiderwort	Sp/Su	Te	Sp	4gp/10gp	spider bites
Spring Adonis	Sp	Cd	Mo	3gp/8gp	relieves heart
Strawberry	Su	Te	Ru	2gp/2gp	leprosy
Suaeysit	Au	Cd	Fo	10gp/50gp	energy
Sweet Trefoile	Sp/Su	Te	Fo	1gp/3gp	falling damage
Tai-Gi	Su	St	Ru	2gp/3gp	enhances senses
Tamarindes	Al	Tr	Fo	1gp/2gp	quenches thirst
Tamariske	Al	Te	Ru	5gp/7gp	anti-infection
Tateesha	Al	St	Sw	1sp/10gp	raises intelligence
Tempin	Su	Te	Fo	5gp/5gp	antidote
Tephrosia	Sp/Su/Au	Tr	Co	2gp/3gp	calming effect
Terbas	Sp	Te	Fo	2gp/2gp	nerve damage
Teriko Weed	Sp/Su	St	Ru	2gp/3gp	contraceptive
Thorn Apple	Sp/Su	Te/St	Ru	1gp/1gp	pain relief
Throw-Waxe	Sp/Su	Te	Fo	2gp/3gp	scarring
Thurl	Au	Te	Fo	1sp/2sp	healing
Thyme	Sp	Te/Cd	Ru	2gp/5gp	antiseptic
Ur	Wi	Te	Gr	3gp/3gp	food substitute
Valerian	Sp	Te	Gr	1gp/2gp	eases fits
Vinuk	Su	Te	Gr	8sp/8sp	awaken
White Bryony	Au	Te	Fo	1gp/2gp	pneumonia
Whitecandle	Au	Te/St	Fo	5gp/5gp	pain relief
Willow-Herb	Su	Te	Fo	5gp/5gp	snake repellent
Winclamit	Sp	Te	Fo	100gp/100gp	healing
Wolfsbane	Su/Au	Te	Hi	20gp/40gp	lycanthropy
Wolfsbane (whole)	Su	Te	Fo	100gp/100gp	antidote
Woodrose	Su	Te	Ri	1gp/1gp	makes merry
Wood Sorrel	Su/Au	Tr	De	2gp/4gp	cools
Wormwood	Sp	Te	Ru	2gp/2gp	antiseptic
Yaran	Au	Te	Gr	8sp/8sp	enhances senses
Yarrow	Su	Te	Ru	10gp/10gp	bleeding
Yavethalion	Au	Te	Co	45gp/45gp	healing
Young Lad's Love	Su/Au	Te/St	Fo	1gp/1gp	frostbite
Zulsendra	Su	Tr	Un	70gp/70gp	increase move
Zur	Wi	Cd	Un	12gp/50gp	enhances senses

ABBREVIATIONS CONTAINED IN APPENDIX C

Sp	Spring	Gr	Grassland
Su	Summer	Hi	Hills
Wi	Winter	Ju	Jungle
Au	Autumn	Mo	Mountains
Al	Always	Ri	Rivers
Tr	Tropical	Ru	Rural
St	Subtropical	Sp	Special
Te	Temperate	Sw	Swamp
Cd	Cold	Un	Underworld
Po	Polar	Ur	Urban
Co	Coastal	Vo	Volcanoes
De	Desert	Wa	Wasteland
Fo	Forest	All	All

Appendix D: Herbs By Season

Summer

Agrimony
Alether
Alkanet
Angelica
Anise
Anserke
Archangelica
Arnica
Balm
Barberry

Base Mullein
Basil
Bastit
Belan
Belramba
Birthnot
Bishop's Weed
Black Rose
Blackroot
Bull-Rush
Bursthelas
Caffar
Calamus
Calcena Mushroom
Cat's Tail
Cephalophage
Chamomile
Chervil
Cinquefoil
Colewort
Coltsfoot
Cow Parsnip
Cow-Wheat
Culkas
Dagmather
Dainaberry
Deadly-Nightshade
Degiik
Dittany
Eldaas
Elvish Galingale
Entriste
Fetherfew
Fire-Flower
Floure-De-Luce
Footleaf
Fumitore
Garden Flax
Gariig
Gefnul
Goat's Rue
Golden Lungwort
Guardseye
Hare's Ears
Harfy
Hart's Tongue
Hawkweed
Healwell
Henbane
Horehound
Horseweed
Ironhard
Jaffray
Jinab
Juniper
Kelventari
Kilmakur
Klagul
Laishaberries
Land Caltrops
Leopard's Bane
Lesser Centaury
Makebate
Marigold
Marjerome
Marsh Mallow
Maruera
Masterwort
Milkworte
Mountain Garlick
Mountain Setwall
Mugwort
Nightcall
Orach
Pallast
Palma Eldath
Pargen
Pattran
Petiveria
Prince's Feather
Rampalt
Rose Campion
Rue
Sabito
Saddilia
Sanicle
Saracen's Confound
Scented Mayweed
Serapias Turbith
Sessali
Shepherd's Purse
Silverthorn
Spanish Nut
Spiderwort
Strawberry
Sweet Trefoile
Tai-Gi
Tamarindes
Tamariske
Tateesha
Tempin
Tephrosia
Teriko Weed
Thorn Apple
Throw-Waxe
Vinuk
Willow-Herb
Wolfsbane
Wolfsbane (wholesome)
Wood Sorrel
Woodrose
Yarrow
Young Lad's Love
Zulsendra

Autumn

All-Heale
Aloe
Arfandas
Arkasu
Arlan
Arnuminas
Arpusar
Athelas
Attanar
Base Mullein
Bastit
Birthnot
Caffar
Calcena Mushroom
Cephalophage
Chervil
Cow Parsnip
Culkas
Dainaberry
Darnell
Dittany
Dog Rose
Fennel
Flour-De-Luce
Footleaf
Guardseye
Gylvir
Hart's Tongue
Hawkweed
Henbane
Horseweed
Ironhard
Jinab
Jojojopo
Kelventari
Laishaberries
Makebate
Marjerome
Marsh Mallow
Mountain Garlick
Mountain Setwall
Palma Eldath
Prince's Feather
Rewk
Saddilia
Saffron
Sanicle
Sessali
Shepherd's Purse
Silverthorn
Spanish Nut
Suaeysit
Tamarindes
Tamariske
Tateesha
Tephrosia
Thurl
White Bryony
Whitecandle
Wolfsbane
Wood Sorrel
Yaran
Yavethalion
Young Lad's Love

Winter

Aldaka
Aloe
Arfandas
Ashline
Atigax
Attanar
Base Mullein
Bastit
Birthnot
Bittermourn
Bull-Rush
Calcena Mushroom
Cephalophage
Chervil
Cow Parsnip
Culkas
Darsurion
Delrean
Edram
Elecampane
Febfendu
Floure-De-Luce
Gallowbrush
Guardseye
Hart's Tongue
Hawkweed
Jinab
Kathkusa
Kelventari
Makebate
Marjerome
Marsh Mallow
Megillos
Melander
Mirenna
Mountain Garlick
Mountain Setwall
Navew
Oiolosse
Olus Veritis
Olvar
Palma Eldath

Saffron
Shepherd's Purse
Spanish Nut
Tamariske
Ur
Sanicle
Silverthorn
Tamarindes
Tateesha
Zur

Spring

Adder's Tongue
Alether
Asarabacca
Ashline
Bastit
Birthnot
Blackberry
Borage
Bull-Rush
Calamus
Cephalophage
Chervil
Coltsfoot
Cow Parsnip
Draaf
Dragonwort
Ebur
Elecampane
Falsifal
Floure-De-Luce
Fumitore
Golden Crown
Hart's Tongue
Horseweed
Kelventari
Laumspur
Makebate
Marigold
Marsh Mallow
Milkworte
Mountain Setwall
Oede
Pennyroyal
Periwinkle
Serapias Turbith
Shepherd's Purse
Snakespike
Spiderwort
Sweet Trefoile
Tamariske
Tephrosia
Teriko Weed
Throw-Waxe
Valerian
Wolfsbane
Adgana
Amrans
Ash
Base Mullein
Bilberry
Black Rose
Bloodkeep
Breldiar
Burdock
Calcena Mushroom
Chamomile
Colewort
Comfrey
Culkas
Dragontears
Dwarf Mallow
Eldaas
Elvish Galingale
Felmather
Footleaf
Garden Flax
Guardseye
Hawkweed
Jinab
Larnurma
Lungwort
Mandrake
Marjerome
Maruera
Mountain Garlick
Napweed
Palma Eldath
Peony
Ribwort Plantain
Sessali
Silverthorn
Spanish Nut
Spring Adonis
Tamarindes
Tateesha
Terbas
Thorn Apple
Thyme
Winclamit
Wormwood

Appendix E: Herbs By Locale

Coastal

Anserke
Belan
Black Root
Bloodkeep
Degiik
Ebur
Febfendu
Fumitore
Healwell
Marsh Mallow
Sabito
Snakespike
Whitecandle
Bastit
Bittermourn
Black Rose
Cephalophage
Draaf
Eldaas
Felmather
Gylvir
Horehound
Olvar
Sessali
Tephrosia
Yavethalion

Desert

Bastit
Black Rose
Caffar
Culkas
Entriste
Healwell
Nightcall
Wood Sorrel
Bittermourn
Blackroot
Cephalophage
Dragontears
Gariig
Makebate
Whitecandle

Forest

Agrimony
Asarabacca
Athelas
Bastit
Bilberry
Black Rose
Borage
Chervil
Cow Parsnip
Deadly-Nightshade
Elvish Galingale
Garden Flax
Golden Lungwort
Hawkweed
Kelventari
Land Caltrops
Mandrake
Orach
Rose Campion
Sanicle
Spanish Nut
Sweet Trefoile
Tempin
Throw-Waxe
White Bryony
Winclamit
Young Lad's Love
All-Heale
Ash
Balm
Belramba
Bittermourn
Blackroot
Cat's Tail
Colewort
Darnell
Delrean
Fetherfew
Goat's Rue
Hart's Tongue
Healwell
Laishaberries
Laumspur
Oiolosse
Rampalt
Saffron
Scented Mayweed
Suaeysit
Tamarindes
Terbas
Thurl
Willow-Herb
Wolfsbane (wholesome)

Grassland

Aloe
Arkasu
Arlan
Arnuminas
Atigax
Attanar
Bastit
Bittermourn
Black Rose
Blackroot
Bursthelas
Cephalophage
Cow-Wheat
Dagmather
Floure-De-Luce
Guardseye
Harfy
Healwell
Horseweed
Kilmakur
Klagul
Leopard's Bane
Marjerome
Saddilia
Serapias Turbith
Shepherd's Purse
Ur
Valerian
Vinuk
Whitecandle
Yaran

Hills
Bastit
Birthnot
Bittermourn
Black Rose
Blackroot
Cephalophage
Healwell
Ironhard
Whitecandle
Wolfsbane

Jungle
Bastit
Blackroot
Black Rose
Callin
Healwell
Pargen
Whitecandle

Mountains
Aldaka
Angelica
Arnica
Ashline
Bastit
Bittermourn
Black Rose
Blackroot
Cephalophage
Coltsfoot
Darsurion
Dragonwort
Fire-Flower
Hare's Ears
Healwell
Jojojopo
Juniper
Lesser Centaury
Maruera
Megillos
Mirenna
Mountain Garlick
Mountain Setwall
Palma Eldath
Silverthorn
Spring Adonis
Whitecandle

Rivers
Amrans
Arfandas
Arpusar
Bastit
Bittermourn
Black Rose
Blackroot
Dainaberry
Dittany
Edram
Febfendu
Healwell
Melander
Navew
Olus Veritis
Woodrose

Rural

Adder's Tongue
Adgana
Alether
Alkanet
Amrans
Anise
Barberry
Base Mullein
Basil
Bastit
Bishop's Weed
Bittermourn
Black Rose
Blackberry
Blackroot
Burdock
Cephalophage
Chamomile
Cinquefoil
Comfrey
Dog Rose
Elecampane
Fennel
Footleaf
Gallowbrush
Golden Crown
Healwell
Henbane
Jinab
Larnurma
Lungwort
Marigold
Masterwort
Milkworte
Mugwort
Napweed
Oede
Pennyroyal
Peony
Periwinkle
Petiveria
Prince's Feather
Rewk
Rue
Saracen's Confound
Sinquoi
Strawberry
Tai-Gi
Tamariske
Teriko Weed
Thorn Apple
Thyme
Whitecandle
Wormwood
Yarrow

Special
Cephalophage
Spiderwort

Swamp
Archangelica
Bastit
Bittermourn
Black Rose
Blackroot
Bull-Rush
Calamus
Cephalophage
Dwarf Mallow
Falsifal
Tateesha
Whitecandle

Underworld
Bittermourn
Calcena Mushroom
Zulsendra
Zur

Urban
Dog Rose
Marigold
Pennyroyal
Ribwort Plantain

Volcanoes
Bittermourn
Breldiar
Gefnul

Wasteland
Bittermourn
Kathkusa

Appendix F: Herbs By Climatic Zone

Tropical

Anserke
Belan
Caffar
Calcena Mushroom
Culkas
Degiik
Fire-Flower
Gariig
Jaffray
Land Caltrops
Makebate
Maruera
Navew
Nightcall
Pargen
Petiveria
Sabito
Tamarindes
Tephrosia
Wood Sorrel
Zulsendra

Subtropical

Balm
Bull-Rush
Calcena Mushroom
Draaf
Entriste
Fetherfew
Fire-Flower
Golden Crown
Golden Lungwort
Jinab
Kylathar
Makebate
Maruera
Navew
Petiveria
Ribwort Plantain
Sessali
Spanish Nut
Tai-Gi
Tateesha
Teriko Weed
Thorn Apple
Whitecandle
Young Lad's Love

Temperate

Adder's Tongue
Adgana
Agrimony
Alether
Alkanet
All-Heale
Aloe
Amrans
Angelica
Anise
Archangelica
Arkasu
Arnica
Arnuminas
Asarabacca
Ash
Ashline
Athelas
Atigax
Attanar
Barberry
Base Mullein
Basil
Bastit
Belramba
Bilberry
Birthnot
Bishop's Weed
Blackberry
Blackroot
Black Rose
Bloodkeep
Borage
Breldiar
Bull-Rush
Burdock
Bursthelas
Calamus
Calcena Mushroom
Callin
Cat's Tail
Cephalophage
Chamomile
Chervil
Cinquefoil
Colewort
Coltsfoot
Comfrey
Cow Parsnip
Cow-Wheat
Dagmather
Dainaberry
Darnell
Deadly-Nightshade

Delrean
Dog Rose
Dwarf Mallow
Eldaas
Falsifal
Fennel
Floure-De-Luce
Fumitore
Garden Flax
Golden Lungwort
Hare's Ears
Hart's Tongue
Healwell
Horehound
Ironhard
Kelventari
Klagul
Laumspur
Lesser Centaury
Mandrake
Marjerome
Masterwort
Mountain Garlick
Mugwort
Oede
Orach
Pattran
Peony
Prince's Feather
Rewk
Rose Campion
Saddilia
Sanicle
Scented Mayweed
Shepherd's Purse
Snakespike
Spiderwort
Sweet Trefoile
Tempin
Thorn Apple
Thurl
Ur
Vinuk
Whitecandle
Winclamit
Wolfsbane (wholesome)
Wormwood
Yarrow
Young Lad's Love
Dittany
Dragontears
Ebur
Elecampane
Felmather
Fetherfew
Footleaf
Gallowbrush
Goat's Rue
Gylvir
Harfy
Hawkweed
Henbane
Horseweed
Juniper
Kilmakur
Larnurma
Leopard's Bane
Lungwort
Marigold
Marsh Mallow
Milkworte
Mountain Setwall
Napweed
Olus Veritis
Pallast
Pennyroyal
Periwinkle
Rampalt
Ribwort Plantain
Rue
Saffron
Saracen's Confound
Serapias Turbith
Silverthorn
Spanish Nut
Strawberry
Tamariske
Terbas
Throw-Waxe
Thyme
Valerian
White Bryony
Willow-Herb
Wolfsbane
Woodrose
Yaran
Yavethalion

Cold

Aldaka
Arlan
Arpusar
Darsurion
Arfandas
Arnica
Calcena Mushroom
Dragonwort

Edram
Fumitore
Laishaberries
Megillos
Mirenna
Olus Veritis
Spring Adonis
Thyme
Febfendu
Guardseye
Lesser Centaury
Melander
Mountain Garlick
Palma Eldath
Suaeysit
Zur

Polar

Bittermourn
Elvish Galingale
Jojojopo
Oiolosse
Calcena Mushroom
Gefnul
Kathkusa
Palma Eldath

Appendix G: Conditions And Herbs For Treatment

CONDITION	HERBS
Aphrodisiac	Calamus, Cinquefoil, Jaffray, Pennyroyal, Spanish Nut
Arouse	Felmather, Vinuk
Attribute, enhancement	Adgana, Saffron, Spring Adonis
Bleeding	Anserke, Belan, Blackberry, Bloodkeep, Falsifal, Golden Crown, Harfy, Peony, Periwinkle, Prince's Feather, Sanicle, Shepherd's Purse, Yarrow
Blindness	Aldaka, Scented Mayweed
Blood Clots	Chervil
Breathe without oxygen	Gylvir, Maruera, Sabito
Broken Bones	SEE FRACTURES
Bruising	Agrimony, Arnica, Floure-De-Luce, Petiveria, Ribwort Plantain
Burns	Aloe, Base Mullein, Culkas, Falsifal, Kelventari, Marsh Mallow
Calming	Chamomile, Dainaberry, Gallowbrush, Tephrosia
Cartilage Damage	Arnuminas, Dagmather
Collapse, prevention	Mugwort
Cholera	Milkworte
Combat, enhancement	Alether
Congestion	Archangelica, Rampalt, White Bryony
Contraceptive	Birthnot, Teriko Weed
Cools	Wood Sorrel
Coughing	Angelica
Deafness	Calamus, Febfendu
Death, prevention	Olvar
Disease Resistance	Melander
Disease, cure	Oede
Distance Perception	Breldiar
Energy	Horseweed, Jinab, Suaeysit, Wormwood
Eyesight, improvement	Hawkweed, Megillos
Falling	Sweet Trefoile
Fevers	Ash, Attanar, Borage, Saracen's Confound
Fire, protection from	Kilmakur
Fits	Valerian
Fractures	Arfandas, Bursthelas, Comfrey, Edram
Frostbite	Jojojopo, Young Lad's Love
Hair, growth	Mountain Setwall
Hair, prevention of	Fumitore
Healing	All-Heale, Aloe, Amrans, Arkasu, Arlan, Blackroot, Cat's Tail, Darsurion, Draaf, Dragontears, Ebur, Fire-Flower, Gariig, Gefnul, Golden Lungwort, Healwell, Laishaberries, Larnurma, Laumspur, Mirenna, Rewk, Serapias Turbith, Thurl, Winclamit, Yavethalion
Heart Attacks	Callin, Spring Adonis
Hiccups	Anise
Hunger	Fennel, Ur
Infected Wounds	Adder's Tongue, Coltsfoot, Dittany, Marigold, Rue, Tamariske, Thyme, Wormwood
Inflammation	Snakespike
Infravision	Bilberry, Klagul
Insanity	Cow Parsnip
Insect Repellent	Bastit, Delrean, Dwarf Mallow, Pennyroyal, Wormwood
Intelligence, enhance	Saddilia
Jaundice	Barberry, Marjerome, Orach
Leprosy	Strawberry
Libido, reduction	Hart's Tongue

Life, detection	Guardseye
Life Maintenance	Degiik
Ligament Damage	Arnuminas
Lung conditions	Lungwort
Lycanthropy	Wolfsbane
Movement, increase	Zulsendra
Menstrual Pain	Balm
Muscle Damage	Arnuminas, Arpusar
Nausea	Eldaas
Nerve Damage	Belramba, Terbas
Pain, prevention	Footleaf
Pain Relief	Garden Flax, Juniper, Larnurma, Pallast, Thorn Apple, Whitecandle
Petrification	Ashline
Plague	Bishop's Weed, Dragonwort, Masterwort
Pneumonia	White Bryony
Poisoning	Goat's Rue, Napweed
Poisoning, bite	Basil, Black Rose, Entriste, Land Caltrops, Makebate, Rose Campion, Spiderwort, Tempin, Wolfsbane (Wholesome)
Poisoning, ingested	Alkanet, Elecampane, Horehound, Jaffray, Lesser Centaury, Navew, Rue, Sessali, Silverthorn
Poisoning, weapons	Henbane
Psionic Enhancement	Caffar
Respiratory Illness	Arlan, Lungwort
Scarring	Throw-Waxe
Scurvy	Dog Rose
Sedation	Asarabacca, Bull-Rush, Deadly-Nightshade, Mandrake, Pattran
Sensory, enhancement	Nightcall, Tai-Gi, Yaran, Zur
Sight Protection	Atigax, Darnell
Skin Conditions	Hare's Ears
Skin, strengthen	Ironhard
Smallpox	Dragonwort
Snake, repellent	Willow-Herb
Sobriety	Colewort
Sprains	Agrimony
Stings, bee	Dwarf Mallow
Strength Enhancement	Kathkusa
Syphilis	Burdock
Thirst	Tamarindes
Time, dilation	Sinquoi
Truth, compulsion	Olus Veritis
Underwater Breathing	Gylvir, Maruera, Sabito
Vertigo	Fetherfew
Warmth	Elvish Galingale, Palma Eldath
Wisdom, enhance	Saddilia

Appendix H: Real World Herbs And Fantastic Herbs

The following table identifies which herbs exist in this world, and which only exist in fantasy worlds. I have made every effort to be accurate, but it is possible that the table may contain some errors. The herbs that do exist in our world do not necessarily have the powers ascribed to them in this guide.

Real World

Adder's Tongue
Agrimony
Alkanet
All-Heale
Aloe
Angelica
Anise
Arnica
Asarabacca
Ash
Balm
Barberry
Base Mullein
Basil
Bilberry
Bishop's Weed
Blackberry
Borage
Bull-Rush
Burdock
Calamus
Cat's Tail
Chamomile
Chervil
Cinquefoil
Colewort
Coltsfoot
Comfrey
Cow Parsnip
Cow-Wheat
Darnell
Deadly-Nightshade
Dittany
Dog Rose
Dragonwort
Dwarf Mallow
Elecampane
Elvish Galingale (English Galingale)
Fennel
Fetherfew
Floure-De-Luce
Footleaf (Artemisia Vulgaris)
Fumitore
Garden Flax
Goat's Rue
Golden Lungwort
Hare's Ears
Hart's Tongue
Hawkweed
Henbane
Horehound
Ironhard (Verbena Officinalis)
Juniper
Land Caltrops
Leopard's Bane
Lesser Centaury
Lungwort
Makebate
Mandrake
Marigold
Marjerome
Marsh mallow
Masterwort
Milkworte
Mountain Garlick
Mountain Setwall
Mugwort
Napweed
Navew
Orach
Palma Eldath (Palma Christi)
Pennyroyal
Peony
Periwinkle
Prince's Feather
Ribwort Plantain
Rose Campion
Rue
Saddilia (Hazel Tree)
Saffron
Sanicle
Saracen's Confound
Scented Mayweed
Serapias Turbith
Shepherd's Purse
Spanish Nut
Spiderwort
Spring Adonis
Strawberry
Sweet Trefoile
Tamarindes
Tamariske
Tephrosia
Throw-Waxe
Thyme
Valerian
White Bryony
Willow-Herb

Wolfsbane
Wolfsbane (wholesome)
Wood Sorrel
Woodrose
Wormwood
Yarrow
Young Lad's Love

Fantasy

Adgana
Aldaka
Alether
Amrans
Anserke
Archangelica
Arfandas
Arkasu
Arlan
Arnuminas
Arpusar
Ashline
Athelas
Atigax
Attanar
Bastit
Belan
Belramba
Birthnot
Bittermourn
Black Rose
Blackroot
Bloodkeep
Breldiar
Bursthelas
Caffar
Calcena Mushroom
Callin
Cephalophage
Culkas
Dagmather
Dainaberry
Darsurion
Degiik
Delrean
Draaf
Dragontears
Ebur
Edram
Eldaas
Entriste
Falsifal
Febfendu
Felmather
Fire-Flower
Gallowbrush
Gariig
Gefnul
Golden Crown
Guardseye
Gylvir
Harfy
Healwell
Horseweed
Jaffray
Jinab
Jojojopo
Kathkusa
Kelventari
Kilmakur
Klagul
Laishaberries
Larnurma
Laumspur
Maruera
Megillos
Melander
Mirenna
Nightcall
Oede
Oiolosse
Olus Veritis
Olvar
Pallast
Pargen
Pattran
Rampalt
Rewk
Sabito
Sessali
Silverthorn
Snakespike
Suaeysit
Tai-Gi
Tateesha
Tempin
Terbas
Teriko Weed
Thurl
Ur
Vinuk
Whitecandle
Winclamit
Yaran
Yarrow
Yavethalion
Zulsendra
Zur

Appendix I: Adventure Ideas

It is totally up to you, as a GM, as to how you use these herbs in your own RPG campaign. Many people use them as just another form of healing. This is fine, but I feel that this means missing out on a lot of potential adventure ideas, and opportunities.

In Europe, herbalism was a major science of the Middle Ages, and the Renaissance, and like many such sciences was not well understood. Many people ascribed the efficacy of herbal remedies to all sorts of magical influences. Certain herbs could only be cut by moonlight, others were associated with all sorts of traditions. Many herbs had their uses dictated by their appearance. As an example, Lungwort was held to be good for the lungs simply because the herb looks vaguely lung like. Sometimes through sheer fluke, this *'Doctrine of Signatures'* was accurate, which only served to increase the mystical connections in the yes of the general populace.

The middle ages, where most fantasy campaigns are set, were a time of great diseases, like the Black Death, and a time where many died young. A man or woman who could heal these diseases was revered. Some were seen as holy men, others as servants of evil. As an example, Nostradamus, the famous French seer, was a medical doctor, who first came to the attention of prominent people because of his success in treating the plague. This same success also brought him to the attention of the Inquisition, who investigated him as a witch. According to some legends, he was saved from the stake because he treated and saved the Chief Inquisitor. A more mundane example is that many of the unfortunate women burned or hanged for witchcraft were nothing more than herbalists, albeit sometimes very mystical ones.

This leads to interesting role-playing opportunities for PCs. Perhaps the local lords daughter lies dying of the plague, and they must save her or suffer the consequences of their 'witchcraft'. It may be dangerous to be a herbalist in some communities. A PC herbalist is also likely to have an interest in the other pseudo-sciences of Medieval times, like astrology, or later, phrenology, which is likely to increase this prejudice.

Herbs were incredibly prized in Medieval times, normally for their food value, rather than their medicinal uses. Many of the great journey's of the middle ages and renaissance, many of the great Voyages of Discovery were undertaken in order to find new routes to Asia, and its vast resources of herbs and spices. Marco Polo's journeys, the Voyages of Columbus, the discovery by Europeans of both the Americas and Australia, were all inspired, at least in part by herbs. When Columbus reached the Carribean, he observed the Arawak Indians smoking tobacco. When Captain James Cook explored the east coast of Australia, he brought with him a botanist, Joseph Banks, for the purpose of identifying plants and their uses. In a fantasy campaign, these reasons are just as likely to be valid. Great journeys, great Voyages of Exploration, the stuff of adventures, can all occur if the GM wishes.

For much of history, herbs were incredibly valuable. According to Christian tradition, the three kings brought Gold, Frankincense, and Myrrh to honour the new king, Jesus. Frankincense and Myrrh are both gum resins of trees. These 'herbs' were so valuable as to be considered kingly gifts. Herbs were so valuable that wars were fought for their control. Aloe was so prized by the Ancient Greeks, that Alexander the Great is reported to have been asked by Aristotle, to conquer the island of Socotra, the only known source of the plant in order to ensure a constant supply. India was occupied by the British East India Company, and later by Britain itself, partly because of its vast supplies of herbs. Colonial America built much of its industry around the propagation and transport of herbs from place to place. Tea was so prized, that it served as the spark that ignited the United States War of Independence, when a tax was placed upon its import - the Boston Tea Party. So herbs were, in several ways, responsible for the rise and fall of great nations.
Great trade routes operated between Europe and Asia, for the purpose of transporting herbs and spices, and these trade routes became the basis of much piracy, and also of much travel. The need for fast transport of herbs and spices lead to ever faster ships, being built, like the

Great Tea Clippers. Great companies were formed, which helped contribute to the rise of the merchant class, and the fall of the feudal system. Governments sought to control the import of herbs and spices, by creating monopolies and by heavy taxes. Smuggling was rampant as people tried to avoid these duties.

These are just a few examples of the use of herbs in our world, and their effects on history. They may help GMs to come up with adventures or even campaign ideas. If you do use herbalism as a source for adventures or campaign ideas, I would love to hear about them.

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Thomas Johnson, 'To The Reader', Gerard's *Herball*, second edition, 1633

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