### Sample Herbs

Bostonia is home of hundreds of useful herb species. The following section contains a sample of these herbs. The GM should feel free to make his own herbs.

**Master Herb List**

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| **Herb** | **Bunch** | **Raw** | **Recipes** |
| Bull Thistle | 1d4 | * Inject (WIL 13) and gain +1 STR and damage for 1 hour | * *Bull Thistle Powder* – Makes up to 6 man-days of food inedible (DL 12) * *Concentrated Bull Thistle* – Gain +2d3 STR (DL 14; 20p) * *Dilute Bull Thistle* – Removes the WIL test to ingest (DL 8; 2p) |
| Butterfly Weed | 1d3 | * +1 save vs. charm and mind-control effects for 1 hour | * *Monarch Powder* – Makes the imbiber more susceptible to mind-control effects (-2 to save) (DL 14; 20p) * *Moth Powder* – If blown into the face of an enemy, blurs their vision for 1d3 rounds (-1 to skills) (DL 16; 20p) |
| Caldruina | 1d3 | * +1 to next spell casting check | * *Caldruina Extract*—Next spell casting has its effect increased by 25% or 1 point/die (DL 15; 100p) * *Mage Muddle* – All spell casting attempts take a -1 penalty and all effects are 10% less or -1 point/die (DL 15; 50p) |
| Celandine | 1d4 | * +1 CHA-based skills for 20-30 minutes | * None |
| Creep Cluster | 1d4 | * +1 climb checks for 1 hour | * *Creep Sap* -- -1 falling damage/die (DL 14; 5p) |
| Donf | 1d6 | * None | * *Donf Tea* -- +2 to all disease saves (DL 10; 1p) |
| Elf’s Ear | 1d3 | * +1 to next meditate check | * *Elf’s Ear Tea* – Instantly regain 1 magic level (DL 15; 25p) |
| Flaxinella | 1d6 | * Speeds natural healing by 1 point/week | * *Flaxinella Wrap* – Heals 1 hit point immediately and another point at the end of the week (DL 14; 5p) |
| Fleshin | 1 | * None | * *Fleshin Poultice* – Cannot be petrified for 1 hour (DL 19; 50p) |
| Helguin | 1d4 | * +1 to save vs. poison for 1 hour | * *Helguin Oil* – Immediately allows a new poison save (with a +1 bonus) for someone who is already under the effects of a toxin (DL 13; 25p) * *Murderer’s Paste* – Coats a bladed weapon and causes it to do an extra point of damage for 1 day, or 6 hits (DL 14; 20p) |
| Iron Weed | 1d2 | * None | * *Iron Salve* – Increases AV by 1 for 10 minutes (DL 17; 100p) * *Iron Weed Brew* – Increases saves vs. all spells by 1 for 1 hour (DL 14; 25p) |
| Liverleaf | 1d4 | * Cures hangover | * None |
| Pearline | 1d3 | * Gives 2 extra hit points for 1 hour | * *Pearline Extract* – Extends effect to 4 hours (DL 12; 8p) * *Pearline Tablet* -- +1 defense for 4 rounds (DL 15; 25p) |
| Pearline, Twin | 1 | * Gives 4 extra hit points for 1 hour | * *Pearline Extract* – Extends effect to 4 hours (DL 12; 8p) * *Pearline Powder* -- +1 AV for 4 rounds (DL 15; 25p) |
| Rosetop | 1d6 | * Slight euphoria * Produces hallucinations | * *Rosetop Extract* -- +1 to all divine invocations for 1 hour (DL 14; 10p) * *Rosetop Paste* – Keeps insects away. Giant insects get -1 to all attacks and defenses when battling someone wearing this paste. Lasts one day (DL 12; 5p) |
| Salt Grass | 1d4 | * Reduces the need for water by by 33% for 1 day. Thus with 4 doses of salt grass, you could travel for 4 days with 3 days of water. | * *Salt Grass Paste* – Reduces the need for water by 50% (DL 14; 10p) * *Salt Grass Weave* – One dose can be weaved into a cloth that will absorb up to 1 barrel of water (DL 12; 5p) |
| Saw-Toothed Mantle | 1d6 | * Slight euphoria * +1 PER for 1 hour | * *Mantle Gum* -- +1 to cast illusion spells for 1 hour (DL 14; 10p) |
| Sea Flower | 1d3 | * +1 to swim checks for 1 hour | * *Sea Flower Stew* – Gain +1 TOU and +1 hit point (DL 13; 5p) |
| Somnis | 1d6 | * Allows deep, dreamless sleep | * *Somnis Powder* – Allows user to avoid sleep for 4 hours, but they will have to make it up later (DL 12; 5p) |
| Sunkiss | 1d4 | * None | * *Father’s Tea* -- +1 to next fire damage effect (DL 14; 10p) * *Sunkiss Wafer* – Gain +1 to next theology roll (DL 14; 10p) |
| Sunsap | 1 | * None | * *Sunsap Paste* – Acts as poison to the shadow creatures, doing 1d6/round for 6 rounds if the creature does not save SPI 18 (DL 17; 25p) |
| White Brakus | 1d6 | * +1 TOU and +1 hit points for 1 hour | * *Brakus Brew* – Heals 1d4 hit points (DL 12; 20p) * *White Stem Extract* – Allows the user to ignore the effect of wounds for 1d3 hours (DL 14; 50p) |

**Herbs Found Around Boston**

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| **Roll** | **Herb** |
| 01-06 | Bull Thistle |
| 07-12 | Butterfly Weed |
| 13-18 | Celandine |
| 19-24 | Creep Cluster |
| 25-34 | Donf |
| 35-38 | Elf’s Ear |
| 39-44 | Flaxinella |
| 45-46 | Fleshin |
| 47-56 | Liverleaf |
| 57-60 | Pearline |
| 61-62 | Pearline, Twin |
| 63-72 | Salt Grass |
| 73-82 | Saw-Toothed Mantle |
| 83-90 | Sea Flower |
| 91-96 | Somnis |
| 97-98 | Sunkiss |
| 99-00 | Sunsap |

**Herbs Found In the Wilds Between Boston and Salem**

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| **Roll** | **Herb** |
| 01-06 | Bull Thistle |
| 07-12 | Butterfly Weed |
| 13-16 | Caldruina |
| 17-21 | Celandine |
| 22-27 | Creep Cluster |
| 28-37 | Donf |
| 38-41 | Elf’s Ear |
| 42-47 | Flaxinella |
| 48-49 | Fleshin |
| 50-59 | Liverleaf |
| 60-64 | Helguin |
| 65-66 | Iron Weed |
| 67-72 | Rosetop |
| 73-82 | Saw-Toothed Mantle |
| 83-88 | Somnis |
| 89-90 | Sunkiss |
| 91-92 | Sunsap |
| 93-00 | White Brakus |