**Master Herb List**

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| **Herb** | **Bunch** | **Raw** | **Recipes** |
| Black Eye | 1d6 | * +1 PER checks | * *Black Eye Powder* – Wearer is immune to any effect that could blind him for 1 hour (DL 11; 10p) * *Insidious Black Dye* – Can be placed on an object and is very hard to detect. When touches skin, becomes black and won’t wash off for 3 days (DL 10; 8p) |
| Bull Thistle | 1d4 | * Ingest (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) |
| Cursed Salt | 1d3 | * None | * *Blessed Salt* -- +1 theology checks for 1 hour (DL 14; 10p) * *Cursed Salt* – When thrown on an enemy, they must save (SPI 15) or suffer 1d4 points of penetrating damage for 10 rounds, or until immersed in water (DL 12; 20p) * *Sun Salt* – Immune to desert, sand, heat effects for 1 day (DL 14; 25p) |
| Desert Columbine | 1d6 | * None | * *Columbine Polish* -- +1 damage for 3 rounds when applied to a blade (DL 12; 10p) * *Columbine Tea* – 1d3 heal (DL 10; 5p) * *Columbine Tobacco* – Your next spell level loss is reduced by 1 (DL 14; 25p) |
| Donf | 1d6 | * None | * *Donf Tea* -- +2 to all disease saves (DL 10; 1p) |
| Drallin | 1d3 | * +1 saves vs. spells for 1 hour | * *Drallin Paste* – Heals 1 point of damage naturally (can stack with other herbal heals) (DL 12; 5p) |
| 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) |
| Grunj Eye | 1 | * +1 to magic, social checks dealing with spirits for one evening | * *Shaman’s Tea* – Allows imbiber to spirit walk during their dream’s that night (DL 17; 200p) * *Sleeping Elixir* – Drinker must save vs. TOU(15) or sleep for 2-4 days, cannot be affected by spells, possession or other nasty supernatural effects during this period (DL 17; 200p) |
| Heckle | 1d3 | * +1 stealth checks for 1 hour | * None |
| 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) |
| Red Whip | 1d4 | * +1 Move for 10 rounds | * *Rifleman’s Red* -- -1 INI, +1 to-hit for 10 rounds (DL 12; 15p) |
| 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) |
| Salt Spear | 1d4 | * Repels small insects, gives +2 saves vs. bug-based poison for 4 hours | * *Fly’s Tincture* -- +2 climb checks for 1 hour (DL 14; 10p) * *Stinging Paste* – Weak poison, victim must save vs. TOU(14) or become Impaired(1) for 1 hour (DL 15; 50p) |
| 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) |
| Soft Quartz | 1d6 | * None | * *Quartz Salve* – 1d4 heal (DL 13; 10p) |
| 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) |
| Spiny Cactus | 1d3 | * +1 TOU and +1 hit point for a day | * *Tongue Lash* – Allows user to eat old, rotted food and suffer no ill effects (DL 12; 20p) |
| 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 in the New Territories

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| 01-06 | Black Eye |
| 07-12 | Bull Thistle |
| 13-18 | Creep Cluster |
| 19-22 | Cursed Salt |
| 23-24 | Desert Columbine |
| 25-28 | Drallin |
| 29-30 | Fleshin |
| 31-32 | Grunj Eye |
| 33-35 | Heckle |
| 36-40 | Helguin |
| 41-45 | Liverleaf |
| 46-49 | Red Whip |
| 50-55 | Rosetop |
| 56-60 | Salt Grass |
| 61-65 | Salt Spear |
| 66-75 | Saw-Toothed Mantle |
| 76-80 | Soft Quartz |
| 81-86 | Spiny Cactus |
| 87-89 | Sunkiss |
| 90-92 | Sunsap |
| 93-00 | White Brakus |