**ROLEMASTER HERBS**

**Codes:**
- Climate Codes:  a = arid; c = cold; e = everlasting cold; f = frigid (ever. cold); h = hot and humid; m = mild temperate; s = semi-arid; t = cool temperate.
- Local Codes:  A = Alpine; B = Breaks/wadis; C = Coniferous forest; D = Deciduous/mixed forest; F = Freshwater coasts & banks; G = Glacier/snowfield; H = Heath/scrub/moor; J = Jungle/rainforest; O = Ocean/saltwater shores; M = Mountains; S = Short grass; T = Tall grass; U = Underground; V = Volcanic; W = Waste; Z = Desert.
- Difficulty Codes:  1 = Routine; 2 = Easy; 3 = Light; 4 = Medium; 5 = Hard; 6 = Very Hard; 7 = Extremely Hard; 8 = Sheer Folly; 9 = Absurd.

**Form and Preparation:**
- **Brew** – Effective when drunk 20 rounds after water is boiled; **Ingest** – Immediately usable: eat, chew, drink or inhale, as appropriate; **Apply** – Requires 1-10 rounds to prepare, then applied directly onto area; **Paste** – Raw matter is made into a paste which may be put in food or drink, or applied to weapons/tools and stays effective for up to 1 week; **Liquid** – As Paste, but only remains effective for 1 hour; **Powder** – Only effective in food or drink, cannot be applied to weapons.

**Addiction Factor (AF):** GMs may wish to make certain herbs addictive. Each time a herb is employed after its initial use in any given week roll to see if the user becomes addicted. Double the AF% with each subsequent use after the 2nd in the given week. Addiction effects: (a) loss of effectiveness of herb; (b) must use herb when under stress; (c) halve all skills when not using herb; or (d) other unpleasant, possibly violent, withdrawal symptoms without usage.

### USEFUL HERBS & SIMILAR SUBSTANCES

<table>
<thead>
<tr>
<th>ID#</th>
<th>Name</th>
<th>Codes</th>
<th>Usage</th>
<th>Cost</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><strong>Antidotes</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>601</td>
<td>Arsgabergies flower</td>
<td>a-Z-5</td>
<td>ingest</td>
<td>38gp</td>
<td>AF7. Lvl 4 antidote for Muscle Poisons.</td>
</tr>
<tr>
<td>603</td>
<td>Menelor cone</td>
<td>f-C-5</td>
<td>brew</td>
<td>65gp</td>
<td>AF4. Lvl 7 antidote for Circulatory Poisons.</td>
</tr>
<tr>
<td>604</td>
<td>Monolerry</td>
<td>t-M-3</td>
<td>ingest</td>
<td>30gp</td>
<td>AF5. Lvl 3 antidote for Respiratory Poisons.</td>
</tr>
<tr>
<td>605</td>
<td>Quilnmurf root</td>
<td>m-C-7</td>
<td>brew</td>
<td>49gp</td>
<td>AF1. Lvl 8 antidote for Conversion Poisons.</td>
</tr>
<tr>
<td>606</td>
<td>Shen leaf</td>
<td>t-F-6</td>
<td>ingest</td>
<td>27gp</td>
<td>AF3. Lvl 4 antidote for Nerve Poisons.</td>
</tr>
<tr>
<td>607</td>
<td>Ul-Naza leaf</td>
<td>s-W-8</td>
<td>ingest</td>
<td>430gp</td>
<td>AF9. Lvl 50 antidote for any poison. Must be taken within 1 day of poisoning.</td>
</tr>
<tr>
<td>608</td>
<td>Arfasnem stem</td>
<td>c-F-6</td>
<td>apply</td>
<td>2sp/gp</td>
<td>AF1. Doubles rate of healing for fractures.</td>
</tr>
<tr>
<td>609</td>
<td>Baalak reed</td>
<td>h-O-8</td>
<td>brew</td>
<td>160gp</td>
<td>AF12. Shatter repairs.</td>
</tr>
<tr>
<td>610</td>
<td>Bursthelas stalk</td>
<td>t-S-8</td>
<td>brew</td>
<td>110gp</td>
<td>AF22. Shatter repairs.</td>
</tr>
<tr>
<td>611</td>
<td>Edram moss</td>
<td>c-F-8</td>
<td>ingest</td>
<td>31gp</td>
<td>AF10. Mends bone.</td>
</tr>
<tr>
<td>612</td>
<td>Gursamel stalk</td>
<td>t-S-7</td>
<td>apply</td>
<td>30gp</td>
<td>AF5. Mends bone.</td>
</tr>
<tr>
<td>613</td>
<td>Alambas grass</td>
<td>s-O-4</td>
<td>apply</td>
<td>66sp</td>
<td>AF4. Heals 4sq' of burns (any).</td>
</tr>
<tr>
<td>614</td>
<td>Aloe leaf</td>
<td>t-H-4</td>
<td>apply</td>
<td>5bp</td>
<td>AF0. Doubles healing rate for burns and minor cuts. Heals 5 hits if they result from burns.</td>
</tr>
<tr>
<td>615</td>
<td>Culkas leaf</td>
<td>a-Z-4</td>
<td>apply</td>
<td>35gp</td>
<td>AF0. Heals 10 sq' of burns (any).</td>
</tr>
<tr>
<td>616</td>
<td>Jojopolo leaf</td>
<td>f-M-4</td>
<td>apply</td>
<td>9sp</td>
<td>AF0. Cures frostbite. Heals 2-20 hits resulting from cold.</td>
</tr>
<tr>
<td>617</td>
<td>Kelventerry berry</td>
<td>t-T-3</td>
<td>rub</td>
<td>19gp</td>
<td>AF0. Heals 1st and 2nd degree burns. 1-10 hits resulting from heat.</td>
</tr>
<tr>
<td>618</td>
<td>Veldurak kelp</td>
<td>h-O-5</td>
<td>apply</td>
<td>8sp</td>
<td>AF2. Cures frostbite. Heals 1-50 hits resulting from cold.</td>
</tr>
<tr>
<td>619</td>
<td>Anserke root</td>
<td>h-O-6</td>
<td>apply</td>
<td>75gp</td>
<td>AF7. Stops bleeding by clotting and sealing wound. Takes 3 mds to take effect. Patient cannot move (appreciably) without wound reopening.</td>
</tr>
<tr>
<td>620</td>
<td>Felk nut</td>
<td>h-O-6</td>
<td>brew</td>
<td>50gp</td>
<td>AF5. Stops any bleeding. Takes 1-10 mds to take effect. Patient cannot move (appreciably) without wound reopening.</td>
</tr>
<tr>
<td>621</td>
<td>Harly resin</td>
<td>s-S-6</td>
<td>apply</td>
<td>175gp</td>
<td>AF9. Immediately stops any form of bleeding.</td>
</tr>
<tr>
<td>622</td>
<td>Hugburtun fruit</td>
<td>s-Z-6</td>
<td>apply</td>
<td>180gp</td>
<td>AF6. Immediately stops any form of bleeding.</td>
</tr>
<tr>
<td></td>
<td><strong>Burns &amp; Exposure</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>623</td>
<td>Akbutege Leaf</td>
<td>s-O-2</td>
<td>ingest</td>
<td>3sp</td>
<td>AF1. Heals 1-10.</td>
</tr>
<tr>
<td>624</td>
<td>Aurln Leaf</td>
<td>t-T-2</td>
<td>apply</td>
<td>13gp</td>
<td>AF1. Heals 4-9. Wild heals 1-6. (see also #638).</td>
</tr>
<tr>
<td>625</td>
<td>Cusamar flower</td>
<td>c-H-7</td>
<td>ingest</td>
<td>30gp</td>
<td>AF3. Heals 15-60 (10 + 5xD10).</td>
</tr>
<tr>
<td>626</td>
<td>Darsurion Leaf</td>
<td>c-M-3</td>
<td>apply</td>
<td>35gp</td>
<td>AF1. Heals 1-6.</td>
</tr>
<tr>
<td>627</td>
<td>Draaf Leaf</td>
<td>a-O-2</td>
<td>ingest</td>
<td>7sp</td>
<td>AF1. Heals 1-10 for each of 2 consecutive rounds.</td>
</tr>
<tr>
<td>628</td>
<td>Dugmuthur Berry</td>
<td>t-M-3</td>
<td>ingest</td>
<td>9gp</td>
<td>AF2. Heals 10. Instant effect.</td>
</tr>
<tr>
<td>630</td>
<td>Gefnul Lichen</td>
<td>c-V-5</td>
<td>ingest</td>
<td>90gp</td>
<td>AF10. Heals 100.</td>
</tr>
<tr>
<td>631</td>
<td>Mirena berry</td>
<td>c-M-3</td>
<td>ingest</td>
<td>10gp</td>
<td>AF1. Heals 10. Instant effect.</td>
</tr>
<tr>
<td>632</td>
<td>Reglen moss</td>
<td>t-M-3</td>
<td>brew</td>
<td>75gp</td>
<td>AF7. Heals 50.</td>
</tr>
<tr>
<td>633</td>
<td>Rewk module</td>
<td>t-D-3</td>
<td>brew</td>
<td>9gp</td>
<td>AF1. Heals 2-20.</td>
</tr>
<tr>
<td>635</td>
<td>Winclamit fruit</td>
<td>c-C-7</td>
<td>apply</td>
<td>100gp</td>
<td>AF12. Heals 3-300.</td>
</tr>
<tr>
<td>636</td>
<td>Yavethalon fruit</td>
<td>m-O-5</td>
<td>ingest</td>
<td>45gp</td>
<td>AF4. Heals 5-50.</td>
</tr>
<tr>
<td></td>
<td><strong>General Purpose</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>637</td>
<td>Arkasas sap</td>
<td>m-T-4</td>
<td>apply</td>
<td>12gp</td>
<td>AF2. Heals 2-12 hits. Equal doubles rate of healing for major wounds.</td>
</tr>
<tr>
<td>638</td>
<td>Aurln root</td>
<td>c-M-2</td>
<td>ingest</td>
<td>1bp</td>
<td>AF3. Decongestant. +20 to resistance v common cold. Speeds recovery from respiratory illness by 5x. (See #624)</td>
</tr>
<tr>
<td>639</td>
<td>Athelas leaf</td>
<td>t-C-5</td>
<td>brew</td>
<td>300gp</td>
<td>AF20. Capable of curing anything while patient is still alive, but healing only as effective as the healer. Full effect only in the hands of an “ordained” king. Will not keep or give life. (aka. Kingsfoil)</td>
</tr>
<tr>
<td>640</td>
<td>Attan moss</td>
<td>t-F-4</td>
<td>apply</td>
<td>8gp</td>
<td>AF1. Cures fever.</td>
</tr>
<tr>
<td>641</td>
<td>Delrean bark</td>
<td>m-O-5</td>
<td>apply</td>
<td>3sp</td>
<td>AF1. Repels any insect. Smells foul (noticeably so; range 50').</td>
</tr>
<tr>
<td>642</td>
<td>Felmather leaf</td>
<td>m-O-5</td>
<td>ingest</td>
<td>155gp</td>
<td>AF15. Mental summons of one “friend” (beasts or folk. Range 300’ x user’s level. Coima relief.</td>
</tr>
<tr>
<td>643</td>
<td>Lathe stem</td>
<td>t-F-4</td>
<td>brew</td>
<td>9sp</td>
<td>AF4. +10 to disease resistance, cures common cold. Heals 1-2 hits.</td>
</tr>
<tr>
<td>644</td>
<td>Trudurs moss</td>
<td>c-F-4</td>
<td>brew</td>
<td>12sp</td>
<td>AF8. +10 to disease resistance for 1-10 days.</td>
</tr>
<tr>
<td>645</td>
<td>Ukur nut</td>
<td>f-H-4</td>
<td>ingest</td>
<td>34sp</td>
<td>AF1. One day’s nutrition.</td>
</tr>
<tr>
<td></td>
<td><strong>Life Preservation</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>646</td>
<td>Caracatu grass</td>
<td>h-O-7</td>
<td>apply</td>
<td>89gp</td>
<td>AF25. Lifekeeping* (1 day).</td>
</tr>
<tr>
<td>647</td>
<td>Deegriik leaf</td>
<td>h-O-5</td>
<td>ingest</td>
<td>100gp</td>
<td>AF10. Lifekeeping* (1 day).</td>
</tr>
<tr>
<td>648</td>
<td>Kalrelin leaf</td>
<td>m-O-9</td>
<td>ingest</td>
<td>999gp</td>
<td>AF21. Lifegiving for Elves, if given within 28 days of death.</td>
</tr>
<tr>
<td>649</td>
<td>Nur-oilioesse clove</td>
<td>f-F-8</td>
<td>ingest</td>
<td>200gp</td>
<td>AF13. Lifegiving (1 day). Kills one day later unless Sorul nut (c-F-2; 1sp) is ingested.</td>
</tr>
</tbody>
</table>
Swuth leaf
Swigmakril flower
Hugar root
Hoak-foer flower
Gort leaf
Galenas leaf
Arunya root
Ulginor bread [leaves]
Hesguratu bread [grain]
Vinuk root
Suranie berry
Januk-ty root
Stun Relief
Merrig thorn
Zulsendura mushroom
Splayfoot seeds
Megillos leaf
Marku nut
Klagul bud
Kilmakur root
Joef powder
Blue Eyes flower
Breldiar flower
Ankii berry
Agaath berry
Physical Alteration
Tarnas nodule
Pasamar grass
Kakduram fruit
Febfendu root
Baldakur root
Organ Repair
Yuth flower
Belramba lichen
Nerve Repair
Ebur flower
Dagmather spine
Arnuminas leaf
Tyr-fira leaf
Pathur nodule
Olvar flower
Nerve Repair
Physical Alteration
AF25. Relaxant. User takes 2x usual hits before passing out (but dies due to hits at usual #), although he operates at -30.

AF15. Euphoria (-50) for 1 hr. Yields 1 day's nutrition.

AF33. Causes sleep and quick unconsciousness. 1 hour's sleep equals 6.

AF10. Leaf produces smoke which affects 20' radius. Relaxes (-75) 1-10 rnds.

AF45. Euphoric. Allows for shared dreams with family member who lies within range (100 miles x level of user).

AF50. Causes sleep and quick unconsciousness. 1 hour's sleep equals 4.

AF15. Dose/4oz slice. Restores nervous system to normal (in 1-10 rnds). 10-slice loaf 690gp. Tastes of pumpkin and onions; keeps 1 month.

AF1. Dose/4oz slice. Dwarven Waybread. Five day's nutrition/slice. 10-slice loaf 13gp. Tastes fo mushrooms and pepper; keeps 2 weeks.

AF5. Stun relief 2 rnds.

AF3. Stun relief (3 rnds).

AF3. Stun relief (1 rnd).

Withdrawal means loss of 10 from Co, 15 from Re and Me.

(AF50). Daily use increases Pr by 5. Interruption of use will not reverse addictive resistance, but means loss of benefit.

AF22. Haste (3 rnds).

AF16. For “god in heart” instils confidence and singleness of purpose (+25) for 1 to 4 hours.

AF10. Bonus of +20 when casting spells or for over-cast attempts. Lasts 1 hr. Manoeuvre and melee bonus -20. 10% chance any spell will be cast on nearest unintended target.

AF7. Restores sight.

AF31. Restoration of 1 organ or area. Side effect: skin disease (Pr 10% normal) and 6 hits per rnd when skin exposed to full sun.

AF27. Preservation of any organic material (up to body size). Lasts 1 week.

AF18. Intoxication and dreams (actions at -50) for 2 hours, and 1 days nutrition.

AF20. Allows one to breathe under water (only) for 4 hours.

AF15. Heals cartilage damage.

AF5. Mends muscle damage.

AF8. Doubles rate of healing for sprains, torn ligaments and cartilage damage.

AF3. Repairs sprains.

AF6. Nausea fo 1-10 hours (-50). Restores organ damage.

AF50. Repairs organ damage.


AF23. Allows mental summons of one known sentient friend (100' x level of user).

AF35. 2X strength (1-10 rnds). 2x hits given foes; +10 OB.

AF20. Preservation of organic material (up to body size) for 1 day.


AF27. Preservation of organic material.

AF31. Restoration of 1 organ or area. Side effect: skin disease (Pr 10% normal) and 6 hits per rnd when skin exposed to full sun.

AF22. Lifegiving for Elves, if given within 7 days of death. (aka Ololosse).

AF33. Lifegiving, if given within 56 days.

AF7. Lifekeeping* (1 hour).

AF0. Lifegiving, if given within 30 days.

AF3. Lifekeeping* (1 hour).

AF22. Lifegiving for Elves, if given within 7 days of death. (aka Ololosse).

AF25. Lifegiving, if given within 7 days of death. (aka Ololosse).

AF10. Lifegiving, if given within 56 days.
810 Tukamar grass s-S-4 brew 38sp  AF100. Euphoric. Allows for shared dreams with friend similarly affected lies within range (50 miles x level of user).

Circulatory Poisons
901 Carnegurth flower a-Z-4 liquid 53gp (Lvl 1). Reddish juice causes massive blood clotting and death in 1-100 hrs.
902 Jeggarukh bat m-U-5 powder 71gp (Lvl 6). Black powder give 1-100 hits. (See #931)
903 Karfar leaf h-J-4 paste 142gp (Lvl 7). Reddish paste causes heart to shut down. Massive shock and death in 2-12 rnds.
904 Klytun root s-B-4 paste 53gp (Lvl 5). Golden paste causes 1-10 day coma.
905 Shankasar root m-C-6 paste 2gp (Lvl 10). Brown paste gives 1-10 hits.
906 Shurduvaak berry a-Z-7 liquid 36gp (Lvl 3). Brown liquid slows blood flow. Victim sluggish, at -50 for all activity, and needs 2x usual sleep.

Conversion Poisons
907 Bragolith fly c-C-8 liquid 120gp (Lvl 5). Blishau juice causes victim to spontaneously combust. Phosrophescent green firefly juce.
910 Brithagurth fish f-F-8 liquid 25gp (Lvl 2). Black venom causes hardening of tendons in 1-4 appendages (making them useless).
909 Hemual bee c-C-8 liquid 80gp (Lvl 6). Yellow venom converts optic juices of 1-2 eyes to honey.
910 Onokambaka bat c-U-3 liquid 29gp (Lvl 2). Green venom turns (1-4) hands and/or feet to stone (making each affected area -75).
911 Muilfana sap t-C-4 liquid 52gp (Lvl 2). Orange tree sap. When contacted with mucous membranes turns to acid (blinds, or destroys windpipe/oesophagus).
912 Taynaga bark c-C-5 powder 27gp (Lvl 8). Brownish powder sterilizes and gives 5-50 hits.

Muscle Poisons
913 Dynalka leaf h-F-3 paste 14gp (Lvl 3). Tan paste destroys hearing and gives 1-10 hits.
914 Kaktu flower s-S-7 liquid 29gp (Lvl 1). Affects 1-4 appendages. Dexterity loss in each affected area reduces associated manoeuvre rolls by 1-100 (avg. if 2 are used).
915 Trusa frog h-J-8 paste 31gp (Lvl 4). Acts in 1-10 rnds. Victim failing RR by 21+ is killed. Victim failing by 11-20 falls into coma, and is blind; failure by 1-10 results in blindness in 1-2 eyes.

Nerve Poisons
916 Acanaa flower f-M-7 paste 600gp (Lvl 10). Black paste destroys nervous system. Kills instantly.
917 Asgarash snake c-T-7 paste 31gp (Lvl 3). Brownish-red snake venom. Upper body paralysis.
917.5 Caahaana nut m-D-6 powder 36gp (Lvl 1). White powder instantly causes mild euphoria (victim at -50 for 1-10 rnds). Brain is destroyed after 1-10 minutes.
918 Juth scorpion a-Z-5 liquid 41gp (Lvl 2). Causes gradual insanity (1-100 weeks).
919 Ruth-i-laur drake s-U-7 liquid 56gp (Lvl 4). Brownish Cave-drake saliva causes rapid (1-20 rnds) erosion of nervous system. Victim left at -50 to -100 activity.
920 Slird fruit H-J-8 paste 13gp (Lvl 2). Acts in 2 rnds. Victim loses feeling in 1-6 extremities (head, genitals, hands feet) for 1-100 days.
921 Ul-acanaa flower e-M-8 paste 1200gp (Lvl 20). Nervous system destroyed. Paralyzes instantly; kills in 1-10 minutes.
922 Wek-baas fish h-O-9 liquid 70gp (Lvl 5). Acts in 1-100 rnds. RR failure of 31+ results in total paralysis; failure by 16-30 results in degeneration of balance and hearing in 1-10 days; RR failure of 1-15 results in sleep.

Reduction Poisons
923 Lhugrath dragon e-U-6 liquid 300gp (Lvl 10). Grey/black blood rapidly (1-10 rnds) dissolves inflicted area. Affects metals and organic material. Does not affect glass/sand/pottery.
924 Ondohithai lichen e-A-5 paste 60gp (Lvl 3). Blue/grey paste causes fatal dehydration in 1-10 minutes.
925 Nimnaur spider t-D-5 liquid 23gp (Lvl 3). Milky white juices slowly (1-10 minutes) liquefies affected organ (1 organ/dose).
926 Silmaana stalk m-T-2 powder 4gp (Lvl 9). Silver powder scars skin; gives 2-20 hits.
927 Slota spider t-D-7 paste 16gp (Lvl 5). Slow (1 day) paralysis and death (1-10 days).
928 Zaganzar root t-M-6 liquid 139gp (Lvl 5). Brownish extract blads by reducing optic nerve to water; gives 1-10 hits.

Respiratory Poisons
929 Galenaamaa leaf c-A-6 powder 179gp (Lvl 9). Green powder kills Elves; leaves others in a coma for 1-100 weeks.
930 Hith-i-Girth leaf f-M-5 liquid 12gp (Lvl 4). Mist/vapour from live (active) tree acts as depressant causing immediate and continuing sleep
931 Jegga bat m-U-5 paste 92gp (Lvl 7). Brown paste gives 1-100 hits. (See #902)
932 Jitsu clam m-O-4 liquid 34gp (Lvl 5). Yellow venom gives 5-50 hits.
933 Jitsutry clam c-F-6 paste 145gp (Lvl 2). Tan paste destroys lungs and kills in 1-100 rounds.
934 Kly berry s-H-5 paste 154gp (Lvl 3). Brown juice gives 3-100 hits.
935 Urana leaf t-S-3 paste 12gp (Lvl 6). Creamy paste gives 3-10 hits. (See #936 below)
936 Vuraana flower " paste 42gp (Lvl 2). Pinkish paste delivers 1-100 hits. Same plant as Uranaa (#935) but it only flowers in spring.