

# 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.

Locale 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 (+30); 2 = Easy (+20); 3 = Light (+10); 4 = Medium (+0); 5 = Hard (-10); 6 = Very Hard (-20); 7 = Extremely Hard (-30); 8 = Sheer Folly (-50); 9 = Absurd (-90).

## 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

ID#	Name	Codes	Usage	Cost	Effect
<b>Antidotes</b>					
601	Argsbargies flower	a-Z-5	ingest	38gp	AF7. Lvl 4 antidote for Muscle Poisons.
602	Eldaana leaf	c-O-4	brew	99gp	AF2. Lvl 9 antidote for Reduction Poisons. Reverses the effect of the curse "Ugliness of Orn" (Chan, "Curses", lvl 15).
603	Menelar cone	f-C-5	brew	65gp	AF4. Lvl 7 antidote for Circulatory Poisons.
604	Mook berry	t-M-3	ingest	30gp	AF5. Lvl 3 antidote for Respiratory Poisons.
605	Quilmufur root	m-C-7	brew	49gp	AF1. Lvl 8 antidote for Conversion Poisons.
606	Shen leaf	t-F-6	ingest	27gp	AF3. Lvl 4 antidote for Nerve Poisons.
607	Ul-Naza leaf	s-W-8	ingest	430gp	AF9. Lvl 50 antidote for any poison. Must be taken within 1 day of poisoning.
<b>Bone Repair</b>					
608	Arfandas stem	c-F-6	apply	2sp/gp	AF1. Doubles rate of healing for fractures.
609	Baalak reed	h-O-8	brew	160gp	AF12. Shatter repairs.
610	Bursthelas stalk	t-S-8	brew	110gp	AF22. Shatter repairs.
611	Edram moss	c-F-8	ingest	31gp	AF10. Mends bone.
612	Gursamel stalk	t-S-7	apply	30gp	AF5. Mends bone.
<b>Burns &amp; Exposure</b>					
613	Alambas grass	s-O-4	apply	66sp	AF4. Heals 4sq.' of burns (any).
614	Aloe leaf	t-H-4	apply	5bp	AF0. Doubles healing rate for burns and minor cuts. Heals 5 hits if they result from burns.
615	Culkas leaf	a-Z-4	apply	35gp	AF0. Heals 10 sq' of burns (any).
616	Jojojopo leaf	f-M-4	apply	9sp	AF0. Cures frostbite. Heals 2-20 hits resulting from cold.
617	Kelventari berry	t-T-3	rub	19gp	AF0. Heals 1st and 2nd degree burns. 1-10 hits resulting from heat.
618	Veldurak kelp	h-O-5	apply	8sp	AF2. Cures frostbite. Heals 1-50 hits resulting from cold.
<b>Circulatory Repair</b>					
619	Anserke root	h-O-6	apply	75gp	AF7. Stops bleeding by clotting and sealing wound. Takes 3 rnds to take effect. Patient cannot move (appreciably) without wound reopening.
620	Fek nut	h-O-6	brew	50gp	AF5. Stops any bleeding. Takes 1-10 rnds to take effect. Patient cannot move (appreciably) without wound reopening.
621	Harfy resin	s-S-6	apply	175gp	AF9. Immediately stops any form of bleeding.
622	Hugburtun fruit	s-Z-6	apply	180gp	AF6. Immediately stops any form of bleeding.
<b>Concussion Relief</b>					
623	Akbutege Leaf	s-O-2	ingest	3sp	AF1. Heals 1-10.
624	Arlan Leaf	t-T-2	apply	13sp	AF1. Heals 4-9. Wild heals 1-6. (see also #638).
625	Cusamar Flower	c-H-7	ingest	30gp	AF3. Heals 15-60 (10 + 5xD10).
626	Darsurion Leaf	c-M-3	apply	35bp	AF1. Heals 1-6.
627	Draaf Leaf	a-O-2	ingest	7sp	AF1. Heals 1-10 for each of 2 consecutive rounds.
628	Dugmuthur Berry	t-M-3	ingest	9gp	AF2. Heals 10. Instant effect.
629	Gariig Cactus	a-Z-3	ingest	55gp	AF3. Heals 30. Aka Grarig.
630	Gefnul Lichen	e-V-5	ingest	90gp	AF10. Heals 100.
631	Mirena berry	c-M-3	ingest	10gp	AF1. Heals 10. Instant effect.
632	Reglen moss	t-M-3	brew	75gp	AF7. Heals 50.
633	Rewk nodule	t-D-3	brew	9sp	AF1. Heals 2-20.
634	Thurl clove	t-D-1	brew	2sp	AF1. Heals 1-4. Brew keeps 1-2 weeks.
635	Winclamit fruit	c-C-7	ingest	100gp	AF12. Heals 3-300.
636	Yavethalion fruit	m-O-5	ingest	45gp	AF4. Heals 5-50.
<b>General Purpose</b>					
637	Arkasu sap	m-T-4	apply	12gp	AF2. Heals 2-12 hits. Doubles rate of healing for major wounds.
638	Arlan root	c-M-2	ingest	1bp	AF3. Decongestant. +20 to resistance v common cold. Speeds recovery from respiratory illness by 5x. (See #624)
639	Athelas leaf	t-C-5	brew	300gp	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)
640	Attanar moss	t-F-4	apply	8gp	AF1. Cures fever.
641	Delrean bark	m-O-5	apply	3sp	AF1. Repels any insect. Smells foul (noticeably so; range 50').
642	Felmather leaf	m-O-5	ingest	105gp	AF15. Mental summons of one "friend" (beasts or folk. Range 300' x user's level. Coma relief.
643	Latha stem	t-F-4	brew	9sp	AF4. +10 to disease resistance, cures common cold. Heals 1-2 hits.
644	Trudurs moss	c-F-4	brew	12sp	AF8. +10 to disease resistance for 1-10 days.
645	Ukur nut	f-H-4	ingest	34sp	AF1. One day's nutrition.
<b>Life Preservation</b>					
646	Carcatu grass	h-O-7	apply	89gp	AF25. Lifekeeping* (1 day).
647	Degiik leaf	h-O-5	ingest	100gp	AF10. Lifekeeping* (1 day).
648	Laurelin leaf	m-O-9	ingest	999gp	AF21. Lifegiving for Elves, if given within 28 days of death.
649	Nur-oiolosse clove	f-F-8	ingest	200gp	AF13. Lifegiving (1 day). Kills one day later unless Sorul nut (c-F-2; 1sp) is ingested.

650	Oiolosse clove	f-F-8	ingest	600gp	AF22. Lifegiving for Elves, if given within 7 days of death. (aka Ololosse).
651	Olvar flower	f-O-6	ingest	200gp	AF20. Lifekeeping* 2-20 days.
652	Pathur nodule	a-H-4	brew	35gp	AF7. Lifekeeping* (1 hour).
653	Tyr-fira leaf	f-A-9	apply	1200gp	AF33. Lifegiving, if given within 56 days.
654	Vulcurax berry	h-J-9	apply	1000gp	AF0. Lifegiving, if given within 30 days.
<b>Muscle, Tendon, etc</b>					
655	Arnuminas leaf	m-S-2	apply	6bp	AF8. Doubles rate of healing for sprains, torn ligaments and cartilage damage.
656	Arpsusar stalk	t-F-5	brew	30gp	AF15. Mends muscle damage.
657	Curfalaka fruit	h-J-7	ingest	40gp	AF6. Mends muscle damage.
658	Dagmather spine	s-S-5	brew	28gp	AF12. Heals cartilage damage.
659	Ebur flower	m-O-4	ingest	22gp	AF18. Repairs sprains.
660	Hegheg root	h-S-8	paste	25gp	AF5. Heals cartilage damage.
661	Tarfeg flower	h-O-7	ingest	23gp	AF3. Repairs sprains.
<b>Nerve Repair</b>					
662	Belramba lichen	s-Z-6	brew	60gp	AF20. Nerve repairs.
663	Terbas leaf	m-D-3	apply	2gp	AF4. Doubles healing rate for nerve damage.
664	Wifurwif lichen	t-M-7	ingest	55gp	AF15. Nerve repairs.
665	Yuth flower	h-J-8	ingest	29gp	AF8. Antidote for nerve venom.
<b>Organ Repair</b>					
666	Baldakur root	c-M-8	brew	102gp	AF7. Restores sight.
667	Berterin moss	m-D-3	brew	19gp	AF20. Preservation of organic material (up to body size) for 1 day.
668	Efbfendu root	c-F-4	brew	90gp	AF24. Restores hearing.
669	Kakduram fruit	h-J-7	ingest	90gp	AF6. Restores hearing.
670	Pasamar grass	h-S-8	brew	75gp	AF40. Preservation of organic material.
671	Siran clove	s-S-6	ingest	80gp	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.
672	Siriena grass	s-S-5	brew	70gp	AF27. Preservation of any organic material (up to body size). Lasts for 1 week.
673	Tarnas nodule	h-J-6	brew	220gp	AF60. Nausea fo 1-10 hours (-50). Restores organ damage.
674	Wek-wek nodule	h-J-8	brew	220gp	AF50. Repairs organ damage.
<b>Physical Alteration</b>					
675	Agaath berry	e-G-2	ingest	5gp	AF3. Breathe with low oxygen (25%+) 12 hrs. Once per 2 days.
676	Ankii berry	s-B-7	ingest	100gp	AF9. Restores as good sleep. Use in given week results in: once - loss 1 pt Co; twice = loss 5 pts; thrice = 25 pt loss (temp).
677	Atigax root	f-H-4	brew	40gp	AF12. Protects eyes in intense light or glare. Allows sight despite sudden or blinding light. Lasts 9 hrs.
678	Breldiar flower	m-V-4	ingest	25gp	AF7. Subtracts 30 from manoeuvre and melee. Adds 50 to spells and missile attacks. Euphoria. Lasts 1 hr.
679	Blue Eyes flower	m-S-7	brew	15gp	AF25. Enhanced vision (x3 range), plus mild infravision (min. 50') for 3 hrs. 1x/day.
680	Elben's Basket root	t-S-7	brew	10gp	AF15. Heart stimulant. Doubles speed for 1 rnd per hour.
681	Gylvir algae	m-O-6	ingest	45gp	AF20. Allows one to breathe under water (only) for 4 hours.
682	Grapeleaf nectar	m-D-6	ingest	7gp	AF18. Intoxication and dreams (actions at -50) for 2 hours, and 1 days nutrition.
683	Joef powder	t-B-3	ingest	35gp	AF23. Allows mental summons of one known sentient friend (100' x level of user).
684	Kathkusa leaf	f-W-3	ingest	50gp	AF35. 2X strength (1-10 rnds).2x hits given foes; +10 OB.
685	Kilmakur root	h-S-7	brew	65gp	AF33. Protects versus flame and heat for 1-10 hrs.
686	Klagul bud	s-S-3	brew	27gp	AF7. Infravision (6 hrs). One sees as an Elf.
687	Marku nut	s-H-6	ingest	30gp	AF5. Infravision (6hrs).
688	Megillos leaf	c-M-3	ingest	12sp	AF19. Increases visual perception (2x range) for 10 minutes.
689	Rud-tekma fruit	h-J-6	ingest	25gp	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.
690	Splayfoot seeds	m-F-4	brew	23gp	AF16. For "god in heart" instils confidence and singleness of purpose (+25) for 1 to 4 hours.
691	Yaran pollen	t-S-2	ingest	9sp	AF7. Acute smell and taste (+50) for 1 hr.
692	Zulsadura mushroom	a-U-4	ingest	70gp	AF22. Haste (3 rnds).
693	Zur fungus	c-U-4	brew	12gp	AF8. Enhances smell and hearing (3x range, +50 man.). Lasts 1 hr.
<b>Stat Modifiers</b>					
694	Lestagii crystal	a-Z-9	ingest	520gp	AF45. Restores any stat losses other than those due to age. Affects only one stat.
695	Merrig thorn	s-S-8	brew	90gp	(AF50). Daily use increases Pr by 5. Interruption of use will not reverse addictive resistance, but means loss of benefit. Withdrawal means loss of 10 from Co, 15 from Re and Me.
<b>Stun Relief</b>					
696	Januk-ty root	s-S-6	brew	110sp	AF2. Stun relief (3 rnds).
697	Suranie berry	t-F-3	ingest	2gp	AF3. Stun relief (1 rnd).
698	Vinuk root	s-S-4	brew	12sp	AF4. Stun relief (1-10 rnds).
699	Welwal leaf	h-J-7	ingest	12gp	AF3. Stun relief (3 rnds).
700	Witav leaf	h-J-6	ingest	12gp	AF5. Stun relief 2 rnds.
<b>Enchanted Breads</b>					
701	Alshana bread [root]	t-T-2	ingest	35gp	AF5. Dose/4oz slice. Infravision (min. 300') for 1 hr. 10-slice loaf 290gp. Tastes of raisins and carrots; keeps 1-2 months.
712	Cram bread [mushrm]	c-U-2	ingest	14sp	AF1. Dose/4oz slice. Dwarven Waybread. Five day's nutrition/slice. 10-slice loaf 13gp. Tastes fo mushrooms and pepper; keeps 2 weeks.
713	Hesguratu bread [grain]	c-M-3	ingest	45gp	AF10. Dose/4oz slice. 2x strength (6 rnds); +10 OB and 2x hits given foes. 10-slice loaf 350gp. Tastes of wheat and onions; keeps 1 month.
714	Kykykyl bread [root]	m-D-2	ingest	50gp	AF6. Dose/4oz slice. Allows one to see with complete clarity (as on a cloudless day) for 1 hr, regardless of weather, lighting or eye injuries (unless eye destroyed). 10-slice loaf 440gp. Tastes of garlic, carrots and ginger; keeps 2-20 weeks.
715	Tatharsul bread [fruit]	t-O-3	ingest	75gp	AF15. Dose/4oz slice. Restores nervous system to normal (in 1-10 rnds). 10-slice loaf 690gp. Tastes of pumpkin and lemon; keeps 1-2 months.
716	Ulginor bread [leaves]	c-O-1	ingest	4sp	AF0. Dose/4oz slice. A slice provides a day's nutrition. 10-slice loaf 35sp. Tastes of cheese and spinach; keeps 1-2 months.
<b>Intoxicants</b>					
801	Arunya root	m-S-3	brew	2bp	AF50. Causes sleep and quick unconsciousness. 1 hour's sleep equals 4.
802	Brorkwilb flower	m-V-3	ingest	9gp	AF45. Euphoric. Allows for shared dreams with family member who lies within range (100 miles x level of user).
803	Galenas leaf	m-H-4	ingest	5sp	AF10. Leaf produces smoke which affects 20' radius. Relaxes (-75) 1-10 rnds.
804	Gort leaf	h-J-5	ingest	10gp	AF20. Euphoric hallucinogin. +10 to user's Pr for 2 hrs, but afterwards causes user to be at -50 for 1-10 hrs.
805	Hoak-foer flower	s-S-2	ingest	67gp	AF30. Hallucinogin. Cures mind loss and mental disorders, but prevents movement (altogether) for 1-10 weeks.
806	Hugar root	h-O-4	ingest	1sp	AF33. Causes sleep and quick unconsciousness. 1 hour's sleep equals 6.
807	Nelisse leaf	s-V-5	brew	9sp	AF15. Euphoria (-50) for 1 hr. Yields 1 day's nutrition.
808	Swigmakril flower	a-Z-6	brew	50gp	AF25. Relaxant. User takes 2x usual hits before passing out (but dies due to hits at usual #), although he operates at -30. Lasts 1-2 hrs.
809	Swuth leaf	h-O-5	ingest	4sp	AF3. Invisible smoke relaxes (-75) 1-10 rds.

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).
<b>Circulatory Poisons</b>					
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	Sharkasar root	m-C-6	paste	2gp	(Lvl 10). Brown paste gives 1-10 hits.
906	Sharduvaak 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.
<b>Conversion Poisons</b>					
907	Bragolith fly	c-C-8	liquid	120gp	(Lvl 5). Bluish juice causes victim to spontaneously combust. Phosphorescent green firefly juice.
908	Brithagurth fish	f-F-8	liquid	25gp	(Lvl 2). Black venom causes hardening of tendons in 1-4 appendages (making them useless).
909	Henuial bee	c-C-8	liquid	80gp	(Lvl 6). Yellow venom converts optic juices of 1-2 eyes to honey.
910	Ondokamba 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.
<b>Muscle Poisons</b>					
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.
<b>Nerve Poisons</b>					
916	Acaana flower	f-M-7	paste	600gp	(Lvl 10). Black paste destroys nervous system. Kills instantly.
917	Asgurash snake	c-T-7	paste	31gp	(Lvl 3). Brownish-red snake venom. Upper body paralysis.
917.5	Cathaana 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-acaana 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.
<b>Reduction Poisons</b>					
923	Lhugruth 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	Ondohithui 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). Bluish extract blinds by reducing optic nerve to water; gives 1-10 hits.
<b>Respiratory Poisons</b>					
929	Galenaana leaf	c-A-6	powder	179gp	(Lvl 9). Green powder kills Elves; leaves others in a coma for 1-100 weeks.
930	Hith-i-Girith 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	Jitsutyr 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 3-300 hits.
935	Uraana leaf	t-S-3	paste	12gp	(Lvl 6). Creamy paste gives 3-30 hits. (See #936 below)
936	Vuraana flower	"	paste	42gp	(Lvl 2). Pinkish paste delivers 1-100 hits. Same plant as Uraana (#935) but it only flowers in spring.