

# Herbs

Herb	Availability	Price	Purpose	Effect
<b>Healing herbs</b>				
Ebur berry	Common	20 GP	Heals wounds and stops bleeding	Cures 1HP
Arlan weed	Common	50 GP	Heals wounds and stops bleeding	Cures 1d8+1 HP
Elves Gefnul	Uncommon	300 GP	Heals wounds and stops bleeding	Cures 2d8+2 HP
Blackroot	Rare	750 GP	Heals wounds and stops bleeding	Cures 3d8+3 HP
Fire-Flower	Rare	1.000 GP	Heals wounds and stops bleeding	Cures 4d8+4 HP
<b>Antidote Herbs</b>				
Basil	Uncommon	300 GP	Antidote	Delays sickness/Poison for five hours
Calamus	Rare	750 GP	Antidote	Cure sickness/Poison
Culkas berry	Rare	750 GP	Antidote	Cure Disease
<b>Curing Herbs</b>				
Febfendu	Common	50 GP	Curing	Removes fear, panic, fright
Amrans Leaf	Rare	750 GP	Curing	Cure Blindness
Draaf Leaf	Rare	750 GP	Curing	Cure Deafness
Mandrake bush	Uncommon	150 GP	Curing	Remove fatigue/exhaustion
Melander	Common	100 GP	Curing	Removes Sleep effects
Halflings Footleaf	Uncommon	400 GP	Curing	Regains full movement
Bishops Weed	Uncommon	300 GP	Curing	Removes paralysis
<b>Restoring Herbs</b>				
Gylvir root	Uncommon	300 GP	Restoring abilities	Regains 1d4 temporary DEX loss
Mireнна	Uncommon	300 GP	Restoring abilities	Regains 1d4 temporary INT loss
Henbane	Uncommon	300 GP	Restoring abilities	Regains 1d4 temporary STR loss
Dwarves Silver Mushroom	Uncommon	300 GP	Restoring abilities	Regains 1d4 temporary CON loss
Druids Spring Flower	Uncommon	300 GP	Restoring abilities	Regains 1d4 temporary WIS loss
<b>Legendary Herbs</b>				
Golden Crown Flower	Very Rare	10.000 GP	Brings back life	Raise dead
Dragon Tear Flower	Very Rare	1.500 GP	Restores Health	Regain full HP, cures poison/ disease

## About Herbs

Herbs can be found in the wilderness if you are lucky. It can be bought - mainly from Druids, shamans, Witches, fey people and Elves but also sometimes Rangers. However it is seldom they allow you to buy from them as they normally keep the herbs for themselves and use it for urgent matters where people come and ask them for help (and of course pays).

Herbs are categorized into 4 categories resembling the availability in the campaign. In general Herbs are rarer relative to for example potions and scrolls – i.e. an uncommon herb is rarer than an uncommon scroll/potion or spell. This reflect that there is much more frequent business and Merchants trading with potions and scrolls

The market price and value of herbs equals the same price level of potions. There is no creation cost or material components – however they are more difficult to get access to.

Compared to divine scrolls the price level is double up like for potions – however the advantage is that everyone can use herbs – like everyone can use potions.

You can only try to search for and recognize Herbs if you are in the wilderness (forest, Mountains, Hills, plains, Marsh, swamp etc...) not in urban districts or dungeons.

You search for and recognize/identify herbs by using **Knowledge Nature skill check** – The DC depends on the rarity level of the Herb:

Rarity	DC to identify
Common	DC 15
Uncommon	DC 20
Rare	DC 25
Very Rare	DC 30

If success full it is still up to the DM to decide if any herbs are growing/available in the location you are looking in. The DM can use following tables as Guidance:

Average Location	
<u>Rarity</u>	<u>Roll d100</u>
No Herbs	1-50
Common	51-71
Uncommon	72-86
Rare	87-96
Very Rare	96-100

Special Location	
<u>Rarity</u>	<u>Roll d100</u>
No Herbs	1-25
Common	26-55
Uncommon	56-75
Rare	76-90
Very Rare	91-100

Unique Location	
<u>Rarity</u>	<u>Roll d100</u>
No Herbs	1-5
Common	6-40
Uncommon	41-65
Rare	66-85
Very Rare	86-100

For the specific Herb roll:

There are 4 Common Herbs – Roll 1d4

There are 10 Uncommon Herbs – Roll 1d10

There are 6 Rare Herbs – Roll 1d6

There are 2 Very Rare Herbs – Roll 1d100 (01-50: Dragon Tear Flower: 51-100: Golden Crown Flower)