

Category	Name	Cost	AF	Form/Prep	Climate	Locale	Rarity	Effect
Antidotes	Argsbargies	38 gp	7	Flower/ingest	arid	Desert	-10	Level 4 antidote for Muscle Poisons.
	Eldaana	99 gp	2	Leaf/brew	cold	Saltwater	+0	Level 9 antidote for Reduction Poisons. Reverses effect of the curse "Ugliness of Orn" (from Channeling spell list "Curses," level 15).
	Menelar	65 gp	4	Cone/brew	frigid	Coniferous	-10	Level 7 antidote for Circulatory Poisons.
	Mook	30 gp	5	Berry/ingest	cool temperate	Mountain	+10	Level 3 antidote for Respiratory Poisons.
	Quilmufur	49 gp	1	Root/brew	mild temperate	Coniferous	-30	Level 8 antidote for Conversion Poisons.
	Shen	27 gp	3	Leaf/ingest	cool temperate	Freshwater	-20	Level 4 antidote for Nerve Poisons.
	Sorel Nut	1 sp	NA	Nut/ingest	cold	Freshwater	+20	Level 20 antidote for Nur-oiolosse. 2nd dose within 30 days causes death.
	Ul-Naza	430 gp	9	Leaf/ingest	semi-arid	Wastes	-50	Level 50 antidote for any poison. Must be taken within 1 day of poisoning.
Bone Repair	Yuth	29 gp	8	Flower/ingest	hot and humid	Jungle	-50	Level 20 antidote for nerve venoms.
	Arfandas	2 sp	1	Stem/apply	cold	Freshwater	-20	Doubles rate of healing for fractures.
	Baalak	160 gp	12	Reed/brew	hot and humid	Saltwater	-50	Shatter repairs.
	Bursthelas	110 gp	22	Stalk/brew	cool temperate	Short grass	-50	Shatter repairs.
	Edram	31 gp	10	Moss/ingest	cold	Freshwater	-50	Mends bone.
	Gursamel	30 gp	5	Stalk/apply	cool temperate	Short grass	-30	Mends bone.
Burn & Exposure Relief	Alambas	66 sp	4	Grass/apply	semi-arid	Saltwater	+0	Heals 4 sq' of burns (any).
	Aloe	5 cp	0	Leaf/apply	cool temperate	Heath/moor	+0	Doubles healing rate for burns and minor cuts. Heals 5 hits if they result from burns.
	Culkas	35 gp	0	Leaf/apply	arid	Desert	+0	Heals 10sq' of burns (any).
	Jojojopo	9 sp	0	Leaf/apply	frigid	Mountain	+0	Cures frostbite. Heals 2-20 hits resulting from cold.
	Kelventari	19 gp	0	Berry/apply	cool temperate	Tall grass	+10	Heals 1st and 2d degree burns, 1-10 hits resulting from heat.
	Veldurak	8 sp	2	Kelp/apply	hot and humid	Saltwater	-10	Cures frostbite. Heals 1-50 hits resulting from cold.
Circulatory Repair	Anserke	75 gp	7	Root/apply	hot and humid	Saltwater	-20	Stops bleeding by clotting and sealing wound. Takes 3 rds to to take effect. Patient cannot move (appreciably)*without wound reopening.
	Fek	50 gp	5	Nut/brew	hot and humid	Saltwater	-20	Stops any bleeding. Takes 1-10 rds to take effect. Patient cannot move (appreciably) without wound reopening.
	Harfy	175 gp	9	Resin/apply	semi-arid	Short grass	-20	Immediately stops any form of bleeding.
	Hugburtun	180 gp	6	Fruit/apply	semi-arid	Desert	-20	Immediately stops any form of bleeding.
Concussion Relief	Akbutege	3 sp	1	Leaf/ingest	semi-arid	Saltwater	+20	Heals 1-10.
	Arlan	13 sp	1	Leaf/apply	cool temperate	Tall grass	+20	Heals 4-9. Wild heals 1-6.
	Cusamar	30 gp	3	Flower/ingest	cold	Heath/moor	-30	Heals 15-60 (10 + 5x D10).
	Darsurion	35 cp	1	Leaf/apply	cold	Mountain	+10	Heals 1-6.
	Draaf	7 sp	1	Leaf/ingest	arid	Saltwater	+20	Heals 1-10 for each of 2 consecutive rds.
	Dugmuthur	9 gp	2	Berry/ingest	cool temperate	Mountain	+10	Heals 10. Instant effect.
	Gariig	55 gp	3	Cactus/ingest	arid	Desert	+10	Heals 30. A.k.a. Grarig.
	Gefnul	90 gp	10	Lichen/ingest	everlasting cold	Volcanic	-10	Heals 100.
	Mireнна	10 gp	1	Berry/ingest	cold	Mountain	+10	Heals 10. Instant effect.
	Reglen	75 gp	7	Moss/brew	cool temperate	Mountain	+10	Heals 50.
	Rewk	9 sp	1	Nodule/brew	cool temperate	Deciduous	+10	Heals 2-20.
	Thurl	2 sp	1	Clove/brew	cool temperate	Deciduous	+30	Heals 1-4. Brew keeps 1-2 weeks.
	Winclamit	100 gp	12	Fruit/ingest	cold	Coniferous	-30	Heals 3-300.
General Purpose Herbs	Yavethalion	45 gp	4	Fruit/ingest	mild temperate	Saltwater	-10	Heals 5-50.
	Arkasu	12 gp	2	Sap/apply	mild temperate	Tall grass	+0	Doubles rate of healing for major wounds. Heals 2-12 hits.
	Arthond	1 cp	3	Root/ingest	cold	Mountain	+20	Decongestant. +20 to resistance vs common cold. Speeds recovery from respiratory illness by 5x.
	Athelas	300 gp	20	Leaf/brew	cool temperate	Coniferous	-10	Capable of curing anything while patient still alive, but healing only as effective as the healer. Full effect only in hands of an "ordained" king. Will not keep or give life.
	Attanar	8 gp	1	Moss/apply	cool temperate	Freshwater	+0	Cures fever.
	Delrean	3 sp	1	Bark/apply	cold	Coniferous	+20	Repels any insect. Smells foul (noticeably so; range 50').
	Felmather	105 gp	15	Leaf/ingest	mild temperate	Saltwater	-10	Mental summons of one "friend" (beasts or folk). Range 300'x user's level. Coma relief.
	Latha	9 sp	4	Stem/brew	cool temperate	Freshwater	+0	+10 to disease resistance, cures common cold. Heals 1-2 hits.
	Trudurs	12 sp	8	Moss/brew	cold	Freshwater	+0	+10 to disease resistance for 1-10 days.
	Ukur	34 sp	1	Nut/ingest	frigid	Heath/moor	+0	One day's nutrition.
Life Preservation	Carcatu	89 gp	25	Grass/apply	hot and humid	Saltwater	-30	Lifekeeping (1 day).
	Degiik	100 gp	10	Leaf/ingest	hot and humid	Saltwater	-10	Lifekeeping (1 day).
	Laurelin	999 gp	21	Leaf/ingest	mild temperate	Saltwater	-70	Lifegiving for Elves, if given within 28 days of death.
	Nur-oiolosse	200 gp	13	Clove/ingest	frigid	Freshwater	-50	Lifegiving (1 day). Kills one day later unless Sorul nut (#607) is ingested.
	Oiolosse	600 gp	22	Clove/ingest	frigid	Freshwater	-50	Lifegiving for elves, if given within 7 days of death. Also known as Oiolosse.
	Olvar	200 gp	20	Flower/ingest	frigid	Saltwater	-20	Lifekeeping (2-20 days).
	Pathur	35 gp	7	Nodule/brew	arid	Heath/moor	+0	Lifekeeping (1 hour).
	Tyr-fira	1200 gp	33	Leaf/apply	frigid	Alpine	-70	Lifegiving, if given within 56 days.
	Vulcurax	1000 gp	0	Berry/apply	hot and humid	Jungle	-70	Lifegiving, if given within 30 days.
Muscle, Cartilage, & Tendon Repair	Arnuminas	6 cp	8	Leaf/apply	mild temperate	Short grass	+20	Doubles rate of healing for sprains, torn ligaments and cartilage damage.
	Arpsusar	30 gp	15	Stalk/brew	cool temperate	Freshwater	-10	Mends muscle damage.
	Curfalaka	40 gp	6	Fruit/injest	hot and humid	Jungle	-30	Mends muscle damage.
	Dagmather	28 gp	12	Spine/brew	semi-arid	Short grass	-10	Heals cartilage damage.
	Ebur	22 gp	18	Flower/ingest	mild temperate	Saltwater	+0	Repairs sprains.
	Hegheg	25 gp	5	Root/paste	hot and humid	Short grass	-50	Heals cartilage damage.
	Tarfeg	23 gp	3	Flower/ingest	hot and humid	Saltwater	-30	Repairs sprains.
Nerve Repair	Belramba	60 gp	20	Lichen/brew	semi-arid	Coniferous	-20	Nerve repairs.
	Terbas	2 gp	4	Leaf/apply	mild temperate	Deciduous	+10	Doubles healing rate for nerve damage.
	Wifurwif	55 gp	15	Lichen/ingest	cool temperate	Mountain	-30	Nerve repairs.
Organ Repair & Preservation	Baldakur	102 gp	7	Root/brew	cold	Mountain	-50	Restores sight.
	Berterin	19 gp	20	Moss/brew	mild temperate	Deciduous	+10	Preservation of organic material (up to body size) for 1 day.
	Febfendu	90 gp	24	Root/brew	cold	Freshwater	+0	Restores hearing.
	Kakduram	90 gp	6	Fruit/ingest	hot and humid	Jungle	-30	Restores hearing.
	Pasamar	75 gp	40	Grass/brew	hot and humid	Short grass	-50	Preserves organic material.
	Siran	80 gp	31	Clove/ingest	semi-arid	Short grass	-20	Restoration of 1 organ or area. Side effect: skin disease (appearance loss of 1-10) and 6 hits per round when skin is exposed to full sun.
	Siriena	70 gp	27	Grass/brew	semi-arid	Short grass	-10	Preservation of any organic material (up to body size). Lasts 1 hour.
	Tarnas	220 gp	60	Nodule/brew	hot and humid	Jungle	-20	Repairs organ damage. Nausea for 1-10 hours (-50).
	Wek-wek	220 gp	50	Nodule/brew	hot and humid	Jungle	-50	Repairs organ damage.

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Physical Alteration & Enhancement	Agaath	5 gp	3	Berry/ingest	everlasting cold	Glacier	+20	Breathe with low oxygen (25%+) 12 hours. Using this herb more than once every other day is lethal (no RR).
	Ankii	100 gp	9	Berry/ingest	semi-arid	Breaks/wadis	-30	Restores as good sleep. Use in given week results in: once = 1 point loss of Co temp; twice = 5 point loss; thrice = 25 point loss.
	Atigax	40 gp	12	Root/brew	frigid	Heath/moor	+0	Protects eyes in intense light or glare. Allows sight despite sudden or blinding light. Lasts 9 hours.
	Breldiar	25 gp	7	Flower/ingest	mild temperate	Volcanic	+0	Subtracts 30 from maneuver and melee. Adds 50 to spells and missile attacks. Euphoria. Lasts 1 hour.
	Blue Eyes	15 gp	25	Flower/brew	mild temperate	Short grass	-30	Enhanced vision (triple range, +25 perception) plus mild infravision (50') for 3 hours. Using this herb more than once per day is lethal (no RR).
	Elben's Basket	10 gp	15	Root/brew	cool temperate	Short grass	-30	Heart stimulant. Doubles speed for 1 round. Using this herb more than once per hour is lethal (no RR).
	Gylvir	45 gp	20	Algae/ingest	mild temperate	Saltwater	-20	Breathe under water (only) for 4 hours.
	Grapeleaf	7 gp	18	Nectar/ingest	mild temperate	Deciduous	-20	Intoxication and dreams (actions at -50) for 2 hours. Acts as 1 day's nutrition.
	Joef	35 gp	23	Powder/ingest	cool temperate	Breaks/wadis	+10	Allows mental summons of one known sentient friend (up to half mile away).
	Kathkusa	50 gp	35	Leaf/ingest	frigid	Wastes	+10	Increases strength for d10 rounds. +10 Strength bonus; double concussion damage delivered.
	Kilmakur	65 gp	33	Root/brew	hot and humid	Short grass	-30	Protects versus natural flame and heat for 1-10 hours.
	Klagul	27 gp	7	Bud/brew	semi-arid	Short grass	+10	Nightvision (up to 100' for 6 hours).
	Marku	30 gp	5	Nut/ingest	semi-arid	Heath/moor	-20	Darkvision (up to 30' for 6 hours).
	Megillos	12 sp	19	Leaf/ingest	cold	Mountain	+10	Increases visual perception (double range, +25 perception) for 10 minutes.
	Rud-tekma	25 gp	10	Fruit/ingest	hot and humid	Jungle	-20	Bonus of +20 when casting spells. Lasts 1 hour. Maneuver and melee bonus -20. 10% chance any targeted spell will be cast on nearest unintended target.
	Splayfoot	23 gp	16	Seeds/brew	mild temperate	Freshwater	+0	For "good in heart" instills confidence and singleness of purpose (+25 to all actions) for 1 to 4 hours.
	Yaran	9 sp	7	Pollen/ingest	cool temperate	Short grass	+20	Acute smell and taste (+50 perception) for 1 hour.
	Zulsendura	70 gp	22	Mshrm/ingest	arid	Underground	+0	Haste (3 rounds).
	Zur	12 gp	8	Fungus/brew	cold	Underground	+0	Enhances smell and hearing (triple range; +50 perception). Lasts 1 hour.
Stat Modifiers	Lestagii	520 gp	45	Cryst/ingest	arid	Desert	-70	Restores any stat losses other than those due to age. Affects only one stat per use.
	Merrig	90 gp	50	Thorn/brew	semi-arid	Short grass	-50	Daily use increases Appearance by 5. Interruption of use will not reverse addictive resistance, but results in loss of benefit. Withdrawal means loss of 15 from Reasoning and Memory.
Stun Relief	Januk-ty	110 sp	2	Root/brew	semi-arid	Short grass	-20	Stun relief (3 rounds).
	Suranie	2 gp	3	Berry/ingest	cool temperate	Freshwater	+10	Stun relief (1 round).
	Vinuk	12 sp	4	Root/brew	semi-arid	Short grass	+0	Stun relief (1-10 rounds).
	Welwal	12 gp	3	Leaf/ingest	hot and humid	Jungle	-30	Stun relief (3 rounds).
	Witav	12 gp	5	Leaf/ingest	hot and humid	Jungle	-20	Stun relief (2 rounds).
Enchanted Breads	Alshanak	35 gp	5	Bread/ingest	cool temperate	Tall grass	+20	4 oz. slice is one dose. Heat sensitive vision (infravision up to 50') for 1 hour. Tastes of raisins and carrots. Loaf keeps 1-2 months.
	Cram	14 sp	1	Bread/ingest	cold	Underground	+20	4 oz. slice is one dose. Dwarven Waybread that provides five day's nutrition per slice. Tastes of mushrooms and pepper. Loaf keeps 7 weeks.
	Hesguratu	45 gp	10	Bread/ingest	cold	Mountain	+10	4 oz. slice is one dose. Increase strength for 1 minute. +10 Strength bonus; and double concussion hits delivered. Tastes of wheat and onions. Loaf keeps 1 month.
	Kykykyl	50 gp	6	Bread/ingest	mild temperate	Deciduous	+20	4 oz. slice is one dose. Allows one to see with complete clarity (as on a cloudless day) for 1 hour, regardless of weather, lighting, or eye injuries (unless eye destroyed). Tastes of garlic, carrots, and ginger. Loaf keeps 2-20 weeks.
	Tatharsul	75 gp	15	Bread/ingest	cool temperate	Saltwater	+10	4 oz. slice is one dose. Restores nervous system to normal in 1-10 rounds. Tastes of pumpkin and lemon. Loaf keeps 1-2 months.
	Ulginor	4 sp	0	Bread/ingest	cold	Saltwater	+30	4 oz. slice is one dose. Provides one day's nutrition. Tastes of cheese and spinach. Loaf keeps 1-2 months.
Intoxicants	Arunya	2 cp	50	Root/brew	mild temperate	Short grass	+10	Causes sleep and quick unconsciousness. One hour's sleep equals 4.
	Brorkwilb	9 gp	45	Flower/ingest	mild temperate	Volcanic	+10	Euphoric. Allows for shared dreams with family member who is also sleeping.
	Galenas	5 sp	10	Leaf/ingest	mild temperate	Heath/moor	+0	Leaf produces smoke which affects 20' radius. Relaxes for 1-10 rounds (-75 to all actions).
	Gort	10 gp	20	Leaf/inhale	hot and humid	Jungle	-10	Euphoric hallucinogen. +10 to user's Appearance for 2 hours, but afterwards causes user to be weak 1-10 hours (-50 to all actions).
	Hoak-foer	67 gp	30	Flower/ingest	semi-arid	Short grass	+20	Hallucinogen. Cures mind loss and mental diseases, but prevents all movement for 1-10 weeks.
	Hugar	1 sp	33	Root/ingest	hot and humid	Saltwater	+0	Causes sleep and quick unconsciousness. One hour's sleep equals 6.
	Nelisse	9 sp	15	Leaf/brew	semi-arid	Volcanic	-10	Euphoria for 1 hour (all actions at -50). Gives 1 day's nutrition.
	Swigmakril	50 gp	25	Flower/brew	arid	Desert	-20	Relaxant. User takes double usual hits before passing out. All actions are at -30. Lasts 1-2 hours.
	Swuth	4 sp	3	Leaf/ingest	hot and humid	Saltwater	-10	Invisible smoke relaxes (-75 to all actions) for 1-10 rounds.
	Tukamur	38 sp	100	Grass/brew	semi-arid	Short grass	+0	Euphoric. Allows for shared dreams with friend similarly affected.
	Alcohol	var es	1	varies/ingest	NA	NA	NA	Addiction checks should only be made upon reaching a "drunken" state (i.e., drinking with moderation does not cause addiction). Certain kinds of alcohol may have a higher (or lower) AF.
Circulatory Poisons	Tobacco	var es	1	varies/ingest	NA	NA	NA	Addiction checks should only be made after inhaling the smoke from more than three ounces of tobacco. Certain kinds of tobacco may have a higher (or lower) AF.
	Carnegurth	53 gp	0	Flower/liquid	arid	Desert	+0	Level 1C poison. Reddish juice causes massive blood clotting.
	Jeggarukh	71 gp	3	Bats/powder	mild temperate	Underground	-10	Level 6B poison. Black powder gives 10-100 hits. Maximum of moderate general effects.
	Karfar	142 gp	0	Leaf/paste	hot and humid	Jungle	+0	Level 7C poison. Reddish paste causes heart to malfunction. All effects begin in 2-12 rounds.
	Klytun	53 gp	0	Root/paste	semi-arid	Breaks/wadis	+0	Level 5A poison. Golden paste causes 1-10 day coma. Effects begin after all general effects have begun.
	Sharkasar	2 gp	0	Root/paste	mild temperate	Coniferous	-20	Level 10D poison. Brown paste gives 1-10 hits. Maximum of moderate effects.
	Sharduvaak	36 gp	6	Berry/liquid	arid	Desert	-30	Level 3E poison. Brown liquid slows blood flow and victim needs double usual sleep until fully recovered. Maximum of moderate general effects.
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Category	Name	Cost	AF	Form/Prep	Climate	Locale	Rarity	Effect
Conversion Poisons	Bragolith	120 gp	4	Juice/liquid	cold	Coniferous	-50	Level 5B poison. Bluish juice causes victim's body to heat up. Severe effects result in spontaneous combustion. Comes from a phosphorescent green firefly.
	Brithagurth	25 gp	0	Fish/liquid	frigid	Freshwater	-50	Level 2A poison. Black venom causes hardening of tendons in 1-4 appendages. Severe effects make appendages useless.
	Henuial	80 gp	1	Bee/liquid	cold	Coniferous	-50	Level 6E poison. Yellow venom acts on victim's eyes. Severe effects converts optic juices to honey.
	Ondokamba	29 gp	2	Bat/liquid	cold	Underground	+10	Level 2C. Green venom acts on appendages. Severe effects turn 1-4 appendages to stone.
	Muilfana	52 gp	0	Sap/liquid	cool temperate	Coniferous	+0	Level 2C poison. Orange tree sap affects mucous membranes. Severe effects turns mucous to acid (blinds, or destroys windpipe and/or esophagus).
	Taynaga	27 gp	0	Bark/powder	cold	Coniferous	-10	Level 8D poison. Brownish powder sterilizes and gives 5-50 hits. Maximum of moderate general effects.
Muscle Poisons	Dynallca	14 gp	3	Leaf/paste	hot and humid	Freshwater	+10	Level 3B poison. Tan paste affects hearing and gives 1-10 hits. Maximum of Severe general effects (destroys hearing).
	Kaktu	29 gp	3	Flower/liquid	semi-arid	Short grass	-30	Level 1A poison. Affects 1-4 appendages. Maximum of Severe general effects (loss of 1-100 in temporary Agility).
	Trusa	31 gp	6	Frog/paste	hot and humid	Jungle	-50	Level 4C poison. Acts in 1-10 rounds. Mild effect is blindness in 1-2 eyes. Moderate effect is complete blindness and coma. Severe effect is death.
Nerve Poisons	Acaana	600 gp	0	Flower/paste	frigid	Mountain	-30	Level 10E poison. Black paste affects nervous system. Extreme effect destroys nervous system and kills instantly.
	Asgurash	31 gp	1	Snake/paste	cold	Tall grass	-30	Level 3F poison. Brownish red snake venom. Maximum of moderate effects (upper body paralysis).
	Cathaana	36 gp	1	Nut/powder	mild temperate	Deciduous	-20	Level 1D poison. White powder instantly causes mild euphoria (victim at -50 for 1-10 rounds). Extreme effect is that brain is destroyed after 1-10 minutes.
	Juth	41 gp	0	Scorpion/liq	arid	Desert	-10	Level 2B poison. Maximum of severe effect (insanity in 1-100 weeks).
	Ruth-i-laur	56 gp	1	Drakes/liquid	semi-arid	Underground	-30	Level 4C poison. Brownish cave-drake saliva. Maximum of severe effects (erosion of nervous system in 1-20 rounds—victim left at -50 to -100 activity).
	Slird	13 gp	1	Fruit/paste	hot and humid	Jungle	-50	Level 2C poison. Acts in 1-2 rds. Maximum of moderate effects (victim loses feeling in 1-6 extremities [head, genitals, hands, feet] for 1-100 days).
	Ul-acaana	1200 gp	0	Flower/paste	everlasting cold	Mountain	-50	Level 20A poison. Extreme effects result in destruction of nervous system (paralyzed instantly; dead in 1-10 minutes).
	Wek-baas	70 gp	0	Fish/liquid	hot and humid	Saltwater	-70	Level 5D poison. Acts in 1-100 rounds. Mild effect is deep sleep. Moderate effect is degeneration of balance and hearing (-1-100 to Agility and -50 to perception). Severe effect is total paralysis (this is the maximum effect).
Reduction Poisons	Lhugruth	300 gp	11	Dragon/liquid	everlasting cold	Underground	-20	Level 10B poison. Grey/black blood affects exposed
	Ondohithui	60 gp	0	Lichen/paste	everlasting cold	Alpine	-10	Level 3D poison. Blue/grey paste causes dehydration. Extreme effect is fatal in 1-10 minutes.
	Nimnaur	23 gp	0	Spider/liquid	cool temperate	Deciduous	-10	Level 3A poison. Milky white juices affects organs. Maximum of severe effects (liquifies one organ in 1-10 minutes).
	Silmaana	4 gp	0	Stalk/powder	mild temperate	Tall grass	+20	Level 9C poison. Silver powder scars skin; gives 2-20 hits. Maximum of moderate effects.
	Slota	36 gp	0	Spider/paste	cool temperate	Deciduous	-30	Level 5A poison. Extreme effect is slow (1 day) paralysis and death (1-10 days).
	Zaganzar	139 gp	0	Root/liquid	cool temperate	Mountain	-20	Level 5H poison. Bluish extract. Maximum of severe effects (blinds by reducing optic nerve to water); gives 1-10 hits.
Respiratory Poisons	Galenaana	179 gp	0	Leaf/powder	cold	Alpine	-20	Level 9D poison. Green powder. Maximum of severe effects (except for Elves who can suffer Extreme effects).
	Hith-i-Girith	12 gp	2	Leaf/liquid	frigid	Mountain	-10	Level 4C poison. Mist/vapor from tree acts as depressant causing immediate and continuing sleep. There are no other effects.
	Jegga	92 gp	0	Bats/paste	mild temperate	Underground	-10	Level 7B poison. Brown paste gives 1-100 hits. Maximum of mild effects.
	Jitsu	34 gp	0	Clams/liquid	mild temperate	Saltwater	+0	Level 5B poison. Yellow venom gives 5-50 hits. Maximum of mild effects.
	Jitsutyr	145 gp	4	Clams/paste	cold	Freshwater	-20	Level 2A poison. Tan paste. Extreme effect destroys lungs and kills in 1-100 rounds.
	Kly	154 gp	0	Berry/paste	semi-arid	Heath/moor	-10	Level 3F poison. Brown juice gives 3-300 hits. Maximum of mild effects.
	Uraana	12 gp	6	Leaf/paste	cool temperate	Short grass	+10	Level 6A poison. Creamy paste gives 3-30 hits. Maximum of mild effects.
	Vuraana	42 gp	6	Flower/paste	hot and humid	Tall grass	+0	Level 2A poison. Pinkish paste delivers 1-100 hits. Maximum of mild effects.

Category	Herb/Drug Family
Name	Herb/Drug Common Name
Cost	In-game base value
AF	Addiction Factor
Form/Prep	Natural Form/Refined Form
Climate	Climate location typically located
Locale	Locale region typically located
Rarity	Modifier for Foraging Skill to locate
Effect	Notes and description of effects and attributes