

# Herb Encounter List

by  
Frank Helle Hansen  
[Frank.Hansen@im.uib.no](mailto:Frank.Hansen@im.uib.no)  
and Others

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## Introduction

### About the Herb Encounter List

This list is a supplement for **The Guide to Herbs for RPG's, 5th Edition** [Shaun Hately]. He generously gave me permission to distribute my Herb Encounter List. If there are any questions, feel free to email me on [Frank.Hansen@im.uib.no](mailto:Frank.Hansen@im.uib.no)

### Herb Encounters

After having used Shaun Hately's guide to herbs a while, I became convinced that herb collecting is determined by chance. The herbalist takes what he finds. Even if he is looking for a specific herb, he might find something totally different. This system randomly generates a number of herbs found from your proficiency check. By rolling a d100 you know what herbs you found. Some herbs that have little use because of the current rules in AD&D were deleted from the list. This includes herbs that stop bleeding.

### The Modifier

Intuitively, one should think there is more chance to find an herb in a temperate forest than in a dry desert. Therefore a modifier was added for each locale. The modifier is calculated from the total availability of herbs in a locale divided by 250 percent (when total availability more than 100%) or the inverse of the availability multiplied by -2,5 percent (when total availability less than 100%).

### The Percentages

The relative percentage is calculated for each herb. These values are added on top of each other, so that a percent range represents each herb.

## How to Use

The modifier is added to the proficiency check of the herbalist. The number of herbs found is the difference between the proficiency check and the roll divided by two. For each herb found roll d100 to see which herb is found. If there are only one herb, you find it if you make your proficiency check (hence you don't roll d100). On a natural 1 you will always find at least one herb.

## The Time Used Searching

The standard time used is two hours, or ruled by the GM. After standard time has passed the herbalist can find no more herbs in that area until a week has passed. If the herbalist spends half the standard time, then the penalty should be half the proficiency score, and so on. If an herbalist with rating 12 spend 30 minutes (one fourth of the standard time) searching for herbs in a temperate forest in summertime (mod. +4), his check should be (proficiency (12) + modifier (4))\*(Used time (1/2) / Standard time (2)) = 4. If he rolls two, he has made the check with two points; hence he will find one herb. If he had spent two hours searching, his check would be (12 + 4)\*(Used time (2) / Standard time (2))=16. If he had rolled a two this time also, he would have made his check with fourteen and found seven herbs!

## Between Two Areas

Optional rule. When between to locales, add together the modifiers for both locales and divide by two. Odd numbers on the d100 roll is for herbs in the locale you came from and even numbers is for the locale you are going to.

<b>Spring</b>							
<b>NAME</b>	<b>TIME</b>	<b>ZONE</b>	<b>LOCALE</b>	<b>COST</b>	<b>USE</b>	<b>AVAIL</b>	<b>d100</b>
Calcena Mushroom	Always	All	Underdark	100gp/1000gp	hallucinogenic	2	
Fumitore	Spring	Cold	Coastal	3gp/6gp	hair prevention	80	
Guardseye	Always	Cold	Grassland	100gp/100gp	detect life	5	
Mountain Garlic	Always	Cold	Mountains	8gp/9gp	repels evil spirits?	30	
Thyme	Spring	Cold	Rural	2gp/5gp	antiseptic	51	
Elvish Galingale	Spring	Polar	Forest	1gp/2gp	raise bloodflow	35	
	<b>Spring</b>	<b>Subtrop</b>	<b>Coastal</b>	Mod.	-1	Total	70%
Draaf	Spring	Subtrop	Coastal	5sp/5sp	healing	60	86%
Sessali	Spring	Subtrop	Coastal	1gp/4gp	antidote	10	100%
Makebate	Always	Subtrop	Desert	1gp/2gp	scorpion stings	10	
Spanish Nut	Always	Subtrop	Forest	10gp/100gp	aphrodisiac	80	
Maruera	Spring	Subtrop	Mountains	50gp/100gp	breathing	1	
	<b>Spring</b>	<b>Subtrop</b>	<b>Rural</b>	Mod.	-3	Total	15%
Jinab	Always	Subtrop	Rural	5gp/7gp	keeps awake	10	67%
Teriko Weed	Spring	Subtrop	Rural	2gp/3gp	contraceptive	5	100%
	<b>Spring</b>	<b>Subtrop</b>	<b>Swamp</b>	Mod.	-1	Total	75%
Bull-Rush	Always	Subtrop	Swamp	2sp/3sp	sleep	55	73%
Tateesha	Always	Subtrop	Swamp	1sp/10gp	raises intelligence	20	100%
	<b>Spring</b>	<b>Temperate</b>	<b>Coastal</b>	Mod.	1	Total	220%
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	9%
Black Rose	Spring	Temperate	All	100gp/100gp	liquid absorption	5	11%
Marsh Mallow	Always	Temperate	Coastal	5gp/8gp	burns	20	20%
Ebur	Spring	Temperate	Coastal	22gp/22gp	healing	45	41%
Eldaas	Spring	Temperate	Coastal	2gp/4gp	nausea	5	43%
Felmather	Spring	Temperate	Coastal	10gp/10gp	awaken	30	57%
Fumitore	Spring	Temperate	Coastal	3gp/6gp	hair prevention	80	93%
Snakespike	Spring	Temperate	Coastal	5gp/7gp	inflammation	15	100%
Dragontears	Spring	Temperate	Desert	100gp/100gp	healing	10	
	<b>Spring</b>	<b>Temperate</b>	<b>Forest</b>	Mod.	2	Total	567%
cow Parsnip	Always	Temperate	Forest	3gp/10gp	madness	45	8%
Hart's Tongue	Always	Temperate	Forest	2gp/2gp	lowers libido	10	10%
Hawkweed	Always	Temperate	Forest	4gp/6gp	improves eyesight	75	23%
Kelventari	Always	Temperate	Forest	19gp/19gp	burn	50	32%
Spanish Nut	Always	Temperate	Forest	10gp/100gp	aphrodisiac	80	46%
Asarabacca	Spring	Temperate	Forest	3gp/7gp	renders docile	10	48%
Bilberry	Spring	Temperate	Forest	500gp/3000gp	infravision	1	49%
colewort	Spring	Temperate	Forest	6sp/6sp	sobriety	70	60%
Laumspur	Spring	Temperate	Forest	100gp/500gp	heal	10	62%
Mandrake	Spring	Temperate	Forest	3gp/5gp	sleep	35	68%
Sweet Trefoil	Spring	Temperate	Forest	1gp/3gp	falling damage	60	79%
Terbas	Spring	Temperate	Forest	2gp/2gp	nerve damage	75	92%
Throw-Waxe	Spring	Temperate	Forest	2gp/3gp	scarring	45	99%
Winclamit	Spring	Temperate	Forest	100gp/100gp	healing	1	100%
	<b>Spring</b>	<b>Temperate</b>	<b>Mountains</b>	Mod.	1	Total	131%
Birthnot	Always	Temperate	Hills	2cp/2cp	contraceptive	30	23%
Mountain Garlic	Always	Temperate	Mountains	8gp/9gp	repels evil spirits?	30	46%
Mountain Setwall	Always	Temperate	Mountains	1gp/3gp	hair growth	40	76%
Silverthorn	Always	Temperate	Mountains	1000/10000gp	antidote	1	77%

Ashline	Spring	Temperate	Mountains	50gp/500gp	petrification	5	81%
coltsfoot	Spring	Temperate	Mountains	2gp/4gp	anti-infection	25	100%
Amrans	Spring	Temperate	Rivers	50gp/50gp	healing	40	
	<b>Spring</b>	<b>Temperate</b>	<b>Grassland</b>	Mod.	0	Total	110%
Marjerome	Always	Temperate	Grassland	2gp/6gp	jaundice	35	32%
Horseweed	Spring	Temperate	Grassland	7gp/7gp	strengthen horse	10	41%
Serapias Turbith	Spring	Temperate	Grassland	4gp/7gp	healing	45	82%
Valerian	Spring	Temperate	Grassland	1gp/2gp	eases fits	20	100%
	<b>Spring</b>	<b>Temperate</b>	<b>Rural</b>	Mod.	2	Total	400%
Base Mullein	Always	Temperate	Rural	10sp/10sp	burns	90	23%
Tamariske	Always	Temperate	Rural	5gp/7gp	anti-infection	20	28%
Adder's Tongue	Spring	Temperate	Rural	5gp/15gp	anti-infection	10	30%
Adgana	Spring	Temperate	Rural	10gp/500gp	raises attributes	10	33%
Alether	Spring	Temperate	Rural	10gp/100gp	combat skills	5	34%
Amrans	Spring	Temperate	Rural	50gp/50gp	healing	40	44%
Chamomile	Spring	Temperate	Rural	2gp/3gp	calming effect	30	51%
Elecampane	Spring	Temperate	Rural	1sp/1sp	induces vomiting	15	55%
Footleaf	Spring	Temperate	Rural	10sp/10sp	protects feet	10	58%
Larnurma	Spring	Temperate	Rural	10gp/100gp	ease pain/ heal	3	59%
Marigold	Spring	Temperate	Rural	2gp/10gp	antiseptic	40	69%
Napweed	Spring	Temperate	Rural	1gp/1gp	poison protection	40	79%
Oede	Spring	Temperate	Rural	1000gp/1000gp	???	1	80%
Pennyroyal	Spring	Temperate	Rural	3gp/3gp	insect repellent	25	86%
Peony	Spring	Temperate	Rural	1gp/2gp	healing	5	88%
Thyme	Spring	Temperate	Rural	2gp/5gp	antiseptic	51	99%
Wormwood	Spring	Temperate	Rural	2gp/2gp	antiseptic	5	100%
Cephalophage	Always	Temperate	Special	100gp/100gp	see description	5	
Spiderwort	Spring	Temperate	Special	4gp/10gp	spider bites	50	
	<b>Spring</b>	<b>Temperate</b>	<b>Swamp</b>	Mod.	0	Total	100%
Bull-Rush	Always	Temperate	Swamp	2sp/3sp	sleep	55	55%
Calamus	Spring	Temperate	Swamp	5gp/15gp	restores hearing	15	70%
Falsifal	Spring	Temperate	Swamp	3gp/3gp	burns, blood loss	30	100%
	<b>Spring</b>	<b>Temperate</b>	<b>Urban</b>	Mod.	-1	Total	65%
Marigold	Spring	Temperate	Urban	2gp/10gp	antiseptic	40	62%
Pennyroyal	Spring	Temperate	Urban	3gp/3gp	insect repellent	25	100%
Breldiar	Spring	Temperate	Volcanoes	50 gp/50gp	alters perception	35	
Tephrosia	Spring	Tropical	Coastal	2gp/3gp	calming effect	30	
	<b>Spring</b>	<b>Tropical</b>	<b>Desert</b>	Mod.	-1	Total	50%
Culkas	Always	Tropical	Desert	35gp/35gp	sunburn	40	80%
Makebate	Always	Tropical	Desert	1gp/2gp	scorpion stings	10	100%
Tamarindes	Always	Tropical	Forest	1gp/2gp	quenches thirst	85	
Maruera	Spring	Tropical	Mountains	50gp/100gp	breathing	1	

<b>Summer</b>							
<b>NAME</b>	<b>TIME</b>	<b>ZONE</b>	<b>LOCALE</b>	<b>COST</b>	<b>USE</b>	<b>AVAIL</b>	<b>d100</b>
Calcena Mushroom	Always	All	Underdark	100gp/1000gp	hallucinogenic	2	
Fumitore	Summer	Cold	Coastal	3gp/6gp	hair prevention	80	
Laishaberries	Summer	Cold	Forest	20gp/40gp	heal/ treat disease	10	
Guardseye	Always	Cold	Grassland	100gp/100gp	detect life	5	
	<b>Summer</b>	<b>Cold</b>	<b>Mountains</b>	Mod.	-1	Total	55%
Mountain Garlick	Always	Cold	Mountains	8gp/9gp	repels evil spirits?	30	55%
Lesser Centaury	Summer	Cold	Mountains	5gp/5gp	antidote	25	100%
Elvish Galingale	Summer	Polar	Forest	1gp/2gp	raise bloodflow	35	
Gefnul	Summer	Polar	Volcanoes	200gp/500gp	healing	60	
Sessali	Summer	Subtrop	Coastal	1gp/4gp	antidote	10	
	<b>Summer</b>	<b>Subtrop</b>	<b>Desert</b>	Mod.	-1	Total	40%
Makebate	Always	Subtrop	Desert	1gp/2gp	scorpion stings	10	25%
Entriste	Summer	Subtrop	Desert	25gp/25gp	antidote	30	100%
	<b>Summer</b>	<b>Subtrop</b>	<b>Forest</b>	Mod.	1	Total	205%
Spanish Nut	Always	Subtrop	Forest	10gp/100gp	aphrodisiac	80	39%
Balm	Summer	Subtrop	Forest	3gp/5gp	menstrual pains	20	49%
Fetherfew	Summer	Subtrop	Forest	2gp/4gp	vertigo	65	80%
Kylathar	Summer	Subtrop	Forest	20gp/20gp	alters attributes	10	85%
Young Lad's Love	Summer	Subtrop	Forest	1gp/1gp	frostbite	30	100%
	<b>Summer</b>	<b>Subtrop</b>	<b>Mountains</b>	Mod.	-20	Total	2%
Fire-Flower	Summer	Subtrop	Mountains	1000/1000000g	healing	1	50%
Maruera	Summer	Subtrop	Mountains	50gp/100gp	breathing	1	100%
	<b>Summer</b>	<b>Subtrop</b>	<b>Rural</b>	Mod.	-1	Total	60%
Jinab	Always	Subtrop	Rural	5gp/7gp	keeps awake	10	17%
Petiveria	Summer	Subtrop	Rural	1gp/3gp	swelling/bruising	20	50%
Sinquoi	Summer	Subtrop	Rural	2gp/3gp	dilates time	15	75%
Tai-Gi	Summer	Subtrop	Rural	2gp/3gp	enhances senses	10	92%
Teriko Weed	Summer	Subtrop	Rural	2gp/3gp	contraceptive	5	100%
	<b>Summer</b>	<b>Subtrop</b>	<b>Swamp</b>	Mod.	-1	Total	75%
Bull-Rush	Always	Subtrop	Swamp	2sp/3sp	sleep	55	73%
Tateesha	Always	Subtrop	Swamp	1sp/10gp	raises intelligence	20	100%
	<b>Al</b>	<b>Temperate</b>	<b>Coastal</b>	Mod.	1	Total	270%
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	7%
Black Rose	Summer	Temperate	All	100gp/100gp	liquid absorption	5	9%
Blackroot	Summer	Temperate	All	4gp/4gp	healing	20	17%
Healwell	Summer	Temperate	All	1sp/1sp	healing	30	28%
Marsh Mallow	Always	Temperate	Coastal	5gp/8gp	burns	20	35%
Eldaas	Summer	Temperate	Coastal	2gp/4gp	nausea	5	37%
Fumitore	Summer	Temperate	Coastal	3gp/6gp	hair prevention	80	67%
Horehound	Summer	Temperate	Coastal	1gp/5gp	antidote	90	100%
	<b>Summer</b>	<b>Temperate</b>	<b>Forest</b>	Mod.	4	Total	1080%
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	2%
Black Rose	Summer	Temperate	All	100gp/100gp	liquid absorption	5	3%
Blackroot	Summer	Temperate	All	4gp/4gp	healing	20	5%
Healwell	Summer	Temperate	All	1sp/1sp	healing	30	7%
cow Parsnip	Always	Temperate	Forest	3gp/10gp	madness	45	12%
Hart's Tongue	Always	Temperate	Forest	2gp/2gp	lowers libido	10	13%
Hawkweed	Always	Temperate	Forest	4gp/6gp	improves eyesight	75	20%
Kelventari	Always	Temperate	Forest	19gp/19gp	burn	50	24%
Spanish Nut	Always	Temperate	Forest	10gp/100gp	aphrodisiac	80	32%
Belramba	Summer	Temperate	Forest	60gp/180gp	nerve damage	30	34%
colewort	Summer	Temperate	Forest	6sp/6sp	sobriety	70	41%
Deadly-Nightshade	Summer	Temperate	Forest	4gp/8gp	sleep	75	48%

Fetherfew	Summer	Temperate	Forest	2gp/4gp	vertigo	65	54%
Goat's Rue	Summer	Temperate	Forest	6gp/15gp	antidote	60	59%
Orach	Summer	Temperate	Forest	2gp/10gp	jaundice	45	64%
Rampalt	Summer	Temperate	Forest	5cp/5cp	congestion	20	65%
Rose Campion	Summer	Temperate	Forest	1gp/3gp	scorpion stings	80	73%
Scented Mayweed	Summer	Temperate	Forest	8gp/15gp	blindness	40	76%
Sweet Trefoile	Summer	Temperate	Forest	1gp/3gp	falling damage	60	82%
Tempin	Summer	Temperate	Forest	5gp/5gp	antidote	20	84%
Throw-Waxe	Summer	Temperate	Forest	2gp/3gp	scarring	45	88%
Willow-Herb	Summer	Temperate	Forest	5gp/5gp	snake repellent	60	94%
Wolfsbane (whole)	Summer	Temperate	Forest	100gp/100gp	antidote	25	96%
Young Lad's Love	Summer	Temperate	Forest	1gp/1gp	frostbite	30	99%
Pattran	Summer	Temperate	Fo	10gp/10gp	sleep	20	100%
	<b>Summer</b>	<b>Temperate</b>	<b>Grassland</b>	<b>Mod.</b>	<b>1</b>	<b>Total</b>	<b>336%</b>
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	6%
Black Rose	Summer	Temperate	All	100gp/100gp	liquid absorption	5	7%
Blackroot	Summer	Temperate	All	4gp/4gp	healing	20	13%
Healwell	Summer	Temperate	All	1sp/1sp	healing	30	22%
Marjerome	Always	Temperate	Grassland	2gp/6gp	jaundice	35	33%
cow-Wheat	Summer	Temperate	Grassland	2gp/3gp	intoxication	50	48%
Dagmather	Summer	Temperate	Grassland	6gp/28gp	tissue damage	40	60%
Horseweed	Summer	Temperate	Grassland	7gp/7gp	strengthen horse	10	63%
Kilmakur	Summer	Temperate	Grassland	65gp/300gp	fire protection	45	76%
Klagul	Summer	Temperate	Grassland	30gp/50gp	infravision	10	79%
Leopard's Bane	Summer	Temperate	Grassland	5gp/5gp	poison to animals	25	86%
Saddilia	Summer	Temperate	Grassland	100gp/300gp	raises attributes	1	87%
Serapias Turbith	Summer	Temperate	Grassland	4gp/7gp	healing	45	100%
	<b>Summer</b>	<b>Temperate</b>	<b>Hills</b>	<b>Mod.</b>	<b>1</b>	<b>Total</b>	<b>125%</b>
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	16%
Black Rose	Summer	Temperate	All	100gp/100gp	liquid absorption	5	20%
Blackroot	Summer	Temperate	All	4gp/4gp	healing	20	36%
Healwell	Summer	Temperate	All	1sp/1sp	healing	30	60%
Birthnot	Always	Temperate	Hills	2cp/2cp	contraceptive	30	84%
Ironhard	Summer	Temperate	Hills	15gp/15gp	hardens skin	10	92%
Wolfsbane	Summer	Temperate	Hills	20gp/40gp	lycanthropy	10	100%
	<b>Summer</b>	<b>Temperate</b>	<b>Mountains</b>	<b>Mod.</b>	<b>1</b>	<b>Total</b>	<b>251%</b>
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	8%
Black Rose	Summer	Temperate	All	100gp/100gp	liquid absorption	5	10%
Blackroot	Summer	Temperate	All	4gp/4gp	healing	20	18%
Healwell	Summer	Temperate	All	1sp/1sp	healing	30	30%
Mountain Garlick	Always	Temperate	Mountains	8gp/9gp	repels evil spirits?	30	42%
Mountain Setwall	Always	Temperate	Mountains	1gp/3gp	hair growth	40	58%
Silverthorn	Always	Temperate	Mountains	1000/10000gp	antidote	1	59%
coltsfoot	Summer	Temperate	Mountains	2gp/4gp	anti-infection	25	69%
Hare's Ears	Summer	Temperate	Mountains	2gp/5gp	skin disease	55	91%
Lesser Centaury	Summer	Temperate	Mountains	5gp/5gp	antidote	25	100%
	<b>Summer</b>	<b>Temperate</b>	<b>Rivers</b>	<b>Mod.</b>	<b>1</b>	<b>Total</b>	<b>190%</b>
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	11%
Black Rose	Summer	Temperate	All	100gp/100gp	liquid absorption	5	13%
Blackroot	Summer	Temperate	All	4gp/4gp	healing	20	24%
Healwell	Summer	Temperate	All	1sp/1sp	healing	30	39%
Dittany	Summer	Temperate	Rivers	1gp/5gp	anti-infection	55	68%
Woodrose	Summer	Temperate	Rivers	1gp/1gp	makes merry	60	100%
	<b>Summer</b>	<b>Temperate</b>	<b>Rural</b>	<b>Mod.</b>	<b>5</b>	<b>Total</b>	<b>1157%</b>
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	2%
Black Rose	Summer	Temperate	All	100gp/100gp	liquid absorption	5	2%
Blackroot	Summer	Temperate	All	4gp/4gp	healing	20	4%

Healwell	Summer	Temperate	All	1sp/1sp	healing	30	6%
Base Mullein	Always	Temperate	Rural	10sp/10sp	burns	90	14%
Tamariske	Always	Temperate	Rural	5gp/7gp	anti-infection	20	16%
Alether	Summer	Temperate	Rural	10gp/100gp	combat skills	5	24%
Alkanet	Summer	Temperate	Rural	2gp/2gp	antidote	30	27%
Basil	Summer	Temperate	Rural	3sp/3sp	antidote	30	29%
Bishop's Weed	Summer	Temperate	Rural	4gp/10gp	plague	45	33%
Chamomile	Summer	Temperate	Rural	2gp/3gp	calming effect	30	36%
Cinquefoil	Summer	Temperate	Rural	10gp/15gp	aphrodisiac	10	37%
Footleaf	Summer	Temperate	Rural	10sp/10sp	protects feet	10	37%
Henbane	Summer	Temperate	Rural	1gp/3gp	antidote	90	45%
Marigold	Summer	Temperate	Rural	2gp/10gp	antiseptic	40	49%
Masterwort	Summer	Temperate	Rural	2gp/7gp	plague	95	57%
Milkworte	Summer	Temperate	Rural	4gp/8gp	cholera	95	65%
Mugwort	Summer	Temperate	Rural	2gp/4gp	prevents collapse	55	70%
Rue	Summer	Temperate	Rural	1gp/1gp	antidote/antiseptic	25	72%
Dog Rose	Summer	Temperate	Rural	1sp/10sp	prevents scurvy	70	100%
Cephalopage	Always	Temperate	Special	100gp/100gp	see description	5	
Spiderwort	Summer	Temperate	Special	4gp/10gp	spider bites	50	
	<b>Summer</b>	<b>Temperate</b>	<b>Swamp</b>	<b>Mod.</b>	<b>1</b>	<b>Total</b>	<b>175%</b>
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	11%
Black Rose	Summer	Temperate	All	100gp/100gp	liquid absorption	5	14%
Blackroot	Summer	Temperate	All	4gp/4gp	healing	20	26%
Healwell	Summer	Temperate	All	1sp/1sp	healing	30	43%
Bull-Rush	Always	Temperate	Swamp	2sp/3sp	sleep	55	74%
Archangelica	Summer	Temperate	Swamp	5sp/5sp	colds, flu	30	91%
Calamus	Summer	Temperate	Swamp	5gp/15gp	restores hearing	15	100%
	<b>Summer</b>	<b>Temperate</b>	<b>Urban</b>	<b>Mod.</b>	<b>0</b>	<b>Total</b>	<b>110%</b>
Marigold	Summer	Temperate	Urban	2gp/10gp	antiseptic	40	36%
Dog Rose	Summer	Temperate	Urban	1sp/10sp	prevents scurvy	70	100%
	<b>Summer</b>	<b>Tropical</b>	<b>Coastal</b>	<b>Mod.</b>	<b>-1</b>	<b>Total</b>	<b>57%</b>
Degiik	Summer	Tropical	Coastal	100gp/100gp	maintains life	25	44%
Sabito	Summer	Tropical	Coastal	100gp/500gp	breathing	2	47%
Tephrosia	Summer	Tropical	Coastal	2gp/3gp	calming effect	30	100%
	<b>Summer</b>	<b>Tropical</b>	<b>Desert</b>	<b>Mod.</b>	<b>1</b>	<b>Total</b>	<b>215%</b>
Culkas	Always	Tropical	Desert	35gp/35gp	sunburn	40	19%
Makebate	Always	Tropical	Desert	1gp/2gp	scorpion stings	10	23%
Caffar	Summer	Tropical	Desert	10gp/10gp	psi enhancement	5	26%
Gariig	Summer	Tropical	Desert	55gp/70gp	healing	60	53%
Jaffray	Summer	Tropical	Desert	10gp/15gp	antidote	10	58%
Nightcall	Summer	Tropical	Desert	50gp/50gp	enhances senses	10	63%
Wood Sorrel	Summer	Tropical	Desert	2gp/4gp	cools	80	100%
	<b>Summer</b>	<b>Tropical</b>	<b>Forest</b>	<b>Mod.</b>	<b>1</b>	<b>Total</b>	<b>145%</b>
Tamarindes	Always	Tropical	Forest	1gp/2gp	quenches thirst	85	59%
Land Caltrops	Summer	Tropical	Forest	2gp/5gp	snakebite	60	100%
Pargen	Summer	Tropical	Jungle	2000gp/2000gp	resurrection	1	
	<b>Summer</b>	<b>Tropical</b>	<b>Mountains</b>	<b>Mod.</b>	<b>-20</b>	<b>Total</b>	<b>2%</b>
Fire-Flower	Summer	Tropical	Mountains	1000/1000000g	healing	1	50%
Maruera	Summer	Tropical	Mountains	50gp/100gp	breathing	1	100%

<b>Autumn</b>							
<b>NAME</b>	<b>TIME</b>	<b>ZONE</b>	<b>LOCALE</b>	<b>COST</b>	<b>USE</b>	<b>AVAIL</b>	<b>d100</b>
Calcena Mushroom	Always	All	Underdark	100gp/1000gp	hallucinogenic	2	
	<b>Autumn</b>	<b>Cold</b>	<b>Forest</b>	Mod.	-1	Total	30%
Suaeysit	Autumn	Cold	Forest	10gp/50gp	energy	20	67%
Laishaberries	Autumn	Cold	Forest	20gp/40gp	heal/ treat disease	10	100%
	<b>Autumn</b>	<b>Polar</b>	<b>Mountains</b>	Mod.	-1	Total	65%
Guardseye	Always	Cold	Grassland	100gp/100gp	detect life	5	8%
Arlan	Autumn	Cold	Grassland	20sp/20sp	healing	60	100%
Mountain Garlick	Always	Cold	Mountains	8gp/9gp	repels evil spirits?	30	
Arpusar	Autumn	Cold	Rivers	7gp/30gp	muscle damage	40	
Jojojopo	Autumn	Polar	Mountains	9sp/9sp	frostbite	60	
Sessali	Autumn	Subtrop	Coastal	1gp/4gp	antidote	10	
Makebate	Always	Subtrop	Desert	1gp/2gp	scorpion stings	10	
	<b>Autumn</b>	<b>Subtrop</b>	<b>Forest</b>	Mod.	0	Total	120%
Spanish Nut	Always	Subtrop	Forest	10gp/100gp	aphrodisiac	80	67%
Kylathar	Autumn	Subtrop	Forest	20gp/20gp	alters attributes	10	75%
Young Lad's Love	Autumn	Subtrop	Forest	1gp/1gp	frostbite	30	100%
Jinab	Always	Subtrop	Rural	5gp/7gp	keeps awake	10	
	<b>Autumn</b>	<b>Subtrop</b>	<b>Swamp</b>	Mod.	-1	Total	75%
Bull-Rush	Always	Subtrop	Swamp	2sp/3sp	sleep	55	73%
Tateesha	Always	Subtrop	Swamp	1sp/10gp	raises intelligence	20	100%
	<b>Autumn</b>	<b>Temperate</b>	<b>Coastal</b>	Mod.	0	Total	90%
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	22%
Marsh Mallow	Always	Temperate	Coastal	5gp/8gp	burns	20	44%
Gylvir	Autumn	Temperate	Coastal	100gp/100gp	breathe water	10	56%
Yavethalion	Autumn	Temperate	Coastal	45gp/45gp	healing	40	100%
	<b>Autumn</b>	<b>Temperate</b>	<b>Forest</b>	Mod.	3	Total	650%
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	3%
cow Parsnip	Always	Temperate	Forest	3gp/10gp	madness	45	10%
Hart's Tongue	Always	Temperate	Forest	2gp/2gp	lowers libido	10	12%
Hawkweed	Always	Temperate	Forest	4gp/6gp	improves eyesight	75	23%
Kelventari	Always	Temperate	Forest	19gp/19gp	burn	50	31%
Spanish Nut	Always	Temperate	Forest	10gp/100gp	aphrodisiac	80	43%
All-Heale	Autumn	Temperate	Forest	2gp/10gp	healing	75	55%
Athelas	Autumn	Temperate	Forest	200gp/200gp	???	45	62%
Darnell	Autumn	Temperate	Forest	3gp/7gp	dims sight	40	68%
Saffron	Autumn	Temperate	Forest	20gp/100gp	raises attributes	60	77%
Thurl	Autumn	Temperate	Forest	1sp/2sp	healing	90	91%
White Bryony	Autumn	Temperate	Forest	1gp/2gp	pneumonia	30	95%
Young Lad's Love	Autumn	Temperate	Forest	1gp/1gp	frostbite	30	100%
<b>Autumn</b>	<b>Temperate</b>	<b>Grassland</b>	Mod.	1	Total	326%	
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	6%
Marjerome	Always	Temperate	Grassland	2gp/6gp	jaundice	35	17%
Aloe	Autumn	Temperate	Grassland	5cp/5cp	healing, burns	55	34%
Arkasu	Autumn	Temperate	Grassland	12gp/12gp	healing	55	51%
Arnuminas	Autumn	Temperate	Grassland	6gp/6gp	tissue damage	70	72%
Horseweed	Autumn	Temperate	Grassland	7gp/7gp	strengthen horse	10	75%
Saddilia	Autumn	Temperate	Grassland	100gp/300gp	raises attributes	1	76%
Yaran	Autumn	Temperate	Grassland	8sp/8sp	enhances senses	80	100%
	<b>Autumn</b>	<b>Temperate</b>	<b>Hills</b>	Mod.	-1	Total	70%
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	29%
Birthnot	Always	Temperate	Hills	2cp/2cp	contraceptive	30	71%
Ironhard	Autumn	Temperate	Hills	15gp/15gp	hardens skin	10	86%



Wolfsbane	Autumn	Temperate	Hills	20gp/40gp	lycanthropy	10	100%
	<b>Autumn</b>	<b>Temperate</b>	<b>Mountains</b>	Mod.	0	Total	91%
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	22%
Mountain Garlic	Always	Temperate	Mountains	8gp/9gp	repels evil spirits?	30	55%
Mountain Setwall	Always	Temperate	Mountains	1gp/3gp	hair growth	40	99%
Silverthorn	Always	Temperate	Mountains	1000/10000gp	antidote	1	100%
	<b>Autumn</b>	<b>Temperate</b>	<b>Rivers</b>	Mod.	0	Total	95%
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	21%
Dainaberry	Autumn	Temperate	Rivers	2gp/8gp	induces sleep	20	42%
Dittany	Autumn	Temperate	Rivers	1gp/5gp	anti-infection	55	100%
	<b>Autumn</b>	<b>Temperate</b>	<b>Rural</b>	Mod.	1	Total	360%
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	6%
Base Mullein	Always	Temperate	Rural	10sp/10sp	burns	90	31%
Tamariske	Always	Temperate	Rural	5gp/7gp	anti-infection	20	36%
Footleaf	Autumn	Temperate	Rural	10sp/10sp	protects feet	10	39%
Henbane	Autumn	Temperate	Rural	1gp/3gp	antidote	90	64%
Rewk	Autumn	Temperate	Rural	9sp/1gp	healing	60	81%
Dog Rose	Autumn	Temperate	Ru/Ur	1sp/10sp	prevents scurvy	70	100%
Cephalophage	Always	Temperate	Special	100gp/100gp	see description	5	
Bull-Rush	Always	Temperate	Swamp	2sp/3sp	sleep	55	
Tephrosia	Autumn	Tropical	Coastal	2gp/3gp	calming effect	30	
	<b>Autumn</b>	<b>Tropical</b>	<b>Desert</b>	Mod.	1	Total	135%
Culkas	Always	Tropical	Desert	35gp/35gp	sunburn	40	30%
Makebate	Always	Tropical	Desert	1gp/2gp	scorpion stings	10	37%
Caffar	Autumn	Tropical	Desert	10gp/10gp	psi enhancement	5	41%
Wood Sorrel	Autumn	Tropical	Desert	2gp/4gp	cools	80	100%
Tamarindes	Always	Tropical	Forest	1gp/2gp	quenches thirst	85	

# Winter

NAME	TIME	ZONE	LOCALE	COST	USE	AVAIL	d100
Calcena Mushroom	Always	All	Underdark	100gp/1000gp	hallucinogenic	2	
Febfendu	Winter	Cold	Coastal	90gp/900gp	deafness	5	
Guardseye	Always	Cold	Grassland	100gp/100gp	detect life	5	
	<b>Winter</b>	<b>Cold</b>	<b>Mountains</b>	Mod.	1	Total	220%
Mountain Garlick	Always	Cold	Mountains	8gp/9gp	repels evil spirits?	30	14%
Aldaka	Winter	Cold	Mountains	100gp/1000gp	blindness	5	16%
Darsurion	Winter	Cold	Mountains	3sp/3sp	healing	50	39%
Megillos	Winter	Cold	Mountains	1gp/3gp	improves eyesight	75	73%
Mirena	Winter	Cold	Mountains	10gp/10gp	healing	60	100%
	<b>Winter</b>	<b>Cold</b>	<b>Rivers</b>	Mod.	0	Total	85%
Melander	Winter	Cold	Rivers	12sp/20sp	disease resistance	65	76%
Olus Veritis	Winter	Cold	Rivers	5gp/10gp	compels truth	15	94%
Febfendu	Winter	Cold	Rivers	90gp/900gp	deafness	5	100%
Zur	Winter	Cold	Underdark	12gp/50gp	enhances senses	60	
Bittermourn	Winter	Polar	All	1000gp and up	longevity	5	
Olvar	Winter	Polar	Coastal	300gp/300gp	prevents death	30	
Oiolosse	Winter	Polar	Forest	1200gp/1200gp	see description	1	
Kathkusa	Winter	Polar	Wasteland	50gp/50gp	raise strength	30	
Makebate	Always	Subtrop	Desert	1gp/2gp	scorpion stings	10	
Spanish Nut	Always	Subtrop	Forest	10gp/100gp	aphrodisiac	80	
Navev	Winter	Subtrop	Rivers	4gp/12gp	antidote	0	
Jinab	Always	Subtrop	Rural	5gp/7gp	keeps awake	10	
	<b>Winter</b>	<b>Subtrop</b>	<b>Swamp</b>	Mod.	-1	Total	75%
Bull-Rush	Always	Subtrop	Swamp	2sp/3sp	sleep	55	73%
Tateesha	Always	Subtrop	Swamp	1sp/10gp	raises intelligence	20	100%
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	
Marsh Mallow	Always	Temperate	Coastal	5gp/8gp	burns	20	
	<b>Winter</b>	<b>Temperate</b>	<b>Forest</b>	Mod.	2	Total	420%
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	5%
cow Parsnip	Always	Temperate	Forest	3gp/10gp	madness	45	15%
Hart's Tongue	Always	Temperate	Forest	2gp/2gp	lowers libido	10	18%
Hawkweed	Always	Temperate	Forest	4gp/6gp	improves eyesight	75	36%
Kelventari	Always	Temperate	Forest	19gp/19gp	burn	50	48%
Spanish Nut	Always	Temperate	Forest	10gp/100gp	aphrodisiac	80	67%
Delrean	Winter	Temperate	Forest	3sp/3sp	repels insects	80	86%
Saffron	Winter	Temperate	Forest	20gp/100gp	raises attributes	60	100%
	<b>Winter</b>	<b>Temperate</b>	<b>Grassland</b>	Mod.	1	Total	220%
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	9%
Marjerome	Always	Temperate	Grassland	2gp/6gp	jaundice	35	25%
Aloe	Winter	Temperate	Grassland	5cp/5cp	healing, burns	55	50%
Atigax	Winter	Temperate	Grassland	40gp/70gp	protects eyesight	40	68%
Urban	Winter	Temperate	Grassland	3gp/3gp	food substitute	70	100%
Birthnot	Always	Temperate	Hills	2cp/2cp	contraceptive	30	
	<b>Winter</b>	<b>Temperate</b>	<b>Mountains</b>	Mod.	-1	Total	76%
Mountain Garlick	Always	Temperate	Mountains	8gp/9gp	repels evil spirits?	30	39%
Mountain Setwall	Always	Temperate	Mountains	1gp/3gp	hair growth	40	92%
Silverthorn	Always	Temperate	Mountains	1000/10000gp	antidote	1	93%
Ashline	Winter	Temperate	Mountains	50gp/500gp	petrification	5	100%
Olus Veritis	Winter	Temperate	Rivers	5gp/10gp	compels truth	15	
	<b>Winter</b>	<b>Temperate</b>	<b>Rural</b>	Mod.	1	Total	150%
Bastit	Always	Temperate	All	3sp/3sp	repels insects	20	13%
Base Mullein	Always	Temperate	Rural	10sp/10sp	burns	90	73%

Tamariske	Always	Temperate	Rural	5gp/7gp	anti-infection	20	87%
Elecampane	Winter	Temperate	Rural	1sp/1sp	induces vomiting	15	97%
Gallowbrush	Winter	Temperate	Rural	10gp/50gp	induces sleep	5	100%
Cephalophage	Always	Temperate	Special	100gp/100gp	see description	5	
Bull-Rush	Always	Temperate	Swamp	2sp/3sp	sleep	55	
	<b>Winter</b>	<b>Tropical</b>	<b>Desert</b>	Mod.	-1	Total	50%
Culkas	Always	Tropical	Desert	35gp/35gp	sunburn	40	80%
Makebate	Always	Tropical	Desert	1gp/2gp	scorpion stings	10	100%
Tamarindes	Always	Tropical	Forest	1gp/2gp	quenches thirst	85	
Navew	Winter	Tropical	Rivers	4gp/12gp	antidote	50	

# The Modifier Illustrated

