

Herbal Potions

These are herbal based potions that are common enough that most people can purchase them should they need to.

Oris: Heals one point of damage. Must be applied to a bandage and takes one hour to take effect.

Potion cost: 8

Aku: When applied to a bandage and used on a wound it halves the recovery time.

Potion cost: 8

Orange stalk: Doubles death time.

Potion cost: 8

Calisoph: Heals two points of damage. Must be applied to a bandage and takes one hour to take effect.

Potion cost: 16

Estra berry: Closes all wounds and stops a characters death time for 10 minutes. Does not heal any wounds.

Potion cost: 16

Aun: Cures disease effects. User must drink the potion and then rest for 10 minutes per level of disease. The rest must be complete but after that time the disease is cured.

Sessa: Cures level 1 or 2 poisons if drunk before the end of the poisons onset time.

Potion cost: 16

Dora leaf: Heals three points of damage. Must be applied to a bandage and takes one hour to take effect.

Potion cost: 24

Dar-dar-ack: Instantly heals one point of damage to the location it is applied to.

Potion cost: 24

Demos: Restores hearing.

Potion cost: 24

Bena: Cures pestilence effects. User must drink the potion and rest for 10 minutes per level of pestilence. The rest must be complete but after that time the pestilence effect is cured.

Potion cost: 24

Galgar: Heals one location completely. Must be applied to a bandage and takes one hour to take effect.

Potion cost: 32

Wolf beet: Instantly heals two points of damage to the location it is applied to.

Potion cost: 32

Popa: Cures level 4 or lower level poisons if drunk before the end of the poisons onset time.

Potion cost: 32

Fragella: Instantly heals three points of damage to the location is is applied to.

Potion cost: 52

Garvin: Instantly revives characters that have been subdued or knocked out in a similar way.

Potion cost: 40

D'roc: Restores eyesight.

Potion cost: 40

Coranthius: A powder that can be inhaled by someone to release them from the effects of paralysis.

Potion cost: 40

Ralla: Cures level 6 or lower level poisons if drunk before the end of the poisons onset time.

Potion cost: 48

Daerin: Heals one point to every injured locationon the drinker of this potion.

Potion cost: 56

Aranthas: Reduces the time to heal a broken bone to one hour. The wound must be splinted and bandaged as normal and the potion applied to the bandage.

Potion cost: 56

Argraxis: Cures level 8 or lower levels of poisons if drunk before the end of the poisons onset time.

Potion cost: 64

Ianis: Will restore the effects of all temp level drains on a target. It takes one hour to take effect.

Potion cost: 64

Zorone: Regenerates small body parts over 6 hours. Will not regenerate limbs but will regenerate eyes and fingers.

Potion cost: 72

Helzzound: Cures level 9 or lower level poisons if drunk before the end of the poisons onset time.
Potion cost: 72

Krang: Cures any poison if drunk before the of the poisons onset time.
Potion cost: 80

Leusfleur: Will restore the effects of a level drain over the course of 24 hours after the drug is used.
Potion cost: 120

Oobelloos: Makes the body heal as new. Over the course of 12 hours it will regenerate any and all wounds including things like lost limbs. Does not work if the body is dead.
Potion cost: 160