

Herbal Potions[Index Sheet](#)

Name	Effect	Level	Ingredient Cost	Potion Cost
Aku	When applied to a bandage and used on a wound it halves recovery time.	1	6	8
Anasthetic	prevents target feeling pain in 1 loc	1	6	8
Gavin	Cures headache	1	6	8
Orange Stalk	Doubles death time	1	6	8
Oris	Heals one point of damage. Must be applied to a bandage and takes one hour to take effect	1	6	8
Scrak	Cures a Rash	1	6	8
Splitch	Cures Dihorrea	1	6	8
Tharax	Cures one point of fire damage to applied locatoin	1	6	8
Aun	Cures disease effects. User must drink the potion and rest for 10 minutes per level of disease. The rest must be complete but after that time the disease effect is cured	2	12	16
Calisoph	Heals two points of damage. Must be applied to a bandage and takes one hour to take effect.	2	12	16
Estra Berry	Closes all wounds and stops a characters death time for 10 minutes. Does not heal any wounds.	2	12	16
Sessa	Cures level 1 or 2 poisons if drunk before the end of the poisons onset time	2	12	16
Arslan	Does not heal but stops wounds bleeding so death time is stopped permanatly	3	18	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 disease effect is cured	3	18	24
Dar-Dar-Ack	Instantly heals one point of damage to the location it is applied to.	3	18	24
Demos	Restores hearing	3	18	24
Dora Leaf	Heals three points of damage. Must be applied to a bandage and takes one hour to take effect.	3	18	24
Krank	Grants Relief from Pain effects	3	18	24
Omis	Counteracts the first sickness called on user	3	18	24
Splech	Cures all fire damage to one location	3	18	24
Galgar	Heals one location completely. Must be applied to a bandage and takes one hour to take effect.	4	24	32
Maelar	Grants 2 Levels of Poison Resistance	4	24	32
Mella-vanth	Grants 3 Levels of Disease Resistance	4	24	32
Pena	Cures decay effects. User must drink the potion and rest for 10 minutes per level of decay. The rest must be complete but after that time the disease effect is cured	4	24	32
Popa	Cures level 4 or lower level poisons if drunk before the end of the poisons onset time	4	24	32
Wolf Beet	Instantly heals two points of damage to the location it is applied to.Fragella	4	24	32
Coranthius	A powder that can be inhaled by someone to release them from the effects of paralysis	5	30	40
Delander	Grants 6 Levels of Disease Resistance	5	30	40
D'roc	Restores Eyesight	5	30	40
Fragella	Instantly heals three points of damage to the location it is applied to.	5	30	40
Frost Root	Heals all damage made by fire spells or effects however all other wounds are cauterised and bandaging may not be used, hurts like hell	5	30	40
Garvin	Instantly revived characters that have been subdued or knocked out in a similar way.	5	30	40
Hemfest	Cures any silencing effect on the target	5	30	40
Mew	Makes the user immune to pain for 5 mins	5	30	40

Yavantha	Grants 4 Levels of Poison Resistance	5	30	40
Den-Den	Grants 6 Levels of Poison Resistance	6	36	48
Eura	Grants 9 Levels of Disease Resistance	6	36	48
Kritoon	Cures rot effects. User must drink the potion and rest for 10 minutes per level of rot. The rest must be complete but after that time the disease effect is cured	6	36	48
Ralla	Cures level 6 or lower level poisons if drunk before the end of the poisons onset time	6	36	48
Aranthas	Reduces 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.	7	42	56
Daerin	Heals one point to every injured location on the drinker of this potion	7	42	56
Daezur	Removed all good and bad potion/poison effects from the target in a massive fit of dihorrea and vomiting.	7	42	56
Graaf	Instantly Cures Disease effects	7	42	56
Argraxis	Cures level 8 or lower level poisons if drunk before the end of the poisons onset time	8	48	64
Ianis	Will restore the effects of all temp level drains on a target. It takes one hour to take effect	8	48	64
Quella	Instantly Cures Pestilence Effects	8	48	64
Bik-Sta	Instant broken bone heal, hurts like all kinds of hell as it must be applied to both ends of the broken bone	9	54	72
Helzzound	Cures level 9 or lower level poisons if drunk before the end of the poisons onset time	9	54	72
Katha	Instantly Cures Decay Effects	9	54	72
Zorone	Regenerates small body parts over 6 hours. Will not regenerate limbs but will regenerate eyes and fingers.	9	54	72
Krang	Cures any poison if drunk before the end of the poisons onset time	10	60	80
Leusfleur	Will restore the effects of a level drain over the course of 24 hours after the drug is used.	10	60	80
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.	10	60	80
Sema	Instantly Cures Rot	10	60	80