

**Herbal Potions**

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Name	Effect	Level	Ingredient Cost	Potion Cost
Oris	Heals one point of damage. Must be applied to a bandage and takes one hour to take effect	1	4	8
Aku	When applied to a bandage and used on a wound it halves recovery time.	1	4	8
Splitch	Cures Diharrea	1	4	8
Scrak	Cures a Rash	1	4	8
Anasthetic	prevents target feeling pain in 1 loc	1	4	8
Orange Stalk	Doubles death time	1	4	8
Gavin	Cures headache	1	4	8
Tharax	Cures one point of fire damage to applied locatoin	1	4	8
Calisoph	Heals two points of damage. Must be applied to a bandage and takes one hour to take effect.	2	8	16
Estra Berry	Closes all wounds and stops a characters death time for 10 minutes. Does not heal any wounds.	2	8	16
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	8	16
Sessa	Cures level 1 or 2 poisons if drunk before the end of the poisons onset time	2	8	16
Dora Leaf	Heals three points of damage. Must be applied to a bandage and takes one hour to take effect.	3	12	24
Dar-Dar-Ack	Instantly heals one point of damage to the location it is applied to.	3	12	24
Demos	Restores hearing	3	12	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	12	24
Krank	Grants Relief from Pain effects	3	12	24
Omis	Counteracts the first sickness called on user	3	12	24
Arslan	Does not heal but stops wounds bleeding so death time is stopped permanatly	3	12	24
Spletch	Cures all fire damage to one location	3	12	24
Galgar	Heals one location completely. Must be applied to a bandage and takes one hour to take effect.	4	16	32
Wolf Beet	Instantly heals two points of damage to the location it is applied to.Fragella	4	16	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	16	32
Popa	Cures level 4 or lower level poisons if drunk before the end of the poisons onset time	4	16	32
Mella-vanth	Grants 3 Levels of Disease Resistance	4	16	32
Maelar	Grants 2 Levels of Poison Resistance	4	16	32
Fragella	Instantly heals three points of damage to the location it is applied to.	5	20	40
Garvin	Instantly revived characters that have been subdued or knocked out in a similar way.	5	20	40
D'roc	Restores Eyesight	5	20	40
Coranthius	A powder that can be inhaled by someone to release them from the effects of paralysis	5	20	40
Delander	Grants 6 Levels of Disease Resistance	5	20	40
Yavantha	Grants 4 Levels of Poison Resistance	5	20	40
Mew	Makes the user immune to pain for 5 mins	5	20	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	20	40

Hemfest	Cures any silencing effect on the target	5	20	40
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	24	48
Ralla	Cures level 6 or lower level poisons if drunk before the end of the poisons onset time	6	24	48
Eura	Grants 9 Levels of Disease Resistance	6	24	48
Den-Den	Grants 6 Levels of Poison Resistance	6	24	48
Daerin	Heals one point to every injured location on the drinker of this potion	7	28	56
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	28	56
Graaf	Instantly Cures Disease effects	7	28	56
Daezur	Removed all good and bad potion/poison effects from the target in a massive fit of dihorrea and vomiting.	7	28	56
Argraxis	Cures level 8 or lower level poisons if drunk before the end of the poisons onset time	8	32	64
Ianis	Will restore the effects of all temp level drains on a target. It takes one hour to take effect	8	32	64
Quella	Instantly Cures Pestilence Effects	8	32	64
Zorone	Regenerates small body parts over 6 hours. Will not regenerate limbs but will regenerate eyes and fingers.	9	36	72
Helzzound	Cures level 9 or lower level poisons if drunk before the end of the poisons onset time	9	36	72
Katha	Instantly Cures Decay Effects	9	36	72
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	36	72
Krang	Cures any poison if drunk before the end of the poisons onset time	10	40	80
Leusfleur	Will restore the effects of a level drain over the course of 24 hours after the drug is used.	10	40	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	40	80
Sema	Instantly Cures Rot	10	40	80