

# Druid Product List

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Acacia Berry</b>	<u>Plant</u>	Aviron	3	1	43	Heal	Elixer

Where Found Found in shallow water. These are grey berries.

Common Abilities

Enchant up to 8 of these berries, each heals 1 vhp each.

- |   |  |   |  |                                     |
|---|--|---|--|-------------------------------------|
| <input type="checkbox"/> Underground    | <input checked="" type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow               | <input type="checkbox"/> Graveyards |
| <input checked="" type="checkbox"/> Mts | <input checked="" type="checkbox"/> Beach    | <input checked="" type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |

<b>Acacia Root</b>	<u>Plant</u>	Aviron	3	15	65	Heal	Potion
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Where Found Found in shallow water. These are grey berries.

Common Abilities Rubbing this on wounds stops them from bleeding. Stops bleed effects.

Cures 2 wounds

- |   |  |   |   |  |
|---|--|---|---|--|
| <input type="checkbox"/> Underground    | <input checked="" type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input checked="" type="checkbox"/> Graveyards |
| <input checked="" type="checkbox"/> Mts | <input type="checkbox"/> Beach               | <input type="checkbox"/> Rocky                      | <input type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater            |

<b>Aconite Flower</b>	<u>Plant</u>	Terrene	5	3	53	Defense	Elixer
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Where Found This orange flower can be found in the Woods almost any where.

Common Abilities

<div>The Flower drives off Werewolves and once active lasts for 24 hours in a 20 hex radius.</div>

- |   |   |   |   |  |
|---|---|---|---|--|
| <input checked="" type="checkbox"/> Underground | <input type="checkbox"/> Forested         | <input checked="" type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input checked="" type="checkbox"/> Graveyards |
| <input checked="" type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach | <input type="checkbox"/> Rocky                      | <input type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater            |

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Adder's Tongue</b>	<u>Plant</u>	Terrene	5	48	97	Communication	Potion

Where Found Grows on slopes and meadows only in shady sylvan settings.

Common Abilities

When placed under tongue it allows you to speak and understand a language you hear for 1 round. Once placed it lasts for 1 hour.

- Underground     Forested     Plains or Deser     Ice or Snow     Graveyards  
 Mts     Beach     Rocky     Swamp/Marsh/Bo     Underwater

<b>Adderwort Flower</b>	<u>Plant</u>	Terrene	6	18	61	Attack	Vapor
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Where Found This is a desert weed.

Common Abilities

The Druid after enchantment grinds this down to a powder that they can then blow into someone's face. Cause a type on insanity. The person cannot concentrate on anything. Becomes easily distracted, even in battle. Spell casting is impossible. Reading more then a few minutes is impossible. This lasts until cured. The SC is an Athletics (Endure) SC is 6 but you can add mana when enchanting the flower on a 2 mana for 1 SC increae of the SC.

- Underground     Forested     Plains or Deser     Ice or Snow     Graveyards  
 Mts     Beach     Rocky     Swamp/Marsh/Bo     Underwater

<b>Adderwort Root</b>	<u>Plant</u>	Terrene	3	8	65	Heal	Potion
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Where Found This is a desert weed.

Common Abilities

The SC must be increased to over come the SC of the flowre. The Base SC is 3. You can add mana when enchanting the flower on a 2 mana for 1 SC increae of the SC.

- Underground     Forested     Plains or Deser     Ice or Snow     Graveyards  
 Mts     Beach     Rocky     Swamp/Marsh/Bo     Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Adrue</b>	<u>Plant</u>	Mineral Islands	8	74	118	Heal	Elixir

Where Found Slopes & Fields and Meadows. Any where in MI.

Common Abilities Kills parasites and unwanted organisms in the stomach, up to SC8. Just eat the leaves.

The leaves are enchanted. The Base SC is 8 you need to increase the SC on a 2 mana for 1 SC basis.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Agaath</b>	<u>Plant</u>	Terrene	2	19	21	Heal	Potion
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Where Found This berry is only found in the Realm of the Dark Sisters.

Common Abilities

1 Berry when taken will regenerate 1 wound point per round. You can enchant 4 berries at one time.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Agar Root</b>	<u>Plant</u>	Terrene	8	17	92	Divine	ointment
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Where Found Only on east facing grassy slopes.

Common Abilities Agar potions are pasty white emollients. They stop swelling when rubbed on skin. If the swelling is causing pain it removes that as well.

Rubbing the root on a weapon doubles the damage this does against evil creatures. This lasts for 1 encounter.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Agaric, Pink</b>	<u>Plant</u>	Terrene	3	23	75	Heal	
Where Found	no arid lands Mushroom						
Common Abilities	This can be then rubbed on the skin to remove scars and skin problems like Acne. This should restore your appearance to a state prior to the scars or other problems. The affect is permanent.						
Stops wounding from continuing, when the flower is rubbed on the wound.							
<input type="checkbox"/> Underground <input checked="" type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input checked="" type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input type="checkbox"/> Beach <input type="checkbox"/> Rocky <input checked="" type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							

<b>Agaric, White</b>	<u>Plant</u>	Terrene	7	41	103	Heal	ointment
Where Found	Any & Everywhere Mushrooms grow.						
Common Abilities	<div>When rubbed on open wound it will stop normal bleeding and the B<em>leeding</em> effect. It prevents infection of that wound as well.</div>						

<input checked="" type="checkbox"/> Underground <input checked="" type="checkbox"/> Forested <input checked="" type="checkbox"/> Plains or Deser <input checked="" type="checkbox"/> Ice or Snow <input checked="" type="checkbox"/> Graveyards <input checked="" type="checkbox"/> Mts <input checked="" type="checkbox"/> Beach <input checked="" type="checkbox"/> Rocky <input checked="" type="checkbox"/> Swamp/Marsh/Bo <input checked="" type="checkbox"/> Underwater							
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<b>Agate, Banded</b>	<u>Mineral</u>	Terrene	7	23	10	Protection	Dust
Where Found	It is a fiercely hard stone with a seemingly limitless colour range, with the opaque to translucent coloured bands typically alternating with transparent or translucent clear or white bands. It has no crystalline structure, singe it is actually a cryptocrystalline form of quartz.						
Common Abilities	<div>Rub against your skin, if &nbsp;you are bit by a were creature it prevents you from becoming a wear creature.</div>						
<input checked="" type="checkbox"/> Underground <input type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input type="checkbox"/> Beach <input type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Agrimony Leaves</b>	<u>Plant</u>	Terrene	7	65	77	Heal	Potion

Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Ague Weed</b>	<u>Plant</u>	Terrene	7	58	83	Alteration	Elixer
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Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Akbutege</b>	<u>Plant</u>	Terrene	##	39	139	Defense	Elixer
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Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Akunga</b>	<u>Plant</u>	Aviron	7	3	71	Defense	Potion
Where Found <input type="text" value="This if found in the NW parts of Aviron."/>							
Common Abilities							
The druid enchants the plant and it is eaten. It protects from sonic attacks and their effects. The duration is 1 hour.							
<input checked="" type="checkbox"/> Underground	<input checked="" type="checkbox"/> Forested	<input checked="" type="checkbox"/> Plains or Deser	<input checked="" type="checkbox"/> Ice or Snow	<input checked="" type="checkbox"/> Graveyards			
<input checked="" type="checkbox"/> Mts	<input checked="" type="checkbox"/> Beach	<input checked="" type="checkbox"/> Rocky	<input checked="" type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>Alder Nuts</b>	<u>Tree</u>	Terrene	##	88	129	Defense	Potion
Where Found <input type="text" value="Tree Grown Hanging laeaves and nuts. It has nuts &amp; oval leaves."/>							
Common Abilities							
You are displaced and receive a 20% miss chance. You enchant 4 nuts at one time.							
<input type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input type="checkbox"/> Graveyards			
<input type="checkbox"/> Mts	<input checked="" type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

<b>All-Heal</b>	<u>Plant</u>	Terrene	4	40	76	Heal	As Element
Where Found <input type="text" value="This flower grows almost anywhere."/>							
Common Abilities							
This cures 3 wounds and 6 vitality.							
<input checked="" type="checkbox"/> Underground	<input type="checkbox"/> Forested	<input checked="" type="checkbox"/> Plains or Deser	<input type="checkbox"/> Ice or Snow	<input checked="" type="checkbox"/> Graveyards			
<input checked="" type="checkbox"/> Mts	<input type="checkbox"/> Beach	<input type="checkbox"/> Rocky	<input checked="" type="checkbox"/> Swamp/Marsh/Bo	<input type="checkbox"/> Underwater			

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Aloe Stems</b>	<u>Plant</u>	Terrene	7	6	113	Heal	ointment

Where Found Underground, Graveyard, ruins, mts. beaches dry'r warmer climates.  
Tiny Pink Flowers.

Common Abilities Repels normal insects from the world the stems are from. This lasts for 1 week.

Druids just rub the enchanted stems on the skin.. Any insect must make a Athletics (Endure) SC 25 to enter the radius.

- Underground       Forested       Plains or Deser       Ice or Snow       Graveyards
- Mts       Beach       Rocky       Swamp/Marsh/Bo       Underwater

<b>Alzo</b>	<u>Plant</u>	Underworld	9	82	108	HP	Elixer
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Where Found The seeds only produce while persophone is in Hades. The seeds must be cultivated from the Pods of the Alzo Tree.

Common Abilities

The seed will give 50 temporary Vitality Hit Points for 24 hours.

- Underground       Forested       Plains or Deser       Ice or Snow       Graveyards
- Mts       Beach       Rocky       Swamp/Marsh/Bo       Underwater

<b>Amar</b>	<u>Plant</u>	Terrene	5	7	59	Harm	ointment
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Where Found This grows in the darker areas of the planes. Usually with in the extreme southern areas near black waters. Generally found on the Shadow Plane

Common Abilities

When you rub this on to a blade, the blade causes a permanent loss of one vitality hit point. You can increase this with mana at the time of enchanting by spending 15 mana per 1 additional loss.

- Underground       Forested       Plains or Deser       Ice or Snow       Graveyards
- Mts       Beach       Rocky       Swamp/Marsh/Bo       Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Anemone</b>	<u>Plant</u>	Terrene	8	5	84	Heal	Potion
Where Found <input type="text" value="Wooded Slopes in Nothern Aviron"/>							
Common Abilities <input type="text" value="Cleans the eyes. Any blinding effect up to SC 8."/>							
Cures Blindness. This will cure all forms of blindness, but will not heal damaged eyes. You must heal them first of any damage.							
<input type="checkbox"/> Underground <input type="checkbox"/> Forested <input checked="" type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input checked="" type="checkbox"/> Mts <input type="checkbox"/> Beach <input type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							

<b>Anise Flower</b>	<u>Plant</u>	Terrene	5	6	82	Divination	As Element
Where Found <input type="text" value="This white flower grows only in the most wild and hard to reach foresty hills."/>							
Common Abilities							
<input type="text" value="This flower will show the holder, when thrown in some water, his or her location on a map that the flower magically creates."/>							
<input type="checkbox"/> Underground <input checked="" type="checkbox"/> Forested <input checked="" type="checkbox"/> Plains or Deser <input checked="" type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input checked="" type="checkbox"/> Mts <input checked="" type="checkbox"/> Beach <input type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							

<b>Anise Leaves</b>	<u>Plant</u>	Terrene	7	65	77	Divine	As Element
Where Found <input type="text" value="This white flower grows only in the most wild and hard to reach foresty hills."/>							
Common Abilities							
<input type="text" value="This when spread on the water, creates a map. It shows your location and shows the location of the person who gave you the leaves."/>							
<input checked="" type="checkbox"/> Underground <input type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input checked="" type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input checked="" type="checkbox"/> Beach <input type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
Anneke	<u>Plant</u>	Sea of Glass	2	4	31	Defense	As Element

Where Found

Common Abilities

- |   |  |   |  |  |
|---|--|---|--|--|
| <input checked="" type="checkbox"/> Underground | <input checked="" type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow    | <input checked="" type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts                    | <input checked="" type="checkbox"/> Beach    | <input checked="" type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

<b>Apple Wood Tree</b>	<u>Plant</u>	Any	6	49	71	Heal	Potion
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Where Found

Common Abilities

- |                                      |  |  |   |  |
|--------------------------------------|--|--|---|--|
| <input type="checkbox"/> Underground | <input checked="" type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards            |
| <input type="checkbox"/> Mts         | <input type="checkbox"/> Beach               | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

<b>Arbutus</b>	<u>Plant</u>	Any	##	4	115	Heal	
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Where Found

Common Abilities

- |                                      |   |  |   |                                     |
|--------------------------------------|---|--|---|-------------------------------------|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested         | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Areca Nut Blue</b>	<u>Tree</u>	Terrene	6	26	69	Protection	As Element

Where Found The Areca Tree is rare and only found near water and on hills.

Common Abilities

When taken this gives protection from physical and super natural water attacks. from primal creatures (water). It lasts for one encounter.

- |                                      |   |  |  |  |
|--------------------------------------|---|--|--|--|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested         | <input type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards            |
| <input type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach | <input type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

<b>Areca Nut Brown</b>	<u>Tree</u>	Mineral Islands	7	6	113	Protection	As Element
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Where Found The Areca Tree is rare and only found near water and on hills.

Common Abilities

When taken this gives protection from physical and super natural earth attacks. from primal creatures (earth). It lasts for one encounter.

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|---|-----------------------------------|---|--|-------------------------------------|
| <input checked="" type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow               | <input type="checkbox"/> Graveyards |
| <input checked="" type="checkbox"/> Mts         | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky                      | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |

<b>Areca Nut Red</b>	<u>Tree</u>	Primal Realm	9	82	108	Protection	
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Where Found The Areca Tree is rare and only found near water and on hills.

Common Abilities

When taken this gives protection from physical and super natural Fire attacks. from primal creatures (Fire). It lasts for one encounter.

- |                                      |                                   |  |   |  |
|--------------------------------------|-----------------------------------|--|---|--|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards            |
| <input type="checkbox"/> Mts         | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Areca Nut White</b>	<u>Tree</u>	Terrene	9	6	62	Protection	As Element

Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Arlan</b>	<u>Plant</u>	Any	3	1	55	Heal	As Element
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Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Asarabacca</b>	<u>Plant</u>	Terrene	3	26	69	Alteration	As Element
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Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Attanar</b>	<u>Plant</u>	Any	4	17	54	Alteration	As Element
Where Found This Moss grows around graves of Druids. Druids guard Attanar when they know about it.							
Common Abilities							
When taken it gives you the ability to use the druid's Devotion for 24 hours.							
<input checked="" type="checkbox"/> Underground <input type="checkbox"/> Forested <input checked="" type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input type="checkbox"/> Beach <input type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							

<b>Baalak</b>	<u>Plant</u>	Tree of Life	##	88	129	Attack	As Element
Where Found These reeds and berries are found any where within 100' of water.							
Common Abilities							
<div style="border: 1px solid black; padding: 5px;">           &lt;div&gt;This reed used as a blow gun, it shoots out a Baalak berry and the berry burst. The area is a number of feet radius 5 hexes. Over next 4 rounds the berry will explode first with fire, then water, then earth and then air. Each element explodes doing 10d6 of damage. Earth and water do impact damage, and air does piercing damage. &lt;/div&gt; </div>							
<input type="checkbox"/> Underground <input type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input type="checkbox"/> Beach <input checked="" type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							

<b>Bamboo</b>	<u>Tree</u>	Terrene	6	82	108	Divination	As Element
Where Found Tree, Soft wood							
Common Abilities							
When prepared and looked through you gain either micro or macroscopic vision as determined at the time of enchanting.							
<input type="checkbox"/> Underground <input type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input type="checkbox"/> Beach <input type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input checked="" type="checkbox"/> Underwater							

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Bedstraw</b>	<u>Plant</u>	Terrene	7	65	77	Drugs	Potion

Where Found

Common Abilities

You chew this and then sleep 1 hour. It gives you a total of 8 hours of real rest.

- |   |   |  |   |                                     |
|---|---|--|---|-------------------------------------|
| <input checked="" type="checkbox"/> Underground | <input type="checkbox"/> Forested         | <input type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow | <input type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts                    | <input checked="" type="checkbox"/> Beach | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo         | <input type="checkbox"/> Underwater |

<b>Beech</b>	<u>Tree</u>	Terrene	2	4	31	Attack	As Element
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Where Found

Common Abilities

When the sap of the beech tree is rubbed on a weapon it allows the weapon to dance for 1 encounter. It uses the holder of this wood's bonuses. It takes only a swift action to move to a different target and a free action each round to make its attack.

- |   |  |   |  |  |
|---|--|---|--|--|
| <input checked="" type="checkbox"/> Underground | <input checked="" type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow    | <input checked="" type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts                    | <input checked="" type="checkbox"/> Beach    | <input checked="" type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

<b>Belladonna</b>	<u>Plant</u>	Terrene	##	4	115	Heal	Potion
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Where Found

Common Abilities

Cures Lycanthropy.

- |                                      |                                   |   |  |  |
|--------------------------------------|-----------------------------------|---|--|--|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser  | <input type="checkbox"/> Ice or Snow               | <input checked="" type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts         | <input type="checkbox"/> Beach    | <input checked="" type="checkbox"/> Rocky | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater            |

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Bengal Quice Flower</b>	<u>Plant</u>	Terrene	3	26	69	Summon	As Element
Where Found	This grows in dark overgrown swamp areas. This produces a orange and black flower. This is slightly easier to find on the shaadow plane.						
Common Abilities							
The flower when thrown down creates a flaming orange and black Bengal tiger. It obeys and protects the thrower. See Dire Tiger and add a flaming quality. The CP of the tiger is 200.							
<input type="checkbox"/> Underground <input type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input checked="" type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input checked="" type="checkbox"/> Beach <input type="checkbox"/> Rocky <input checked="" type="checkbox"/> Swamp/Marsh/Bo <input checked="" type="checkbox"/> Underwater							
<b>Beth Root</b>	<u>Plant</u>	Terrene	3	1	55	Charms	As Element
Where Found	This root of the shrub has green fuzz on it. NO SR,, Usually on the Elemental Plane of Water						
Common Abilities							
This root when enchanted then burned as an incense will prevent all from telling a lie when within 30' radius. The resist check is an SC 15 Prowess (Resist Prowess). Those who fail their resist cannot lie and don't realize it. The duration is 1 hour. Those who make their check realize that they cannot tell a lie the first time they try.							
<input type="checkbox"/> Underground <input checked="" type="checkbox"/> Forested <input checked="" type="checkbox"/> Plains or Deser <input checked="" type="checkbox"/> Ice or Snow <input checked="" type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input checked="" type="checkbox"/> Beach <input checked="" type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input checked="" type="checkbox"/> Underwater							
<b>Bitter Aloe</b>	<u>Plant</u>	Terrene	3	26	69	Reproduction	Dust
Where Found	This very Versatile plant grows near firey places on these planes. On the Prime mostly in the fairy planes, Elemental plane mostly in the plane of Fire.						
Common Abilities							
This when ground to a powder and enchanted, enhances plant growth in a 225 sq.ft. area. All growth takes 1/2 as long and the yields are 50% higher. Further, the land does not use its 1 of 7 years of good harvests.							
<input type="checkbox"/> Underground <input type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input checked="" type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input checked="" type="checkbox"/> Beach <input type="checkbox"/> Rocky <input checked="" type="checkbox"/> Swamp/Marsh/Bo <input checked="" type="checkbox"/> Underwater							

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Bitter Root</b>	<u>Plant</u>	Terrene	9	82	108	Protection	As Element

Where Found

Common Abilities

This creates a small 10'x10'x10' invisible pocket dimension (Sanctuary) that only those, friendly toward the thrower can enter. This when thrown on the ground will allow any person friendly named enter the space. All others will pass over it normally. A faint shimmer of magic is in the area. This activates magical forces non magically. This lasts for 10 minutes.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Black Mushrooms</b>	<u>Plant</u>	Terrene	##	88	129	Curse	Potion
------------------------	--------------	---------	----	----	-----	-------	--------

Where Found

Common Abilities

This causes Hallucinations and Madness. The SC to overcome this is a Resolve (Morale). The onset time is one minute and you must succeed 3 checks before failing 3. The checks are made every 5 minutes. While the hallucinations are active you are vulnerable and Fascinated. If you fail you become insane and the effects never go away.  
 Good druids rarely dabble with black mushrooms.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Blackberry</b>	<u>Tree</u>	Terrene	2	4	31	Curse	Potion
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Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Bleeding Heart</b>	<u>Plant</u>	Terrene	4	40	760	Life/Dth	As Element
Where Found	Ruins near graves, or where lots of people have died. This is considered necromatic. this heart shaped red flower is very rare.						
Common Abilities							
This must be on your person when you die. This red flower will drain a random ability score one point Permanently and it gives you back whatever enogh hit points to live again or cure whatever killed. You. The flower then turns black and begins to decay normally.							
<input checked="" type="checkbox"/> Underground <input type="checkbox"/> Forested <input checked="" type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input checked="" type="checkbox"/> Graveyards <input checked="" type="checkbox"/> Mts <input type="checkbox"/> Beach <input type="checkbox"/> Rocky <input checked="" type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							
<b>Blenna</b>	<u>Plant</u>	Terrene	6	49	71	HP	Potion
Where Found	Only in year round lcy places does this fruit grow. This plant only bears 1 fruit /cylce and if taken it cannot reproduce that cycle.						
Common Abilities							
The juice from this fruit is used after the fruit is enchanted. The juice gives you an added 1d4+1 wound points. This is permanent. This can be taken safely 1 time per year.							
<input type="checkbox"/> Underground <input type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input checked="" type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input checked="" type="checkbox"/> Mts <input type="checkbox"/> Beach <input type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							
<b>Bloodroot</b>	<u>Plant</u>	Aviron	3	26	69	Life/Dth	ointment
Where Found	This grows in areas where dead creatures or persons are in its soil.						
Common Abilities							
For the evil Druid enchant the root and grind it up and apply it to a weapon. This root makes a poison. This brings death in 1d4 rounds. It is best to use bladed and piercing weapons to deliver its deadly poison.							
<input type="checkbox"/> Underground <input type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input checked="" type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input checked="" type="checkbox"/> Beach <input type="checkbox"/> Rocky <input checked="" type="checkbox"/> Swamp/Marsh/Bo <input checked="" type="checkbox"/> Underwater							



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
Bloodwood	Tree	Terrene	9	82	108	Ranged	As Element

Where Found

Heart trees, or bleeding willows as they are sometimes known, are the most solitary of trees. Growing only in the lonely places of the world where it is barren and rocky, a heart tree stands always alone. Indeed, the hungry roots of this tree are so voracious that the lives of any other plants nearby are extinguished, creating a desolate circle around the tree known as a blood ring.

No wild animals will venture willingly within this ring, daring only to eat the heart tree fruit which falls beyond its border.

Amongst those weapon makers who possess the skill and understanding to work blood wood, a heart tree is considered a great prize. From its flesh they can fashion arrow shafts and spears that are not only as sturdy as iron, but will thirstily soak up the blood of any creatures whose body they pierce.

Working with blood wood is not easy. Firstly, the craftsman must be careful not to touch the wood for too long with his exposed skin. Should he accidentally do so, the blood vessels near the point of contact will quickly begin to swell and burst, causing first bruising and then bleeding as the wood tries to draw blood towards itself. A careless blood wood fletcher is often known by his blackened nails and bloodied fingers.

Blood wood is also tougher than oak, and tends to blunt a craftsman's tools very quickly.

Working with blood wood imposes a Craft Skill Modifier of:15%.

Common Abilities

Bloodwood is fashioned into javelins and arrows. They gain a +1 bonus to their Critical hit range, to a maximum 18-20. if they critical hit a target, the weapon drains one Constitution point from the target. It does this on the round following impact if not removed. The arrow then bursts spraying blood over everyone within 10'.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Blue Flag</b>	<u>Plant</u>	Terrene	4	6	62	Alteration	As Element

Where Found This Grows only Where Carrion is found. in a more then usual %. This is an Iris w/Blue Flag like Flowers. Fire

#### Common Abilities

This flag is tied onto an object, animates that object is under the druids command. The size limit is Large or smaller.

it won't sprout appendages so it will only be able to use what it has to move and do what it is commanded. It can bend though enabling it to walk even if the material cannot normally bend.e.g. a table can bend its legs to walk. A broom would have to walk with its bristles.

Animated objects only get 1 action per round, they can not score a critical hit and receive their normal DR and Hit points per the type of material they are. Objects can move 10' per leg they have each round. They cannot run. The duration is 1 hour.

- |   |  |   |  |  |
|---|--|---|--|--|
| <input checked="" type="checkbox"/> Underground | <input checked="" type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow    | <input checked="" type="checkbox"/> Graveyards |
| <input checked="" type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach    | <input type="checkbox"/> Rocky                      | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

<b>Bolder Fern</b>	<u>Plant</u>	Terrene	3	1	55	Alteration	Potion
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Where Found This is a grey rough edged fern tree.

#### Common Abilities

This Fern Branch when activated and held allows the caster to become a statue of stone. The stone is the type indicative to the area he is in. It lasts until the user wills himself out. While in this form he can see and hear. He does not radiate any magic or any signs of life. He does not need to breathe, eat or sleep.

- |                                      |  |   |   |  |
|--------------------------------------|--|---|---|--|
| <input type="checkbox"/> Underground | <input checked="" type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow | <input checked="" type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach    | <input checked="" type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo         | <input checked="" type="checkbox"/> Underwater |

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Bonewood</b>	<u>Tree</u>	Terrene	8	5	84	Spell Casting	As Element

Where Found

Common Abilities

Any bonewood enchanted and them made into a wind insturement has the range of its music changed from feet to miles.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Borage</b>	<u>Plant</u>	Terrene	##	88	129	Attack	As Element
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Where Found

Common Abilities

This plant when enchanted and thrown, the flower in flight becomes a swarm of flaming rocks. Each does 1d6 of fire and 1d6 impact damage.

The # of rocks is equal to your mental ability scores added together. This creates supernatural rocks and fire not magical. The range is 12 hexes. You can divide the rocks between targets as you see fit.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Box Elder Leaves</b>	<u>Plant</u>	Primal Realm	5	6	82	Protection	Elixer
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Where Found

Common Abilities

This when consumed will place a special protection around your soul. It is unreachable by all, but, divine means. The duration is one month. This gives you a bonus to soul effects, You gain a bonus of 15+ twice your command score.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Boxwood</b>	<u>Plant</u>	Terrene	7	65	77	Attack	As Element

Where Found

Common Abilities

When used as a club, cudgel or shilleighlee it gives that weapon the Take Down power, If you score a natural number, you can make a free trip attack with a +4 bonus. The target does not get the opportunity to trip you if you fail.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Bryony, Black</b>	<u>Plant</u>	Pocket Dimension	##	4	115	Harm	Elixer
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Where Found This grows in the thick forests away from any main roads. This wild grape has a long tendrilled climbing vine.

Common Abilities This is a non magic disease. All who partake must make an Athletics (Endure) SC 4 or become sick.

The grapes when prepped and placed in a water supply, it will then cause Black Bryony Sickness. This is a non magic disease. All who drink from the water supply must make an Athletics (Endure) SC 8 or become sick.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Bryony, White</b>	<u>Plant</u>	Terrene	3	26	69	Heal	Potion
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Where Found This grows in pools, usually shallow & well irrigated.

Common Abilities This cures Black Bryony sickness of SC 5 or less .

This white grape cures Black Bryony sickness. The liquid must be given to the infected person while alive.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Butchers Broom</b>	<u>Plant</u>	Terrene	4	6	62	Curse	As Element

Where Found This is only found in swamps & hallow stagnant water areas. This is a white weed and has no flower. This has thistle like stalks that are the underwater part of the plant Just below the surface.

#### Common Abilities

When brushed across any Non-living Organic Material, it sends it to the Plane of Imprisonment.  
 No Resist Check unless the item is sentient. No MR.  
 This works on undead. Those items that are sentient items make an Influence (Resist Influence) resist check of SC 20 + the enchanter's command score.

- |                                      |   |  |  |  |
|--------------------------------------|---|--|--|--|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested         | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow               | <input checked="" type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach | <input type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater            |

<b>Butterbur</b>	<u>Plant</u>	Primal Realm	6	58	107	Spell Casting	
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Where Found This is found in Pockets of earth & water. The plant doesn't need sun or air to grow. This yllw cupped flower is not hard to find if you know where on the elemental plane of smoke to look.

#### Common Abilities

You enchant this flower. Then poor a potion into the bowl of the flower pedals. The flower absorbs the potion. When you eat the flower you gain the benefit of the potion.

- |                                      |   |  |  |  |
|--------------------------------------|---|--|--|--|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested         | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow               | <input type="checkbox"/> Graveyards            |
| <input type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach | <input type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Cardamom</b>	<u>Plant</u>	Terrene	8	5	84	Summon	As Element

Where Found

Common Abilities

When this stalk is blown through, it sends out a silent call to the river masters. A Charon Daemon will arrive in 1d6 hours. This must be blown near a river. If blown near any special rivers a Charon Daemon will arrive in one hour.

- |   |                                   |   |   |                                     |
|---|-----------------------------------|---|---|-------------------------------------|
| <input type="checkbox"/> Underground    | <input type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards |
| <input checked="" type="checkbox"/> Mts | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky                      | <input type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |

<b>Cellane</b>	<u>Plant</u>	Tree of Life	7	55	92	Protection	Elixer
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Where Found

Common Abilities

Once you take this you are protected you from Undead Curse.

- |                                      |  |   |  |                                     |
|--------------------------------------|--|---|--|-------------------------------------|
| <input type="checkbox"/> Underground | <input checked="" type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow               | <input type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach    | <input type="checkbox"/> Rocky                      | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |

<b>Cellane Black</b>	<u>Plant</u>	Tree of Life	4	34	90	Protection	Potion
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Where Found

Common Abilities

When consumed, will give Immunity to undead supernatural affects that take something from you. This lasts 1 month. It does not protect from spell like effects that duplicate undead abilities.

- |                                      |   |  |  |  |
|--------------------------------------|---|--|--|--|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested         | <input type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards            |
| <input type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach | <input type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Century Plant</b>	<u>Plant</u>	Terrene	8	5	84	Life/Dth	Elixer

Where Found

Common Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Cherry Gum</b>	<u>Tree</u>	Terrene	7	65	77	Life/Dth	Elixer
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Where Found

Common Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Chimera Tail Feather</b>	<u>Plant</u>	Terrene	9	82	108	Travel	Potion
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Where Found

Common Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Chimera Wing Feather</b>	<u>Plant</u>	Terrene	4	6	62	Travel	Potion

Where Found

Common Abilities

You can have up to 3 feathers. Each feather gives you flight of 10' and starts at Maneuverability awful but gets 1 step better with each feather up to 3. So 3 feathers would be 30' flight with average Maneuverability.

- |   |                                   |   |   |  |
|---|-----------------------------------|---|---|--|
| <input type="checkbox"/> Underground    | <input type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input checked="" type="checkbox"/> Graveyards |
| <input checked="" type="checkbox"/> Mts | <input type="checkbox"/> Beach    | <input checked="" type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater            |

<b>Chine</b>	<u>Plant</u>	Fairy Realm	3	26	69	Spell Casting	As Element
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Where Found

Common Abilities

The Chine buds hold a bard song, that was played while being enchanted. When dropped it plays the song it heard. The song then takes affect. This is usable once.

- |                                      |   |  |  |  |
|--------------------------------------|---|--|--|--|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested         | <input type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards            |
| <input type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach | <input type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

<b>Choke Berry</b>	<u>Plant</u>	Terrene	4	34	90	Attack	As Element
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Where Found

Common Abilities

This berry when taken will cause you start choking. They begin to suffocate.

- |   |  |  |  |  |
|---|--|--|--|--|
| <input type="checkbox"/> Underground    | <input checked="" type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow               | <input checked="" type="checkbox"/> Graveyards |
| <input checked="" type="checkbox"/> Mts | <input type="checkbox"/> Beach               | <input type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater            |



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Chrysantemums</b>	<u>Plant</u>	Sea of Glass	8	5	84	Heal	Potion

Where Found

Common Abilities

Cures Monster of diseases. The SC it of the disease it can cure is 8 + the enchanter's command skill squared.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Chuma</b>	<u>Plant</u>	Terrene	6	88	129	Defense	Potion
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Where Found

Common Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Cicala</b>	<u>Plant</u>	Terrene	5	6	82	CP	Potion
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Where Found

Common Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Cimmerian Rose</b>	<u>Plant</u>	Terrene	7	65	77	Misc	As Element

Where Found

Common Abilities

Changes Color with the holder's mood.

- |   |   |  |   |                                     |
|---|---|--|---|-------------------------------------|
| <input checked="" type="checkbox"/> Underground | <input type="checkbox"/> Forested         | <input type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow | <input type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts                    | <input checked="" type="checkbox"/> Beach | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo         | <input type="checkbox"/> Underwater |

<b>Cinnanmon</b>	<u>Plant</u>	Terrene	2	4	31	Heal	Potion
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Where Found

Common Abilities

it also removes the Sickened condition immediately upon taking.

It improves a nauseated person to sicken

- |   |  |   |  |  |
|---|--|---|--|--|
| <input checked="" type="checkbox"/> Underground | <input checked="" type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow    | <input checked="" type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts                    | <input checked="" type="checkbox"/> Beach    | <input checked="" type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

<b>Cinquefoil Leaf</b>	<u>Plant</u>	Any	6	40	76	Ability Score	Potion
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Where Found

Common Abilities

+1d3 Intelligence when eaten.

- |   |                                   |   |  |  |
|---|-----------------------------------|---|--|--|
| <input checked="" type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow               | <input checked="" type="checkbox"/> Graveyards |
| <input checked="" type="checkbox"/> Mts         | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky                      | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater            |

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Cinquefoil Root</b>	<u>Plant</u>	Regnum Eon	6	49	71	Attack	Potion

Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Cleavers White Flower</b>	<u>Plant</u>	Terrene	6	58	107	Attack	ointment
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Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Cleavers Yellow Flower</b>	<u>Plant</u>	Terrene	7	55	92	Attack	ointment
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Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Clove Leaf</b>	<u>Plant</u>	Terrene	4	34	90	Attack	ointment

Where Found

Common Abilities

When applied to a weapon, the weapon gains the Vorpal ability on a critical hit. This lasts 1 week.

- |   |  |  |  |  |
|---|--|--|--|--|
| <input checked="" type="checkbox"/> Underground | <input checked="" type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards            |
| <input checked="" type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach    | <input type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

<b>Clover, Red</b>	<u>Plant</u>	Terrene	7	65	77	Attack	ointment
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Where Found

Common Abilities

When applied to a magic item it gains the planar quailty. Magical items do not lose a magical + when the leave their world of creation.

- |   |   |  |   |                                     |
|---|---|--|---|-------------------------------------|
| <input checked="" type="checkbox"/> Underground | <input type="checkbox"/> Forested         | <input type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow | <input type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts                    | <input checked="" type="checkbox"/> Beach | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo         | <input type="checkbox"/> Underwater |

<b>Clover, White</b>	<u>Plant</u>	Terrene	3	6	52	Ability Score	Dust
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Where Found

Common Abilities

This gives you a +1 to your appearance when consumed.

- |                                      |   |   |  |  |
|--------------------------------------|---|---|--|--|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested         | <input checked="" type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow               | <input checked="" type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach | <input checked="" type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater            |

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Cockatrice Claw</b>	<u>Animal</u>	Any	4	40	76	Attack	ointment

Where Found

Common Abilities

You can use the claw as a weapon. It does 1d6 points of damage. It will petrify a creatures who fails their resist check. The SC check is same SC as the cockatrice's original SC. This is an exotic Weapon.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Cocoa Bean</b>	<u>Tree</u>	Terrene	3	26	69	Heal	Potion
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Where Found

Common Abilities

1 Dose creduces stress 1d3 points \* power multiplier. A second dose given within 1 hour causes a heart attack.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Cocoa Leaves</b>	<u>Tree</u>	Terrene	4	6	113	Travel	Potion
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Where Found

Common Abilities

This gives you a bonus to Athletics (Climb) checks. The bonus is 1d4+1

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Comfrey Root</b>	<u>Plant</u>	Terrene	9	82	108	Divine	Potion

Where Found

Common Abilities

This makes the damage of a weapon doubled against a good person.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Contrary Vine</b>	<u>Plant</u>	Fairy Realm	7	55	92	Corruption	As Element
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Where Found

Common Abilities

When this vine is used to bind you in any way. It changes your Personality Profile (Morality) numbers. Any under -2 become 2 and any over 3 become -2.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Coughgrass</b>	<u>Plant</u>	Terrene	5	88	129	Communication	As Element
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Where Found

Common Abilities

You sprinkle this over a large area of land and then meditate there. You can then commune with nature. This is very common for druids to grow this grass and enchant it where it grows for a special place to meditate.

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Crale</b>	<u>Plant</u>	Terrene	5	6	82	Skill	As Element

Where Found

Common Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Cumin Seed</b>	<u>Plant</u>	Terrene	7	65	77	Alteration	As Element
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Where Found

Common Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Curfalaka</b>	<u>Tree</u>	Terrene	7	4	31	Alteration	As Element
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Where Found

Common Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Daemon's Heart</b>	<u>Animal</u>	Underworld	5	6	113	Harm	As Element
Where Found <input type="text" value="A black heart."/>							
Common Abilities							
Squeeze the black blood onto the body of the dieing person. This traps their soul in the body. There is no resist except to remove the blood from the body.							
<input checked="" type="checkbox"/> Underground <input type="checkbox"/> Forested <input checked="" type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input checked="" type="checkbox"/> Mts <input type="checkbox"/> Beach <input type="checkbox"/> Rocky <input checked="" type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							

<b>Dandelion Flower</b>	<u>Plant</u>	Terrene	4	6	62	Charms	Potion
Where Found <input type="text" value="A weed with yellow flowers, good Wine and Tea"/>							
Common Abilities <input type="text" value="Sweetener."/>							
When you eat this flower Cats of all types have their disposition towards you improved by 2 levels. It can be added to sweeten milk, cats love it.							

<b>Dandelion Stem</b>	<u>Plant</u>	Terrene	6	58	107	Alchemy	As Element
Where Found <input type="text" value="A weed with yellow flowers, good Wine and Tea"/>							
Common Abilities							
When eaten, it allows you to change into any cat (animal) up to one size larger then yourself. This lasts for 16 hours or until you change back to your normal form.							
<input type="checkbox"/> Underground <input type="checkbox"/> Forested <input checked="" type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input checked="" type="checkbox"/> Mts <input checked="" type="checkbox"/> Beach <input type="checkbox"/> Rocky <input checked="" type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Daral</b>	<u>Plant</u>	Regnum Eon	7	55	92	Curse	Potion

Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Darric</b>	<u>Plant</u>	Terrene	3	1	55	Protection	As Element
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Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Dartspore</b>	<u>Tree</u>	Terrene	4	34	90	Harm	Potion
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Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Dartspore Tree</b>	<u>Plant</u>	Terrene	8	5	84	Harm	As Element

Where Found This grows in planes and scrub area. This plant can shoot these dart like spores injecting its seeds.

#### Common Abilities

This spore pod can be grown so as to point in any direction. It discharges its spores when it senses magic in an area. It has a range of 30' and hits with a +20 to hit. If it hits a creature with mana, that creature must make a Resist Check, Athletics (Brawn) or loose 1 mana per round. This cannot be cured with magic the spore just absorbs the mana. Any non-magical cure disease will work.

- |   |                                   |   |   |                                     |
|---|-----------------------------------|---|---|-------------------------------------|
| <input type="checkbox"/> Underground    | <input type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards |
| <input checked="" type="checkbox"/> Mts | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky                      | <input type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |

<b>Deadly Nightshade</b>	<u>Plant</u>	Shadow World	##	88	129	Summon	As Element
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Where Found soft green leaves of this coleus are splashed with blood red markings

#### Common Abilities

When thrown down it summons a Night Shade Creature. ;The Night Shade is commanded by the thrower of the plant.

- |   |                                   |  |  |  |
|---|-----------------------------------|--|--|--|
| <input checked="" type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow               | <input checked="" type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts                    | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater            |

<b>Demon's Heart</b>	<u>Animal</u>	Sea of Glass	##	88	129	Life/Dth	As Element
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Where Found Where ever you can find a demon.

#### Common Abilities

This, when placed on the chest of a dead body, it resurrects that person to full power. This corrupts the person being resurrected, they lose 1 point of purity.

- |   |  |   |  |  |
|---|--|---|--|--|
| <input checked="" type="checkbox"/> Underground | <input checked="" type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow    | <input checked="" type="checkbox"/> Graveyards |
| <input checked="" type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach    | <input checked="" type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Deon</b>	<u>Plant</u>	Terrene	6	49	71	Heal	Potion

Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Devil Wood</b>	<u>Plant</u>	Underworld	3	26	69	Summon	As Element
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Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Devil's Paintbrush</b>	<u>Plant</u>	Underworld	9	82	108	Travel	As Element
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Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Digitalis</b>	<u>Plant</u>	Pocket Dimension	7	55	92	Heal	Potion

Where Found Eye catching, narrow leaves have a luxurious, bright yellow edge and provide a jolt of true red.

Common Abilities

This is a regenerate any body part no matter how long removed. All except the brain or heart. It takes the 1 month.

- |                                      |  |   |  |                                     |
|--------------------------------------|--|---|--|-------------------------------------|
| <input type="checkbox"/> Underground | <input checked="" type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow               | <input type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach    | <input type="checkbox"/> Rocky                      | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |

<b>Djinni Hair</b>	<u>Animal</u>	Sea of Glass	7	65	77	Travel	Dust
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Where Found brown hair.

Common Abilities

When you sprinkle the hair over you, you can become gaseous for 1d6 hours or until you become solid again.

- |                                      |                                   |   |   |                                     |
|--------------------------------------|-----------------------------------|---|---|-------------------------------------|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts         | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky                      | <input type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |

<b>Doppelganger's Brain</b>	<u>Animal</u>	Terrene	8	5	84	Knowledge	Potion
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Where Found

Common Abilities

The brain is eaten and the target gains a bonus to Culture checks. The duration is permanent. Faith (Belief) SC 25 must be made or you lose one purity.

- |   |                                   |   |   |                                     |
|---|-----------------------------------|---|---|-------------------------------------|
| <input type="checkbox"/> Underground    | <input type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards |
| <input checked="" type="checkbox"/> Mts | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky                      | <input type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Dragon Bones</b>	<u>Animal</u>	Terrene	##	4	115	Charms	Potion

Where Found

Common Abilities

To use the bone you spit on it and rub it into the bone. You gain a dragon type fear. You can turn it on and off at will. The Area is a 60' cone. The Resist SC is Resolve (Morale) SC equal to your command \*4. One rub lasts 1 hour. The bone is permanent.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Dragon Teeth</b>	<u>Animal</u>	Terrene	4	40	76	Summon	As Element
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Where Found

Common Abilities

When enchanted and thrown on the ground. Skeleton Warriors grow out of the ground in 1d4 rounds. 1 skeleton per tooth. The CP is equal to the dragon's age category \* 50, randomly use 1d6+1.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Dreadwood</b>	<u>Tree</u>	Terrene	8	49	71	Harm	Potion
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Where Found

Common Abilities

Staves made with this weapon reduce a targets age of death by 1 per plus of the staff. They have a mana factor of 85 and a break sc of 22.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater













ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Fireweed</b>	<u>Plant</u>	Terrene	4	40	76	Attack	As Element

Where Found

Common Abilities

<div>This reed when blown through emits a stream of fire out 30'. You can use this a number of times equal to your wisdom score. It does damage equal to your faith skill. The resist check is an Acrobatics (Dodge) to negat the damage. The SC is equal to 5 times your command score. </div>

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Flag Lilly</b>	<u>Plant</u>	Terrene	6	49	71	Attack	As Element
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Where Found

Common Abilities

<div>You can place the lily saying a number and the lily will explode in that many rounds into a burst of fire. The burst is 3 hexes. The number of D6s of damage done is equal to your starting action dice. . A resist Acrobatics (Tumble) SC equal to your Faith skill at the time of enchanting, reduces the fire damage by 50%. There is no MR vs. this. </div>

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Forb</b>	<u>Plant</u>	Terrene	3	26	69	Protection	As Element
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Where Found

Common Abilities

<div>This berry when taken will place create a 5' radius barrier around you that keeps out Animals. &nbsp;  </div>

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater







ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Ginseng</b>	<u>Plant</u>	Terrene	4	6	62	Charms	Potion
Where Found	In very socluded wood areas. It is very hard to find. Air Plane only where other plains are interspersed. Found on the Primal Realm of Air.						
Common Abilities	Cures headaches, dizziness, vertigo, weakness at SC 6 and lower.						
<div>+4 bonus to any seduction check. </div>							
<input checked="" type="checkbox"/> Underground <input checked="" type="checkbox"/> Forested <input checked="" type="checkbox"/> Plains or Deser <input checked="" type="checkbox"/> Ice or Snow <input checked="" type="checkbox"/> Graveyards <input checked="" type="checkbox"/> Mts <input checked="" type="checkbox"/> Beach <input type="checkbox"/> Rocky <input checked="" type="checkbox"/> Swamp/Marsh/Bo <input checked="" type="checkbox"/> Underwater							

<b>Gorgon Tooth</b>	<u>Animal</u>	Terrene	8	40	120	Attack	As Element
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Where Found

Common Abilities

<div><font face="Times New Roman" size=3>&nbsp;&nbsp;&nbsp;You must do 1 point of wound damage of a victim will &nbsp;&nbsp;&nbsp;tooth. The resist is an Athletics (Endure) check. If the target succeeds any of the three Resist Checks, all effects ends. The target makes the first check immediately, if they fail this check they lose one action on their first next round. On their 2nd round if they fail a second check, they are paralyzed. On its 3rd round if the target fails the resist check, they are <em>petrified</em>. </font></div>

<div><font face="Times New Roman" size=3>&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;These make great arrow heads. &nbsp;&nbsp;&nbsp;</font></div>

- Underground    
 Forested    
 Plains or Deser    
 Ice or Snow    
 Graveyards  
 Mts    
 Beach    
 Rocky    
 Swamp/Marsh/Bo    
 Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Hellebore</b>	<u>Plant</u>	Terrene	9	4	124	Travel	As Element

Where Found

Common Abilities

&nbsp;&nbsp; Place the Hellebore on the ground and smash it with your foot. This opens up a gate to the underworld. Anything can go in or out. This is very dangerous if you cannot guard the entrance for the duration. The gate stays open for a number of minutes equal the enchanter's Command score.</div>

- |                                      |  |  |   |                                     |
|--------------------------------------|--|--|---|-------------------------------------|
| <input type="checkbox"/> Underground | <input checked="" type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow | <input type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts         | <input type="checkbox"/> Beach               | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo         | <input type="checkbox"/> Underwater |

<b>Hippogriff Feather</b>	<u>Animal</u>	Terrene	7	30	99	Travel	As Element
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Where Found

Common Abilities

<div>You can have up to 3 feathers. Each feather gives you flight of 10' and starts at <font face="Times New Roman">Maneuverability poor but gets 1 step better with each feather up to 3. So 3 feathers would be 30' flight with average Maneuverability.</font></div>

- |   |   |   |   |  |
|---|---|---|---|--|
| <input checked="" type="checkbox"/> Underground | <input type="checkbox"/> Forested         | <input checked="" type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards            |
| <input checked="" type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach | <input checked="" type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |









ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Irona</b>	<u>Plant</u>	Terrene	6	49	71	Runes	

Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Island Tree</b>	<u>Plant</u>	Fairy Realm	5	20	85	Travel	Dust
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Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Jambul Seed</b>	<u>Plant</u>	Terrene	3	26	69	Attack	As Element
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Where Found

Common Abilities

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Jervie</b>	<u>Plant</u>	Fairy Realm	6	25	101	Heal	

Where Found

Common Abilities

<div>When The seeds are placed where a major Organ used to be even a Brain, The seed will grow into replace the organ. It works as the original. Identical in every way to the old one. It must be done within 1 week or less, after the organ's removal. If the character is dead then they must be revived and this seed used withing 24 hours of their revival.</div>

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Jes</b>	<u>Plant</u>	Fairy Realm	7	37	108	Heal	
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Where Found This flower grows on the ethreal only near portals to good plains. The 7 heavens it grows everywhere.

Common Abilities

<div>This flower when placed and held between a limb and its area where it used to be attached. It will over the period of 1 day join them back together.</div>

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Juniper Berry</b>	<u>Plant</u>	Terrene	##	51	131	Spell Casting	Potion
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Where Found Shrub, small purple, berries.

Common Abilities

<div>This when taken, allows you to use the non-vocal spell casting component without paying any added Spell Craft or mana for it. This lasts for 24 hours.</div>

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Jurubera</b>	<u>Plant</u>	Terrene	5	6	82	Attack	ointment

Where Found

Common Abilities

**<div><font face="Times New Roman" size=3>This ability gives you a +4 to any disarm roll that you make, or someone makes against you while wielding this weapon. </font></div>**

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Juth</b>	<u>Plant</u>	Primal Realm	7	32	105	Skill	Potion
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Where Found

Common Abilities

**<div>You gain a bonus of +5 to Acrobatics (Falling). This lasts for 24 hours.</div>**

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Kenja</b>	<u>Plant</u>	Shadow World	7	12	104	Protection	As Element
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Where Found

Common Abilities

**<div>This berry when thrown down creates a barrier around you for the duration. The berry blocks the entrance to all creature types that are not the same as yours. You can allow individuals in. The SC to overcome the barrier is Prowess (Domination) SC equal to your survivla skill. </div>**

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

















ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Masterwort</b>	<u>Tree</u>	Terrene	8	14	108	Heal	Potion
Where Found <input type="text" value="Tree, soft wood, Lrg w/yellow stripped roots."/>							
Common Abilities							
<div><font face="Times New Roman" size=3>Repair and regenerate organs and gets them working again. This takes TEN MINUTES to fully work. This can even repair physical brain damage.</font></div>							
<input type="checkbox"/> Underground <input checked="" type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input checked="" type="checkbox"/> Graveyards <input checked="" type="checkbox"/> Mts <input type="checkbox"/> Beach <input checked="" type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							

<b>Mayflower</b>	<u>Plant</u>	Terrene	##	10	147	Alchemy	As Element
Where Found							
Common Abilities <input type="text" value="Used to aid in planting, growing and harvesting."/>							
<div>&nbsp;When mayflowers are placed around a farm or similar area wear food is being grown, the farmers and workers gain a bonus to all farm related skills equal to the power bonus. </div>							

<input type="checkbox"/> Underground <input checked="" type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input type="checkbox"/> Beach <input type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							
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<b>Mecha</b>	<u>Plant</u>	Shadow World	5	6	82	Harm	Elixer
Where Found <input type="text" value="Found in The shadow World, this Bark can be found in only in well tended forests for it dies very young."/>							
Common Abilities							
<div>This bark when prepared and ingested will cause death in 3-12 hours. The subject gains a Resist (Brawn) SC equal to the creators survival skill. </div>							
<input type="checkbox"/> Underground <input checked="" type="checkbox"/> Forested <input checked="" type="checkbox"/> Plains or Deser <input checked="" type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input checked="" type="checkbox"/> Mts <input checked="" type="checkbox"/> Beach <input type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							







ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Muiru Puama</b>	<u>Plant</u>	Terrene	3	8	49	Harm	Vapor

Where Found

Common Abilities

<div>After it is prepared the first person whose skin touches the plant has bad luck. A -1 or 5% on 2d10 and % rolls respectively. This lasts for a number of days equal to the druid's prowess skill. </div>

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Mummy Flesh</b>	<u>Animal</u>	Terrene	8	5	84	Protection	Dust
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Where Found

Common Abilities

<div>When this dust is rubbed on skin it makes you immune to mummy decay for the duration.</div>

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Myrtle</b>	<u>Plant</u>	Terrene	5	6	82	Attack	
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Where Found

Common Abilities

<div>You throw a berry and it does 4d6 impact damage. There is an Acrobatics (Tumble) SC for 1/2 damage The SC equal to the druids command score +20. The burst is 2 hexes.</div>

<div>&nbsp;</div>

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Nyasani</b>	<b>Plant</b>	Mineral Islands	7	55	92	Heal	Potion

Where Found

Common Abilities

When this is taken it will restore all CP that was lost without your consent.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Oak Leaves</b>	<b>Plant</b>	Terrene	3	13	59	Heal	Potion
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Where Found

Common Abilities

The leaves will heal 4 points of vitality and 1 wound point each multiplied by the enchanter's charisma score.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Oak Tree</b>	<b>Tree</b>	Terrene	4	34	90	Defense	Potion
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Where Found

Common Abilities

An acorn when eaten gives a bonus to defense. The acorn must be aged. Each year it is aged it gives that number as a bonus to defense. Maximum 10. The duration is 1 day per year.

Acorns from 'The Great Oak' can be made permanent. The cost is 1,000gc \* the bonus squared.

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Orchid</b>	<u>Plant</u>	Terrene	9	5	118	Summon	As Element

Where Found

Common Abilities

<div>Throw this flower down and it summons a serpent &nbsp;&nbsp;&nbsp;demon from the 5th realm. 2,100 CP</div>

<div>&nbsp;&nbsp;&nbsp;</div>

- |                                      |  |  |  |                                     |
|--------------------------------------|--|--|--|-------------------------------------|
| <input type="checkbox"/> Underground | <input checked="" type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow               | <input type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts         | <input type="checkbox"/> Beach               | <input type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |

<b>Orlian Tree</b>	<u>Tree</u>	Terrene	7	58	107	Heal	Potion
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Where Found **Tree, hard wood, Fire,** This black hard tree actually collects ash and stuff on its bark to protect if from the Heat. It lives in firey areas. Or very hot Deserts.

Common Abilities

<div>This Leaf when prepared will Regenerate monsters. It will regenerate 3 vitality points per round or It will regenerate any missing part except brain. It will not activated until the monster starts taking damage and ends when the regenerate is completed.</div>

- |                                      |   |  |  |  |
|--------------------------------------|---|--|--|--|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested         | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow               | <input type="checkbox"/> Graveyards            |
| <input type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach | <input type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |





ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Pixie Hair</b>	<u>Animal</u>	Terrene	##	5	84	Illusion	As Element

Where Found

Common Abilities

**&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;**When you tie it around something or someone. It changes the appearance you can change its appearance. You can alter your height and weight by 20% and change your face to that of any race in the same type as you. This affects your body but not possessions.

**this is not effective enough to duplicate someone's look, but it dies give you a +5 on disguise checks. It will last 25 hours.**

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Pomegranate</b>	<u>Tree</u>	Terrene	4	40	76	Life/Dth	Potion
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Where Found

Common Abilities

When you take this your normal aging stops for the duration.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Prophet Tree</b>	<u>Tree</u>	Terrene	5	26	69	Travel	As Element
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Where Found

Common Abilities

&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;When you break this branch it transports you back to the tree it came from.

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater





ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Quince</b>	<u>Plant</u>	Terrene	4	34	90	Misc	As Element

Where Found

Common Abilities

<div>This allows you to step inside a stone that is able to accommodate your size. You can stay there a number of hours equal to your Constitution ability score. You can only exit the way you came in.</div>

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Red Cockscomb</b>	<u>Plant</u>	Terrene	7	18	103	Misc	As Element
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Where Found

Common Abilities

<div>This when thrown down puts out all fires in an area out to 100 yards times the throwers command score. &nbsp;In an area where fire is normal , like a volcano, it only suppresses the flames for 1 hour.</div>

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Reglen</b>	<u>Plant</u>	Terrene	7	65	77	Heal	Potion
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Where Found

Common Abilities

<div>This when taken will heal 50 points of damage. Both vitality and wounds.</div>

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

















ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Sebrun</b>	<u>Plant</u>	Terrene	7	24	115	Protection	Potion

Where Found This root is found on the astral near Yggdrasil. On the prime it grows on RE in The Eon Forest.

Common Abilities

<div>This gives immunity to anything inhaled. IE Gases, dusts, things that cause choking etc.. It does not give you air to breathe. </div>

- |   |                                   |  |   |  |
|---|-----------------------------------|--|---|--|
| <input checked="" type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards            |
| <input type="checkbox"/> Mts                    | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

<b>Sek</b>	<u>Plant</u>	Fairy Realm	7	26	69	Protection	Potion
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Where Found This grows in the Lystia Forest in Mythenis.

Common Abilities

<div>This will protect the user from possessions, any attempts to trap your soul, life force, or spirit out of your body. It lasts for 24 hours.</div>

- |   |                                   |  |  |  |
|---|-----------------------------------|--|--|--|
| <input type="checkbox"/> Underground    | <input type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards            |
| <input checked="" type="checkbox"/> Mts | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

<b>Selig</b>	<u>Plant</u>	Fairy Realm	7	12	113	Skill	Potion
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Where Found Almost anywhere.

Common Abilities Heals and cures deafness from birth.

<div>When you eat this you gain acute hearing. You gain bonus to any skill check that has the hearing tag. The bonus is equal to the enchanter's Charisma Score. The affect also increases clarity frequency range. You can hear bat radar. It doubles the normal range of your hearing. The plant does not stack with itself.</div>

- |   |                                   |   |  |                                     |
|---|-----------------------------------|---|--|-------------------------------------|
| <input checked="" type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow               | <input type="checkbox"/> Graveyards |
| <input checked="" type="checkbox"/> Mts         | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky                      | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
Senna	Plant	Terrene	9	42	108	Protection	Vapor

Where Found

Common Abilities

<div>This vapor when shaken from the stalks, creates a barrier that keeps out a creatures from the Primal Realm named at creation. This barrier is absolute. It is a 5' radius times the Commnad score of the enchanter. It does not stop their magic or normal ranged attacks. It does stop their innate attacks from crossing the barrier. </div>

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

Sesame	Plant	Terrene	6	58	107	Skill	As Element
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Where Found

Common Abilities

<div>This plant when placed on something that is locked, it will unlock it. The SC it will open is equal to the enchanter's Security skill. </div>

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
Sheku	Plant	Shadow World	7	55	92	Attack	Dust

Where Found

Common Abilities

**This plant when rubbed onto a magical item gives the item the "True Owner" ability.**

**All these items have the True Owner ability. Only the bonded wielder can use the magic of the item. The only way for someone else to use this item is if you give it to them freely, or the owner bequeaths it or if the owner dies.**

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Shield Fern</b>	Plant	Terrene	4	34	90	Defense	Potion
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Where Found

Common Abilities

**This gives a shield bonus to defense equal the enchanter's wisdom score.**

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater







ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Spear Grass</b>	<u>Plant</u>	Terrene	4	6	62	Attack	ointment

Where Found

Common Abilities

<div>You can throw a blade of grass and it changes to a spear that you can throw. &nbsp;It has a range increment of 4, does 1d6 of damage. You enchant up to 10 blades at a time, and you can throw 5 blades at one time. They gain a bonus to hit and damage equal to your command score.</div>

- |   |  |  |  |  |
|---|--|--|--|--|
| <input type="checkbox"/> Underground    | <input checked="" type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow               | <input checked="" type="checkbox"/> Graveyards |
| <input checked="" type="checkbox"/> Mts | <input checked="" type="checkbox"/> Beach    | <input type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater            |

<b>Spearmint</b>	<u>Plant</u>	Terrene	6	38	107	Protection	Potion
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Where Found

Common Abilities

<div>This creates a hemisphere area, the radius is equal to the enchanter's wisdom in hexes. No sound will exit the hemisphere. Scrying into the area will see but not hear what is going on unless they break the ward value of the area is your survival skill.. </div>

- |                                      |   |  |  |  |
|--------------------------------------|---|--|--|--|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested         | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow               | <input type="checkbox"/> Graveyards            |
| <input type="checkbox"/> Mts         | <input checked="" type="checkbox"/> Beach | <input type="checkbox"/> Rocky           | <input checked="" type="checkbox"/> Swamp/Marsh/Bo | <input checked="" type="checkbox"/> Underwater |

<b>Sprite Blood</b>	<u>Animal</u>	Terrene	9	12	140	Life/Dth	Elixer
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Where Found

Common Abilities

<div>This adds 1d4 years to the target's death date.</div>

- |                                      |                                   |  |   |                                     |
|--------------------------------------|-----------------------------------|--|---|-------------------------------------|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts         | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Starza</b>	<u>Tree</u>	Terrene	3	5	46	Material	As Element

Where Found

Common Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Sunflower</b>	<u>Plant</u>	Terrene	7	14	110	Misc	As Element
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Where Found

Common Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

<b>Sweet Balm</b>	<u>Plant</u>	Terrene	2	4	31	Defense	Potion
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Where Found

Common Abilities

- Underground
- Mts
- Forested
- Beach
- Plains or Deser
- Rocky
- Ice or Snow
- Swamp/Marsh/Bo
- Graveyards
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Sweet Geranium</b>	<u>Plant</u>	Terrene	6	35	116	CP	Potion

Where Found

Common Abilities

<div>When given to a familiar they gain a 4 Character Points.</div>

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Sword Grass</b>	<u>Plant</u>	Terrene	6	49	71	Magic	As Element
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Where Found

Common Abilities

<div>You hold this grass and it becomes a sword of your choice. It gains a bonus to hit and damage equal to the maker's command bonus. It lasts for 24 hours.</div>

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater

<b>Taline</b>	<u>Plant</u>	Terrene	3	26	69	Alteration	As Element
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Where Found This grows in the land of Opal Fire. In the wilderness plain type areas.

Common Abilities

<div>This berry when thrown against a wall in an enclosed space alters gravity to emanate from that surface and not the floor. The duration is one hour.</div>

- Underground   
 Forested   
 Plains or Deser   
 Ice or Snow   
 Graveyards  
 Mts   
 Beach   
 Rocky   
 Swamp/Marsh/Bo   
 Underwater



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Telpi</b>	<u>Plant</u>	Terrene	##	43	151	Alteration	Potion
Where Found <input type="text" value="This grass is grown only in very sandy areas around beaches and such."/>							
Common Abilities							
<div>This when touched to glass makes it as hard as steel. This affect is permanent. You can use this a number of times equal to your Wisdom score, at which time the plant turns to dust. &lt;/div&gt;</div>							
<input type="checkbox"/> Underground <input checked="" type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input type="checkbox"/> Beach <input type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							
<b>Thorn</b>	<u>Tree</u>	Terrene	4	40	76	Attack	As Element
Where Found <input type="text" value="Tree, Soft wood"/>							
Common Abilities							
<div>You throw down a thorn and it becomes a thorny surface. Anyone passing through the hex or doing combat in the hex is subject to 1d4 points of damage to their feet. For each 4 points of accumulated damage it slows movement 1 hex. Once thrown the thorns persist for one encounter. &lt;/div&gt;</div>							
<input checked="" type="checkbox"/> Underground <input type="checkbox"/> Forested <input checked="" type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input checked="" type="checkbox"/> Graveyards <input checked="" type="checkbox"/> Mts <input type="checkbox"/> Beach <input type="checkbox"/> Rocky <input checked="" type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							
<b>Thyme</b>	<u>Plant</u>	Terrene	##	17	141	Attack	As Element
Where Found <input type="text" value="White, pink &amp; Red flower."/>							
Common Abilities <input type="text" value="A spice"/>							
<div>When thrown to the ground time stops in a radius of hexes equal to the command score of the enchanter. All time is stopped in the area except for their person who dropped the thyme. It lasts a number of rounds to the thrower's command score. He cannot harm anyone in the area, any spells or things he releases stop the instant they leave him and will start the 2nd the time stop ends. Those out side who try to enter are frozen any attacks into the area are repelled.&lt;/div&gt;</div>							
<input type="checkbox"/> Underground <input type="checkbox"/> Forested <input checked="" type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input type="checkbox"/> Beach <input checked="" type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Torchstalk</b>	<u>Plant</u>	Terrene	3	26	69	Alchemy	As Element

Where Found

Common Abilities

<div>The stalk will burn 9 hours. It burns as a torch. It is used for torch heads etc. It radiates no heat and will not start fires. The stalk burns within itself. You can put the stalk out and on again to preserve its burn time.</div>

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Torrain</b>	<u>Plant</u>	Underworld	9	38	119	CP	
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Where Found

Common Abilities

<div>This grass will when taken give you 60 CP Permanently.</div>

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Trimas</b>	<u>Plant</u>	Terrene	5	58	107	Travel	As Element
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Where Found

Common Abilities

<div>This mushroom when thrown down will teleport all those willing, within a 10' R. to a location the thrower wills. The maximum distance is 50' times the thrower's command score. </div>

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Turmeric</b>	<u>Plant</u>	Terrene	7	55	92	HP	Potion
Where Found <input type="text" value="Ginger type tuberous underground stems."/>							
Common Abilities							
<div>This gives you 1 extra wound hit point per command bonus of the enchanter. This is permanent. &lt;/div&gt;</div>							
<input type="checkbox"/> Underground <input checked="" type="checkbox"/> Forested <input checked="" type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input checked="" type="checkbox"/> Beach <input type="checkbox"/> Rocky <input checked="" type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							

<b>Twin Flower</b>	<u>Plant</u>	Primal Realm	##	34	90	Life/Dth	As Element
Where Found <input type="text" value="Twin flowers are a like marigolds, but much bigger."/>							
Common Abilities <input type="text" value="Shared between lovers."/>							
<div>Eat 1 flower of the twin flowers. When you when you die or worse the 2nd flower recreates you at the point you were exactly when you ate the first flower, gear and all. &amp;nbsp;I would make a copy of your character sheet when you eat the first flower.&lt;/div&gt;</div>							
<input checked="" type="checkbox"/> Underground <input checked="" type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input checked="" type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input checked="" type="checkbox"/> Mts <input checked="" type="checkbox"/> Beach <input type="checkbox"/> Rocky <input checked="" type="checkbox"/> Swamp/Marsh/Bo <input checked="" type="checkbox"/> Underwater							

<b>Tyrant's Eye</b>	<u>Animal</u>	Any	8	5	84	Spell Casting	As Element
Where Found <input type="text" value="On the Tyrant. The eye radiates evil even after being removed."/>							
Common Abilities							
<div>The eye blinks as usual after you prepare it.&lt;/div&gt;</div>							
<div>The eye acts as a wand of the seed of the power it had. It has a bonus plus equal to the number of eyestalks the tyrant had when it lost this eye stalk. &lt;/div&gt;</div>							
<input checked="" type="checkbox"/> Underground <input type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input type="checkbox"/> Beach <input type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Water Chestnut</b>	<u>Plant</u>	Terrene	##	4	115	Misc	Potion
Where Found							
Common Abilities							
<div>Drop this into any body of Water, it will clean 100 gallons times your Command score squared.</div>							
<input type="checkbox"/> Underground <input type="checkbox"/> Forested <input checked="" type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input checked="" type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input type="checkbox"/> Beach <input type="checkbox"/> Rocky <input checked="" type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							

<b>Water Flag</b>	<u>Plant</u>	Terrene	9	82	108	Magic	Potion
Where Found							
Common Abilities							
<div>When you touch the sprig to the liquid of a potion it will ID it for you, Magical or Alchemical.</div>							
<input type="checkbox"/> Underground <input type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input type="checkbox"/> Beach <input type="checkbox"/> Rocky <input checked="" type="checkbox"/> Swamp/Marsh/Bo <input checked="" type="checkbox"/> Underwater							

<b>Water Lilly</b>	<u>Plant</u>	Terrene	4	14	66	Spell Casting	Potion
Where Found							
Common Abilities							
<div>Water seed spells use 1/2 the base mana. This lasts for 24 hours.</div>							
<input checked="" type="checkbox"/> Underground <input checked="" type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input type="checkbox"/> Beach <input type="checkbox"/> Rocky <input checked="" type="checkbox"/> Swamp/Marsh/Bo <input checked="" type="checkbox"/> Underwater							



ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Watercress</b>	<u>Plant</u>	Terrene	6	58	107	ER	Potion

Where Found

Common Abilities

<div>This gives you energy resistane to water based attacks, you gain a resistance of 5 times your Athletics score.</div>

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Weeping Willow</b>	<u>Tree</u>	Terrene	7	15	94	Attack	ointment
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Where Found Tree, hard wood

Common Abilities

<div>When applied to ammunion it gains a seeking ability. It seeks a target moving or concealed, that it was aimed at when released. This ignores movement penalties to hit and concealment penalties but not cover penalties. It covers up to 20 pieces of ammunion. </div>

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>White Birch</b>	<u>Tree</u>	Terrene	3	17	59	Divination	Elixer
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Where Found This white bark tree grows in areas where there is snow fall.

Common Abilities

<div>This allows you to see the morality numbers of everyone you look upon. This can be very painful for those of a pure heart to see how much evil is in everyone.</div>

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Whitewood</b>	<u>Tree</u>	Terrene	8	5	84	ER	Potion

Where Found

Common Abilities

<div>You gaina resistance to cold for a number of days equal to the enchanter's survival skill. The resistance is 5 times your command score. </div>

- |   |                                   |   |   |                                     |
|---|-----------------------------------|---|---|-------------------------------------|
| <input checked="" type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input type="checkbox"/> Ice or Snow    | <input type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts                    | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky                      | <input type="checkbox"/> Swamp/Marsh/Bo | <input type="checkbox"/> Underwater |

<b>Whortleberry</b>	<u>Plant</u>	Terrene	##	42	134	Defense	Potion
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Where Found

Common Abilities

<div>Immune to next damage that happens to you. No matter the source, no matter how much.</div>

- |                                      |                                   |  |   |                                     |
|--------------------------------------|-----------------------------------|--|---|-------------------------------------|
| <input type="checkbox"/> Underground | <input type="checkbox"/> Forested | <input type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow | <input type="checkbox"/> Graveyards |
| <input type="checkbox"/> Mts         | <input type="checkbox"/> Beach    | <input type="checkbox"/> Rocky           | <input type="checkbox"/> Swamp/Marsh/Bo         | <input type="checkbox"/> Underwater |

<b>Wild Ginger</b>	<u>Plant</u>	Terrene	5	6	82	Heal	Potion
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Where Found

Common Abilities

<div>Restore 2 points of lost Charisma.</div>

- |   |  |   |   |                                     |
|---|--|---|---|-------------------------------------|
| <input type="checkbox"/> Underground    | <input checked="" type="checkbox"/> Forested | <input checked="" type="checkbox"/> Plains or Deser | <input checked="" type="checkbox"/> Ice or Snow | <input type="checkbox"/> Graveyards |
| <input checked="" type="checkbox"/> Mts | <input checked="" type="checkbox"/> Beach    | <input type="checkbox"/> Rocky                      | <input type="checkbox"/> Swamp/Marsh/Bo         | <input type="checkbox"/> Underwater |

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Wild Woodbine</b>	<u>Plant</u>	Terrene	7	38	107	Communication	As Element

Where Found

Common Abilities

<div>You place this leaf on a surface you can then write an encrypted message on the surface, even water. Then someone with another wild Woodbine can use their leaf to decrypt the message from that surface.</div>

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Willow</b>	<u>Tree</u>	Terrene	2	9	31	Charms	Potion
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Where Found Tree, Soft wood

Common Abilities

<div>You gain a bonus to your influence skill equal to to the enchanter's Charisma score.This lasts a number of rounds equal to your influence skill. </div>

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

<b>Wolfsbane</b>	<u>Plant</u>	Terrene	7	4	115	Protection	Potion
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Where Found

Common Abilities Gives a bonus to being tracked by wolves and wearwolves of +1.

<div>This protects the holder from wolves and wearwolves getting to close. The distance is equal to a number of hexes times command score of the enchanter. The creatures must make a Prowess (Rally) SC equal to 10 or your survival skill, whichever is higher.</div>

- Underground
- Forested
- Plains or Deser
- Ice or Snow
- Graveyards
- Mts
- Beach
- Rocky
- Swamp/Marsh/Bo
- Underwater

ELEMENT	TYPE	World	RF	SC	Cost	General Purpose	FinalProduct
<b>Wound Wort</b>	<u>Plant</u>	Terrene	7	20	109	Heal	Potion
Where Found							
Common Abilities							
<div>Heals 4 wounds and 32 vitality.</div>							
<input type="checkbox"/> Underground <input checked="" type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input checked="" type="checkbox"/> Mts <input checked="" type="checkbox"/> Beach <input type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input type="checkbox"/> Underwater							

<b>Wumbar</b>	<u>Plant</u>	Terrene	9	82	108	MR	Potion
Where Found This fruit is found in random areas w/no pattern so its very hard find.							
Common Abilities							
<div>This fruit will give MR to the taker. The drinker gains 25% for 1 week.</div>							
<input type="checkbox"/> Underground <input type="checkbox"/> Forested <input type="checkbox"/> Plains or Deser <input type="checkbox"/> Ice or Snow <input type="checkbox"/> Graveyards <input type="checkbox"/> Mts <input type="checkbox"/> Beach <input type="checkbox"/> Rocky <input type="checkbox"/> Swamp/Marsh/Bo <input checked="" type="checkbox"/> Underwater							

<b>Yaran</b>	<u>Plant</u>	Primal Realm	4	6	62	Skill	Potion
Where Found These grow only where the air is clean about 10,000 feet or better. Grows near Ahk's Palace. And in the primal realm of air.							
Common Abilities							
<div>This will give you Scent. It lasts for 1 week and you gain a +4 to your Survival skill.</div>							
<input checked="" type="checkbox"/> Underground <input checked="" type="checkbox"/> Forested <input checked="" type="checkbox"/> Plains or Deser <input checked="" type="checkbox"/> Ice or Snow <input checked="" type="checkbox"/> Graveyards <input checked="" type="checkbox"/> Mts <input checked="" type="checkbox"/> Beach <input type="checkbox"/> Rocky <input checked="" type="checkbox"/> Swamp/Marsh/Bo <input checked="" type="checkbox"/> Underwater							

