

# ARTICLE, NOT YET FINISHED.

I'll send you a copy of the finished version when I get it done. Until then,

## ANIMAL AND CREATURE PRODUCTS RARITY

Some of the natural magic and enhanceable natural magic items are easily available to a Wizard, and quite common. In general, there are two categories of natural magic or useful items, those that are readily available and those that are hard to find or magical

*The healing herbs and potions data may be of use to you.*

NAME	USE
ADINGANTIDA 60% 1CC	BL2 slow death poison (ingested) *
BEITHIR HIDE effects. 5% 16C	Garment made of it gives +10 MDV versus heat or cold
BETONY 75% 20C	+10 strength for 1 day *
CHIMEDON 30% 1CC	Drinker talks in his sleep *
DARBHA GRASS 10% 20C	Negates Terror or Disorder spells *
FERN SEED 35% 1BB/10	+8 mana for casting Invisibility *
HELLEBORE 15% 15C	BL6 cure for insanity or demonic afflictions *
HEMLOCK 5% 16C	BL6 slow death poison *
LUNAS 10% 15C	BL10 chance to make insane for 3 days.
MEVAIS 5% 20GC	BL20 Slow Death poison,
MISTLETOE afflicted by iron. 20% 1CC	Cure insanity, double WSB of iron weaps vs. those afflicted by iron.
POISONS	
POPPY, BLACK 5% 10GC	BL20 death trance *
RUE 95% 1BB	+1 MDV *
WOLFBANE 40% 1CC	EL2 repeller of wercreatures *

RARE AND MAGICAL ITEMS: Note that to enhance any of these materials, it must be picked and processed from a wild state. Commercially available cayenne is not enhanceable.

ITEM	COST	LOC'N
*****		
ADINGANTIDA (e)		
ALECTORIUS (e)		
AMARANTH SEEDS (e)		
ANEMONE		
ANGELICA (e)		
BALIM (e)		
BASIL (e)		
BASILISK BLOOD		
BDELLIUM		

BEAR CLAWS (e)  
BEITHIR HIDE (e)  
BELLADONNA  
BETONY (e)  
BEZOAR (e)  
BLACK CAT BLOOD (e)  
BLACK CAT BONES (e)  
BOAR TUSKS (e)  
BOUBA FUR (e)  
CASTOR d'FAY (e)  
CAYENNE (e)  
CELANDINE (e)  
CHAMELEON LIVER (e)  
CHELIDONIUS (e)  
CHIMEDON (e)  
CINQUEFOIL (e)  
COCK FEATHERS (e)  
DARBHA GRASS (e)  
DRAGONS BLOOD  
ELDER BERRIES (e)  
ELDER TWIGS (e)  
EUPHORBIA  
FENNEL SEEDS (e)  
FERN SEED (e)  
FIRE SNAKE BRAIN  
GARLIC (e)  
GREAT SERPENT VENOM (e)  
GREAT SPIDER POISON (e) 1GC  
HARAB SERAPEL CLAWS  
HELLEBORE (e)  
HEMLOCK (e)  
HENBANE  
HOUSELEEK (e)  
HYDRA TEETH (e) 1SC  
HYENA SKIN (e)  
HYPERCIUM  
LAPWING HEART (e)  
LAUREL (e)  
LOTUS, PURPLE  
(e)  
LOTUS, WHITE  
MANDRAKE  
MEPHIS (e)  
MOON ROSE  
MOONWORT (e)  
MUGWORT (e)  
PIGEON STONES (e)  
POPPY, BLACK (e)  
PURSLANE (e)  
QADASHI ROOT (e)  
ROC DOWN  
ROWAN BERRIES (e)  
RUE (e)  
SALIVA (e)  
SALT (e)

SNAKE GRAPE  
 TOAD BLOOD  
 VERVAIN (e)  
 WOLFBANE (e)  
 WOLF BLOOD (e)  
 WOLF EYE (e)  
 WOLF SKIN (e)

HEALING HERBS: The healing herbs in a healing kit are usually cinquefoil. The commonly available healing plants are listed below.

AGRIMONY		Healing herb vs. disease/poison +15 St. +20 HC
50%	8CC	
AMARANTH SEEDS		Healing herb vs. damage +20 St. +10 HC *
30%	1SC	
ANGELICA		Potion +30 to St and HC vs. Disease, Decay, or
Corruption *		
10%	5SC	
BANDAGES		+5 to HC for bandaged wounds. 1-6' needed per use.
100%		
BASIL		BL1 cure for sting wounds (damage and poison) *
60%	5BB	
BINDWEED		BL2 paralytic poison for males, pain reliever for
females		
80%	1CC	
BUSH RESIN		+40 HC. If healing occurs, 1D6+8+StB are healed.
	1SC	
CHERVIL		+15 HC. Automatically cures infection.
30%	2SC	
CINQUEFOIL		+10 HC *
100%	5CC	
CLOVE PINK		+15 HC when diseased or infected
70%	3CC	
FIRE SNAKE LIVER		X5 HC and coma until fully healed
	3SC	
FIRE SNAKE VENOM		BL10 Poison cure, MEL2/EL2 Pain also.
GARLIC		MEL3/EL2 cure for Insanity *
100%	1BB/ounce	
MEPHIS		EL3 immunity to magical pain, total to normal pain
for two hours *		
40%	2CC	
MUGWORT		BL6 cure for poison *
25%	3SC	
PESKA		+2 to +20 HC.
	2-20SC/	
POPPY, WHITE		+40 HC, EL2 healing
10%	5GC	
TE'SLA BLOOD		+40 HC, +20 MDV, +4StB for 24 hrs (for healing or VS
disease only).		BL7 death poison VS L or C aligned.
	1SC	