

GAMEMASTER'S NOTEBOOK

1001
Herbs

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1001 Helpful Herbs

The adventurers are taking a well-earned rest in the village of Egalliv, which they have made their temporary home base. They are all relaxing, recuperating, and preparing for their next exploits. Kalthros, meanwhile, has rather reluctantly accepted a cousin's teenage son as an apprentice.

Yander, the apprentice, bounces into the cottage the adventurers are renting, bearing a basket of spiny green leaves.

Yander: Here you go! I went out to the swamp like you said, and here's a whole basket of Golden Bearthistle!

Kalthros examines the basket of leaves with faintly glowing fingers.

Kalthros: This is useless. Useless!

Yander: But ... I gathered them with a silver sickle!

Kalthros: Exactly! Which is why they're useless. I told you that you had to pick them with your teeth.

Yander: But they're ... *spiny!*

Kalthros: Which is why I sent my apprentice to gather them. Which would be you.

Yander: Why do you need this so badly anyway?

Kalthros (looking disgusted): Because the house is *full of fleas!*

In the real world, practically everything that grows has been believed to have some use, real or imagined. Why should a fantasy world be limited to just the plants of the real world? Here are hundreds of instant herbs, all named with their useful parts and effects described.

With *1001 Helpful Herbs*, you're ready to fill your fields, swamps, and hills with unusual and useful herbs. Your players might want to find an herb for a particular purpose, perhaps entailing a quest if, for example, the herb that can cure a certain disease is only found in the distant mountains. They might want to see what herbs they can find in the nearby area. They might encounter an odd plant and wonder what it could be used for. They might need to research the proper way to harvest an herb to make use of its magical properties. Herbs are not just background color for your world anymore. And herbal knowledge can be much less abstract, not to mention much more important.

For easy lookup, the herbs have been organized by environment:

1-100	forests	401-500	rural areas	701-800	deserts
101-200	mountains	501-600	open plains	801-900	wastelands
201-300	hills	601-700	jungles and rainforests	901-1001	everywhere else
301-400	swamps				

To use these herbs, you can either pick one you like, roll d100 for the current environment, or search for a specific effect and then determine what herb is needed and where it can be found. Of course, you can always put it in any environment you want to make finding it easier or harder for the players, swap names around, or do anything else to customize the herbs for your world. Plus, of course, you should change in the deity names, saints, and other features as needed.

In addition, there are 101 random names at the end of the file, in the event that you like an herb but don't like its name.

These herbs were created using our program TableMaster, available at your friendly local game store (tell them to inquire about trade discounts), or on the Wintertree Software website if your FLGS absolutely will not special-order it for you. The table that created them was designed specifically for this file, with valuable contributions by Steve Jackson. Herb illustration from Needpix.

1001 Helpful Herbs

1: The Ironroot is commonly found in in dry areas of forests. It is identified by its spiny seeds. Its leaves are pulverized and used to repel bedbugs. Folklore says it attracts good health.

2: The Paperfruit is common in in damp areas in forests. It is identified by the shape of its flowers. Its stems are burned to ash and used to make a pink ink. Alchemists are believed to use it to make berserker potions.

3: The Axevine is commonly found in near water in forests. It is identified by the shape of its leaves. Its flowers are steamed and used to make a relaxing tonic. Peasants say it attracts angels.

4: The Small Fleadrop is rarely found in near water in forests. It is identified by its pale-veined leaves. Its seeds are pulverized and used to make a green ink, and its bulbs are cooked and used as a treatment for snakebite. Peasants believe it prevents poverty.

5: The Emerald Bonebud is sometimes found in in damp areas in forests. It is identified by its waxy coating. Its bulbs are mashed and used to attract fish. Local people say it attracts angels.

6: The Harthead is commonly found in in forests. It is identified by its reddish-veined leaves. Its rhizomes are dried and used as food for animals. Reputedly, shamans burn the leaves to recover spells quickly.

7: The Donkeystem is rare in in forests. It is identified by its reddish leaves. Its unripe fruit and fibrous roots are mixed with well water and used to treat headaches. Reputedly, shamans smoke the dried the leaves when summoning demons.

8: The Slimy Loveleaf grows in near water in forests. It is identified by its glossy amber berries. Its ripe fruit is dried and used to make poultices. Reputedly, wizards use it when creating monsters.

9: The Short-Petaled Nightblossom is found in in dry areas of forests. It is identified by its rosy-pink flowers. Its unripe berries are dried and used for their pleasant scent. Alchemists are believed to use it to make strength potions.

10: The Thread-Leaved Foxherb grows in in dry areas of forests. It is identified by its bursting seed pods. Its strangely-shaped roots are steamed and used as a tonic for chickens and other fowl, and its pods are pickled and used in baking. Folklore says it attracts angels. It must be harvested on the first day of the year.

11: The Wide-Petaled Airglory is rarely found in in damp areas in forests. It is identified by the shape of its leaves. Its strangely-shaped roots are dried and used to freshen a room. Some scholars think it attracts true love.

12: The Gryphonmint is commonly found in near water in forests. It is identified by its dark green leaves. Its pods are fermented and used as a seasoning, and its ripe berries are boiled and used as a wood preservative. Peasants say it attracts true love. It must be harvested with the teeth.

13: The Netted Ghoulroot can be found in in forests. It is identified by its blackish leaves. Its stems are pulverized and used to kill rodents. Country folk say it attracts birds.

14: The Gloomcup grows in in forests. It is identified by its red flowers. Its stems are dried and used as a fortifying trail snack. Scholars say it attracts friends.

15: The Soft Cowleaf is found in near water in forests. It is identified by its white flowers. Its pollen is pickled and used to increase the chance of a baby girl. Scholars say it repels evil spirits.

16: The Morning Helmfruit is sometimes found in in dry areas of forests. It is identified by its white flowers. Its seeds are chopped fine and used to sharpen the eyesight. Country folk think it attracts wealth.

17: The Wild Fleshberry is found in in damp areas in forests. It is identified by its scarlet flowers. Its flowers are dried and used to treat the Shaking Fever. Peasants say it attracts good health. It must be gathered during a thunderstorm.

18: The Tearberry is found in near water in forests. It is identified by its dark green-veined leaves. Its ripe berries are picked fresh and used in baking. Reputedly, shamans smoke the dried the leaves to enhance their magical power.

19: The Stormbud is rare in in damp areas in forests. It is identified by the shape of its leaves. Its seeds and leaves are cooked and used to make a poison. Folklore says it attracts evil spirits. It must be gathered on the night of the new moon.

20: The Sky Nightshade grows in near water in forests. It is identified by its bluish stems. Its leaves are mashed and used to treat headaches. Reputedly, sorcerors chew the fibrous roots to travel through time. It must be harvested while whispering.

21: The Twilight Swordroot is common in in forests. It is identified by its white flowers. Its stems are steeped in well water and used as a purplish wood stain, and its seeds are pickled and used to make poultices. Local people say it repels evil spirits. It must be gathered with the teeth.

22: The Deerseeds can be found in in forests. It is identified by its blackish-veined leaves. Its buds are boiled and used to make a strong black ink. Folklore says it attracts friends.

23: The Earthtoe grows in in forests. It is identified by its pale bluish glow at night. Its flowers are dried and used for something nobody remembers. Scholars say it repels enemies.

24: The Featherbud grows in near water in forests. It is identified by its waxy coating. Its bulbs are mashed and used to repel fleas, and its unripe berries are dried and used as a treatment for snakebite. Peasants say it attracts unicorns.

25: The Adderbud is common in in dry areas of forests. It is identified by the unusual size of its leaves. Its ripe berries are steamed and used to freshen a room. Alchemists are believed to use it to make healing potions.

26: The Boneflower is commonly found in near water in forests. It is identified by its deep purple flowers. Its seeds are boiled and used to repel clothes moths. Country folk believe it repels demons.

27: The Drooping Waterroot grows in near water in forests. It is identified by the unusual size of its leaves. Its ripe fruit is pickled and used to prevent pregnancy, and its upper leaves are pulverized and used for tanning leather. Alchemists are believed to use it to make flying potions. It must be collected on a moonless night.

28: The Short Duckbane is sometimes found in in forests. It is identified by the shape of its flowers. Its leaves are steeped in well water and used to soften calluses. Peasants believe it attracts friends. It must be gathered while whispering.

29: The Bloody Lionstem grows in in forests. It is identified by its bluish stems. Its tubers are pickled and used in small amounts to increase crop growth. Alchemists are believed to use it to make water breathing potions.

30: The Greater Lancebine grows in near water in forests. It is identified by its clustered amber berries. Its bulbs are dried and used as food. Local people think it repels evil spirits.

31: The Dragonflower is sometimes found in damp areas in forests. It is identified by its amber flowers. Its leaves are dried and used to bring about better sleep. Folklore says it attracts good luck. It must be gathered during a thunderstorm.

32: The Wide Eagleroot is found in damp areas in forests. It is identified by its bumpy black berries. Its flowers are pickled and used in fertility rites. Local people believe it prevents poverty. It must be collected on the night of the new moon.

33: The Great Wolfbine can be found in dry areas of forests. It is identified by its pale-veined leaves. Its juice is boiled and used as a tan wood stain, and its stems are boiled and used as food for animals. Reputedly, sorcerers chew the ripe fruit to enhance their magical power.

34: The Ghoulstem grows in dry areas of forests. It is identified by its strong scent. Its pods are crushed and used to treat fungus infections. Alchemists are believed to use it to make treasure-finding potions.

35: The Daggerbuttons grows in forests. It is identified by its sweet scent. Its juice is cooked and used to treat fungus infections. People believe it can move when no one is looking. It must be gathered with a secret ritual.

36: The Abbot's Earthroot is found in dry areas of forests. It is identified by its clustered white berries. Its leaves are dried and used to make incense. Alchemists are believed to use it to make sense-enhancing potions.

37: The Greater Dagger-Rose is commonly found in forests. It is identified by its large black berries. Its stems are fermented and used to increase the chance of a baby boy, and its flowers are pickled and used as a green wood stain. Some scholars believe it prevents disease.

38: The Western Nightleaf grows in forests. It is identified by its blackish-veined leaves. Its leaves are cooked and used to freshen a room. Folklore says it repels wild animals.

39: The Morning Crowweed grows near water in forests. It is identified by its blackish-veined leaves. Its bulbs are boiled and used to make drinks taste colder. Country folk think it can move when no one is looking.

40: The Notch-Leaved Flyroot is common in forests. It is identified by its black flowers. Its stems are dried and used as a tonic for chickens and other fowl. Alchemists are believed to use it to make curse-removal potions. It must be gathered on Midsummer's Day.

41: The Speckled Startoe is sometimes found in forests. It is identified by the shape of its flowers. Its juice is boiled and used to treat the rare Yellow Blorch. Country folk say it attracts good luck.

42: The Dragonshade grows near water in forests. It is identified by its reddish stalks. Its flowers are picked fresh and used to keep metal from rusting. Local people say it repels evil.

43: The Swordherb grows in forests. It is identified by its white flowers. Its roots are cooked and used to drive ants back underground. Country folk think it brings good luck in hunting.

44: The Short-Leaved Tearroot is found in forests. It is identified by its spicy scent. Its tendrils are cooked and used to make a poison. Folklore says it attracts wealth.

45: The Axebud is found in forests. It is identified by the shape of its flowers. Its ripe berries are steamed and used as a spell component. Local people say it repels werewolves.

46: The Narrow-Petaled Spiderfruit is found near water in forests. It is identified by its bursting seed pods. Its thick roots are boiled and used to repel bedbugs, and its buds are dried and used to make incense. Peasants say it prevents disease. It must be collected at exactly midnight.

47: The Weeping Spiritbalm is common in in forests. It is identified by its spiny seeds. Its juice and is fermented and used as a seasoning. Peasants say it prevents disease. It must be collected in the rain.

48: The Weeping Liontoe grows in in damp areas in forests. It is identified by its yellowish flowers. Its taproots are picked fresh and used to freshen a room. Reputedly, shamans use it as part of the process of creation of zombies.

49: The Wolftooth is found in near water in forests. It is identified by its burr-like seeds. Its young leaves are burned to ash and used to freshen a room. Local people believe it attracts wealth.

50: The Knight's Bonethorn is commonly found in in damp areas in forests. It is identified by the shape of its flowers. Its flowers are crushed and used to dispel nightmares. Folklore says it repels wild animals. It must be collected in the presence of a cat.

51: The Lionleaf grows in in forests. It is identified by the shape of its flowers. Its leaves are dried and used as a seasoning. Alchemists are believed to use it to make telepathy potions.

52: The Saintglory is rare in in damp areas in forests. It is identified by its black flowers. Its seeds are cooked and used as food. Alchemists are believed to use it to make fear potions.

53: The Gryphonfern is rare in in forests. It is identified by its rosy-pink flowers. Its bulbs are pickled and used as a spell component. Folklore says it attracts good luck.

54: The Beebean grows in in forests. It is identified by its sky-blue flowers. Its buds and strangely-shaped roots are boiled and used to make drinks taste colder. Country folk believe it is delicious to monsters.

55: The Wide-Petaled Lovehead can be found in near water in forests. It is identified by its dark green-veined leaves. Its seeds are mashed and used to make a brown dye. Folklore says it repels evil spirits.

56: The Elkclover is rarely found in in dry areas of forests. It is identified by its bumpy yellow berries. Its leaves are dried and used to make incense. Alchemists are believed to use it to make strength potions. It must be gathered with a silver sickle.

57: The Daggerbud grows in in forests. It is identified by its blackish leaves. Its flowers are fermented and used to repel clothes moths, and its seeds are steeped in rain water and used to make a gray-green dye. Peasants think it repels wild animals.

58: The Helmetfern is found in in forests. It is identified by its scarlet flowers. Its tubers are dried and used to treat headaches. Reputedly, wizards use it when creating zombies.

59: The Spearshade grows in in damp areas in forests. It is identified by its reddish stems. Its overripe fruit is dried and used as a gray-green wood stain, and its juice is boiled and used to treat headaches. Alchemists are believed to use it to make healing potions.

60: The Duckfruit is sometimes found in in dry areas of forests. It is identified by its glossy red berries. Its pods are steamed and used to treat fungus infections. Folklore says it is delicious to cattle.

61: The Corpseberry is rare in in dry areas of forests. It is identified by its dark green stems. Its overripe fruit is picked fresh and used as a seasoning. Scholars think it is delicious to horses.

62: The Bushy Daggerfruit is rarely found in near water in forests. It is identified by its blackish-veined leaves. Its fleshy roots are boiled and used as a treatment for snakebite. Country folk say it repels evil spirits.

63: The Great Tearvine is rarely found in in forests. It is identified by its pale violet glow at night. Its overripe berries are steeped in beer and used in baking. Some scholars say it repels vampires.

64: The Bonethorn is common in in damp areas in forests. It is identified by its distinctive scent. Its buds are boiled and used as a spell component, and its ripe fruit is dried and used to keep metal from rusting. Local people think it brings good luck in hunting. It must be harvested on Saint St. Timothy's Day.

65: The Narrow-Petaled Moletoe can be found in in damp areas in forests. It is identified by its burr-like seeds. Its tubers are dried and used to increase the chance of a baby boy, and its buds are mashed and used as a spell component. Folklore says it attracts good health.

66: The Russet Ghoulleaf is sometimes found in in forests. It is identified by the shape of its leaves. Its seeds are steamed and used as a seasoning. Folklore says it attracts angels. It must be collected on the night of the full moon.

67: The Speartip can be found in near water in forests. It is identified by its dark green-veined leaves. Its stems are mashed and used as a wood preservative. People say it repels werewolves.

68: The Lesser Horse's Ears can be found in in dry areas of forests. It is identified by its blood-red flowers. Its seeds are steeped in wine and used to keep metal from rusting. Country folk say it attracts pixies.

69: The Spotted Witchroot can be found in in dry areas of forests. It is identified by its pale stems. Its tubers are chopped fine and used to prevent trembling hands, and its leaves are chopped fine and used to make drinks taste colder. Local people say it prevents poverty.

70: The Prickly Deerdrop grows in in forests. It is identified by its pink flowers. Its taproots are dried and used as a spell component. Folklore says it attracts angels. It must be harvested with appropriate apologies.

71: The Ribbed Adderherb can be found in near water in forests. It is identified by its saffron flowers. Its bulbs are pickled and used to prevent fungus infections, and its pollen is fermented and used to make a blue dye. Reputedly, wizards drink a decoction of the stems to travel to other planes.

72: The Stormvine is commonly found in in dry areas of forests. It is identified by its clustered amber berries. Its seeds are steeped in well water and used to treat infections. Folklore says it attracts wealth.

73: The Lizardseal grows in in dry areas of forests. It is identified by its white flowers. Its unripe berries are fermented and used to dispel nightmares. People say it repels vampires. It must be gathered from the garden of a foe.

74: The Rough Funnelroot can be found in in forests. It is identified by its hard, nut-like seeds. Its lower leaves are crushed and used to attract fish. Alchemists are believed to use it to make stupidity potions.

75: The Gryphonfruit grows in in forests. It is identified by its orange flowers. Its young leaves are picked fresh and used in baking. Folklore says it attracts wealth.

76: The Eaglefeather grows in in dry areas of forests. It is identified by its pale leaves. Its ripe fruit is picked fresh and used in fertility rites. Folklore says it attracts birds.

77: The Wild Hartleaf can be found in in dry areas of forests. It is identified by the shape of its leaves. Its strangely-shaped roots and flowers are boiled and used as a spell component. Country folk believe it prevents bad luck.

78: The Small Paperfruit grows in in damp areas in forests. It is identified by its waxy coating. Its ripe fruit is boiled and used as a tonic for chickens and other fowl. Country folk think it attracts wild animals. It must be harvested from the garden of a foe.

79: The Moonwort grows in damp areas in forests. It is identified by the unusual size of its berries. Its seeds are boiled and used to kill bedbugs. Reputedly, sorcerers use it to create zombies.

80: The Prince's Buckpetal is sometimes found in dry areas of forests. It is identified by the shape of its leaves. Its juice is boiled and used to make a blue dye. Alchemists are believed to use it to make strength potions. It must be gathered at noon.

81: The Arrowfruit is rarely found in damp areas in forests. It is identified by its white flowers. Its ripe berries are boiled and used as a spell component. Country folk say it attracts friends.

82: The Smooth Brushherb is commonly found in forests. It is identified by its dark green-veined leaves. Its ripe berries are dried and used as a fortifying trail snack. Country folk believe it repels slimes.

83: The Great Windfruit is rarely found in damp areas in forests. It is identified by its rough yellow berries. Its rhizomes are burned to ash and used to make a russet dye, and its seeds are dried and used in small amounts to increase crop growth. Folklore says it prevents poverty. It must be collected on the first day of the year.

84: The Lizard Nightshade is rare in near water in forests. It is identified by its white flowers. Its ripe berries are dried and used to make a strong black ink. Alchemists are believed to use it to make telepathy potions.

85: The Knight's Horseberry can be found in forests. It is identified by its red flowers. Its stems are burned to ash and used to sharpen the eyesight. Some scholars believe it prevents poverty.

86: The Funnelflower is sometimes found in damp areas in forests. It is identified by its waxy coating. Its stems are steamed and used as a fortifying trail snack. Folklore says it repels evil spirits.

87: The Spring Waterflower can be found in near water in forests. It is identified by its blackish-veined leaves. Its pollen is cooked and used to increase the chance of a baby boy. Reputedly, wizards use it as part of the process of creation of magical constructs.

88: The Short Beebright can be found in forests. It is identified by its waxy coating. Its ripe fruit is dried and used as a tonic for chickens and other fowl. Reputedly, wizards drink a tea made of the seeds to travel to other planes.

89: The Northern Windmint is commonly found in near water in forests. It is identified by its blackish-veined leaves. Its juice is cooked and used to make a strong black ink. Folklore says it discourages nosy neighbors.

90: The False Lizardleaf is sometimes found in damp areas in forests. It is identified by its green flowers. Its leaves are pickled and used to make a cow unattractive to bulls. Reputedly, wizards drink a tea made of the fleshy roots when summoning the dead.

91: The Spiritnip can be found in near water in forests. It is identified by its white flowers. Its overripe fruit is steamed and used to make poultices. Some scholars believe it attracts cats.

92: The Boneberry grows in forests. It is identified by the shape of its leaves. Its young leaves are mashed and used as a seasoning. Alchemists are believed to use it to make curse-removal potions.

93: The Emerald Watervine can be found in forests. It is identified by its bluish-veined leaves. Its young leaves are crushed and used in baking, and its seeds are steamed and used to treat the Shivering Flux. Reputedly, sorcerers chew the stems when summoning spirits.

94: The Fleshbud grows in near water in forests. It is identified by the shape of its flowers. Its seeds are dried and used as a gray-green wood stain. Reputedly, sorcerers smoke the dried tendrils to travel outside their bodies.

95: The Feathergrass is commonly found in damp areas in forests. It is identified by its bright orange pollen. Its rhizomes are steamed and used to sharpen the eyesight. Local people say it attracts true love. It must be collected with a silver sickle.

96: The Copper Dragonroot is rare in near water in forests. It is identified by its blackish-veined leaves. Its flowers are chopped coarsely and used as food, and its stems are pickled and used as a seasoning. Reputedly, wizards drink a tea made of the buds when summoning demons.

97: The Blankettip is sometimes found in near water in forests. It is identified by its large black berries. Its lower leaves are pulverized and used to make a brown dye. Alchemists are believed to use it to make telepathy potions.

98: The Paperstar can be found in near water in forests. It is identified by its lavender flowers. Its flowers are dried and used to treat acne. Alchemists are believed to use it to make berserker potions.

99: The Tufted Snakebud can be found in dry areas of forests. It is identified by its blue flowers. Its bulbs are boiled and used to make a relaxing beverage. Reputedly, priests chew the seeds to travel outside their bodies.

100: The Bloody Ratthorn grows in sheltered areas in the mountains. It is identified by its scarlet flowers. Its stems are cooked and used to repel clothes moths. Country folk think it attracts wealth.

101: The Pungent Dragongrass is common in exposed areas in the mountains. It is identified by its bumpy red berries. Its leaves are pulverized and used to treat the rare Shivering Staggers. Alchemists are believed to use it to make sense-enhancing potions. It must be harvested by magic.

102: The Mouseweed is common in sheltered areas in the mountains. It is identified by its blackish stalks. Its leaves are dried and used to freshen a room. Folklore says it attracts werewolves.

103: The Hairy Gloomflax is found in the mountains. It is identified by its white flowers. Its buds are cooked and used to make a strong black ink, and its rhizomes are boiled and used as a seasoning. Reputedly, wizards drink a decoction of the ripe berries to enhance their magical power.

104: The Mole Nightshade can be found in the mountains. It is identified by its saffron flowers. Its seeds and flowers are boiled and used to keep metal from rusting. Local people think it repels evil spirits.

105: The Saintleaf grows in the mountains. It is identified by the shape of its flowers. Its unripe berries and tubers are boiled and used to make a cow unattractive to bulls. Reputedly, priests smoke the dried buds to recover spells quickly.

106: The Nightroot is rare in exposed areas in the mountains. It is identified by the shape of its flowers. Its ripe berries are picked fresh and used to make a strong black ink. Alchemists are believed to use it to make water breathing potions.

107: The Wolfstem can be found in the mountains. It is identified by its rough yellow berries. Its fleshy roots are dried and used to make a strong black ink, and its juice is cooked and used to treat headaches. Folklore says it repels werewolves. It must be collected with the teeth.

108: The Scented Bone Nightshade is rare in the mountains. It is identified by its burr-like seeds. Its juice is fermented and used to repel clothes moths, and its pollen is burned to ash and used as food. Local people believe it attracts werewolves. It must be gathered on the first day of the year.

109: The Earthtoe can be found in the mountains. It is identified by its black and green patched fruit. Its rhizomes are crushed and used as a spell component. Folklore says it repels werewolves.

110: The Windshade is commonly found in sheltered areas in the mountains. It is identified by its spiny seeds. Its young leaves are chopped fine and used as a disinfectant, and its stems are mashed and used as a spell component. Reputedly, priests smoke the dried pollen to enhance their magical power.

111: The Corpsedrop can be found in the mountains. It is identified by its reddish leaves. Its taproots are chopped coarsely and used to kill bedbugs. Scholars believe it discourages nosy neighbors.

112: The Witchroot can be found in the mountains. It is identified by the shape of its leaves. Its stems are crushed and used to freshen a room. Alchemists are believed to use it to make speed potions.

113: The Spiritberry is rare in the mountains. It is identified by its glossy pink berries. Its overripe fruit is boiled and used to treat fungus infections. Alchemists are believed to use it to make flying potions. It must be collected while humming.

114: The Rough Windbud grows in sheltered areas in the mountains. It is identified by its strong scent. Its bulbs and pods are cooked and used to increase the chance of a baby boy, and its juice is boiled and used in fertility rites. Reputedly, priests burn the ripe fruit to enhance their magical power.

115: The Small Tearherb can be found in the mountains. It is identified by the shape of its flowers. Its flowers are cooked and used as a disinfectant. Folklore says it repels enemies.

116: The Saint's Ears grows in sheltered areas in the mountains. It is identified by its white flowers. Its ripe berries are dried and used for their pleasant scent. Folklore says it is delicious to wild animals.

117: The Ghoulfeather is rare in sheltered areas in the mountains. It is identified by its dark green leaves. Its buds and leaves are cooked and used to repel clothes moths, and its stems are pickled and used as food. Some scholars think it attracts wealth.

118: The Wild Fleshroot is rarely found in the mountains. It is identified by its bright orange leaves. Its leaves are steamed and used to make a russet dye. Reputedly, sorcerors burn the ripe berries to travel to other planes.

119: The Ribbed Swordblossom is common in exposed areas in the mountains. It is identified by its yellowish flowers. Its strangely-shaped roots are chopped fine and used to make an intoxicating beverage, and its stems are fermented and used to treat infections. Reputedly, shamans burn the overripe fruit when summoning spirits.

120: The Abbot's Buckfern can be found in the mountains. It is identified by its glossy black berries. Its fleshy roots are dried and used for their pleasant scent. Folklore says it attracts birds. It must be collected on a moonless night.

121: The Short-Petaled Boneleaf grows in sheltered areas in the mountains. It is identified by its faint greenish glow at night. Its ripe berries are dried and used in fertility rites, and its strangely-shaped roots are steamed and used to make a gentle eyewash. Reputedly, sorcerors use it when creating zombies. It must be harvested from the garden of a foe.

122: The Phantomherb is rarely found in sheltered areas in the mountains. It is identified by its greenish flowers. Its ripe fruit is pickled and used as a seasoning, and its taproots are pickled and used in fertility rites. Folklore says it attracts wealth. It must be harvested on Midsummer's Day.

123: The Addervine can be found in sheltered areas in the mountains. It is identified by its white flowers. Its bulbs are pickled and used to make a cow unattractive to bulls. Alchemists are believed to use it to make weakness potions.

124: The Spine-Leaved Beetleseed is rare in exposed areas in the mountains. It is identified by its lavender flowers. Its flowers are boiled and used to make an intoxicating tonic. Reputedly, priests drink a tea made of the ripe fruit to recover spells quickly. It must be harvested while whispering.

125: The Dark Fleabean is sometimes found in in the mountains. It is identified by the unusual size of its berries. Its seeds are cooked and used to make a relaxing beverage. Alchemists are believed to use it to make healing potions.

126: The Scented Axeshade is found in in exposed areas in the mountains. It is identified by the unusual size of its flowers. Its stems are pickled and used to kill fleas. Folklore says it can move when no one is looking.

127: The Starstem is found in in sheltered areas in the mountains. It is identified by its burr-like seeds. Its juice is boiled and used to make a russet dye. Peasants say it attracts fairies.

128: The Saintfruit is found in in the mountains. It is identified by its saffron flowers. Its fleshy roots are burned to ash and used as a seasoning. Folklore says it attracts good luck.

129: The Arrowclover grows in in exposed areas in the mountains. It is identified by its red flowers. Its unripe berries are dried and used to freshen a room, and its fibrous roots are steamed and used to make an intoxicating beverage. Alchemists are believed to use it to make telekinesis potions.

130: The Bloody Fleaflower is found in in exposed areas in the mountains. It is identified by its blackish leaves. Its seeds and ripe berries are boiled and used to attract fish. Scholars believe it repels enemies.

131: The Foxhead can be found in in the mountains. It is identified by the shape of its flowers. Its unripe berries are pulverized and used to destroy the luck of a foe, and its flowers are steeped in spring water and used to freshen a room. Country folk believe it brings good luck in hunting.

132: The Bloodnip can be found in in sheltered areas in the mountains. It is identified by its waxy coating. Its seeds are burned to ash and used to treat infections. Some scholars say it is intoxicating to bees.

133: The Goatbud is sometimes found in in exposed areas in the mountains. It is identified by its red and purple patched fruit. Its rhizomes are dried and used to make a green ink. Scholars believe it attracts friends. It must be collected on the night of the new moon.

134: The Weeping Bullroot is rare in in sheltered areas in the mountains. It is identified by its pale stems. Its fleshy roots are chopped fine and used to make a cow unattractive to bulls. Scholars believe it discourages nosy neighbors.

135: The Twisted Bloodtooth is rarely found in in the mountains. It is identified by the shape of its leaves. Its seeds are dried and used as a wood preservative. People say it attracts angels.

136: The Great Funnelbill grows in in the mountains. It is identified by its bright orange stems. Its tendrils are crushed and used as a disinfectant. People say it prevents bad luck. It must be gathered with appropriate apologies.

137: The Spiritvine is found in in sheltered areas in the mountains. It is identified by its green flowers. Its unripe berries are pulverized and used as a spell component. Folklore says it attracts cats.

138: The Brown Sandtip can be found in in exposed areas in the mountains. It is identified by its blood-red flowers. Its roots are boiled and used as a wood preservative. Folklore says it attracts angels.

139: The Drooping Helmetnip can be found in in the mountains. It is identified by its waxy coating. Its leaves are mashed and used to remove warts. Some scholars believe it attracts good health.

140: The Weeping Paperbane can be found in in sheltered areas in the mountains. It is identified by the shape of its leaves. Its stems are cooked and used to make poultices. Reputedly, wizards use it to create zombies. It must be harvested with closed eyes.

141: The Upright Swordleaf grows in in exposed areas in the mountains. It is identified by its bright green pollen. Its lower leaves are burned to ash and used to treat acne. Reputedly, priests chew the flowers when summoning spirits.

142: The Fearfruit is rarely found in in sheltered areas in the mountains. It is identified by the shape of its leaves. Its pollen is fermented and used for tanning leather. Folklore says it attracts good health.

143: The Drooping Demonbud can be found in in sheltered areas in the mountains. It is identified by its dark green-veined leaves. Its upper leaves are boiled and used in fertility rites. Local people say it attracts werewolves.

144: The Brown Fleshcress is rarely found in in exposed areas in the mountains. It is identified by its rough black berries. Its leaves are cooked and used to make an intoxicating beverage. Folklore says it attracts true love.

145: The Donkeywort is common in in sheltered areas in the mountains. It is identified by its burr-like seeds. Its fleshy roots are cooked and used to make a poison. Country folk say it repels evil.

146: The Seven-Leaved Beetletoe is found in in exposed areas in the mountains. It is identified by its red flowers. Its unripe berries are dried and used to make a green ink. Scholars think it attracts cats.

147: The Greater Spiritvine can be found in in the mountains. It is identified by its pale leaves. Its unripe berries are picked fresh and used as food for animals. Reputedly, priests smoke the dried the flowers to recover spells quickly. It must be gathered with a secret ritual.

148: The Five-Leaved Featherbine is rare in in the mountains. It is identified by its blood-red flowers. Its tendrils are dried and used to treat the Burning Staggers. Peasants think it prevents poverty.

149: The Stormmint grows in in the mountains. It is identified by its dark green stems. Its stems are steamed and used to treat the Black Ague. Alchemists are believed to use it to make telekinesis potions.

150: The Swordnip is found in in the mountains. It is identified by its yellow flowers. Its flowers are picked fresh and used as a tonic for chickens and other fowl, and its ripe berries are dried and used as food for animals. People believe it repels evil spirits. It must be harvested with a secret ritual.

151: The Olive Spirit-Ivy is commonly found in in sheltered areas in the mountains. It is identified by the way it slowly changes color from bright green to dark green. Its taproots are pickled and used to increase the chance of a baby boy. Country folk think it can move when no one is looking.

152: The Moonflower is found in in exposed areas in the mountains. It is identified by the shape of its leaves. Its buds are crushed and used to freshen a room. Folklore says it prevents bad luck.

153: The Helmpetal is rare in in sheltered areas in the mountains. It is identified by its rough yellow berries. Its ripe berries are dried and used to destroy the luck of a foe. Reputedly, wizards burn the unripe fruit to enhance their magical power.

154: The Lanceflower is found in in the mountains. It is identified by the unusual size of its berries. Its seeds and tubers are boiled and used to treat headaches. Alchemists are believed to use it to make flying potions.

155: The Narrow-Petaled Airweed can be found in in the mountains. It is identified by its bright green-veined leaves. Its ripe fruit is steamed and used to make a red dye. Reputedly, priests smoke the dried the unripe pods to enhance their magical power.

156: The Soft Demonleaf grows in in sheltered areas in the mountains. It is identified by its crimson flowers. Its seeds are steeped in wine and used as food. Local people believe it attracts angels. It must be gathered by the person who will be using it.

157: The Lovespine is found in in exposed areas in the mountains. It is identified by its waxy coating. Its leaves are crushed and used as a pomade. Reputedly, wizards smoke the dried the unripe fruit to enhance their magical power.

158: The Seven-Leaved Ironthorn is commonly found in in exposed areas in the mountains. It is identified by its golden flowers. Its ripe fruit is steamed and used to dispel nightmares. Country folk believe it repels evil spirits.

159: The Small Bonestem can be found in in sheltered areas in the mountains. It is identified by its glossy yellow berries. Its ripe fruit is dried and used to make a tan dye. Alchemists are believed to use it to make healing potions. It must be collected from the garden of a foe.

160: The Wide-Leaved Tearleaf is rarely found in in exposed areas in the mountains. It is identified by its pale leaves. Its stems are dried and used to freshen a room, and its fibrous roots are pickled and used to treat headaches. Reputedly, shamans use it to create zombies. It must be collected with the teeth.

161: The Falconflower can be found in in exposed areas in the mountains. It is identified by the unusual size of its flowers. Its ripe fruit is dried and used to repel clothes moths. Reputedly, priests smoke the dried the stems to recover spells quickly.

162: The Fleaberry is commonly found in in exposed areas in the mountains. It is identified by the shape of its flowers. Its seeds are chopped coarsely and used in small amounts to increase crop growth. Folklore says it brings good luck in hunting.

163: The Wide-Leaved Fleshroot is rarely found in in the mountains. It is identified by the shape of its leaves. Its fleshy roots are mashed and used in small amounts to increase crop growth. Peasants think it repels wild animals.

164: The Spiderbill grows in in exposed areas in the mountains. It is identified by its small yellow berries. Its fibrous roots are cooked and used to remove warts. Folklore says it is intoxicating to horses.

165: The Corpsewort can be found in in the mountains. It is identified by its spicy scent. Its roots are dried and used to treat acne. Reputedly, wizards smoke the dried the leaves to enhance their magical power.

166: The Funnelbit can be found in in exposed areas in the mountains. It is identified by the shape of its leaves. Its leaves and buds are mixed with spring water and used as a spell component. Peasants think it attracts good health. It must be gathered with a secret ritual.

167: The Netted Skytip grows in in sheltered areas in the mountains. It is identified by its red flowers. Its unripe fruit is crushed and used as a fortifying trail snack. Folklore says it can move when no one is looking.

168: The Tall Hawkherb is sometimes found in in sheltered areas in the mountains. It is identified by its dark green-veined leaves. Its unripe berries are fermented and used to increase the chance of a baby girl. Alchemists are believed to use it to make berserker potions.

169: The Western Fairyflower is sometimes found in in the mountains. It is identified by its yellow flowers. Its unripe berries are mashed and used to bring about better sleep. Country folk say it is delicious to horses. It must be harvested after sprinkling it with holy water.

170: The Bearweed grows in in the mountains. It is identified by the shape of its leaves. Its flowers are dried and used to treat the Red Rot. Scholars think it prevents bad luck.

171: The Ironmantle can be found in in exposed areas in the mountains. It is identified by its pungent scent. Its rhizomes are fermented and used to make a purplish dye. Folklore says it can move when no one is looking.

172: The Foxbalm can be found in in exposed areas in the mountains. It is identified by the shape of its leaves. Its stems are steamed and used as food. Folklore says it attracts good luck.

173: The Small Ghostrod is sometimes found in in the mountains. It is identified by its clustered black berries. Its flowers are pulverized and used to make a green dye. Local people think it attracts fairies.

174: The Tearleaf is rare in in exposed areas in the mountains. It is identified by its blackish leaves. Its pollen is burned to ash and used to make a strong black ink. Alchemists are believed to use it to make flying potions. It must be harvested on the first day of the year.

175: The Daggerbalm grows in in the mountains. It is identified by its white flowers. Its flowers are crushed and used as a seasoning. Peasants say it discourages nosy neighbors.

176: The Loveherb grows in in exposed areas in the mountains. It is identified by its bursting seed pods. Its flowers are cooked and used to freshen a room. Local people believe it attracts good luck.

177: The Phantomthistle grows in in exposed areas in the mountains. It is identified by its large pink berries. Its pods are cooked and used to soften calluses. Folklore says it attracts vampires.

178: The Great Teartip is sometimes found in in the mountains. It is identified by its bright yellow flowers. Its overripe fruit is steamed and used as a disinfectant. Alchemists are believed to use it to make sense-enhancing potions. It must be harvested after sprinkling it with holy water.

179: The Russet Snakeleaf can be found in in the mountains. It is identified by the shape of its flowers. Its overripe fruit is crushed and used to make a yellow ink. People say it repels evil spirits.

180: The Thin Eagleberry can be found in in exposed areas in the mountains. It is identified by its burr-like seeds. Its juice is boiled and used to treat infections, and its flowers are crushed and used to make a russet dye. Reputedly, sorcerors burn the fibrous roots to enhance their magical power. It must be collected on the first day of the year.

181: The Elkstem is commonly found in in sheltered areas in the mountains. It is identified by its blue and red patched fruit. Its fibrous roots are pulverized and used to prevent drunkenness. People say it repels evil.

182: The Molemint grows in in the mountains. It is identified by its rough red berries. Its leaves are dried and used to make a relaxing tea. Peasants think it attracts good luck. It must be gathered at noon.

183: The Weedy Helmberry is rarely found in in sheltered areas in the mountains. It is identified by its bluish-veined leaves. Its fleshy roots are cooked and used as a seasoning. Reputedly, wizards use it to create zombies.

184: The Gryphonberry is sometimes found in in sheltered areas in the mountains. It is identified by its white and yellow striped berries. Its flowers are boiled and used to make an intoxicating beverage. Scholars say it repels evil spirits.

185: The Fly-Rose is commonly found in in the mountains. It is identified by its hard, nut-like seeds. Its seeds are dried and used to make poultices. Some scholars say it attracts true love.

186: The Spiritfoil grows in in sheltered areas in the mountains. It is identified by its pale leaves. Its thick roots are steamed and used to make a tan dye. Some scholars think it attracts friends.

187: The Ironshade is commonly found in the mountains. It is identified by its almost transparent leaves. Its unripe berries are dried and used for something nobody remembers. Alchemists are believed to use it to make telekinesis potions.

188: The Twilight Fleaherb is commonly found in exposed areas in the mountains. It is identified by its sweet scent. Its tendrils are dried and used as a source of fiber. Country folk think it discourages nosy neighbors.

189: The Stormfruit can be found in exposed areas in the mountains. It is identified by its bursting seed pods. Its bulbs are picked fresh and used to kill bedbugs. Reputedly, wizards burn the juice to enhance their magical power.

190: The Weedy Gloomflax grows in the mountains. It is identified by its waxy coating. Its leaves are pickled and used to make a tan ink, and its juice is cooked and used to dispel nightmares. Local people believe it is poisonous to cattle.

191: The Skyherb grows in exposed areas in the mountains. It is identified by its black flowers. Its fibrous roots are cooked and used in baking. Folklore says it attracts slimes.

192: The Paperlily can be found in sheltered areas in the mountains. It is identified by its white flowers. Its pollen is boiled and used to make a strong black ink. Peasants say it attracts friends.

193: The Wolfbud is rarely found in sheltered areas in the mountains. It is identified by its hard, nut-like seeds. Its leaves are steamed and used as a treatment for snakebite. Folklore says it attracts good health.

194: The Beetlestem is rare in sheltered areas in the mountains. It is identified by its blood-red flowers. Its tendrils are pulverized and used to treat headaches, and its leaves are pulverized and used as a pomade. Local people think it attracts birds.

195: The Earthleaf grows in exposed areas in the mountains. It is identified by its rosy-pink flowers. Its leaves are boiled and used to bring about better sleep. Local people believe it attracts good health.

196: The Weeping Fleshbud can be found in sheltered areas in the mountains. It is identified by the shape of its leaves. Its stems are picked fresh and used as a treatment for snakebite, and its bulbs are boiled and used to treat the rare Creeping Fever. Folklore says it repels evil.

197: The Sky-Nettle can be found in exposed areas in the mountains. It is identified by its waxy coating. Its flowers are dried and used to dispel nightmares. Reputedly, priests chew the leaves to travel outside their bodies.

198: The Coppery Featherroot can be found in the mountains. It is identified by its clustered black berries. Its fleshy roots are chopped fine and used to treat headaches. Local people say it attracts friends. It must be gathered with a secret ritual.

199: The Thin Buckflower can be found in the mountains. It is identified by its bumpy amber berries. Its stems are steeped in beer and used to treat the Creeping Fever. Reputedly, sorcerors smoke the dried leaves when summoning demons.

200: The Spiderglory is found in hills. It is identified by its almost transparent buds. Its flowers are mashed and used to attract fish. Folklore says it attracts friends.

201: The Greater Lizardbud grows in hills. It is identified by its rough red berries. Its seeds and bulbs are cooked and used as a spell component. Country folk believe it repels demons.

202: The Falconbud is commonly found in damp areas in hills. It is identified by the shape of its flowers. Its flowers are mashed and used to make poultices. Peasants say it attracts pixies.

203: The Thick Blanketseal is rare in in hills. It is identified by its orange and white spotted stems. Its flowers are cooked and used to make a brown dye, and its pollen is steeped in beer and used to make a tan dye. Reputedly, sorcerors smoke the dried the tubers to travel through time.

204: The Gloomfern is common in in dry areas of hills. It is identified by its bumpy red berries. Its seeds are steeped in wine and used to treat infections. Folklore says it attracts slimes.

205: The Blanketfruit is found in near water in hills. It is identified by its large red berries. Its leaves are pickled and used to kill bedbugs. People say it prevents poverty. It must be harvested in the rain.

206: The Sandroot is commonly found in in hills. It is identified by its rough amber berries. Its tendrils are crushed and used as a seasoning. Reputedly, wizards use it to create zombies.

207: The Drooping Spearbud is found in in hills. It is identified by its large red berries. Its seeds are dried and used to make a healing salve. Reputedly, sorcerors use it when creating magical constructs. It must be gathered with closed eyes.

208: The Weeping Lionbud is sometimes found in in dry areas of hills. It is identified by the shape of its leaves. Its juice and is cooked and used to make a brown dye. Folklore says it attracts fairies.

209: The Creeping Phantomherb can be found in in hills. It is identified by the shape of its flowers. Its tendrils are crushed and used to make a poison, and its flowers are cooked and used to dispel nightmares. Country folk believe it attracts true love.

210: The King's Ratcup can be found in near water in hills. It is identified by its white flowers. Its strangely-shaped roots are crushed and used to make a yellow dye. Scholars believe it brings good luck in hunting.

211: The Russet Fearfruit is rare in near water in hills. It is identified by its large black berries. Its ripe berries are mashed and used to keep metal from rusting. Folklore says it attracts wealth.

212: The Three-Leaved Spiderwort can be found in in damp areas in hills. It is identified by its small black berries. Its flowers are steamed and used as food. Folklore says it prevents poverty.

213: The Tall Axeweed is rarely found in in damp areas in hills. It is identified by its bluish stems. Its tubers are cooked and used to remove warts. Local people say it attracts wealth. It must be collected in the presence of a cat.

214: The Emerald Wolfstem grows in near water in hills. It is identified by its large pink berries. Its leaves are burned to ash and used to treat the Shaking Pestilence. Folklore says it prevents bad luck.

215: The Blanketwort grows in in damp areas in hills. It is identified by its hard, nut-like seeds. Its leaves and seeds are cooked and used as a seasoning, and its flowers are dried and used as a seasoning. Folklore says it repels vampires.

216: The Rusty Tigerthorn can be found in near water in hills. It is identified by the shape of its flowers. Its seeds and leaves are mixed with wine and used to keep metal from rusting, and its flowers are picked fresh and used as food. Alchemists are believed to use it to make invisibility potions.

217: The Molethorn grows in in hills. It is identified by the shape of its leaves. Its roots are mashed and used as a spell component. Local people think it repels vampires. It must be harvested by magic.

218: The Daggerleaf can be found in near water in hills. It is identified by its crimson flowers. Its flowers and stems are boiled and used to make a gray-green dye. Reputedly, shamans burn the juice to recover spells quickly.

219: The Arrowleaf is rare in in damp areas in hills. It is identified by its bright green-veined leaves. Its lower leaves are steeped in rain water and used to freshen a room. Alchemists are believed to use it to make stupidity potions. It must be harvested with a secret ritual.

220: The Lance-Leaved Starfruit can be found in in dry areas of hills. It is identified by its deep purple flowers. Its stems are dried and used as a seasoning. Reputedly, priests smoke the dried the seeds when summoning demons.

221: The Spiritweed grows in in hills. It is identified by its almost transparent leaves. Its seeds are pickled and used to make a healing salve. Alchemists are believed to use it to make treasure-finding potions.

222: The Emerald Stormherb grows in in damp areas in hills. It is identified by the shape of its leaves. Its upper leaves are crushed and used to treat the rare Yellow Plague. People think it repels werewolves.

223: The Starbuttons can be found in in hills. It is identified by its pale leaves. Its stems and flowers are boiled and used to make a blue ink. Folklore says it is poisonous to monsters.

224: The Ironroot is found in in dry areas of hills. It is identified by its large pink berries. Its tubers are cooked and used as food. Folklore says it can move when no one is looking.

225: The Spearbud grows in in dry areas of hills. It is identified by its dark green-veined leaves. Its ripe berries are cooked and used to repel ants. Local people believe it attracts wild animals. It must be gathered on the first day of June.

226: The Steelrod is commonly found in in hills. It is identified by its amber flowers. Its fleshy roots are cooked and used to make a strong black ink. Scholars think it attracts good health. It must be gathered with the left hand.

227: The Sandbean grows in in dry areas of hills. It is identified by its burr-like seeds. Its juice is fermented and used to treat the Bloody Cough. Alchemists are believed to use it to make healing potions. It must be harvested on Saint St. Michael's Day.

228: The Spiritlily grows in in hills. It is identified by its blood-red flowers. Its tendrils are pickled and used to kill rodents, and its ripe berries are mashed and used as a seasoning. Alchemists are believed to use it to make weakness potions.

229: The Snakewort is rarely found in in hills. It is identified by its white flowers. Its juice is boiled and used to make a blue dye. Reputedly, priests chew the stems to recover spells quickly.

230: The Beetleclover is rare in in hills. It is identified by its scarlet flowers. Its buds and flowers are cooked and used in baking. Reputedly, wizards drink a decoction of the pollen to recover spells quickly.

231: The Tall Helmstem is rarely found in in dry areas of hills. It is identified by the shape of its flowers. Its fibrous roots are steamed and used as a seasoning. Peasants say it repels vampires.

232: The Nightherb grows in near water in hills. It is identified by its lavender flowers. Its bulbs are boiled and used to prevent pregnancy. People say it attracts werewolves.

233: The Sandclover can be found in in damp areas in hills. It is identified by its small black berries. Its leaves are pickled and used to kill bedbugs. People think it repels wild animals.

234: The Wild Featherflower grows in in damp areas in hills. It is identified by the shape of its leaves. Its thick roots are crushed and used to make a relaxing tonic. Peasants say it prevents poverty.

235: The Wide Flesh-Nettle can be found in near water in hills. It is identified by its pink flowers. Its bulbs and pollen is boiled and used to destroy the luck of a foe. Alchemists are believed to use it to make speed potions.

236: The Skyfruit grows in in dry areas of hills. It is identified by the way it slowly changes color from dark green to pale. Its stems are dried and used to prevent pregnancy. Reputedly, shamans use it to create magical constructs. It must be harvested by the person who will be using it.

237: The Short Arrowbit can be found in in damp areas in hills. It is identified by its golden flowers. Its juice is boiled and used to make drinks taste colder. Local people believe it attracts good luck.

238: The Bloody Duckwort grows in near water in hills. It is identified by its hard, nut-like seeds. Its seeds are picked fresh and used as a green wood stain. Folklore says it attracts wealth.

239: The Lesser Donkeywort grows in near water in hills. It is identified by its white flowers. Its fleshy roots are boiled and used to make a pink dye. Alchemists are believed to use it to make speed potions.

240: The Lovethorn grows in near water in hills. It is identified by the unusual size of its flowers. Its tendrils are pickled and used to increase the chance of a baby boy. Some scholars say it attracts wealth. It must be harvested with a silver knife.

241: The Abbess's Loveshade is rarely found in in damp areas in hills. It is identified by its spicy scent. Its seeds and ripe berries are mixed with rain water and used to freshen a room. Local people say it repels enemies. It must be collected while chanting a prayer to the Aeolus.

242: The Spiderear is sometimes found in in dry areas of hills. It is identified by its blackish leaves. Its leaves are dried and used to treat infections. Peasants think it attracts wealth. It must be harvested by the person who will be using it.

243: The Blanketbud can be found in in hills. It is identified by its airborne seeds. Its juice is cooked and used to increase the chance of a baby boy. Reputedly, wizards chew the flowers when summoning the dead.

244: The Pungent Fleathorn is rarely found in in damp areas in hills. It is identified by its pale greenish glow at night. Its leaves are boiled and used to bring about better sleep. Alchemists are believed to use it to make telekinesis potions. It must be gathered at noon.

245: The Short-Leaved Lanceweed grows in in hills. It is identified by the shape of its leaves. Its stems are cooked and used as a treatment for snakebite. Peasants say it attracts friends.

246: The Skybill is found in near water in hills. It is identified by its pale violet glow at night. Its ripe fruit is dried and used as a spell component, and its juice is mixed with wine and used as a fortifying trail snack. Reputedly, wizards burn the ripe berries to travel to other planes.

247: The Turtleleaf can be found in in damp areas in hills. It is identified by its blackish-veined leaves. Its tubers are boiled and used as a disinfectant. People say it attracts true love.

248: The Bloodfern is rare in in dry areas of hills. It is identified by the shape of its leaves. Its pollen is boiled and used to attract fish. Peasants believe it attracts cats.

249: The Falconberry can be found in in dry areas of hills. It is identified by its clustered amber berries. Its pollen and overripe berries are mixed with rain water and used to bring about better sleep. Reputedly, sorcerors smoke the dried the flowers when summoning demons. It must be harvested at noon.

250: The Fleshstem is commonly found in in damp areas in hills. It is identified by its bright blue fruit. Its leaves are dried and used for their pleasant scent. Alchemists are believed to use it to make water breathing potions.

251: The Windfruit grows in near water in hills. It is identified by its white flowers. Its unripe pods are dried and used to make a soothing tea. Country folk say it attracts friends.

252: The Stormthorn can be found in in hills. It is identified by its bright green stalks. Its unripe berries are steamed and used as a spell component, and its ripe fruit is cooked and used to make a blue dye. Alchemists are believed to use it to make intelligence potions.

253: The Featherbell is found in in hills. It is identified by its waxy coating. Its bulbs are dried and used to make poultices, and its juice is cooked and used in baking. Alchemists are believed to use it to make weakness potions. It must be harvested with a secret ritual.

254: The Woody Flybud is rarely found in in damp areas in hills. It is identified by its spiny seeds. Its stems are mashed and used to increase the chance of a baby girl. Alchemists are believed to use it to make water breathing potions.

255: The Lord's Daggerstem is common in in damp areas in hills. It is identified by its spicy scent. Its bulbs are cooked and used to cure drunkenness. Folklore says it prevents bad luck.

256: The Fleaberry is commonly found in in hills. It is identified by the shape of its leaves. Its seeds are dried and used to increase the chance of a baby girl. Folklore says it brings good luck in hunting. It must be harvested during a thunderstorm.

257: The Airnip grows in near water in hills. It is identified by its dark green-veined leaves. Its leaves are cooked and used to freshen a room. Alchemists are believed to use it to make sense-enhancing potions.

258: The Pungent Saintleaf can be found in in hills. It is identified by its white flowers. Its lower leaves are steamed and used to prevent pregnancy. Some scholars say it attracts angels.

259: The Southern Ghostbell is found in near water in hills. It is identified by the shape of its leaves. Its fleshy roots and ripe berries are fermented and used as a treatment for snakebite. Alchemists are believed to use it to make curse-removal potions.

260: The Greater Gloomfern is common in near water in hills. It is identified by its yellowish flowers. Its tendrils are dried and used to repel clothes moths. Alchemists are believed to use it to make invisibility potions. It must be collected from the garden of a foe.

261: The Boneleaf is commonly found in in damp areas in hills. It is identified by its bluish-veined leaves. Its stems are steamed and used to sharpen the eyesight, and its bulbs are steamed and used to make a healing salve. Alchemists are believed to use it to make night vision potions.

262: The Thick Lovebane is commonly found in in damp areas in hills. It is identified by its waxy coating. Its thick roots and leaves are boiled and used to increase the chance of a baby girl. Some scholars believe it is intoxicating to dogs.

263: The Bloody Irondrake grows in in dry areas of hills. It is identified by its black and purple patched flowers. Its thick roots are pickled and used to treat fungus infections. Folklore says it repels vampires.

264: The Weeping Cowbean is found in in damp areas in hills. It is identified by the shape of its flowers. Its leaves are mashed and used to make a saffron dye. Folklore says it attracts good health.

265: The Morning Lizardvine grows in in dry areas of hills. It is identified by its strong scent. Its ripe fruit is dried and used to make a red dye. Folklore says it prevents poverty.

266: The Lesser Witchweed is common in in dry areas of hills. It is identified by its burr-like seeds. Its strangely-shaped roots are boiled and used to make an intoxicating beverage. Local people believe it brings good luck in hunting.

267: The Tufted Harthead grows in in damp areas in hills. It is identified by its bumpy white berries. Its flowers are pickled and used as food for animals. Local people think it attracts evil spirits.

268: The Donkeythorn grows in in hills. It is identified by its white flowers. Its tubers are crushed and used as a spell component. Reputedly, wizards burn the unripe berries to recover spells quickly.

269: The Elkivy can be found in in hills. It is identified by its blackish-veined leaves. Its juice is mixed with spring water and used as a seasoning, and its unripe berries are cooked and used to make a tan dye. Reputedly, wizards smoke the dried the pods when summoning demons.

270: The Notch-Leaved Tigerdrake is sometimes found in in damp areas in hills. It is identified by its bumpy pink berries. Its flowers are steeped in beer and used as food. Local people think it attracts good luck.

271: The Woody Starcrown is rare in near water in hills. It is identified by its blackish stems. Its tendrils are pulverized and used to kill fleas. Reputedly, priests use it to create zombies. It must be gathered with closed eyes.

272: The Tall Crowtongue is common in in hills. It is identified by its bright green leaves. Its ripe fruit is dried and used to kill ants. Reputedly, shamans use it when creating zombies.

273: The Savory Fairyfern can be found in in dry areas of hills. It is identified by its bursting seed pods. Its upper leaves are crushed and used for tanning leather. Alchemists are believed to use it to make curse-removal potions.

274: The Spine-Leaved Foxherb grows in near water in hills. It is identified by its faint yellowish glow at night. Its ripe fruit is mashed and used as a spell component. Peasants think it can move when no one is looking.

275: The Stormweed is rare in in hills. It is identified by its hard, nut-like seeds. Its flowers are crushed and used as a fortifying trail snack. Country folk say it prevents bad luck.

276: The Netted Tearbit grows in in dry areas of hills. It is identified by its waxy coating. Its seeds are crushed and used to make poultices, and its bulbs are pickled and used to prevent trembling hands. Folklore says it attracts friends.

277: The Brushroot is found in in hills. It is identified by its white flowers. Its thick roots are mashed and used as a tonic for chickens and other fowl. Reputedly, wizards burn the seeds to recover spells quickly.

278: The Lionroot is found in in dry areas of hills. It is identified by its rough red berries. Its bulbs are mashed and used to remove warts. Folklore says it is intoxicating to monsters.

279: The Twilight Duckweed grows in in damp areas in hills. It is identified by the shape of its leaves. Its ripe berries and leaves are fermented and used to freshen a room, and its seeds are dried and used to make a strong black ink. People say it attracts good luck.

280: The Tall Witchthorn is found in in damp areas in hills. It is identified by its saffron flowers. Its pods are boiled and used to dispel nightmares. Alchemists are believed to use it to make speed potions.

281: The Western Cowear is commonly found in near water in hills. It is identified by its rosy-pink flowers. Its flowers are boiled and used to make a healing salve. Folklore says it attracts birds. It must be collected with a silver knife.

282: The Bonebane is rarely found in in dry areas of hills. It is identified by its bright green leaves. Its unripe berries are boiled and used to freshen a room, and its buds are boiled and used as a seasoning. Folklore says it prevents poverty.

283: The Night Daggerfern is rarely found in in dry areas of hills. It is identified by its spiny seeds. Its leaves and stems are boiled and used as a pomade. Folklore says it attracts vampires.

284: The Showy-Flowered Brushstem is found in in dry areas of hills. It is identified by its reddish-veined leaves. Its unripe fruit is steamed and used as food. Reputedly, priests drink a decoction of the bulbs to travel to other planes. It must be harvested with appropriate apologies.

285: The Moonbud grows in in dry areas of hills. It is identified by the shape of its leaves. Its tubers are boiled and used in baking, and its ripe berries are boiled and used to make a brown dye. Reputedly, sorcerors use it to create zombies.

286: The Upright Witchhead can be found in near water in hills. It is identified by the unusual size of its flowers. Its leaves are cooked and used to make a strong black ink, and its ripe fruit is mashed and used to make a tan ink. Peasants say it brings good luck in hunting.

287: The Slimy Elkroot is commonly found in in damp areas in hills. It is identified by its burr-like seeds. Its strangely-shaped roots are picked fresh and used to increase the chance of a baby boy. Folklore says it attracts wealth.

288: The Stardrop is found in in damp areas in hills. It is identified by its white flowers. Its leaves are pulverized and used as a gray-green wood stain. Alchemists are believed to use it to make sense-enhancing potions.

289: The Short-Petaled Bearroot can be found in near water in hills. It is identified by its dark green-veined leaves. Its tubers are pulverized and used to attract fish. Alchemists are believed to use it to make flying potions. It must be harvested with a gold knife.

290: The Nightmint grows in in damp areas in hills. It is identified by the shape of its leaves. Its pods are steeped in well water and used to treat headaches. Peasants say it repels werewolves.

291: The Firevine can be found in in damp areas in hills. It is identified by the shape of its leaves. Its leaves are crushed and used to make a relaxing tonic, and its overripe berries are steeped in wine and used as a spell component. Scholars say it repels werewolves.

292: The Weeping Featherroot is rare in in hills. It is identified by its glossy black berries. Its stems are dried and used to repel clothes moths, and its ripe berries are boiled and used as a source of fiber. Peasants think it is poisonous to wild animals.

293: The Ghoulfower is rarely found in in damp areas in hills. It is identified by its rough black berries. Its tubers are mashed and used to cure drunkenness. Peasants think it prevents bad luck.

294: The Scented Moleweed is rare in near water in hills. It is identified by its yellowish flowers. Its unripe pods are chopped fine and used for something nobody remembers. Folklore says it attracts pixies.

295: The Spiritleaf can be found in in hills. It is identified by its scarlet flowers. Its stems are crushed and used as a wood preservative, and its leaves are boiled and used to make a healing salve. Reputedly, wizards burn the fleshy roots when summoning demons.

296: The Falconear is found in in damp areas in hills. It is identified by its bursting seed pods. Its upper leaves are crushed and used to treat infections. Reputedly, wizards burn the bulbs when summoning spirits.

297: The Feathercress is found in in hills. It is identified by the shape of its flowers. Its bulbs are pickled and used to repel clothes moths. Reputedly, priests burn the unripe fruit to travel to other planes.

298: The Emerald Liontooth grows in near water in hills. It is identified by its scarlet flowers. Its stems are steeped in beer and used to freshen a room, and its tendrils are boiled and used as a seasoning. Some scholars say it attracts unicorns.

299: The Bridal Beeherb can be found in in dry areas of hills. It is identified by its large amber berries. Its ripe berries are dried and used as a spell component, and its flowers are fermented and used for something nobody remembers. Alchemists are believed to use it to make sleeping potions.

300: The Bloody Windleaf can be found in in swamps. It is identified by its bright violet glow at night. Its stems are mashed and used to treat headaches. Reputedly, priests use it as part of the process of creation of magical constructs.

301: The Six-Leaved Blanketshade is rarely found in in drier spots in swamps. It is identified by its amber flowers. Its juice is fermented and used to make a relaxing tonic, and its pods are boiled and used to make a poison. Reputedly, priests smoke the dried the tendrils when summoning the dead.

302: The Gloomberry is sometimes found in in drier spots in swamps. It is identified by its burr-like seeds. Its stems are mashed and used to make a poison. Folklore says it attracts good luck. It must be harvested on the first day of June.

303: The Spearfruit can be found in in swamps. It is identified by its blackish stalks. Its ripe fruit is mashed and used to repel lice, and its leaves are crushed and used as food. Local people believe it attracts true love.

304: The Creeping Airroot grows in in drier spots in swamps. It is identified by its bright violet glow at night. Its rhizomes are pickled and used to make a stimulating tonic. Folklore says it attracts evil spirits.

305: The Fairyleaf grows in in swamps. It is identified by its blood-red flowers. Its unripe pods are mashed and used to cure drunkenness. Reputedly, priests drink a tea made of the ripe berries to recover spells quickly.

306: The Lizardfern can be found in in swamps. It is identified by its bright violet berries. Its upper leaves are picked fresh and used to make drinks taste colder, and its rhizomes are steeped in rain water and used to make a blue dye. Country folk say it attracts friends. It must be collected with the teeth.

307: The Russet Fearberry can be found in in drier spots in swamps. It is identified by its bright yellowish glow at night. Its stems are cooked and used to make a strong black ink. Local people believe it attracts wealth. It must be harvested by the person who will be using it.

308: The Great Demonweed can be found in in drier spots in swamps. It is identified by its waxy coating. Its bulbs are dried and used as a wood preservative. Reputedly, wizards use it when creating monsters.

309: The Lionclover is commonly found in in swamps. It is identified by its blue flowers. Its upper leaves are picked fresh and used as a wood preservative. Reputedly, wizards chew the roots when summoning spirits.

310: The Goatfruit is found in in drier spots in swamps. It is identified by its bumpy yellow berries. Its leaves are pickled and used as a seasoning. Folklore says it brings good luck in hunting. It must be harvested on the night of the new moon.

311: The Beefruit grows in in drier spots in swamps. It is identified by its clustered red berries. Its buds are crushed and used for something nobody remembers. Folklore says it prevents bad luck.

312: The King's Steelthorn is found in in swamps. It is identified by its burr-like seeds. Its stems are cooked and used to make a cow unattractive to bulls. Reputedly, priests chew the leaves to recover spells quickly.

313: The Beecllover grows in in swamps. It is identified by the shape of its flowers. Its leaves are pickled and used as a pomade. Reputedly, wizards use it as part of the process of creation of magical constructs.

314: The Round-Leaved Ironbane is rare in in swamps. It is identified by the shape of its leaves. Its buds are mashed and used as a spell component, and its stems are dried and used to make incense. Peasants say it attracts wealth.

315: The Seven-Leaved Airflower can be found in in drier spots in swamps. It is identified by its scarlet flowers. Its flowers are steamed and used as a spell component. Folklore says it attracts angels.

316: The Twilight Helmherb is common in in swamps. It is identified by its large greenish berries. Its seeds are picked fresh and used to dispel nightmares. Alchemists are believed to use it to make telepathy potions.

317: The Arrowbud is rare in in drier spots in swamps. It is identified by the shape of its flowers. Its pods are mashed and used to treat headaches. Alchemists are believed to use it to make sense-enhancing potions.

318: The Silvery Waterbell can be found in in swamps. It is identified by its bright green leaves. Its rhizomes are boiled and used to increase the chance of a baby girl, and its juice is fermented and used to repel clothes moths. Scholars believe it attracts good luck. It must be harvested with a silver sickle.

319: The Snakeglory grows in in swamps. It is identified by its waxy coating. Its seeds are pickled and used as a treatment for snakebite. Folklore says it repels evil.

320: The Ghosttoe grows in in drier spots in swamps. It is identified by its blood-red flowers. Its ripe fruit is chopped fine and used to make poultices. Alchemists are believed to use it to make telepathy potions.

321: The Tall Bonestraw can be found in in drier spots in swamps. It is identified by its bumpy pink berries. Its juice is cooked and used as a brown wood stain. Peasants think it prevents disease.

322: The Great Moleroot is rarely found in in swamps. It is identified by its large black berries. Its leaves are steamed and used to make a gray-green dye. Peasants think it attracts birds.

323: The Tufted Beetlethorn grows in in drier spots in swamps. It is identified by the shape of its flowers. Its fibrous roots are fermented and used in fertility rites. Alchemists are believed to use it to make healing potions.

324: The Airvine can be found in in drier spots in swamps. It is identified by its blood-red flowers. Its unripe fruit is mashed and used as a seasoning. Folklore says it repels evil.

325: The Short-Leaved Ghouweed grows in in swamps. It is identified by the unusual size of its berries. Its flowers are crushed and used as a disinfectant. Folklore says it prevents disease.

326: The Weaselbud is rare in in drier spots in swamps. It is identified by its clustered black berries. Its unripe fruit is pickled and used as food. People think it attracts friends.

327: The Cowweed grows in in drier spots in swamps. It is identified by its pale stalks. Its upper leaves are picked fresh and used to treat the rare Black Blindness. Reputedly, sorcerors use it to create magical constructs. It must be gathered on Midsummer's Day.

328: The Snakeflower is commonly found in in swamps. It is identified by its burr-like seeds. Its taproots are dried and used to make a healing salve, and its leaves are boiled and used as a treatment for snakebite. Alchemists are believed to use it to make speed potions.

329: The Wolffern grows in in swamps. It is identified by its scarlet flowers. Its buds are steamed and used to prevent pregnancy. Local people believe it repels evil spirits.

330: The Flyfern is found in in swamps. It is identified by its white flowers. Its leaves are mashed and used to make a russet ink. Some scholars believe it attracts cats.

331: The Horsefruit grows in in swamps. It is identified by its large black berries. Its buds are pulverized and used to treat the rare Red Pestilence, and its unripe fruit is mashed and used to treat the Shaking Plague. Folklore says it repels wild animals.

332: The Firestem can be found in in drier spots in swamps. It is identified by the way it slowly changes color from bright green to blackish. Its stems are dried and used to make a yellow dye, and its overripe berries are picked fresh and used as a tonic for chickens and other fowl. Folklore says it can move when no one is looking.

333: The Ghoulstem grows in in swamps. It is identified by the shape of its leaves. Its stems are picked fresh and used to freshen a room. Country folk believe it repels wild animals.

334: The Creeping Phantomflower can be found in in swamps. It is identified by its white flowers. Its juice is fermented and used to repel rodents. Reputedly, wizards use it as part of the process of creation of zombies.

335: The Smooth Arrowtongue is sometimes found in in swamps. It is identified by its white flowers. Its ripe berries are dried and used for their pleasant scent. Scholars think it repels vampires. It must be collected with a gold sickle.

336: The Prickly Fairyherb is rarely found in in swamps. It is identified by its bursting seed pods. Its flowers are chopped fine and used to make a russet dye. Folklore says it attracts fairies. It must be gathered from the garden of a foe.

337: The Weaselthorn is rarely found in in drier spots in swamps. It is identified by its bluish-veined leaves. Its juice is fermented and used to increase the chance of a baby boy. Alchemists are believed to use it to make berserker potions.

338: The Rough Foxvine is common in in swamps. It is identified by its bright greenish glow at night. Its flowers are dried and used to freshen a room. Scholars think it discourages nosy neighbors.

339: The Showy-Flowered Dragonberry grows in in drier spots in swamps. It is identified by the shape of its leaves. Its unripe fruit is dried and used for tanning leather. People say it repels werewolves. It must be harvested with closed eyes.

340: The Spiritstem is rarely found in in drier spots in swamps. It is identified by its bright green-veined leaves. Its unripe berries are boiled and used to make a healing salve. Reputedly, wizards chew the juice to recover spells quickly.

341: The Bonedrake grows in in drier spots in swamps. It is identified by its white flowers. Its unripe berries are picked fresh and used to freshen a room. Local people believe it attracts friends.

342: The Pungent Goatvine is sometimes found in in drier spots in swamps. It is identified by its spicy scent. Its stems are boiled and used as a pomade. Country folk think it attracts true love.

343: The Spiritberry is rare in in drier spots in swamps. It is identified by the shape of its flowers. Its juice is cooked and used in small amounts to increase crop growth. Country folk believe it repels evil spirits.

344: The Weeping Gryphoncross is rarely found in in drier spots in swamps. It is identified by its golden flowers. Its lower leaves are dried and used as a pomade. Local people say it attracts cats.

345: The Soft Fairybell is common in in swamps. It is identified by its deep purple flowers. Its stems are steeped in beer and used to increase the chance of a baby girl. Local people say it attracts fairies. It must be gathered on Saint St. Hildegard's Day.

346: The Spine-Leaved Fairyseed is rarely found in in swamps. It is identified by the unusual size of its berries. Its pollen is dried and used to make a soothing tea. Local people think it repels evil spirits.

347: The Lizardvine can be found in in swamps. It is identified by its crimson flowers. Its pods are boiled and used as food. Folklore says it repels enemies.

348: The Birdbud is commonly found in in drier spots in swamps. It is identified by its large black berries. Its ripe fruit is steamed and used to prevent fungus infections. Reputedly, priests smoke the dried the flowers to recover spells quickly.

349: The Great Paperlily can be found in in drier spots in swamps. It is identified by its almost transparent fruit. Its flowers are chopped coarsely and used as a tonic for chickens and other fowl. Some scholars say it prevents bad luck.

350: The Pungent Fearbalm is sometimes found in in drier spots in swamps. It is identified by its black flowers. Its unripe fruit is dried and used as a fortifying trail snack. Alchemists are believed to use it to make curse-removal potions.

351: The Mousewort grows in in swamps. It is identified by its white flowers. Its leaves are pickled and used to freshen a room. Reputedly, sorcerors chew the unripe fruit when summoning demons.

352: The Creeping Snakeroot is rare in in drier spots in swamps. It is identified by its white flowers. Its leaves are mashed and used to increase the chance of a baby boy. Some scholars think it attracts cats. It must be gathered with closed eyes.

353: The Snakefern grows in in drier spots in swamps. It is identified by its bluish-veined leaves. Its lower leaves are boiled and used as food. Folklore says it attracts evil spirits.

354: The Creeping Flybud can be found in in drier spots in swamps. It is identified by the unusual size of its flowers. Its tendrils are steamed and used to make a brown dye. Country folk believe it is delicious to bees. It must be collected while chanting a prayer to the Coeus.

355: The Featherleaf is common in in swamps. It is identified by its bright green-veined leaves. Its leaves are mashed and used to treat headaches. Country folk think it repels slimes.

356: The Soft Spiritweed can be found in in drier spots in swamps. It is identified by the way it slowly changes color from dark green to reddish. Its leaves are picked fresh and used as food. Reputedly, wizards chew the seeds to recover spells quickly. It must be harvested at noon.

357: The Twilight Deerleaf can be found in in drier spots in swamps. It is identified by its yellowish flowers. Its seeds are burned to ash and used to dispel nightmares. Reputedly, shamans chew the fibrous roots to enhance their magical power.

358: The Funnelroot is rarely found in in swamps. It is identified by its small pink berries. Its tendrils are dried and used to treat infections. Folklore says it attracts werewolves. It must be collected by someone other than the person who will be using it.

359: The Morning Tearfern is rare in in drier spots in swamps. It is identified by the shape of its leaves. Its buds are picked fresh and used to attract fish. People believe it prevents poverty.

360: The Hunter's Helmothorn grows in in drier spots in swamps. It is identified by its burr-like seeds. Its leaves and flowers are boiled and used to freshen a room. Folklore says it attracts unicorns.

361: The Small Mouse-Rose grows in in drier spots in swamps. It is identified by its bright green-veined leaves. Its bulbs are burned to ash and used to make a brown dye. Folklore says it attracts friends. It must be gathered at exactly midnight.

362: The Buckfruit is rarely found in in drier spots in swamps. It is identified by its waxy coating. Its juice is cooked and used to make poultices, and its lower leaves are dried and used to make a healing salve. Reputedly, wizards smoke the dried the stems to recover spells quickly.

363: The Milky Firebean can be found in in swamps. It is identified by its waxy coating. Its bulbs are fermented and used as a seasoning, and its unripe fruit is chopped coarsely and used to make poultices. Folklore says it repels wild animals.

364: The Pungent Ghoulbud is rarely found in in swamps. It is identified by its burr-like seeds. Its seeds are pickled and used to bring about better sleep. Reputedly, sorcerors use it when creating zombies.

365: The Small-Flowered Fleshstraw grows in in drier spots in swamps. It is identified by its bursting seed pods. Its leaves are steamed and used as food. Local people believe it attracts good health. It must be collected on Saint St. Rusticus's Day.

366: The Bonebud is rare in in swamps. It is identified by the shape of its leaves. Its buds are boiled and used as a seasoning. People believe it attracts pixies.

367: The Daggerherb can be found in in swamps. It is identified by the unusual size of its flowers. Its unripe berries are dried and used to increase the chance of a baby boy, and its tendrils are mashed and used to make an intoxicating beverage. Local people say it repels enemies.

368: The Deerrod can be found in in drier spots in swamps. It is identified by its green flowers. Its flowers are steamed and used as food. Folklore says it attracts good luck.

369: The Duckthorn grows in in swamps. It is identified by its rough white berries. Its seeds are burned to ash and used to treat the Creeping Fever. Alchemists are believed to use it to make fear potions.

370: The White-Flowered Funnelflower is commonly found in in drier spots in swamps. It is identified by the shape of its leaves. Its unripe pods are pulverized and used to repel bedbugs, and its overripe fruit is dried and used in baking. Reputedly, priests smoke the dried the flowers to enhance their magical power.

371: The Eagleleaf can be found in in swamps. It is identified by its rough amber berries. Its seeds are dried and used as food for animals. Reputedly, wizards smoke the dried the flowers to travel to other planes.

372: The Creeping Brushblossom grows in in drier spots in swamps. It is identified by its white flowers. Its overripe berries are mashed and used in baking. Country folk say it attracts demons.

373: The Abbot's Dragonroot is rare in in drier spots in swamps. It is identified by its reddish leaves. Its seeds are cooked and used as a spell component. Reputedly, shamans drink a brew of the bulbs to travel outside their bodies. It must be collected at noon.

374: The Four-Leaved Fearherb is commonly found in in swamps. It is identified by the shape of its leaves. Its leaves are burned to ash and used to dispel nightmares. Local people say it attracts angels.

375: The Drooping Earthwort is found in in swamps. It is identified by its black flowers. Its tendrils are pulverized and used as a spell component. Local people think it is poisonous to cattle.

376: The Flyvine grows in in swamps. It is identified by its crimson flowers. Its leaves are burned to ash and used to make a poison. People believe it attracts pixies.

377: The Moonroot is found in in drier spots in swamps. It is identified by its white flowers. Its rhizomes are pickled and used as food. Peasants think it repels evil spirits.

378: The Woody Hawthorn is found in in swamps. It is identified by its small greenish berries. Its flowers are pickled and used to attract fish. Folklore says it attracts birds.

379: The Bridal Spiritbright grows in in drier spots in swamps. It is identified by its white flowers. Its stems are cooked and used to increase the chance of a baby boy. People say it prevents bad luck.

380: The Twisted Falconmint is rarely found in in drier spots in swamps. It is identified by its golden flowers. Its leaves are crushed and used to sharpen the eyesight. Peasants think it attracts unicorns. It must be gathered with a secret ritual.

381: The Western Waterweed grows in in swamps. It is identified by its greenish flowers. Its pollen is steeped in beer and used to repel clothes moths. Alchemists are believed to use it to make flying potions.

382: The King's Crowflower can be found in in swamps. It is identified by its bright green berries. Its leaves are boiled and used to prevent pregnancy, and its stems are dried and used as a treatment for snakebite. Alchemists are believed to use it to make treasure-finding potions.

383: The Greater Spearglory is common in in swamps. It is identified by its violet flowers. Its tubers are picked fresh and used to make a strong black ink. Reputedly, shamans use it to create zombies.

384: The Northern Bullstraw is common in in drier spots in swamps. It is identified by its burr-like seeds. Its upper leaves are crushed and used to prevent trembling hands, and its flowers are crushed and used to make a purplish dye. Reputedly, shamans drink a brew of the juice to travel to other planes.

385: The Arrowthorn can be found in in swamps. It is identified by its deep purple flowers. Its pollen and thick roots are boiled and used to make poultices, and its flowers are steamed and used as food. Country folk believe it discourages nosy neighbors.

386: The Mousefruit grows in in swamps. It is identified by its waxy coating. Its leaves are mashed and used as a seasoning. Local people believe it attracts good health.

387: The Horseroot is rarely found in in drier spots in swamps. It is identified by its white flowers. Its overripe fruit is picked fresh and used to make a stimulating tonic, and its flowers are boiled and used to treat headaches. Country folk believe it attracts werewolves. It must be gathered from the garden of a foe.

388: The False Bearfern is common in in drier spots in swamps. It is identified by its golden flowers. Its ripe berries are crushed and used to make a green dye. Alchemists are believed to use it to make sleeping potions.

389: The Waterleaf is rarely found in in drier spots in swamps. It is identified by the unusual size of its leaves. Its stems are mashed and used to make a healing salve. Folklore says it prevents bad luck.

390: The Sandshade is commonly found in in swamps. It is identified by its glossy yellow berries. Its buds and seeds are mixed with rain water and used to make a gray-green dye. Reputedly, sorcerors use it to create zombies.

391: The Ghoufruit can be found in in drier spots in swamps. It is identified by its bumpy pink berries. Its buds are steamed and used to treat infections. Some scholars believe it prevents bad luck.

392: The Beefruit can be found in in drier spots in swamps. It is identified by its blood-red flowers. Its ripe fruit is dried and used to sharpen the eyesight. Folklore says it attracts wealth.

393: The Twilight Addercup is found in in drier spots in swamps. It is identified by its rosy-pink flowers. Its seeds are mashed and used to make a brown dye. Reputedly, wizards drink a tea made of the strangely-shaped roots to enhance their magical power.

394: The Fleshweed is rare in in drier spots in swamps. It is identified by its bursting seed pods. Its juice is cooked and used as a wood preservative. Folklore says it attracts friends.

395: The Dragonherb is commonly found in in drier spots in swamps. It is identified by its crimson flowers. Its stems are steamed and used to treat infections, and its seeds are steamed and used to treat the Black Rot. Folklore says it is poisonous to horses.

396: The Thick Buckweed can be found in in swamps. It is identified by its almost transparent fruit. Its seeds are mashed and used as a seasoning, and its flowers are boiled and used to make a stimulating tonic. Some scholars say it attracts demons.

397: The Swordberry is commonly found in in swamps. It is identified by its burr-like seeds. Its taproots are fermented and used to make a relaxing tonic. Folklore says it attracts werewolves.

398: The Milky Cowbright is common in in swamps. It is identified by its small yellow berries. Its ripe berries are chopped coarsely and used as a seasoning. Peasants think it repels evil spirits. It must be collected while chanting a prayer to the Apollo.

399: The Night Ghoststem can be found in in swamps. It is identified by its crimson flowers. Its juice is cooked and used as a seasoning. Folklore says it repels evil.

400: The Firestem grows in in rural areas. It is identified by the shape of its leaves. Its leaves are steamed and used to prevent pregnancy. Alchemists are believed to use it to make telepathy potions.

401: The Birdweed is found in in rural areas. It is identified by the shape of its leaves. Its flowers are crushed and used to make a gray-green ink. Reputedly, shamans chew the fibrous roots when summoning demons.

402: The Beethorn is commonly found in in damp spots in rural areas. It is identified by its airborne seeds. Its fleshy roots are burned to ash and used as food. Reputedly, priests use it as part of the process of creation of zombies.

403: The Bushy Beetlestem is rarely found in near water in rural areas. It is identified by its bumpy black berries. Its taproots are burned to ash and used to make a tan dye. Reputedly, priests use it as part of the process of creation of zombies. It must be collected on Saint St. Irenaeus's Day.

404: The Earththistle is rarely found in in dry spots of rural areas. It is identified by its waxy coating. Its seeds and juice is fermented and used to make an intoxicating tonic. Peasants think it repels enemies.

405: The Goatberry is commonly found in in damp spots in rural areas. It is identified by its white flowers. Its buds are dried and used to cure drunkenness, and its unripe fruit is crushed and used to make a tan dye. Alchemists are believed to use it to make berserker potions.

406: The Wolfvine can be found in in dry spots of rural areas. It is identified by its hard, nut-like seeds. Its tubers are chopped fine and used to make a strong black ink. Scholars think it attracts good health.

407: The Ghostcress grows in in damp spots in rural areas. It is identified by its black flowers. Its tendrils are boiled and used for tanning leather. Alchemists are believed to use it to make curse-removal potions.

408: The Ghostflower is common in in dry spots of rural areas. It is identified by the shape of its leaves. Its buds are pickled and used to freshen a room. People believe it attracts wealth.

409: The Windberry is found in in rural areas. It is identified by the shape of its flowers. Its leaves are cooked and used to make a tan ink. Folklore says it attracts evil spirits.

410: The Six-Leaved Duckivy grows in in rural areas. It is identified by its yellow and orange patched stalks. Its seeds are crushed and used to sharpen the eyesight. Reputedly, wizards use it as part of the process of creation of zombies.

411: The Ghostleaf is rarely found in in damp spots in rural areas. It is identified by its small black berries. Its leaves are cooked and used to make a strong black ink. Reputedly, priests chew the fleshy roots when summoning demons. It must be collected while whispering.

412: The Lancebud is commonly found in in rural areas. It is identified by its white flowers. Its unripe fruit and juice is cooked and used to treat headaches. Reputedly, priests use it as part of the process of creation of magical constructs. It must be collected on a moonless night.

413: The Steeltip is found in near water in rural areas. It is identified by its white flowers. Its rhizomes are burned to ash and used as a seasoning. Alchemists are believed to use it to make speed potions.

414: The Morning Lancethistle can be found in in dry spots of rural areas. It is identified by its bumpy pink berries. Its flowers are burned to ash and used in baking, and its unripe fruit is picked fresh and used as food. Peasants say it repels vampires. It must be harvested by magic.

415: The Spotted Gloomherb can be found in in rural areas. It is identified by the shape of its leaves. Its seeds are picked fresh and used to make a gray-green dye, and its leaves are pickled and used to treat the Black Pestilence. Reputedly, wizards use it as part of the process of creation of monsters. It must be collected in the rain.

416: The Long-Petaled Stormstem grows in in dry spots of rural areas. It is identified by its waxy coating. Its unripe berries are cooked and used as a tan wood stain, and its leaves are burned to ash and used to treat headaches. Reputedly, wizards chew the tubers to travel outside their bodies. It must be collected with the teeth.

417: The Creeping Skyberry can be found in in rural areas. It is identified by its bright greenish glow at night. Its flowers are pickled and used to treat infections. Peasants say it brings good luck in hunting.

418: The False Spearcrow is sometimes found in in dry spots of rural areas. It is identified by the shape of its leaves. Its leaves are chopped fine and used as food. Folklore says it attracts friends. It must be gathered at noon.

419: The Savory Spidercup is rare in in damp spots in rural areas. It is identified by its large white berries. Its unripe pods are chopped fine and used as a spell component. Local people believe it prevents bad luck.

420: The Beethistle grows in in damp spots in rural areas. It is identified by its blood-red flowers. Its flowers are burned to ash and used to repel clothes moths. Country folk believe it attracts wealth.

421: The Lesser Lizardroot grows in near water in rural areas. It is identified by its red flowers. Its flowers are dried and used to make a tan dye. Folklore says it repels wild animals.

422: The Small-Flowered Windbit can be found in in dry spots of rural areas. It is identified by its deep purple flowers. Its leaves are chopped coarsely and used to freshen a room. Folklore says it discourages nosy neighbors.

423: The Gray Axeherb is rarely found in in dry spots of rural areas. It is identified by the unusual size of its flowers. Its strangely-shaped roots are steeped in spring water and used to relieve the effects of too much Lancevine. Local people believe it attracts wealth.

424: The Tarseal can be found in in damp spots in rural areas. It is identified by its large red berries. Its leaves are steamed and used to attract fish, and its fleshy roots are picked fresh and used to repel rodents. Folklore says it is delicious to cattle. It must be gathered with the left hand.

425: The Waterroot is found in in damp spots in rural areas. It is identified by its sky-blue flowers. Its thick roots are steamed and used to keep metal from rusting, and its leaves are mashed and used to repel clothes moths. Reputedly, priests drink a tea made of the seeds when summoning spirits.

426: The Bonemantle can be found in in rural areas. It is identified by the unusual size of its flowers. Its tendrils are boiled and used as a pomade. Alchemists are believed to use it to make night vision potions.

427: The Birdnip grows in near water in rural areas. It is identified by its airborne seeds. Its leaves are dried and used to make incense. Reputedly, sorcerors smoke the dried the tubers to recover spells quickly.

428: The Brushbean can be found in near water in rural areas. It is identified by its burr-like seeds. Its rhizomes are pulverized and used to make a russet ink. Reputedly, sorcerors drink a tea made of the pods to travel to other planes.

429: The Slimy Weaselleaf can be found in in damp spots in rural areas. It is identified by its clustered black berries. Its leaves are dried and used to attract fish. Some scholars say it attracts good health.

430: The Morning Ratstem grows in in rural areas. It is identified by its small white berries. Its leaves are fermented and used to treat the Shaking Death. People think it attracts true love.

431: The Loveleaf grows in in rural areas. It is identified by its rough amber berries. Its tubers are picked fresh and used to attract fish. Scholars say it attracts true love.

432: The Watergrass is sometimes found in near water in rural areas. It is identified by its strong scent. Its flowers are burned to ash and used to kill ants. People say it attracts werewolves.

433: The Firecress is rare in in damp spots in rural areas. It is identified by its almost transparent leaves. Its roots are burned to ash and used to attract fish. Country folk believe it attracts slimes.

434: The Bridal Funnelstem is commonly found in in rural areas. It is identified by its blood-red flowers. Its stems are steamed and used to repel clothes moths, and its ripe berries are dried and used to make a strong black ink. Folklore says it prevents bad luck.

435: The Paperfern is rarely found in in rural areas. It is identified by its white flowers. Its buds are chopped fine and used in fertility rites. Folklore says it prevents disease. It must be harvested on Midsummer's Day.

436: The Bushy Hawkflower can be found in in rural areas. It is identified by the shape of its leaves. Its leaves are mashed and used as food, and its seeds are pickled and used to make a gray-green dye. Peasants believe it attracts pixies. It must be harvested with closed eyes.

437: The Falconflax can be found in in dry spots of rural areas. It is identified by the shape of its leaves. Its leaves are picked fresh and used to treat the Dungeon Cough. Reputedly, shamans drink a tea made of the seeds to recover spells quickly.

438: The Scented Blanketthorn is common in near water in rural areas. It is identified by its red flowers. Its leaves are boiled and used as food, and its tubers are picked fresh and used to treat infections. Reputedly, sorcerors use it to create zombies.

439: The Hawthorn is found in near water in rural areas. It is identified by its blackish-veined leaves. Its young leaves are picked fresh and used as a treatment for snakebite. Alchemists are believed to use it to make strength potions.

440: The Spine-Leaved Corpseleaf is common in in rural areas. It is identified by its clustered black berries. Its flowers are pickled and used in baking. Local people believe it attracts evil spirits.

441: The Weeping Foxleaf is found in in dry spots of rural areas. It is identified by its golden flowers. Its seeds are picked fresh and used to make a tan ink, and its pollen is cooked and used to bring about better sleep. Reputedly, wizards drink a brew of the bulbs to recover spells quickly.

442: The Helmetbuttons is rare in in dry spots of rural areas. It is identified by the unusual size of its berries. Its seeds are burned to ash and used to increase the chance of a baby boy. People say it prevents poverty.

443: The Ghoulbustons grows in in rural areas. It is identified by its deep purple flowers. Its pods are picked fresh and used to make an intoxicating beverage. Reputedly, wizards use it as part of the process of creation of zombies.

444: The Phantomleaf is found in in rural areas. It is identified by the shape of its leaves. Its ripe berries are boiled and used to treat infections. Some scholars say it can move when no one is looking.

445: The Weedy Spiritdrake grows in in rural areas. It is identified by its white flowers. Its rhizomes are picked fresh and used as a treatment for snakebite. Local people say it can move when no one is looking. It must be harvested on Saint St. Processus's Day.

446: The Spiritstem grows in in damp spots in rural areas. It is identified by its green and black spotted buds. Its seeds are steamed and used as a russet wood stain. Reputedly, wizards use it when creating zombies.

447: The Sandbalm is rare in in rural areas. It is identified by its white flowers. Its pods are fermented and used as a treatment for snakebite. People believe it attracts birds.

448: The Speckled Arrownip is rare in in dry spots of rural areas. It is identified by its blackish leaves. Its ripe berries are burned to ash and used to make a russet dye. Scholars say it attracts good luck.

449: The Eaglemint can be found in in dry spots of rural areas. It is identified by the way it slowly changes color from bright green to pale. Its leaves are crushed and used to dispel nightmares. Peasants think it attracts friends.

450: The Smooth Earthstem can be found in in damp spots in rural areas. It is identified by its clustered red berries. Its seeds are dried and used to sharpen the eyesight. Reputedly, priests use it as part of the process of creation of magical constructs.

451: The Creeping Arrowberry grows in in dry spots of rural areas. It is identified by its burr-like seeds. Its rhizomes are crushed and used in baking. Alchemists are believed to use it to make invisibility potions.

452: The Short Steelflower is sometimes found in near water in rural areas. It is identified by its spiny seeds. Its pods are chopped coarsely and used to soften calluses. Alchemists are believed to use it to make weakness potions.

453: The Flymantle can be found in in rural areas. It is identified by its white flowers. Its stems are steamed and used to make a tan ink. Reputedly, wizards drink a brew of the unripe fruit to travel outside their bodies.

454: The Hawkleaf is rarely found in in rural areas. It is identified by its orange and red striped fruit. Its ripe fruit is cooked and used as a tonic for chickens and other fowl. Folklore says it attracts birds.

455: The Steelflax is found in in rural areas. It is identified by its bright green-veined leaves. Its flowers are dried and used in baking. Country folk believe it attracts friends.

456: The Long-Petaled Donkeyblossom grows in in damp spots in rural areas. It is identified by its waxy coating. Its taproots and ripe berries are fermented and used to freshen a room. Alchemists are believed to use it to make stupidity potions.

457: The Slimy Donkeyberry can be found in near water in rural areas. It is identified by the shape of its leaves. Its flowers are dried and used to repel ants. Folklore says it can move when no one is looking.

458: The Pungent Helmet Nightshade can be found in in damp spots in rural areas. It is identified by its hard, nut-like seeds. Its pollen is dried and used to make a russet dye, and its fleshy roots are steamed and used to bring about better sleep. Country folk believe it is delicious to dogs.

459: The Twilight Teardrake is rarely found in in rural areas. It is identified by its burr-like seeds. Its leaves are crushed and used to make a stimulating beverage. People believe it attracts fairies. It must be gathered with a secret ritual.

460: The Scented Bloodvine grows in near water in rural areas. It is identified by its small black berries. Its seeds are boiled and used to freshen a room. Reputedly, shamans burn the juice when summoning the dead.

461: The Tearfruit grows in in rural areas. It is identified by the way it slowly changes color from bright green to pale. Its bulbs are boiled and used to treat the rare Bloody Ague, and its leaves are boiled and used in baking. Reputedly, shamans burn the stems to travel through time.

462: The Adderherb grows in in damp spots in rural areas. It is identified by its blackish-veined leaves. Its upper leaves are cooked and used to make a brown dye. Peasants believe it repels evil. It must be harvested on Saint St. Conrad's Day.

463: The Paperroot can be found in in damp spots in rural areas. It is identified by its bright green-veined leaves. Its seeds are crushed and used to drive ants back underground. Local people think it attracts good health.

464: The Gryphonbud is rare in in dry spots of rural areas. It is identified by its bright green-veined leaves. Its tubers are picked fresh and used to attract fish. Reputedly, priests use it as part of the process of creation of zombies.

465: The Hawkvine is rarely found in in damp spots in rural areas. It is identified by its rough amber berries. Its flowers are mashed and used to make drinks taste colder. Folklore says it attracts evil spirits.

466: The Bearbill is sometimes found in in rural areas. It is identified by its glossy black berries. Its leaves are steamed and used to make a russet dye. Folklore says it is intoxicating to felines.

467: The Small Foxfruit grows in in damp spots in rural areas. It is identified by its bursting seed pods. Its bulbs are crushed and used as a fortifying trail snack, and its leaves are crushed and used to make a healing salve. Folklore says it attracts good luck.

468: The Goatdrake is rare in in dry spots of rural areas. It is identified by its glossy white berries. Its seeds are mashed and used to make poultices. Local people think it repels demons.

469: The Lionbud grows in in rural areas. It is identified by the unusual size of its flowers. Its tendrils are picked fresh and used to freshen a room. Folklore says it can move when no one is looking.

470: The Tearthorn grows in in dry spots of rural areas. It is identified by its bursting seed pods. Its juice is cooked and used to destroy the luck of a foe. Reputedly, wizards drink a decoction of the young leaves to enhance their magical power.

471: The Lance-Leaved Ghoufruit is rare in in damp spots in rural areas. It is identified by its pungent scent. Its flowers are cooked and used as a seasoning. Peasants think it attracts wealth.

472: The Twilight Adderfern is sometimes found in in dry spots of rural areas. It is identified by its scarlet flowers. Its tubers are steeped in well water and used to make a gray-green dye. Folklore says it attracts good health.

473: The Daggerberry can be found in in rural areas. It is identified by its orange flowers. Its upper leaves are steeped in rain water and used to make drinks taste colder. People believe it attracts friends.

474: The Weeping Lancedrop is rarely found in in damp spots in rural areas. It is identified by its pink flowers. Its leaves are cooked and used to kill fleas. Country folk believe it attracts good health.

475: The Gloomleaf is sometimes found in in dry spots of rural areas. It is identified by its bright green leaves. Its unripe berries are picked fresh and used to treat infections. Alchemists are believed to use it to make sense-enhancing potions.

476: The Dragonherb is rarely found in in damp spots in rural areas. It is identified by the shape of its leaves. Its flowers are boiled and used as food. Local people believe it discourages nosy neighbors. It must be harvested during a thunderstorm.

477: The Bearthorn is commonly found in in damp spots in rural areas. It is identified by its almost transparent fruit. Its seeds and thick roots are mixed with spring water and used to make a cow unattractive to bulls, and its juice is cooked and used to treat the rare Bloody Ague. Folklore says it attracts good luck.

478: The Creeping Tigergrass is rare in in rural areas. It is identified by its bursting seed pods. Its stems are dried and used to make a strong black ink. Country folk say it attracts evil spirits.

479: The Turtlevine is sometimes found in near water in rural areas. It is identified by its dark green stalks. Its unripe berries are pickled and used to repel clothes moths, and its flowers are picked fresh and used to make a healing salve. Alchemists are believed to use it to make treasure-finding potions.

480: The Rough-Petaled Ratherb grows in in damp spots in rural areas. It is identified by the shape of its leaves. Its tendrils are pickled and used to attract fish, and its ripe fruit is dried and used to make a yellow dye. Folklore says it repels enemies.

481: The Ratroot can be found in in damp spots in rural areas. It is identified by the shape of its leaves. Its ripe berries are boiled and used to prevent pregnancy. Reputedly, shamans use it to create magical constructs. It must be gathered with a secret ritual.

482: The Long-Leaved Lionweed can be found in in dry spots of rural areas. It is identified by its clustered red berries. Its leaves are pickled and used as a seasoning. Alchemists are believed to use it to make sleeping potions.

483: The Saintberry can be found in in dry spots of rural areas. It is identified by its glossy pink berries. Its overripe berries are chopped coarsely and used as a fortifying trail snack. Folklore says it attracts good luck.

484: The Bridal Spearfruit is sometimes found in in damp spots in rural areas. It is identified by its purple and green patched stalks. Its stems are cooked and used as a wood preservative. Peasants believe it attracts angels. It must be harvested while chanting a prayer to the Crius.

485: The Bloodberry is commonly found in near water in rural areas. It is identified by the unusual size of its flowers. Its rhizomes and leaves are cooked and used to treat headaches. Local people believe it attracts evil spirits.

486: The Ghostgrass grows in near water in rural areas. It is identified by its bright green-veined leaves. Its overripe fruit is pickled and used to make a stimulating tonic. Reputedly, sorcerors chew the upper leaves when summoning demons.

487: The Short-Petaled Sandthorn is sometimes found in in damp spots in rural areas. It is identified by its airborne seeds. Its tubers and leaves are cooked and used to treat the Yellow Death. Alchemists are believed to use it to make curse-removal potions. It must be gathered at noon.

488: The Bearfern is common in in rural areas. It is identified by its golden flowers. Its bulbs are picked fresh and used in small amounts to increase crop growth, and its leaves are pickled and used to remove warts. Local people believe it discourages nosy neighbors. It must be gathered with the teeth.

489: The Airthorn can be found in in rural areas. It is identified by its bursting seed pods. Its seeds are pickled and used to treat the Shaking Death. Scholars believe it attracts true love.

490: The Small Starpetal grows in near water in rural areas. It is identified by its orange flowers. Its seeds are picked fresh and used for tanning leather. Peasants think it prevents bad luck. It must be collected with the teeth.

491: The Wolfcup grows in in dry spots of rural areas. It is identified by the shape of its leaves. Its stems are crushed and used to prevent pregnancy. Reputedly, shamans smoke the dried the unripe berries to travel through time.

492: The Thick Stormhead grows in in rural areas. It is identified by its scarlet flowers. Its fleshy roots are dried and used to treat headaches. Alchemists are believed to use it to make strength potions.

493: The Drooping Fairycup can be found in in dry spots of rural areas. It is identified by its blackish-veined leaves. Its ripe fruit is crushed and used to make poultices. Folklore says it attracts angels.

494: The Smooth Loveherb grows in in damp spots in rural areas. It is identified by its amber flowers. Its flowers are steamed and used to keep metal from rusting. Scholars say it attracts birds.

495: The Duckflax grows in in rural areas. It is identified by its clustered black berries. Its ripe berries and thick roots are boiled and used in small amounts to increase crop growth, and its stems are picked fresh and used in baking. Reputedly, shamans chew the flowers to travel through time.

496: The Stormleaf is rarely found in in rural areas. It is identified by its small white berries. Its unripe pods are steeped in well water and used to kill rodents, and its flowers are chopped coarsely and used in small amounts to increase crop growth. Peasants think it repels werewolves.

497: The Thick Nightsweet grows in near water in rural areas. It is identified by its bumpy black berries. Its stems are fermented and used as a brown wood stain. Reputedly, priests use it as part of the process of creation of magical constructs.

498: The Tall Waterbud is rarely found in in dry spots of rural areas. It is identified by its bluish-veined leaves. Its leaves are fermented and used as a seasoning. Alchemists are believed to use it to make treasure-finding potions. It must be collected in the presence of a cat.

499: The Round-Leaved Donkeythorn grows in in damp spots in rural areas. It is identified by the way it slowly changes color from reddish to pale. Its stems are dried and used to make poultices. Some scholars say it attracts vampires.

500: The Weedy Buckherb can be found in in damp areas in open plains. It is identified by its waxy coating. Its stems are dried and used to make a strong black ink. Peasants say it prevents poverty.

501: The Airflower grows in near water in open plains. It is identified by its hard, nut-like seeds. Its rhizomes are boiled and used to destroy the luck of a foe. Alchemists are believed to use it to make telekinesis potions.

502: The Scented Adderroot is commonly found in in open plains. It is identified by the shape of its leaves. Its ripe berries are picked fresh and used to repel ants. Folklore says it attracts cats.

503: The Small Buckthorn grows in near water in open plains. It is identified by the unusual size of its leaves. Its unripe berries are steamed and used to make a healing salve. Folklore says it prevents poverty. It must be collected by the person who will be using it.

504: The False Birdfruit is found in near water in open plains. It is identified by its airborne seeds. Its fleshy roots are burned to ash and used to bring about better sleep, and its leaves are boiled and used to dispel nightmares. People think it repels evil spirits.

505: The Tigervine is sometimes found in in damp areas in open plains. It is identified by its pink flowers. Its pollen is pickled and used to treat the Burning Cough. Scholars believe it attracts birds.

506: The Airstraw can be found in in open plains. It is identified by its blackish leaves. Its juice is boiled and used as a disinfectant. Reputedly, priests smoke the dried the ripe fruit to recover spells quickly.

507: The Coarse-Leaved Daggerfern is found in near water in open plains. It is identified by its spicy scent. Its ripe berries are dried and used to kill rodents. Folklore says it attracts unicorns.

508: The Five-Leaved Bloodfoil can be found in in open plains. It is identified by its hard, nut-like seeds. Its unripe pods are dried and used as a treatment for snakebite. Folklore says it attracts friends.

509: The Monk's Tearthorn is commonly found in near water in open plains. It is identified by the shape of its flowers. Its seeds and ripe berries are mixed with beer and used to cure drunkenness. Alchemists are believed to use it to make weakness potions.

510: The Northern Funneltooth grows in in dry areas of open plains. It is identified by its white flowers. Its pollen is fermented and used to treat infections. Folklore says it attracts vampires. It must be harvested on the first day of the year.

511: The Great Eagleherb is found in in dry areas of open plains. It is identified by its large black berries. Its flowers are steamed and used to treat the Yellow Plague. Folklore says it attracts evil spirits.

512: The Hunter's Duck-Nettle is sometimes found in in open plains. It is identified by its green flowers. Its unripe berries are steeped in spring water and used to make a relaxing beverage. Scholars say it can move when no one is looking.

513: The Sparsel is sometimes found in in dry areas of open plains. It is identified by the shape of its flowers. Its leaves are burned to ash and used to make an intoxicating beverage. Alchemists are believed to use it to make treasure-finding potions. It must be collected at noon.

514: The Short Demongrass can be found in in dry areas of open plains. It is identified by its bluish leaves. Its seeds are steamed and used to freshen a room. Alchemists are believed to use it to make stupidity potions.

515: The Moleroot can be found in in damp areas in open plains. It is identified by its white flowers. Its fibrous roots are picked fresh and used to prevent pregnancy. Country folk say it can move when no one is looking.

516: The Eaglegrass grows in in dry areas of open plains. It is identified by its waxy coating. Its leaves are crushed and used to sharpen the eyesight. Reputedly, priests drink a decoction of the seeds to recover spells quickly.

517: The Rusty Lovefruit is sometimes found in near water in open plains. It is identified by its bursting seed pods. Its seeds are chopped coarsely and used to repel clothes moths, and its leaves are crushed and used as food. Local people think it prevents poverty.

518: The Bloody Starberry is rare in in damp areas in open plains. It is identified by the shape of its leaves. Its tubers are dried and used to make incense. Folklore says it attracts angels.

519: The Savory Moonthorn grows in in dry areas of open plains. It is identified by its bumpy white berries. Its tendrils are boiled and used to make a powerful mouthwash. Folklore says it attracts true love.

520: The Coarse-Leaved Sandthorn is commonly found in in dry areas of open plains. It is identified by its bumpy greenish berries. Its seeds and pollen is mixed with spring water and used to make a strong black ink. People say it attracts good luck.

521: The Swordbud can be found in in dry areas of open plains. It is identified by the shape of its leaves. Its leaves are chopped coarsely and used to repel clothes moths. Reputedly, wizards chew the strangely-shaped roots to enhance their magical power.

522: The Spidercress grows in in damp areas in open plains. It is identified by its waxy coating. Its overripe berries are chopped coarsely and used to repel clothes moths, and its tubers are cooked and used as a disinfectant. Country folk think it attracts friends.

523: The Creeping Lancefruit can be found in in damp areas in open plains. It is identified by its saffron flowers. Its seeds and stems are boiled and used to make a strong black ink. People say it attracts unicorns.

524: The Flyfruit can be found in in damp areas in open plains. It is identified by its glossy black berries. Its buds are fermented and used to increase the chance of a baby girl. Alchemists are believed to use it to make sense-enhancing potions.

525: The Abbot's Love-ly can be found in near water in open plains. It is identified by its orange flowers. Its ripe berries are picked fresh and used to treat the rare Whispering Fever, and its buds are crushed and used to treat the Whispering Death. Local people believe it discourages nosy neighbors.

526: The Witchfruit can be found in in dry areas of open plains. It is identified by its green and yellow striped buds. Its thick roots are mashed and used to make an intoxicating beverage. Reputedly, wizards drink a tea made of the leaves to travel through time.

527: The Saintthorn grows in in open plains. It is identified by its lavender flowers. Its flowers are chopped fine and used to make a pink dye. Reputedly, sorcerors smoke the dried the stems to enhance their magical power. It must be gathered at exactly midnight.

528: The Fleshspine is sometimes found in in dry areas of open plains. It is identified by its white flowers. Its leaves and tendrils are cooked and used to treat headaches. Some scholars believe it attracts friends. It must be collected after sprinkling it with holy water.

529: The Buckfruit is commonly found in near water in open plains. It is identified by its pungent scent. Its flowers are boiled and used as a disinfectant. Folklore says it attracts good health.

530: The Copper Swordfruit can be found in in damp areas in open plains. It is identified by its bluish leaves. Its unripe fruit is pulverized and used as a spell component, and its leaves are dried and used in baking. Folklore says it repels demons.

531: The Arrowherb is found in in damp areas in open plains. It is identified by its red flowers. Its seeds are dried and used to soften calluses. Alchemists are believed to use it to make strength potions.

532: The Eagledrake can be found in in dry areas of open plains. It is identified by its violet flowers. Its fibrous roots are dried and used as a source of fiber. Folklore says it attracts good health.

533: The Lesser Ghostberry can be found in near water in open plains. It is identified by its scarlet flowers. Its juice is cooked and used as a treatment for snakebite. Country folk say it repels werewolves.

534: The Windthorn grows in in open plains. It is identified by its white flowers. Its leaves and tendrils are mixed with rain water and used to increase the chance of a baby boy. Peasants think it attracts unicorns.

535: The Bushy Spiritstem is rare in near water in open plains. It is identified by its bright green-veined leaves. Its stems are dried and used to repel clothes moths. Folklore says it attracts wealth.

536: The Greater Steel-Ivy can be found in near water in open plains. It is identified by its spiny seeds. Its flowers are picked fresh and used to make poultices. Alchemists are believed to use it to make intelligence potions. It must be harvested from the garden of a foe.

537: The Short Moonvine can be found in near water in open plains. It is identified by its small red berries. Its unripe berries and young leaves are cooked and used for tanning leather, and its thick roots are burned to ash and used to prevent pregnancy. Reputedly, priests use it as part of the process of creation of zombies.

538: The Dark Mouseshade can be found in in damp areas in open plains. It is identified by its white flowers. Its seeds are crushed and used to prevent fungus infections. Reputedly, shamans burn the tendrils to recover spells quickly.

539: The Emerald Donkeyseed is rare in near water in open plains. It is identified by its bursting seed pods. Its stems and leaves are fermented and used to dispel nightmares. Reputedly, wizards use it when creating magical constructs.

540: The Steelthorn is rare in in open plains. It is identified by its dark green leaves. Its pods are pickled and used in small amounts to increase crop growth. Alchemists are believed to use it to make flying potions.

541: The Arrowrod is common in in dry areas of open plains. It is identified by its airborne seeds. Its pollen is dried and used to make a cow unattractive to bulls. Some scholars think it attracts good luck.

542: The Tigerbuttons can be found in in dry areas of open plains. It is identified by its clustered black berries. Its stems are picked fresh and used to treat the Shivering Fever. Folklore says it attracts true love.

543: The Greater Brushberry is rare in in damp areas in open plains. It is identified by its burr-like seeds. Its pods are boiled and used to make a healing salve. Peasants believe it prevents disease.

544: The Featherflower can be found in in dry areas of open plains. It is identified by its small black berries. Its ripe fruit is mashed and used to treat infections. People think it prevents bad luck.

545: The Great Ironweed grows in near water in open plains. It is identified by its deep purple flowers. Its buds are boiled and used as a seasoning. People think it attracts fairies.

546: The Funnelmint can be found in in dry areas of open plains. It is identified by its scarlet flowers. Its rhizomes are cooked and used to dispel nightmares. Folklore says it attracts good health.

547: The Milky Turtleherb can be found in in dry areas of open plains. It is identified by its waxy coating. Its ripe fruit is pulverized and used as a spell component, and its seeds are boiled and used as food for animals. Some scholars say it repels evil spirits. It must be collected by magic.

548: The Stareye can be found in in open plains. It is identified by its reddish stems. Its seeds are mashed and used to dispel nightmares. Alchemists are believed to use it to make speed potions.

549: The Fireroot grows in near water in open plains. It is identified by its glossy pink berries. Its flowers are pulverized and used to treat infections, and its stems are pickled and used to cure drunkenness. Some scholars say it attracts birds.

550: The Dragonvine can be found in in damp areas in open plains. It is identified by its blackish leaves. Its pollen is dried and used as a spell component. Local people say it can move when no one is looking.

551: The Lancebud can be found in in open plains. It is identified by its crimson flowers. Its upper leaves are chopped fine and used to make a brown dye, and its juice is cooked and used to increase the chance of a baby girl. Folklore says it attracts good health.

552: The Molecup is found in in dry areas of open plains. It is identified by the shape of its leaves. Its juice is cooked and used to make an intoxicating tonic. Peasants say it can move when no one is looking.

553: The Corpsefruit is rarely found in in open plains. It is identified by its blue flowers. Its pods are picked fresh and used to increase the chance of a baby girl. Reputedly, sorcerors drink a brew of the stems when summoning demons. It must be gathered with a secret ritual.

554: The Eagleseal is rarely found in in dry areas of open plains. It is identified by its waxy coating. Its roots are fermented and used to treat the Burning Pestilence. People think it attracts true love.

555: The Lancethorn is common in in damp areas in open plains. It is identified by its spicy scent. Its bulbs are picked fresh and used as a fortifying trail snack. Folklore says it repels vampires.

556: The Coarse-Leaved Brushleaf grows in near water in open plains. It is identified by its sweet scent. Its rhizomes are boiled and used to treat headaches. Folklore says it attracts good health.

557: The Pungent Gloomherb is rarely found in in dry areas of open plains. It is identified by its green flowers. Its seeds are dried and used to treat the Burning Pestilence. Reputedly, wizards use it to create zombies.

558: The Spearlily grows in in open plains. It is identified by its bursting seed pods. Its flowers are picked fresh and used to remove warts. Country folk think it repels werewolves.

559: The Ghostflax is rare in in open plains. It is identified by its dark green stems. Its tendrils are cooked and used as a spell component. Reputedly, priests chew the unripe berries when summoning demons.

560: The Fearroot grows in in dry areas of open plains. It is identified by its green flowers. Its seeds are crushed and used to make a stimulating beverage. Folklore says it attracts birds. It must be collected at exactly midnight.

561: The Stormleaf can be found in near water in open plains. It is identified by its rough red berries. Its ripe fruit is pulverized and used as a disinfectant. People believe it attracts wealth.

562: The Great Arrowvine can be found in near water in open plains. It is identified by the shape of its flowers. Its flowers are pickled and used as a tonic for chickens and other fowl. Alchemists are believed to use it to make speed potions.

563: The Corpseleaf grows in in open plains. It is identified by its burr-like seeds. Its leaves are dried and used to kill lice. Local people think it attracts evil spirits. It must be collected with the teeth.

564: The Steelweed can be found in near water in open plains. It is identified by its airborne seeds. Its leaves are picked fresh and used as food. Folklore says it attracts angels.

565: The Bloodseed is found in in open plains. It is identified by its pungent scent. Its unripe berries are dried and used as a fortifying trail snack. Folklore says it prevents disease.

566: The Lesser Tigerstem grows in near water in open plains. It is identified by its pale-veined leaves. Its flowers are mashed and used to keep metal from rusting. Reputedly, priests burn the leaves to travel outside their bodies.

567: The Paperflower grows in in dry areas of open plains. It is identified by its waxy coating. Its seeds are steeped in rain water and used to make a brown dye. Folklore says it attracts wealth.

568: The Turtlenip can be found in in open plains. It is identified by its green flowers. Its seeds are burned to ash and used as food. Folklore says it brings good luck in hunting.

569: The Arrowbuttons is commonly found in in open plains. It is identified by its waxy coating. Its tubers are cooked and used to make a green dye, and its young leaves are cooked and used to make a brown dye. Some scholars think it attracts werewolves.

570: The Tearroot is sometimes found in in dry areas of open plains. It is identified by its white flowers. Its buds are chopped fine and used as a seasoning. Reputedly, wizards chew the ripe berries to travel outside their bodies.

571: The Narrow-Petaled Helmberry can be found in in open plains. It is identified by its waxy coating. Its unripe pods are steamed and used to treat acne. People think it attracts wild animals. It must be collected during a thunderstorm.

572: The Western Hawkberry grows in in damp areas in open plains. It is identified by its waxy coating. Its ripe berries are dried and used to make a stimulating tea. Alchemists are believed to use it to make intelligence potions.

573: The Arrowvine can be found in near water in open plains. It is identified by its lavender flowers. Its flowers are steamed and used to treat headaches, and its seeds are mashed and used to make a healing salve. Folklore says it attracts pixies. It must be harvested at exactly midnight.

574: The Fleastem is rarely found in in damp areas in open plains. It is identified by its small amber berries. Its buds are pickled and used as a treatment for snakebite. Folklore says it attracts werewolves.

575: The Savory Stormshade can be found in in damp areas in open plains. It is identified by the unusual size of its berries. Its ripe fruit is pickled and used to treat the rare Burning Plague. Local people say it attracts true love. It must be collected with the left hand.

576: The Short-Leaved Stormspine grows in in damp areas in open plains. It is identified by its bumpy red berries. Its leaves are dried and used to make a russet dye. Folklore says it brings good luck in hunting.

577: The Creeping Funnelvine grows in in open plains. It is identified by its dark green-veined leaves. Its leaves are dried and used as a fortifying trail snack, and its ripe berries are steamed and used to dispel nightmares. Scholars think it repels vampires.

578: The Earthlily can be found in in open plains. It is identified by its scarlet flowers. Its bulbs are dried and used to soften calluses. Alchemists are believed to use it to make curse-removal potions.

579: The Ratthistle is rare in in damp areas in open plains. It is identified by its small white berries. Its bulbs are dried and used for their pleasant scent. Reputedly, priests use it to create zombies.

580: The Lancecup can be found in in damp areas in open plains. It is identified by its red flowers. Its fleshy roots are boiled and used for something nobody remembers, and its juice is cooked and used to bring about better sleep. Folklore says it attracts unicorns.

581: The Gryphonroot can be found in in open plains. It is identified by its rough yellow berries. Its leaves are crushed and used to make a tan dye. Scholars believe it can move when no one is looking.

582: The Greater Buckbud is found in in damp areas in open plains. It is identified by the shape of its leaves. Its taproots are dried and used to make a poison. Some scholars say it repels wild animals.

583: The Long-Leaved Helmwort is common in in damp areas in open plains. It is identified by its black flowers. Its ripe berries are boiled and used to make a gentle eyewash. Folklore says it repels evil.

584: The Wild Crowcrown can be found in in damp areas in open plains. It is identified by the shape of its leaves. Its unripe fruit is mashed and used to make a tan dye, and its leaves are picked fresh and used to freshen a room. Reputedly, shamans burn the ripe berries when summoning demons. It must be harvested on the first day of March.

585: The Phantommantle can be found in in open plains. It is identified by its black flowers. Its flowers are dried and used to make a strong black ink. Alchemists are believed to use it to make telekinesis potions.

586: The Spearthorn is common in in damp areas in open plains. It is identified by its white flowers. Its ripe berries are pickled and used to bring about better sleep. Folklore says it attracts evil spirits.

587: The Earthberry grows in in open plains. It is identified by its bursting seed pods. Its seeds are boiled and used to freshen a room. Country folk think it repels demons.

588: The Nighteye is common in in damp areas in open plains. It is identified by its large greenish berries. Its leaves are pickled and used to increase the chance of a baby girl. Scholars think it attracts friends.

589: The Olive Moon-Rose grows in in dry areas of open plains. It is identified by its pale leaves. Its ripe fruit and flowers are boiled and used to make a strong black ink. Country folk believe it prevents disease.

590: The Spiritstem can be found in in damp areas in open plains. It is identified by its greenish flowers. Its tendrils are picked fresh and used to increase the chance of a baby girl, and its flowers are picked fresh and used to prevent pregnancy. Reputedly, priests drink a tea made of the roots when summoning demons.

591: The Featherthorn grows in in open plains. It is identified by its yellow flowers. Its buds are dried and used as a spell component, and its ripe berries are pickled and used to relieve the effects of too much Tall Lancefruit. Reputedly, wizards use it when creating monsters.

592: The Fairyberry is rarely found in near water in open plains. It is identified by its violet flowers. Its juice is fermented and used to prevent trembling hands, and its overripe berries are picked fresh and used to destroy the luck of a foe. Alchemists are believed to use it to make invisibility potions.

593: The Lesser Fireleaf is rarely found in in open plains. It is identified by its glossy black berries. Its juice is cooked and used to treat the Shivering Plague. Reputedly, priests drink a tea made of the tendrils when summoning spirits. It must be gathered in the rain.

594: The Twisted Turtlebud grows in near water in open plains. It is identified by its sweet scent. Its buds are picked fresh and used in baking. Reputedly, priests chew the strangely-shaped roots to travel to other planes.

595: The Earthhead grows in in open plains. It is identified by its violet flowers. Its juice is boiled and used to make a strong black ink. People say it attracts true love.

596: The Four-Leaved Lizardstem is rare in near water in open plains. It is identified by the shape of its leaves. Its bulbs are dried and used to make a strong black ink, and its leaves are boiled and used as food. Reputedly, sorcerors smoke the dried the flowers to travel through time.

597: The Moletooth can be found in in open plains. It is identified by its bumpy white berries. Its stems are crushed and used as a seasoning. Reputedly, priests drink a brew of the rhizomes to travel through time.

598: The Tall Paperleaf is found in in damp areas in open plains. It is identified by its white flowers. Its flowers are steamed and used to drive ants back underground, and its unripe fruit is steamed and used to repel rodents. Peasants believe it prevents poverty.

599: The Summer Phantomstar can be found in in damp areas in open plains. It is identified by its white flowers. Its leaves are boiled and used as a pomade. Reputedly, priests use it as part of the process of creation of magical constructs. It must be collected on Saint St. Daria's Day.

600: The Bushy Papercross grows in in damp areas in jungles. It is identified by its orange and yellow patched leaves. Its rhizomes are boiled and used to bring about better sleep. Scholars say it attracts unicorns. It must be gathered with the left hand.

601: The Steelbud is rare in in damp areas in rainforests. It is identified by the shape of its flowers. Its pods are dried and used for their pleasant scent, and its leaves are cooked and used as a brown wood stain. Peasants say it discourages nosy neighbors. It must be harvested at noon.

602: The Ghostweed is rare in in dry areas of jungles. It is identified by its crimson flowers. Its leaves are crushed and used as a treatment for snakebite, and its fibrous roots are pickled and used to make a strong black ink. Reputedly, shamans use it as part of the process of creation of zombies.

603: The Moletip can be found in in rainforests. It is identified by its bluish leaves. Its juice and is boiled and used as a seasoning, and its lower leaves are burned to ash and used to increase the chance of a baby boy. Reputedly, shamans chew the bulbs to enhance their magical power.

604: The Emerald Dagger-Ivy is commonly found in in rainforests. It is identified by its white flowers. Its flowers are dried and used as a seasoning. Folklore says it attracts vampires.

605: The Greater Snakebuttons is commonly found in in dry areas of rainforests. It is identified by its spicy scent. Its flowers are dried and used to freshen a room. Alchemists are believed to use it to make sense-enhancing potions.

606: The sky-blue-Flowered Brushberry is commonly found in in rainforests. It is identified by the shape of its flowers. Its ripe berries are crushed and used to repel clothes moths. Country folk say it attracts wild animals.

607: The Eaglestem grows in near water in jungles. It is identified by the shape of its leaves. Its stems are cooked and used to make a gray-green dye, and its overripe fruit is picked fresh and used to make a poison. People think it is intoxicating to dogs.

608: The Goatfoil grows in in damp areas in jungles. It is identified by its violet flowers. Its seeds are pulverized and used to dispel nightmares. Reputedly, shamans drink a decoction of the strangely-shaped roots to travel outside their bodies.

609: The Addercup can be found in near water in rainforests. It is identified by its white flowers. Its pollen is burned to ash and used to attract fish. Alchemists are believed to use it to make invisibility potions.

610: The Smooth Goatberry can be found in in dry areas of rainforests. It is identified by its white flowers. Its tendrils are cooked and used as a seasoning. Local people think it brings good luck in hunting.

611: The Great Fleshwort is rare in in jungles. It is identified by its bumpy white berries. Its unripe fruit is picked fresh and used to treat acne. Reputedly, wizards drink a decoction of the seeds to enhance their magical power.

612: The Bearhead grows in in dry areas of jungles. It is identified by its rosy-pink flowers. Its flowers are crushed and used as a brown wood stain. Folklore says it repels evil.

613: The King's Sandleaf is rarely found in in dry areas of jungles. It is identified by its orange flowers. Its rhizomes and ripe berries are boiled and used to drive ants back underground, and its unripe fruit is picked fresh and used as a fortifying trail snack. People believe it attracts slimes.

614: The Pungent Witchroot is rare in in rainforests. It is identified by its amber flowers. Its thick roots are mashed and used to make a healing salve. Alchemists are believed to use it to make fear potions.

615: The Loveberry can be found in in dry areas of jungles. It is identified by its white flowers. Its ripe berries are boiled and used to drive ants back underground. Folklore says it discourages nosy neighbors.

616: The Nightherb is rarely found in in damp areas in jungles. It is identified by the shape of its flowers. Its unripe berries and pollen is fermented and used to make a brown dye. Reputedly, wizards use it to create zombies.

617: The Deerwort is found in near water in jungles. It is identified by the shape of its leaves. Its leaves are fermented and used to keep metal from rusting. Reputedly, wizards burn the seeds to recover spells quickly.

618: The Loveleaf is commonly found in in damp areas in jungles. It is identified by the shape of its flowers. Its lower leaves are burned to ash and used to make a strong black ink. Folklore says it attracts friends.

619: The Slimy Nightfruit grows in near water in rainforests. It is identified by its glossy red berries. Its ripe fruit is crushed and used to make a gray-green dye. Reputedly, priests use it when creating monsters. It must be collected on the first day of the year.

620: The Creeping Lizardflax grows in in dry areas of jungles. It is identified by the shape of its leaves. Its leaves are chopped fine and used to make a yellow dye. Peasants say it attracts angels.

621: The Showy-Flowered Witchvine is rare in in rainforests. It is identified by its glossy black berries. Its bulbs are mashed and used to make a brown dye. Alchemists are believed to use it to make speed potions.

622: The Four-Leaved Foxrod is found in near water in jungles. It is identified by its blood-red flowers. Its young leaves are mashed and used as a wood preservative. Alchemists are believed to use it to make telekinesis potions.

623: The Gryphonstraw can be found in in dry areas of rainforests. It is identified by its waxy coating. Its stems are boiled and used to make a powerful mouthwash. Local people believe it attracts good luck.

624: The Wild Fleabalm can be found in in jungles. It is identified by its clustered greenish berries. Its strangely-shaped roots and overripe fruit is boiled and used to freshen a room, and its unripe berries are steeped in spring water and used to make a blue ink. Alchemists are believed to use it to make telepathy potions. It must be gathered by the person who will be using it.

625: The Creeping Lizardherb is found in in jungles. It is identified by its rough black berries. Its stems are mashed and used to increase the chance of a baby boy, and its bulbs are fermented and used as a fortifying trail snack. Alchemists are believed to use it to make water breathing potions.

626: The Demonfruit can be found in in damp areas in jungles. It is identified by its hard, nut-like seeds. Its juice is mixed with spring water and used to freshen a room. Folklore says it prevents bad luck.

627: The Showy-Flowered Adderlily is commonly found in in dry areas of jungles. It is identified by its bluish-veined leaves. Its ripe berries are mashed and used as a wood preservative. Scholars think it attracts wealth.

628: The Greater Funnelcrown can be found in near water in jungles. It is identified by its orange flowers. Its leaves are pulverized and used as a spell component. Reputedly, wizards smoke the dried the unripe fruit to travel to other planes. It must be gathered on the night of the full moon.

629: The Bloody Gloomfruit is found in in damp areas in jungles. It is identified by the shape of its leaves. Its juice is cooked and used to make a healing salve. People say it repels evil.

630: The Greater Dragonstem is commonly found in in dry areas of jungles. It is identified by its white flowers. Its thick roots are mashed and used to freshen a room. Folklore says it attracts fairies. It must be gathered at noon.

631: The Wolfleaf grows in in jungles. It is identified by its white flowers. Its tubers are dried and used as a tonic for chickens and other fowl. People believe it attracts good health.

632: The Woody Crowbuttons grows in in jungles. It is identified by its white flowers. Its pods are dried and used to remove warts. Alchemists are believed to use it to make treasure-finding potions.

633: The Milky Windstem grows in in damp areas in rainforests. It is identified by its almost transparent berries. Its unripe fruit is pulverized and used to treat headaches. Folklore says it brings good luck in hunting.

634: The Tufted Rattail is found in in dry areas of jungles. It is identified by its yellow flowers. Its unripe fruit is pickled and used to make a green dye. Peasants think it repels vampires.

635: The Rough-Petaled Spiderthistle can be found in in rainforests. It is identified by its green flowers. Its flowers are pickled and used to make an intoxicating beverage. Some scholars believe it brings good luck in hunting.

636: The Ghoulsweet can be found in in jungles. It is identified by its rosy-pink flowers. Its ripe fruit is steeped in rain water and used to sharpen the eyesight. Folklore says it attracts cats.

637: The Pungent Windstem is commonly found in in rainforests. It is identified by the shape of its leaves. Its buds and seeds are boiled and used as a seasoning. Folklore says it attracts evil spirits.

638: The Bloody Eaglegrass grows in in dry areas of rainforests. It is identified by its amber flowers. Its stems are pickled and used in baking, and its upper leaves are crushed and used as a spell component. Alchemists are believed to use it to make stupidity potions. It must be harvested during a thunderstorm.

639: The Spearbuttons grows in in jungles. It is identified by its bursting seed pods. Its young leaves are steamed and used to make a relaxing tonic. Reputedly, sorcerors burn the stems to recover spells quickly.

640: The Night Earththorn can be found in in rainforests. It is identified by the shape of its flowers. Its overripe berries are crushed and used to relieve the effects of too much Bushy Starmint. Folklore says it attracts wealth.

641: The Lesser Paperflower is common in in damp areas in jungles. It is identified by its large greenish berries. Its seeds are crushed and used to increase the chance of a baby boy. Country folk think it attracts pixies.

642: The False Stormbell is rarely found in near water in rainforests. It is identified by its distinctive scent. Its ripe berries and leaves are boiled and used to make a gray-green dye. Country folk say it repels enemies.

643: The Demonstem grows in in jungles. It is identified by its white flowers. Its unripe fruit is dried and used to soften calluses. Reputedly, priests chew the unripe pods to travel through time.

644: The Brushdrake is sometimes found in near water in jungles. It is identified by its rough white berries. Its tubers are crushed and used as a yellow wood stain, and its seeds are pickled and used to increase the chance of a baby boy. Local people say it repels evil.

645: The Lesser Bullstem is found in in rainforests. It is identified by its bluish-veined leaves. Its pods are chopped fine and used to keep metal from rusting. Alchemists are believed to use it to make invisibility potions.

646: The Soft Hawkfeather can be found in near water in jungles. It is identified by its white flowers. Its unripe berries are crushed and used as a disinfectant. Reputedly, wizards burn the ripe fruit to travel to other planes.

647: The Blanketfruit grows in in dry areas of rainforests. It is identified by its pale violet glow at night. Its tubers are chopped coarsely and used for tanning leather. Local people think it prevents poverty.

648: The Horseeear is sometimes found in in damp areas in rainforests. It is identified by its blackish leaves. Its buds are steamed and used to make a healing salve, and its ripe fruit is chopped fine and used to cure drunkenness. Folklore says it attracts fairies. It must be collected with the left hand.

649: The Bloodcress is commonly found in in rainforests. It is identified by its dark green-veined leaves. Its tubers are crushed and used to repel clothes moths. Reputedly, sorcerors use it as part of the process of creation of monsters.

650: The Elk Nightshade is commonly found in near water in jungles. It is identified by its small black berries. Its leaves are dried and used to make incense. Reputedly, wizards burn the juice to travel to other planes. It must be gathered on the night of the full moon.

651: The Phantomroot can be found in in dry areas of rainforests. It is identified by the shape of its flowers. Its tendrils are mashed and used as a fortifying trail snack. Reputedly, priests smoke the dried the tubers to travel outside their bodies. It must be harvested with appropriate apologies.

652: The Airleaf is common in in damp areas in rainforests. It is identified by the shape of its flowers. Its ripe fruit is dried and used as a fortifying trail snack. Reputedly, wizards use it as part of the process of creation of monsters.

653: The Horsevine is found in in dry areas of jungles. It is identified by its white flowers. Its seeds are crushed and used as a treatment for snakebite. People believe it attracts unicorns.

654: The Helmstem can be found in in jungles. It is identified by the shape of its flowers. Its juice is cooked and used as a seasoning. Folklore says it repels demons.

655: The Hawkbill is rarely found in in jungles. It is identified by the shape of its leaves. Its juice is fermented and used to treat the Black Ague. Alchemists are believed to use it to make curse-removal potions.

656: The Bloody Lovefern can be found in in dry areas of jungles. It is identified by the shape of its flowers. Its seeds are steamed and used to repel ants, and its unripe berries are cooked and used to make a powerful mouthwash. Reputedly, wizards use it to create monsters. It must be harvested while whispering.

657: The Lesser Buckfruit is found in near water in jungles. It is identified by its saffron flowers. Its ripe berries and leaves are cooked and used to make a green dye. People believe it repels evil.

658: The Knight's Starbill grows in in dry areas of rainforests. It is identified by its red flowers. Its leaves are cooked and used to make a gray-green dye. Alchemists are believed to use it to make fear potions.

659: The Long-Petaled Wolfpetal is rare in in damp areas in jungles. It is identified by its pungent scent. Its ripe fruit is burned to ash and used as food. Alchemists are believed to use it to make night vision potions.

660: The Upright Spiritflower can be found in in damp areas in jungles. It is identified by its bright orange fruit. Its rhizomes are pickled and used to make a gray-green ink. Folklore says it attracts wealth.

661: The Turtlebud can be found in in damp areas in rainforests. It is identified by its blackish stems. Its buds are steeped in spring water and used as a source of fiber. Reputedly, sorcerors smoke the dried the flowers to enhance their magical power. It must be harvested at noon.

662: The Paperroot can be found in in damp areas in jungles. It is identified by its waxy coating. Its stems are picked fresh and used to make a blue dye. Folklore says it repels slimes.

663: The Great Spiderberry is sometimes found in near water in jungles. It is identified by its large black berries. Its leaves are fermented and used to make a green dye. Local people believe it attracts good health.

664: The Savory Dragonclover is rarely found in in jungles. It is identified by its bumpy pink berries. Its leaves are cooked and used to treat headaches. People think it repels demons.

665: The Tall Windvine can be found in near water in jungles. It is identified by its red flowers. Its fibrous roots and ripe berries are cooked and used to treat headaches. Reputedly, wizards use it when creating zombies.

666: The Western Steelweed is common in in dry areas of jungles. It is identified by its glossy pink berries. Its flowers are dried and used to increase the chance of a baby girl. Country folk say it attracts wealth.

667: The Earthstar grows in in dry areas of rainforests. It is identified by its clustered black berries. Its flowers and fibrous roots are mixed with spring water and used to make a gray-green dye, and its tendrils are steamed and used to kill lice. Reputedly, sorcerors use it when creating zombies.

668: The Hartsweet grows in in damp areas in rainforests. It is identified by its bright green leaves. Its buds are pulverized and used to freshen a room, and its ripe fruit is chopped fine and used in small amounts to increase crop growth. Folklore says it attracts true love.

669: The Netted Spiderthorn is found in in dry areas of jungles. It is identified by its white flowers. Its flowers are dried and used to make incense. Folklore says it prevents disease.

670: The Deerleaf is common in in dry areas of rainforests. It is identified by its white flowers. Its overripe fruit is mashed and used as a seasoning. Scholars believe it attracts birds.

671: The Greater Foxweed can be found in in rainforests. It is identified by its white flowers. Its unripe berries are pulverized and used to make a strong black ink. Reputedly, wizards chew the unripe fruit to travel outside their bodies.

672: The Netted Ghoul's Ears can be found in in rainforests. It is identified by its orange and white patched fruit. Its leaves are boiled and used as a source of fiber. People believe it repels enemies.

673: The Great Tigerblossom can be found in in damp areas in jungles. It is identified by its bright green-veined leaves. Its unripe fruit is cooked and used to bring about better sleep. Alchemists are believed to use it to make weakness potions.

674: The Helmbuttens is rare in in dry areas of jungles. It is identified by its blackish-veined leaves. Its juice is fermented and used to keep metal from rusting. Reputedly, wizards burn the fibrous roots to enhance their magical power.

675: The Greater Waterbean grows in near water in rainforests. It is identified by its bright red thorns. Its rhizomes and ripe berries are fermented and used to make a gray-green ink. Local people think it prevents bad luck.

676: The Weasel tongue can be found in in damp areas in jungles. It is identified by its amber flowers. Its seeds are boiled and used to make a relaxing beverage. Folklore says it attracts wealth.

677: The Ratcrown can be found in in dry areas of rainforests. It is identified by its glossy black berries. Its juice and is fermented and used to make a stimulating beverage. Folklore says it repels evil.

678: The Small Saintbuttons grows in in damp areas in rainforests. It is identified by its glossy greenish berries. Its pods are chopped fine and used to treat acne. Country folk say it attracts true love.

679: The Abbot's Gryphonroot can be found in in damp areas in jungles. It is identified by its hard, nut-like seeds. Its lower leaves are chopped coarsely and used to make a brown dye, and its stems are dried and used as a pomade. Country folk say it attracts good luck.

680: The Western Fleshleaf is sometimes found in in rainforests. It is identified by its pale orangey glow at night. Its ripe fruit and pods are boiled and used to repel bedbugs. Reputedly, priests chew the flowers to travel outside their bodies. It must be collected from the garden of a foe.

681: The Greater Paperroot grows in in damp areas in jungles. It is identified by its waxy coating. Its unripe berries are pulverized and used to keep metal from rusting. People say it attracts good health.

682: The Paperpress can be found in in dry areas of rainforests. It is identified by its clustered red berries. Its seeds are crushed and used as food. Reputedly, priests drink a brew of the leaves to recover spells quickly. It must be collected by someone other than the person who will be using it.

683: The Lanceherb is common in in dry areas of rainforests. It is identified by its crimson flowers. Its unripe fruit is dried and used to freshen a room. Reputedly, wizards burn the strangely-shaped roots to travel outside their bodies.

684: The Starflower grows in in dry areas of jungles. It is identified by the shape of its leaves. Its seeds are steamed and used as a pomade. Reputedly, sorcerors burn the ripe berries when summoning the dead.

685: The Paperthistle is common in in damp areas in rainforests. It is identified by the shape of its leaves. Its seeds are crushed and used to increase the chance of a baby girl, and its unripe pods are fermented and used as a source of fiber. People say it prevents bad luck.

686: The Blanketfruit is sometimes found in in rainforests. It is identified by its dark green-veined leaves. Its roots are dried and used to make a saffron dye. Reputedly, priests smoke the dried the ripe fruit to enhance their magical power.

687: The Lesser Fairystem can be found in in rainforests. It is identified by its rosy-pink flowers. Its leaves are boiled and used to make a relaxing beverage, and its unripe berries are cooked and used to treat the rare Bloody Pox. Reputedly, wizards smoke the dried the bulbs to enhance their magical power. It must be gathered with a silver knife.

688: The Corpse Nightshade is sometimes found in in jungles. It is identified by its glossy greenish berries. Its overripe fruit is boiled and used to make an intoxicating beverage. Some scholars say it is intoxicating to wild animals.

689: The Lord's Gryphonbud grows in near water in jungles. It is identified by the shape of its flowers. Its leaves are chopped coarsely and used as a spell component. Reputedly, priests drink a tea made of the stems to recover spells quickly.

690: The Earthmantle is sometimes found in near water in jungles. It is identified by its bursting seed pods. Its leaves are cooked and used as food. Folklore says it repels enemies.

691: The Wild Flythorn can be found in near water in rainforests. It is identified by the unusual size of its berries. Its leaves are boiled and used as a spell component. People believe it repels enemies. It must be harvested with the left hand.

692: The Earthblossom is rarely found in in dry areas of rainforests. It is identified by the unusual size of its flowers. Its juice is fermented and used to keep metal from rusting. Folklore says it can move when no one is looking.

693: The Greater Beetlefern can be found in near water in rainforests. It is identified by the shape of its leaves. Its leaves are pickled and used to treat the Scarlet Blorch. Reputedly, priests chew the juice to recover spells quickly.

694: The Hairy Bloodcress is common in near water in jungles. It is identified by its saffron flowers. Its ripe berries are cooked and used to make a strong black ink. Reputedly, shamans chew the rhizomes to enhance their magical power.

695: The Hartbit is rare in near water in jungles. It is identified by its yellow flowers. Its tendrils are fermented and used to make a poison. Alchemists are believed to use it to make telepathy potions.

696: The Bonefruit grows in in dry areas of rainforests. It is identified by its blue and yellow striped stems. Its ripe berries are boiled and used to kill lice, and its leaves are picked fresh and used to attract fish. Scholars believe it attracts wealth.

697: The Corpseblossom is commonly found in near water in rainforests. It is identified by its spiny seeds. Its tubers and buds are fermented and used as a green wood stain. Folklore says it attracts good health. It must be gathered with the teeth.

698: The Short Windthorn can be found in near water in jungles. It is identified by its white flowers. Its ripe fruit is boiled and used to increase the chance of a baby boy. Scholars say it is intoxicating to bees.

699: The Four-Leaved Mousecrown is found in near water in jungles. It is identified by its amber flowers. Its unripe fruit is mashed and used to make a blue dye. Folklore says it is delicious to monsters.

700: The Greater Hartfruit is found in in deserts. It is identified by its bursting seed pods. Its seeds are pulverized and used to make a tan dye. Peasants believe it attracts werewolves. It must be harvested on Midsummer's Day.

701: The Showy-Flowered Funnelmantle can be found in in deserts. It is identified by its bluish-veined leaves. Its stems are fermented and used as a tonic for chickens and other fowl. Folklore says it attracts good luck.

702: The Great Stormroot is rarely found in in desert oases. It is identified by its white flowers. Its overripe berries are dried and used as a green wood stain. Local people believe it attracts angels.

703: The Adderherb can be found in in deserts. It is identified by its bursting seed pods. Its juice is boiled and used to keep metal from rusting, and its lower leaves are burned to ash and used to make a relaxing beverage. Folklore says it attracts true love.

704: The Corpseweed is sometimes found in in desert oases. It is identified by the shape of its leaves. Its flowers are cooked and used as a seasoning. Folklore says it attracts true love.

705: The Gray Helmetweed grows in in deserts. It is identified by its waxy coating. Its overripe fruit is steamed and used to treat headaches. Peasants believe it brings good luck in hunting. It must be gathered with closed eyes.

706: The Smooth Spiritbud is commonly found in in deserts. It is identified by its bright orange buds. Its rhizomes are mashed and used to freshen a room. Peasants say it attracts fairies.

707: The Bristly-Leaved Skyweed is common in in deserts. It is identified by its sky-blue flowers. Its leaves are mashed and used as a seasoning, and its flowers are cooked and used to freshen a room. Reputedly, shamans drink a decoction of the juice to enhance their magical power.

708: The Twilight Snakeherb grows in in desert oases. It is identified by its bumpy black berries. Its overripe fruit is mashed and used to make a strong black ink. Reputedly, sorcerors burn the seeds to recover spells quickly. It must be harvested on Saint St. Veronica's Day.

709: The Copper Airbud can be found in in deserts. It is identified by its small white berries. Its flowers are mashed and used to prevent trembling hands. Folklore says it attracts good luck.

710: The Fearberry is common in in deserts. It is identified by its bumpy yellow berries. Its leaves and taproots are boiled and used to freshen a room. Reputedly, wizards use it when creating monsters.

711: The Axewort can be found in in desert oases. It is identified by its spicy scent. Its seeds are pickled and used to treat fungus infections. Reputedly, sorcerors drink a tea made of the leaves to travel outside their bodies.

712: The Funnelleaf grows in in desert oases. It is identified by its large white berries. Its flowers are pickled and used as a fortifying trail snack. Alchemists are believed to use it to make night vision potions.

713: The Earthberry grows in in desert oases. It is identified by its yellowish flowers. Its stems are mashed and used as a treatment for snakebite. Country folk think it repels werewolves.

714: The Small Spiderdrop grows in in deserts. It is identified by its blue flowers. Its tubers are mashed and used as a seasoning. Peasants say it attracts true love. It must be collected on Saint St. Largus's Day.

715: The Six-Lobed Ghost-Rose can be found in in deserts. It is identified by the shape of its leaves. Its flowers are pickled and used to treat fungus infections. Reputedly, shamans use it as part of the process of creation of monsters.

716: The Twilight Ironclover grows in in deserts. It is identified by its yellowish flowers. Its stems are chopped fine and used to make a stimulating tonic. Alchemists are believed to use it to make weakness potions.

717: The Coppery Daggerfern is sometimes found in in desert oases. It is identified by its strong scent. Its seeds are dried and used to bring about better sleep. Alchemists are believed to use it to make stupidity potions.

718: The Earthfruit is found in in deserts. It is identified by its pink flowers. Its buds are dried and used to make a russet dye. Reputedly, wizards use it as part of the process of creation of monsters.

719: The Weeping Brushhead is commonly found in in desert oases. It is identified by its white flowers. Its leaves are pickled and used to treat headaches. Reputedly, priests burn the stems to enhance their magical power.

720: The Weedy Daggerlily is found in in desert oases. It is identified by its spicy scent. Its leaves and juice is cooked and used to make a poison. Folklore says it repels enemies.

721: The Beethorn grows in in deserts. It is identified by its glossy greenish berries. Its ripe berries are dried and used to make a green dye. Local people think it attracts friends.

722: The Witchspine grows in in deserts. It is identified by its lavender flowers. Its upper leaves and pollen is mixed with rain water and used to make a cow unattractive to bulls. Alchemists are believed to use it to make weakness potions.

723: The Birdflower is rare in in desert oases. It is identified by the shape of its leaves. Its thick roots are dried and used to make a strong black ink, and its tendrils are mashed and used as a treatment for snakebite. Peasants think it repels evil spirits. It must be gathered with a secret ritual.

724: The Helmvine is rare in in deserts. It is identified by its white flowers. Its seeds are crushed and used to make a strong black ink. Country folk think it prevents poverty. It must be gathered with appropriate apologies.

725: The Upright Starberry is commonly found in in deserts. It is identified by its bumpy black berries. Its fibrous roots are dried and used for their pleasant scent. People believe it can move when no one is looking.

726: The Short-Leaved Spiritglory is common in in desert oases. It is identified by its bursting seed pods. Its pollen is boiled and used to make a healing salve. Folklore says it prevents disease.

727: The Fearberry is found in in deserts. It is identified by its airborne seeds. Its seeds are dried and used for their pleasant scent, and its flowers are fermented and used to make a relaxing beverage. People believe it repels demons.

728: The Long-Petaled Lizardberry is rare in in deserts. It is identified by the unusual size of its flowers. Its juice is cooked and used to make a strong black ink. Folklore says it is delicious to cattle.

729: The Wolfleaf is rarely found in in desert oases. It is identified by its white flowers. Its ripe fruit is crushed and used to treat headaches. Reputedly, wizards use it to create monsters.

730: The Stormleaf is sometimes found in in desert oases. It is identified by its blackish leaves. Its pollen is dried and used to make a relaxing tea. Folklore says it attracts friends.

731: The Western Lionvine grows in in deserts. It is identified by the shape of its flowers. Its overripe berries are crushed and used as a wood preservative. Folklore says it attracts angels.

732: The Sandfruit is common in in desert oases. It is identified by its blackish-veined leaves. Its stems are steamed and used to make a green dye, and its overripe berries are cooked and used to attract fish. Local people say it repels vampires.

733: The Emerald Fireberry can be found in in desert oases. It is identified by its greenish flowers. Its unripe fruit is crushed and used to make a strong black ink. Peasants say it prevents poverty.

734: The Short Buckbalm grows in in desert oases. It is identified by its white flowers. Its unripe berries and unripe fruit is boiled and used to increase the chance of a baby boy. Reputedly, wizards chew the unripe pods when summoning spirits.

735: The Tall Snakebud grows in in desert oases. It is identified by its pink flowers. Its ripe berries are dried and used as food for animals, and its seeds are crushed and used in baking. Alchemists are believed to use it to make curse-removal potions. It must be gathered on the night of the full moon.

736: The Tufted Lionleaf can be found in in deserts. It is identified by its white flowers. Its ripe berries are chopped coarsely and used to bring about better sleep. Folklore says it attracts good luck.

737: The Weedy Lizardwort is rare in in desert oases. It is identified by the shape of its leaves. Its leaves are boiled and used to make a gray-green dye. Alchemists are believed to use it to make telekinesis potions.

738: The Northern Saintthorn is found in in desert oases. It is identified by its red flowers. Its buds are dried and used as food. Reputedly, priests chew the flowers to recover spells quickly.

739: The Bloody Birdcup can be found in in desert oases. It is identified by its waxy coating. Its unripe berries are pulverized and used to make a healing salve. Country folk think it repels wild animals.

740: The Morning Demonberry is common in in desert oases. It is identified by its amber flowers. Its pollen and leaves are mixed with beer and used as a spell component. Reputedly, priests use it to create magical constructs.

741: The Morning Spiritbud is rare in in desert oases. It is identified by its bursting seed pods. Its thick roots are crushed and used as a treatment for snakebite, and its buds are cooked and used to make poultices. Reputedly, priests burn the unripe pods to enhance their magical power. It must be gathered on a moonless night.

742: The Lesser Goatpetal can be found in in desert oases. It is identified by its glossy red berries. Its leaves are crushed and used as a spell component. Country folk think it attracts wealth. It must be gathered in the presence of a cat.

743: The Bridal Feathermantle can be found in in desert oases. It is identified by its waxy coating. Its unripe berries are mashed and used to treat the Black Ague. Folklore says it attracts good health.

744: The Summer Phantomfeather grows in in deserts. It is identified by its yellowish flowers. Its roots are dried and used to keep metal from rusting, and its buds are mashed and used to treat infections. Reputedly, sorcerors burn the flowers when summoning demons. It must be collected on the first day of September.

745: The Thread-Leaved Ghostbeard is rare in in desert oases. It is identified by its clustered amber berries. Its seeds are burned to ash and used as a seasoning. Country folk say it attracts angels.

746: The Woody Spiritthistle is sometimes found in in desert oases. It is identified by its large greenish berries. Its unripe fruit is pickled and used as a tonic for chickens and other fowl. Some scholars believe it attracts good luck.

747: The Flybine is found in in desert oases. It is identified by its faint greenish glow at night. Its seeds are picked fresh and used in small amounts to increase crop growth. Scholars think it attracts friends.

748: The Weedy Stormthorn is rare in in desert oases. It is identified by its bluish-veined leaves. Its pods are crushed and used to make a gentle eyewash. Folklore says it attracts true love.

749: The Spiritglory grows in in desert oases. It is identified by its waxy coating. Its ripe berries are mashed and used in baking. Folklore says it repels enemies.

750: The Thread-Leaved Nightflower can be found in in desert oases. It is identified by its airborne seeds. Its leaves are boiled and used as food for animals. Reputedly, wizards use it to create zombies.

751: The Upright Deercress is sometimes found in in desert oases. It is identified by its glossy white berries. Its flowers and leaves are boiled and used in fertility rites. Country folk believe it attracts friends.

752: The Bloody Saintberry is rarely found in in desert oases. It is identified by its lavender flowers. Its pods are cooked and used to make a strong black ink. Alchemists are believed to use it to make speed potions.

753: The Ribbed Corpseherb grows in in deserts. It is identified by its reddish leaves. Its fleshy roots are pickled and used as food. Country folk say it can move when no one is looking. It must be gathered while chanting a prayer to the Attis.

754: The Loveflower is rare in in deserts. It is identified by its waxy coating. Its seeds are boiled and used as a wood preservative. Local people say it can move when no one is looking.

755: The Bushy Skystem grows in in desert oases. It is identified by the unusual size of its berries. Its fleshy roots are chopped coarsely and used to make a gray-green dye. Alchemists are believed to use it to make curse-removal potions.

756: The Falconcrown is commonly found in in desert oases. It is identified by the shape of its leaves. Its ripe berries are steamed and used to soften calluses. Folklore says it discourages nosy neighbors.

757: The Weeping Cowroot grows in in desert oases. It is identified by the shape of its flowers. Its strangely-shaped roots are cooked and used to make poultices. People believe it prevents bad luck.

758: The Daggervine is rare in in desert oases. It is identified by its amber flowers. Its stems are boiled and used to freshen a room. Alchemists are believed to use it to make flying potions.

759: The Helmetherb is found in in desert oases. It is identified by its bursting seed pods. Its leaves and tendrils are mixed with beer and used to make a gray-green ink. Scholars think it attracts vampires.

760: The Twisted Paperflower is rarely found in in deserts. It is identified by the shape of its leaves. Its overripe fruit is chopped fine and used as a spell component. Alchemists are believed to use it to make flying potions. It must be collected on Midsummer's Day.

761: The Sandweed is found in in desert oases. It is identified by its deep purple flowers. Its juice is cooked and used to bring about better sleep. Folklore says it attracts good health.

762: The Greater Fairyshade grows in in deserts. It is identified by the shape of its flowers. Its stems are mashed and used to make a healing salve. Reputedly, wizards drink a decoction of the leaves to recover spells quickly. It must be gathered by the person who will be using it.

763: The Night Bullpetal is rare in in deserts. It is identified by its white flowers. Its pollen is steamed and used to treat acne. Reputedly, sorcerors drink a brew of the flowers to travel through time. It must be harvested with a secret ritual.

764: The Bushy Fearflower is sometimes found in in desert oases. It is identified by the unusual size of its leaves. Its ripe fruit is fermented and used to keep metal from rusting, and its flowers are pulverized and used to attract fish. Reputedly, wizards use it to create zombies.

765: The Snakevine grows in in deserts. It is identified by its blood-red flowers. Its ripe fruit and rhizomes are boiled and used for something nobody remembers. Folklore says it repels slimes.

766: The Great Swordbean can be found in in desert oases. It is identified by its white flowers. Its ripe berries are boiled and used to make a russet dye. Reputedly, wizards smoke the dried the ripe fruit to enhance their magical power.

767: The Beefoil grows in in desert oases. It is identified by its dark green leaves. Its juice is fermented and used to prevent trembling hands. Reputedly, sorcerors use it when creating zombies. It must be collected in the rain.

768: The Rativy is found in in deserts. It is identified by its almost transparent berries. Its unripe fruit is steamed and used to treat the rare Black Blindness. Folklore says it attracts vampires. It must be harvested with a gold sickle.

769: The Four-Lobed Deerroot is sometimes found in in desert oases. It is identified by its bright orange fruit. Its flowers are dried and used to increase the chance of a baby girl, and its leaves are mashed and used as a spell component. Country folk believe it attracts wild animals.

770: The Brushherb is sometimes found in in deserts. It is identified by the shape of its leaves. Its seeds are boiled and used to freshen a room. Alchemists are believed to use it to make night vision potions.

771: The Greater Blanketbud is sometimes found in in desert oases. It is identified by its waxy coating. Its tendrils and ripe fruit is mixed with spring water and used to increase the chance of a baby boy. Reputedly, wizards drink a brew of the thick roots to enhance their magical power.

772: The Fireclover is rare in in deserts. It is identified by the shape of its flowers. Its lower leaves are pickled and used for something nobody remembers. Peasants say it prevents bad luck.

773: The Fleshfern can be found in in deserts. It is identified by the shape of its leaves. Its overripe berries are steeped in spring water and used as a source of fiber. Reputedly, wizards burn the lower leaves to enhance their magical power.

774: The Loveberry is found in in desert oases. It is identified by its dark green-veined leaves. Its bulbs are dried and used to prevent trembling hands, and its stems are mashed and used to make a poison. Country folk think it attracts good health.

775: The Ghoulily grows in in deserts. It is identified by its rough red berries. Its ripe berries are dried and used to prevent pregnancy. Country folk think it prevents poverty.

776: The Wide Mouse-Rose grows in in deserts. It is identified by its red flowers. Its taproots are pickled and used to make a cow unattractive to bulls. Peasants say it attracts true love.

777: The Short Duckvine is common in in desert oases. It is identified by the way it slowly changes color from dark green to blackish. Its lower leaves are pickled and used to treat acne. Some scholars believe it can move when no one is looking. It must be harvested after sprinkling it with blood.

778: The Spiritthorn is rarely found in in deserts. It is identified by its crimson flowers. Its flowers are steamed and used to make a stimulating tonic. Folklore says it can move when no one is looking.

779: The Bearstem can be found in in deserts. It is identified by its bursting seed pods. Its juice is boiled and used to prevent fungus infections. Alchemists are believed to use it to make weakness potions.

780: The Hairy Starwort is found in in desert oases. It is identified by its white flowers. Its flowers and seeds are cooked and used to make a yellow dye. Reputedly, wizards use it to create zombies.

781: The Startip can be found in in desert oases. It is identified by its waxy coating. Its pollen is steamed and used to make a gray-green dye, and its taproots are cooked and used for something nobody remembers. Folklore says it attracts good health.

782: The Speckled Lancevine grows in in desert oases. It is identified by its greenish flowers. Its stems are chopped coarsely and used to soften calluses. Some scholars believe it attracts unicorns.

783: The Twisted Lovebud can be found in in deserts. It is identified by its yellow flowers. Its overripe berries and leaves are cooked and used to make a pink dye. Country folk think it repels slimes.

784: The Helmet-Nettle is common in in deserts. It is identified by its bright green-veined leaves. Its taproots are burned to ash and used to make a blue dye. Alchemists are believed to use it to make curse-removal potions. It must be harvested with the teeth.

785: The Goatroot can be found in in deserts. It is identified by its bursting seed pods. Its rhizomes and flowers are cooked and used as a treatment for snakebite. Folklore says it repels werewolves.

786: The Ghostnip is common in in deserts. It is identified by its white flowers. Its upper leaves are steeped in spring water and used to treat the Dry Ague. Folklore says it attracts good luck.

787: The Snakeroot is commonly found in in desert oases. It is identified by its small pink berries. Its ripe fruit is dried and used to make poultices. Folklore says it attracts demons.

788: The Ghostbud is rarely found in in deserts. It is identified by its large amber berries. Its roots are picked fresh and used to prevent pregnancy. Alchemists are believed to use it to make sleeping potions.

789: The Scented Airbud is commonly found in in desert oases. It is identified by its red flowers. Its buds are mashed and used as food, and its tendrils are mashed and used for tanning leather. Peasants believe it repels demons. It must be gathered in the presence of a cat.

790: The Snakestem is commonly found in in deserts. It is identified by its burr-like seeds. Its juice is mixed with rain water and used to make a gray-green dye, and its thick roots are mashed and used as a brown wood stain. Alchemists are believed to use it to make stupidity potions. It must be gathered with a silver sickle.

791: The Phantomflower is rarely found in in desert oases. It is identified by its strong scent. Its ripe berries and seeds are fermented and used to make poultices. Reputedly, wizards use it when creating zombies.

792: The Deerthistle grows in in deserts. It is identified by its clustered amber berries. Its bulbs are mashed and used to increase the chance of a baby girl. Alchemists are believed to use it to make curse-removal potions.

793: The Small-Flowered Arrowvine can be found in in deserts. It is identified by its white flowers. Its ripe fruit is dried and used to increase the chance of a baby boy, and its tendrils are picked fresh and used to repel rodents. Peasants think it attracts wild animals.

794: The Morning Axefruit grows in in desert oases. It is identified by its burr-like seeds. Its juice is fermented and used to treat the Whispering Blindness, and its fleshy roots are pickled and used to increase the chance of a baby boy. People say it prevents poverty.

795: The Bullbell can be found in in desert oases. It is identified by its glossy black berries. Its rhizomes are burned to ash and used to make a strong black ink. Alchemists are believed to use it to make speed potions.

796: The Dark Waterdrake is common in in deserts. It is identified by its scarlet flowers. Its pollen and seeds are mixed with well water and used in baking. Folklore says it brings good luck in hunting.

797: The Tearthorn is common in in desert oases. It is identified by its amber flowers. Its seeds are picked fresh and used to keep metal from rusting, and its ripe fruit is dried and used to prevent pregnancy. Alchemists are believed to use it to make telekinesis potions.

798: The Weaselthorn grows in in desert oases. It is identified by its blood-red flowers. Its juice is boiled and used for tanning leather. People say it attracts unicorns.

799: The Steelwort is found in in desert oases. It is identified by its white flowers. Its overripe berries are cooked and used as a gray-green wood stain. Alchemists are believed to use it to make weakness potions.

800: The Baron's Daggerweed can be found in in damp spots in wastelands. It is identified by its rough black berries. Its bulbs are steamed and used to treat the rare Whispering Pestilence. Peasants think it attracts friends.

801: The Prickly Arrowthorn can be found in in wastelands. It is identified by the unusual size of its leaves. Its seeds are cooked and used to make a gentle eyewash. Folklore says it repels enemies.

802: The Firegrass is found in in dry areas of wastelands. It is identified by its scarlet flowers. Its seeds are crushed and used for something nobody remembers. Alchemists are believed to use it to make night vision potions. It must be harvested by the person who will be using it.

803: The Lanceleaf is found in near water in wastelands. It is identified by its waxy coating. Its pollen is steamed and used to treat infections. Some scholars say it is poisonous to bees. It must be harvested in the presence of a cat.

804: The Teargrass grows in in dry areas of wastelands. It is identified by its white flowers. Its upper leaves are boiled and used to attract fish. Folklore says it attracts good health.

805: The Fern-Leaved Elkbit grows in in wastelands. It is identified by its bumpy black berries. Its fleshy roots are steamed and used to make a strong black ink. People say it attracts birds. It must be harvested after sprinkling it with spring water.

806: The Lionroot can be found in near water in wastelands. It is identified by its white flowers. Its flowers and stems are mixed with spring water and used as a seasoning. Folklore says it repels wild animals.

807: The Small-Flowered Bloodbane is sometimes found in near water in wastelands. It is identified by its white flowers. Its unripe berries are steeped in beer and used to repel clothes moths. Local people believe it is intoxicating to horses.

808: The Six-Lobed Adderrod can be found in in dry areas of wastelands. It is identified by the shape of its leaves. Its flowers are burned to ash and used as a treatment for snakebite, and its juice is fermented and used to kill rodents. Country folk think it prevents bad luck.

809: The Nightrud can be found in near water in wastelands. It is identified by its bursting seed pods. Its lower leaves and juice is boiled and used as a seasoning. Peasants believe it discourages nosy neighbors. It must be collected with closed eyes.

810: The Lance-Leaved Falconherb is common in near water in wastelands. It is identified by its black flowers. Its pollen is dried and used to make poultices. Folklore says it repels enemies.

811: The Abbess's Spearflax is common in in dry areas of wastelands. It is identified by its bumpy black berries. Its stems are pulverized and used to freshen a room, and its seeds are boiled and used to prevent trembling hands. Peasants say it prevents disease.

812: The Northern Dragonflower is commonly found in near water in wastelands. It is identified by its burr-like seeds. Its fibrous roots are crushed and used in fertility rites. Folklore says it brings good luck in hunting. It must be gathered with closed eyes.

813: The Scented Spiderbane can be found in in dry areas of wastelands. It is identified by the shape of its leaves. Its young leaves are cooked and used for tanning leather, and its unripe fruit is crushed and used to make a poison. Peasants think it attracts friends.

814: The Night Donkeythorn is found in in damp spots in wastelands. It is identified by its bluish-veined leaves. Its seeds are steeped in wine and used to treat headaches. Local people say it repels demons.

815: The Sandroot is rare in in damp spots in wastelands. It is identified by its crimson flowers. Its pollen is steamed and used to treat acne. Some scholars think it attracts pixies.

816: The Short Gloomleaf is found in in damp spots in wastelands. It is identified by its red flowers. Its leaves are burned to ash and used to make a relaxing tonic. Alchemists are believed to use it to make intelligence potions.

817: The Sandclover is rarely found in in damp spots in wastelands. It is identified by its airborne seeds. Its seeds are cooked and used to prevent trembling hands. Folklore says it attracts good luck. It must be harvested from the garden of a foe.

818: The Notch-Leaved Waterberry is sometimes found in in damp spots in wastelands. It is identified by its bluish-veined leaves. Its rhizomes are cooked and used to drive ants back underground. Alchemists are believed to use it to make night vision potions.

819: The Paperberry grows in near water in wastelands. It is identified by the shape of its leaves. Its ripe berries are burned to ash and used as a pomade. Alchemists are believed to use it to make night vision potions.

820: The Bullvine is rarely found in in dry areas of wastelands. It is identified by its burr-like seeds. Its flowers are mashed and used as a brown wood stain. Folklore says it repels evil spirits.

821: The Small Lovebud can be found in in dry areas of wastelands. It is identified by its burr-like seeds. Its flowers are picked fresh and used as a seasoning, and its leaves are mashed and used to prevent pregnancy. People think it prevents bad luck.

822: The Tall Horseroot can be found in near water in wastelands. It is identified by the shape of its leaves. Its upper leaves are dried and used to treat the Shivering Plague. Folklore says it attracts birds.

823: The Spiritherb is commonly found in in wastelands. It is identified by the shape of its leaves. Its flowers are steamed and used in small amounts to increase crop growth. Folklore says it attracts wild animals.

824: The Greater Blanketstem grows in in wastelands. It is identified by its reddish-veined leaves. Its ripe berries are steeped in well water and used to make a purplish ink. Scholars say it can move when no one is looking.

825: The Aircup grows in near water in wastelands. It is identified by the shape of its leaves. Its leaves are dried and used to make a blue dye. Scholars say it attracts wild animals.

826: The Daggermint grows in near water in wastelands. It is identified by its glossy black berries. Its overripe fruit and upper leaves are boiled and used to make a strong black ink. Country folk believe it attracts good health.

827: The Upright Corpserod is sometimes found in damp spots in wastelands. It is identified by the shape of its leaves. Its flowers are crushed and used as a disinfectant, and its strangely-shaped roots are crushed and used to treat the Red Blorch. Some scholars think it prevents bad luck.

828: The Tall Lionthorn grows in near water in wastelands. It is identified by its glossy red berries. Its overripe fruit is steamed and used in small amounts to increase crop growth. Reputedly, wizards use it when creating zombies.

829: The Tall Fireleaf can be found in wastelands. It is identified by its distinctive scent. Its lower leaves are chopped fine and used to make a strong black ink. Reputedly, shamans use it when creating zombies.

830: The Windbud grows in dry areas of wastelands. It is identified by its blood-red flowers. Its ripe fruit is pulverized and used to make a brown dye, and its overripe berries are dried and used for their pleasant scent. Local people say it attracts good luck.

831: The Coppery Deerherb can be found in damp spots in wastelands. It is identified by its burr-like seeds. Its unripe pods are mashed and used to make a strong black ink. Folklore says it attracts good health.

832: The Spearfeather grows in near water in wastelands. It is identified by its dark green-veined leaves. Its leaves are mashed and used as a spell component. Folklore says it brings good luck in hunting. It must be harvested at exactly midnight.

833: The Elktail is rarely found in dry areas of wastelands. It is identified by its waxy coating. Its stems are burned to ash and used to treat the Red Blindness. Alchemists are believed to use it to make intelligence potions.

834: The Funnelbell is common in wastelands. It is identified by its red flowers. Its buds are cooked and used to make a brown dye. Alchemists are believed to use it to make night vision potions.

835: The Falconleaf is commonly found in damp spots in wastelands. It is identified by its waxy coating. Its overripe fruit is chopped coarsely and used to treat acne. Reputedly, wizards smoke the dried leaves to travel through time.

836: The Steelroot grows in near water in wastelands. It is identified by its faint greenish glow at night. Its lower leaves are steeped in wine and used as a spell component. Reputedly, wizards chew the fleshy roots to recover spells quickly.

837: The Ghoststem is commonly found in near water in wastelands. It is identified by its rough black berries. Its flowers are pulverized and used to make a strong black ink. Peasants believe it repels evil.

838: The Wolfdrop grows in dry areas of wastelands. It is identified by its clustered amber berries. Its buds are steamed and used to make a gentle eyewash. Alchemists are believed to use it to make treasure-finding potions.

839: The Short Spiritberry is sometimes found in damp spots in wastelands. It is identified by its almost transparent buds. Its pollen is cooked and used to treat headaches. Folklore says it attracts good health.

840: The Wide Nightroot can be found in wastelands. It is identified by its almost transparent fruit. Its flowers are dried and used as food. Peasants think it attracts cats.

841: The pink-Flowered Duckberry is rarely found in dry areas of wastelands. It is identified by its blue flowers. Its ripe berries are picked fresh and used to make a poison. People think it attracts birds. It must be harvested with a secret ritual.

842: The Round-Leaved Helmleaf is rare in in dry areas of wastelands. It is identified by the shape of its flowers. Its ripe berries are steeped in spring water and used to treat headaches, and its pollen is boiled and used to treat infections. Peasants believe it discourages nosy neighbors.

843: The Upright Spiritstem is found in in dry areas of wastelands. It is identified by its scarlet flowers. Its flowers are cooked and used to keep metal from rusting. Alchemists are believed to use it to make curse-removal potions.

844: The Long-Leaved Blanketbell grows in near water in wastelands. It is identified by its rough red berries. Its tubers are mashed and used to make a poison. Reputedly, sorcerors drink a tea made of the buds when summoning demons.

845: The Sandvine is rarely found in in wastelands. It is identified by the unusual size of its leaves. Its ripe berries and juice is boiled and used as a pomade. Scholars say it attracts cats.

846: The Rusty Saintpetal is rare in in dry areas of wastelands. It is identified by the shape of its flowers. Its upper leaves and stems are cooked and used to make drinks taste colder. Folklore says it attracts unicorns.

847: The Elkfruit is commonly found in near water in wastelands. It is identified by its yellowish flowers. Its seeds are steamed and used to repel rodents. Folklore says it attracts cats.

848: The Short Beeivy grows in in dry areas of wastelands. It is identified by its scarlet flowers. Its tendrils are picked fresh and used to make a tan dye, and its buds are crushed and used as a wood preservative. Reputedly, priests chew the rhizomes to enhance their magical power. It must be harvested with closed eyes.

849: The Tufted Spearweed grows in in wastelands. It is identified by its yellow flowers. Its leaves are dried and used to make a tan dye. Scholars believe it prevents disease.

850: The Night Ghostvine is sometimes found in near water in wastelands. It is identified by its clustered greenish berries. Its leaves are mashed and used to prevent trembling hands. Folklore says it is intoxicating to wild animals.

851: The Flealily can be found in in dry areas of wastelands. It is identified by its yellow flowers. Its unripe fruit is mashed and used to keep metal from rusting, and its juice is boiled and used as a seasoning. Alchemists are believed to use it to make sense-enhancing potions. It must be collected while humming.

852: The Great Brushspine is common in in wastelands. It is identified by its small black berries. Its pollen is pickled and used to destroy the luck of a foe. Alchemists are believed to use it to make flying potions.

853: The Axeroot is rare in in dry areas of wastelands. It is identified by its white flowers. Its fleshy roots are pulverized and used as a fortifying trail snack, and its ripe berries are dried and used to make poultices. Scholars say it attracts demons.

854: The Snakeherb is found in near water in wastelands. It is identified by its white flowers. Its unripe fruit is pickled and used to make a strong black ink, and its flowers are boiled and used as a seasoning. Folklore says it repels slimes.

855: The Lady's Tearwort is rare in near water in wastelands. It is identified by the shape of its leaves. Its thick roots are dried and used in baking. People believe it repels vampires. It must be gathered from the garden of a foe.

856: The Arrowstem is rare in in damp spots in wastelands. It is identified by its bursting seed pods. Its buds are steeped in wine and used to make a tan dye, and its stems are steeped in beer and used to keep metal from rusting. Local people say it repels evil spirits.

857: The Smooth Waterherb is common in in wastelands. It is identified by its dark green leaves. Its roots are burned to ash and used to treat headaches. People think it brings good luck in hunting.

858: The Drooping Eagleherb grows in in dry areas of wastelands. It is identified by its red flowers. Its pollen and ripe fruit is boiled and used to make a strong black ink. Country folk say it attracts friends.

859: The Flythorn grows in near water in wastelands. It is identified by the shape of its flowers. Its ripe fruit is dried and used for their pleasant scent. Alchemists are believed to use it to make fear potions.

860: The Upright Lizardivy is sometimes found in in wastelands. It is identified by its sky-blue flowers. Its pods are burned to ash and used as a seasoning, and its juice is cooked and used to make a cow unattractive to bulls. Folklore says it prevents poverty.

861: The Small Snakeivy is rare in in dry areas of wastelands. It is identified by its bright violet glow at night. Its buds are pickled and used to make a healing salve, and its fleshy roots are boiled and used as a tonic for chickens and other fowl. Alchemists are believed to use it to make telekinesis potions.

862: The Elkbuttons can be found in in dry areas of wastelands. It is identified by its large red berries. Its taproots are crushed and used to increase the chance of a baby girl. Reputedly, shamans chew the flowers to travel outside their bodies.

863: The Spidermint grows in in wastelands. It is identified by its rough red berries. Its leaves and flowers are mixed with beer and used to attract fish. Reputedly, sorcerors use it to create magical constructs.

864: The Ducktip is sometimes found in in dry areas of wastelands. It is identified by the unusual size of its berries. Its flowers are pickled and used as a seasoning, and its seeds are crushed and used to make drinks taste colder. Country folk think it attracts good health.

865: The Spidervine is sometimes found in in damp spots in wastelands. It is identified by its clustered black berries. Its leaves are boiled and used to soften calluses. Reputedly, sorcerors chew the rhizomes to travel to other planes.

866: The Pungent Moonflower is commonly found in in wastelands. It is identified by its pale leaves. Its flowers are mashed and used to relieve the effects of too much Three-Lobed Steelvine. Reputedly, wizards smoke the dried the overripe berries to recover spells quickly.

867: The Savory Steelroot is common in in damp spots in wastelands. It is identified by its small red berries. Its juice is mixed with beer and used as a tonic for chickens and other fowl. Reputedly, wizards smoke the dried the leaves when summoning the dead.

868: The Woody Crowleaf is common in in damp spots in wastelands. It is identified by the shape of its leaves. Its leaves are pickled and used as food, and its juice is cooked and used to remove warts. Folklore says it attracts true love.

869: The Mousebud can be found in in damp spots in wastelands. It is identified by the shape of its leaves. Its ripe fruit is fermented and used to make a purplish dye. Alchemists are believed to use it to make stupidity potions.

870: The Waterflower is rarely found in in wastelands. It is identified by its white flowers. Its leaves are burned to ash and used to treat headaches. Folklore says it repels wild animals. It must be collected at exactly midnight.

871: The Russet Lancefruit is common in near water in wastelands. It is identified by its reddish-veined leaves. Its seeds are boiled and used to repel rodents, and its overripe berries are dried and used to treat the Yellow Blindness. Peasants believe it repels evil spirits.

872: The Spotted Featherherb is sometimes found in near water in wastelands. It is identified by its large red berries. Its stems and lower leaves are mixed with wine and used as a treatment for snakebite. Some scholars think it attracts unicorns.

873: The Morning Dragonberry is sometimes found in damp spots in wastelands. It is identified by its blue flowers. Its buds are boiled and used as a spell component. Some scholars think it discourages nosy neighbors.

874: The Saintmantle is rarely found in damp spots in wastelands. It is identified by its waxy coating. Its ripe fruit is burned to ash and used to make a purplish dye, and its flowers are pickled and used to dispel nightmares. Folklore says it can move when no one is looking.

875: The Axeroot grows in wastelands. It is identified by its white flowers. Its juice is fermented and used to make a green dye, and its flowers are picked fresh and used to make a poison. Alchemists are believed to use it to make sleeping potions.

876: The Deervine grows in damp spots in wastelands. It is identified by its distinctive scent. Its leaves are dried and used as food. Alchemists are believed to use it to make speed potions.

877: The Netted Spiritbalm is sometimes found near water in wastelands. It is identified by its blood-red flowers. Its flowers are chopped fine and used to make a healing salve. Alchemists are believed to use it to make healing potions.

878: The Axetooth can be found in wastelands. It is identified by its glossy black berries. Its tendrils are dried and used to make a healing salve, and its upper leaves are chopped coarsely and used in baking. Alchemists are believed to use it to make stupidity potions.

879: The Blanketvine can be found in wastelands. It is identified by the way it slowly changes color from bluish to reddish. Its fleshy roots are pulverized and used to make a tan dye. Alchemists are believed to use it to make berserker potions.

880: The Featherroot can be found in damp spots in wastelands. It is identified by its golden flowers. Its rhizomes and unripe fruit is boiled and used to make a stimulating beverage. Peasants think it attracts good luck.

881: The Paperroot can be found in dry areas of wastelands. It is identified by its glossy black berries. Its tubers are picked fresh and used as a brown wood stain. Folklore says it attracts wealth.

882: The Firetongue can be found in wastelands. It is identified by its airborne seeds. Its lower leaves are mashed and used to freshen a room. Folklore says it attracts true love.

883: The Ratflower is rarely found near water in wastelands. It is identified by its black flowers. Its overripe fruit is dried and used for their pleasant scent. Folklore says it attracts friends.

884: The Long-Petaled Donkeytip grows in damp spots in wastelands. It is identified by the shape of its flowers. Its leaves are pulverized and used to dispel nightmares, and its buds are picked fresh and used to increase the chance of a baby boy. Folklore says it is intoxicating to wolves.

885: The Paperflower is commonly found in dry areas of wastelands. It is identified by the shape of its leaves. Its overripe fruit is cooked and used to freshen a room. Folklore says it attracts vampires.

886: The Lionbalm grows near water in wastelands. It is identified by its blackish-veined leaves. Its flowers are crushed and used to make a poison. Local people believe it attracts good luck. It must be gathered on the night of the full moon.

887: The Short Steelweed grows near water in wastelands. It is identified by its almost transparent leaves. Its tubers and unripe fruit is boiled and used to treat headaches. Local people think it attracts cats.

888: The Morning Axebud grows in in wastelands. It is identified by the shape of its leaves. Its seeds are pulverized and used to make a gray-green ink. Reputedly, wizards smoke the dried the fibrous roots to enhance their magical power.

889: The Cowfruit can be found in in damp spots in wastelands. It is identified by its dark green leaves. Its lower leaves are burned to ash and used to bring about better sleep. Folklore says it attracts evil spirits.

890: The Buckvine grows in near water in wastelands. It is identified by its glossy red berries. Its unripe fruit is picked fresh and used to kill bedbugs. Reputedly, wizards smoke the dried the seeds to enhance their magical power.

891: The Turtlebud grows in in wastelands. It is identified by its rosy-pink flowers. Its unripe berries are burned to ash and used to prevent drunkenness. Local people say it attracts wealth.

892: The Notch-Leaved Airfern is found in in wastelands. It is identified by its dark green stems. Its upper leaves are steamed and used to prevent trembling hands. Reputedly, priests use it when creating zombies.

893: The Tall Foxvine is found in in wastelands. It is identified by its saffron flowers. Its flowers are steamed and used as a seasoning. Reputedly, priests use it as part of the process of creation of zombies.

894: The Feathervine grows in near water in wastelands. It is identified by its waxy coating. Its seeds are dried and used as a spell component. Reputedly, sorcerors use it as part of the process of creation of zombies.

895: The Crowbeard is rare in in damp spots in wastelands. It is identified by its orange and purple striped fruit. Its leaves are steamed and used to make an intoxicating tonic. Folklore says it attracts wild animals.

896: The Short Phantombud is rare in in dry areas of wastelands. It is identified by its sweet scent. Its thick roots are fermented and used to make a green dye. Reputedly, sorcerors use it as part of the process of creation of zombies.

897: The Helmetvine grows in in wastelands. It is identified by the shape of its leaves. Its leaves are cooked and used to keep metal from rusting. Local people think it attracts wealth.

898: The Demonbud can be found in in damp spots in wastelands. It is identified by its pale leaves. Its tubers and juice is cooked and used to make a green ink. Folklore says it repels evil.

899: The Morning Beeroot can be found in in dry areas of wastelands. It is identified by its burr-like seeds. Its pollen and stems are boiled and used to dispel nightmares. Folklore says it can move when no one is looking.

900: The Spotted Swordmint is commonly found in on sandbars in rivers. It is identified by its bursting seed pods. Its roots are picked fresh and used to treat fungus infections. Reputedly, sorcerors use it when creating zombies.

901: The Fleablossom grows in in abandoned farm fields. It is identified by its blackish stems. Its seeds are crushed and used to make a strong black ink. Reputedly, wizards smoke the dried the roots when summoning demons.

902: The Boneberry can be found in in urban areas. It is identified by its scarlet flowers. Its leaves are dried and used to increase the chance of a baby boy. Reputedly, priests chew the juice to recover spells quickly.

903: The Fireflower is commonly found in in urban areas. It is identified by its strong scent. Its juice is cooked and used to make a strong black ink. People believe it repels enemies.

904: The Fern-Leaved Airthorn is sometimes found in along roadsides. It is identified by its white flowers. Its unripe fruit is boiled and used to treat the rare Shivering Cough. Folklore says it is intoxicating to monsters. It must be gathered in the presence of a cat.

905: The Smooth Funnelfruit is rare in in sand dunes. It is identified by its small pink berries. Its pods are pickled and used to make a brown dye. Alchemists are believed to use it to make invisibility potions.

906: The Fairystem is common in in abandoned farm fields. It is identified by its glossy red berries. Its ripe fruit is pickled and used as a seasoning. Country folk believe it attracts wild animals. It must be gathered at noon.

907: The Elkcup is commonly found in in churchyards. It is identified by its waxy coating. Its flowers are steeped in spring water and used to freshen a room, and its thick roots are picked fresh and used to make a pink ink. Reputedly, wizards burn the ripe fruit to recover spells quickly.

908: The Greater Corpsethorn can be found in in and around ruins. It is identified by its pink flowers. Its juice is fermented and used as a pomade. People believe it prevents disease.

909: The Fireherb is rarely found in near seasonal ponds. It is identified by the shape of its flowers. Its rhizomes are crushed and used to make a brown dye, and its overripe fruit is cooked and used in baking. Local people say it prevents disease. It must be collected with a gold sickle.

910: The Five-Lobed Funnelfruit is commonly found in on sandbars in rivers. It is identified by its faint bluish glow at night. Its flowers are crushed and used as a seasoning, and its unripe fruit is picked fresh and used to make a pink dye. Scholars say it attracts wild animals.

911: The Great Wolftoe grows in near seasonal ponds. It is identified by the shape of its flowers. Its young leaves are pickled and used to make a cow unattractive to bulls. People believe it attracts cats.

912: The Wolfbane grows in in abandoned farm fields. It is identified by its lavender flowers. Its leaves are steamed and used as a seasoning, and its pollen is pickled and used as a pomade. Alchemists are believed to use it to make sense-enhancing potions.

913: The Small Turtlevine grows in in and around ruins. It is identified by its sky-blue flowers. Its leaves are chopped coarsely and used to make a poison. Folklore says it attracts evil spirits.

914: The Lesser Stormflax grows in along roadsides. It is identified by the shape of its leaves. Its ripe berries are burned to ash and used in small amounts to increase crop growth. Reputedly, shamans smoke the dried the ripe fruit when summoning spirits.

915: The Eaglethistle is commonly found in in and around ruins. It is identified by its bursting seed pods. Its juice is cooked and used to bring about better sleep. Alchemists are believed to use it to make fear potions.

916: The Starleaf grows in in churchyards. It is identified by its distinctive scent. Its stems are dried and used as food. Scholars say it attracts friends.

917: The Four-Lobed Blanketvine is commonly found in around gravestones. It is identified by its dark green leaves. Its strangely-shaped roots are pickled and used to increase the chance of a baby boy. Folklore says it attracts good health.

918: The Witchbill can be found in in and around ruins. It is identified by its white flowers. Its unripe berries are mashed and used as food for animals. Alchemists are believed to use it to make sleeping potions. It must be gathered from the garden of a foe.

919: The Phantombell is found in in abandoned farm fields. It is identified by its bumpy greenish berries. Its rhizomes are dried and used as food, and its leaves are cooked and used as a fortifying trail snack. Local people think it prevents bad luck.

920: The Round-Leaved Mousehorn is rare in along roadsides. It is identified by its clustered pink berries. Its flowers are dried and used to soften calluses. Reputedly, priests use it when creating zombies.

921: The Emerald Snakefern is rarely found in in sand dunes. It is identified by its bumpy white berries. Its ripe fruit is dried and used as a seasoning. Local people say it repels evil spirits.

922: The Bristly-Leaved Blanketfern can be found in in and around ruins. It is identified by its clustered red berries. Its leaves are crushed and used as a fortifying trail snack. Folklore says it is intoxicating to wolves.

923: The Scented Elkherb grows in near seasonal ponds. It is identified by its small black berries. Its bulbs are pickled and used to treat the Bloody Pestilence. Folklore says it prevents disease.

924: The Short-Petaled Witchroot can be found in around gravestones. It is identified by the way it slowly changes color from dark green to bluish. Its leaves are chopped coarsely and used to freshen a room. Folklore says it attracts friends.

925: The Wide-Petaled Witchbill grows in along roadsides. It is identified by its glossy greenish berries. Its seeds are cooked and used to increase the chance of a baby girl. People believe it attracts evil spirits.

926: The Notch-Leaved Witchroot can be found in along roadsides. It is identified by its red and orange spotted berries. Its flowers are pulverized and used as a wood preservative. People believe it attracts fairies.

927: The Featherrod grows in in urban areas. It is identified by its burr-like seeds. Its lower leaves are pulverized and used to make a green dye, and its seeds are cooked and used to repel clothes moths. Country folk think it attracts friends. It must be gathered while humming.

928: The Greater Stormthorn is rarely found in around gravestones. It is identified by its airborne seeds. Its flowers are dried and used to increase the chance of a baby boy. Reputedly, wizards use it when creating monsters.

929: The Funnelgrass can be found in in churchyards. It is identified by its bright green leaves. Its flowers are picked fresh and used to prevent fungus infections. Local people believe it attracts good health.

930: The Lesser Bloodglory grows in on sandbars in rivers. It is identified by its orange flowers. Its seeds are pulverized and used in baking, and its bulbs are chopped coarsely and used to destroy the luck of a foe. Folklore says it is delicious to bees.

931: The Olive Stormmantle is common in in urban areas. It is identified by its bright green leaves. Its flowers are chopped fine and used to treat acne. Reputedly, wizards use it to create zombies.

932: The Creeping Ghostthorn grows in in old middens. It is identified by its white flowers. Its lower leaves are chopped coarsely and used to treat acne. Local people think it attracts evil spirits. It must be gathered from the garden of a foe.

933: The Twisted Hartleaf can be found in in sand dunes. It is identified by its small greenish berries. Its rhizomes are pulverized and used as a disinfectant, and its pollen is fermented and used as a seasoning. Country folk think it prevents disease.

934: The Fleshherb can be found in around gravestones. It is identified by its scarlet flowers. Its unripe fruit is mashed and used to freshen a room. Reputedly, shamans drink a tea made of the pods to recover spells quickly.

935: The Tall Axeberry grows in on sandbars in rivers. It is identified by its blackish-veined leaves. Its leaves and stems are cooked and used to destroy the luck of a foe. Folklore says it attracts birds.

936: The Lanceherb is sometimes found in in middens. It is identified by its waxy coating. Its pollen is pickled and used to repel ants, and its upper leaves are boiled and used as a spell component. Alchemists are believed to use it to make night vision potions. It must be collected at exactly midnight.

937: The Lady's Swordbill grows in on sandbars in rivers. It is identified by the unusual size of its leaves. Its ripe berries are picked fresh and used to prevent trembling hands. Alchemists are believed to use it to make water breathing potions.

938: The Prince's Beeweed grows in in middens. It is identified by its burr-like seeds. Its flowers and pods are cooked and used as a seasoning, and its taproots are picked fresh and used to make a strong black ink. Folklore says it attracts friends.

939: The Ironcrown grows in in churchyards. It is identified by its dark green leaves. Its flowers are pulverized and used as a seasoning. Some scholars believe it attracts pixies. It must be harvested with closed eyes.

940: The Corpsefruit can be found in on sandbars in rivers. It is identified by its crimson flowers. Its overripe fruit is dried and used to soften calluses, and its leaves are cooked and used as a gray-green wood stain. Reputedly, sorcerors burn the bulbs to travel to other planes. It must be gathered with the left hand.

941: The Fine-Leaved Snakeglory is sometimes found in in old middens. It is identified by its pale-veined leaves. Its flowers are steeped in beer and used to treat infections, and its overripe fruit is steamed and used as a brown wood stain. Reputedly, wizards burn the seeds when summoning spirits.

942: The Upright Bucksweet is commonly found in in old stables. It is identified by its pungent scent. Its juice is fermented and used to remove warts. Alchemists are believed to use it to make healing potions.

943: The Witchbud is common in in and around ruins. It is identified by its rough black berries. Its overripe berries are steamed and used as a spell component. Country folk believe it attracts werewolves. It must be collected with the teeth.

944: The Funnelfruit is rare in in abandoned farm fields. It is identified by its white flowers. Its unripe pods are steeped in beer and used to make an intoxicating beverage. Reputedly, sorcerors use it to create zombies.

945: The Night-Rose can be found in in and around ruins. It is identified by its clustered greenish berries. Its stems are pulverized and used to treat headaches. Folklore says it attracts wealth. It must be collected with the left hand.

946: The Spidertip is common in around gravestones. It is identified by the shape of its flowers. Its fleshy roots are crushed and used to increase the chance of a baby girl. Local people say it repels enemies.

947: The Featherbit can be found in in urban areas. It is identified by its red flowers. Its overripe berries are pulverized and used to freshen a room. Folklore says it brings good luck in hunting.

948: The Lady's Donkeyberry can be found in on sandbars in rivers. It is identified by its pale leaves. Its seeds are chopped coarsely and used as food. Local people believe it prevents disease.

949: The Feathermantle can be found in in churchyards. It is identified by its bright green stalks. Its pollen is burned to ash and used to bring about better sleep. Folklore says it repels evil spirits.

950: The Waterbud is sometimes found in on sandbars in rivers. It is identified by its burr-like seeds. Its rhizomes and stems are fermented and used to make an intoxicating tonic. Reputedly, shamans use it when creating zombies.

951: The Daggerbuttons can be found in in urban areas. It is identified by its bluish-veined leaves. Its seeds are steamed and used to treat the rare Burning Rot, and its ripe berries are crushed and used to treat the Black Pox. Alchemists are believed to use it to make flying potions. It must be gathered with a secret ritual.

952: The Earthbud is found in around gravestones. It is identified by its small white berries. Its pods are pickled and used to make a poison. Folklore says it attracts wealth.

953: The Greater Lancevine is commonly found in in sand dunes. It is identified by its burr-like seeds. Its flowers are boiled and used to make a cow unattractive to bulls. Folklore says it is delicious to wild animals.

954: The Loveflower is commonly found in in old stables. It is identified by its black flowers. Its young leaves are fermented and used to make a strong black ink. Reputedly, priests burn the roots to enhance their magical power.

955: The Short Featherbud is rare in on sandbars in rivers. It is identified by the shape of its flowers. Its tubers are mashed and used to make a strong black ink. Folklore says it repels slimes.

956: The Upright Nightblossom grows in in urban areas. It is identified by its hard, nut-like seeds. Its flowers and fleshy roots are boiled and used as a yellow wood stain. Reputedly, sorcerors smoke the dried the leaves to recover spells quickly. It must be gathered on Saint St. Henry's Day.

957: The Fleshvine is rare in around gravestones. It is identified by its pungent scent. Its taproots are cooked and used to make a saffron dye, and its young leaves are cooked and used as food. Folklore says it attracts true love.

958: The Greater Skyweed can be found in on sandbars in rivers. It is identified by its bursting seed pods. Its stems are burned to ash and used as a spell component, and its young leaves are pulverized and used to dispel nightmares. Local people believe it attracts good health. It must be harvested by magic.

959: The Lanceberry grows in near seasonal ponds. It is identified by the way it slowly changes color from reddish to bright green. Its stems are cooked and used as a fortifying trail snack, and its unripe berries are pickled and used to treat infections. Reputedly, priests burn the juice to travel to other planes.

960: The Milky Featherrod is common in in old stables. It is identified by its scarlet flowers. Its rhizomes are mashed and used as a pomade. Folklore says it attracts evil spirits.

961: The Saintweed is commonly found in in abandoned farm fields. It is identified by its reddish stalks. Its tubers are steeped in beer and used as a seasoning. Country folk say it brings good luck in hunting. It must be collected with appropriate apologies.

962: The Short Turtleweed is common in in sand dunes. It is identified by the shape of its flowers. Its bulbs are chopped fine and used to make poultices. Folklore says it prevents poverty.

963: The Netted Lionroot grows in near seasonal ponds. It is identified by its red and green patched fruit. Its flowers are picked fresh and used as a source of fiber. Some scholars say it brings good luck in hunting.

964: The Bushy Gryphonroot is found in in and around ruins. It is identified by the shape of its flowers. Its rhizomes are dried and used for tanning leather, and its leaves are burned to ash and used to repel clothes moths. Peasants think it is delicious to horses. It must be collected while chanting a prayer to the Prometheus.

965: The Steelflower grows in on sandbars in rivers. It is identified by its distinctive scent. Its stems are boiled and used to prevent pregnancy. Folklore says it attracts true love.

966: The Watervine grows in near seasonal ponds. It is identified by its red flowers. Its leaves are dried and used to freshen a room. Folklore says it attracts wealth.

967: The Thick Bullfoil grows in urban areas. It is identified by the shape of its leaves. Its seeds are mashed and used to freshen a room, and its tubers are burned to ash and used to make poultices. Folklore says it attracts unicorns.

968: The Fleshtoe can be found on sandbars in rivers. It is identified by its dark green-veined leaves. Its seeds are pickled and used as a seasoning. Local people say it attracts true love. It must be harvested by magic.

969: The Fearbud is rare in churchyards. It is identified by its white flowers. Its ripe berries and seeds are boiled and used to drive ants back underground. Reputedly, shamans burn the juice to enhance their magical power. It must be gathered from the garden of a foe.

970: The Corpsebud is rare in and around ruins. It is identified by its bursting seed pods. Its buds are dried and used for their pleasant scent, and its unripe pods are boiled and used in fertility rites. Reputedly, wizards burn the lower leaves to travel through time.

971: The Hairy Turtlebeard can be found in urban areas. It is identified by the unusual size of its flowers. Its seeds are dried and used to treat the Shaking Pox. Alchemists are believed to use it to make curse-removal potions.

972: The Rusty Flyherb is sometimes found in and around ruins. It is identified by its small red berries. Its seeds are cooked and used to treat the Burning Cough. Country folk say it is delicious to horses.

973: The Large-Flowered Fleshthorn can be found in middens. It is identified by the shape of its flowers. Its young leaves and bulbs are mixed with rain water and used to prevent pregnancy. Local people say it attracts wealth. It must be harvested with the left hand.

974: The Prickly Corpsethorn is found in old chicken yards. It is identified by its red flowers. Its stems are steeped in well water and used to treat the Shivering Rot, and its strangely-shaped roots are pulverized and used as a seasoning. Peasants think it attracts good health. It must be gathered in the rain.

975: The Greater Lizardgrass can be found in churchyards. It is identified by its scarlet flowers. Its ripe berries are crushed and used to repel clothes moths, and its flowers are chopped coarsely and used as a tonic for chickens and other fowl. Country folk think it attracts good luck.

976: The Ghoulberry can be found in old chicken yards. It is identified by its reddish leaves. Its upper leaves are boiled and used to make a blue dye, and its flowers are mashed and used to make a strong black ink. Folklore says it attracts evil spirits.

977: The Greater Duckcrown grows in churchyards. It is identified by its strong scent. Its flowers are pickled and used to prevent pregnancy. People think it attracts true love.

978: The Flythorn grows along roadsides. It is identified by its pale-veined leaves. Its flowers are pickled and used to make a strong black ink. Local people believe it attracts true love.

979: The Scented Adderivy is common in middens. It is identified by its rosy-pink flowers. Its bulbs are picked fresh and used to treat acne. Alchemists are believed to use it to make sense-enhancing potions.

980: The Great Blanketspine is found in urban areas. It is identified by its small black berries. Its rhizomes are boiled and used to treat headaches. People think it is intoxicating to wolves.

981: The Spearcup is sometimes found on sandbars in rivers. It is identified by its white flowers. Its seeds are steeped in wine and used to make a strong black ink. Alchemists are believed to use it to make stupidity potions.

982: The Sandthorn is rare in along roadsides. It is identified by its amber flowers. Its ripe berries are pulverized and used to keep metal from rusting. Peasants believe it attracts true love. It must be harvested after sprinkling it with holy water.

983: The Spiderfern is rarely found in on sandbars in rivers. It is identified by its dark green-veined leaves. Its seeds are mashed and used to make a tan ink. Folklore says it discourages nosy neighbors.

984: The Greater Gloomflax grows in near seasonal ponds. It is identified by its bluish leaves. Its young leaves are pickled and used as food. People believe it attracts wealth.

985: The Weeping Duckleaf is sometimes found in in abandoned farm fields. It is identified by its white flowers. Its taproots are steeped in wine and used to increase the chance of a baby girl, and its ripe fruit is crushed and used to keep metal from rusting. Peasants think it prevents disease.

986: The Tigerthistle grows in in abandoned farm fields. It is identified by its waxy coating. Its strangely-shaped roots are pulverized and used to keep metal from rusting. Folklore says it can move when no one is looking.

987: The Short Ratvine can be found in in old stables. It is identified by the shape of its flowers. Its seeds are dried and used as a fortifying trail snack. Country folk say it prevents disease. It must be collected by the person who will be using it.

988: The Brushseed is rare in around gravestones. It is identified by its spiny seeds. Its seeds are boiled and used to prevent drunkenness. Reputedly, priests use it when creating zombies.

989: The Turtlefruit grows in in churchyards. It is identified by its lavender flowers. Its tubers are picked fresh and used to treat acne. Peasants believe it attracts good health.

990: The Skyberry can be found in in abandoned farm fields. It is identified by the shape of its leaves. Its lower leaves are fermented and used to remove warts, and its flowers are picked fresh and used as a treatment for snakebite. Alchemists are believed to use it to make invisibility potions.

991: The Bushy Bearfern grows in in middens. It is identified by its reddish leaves. Its juice is fermented and used to keep metal from rusting, and its leaves are steeped in rain water and used to kill rodents. Folklore says it attracts good luck.

992: The Deerstem grows in near seasonal ponds. It is identified by its dark green-veined leaves. Its fleshy roots are dried and used to prevent pregnancy. Folklore says it attracts pixies. It must be harvested with a secret ritual.

993: The Flythistle is rarely found in in sand dunes. It is identified by its scarlet flowers. Its ripe fruit is boiled and used as food. Peasants believe it attracts vampires. It must be collected in the presence of a cat.

994: The False Dragonflower is found in near seasonal ponds. It is identified by its pink flowers. Its leaves and unripe pods are boiled and used to prevent pregnancy. Some scholars think it prevents bad luck.

995: The Steelhead can be found in on sandbars in rivers. It is identified by its violet flowers. Its unripe fruit is fermented and used to treat the Dry Fever. Alchemists are believed to use it to make curse-removal potions.

996: The Funnelmantle is sometimes found in near seasonal ponds. It is identified by its pale-veined leaves. Its seeds are pickled and used to make a green dye. Reputedly, sorcerors use it to create monsters.

997: The Fearthorn is commonly found in in urban areas. It is identified by its pale-veined leaves. Its pods are cooked and used to make poultices. Folklore says it attracts birds.

998: The Windberry is found in near seasonal ponds. It is identified by its burr-like seeds. Its unripe pods are pickled and used as a fortifying trail snack. Folklore says it attracts unicorns.

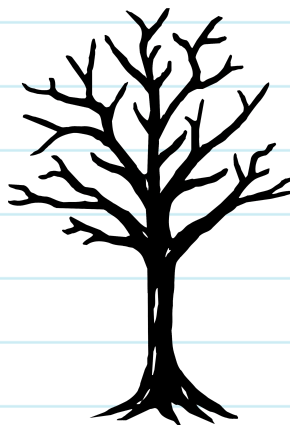
999: The Upright Falconroot can be found in in abandoned farm fields. It is identified by its amber flowers. Its leaves are pickled and used to make a yellow dye. Reputedly, priests drink a tea made of the stems to recover spells quickly.

1000: The Twilight Gloomthorn is rarely found in near seasonal ponds. It is identified by the shape of its flowers. Its pods are mashed and used to make a strong black ink. Scholars say it attracts wealth.

1001: The Fearwort is common in in sand dunes. It is identified by the unusual size of its leaves. Its stems are pickled and used to remove warts. Folklore says it attracts good luck.

101 Extra Herb Names

1: Dragonweed	22: Lionbright	43: Bullherb	64: Fireblossom	85: Beetlemint
2: Starbane	23: Fairyleaf	44: Fearsseed	65: Lovefruit	86: Fleaberry
3: Spiderbell	24: Duckseed	45: Waterthorn	66: Blanketwort	87: Swordflower
4: Helmetfern	25: Fireberry	46: Bloodvine	67: Deerflower	88: Loveglory
5: Gloomroot	26: Ironroot	47: Mouseberry	68: Spiritcress	89: Lizardberry
6: Flymint	27: Loveroot	48: Featherfruit	69: Tigervine	90: Crowbell
7: Helmflower	28: Liongrass	49: Eaglefern	70: Nightleaf	91: Spearflax
8: Sandfern	29: Arrowleaf	50: Lancebean	71: Bonetooth	92: Boneroot
9: Gryphonvine	30: Fleshfruit	51: Ghostflax	72: Papervine	93: Tearvine
10: Snakebud	31: Waterfruit	52: Buckfruit	73: Daggerfruit	94: Bonevine
11: Deermint	32: Windleaf	53: Spearstem	74: Demonleaf	95: Paperweed
12: Gloomthorn	33: Feardrop	54: Ghouroot	75: Lizardfruit	96: Ironfoil
13: Fleaflower	34: Corpseberry	55: Lizardflower	76: Ghoulvine	97: Skyroot
14: Lanceleaf	35: Swordbean	56: Brushcup	77: Starshade	98: Cowberry
15: Elkflower	36: Foxvine	57: Hartseed	78: Firestem	99: Spiritweed
16: Foxthorn	37: Demonflower	58: Earthflower	79: Cowleaf	100: Lizardleaf
17: Helmetwort	38: Mouseflower	59: Lancemint	80: Ironflower	101: Nightthorn
18: Dragonflower	39: Hawthorn	60: Bee-Nettle	81: Lovefeather	
19: Earthcress	40: Daggerwort	61: Tearleaf	82: Ghostberry	
20: Turtleweed	41: Ghostwort	62: Sandbright	83: Ratfern	
21: Lanceweed	42: Demonvine	63: Featherfern	84: Horsebrigit	



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