

MIDDLE-EARTH 020 ITEMS

Name	Cost	Effect
Arkasu Sap	12 gp	Apply (takes 1d10 rounds to prepare and is applied to the area of injury) to restore 2d6 hit points with a DC 15 Heal check. Doubles rate of hit point recovery. If the attempt to use the item fails, a dose of the herb is used up, but there are no side effects and additional attempts may be made if more doses are available. Locating in the wilderness requires the character make a DC 15 Survival check while in mild temperate grasslands.
Arlan Leaf	13 sp	Apply (takes 1d10 rounds to prepare and is applied to the area of injury) to restore 2d4+1 hit points with a DC 15 Heal check. If the attempt to use the item fails, a dose of the herb is used up, but there are no side effects and additional attempts may be made if more doses are available. Locating in the wilderness requires the character make a DC 10 Survival check while in cool temperate grasslands.
Arnuminas Leaf	6 sp	Apply (takes 1d10 rounds to prepare and is applied to the area of injury) to double the rate of hit point recovery with a DC 15 Heal check. If the attempt to use the item fails, a dose of the herb is used up, but there are no side effects and additional attempts may be made if more doses are available. Locating in the wilderness requires the character make a DC 10 Survival check while in mild temperate grasslands.
Arpsusar Stalk	30 gp	Brew (20 rounds after water is boiled) to restore 1d4 hit points with a DC 15 Heal check. If the attempt to use the item fails, a dose of the herb is used up, but there are no side effects and additional attempts may be made if more doses are available. Locating in the wilderness requires the character make a DC 25 Survival check while in cool temperate freshwater coasts and banks.
Athelas Other names: Kingsfoil, Westman's Weed	200 gp	Apply (takes 1d10 rounds to prepare and is applied to the area of injury) a single ounce of fresh <i>athelas</i> to restore 1 point of temporary ability damage, 1d8+1 hit points with a DC 15 Heal check. Additionally, an "ordained lord" may use the plant to its full capabilities to completely cure all diseases, blindness, deafness, and restore all temporary ability damage. It neutralizes all poisons in the recipient's system (no further damage) and cures all mental disorders (magical or otherwise). <i>Athelas</i> that is not fresh adds a +5 penalty to the Heal check. If the attempt to use the item fails, a dose of the herb is used up, but there are no side effects and additional attempts may be made if more doses are available. Locating in the wilderness requires the character make

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		a DC 25 Survival check while in a cool temperate coniferous (evergreen) forests.
Belramba Lichen	60 gp	Brew (20 rounds after water is boiled) to restore 1d6 hit points with a DC 15 Heal check. If the attempt to use the item fails, a dose of the herb is used up, but there are no side effects and additional attempts may be made if more doses are available. Locating in the wilderness requires the character make a DC 30 Survival check while in semi-arid coniferous (evergreen) forests.
Bursthelas Stalk	110 gp	Brew (20 rounds after water is boiled) to restore 2d5 hit points with a DC 15 Heal check. If the attempt to use the item fails, a dose of the herb is used up, but there are no side effects and additional attempts may be made if more doses are available. Locating in the wilderness requires the character make a DC 35 Survival check while in cool temperate grasslands.
Dagmather Spine	28 gp	Brew (20 rounds after water is boiled) to restore 20 hit points with a DC 15 Heal check. If the attempt to use the item fails, a dose of the herb is used up, but there are no side effects and additional attempts may be made if more doses are available. Locating in the wilderness requires the character make a DC 25 Survival check while in semi-arid grasslands.
Darsurion Leaf	3 sp	Apply (takes 1d10 rounds to prepare and is applied to the area of injury) to restore 1d6 hit points with a DC 15 Heal check. If the attempt to use the item fails, a dose of the herb is used up, but there are no side effects and additional attempts may be made if more doses are available. Locating in the wilderness requires the character make a DC 12 Survival check while in cold mountains.
Draaf Leaf	5 sp	Chew to restore 1d10 hit points. Locating in the wilderness requires the character make a DC 10 Survival check while in semi-arid ocean/saltwater shores.
Ebur Flower	22 gp	Ingest to restore 15 hit points. Locating in the wilderness requires the character make a DC 15 Survival check while in mild temperate ocean/saltwater shores.
Garig Cactus	55 gp	Ingest to restore 30 hit points. Locating in the wilderness requires the character make a DC 12 Survival check while in an arid desert.
Gefnul Lichen	90 gp	Ingest to restore 100 hit points. Locating in the wilderness requires the character make a DC 25 Survival check while in everlasting cold volcanic environments.
Harfy Resin	150 gp	Apply (takes 1d10 rounds to prepare and is applied to the area of injury) to neutralize poison in 1d4 hours with a DC 15 Heal check and cause 1d8+1 damage (a DC 16 Fortitude save negates this damage). <u>Note:</u> Consider any patient failing the Fortitude save to be

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		allergic to the resin and to always take damage from it ... note the fact on the character sheet. Consider any patient making the Fortitude save to not be allergic to the resin and to never take damage from it ... note the fact on the character sheet. If the attempt to use the item fails, a dose of the herb is used up, but there are no additional side effects and additional attempts may be made if more doses are available. Locating in the wilderness requires the character make a DC 30 Survival check while in semi-arid grasslands.
Lembas	–	Elven waybread, made only in the Elven-realm of Lórien; 12 loaves per pound. A single loaf provides enough nourishment for a Medium-sized creature for a full day, adds +1 to Fortitude saves for a full day, and restores 1d10 hit points.
Lestagii Bud	520 gp	Ingest to restore any one permanent ability loss (other than those due to age). Locating in the wilderness requires the character make a DC 45 Survival check while in an arid desert.
Lhinestad Flower	40 gp	Ingest to add a +2d5 bonus to disease saves. Locating in the wilderness requires the character make a DC 20 Survival check while in mild temperate freshwater coasts and banks.
Milkthistle Seeds	25 gp	Ingest (takes 1d5 hours to prepare) to add a +2d5 bonus to poison saves in 1d4 hours with a DC 20 Heal check. If the attempt to use the item fails, a dose of the herb is used up, but there are no additional side effects and additional attempts may be made if more doses are available. Locating in the wilderness requires the character make a DC 15 Survival check while in mild temperate freshwater coasts and banks.
Mirenna Berry	10 gp	Ingest to restore 10 hit points. Locating in the wilderness requires the character make a DC 12 Survival check while in cold mountains.
Miruvor Other names: Cordial of Imladris	–	Elven liqueur, clear and colorless, with a pleasant fragrance, made only in the Elven-realm of Rivendell. Drink to immediately provide 4 hours of immunity to cold dangers (p. 442), a +5 save bonus to cold-based attacks, and completely remove any fatigued or exhausted conditions.
Orc Draught	–	Drink to restore 1d8+1 hit points and causes 1d4+1 damage (a DC 11 Fortitude save negates this damage).
Pipe	3 cp to 5 gp	Prices range greatly based on materials (from clay to exotic wood) and quality of craftsmanship.
Pipe-weed (Longbottom Leaf)	8 sp	.1 pound. Good for 14 full pipes. Smoking a full pipe of this pipe-weed restores 3d4+3 spell levels.
Pipe-weed (Old Toby)	5 sp	.1 pound. Good for 14 full pipes. Smoking a full pipe of this pipe-weed restores 2d4+2 spell levels.
Pipe-weed (Southern Star)	3 sp	.1 pound. Good for 14 full pipes. Smoking a full pipe of this pipe-weed restores 1d4+1 spell levels.
Potion of <i>cure critical hits</i>	1400 gp	Restores 4d8+7 hit points.

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Potion of <i>cure light hits</i>	150 gp	Restores 1d8+1 hit points.
Potion of <i>cure moderate hits</i>	300 gp	Restores 2d8+3 hit points.
Potion of <i>cure serious hits</i>	750 gp	Restores 3d8+5 hit points.
Rewk Nodule	9 sp	Brew (20 rounds after water is boiled) to restore 2d10 hit points with a DC 15 Heal check. If the attempt to use the item fails, a dose of the herb is used up, but there are no side effects and additional attempts may be made if more doses are available. Locating in the wilderness requires the character make a DC 12 Survival check while in cool temperate deciduous/mixed forests.
Thurl Clove	1 sp	Brew (20 rounds after water is boiled) to restore 1d4 hit points with a DC 15 Heal check. If the attempt to use the item fails, a dose of the herb is used up, but there are no side effects and additional attempts may be made if more doses are available. Locating in the wilderness requires the character make a DC 8 Survival check while in a cool temperate deciduous/mixed forests.
Waters of Lórien	–	Drink to restore 4d8+7 hit points and 4d4+4 spell levels.
Winclamit Fruit	100 gp	Ingest to restore 3d100 hit points. Locating in the wilderness requires the character make a DC 35 Survival check while in cold coniferous (evergreen) forests.
Yavethalion Fruit	45 gp	Ingest to restore 5d10 hit points. Locating in the wilderness requires the character make a DC 25 Survival check while in mild temperate ocean/saltwater shores.