

A SAMPLE DECK

Sites Buhr Widu Dale Dead Marshes Dol Amroth Dunharrow Eagles' Eyrie Edhellond Edoras Glittering Caves Grey Havens Lórien Lossadan Camp Minas Tirith Mount Gram Mount Gundabad Rivendell The Gem-deeps The Púkel-deeps The Under-leas The Under-vaults Starting Characters: Ioreth <i>with</i> Elven Cloak Faramir <i>with</i> Athelas Boromir <i>with</i> Dagger of Westernesse	Other Characters: Brand Vôteli Théoden Imrahil Resources (35): Athelas (x2) Block (x3) Bridge Cram (x2) Dark Quarrels (x2) Dwarven Light-stone Forewarned Is Forearmed Gates of Morning (x2) Gwaihir Hall of Fire Healing Herbs (x4) Many Foes He Fought (x3) Many Turns and Doublings Master of Esgaroth More Sense Than You (x2) Noble Hound Orcrist Secret Passage Secret Ways	Shield of Iron-bound Ash Sword of Gondolin Torque of Hues Warm Now Be Heart and Limb Hazards (40) Wilderness/Ruins & Lairs Creatures (15): "Tom" Cave-drake (x2) Dire Wolves Giant Giant Spiders Hobgoblins Land-drake Lesser Spiders Orc-raiders (x2) Orc-warriors (x2) Stirring Bones Wargs Free-domain/Border-land Creatures (8): Abductor Ambusher Brigands (x2)	Slayer Wargs Wolves (x2) Shadow-land/Dark- domain Creatures (7): "Bert" Adúnaphel (as a creature only) Ghosts Ghouls Half-trolls of Far Harad Marsh-drake Orc-guard Other Hazards (10): Doors of Night (x2) Doubled Vigilance Earth-tremors Fell Winter Nameless Thing Pierced by Many Wounds Rank upon Rank Redoubled Force Wake of War
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5.3 HERB INDICES

The two alphabetized indices that follow are designed to help the GM or player find the curative or poison they need quickly. Accordingly, Section 5.3.1 indexes all herbs described in Section 4.0 according to the type of region in which they may be found. Section 5.3.2 classifies these same herbs according to their curative (or poisonous) properties. Section 5.3.3 cross-references all of the alternate names used of these herbs in other MERP publications.

5.3.1 RANGE/WHERE FOUND

This index groups the entries from Section 4.0 according to the kind of environment in which a given curative or poison may be found. An asterisk (*) appended to a name indicates that the herb in question is known to exist only within a specific region of the type under which it is grouped. To determine whether that herb would be accessible, the GM or player should consult the appropriate entry in Section 4.0.

COASTLANDS

Ancalthur
 Avhail
 Belan
 Degik
 Dráf
 Ebur
 Gulfbrake
 Gylvir
 Iauthalion
 Ironbine
 Jitsu
 Sandclaw
 Seathorn
 Vinyanestale*
 Worldlivur*

DESERT/ARID

Boxdeath
 Cockfan
 Culan

Culkas

Desert Amber*
 Garig
 Juth
 Kargijak*
 Klagul
 Kly
 Lestagi
 Nashadt
 Ul-naza
 Welwal

FORESTS

Arlan's Slipper
 Asp Glands
 Asp Venom
 Flameroot
 Hart's Glory
 Lus
 Shadowvine*

FORESTS

(CONIFEROUS)

Atigax
 Black Vines*
 Blue Pine
 Delrean
 Finchfeather
 Lord 'n' Glory
 Mothernel
 Nelluin
 Stonelance
 Sweet Sorrel
 Sweetstar
 Taynaga
 Temsanc
 White-berried Yew
 Winclamit
 Witch Hazel
 Witchbriar
 Yellow Hemlock

FORESTS

(DECIDUOUS)

Baldfoot
 Berterin
 Boskone
 Caj*
 Chap-beech
 Cicino*
 Deadly Milk-white Trumpet
 Dinfuin*
 Earthbread
 Eredena*
 Gumumiti
 Harwite*
 Hiam moss*
 Hrast*
 Kingsfoot
 Ladylock
 Lainimit
 Lus
 Melem Loza*