

A SAMPLE DECK

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

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
Degík
Dráf
Ebur
Gulfbrake
Gylvir
Iaualhion
Ironbine
Jitsu
Sandclaw
Seathorn
Vinyanestale*
Worldclivur*

DESERT/ARID

Boxdeath
Cockfan
Culan

Culkas

Desert Amber*
Garíg
Juth
Kargíjak*
Klagul
Kly
Lestagí
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
Dinftuin*
Earthbread
Eredena*
Gumumiti
Harwite*
Hiam moss*
Hrast*
Kingsfoot
Ladylock
Lainimit
Lus
Melem Loza*