## Herbalism

There is a great deal of benefit to be had from a working knowledge of the flora that grows in the world of Bostonia. Herbs in Bostonia have many miraculous properties ranging from herbs that keep away insects, to herb that heal, to herbs that bolster the user’s strength and toughness.

### Herbalism Skill

The herbalism skill allows characters to identify, find, cultivate and prepare herbs. While not as outright powerful as an alchemist, an herbalist can heal, strengthen and protect his comrades. What is even better is that the materials to do so can literally be found at the practitioner’s feet. The uses of the herbalism skill are described in the sections below.

#### Herb Discovery and Preparation

Herbs and herbal preparations can be found in shops and the homes of hedge women across Bostonia. However, most herbalists prefer to find their materials in the wild. Each region of Bostonia is home to different useful herbs.

An herbalism skill test is required to find herbs. The base DL to find herbs is 12, but this can vary with the local conditions at the GM’s discretion. A successful test means that the herbalist has found 1d4 different patches of herbs. Each patch allows the character to roll 1d100 on the Herb Chart for that region of the game world to determine what he has found.

**Using Herbs**

Most herbs can be used raw to provide a basic effect, but many can be processed to have a different, or more powerful impact. Processing a batch of herbs requires an amount of money to represent tools and minor ingredients used, and a skill roll against the recipe’s DL. A successful skill test gives you a dose of the herbal recipe. A failed roll means that the herbs and the money spent are lost.

**Finding New Recipes**

The recipes listed on the herb charts below are assumed to be common enough that any character with the herbalism skill knows them. New recipes can be found, earned as quest rewards, or purchased in shops.

Characters can create a new recipe by buying the Unique Recipe talent. This talent may be purchased multiple times and each time it allows the character to create a new herbal recipe, written by the player and approved by the GM.