## Herbalist Kit

An herbalist kit is a small collection of tools essential for the practice of herbalism such as clippers, specialized knoves, pouches, grinding stones, and a mortar and pestle.

**Herbalist Kit**: 10 gp, 1 Gear Slot.W

## Extended List of Herbs

**Table 1. Herb List**

| DC | Herb Description |
| --- | --- |
| 11 | **Lifeleaf Jelly**. Heal 1 HP or 2 HP fire damage; can’t smell or taste for 1 hour. |
| 12 | **Darkroot**. Gain darkvision (Near) for 1 hour; blinded in light. |
| 12 | **Murkweed**. Hold breath up to 10 minutes or until you breathe. |
| 12 | **Shakewort**. Can’t be surprised, DISADV on stealth for 1 hour. |
| 13 | **Foebane**. ADV on attacks/damage vs one creature type; DISADV on death timer roll for 1d6. |
| 13 | **Ghostweed**. See invisible; DISADV on other Spot checks for 10 minutes. |
| 13 | **Ghoul’s Cap**. First attack in 10 min +2d6 Necrotic; DC 13 CON or take 1d4 Necrotic. |
| 13 | **Stonebark**. AC +2, DISADV on DEX checks for 1 hour. |
| 13 | **Wraith’s Whisper**. Speak with dead, but can’t understand living for 10 minutes. |
| 13 | **Yeti’s Crown**. ADV to resist cold, can’t see color for 1 hour. |
| 14 | **Demon’s Tongue**. Understand all speech, but speak a random language for 10 minutes. |
| 14 | **Lichlichen**. Immune to fear and charm for 10 minutes; DISADV on CHA checks for 1 hour. |
| 14 | **Purgeroot**. Ends poison/disease; DISADV on all rolls for 1d4 rounds from retching. |
| 15 | **Bloodmoss**. ADV on death timer roll, DISADV on healing for 1 hour. |
| 15 | **Creeping Lily**. Speak only to plants and fungi for 10 minutes. |
| 15 | **Everburn Moss**. Emit bright light (Near), dim light (Far); ranged attacks have ADV to hit you for 1 hour. |
| 15 | **Serpent’s Sap**. Blood is 2d4 poison to others for 1 hour; take 1d4 damage after. |
| 15 | **Slumberberry**. Heals like Potion of Healing; adds hours to rest equal to half damage healed. |
| 16 | **Halfling’s Foil**. Invisible for 1d4 rounds or until wounded/attacking. |
| 17 | **Shune’s Breath**. Voice heard by one known person up to 1 mile for 10 minutes. Can only whisper for 1 hour. |
| 18 | **Banshee’s Hair**. Scream for 1d4 rounds, DC 13 CHA or 2d6 Necrotic to all Near. Mute for 1 hour. |
| 18 | **Satyr’s Root**. You cannot be paralyzed for 1 hour and cannot rest for 12 hours. |
| 19 | **Medusa’s Foil**. You cannot be petrified for 1 hour and cannot rest for 24 hours. |
| 19 | **Dream Nettle**. Read surface thoughts (Close) for 1d6 rounds; DISADV on INT and WIS checks for 1 hour. |
| 20 | **Heartleaf**. Extra action next turn; bleed for 1d4 if wounded in 10 minutes. |

**Table 2. Random Herbs**

| d12 | Normal (12) | Hard (15) | Extreme (18) |
| --- | --- | --- | --- |
| 1 | Lifeleaf Jelly | Purgeroot | Satyr’s Root |
| 2 | Darkroot | Bloodmoss | Banshee’s Hair |
| 3 | Murkweed | Bloodmoss | Dream Nettle |
| 4 | Shakewort | Creeping Lily | Medusa’s Foil |
| 5 | Foebane | Shune’s Breath | Satyr’s Root |
| 6 | Ghostweed | Everburn Moss | Banshee’s Hair |
| 7 | Ghoul’s Cap | Serpent’s Sap | Dream Nettle |
| 8 | Stonebark | Serpent’s Sap | Medusa’s Foil |
| 9 | Wraith’s Whisper | Slumberberry | Satyr’s Root |
| 10 | Yeti’s Crown | Slumberberry | Banshee’s Hair |
| 11 | Demon’s Tongue | Slumberberry | Dream Nettle |
| 12 | Lichlichen | Halfling’s Foil | Heartleaf |