

HERBALISM & ALCHEMY

FAN-MADE SUPPLEMENT

VERSION 1.0



CREDITS

Supplement Designer: Dalagrath

Testing & Balance: gamer4maker, Riposte

Flavor Texts: Dalagrath, gamer4maker, Smigss, Shr1mp

Based on the original D&D game created by
E. Gary Gygax and Dave Arneson,
with Brian Blume, Rob Kuntz, James Ward, and Don Kaye

DUNGEONS & DRAGONS

HERBALISM & ALCHEMY

UNLOCKING TRUE POTENTIAL. RAYUS ALBRIGHT WAS VERY SKILLED WITH PLANTS AND OILS. HE KNEW HOW TO EXTRACT THEIR TRUE POWER AND CREATE ALMIGHTY CONCOCTIONS.

MANY WOULD TRY AND STEAL THESE AMAZING TONICS, UNTIL THE DAY HE STARTED SELLING HIS SECRETS FOR MASSIVE FEE. NOWADAYS, EVEN THE MOST COMMON OF TOWNSFOLK CAN PUT TOGETHER A SIMPLE TONIC.

— PROF. CLAYTON, *COMPENDIUM OF ARCANE SCIENCE*

All throughout the world, there are various forms of plant life, animal products and earthy substances that you can utilize both in and out of a combat situation. Herbalism is the profession behind gathering these types of items, and Alchemy is the profession behind extracting their potential and using the products they produce.

You might find yourself walking through the mountains, only to come across some very rare Primordial Balm, which under most circumstances can amplify a potion or poison's effects two-fold. At other times, you might find yourself walking across a tundra cold and alone, and due to your training you are able to synthesize some Drakus Flower or Fennel Silk to help you regulate your body heat.

HERBALISM

While players are out traveling amongst the world, they might want to gather some local fauna. This is known as Herbalism. Herbalism is mainly used to gather things like leaves, coral, and seeds. However, at the DMs digression, when performing any Herbalism checks, it can also affect gathering of simple game (e.g. rabbit, peasant, or other small animals).

This action can occur during downtime if the party is out in the wilderness, or it can occur in the middle of the game as the party travels around. This is up to the DM, and they have final say amongst how much you gather and what you gather. This supplement will give a baseline on how to distribute these things.

PERFORMING HERBALISM

There is currently no set Herbalism skill in *5th Edition Dungeons & Dragons*. For purposes of this supplement, the player would use Survival or Nature in place of their Herbalism skill, whichever is highest.

Herbalism Modifier = Survival or Nature mod. + Proficiency Bonus if using a Herbalism Kit you're proficient with

For example, a Druid with a high Nature skill would be versed at Herbalism due to her experience roaming the wilds for the majority of her life. In the same fashion, a Rogue that had to survive many years in his past life might have a high Survival skill, and would fuel their gathering that way. Remember, there is no truly wrong way to use Herbalism.

GATHERING DURING GAMEPLAY

In between the dungeon delving, the sword slashing and the spell casting, the players usually have a period of rest. Many occasions call for a short or long rest during these times. Gathering plants or herbs is not considered a strenuous activity, and does not interrupt the resting periods that allow movement.

For these occasions, a player would announce to their DM that they would like to gather some plant life around the area. The player would then roll a DC 15 Herbalism check. Additionally, a player can use a **Herbalism Kit** to increase their total modifier by their proficiency bonus if they are proficient with the kit as well.

A successful gathering attempt would result in the DM rolling 1d4 for how many ingredients were gathered, and then looking up the parties most relative terrain in *Appendix B*. Here the DM would roll for however many ingredients were gained.

A good general guideline to stick by would be allowing 2-3 gathering moments per session, or 1 to 2 gathering opportunities in between long rests. This will allow the player to craft decent potions and poisons, without giving them unlimited amounts of ingredients.

THE DANGERS OF THE WILD

While this supplement is focused purely on the gathering and use of natural ingredients to produce great effects, remember that to gather these things means going out into the wilderness. When a player wants to gather some ingredients, think about maybe having the party or player come across an owl bears cave! Also, you may consider looking at the current terrain your players are in, and pick a semi-rare ingredient from Appendix A to put at the top of a dangerous climb. Is it worth the risk?!

GATHERING DURING DOWNTIME

During periods in between sessions, also known as Downtime, a player can perform Herbalism as well. When a player chooses to use their Downtime activity gathering ingredients, the DM would roll for the player in their stead. If the DM does not know the player's skill scores, the player can decide to either wait to roll at the start of the next session, or have the DM roll 2d10 and add 3x Character Level, while trying to beat a 75.

An important thing to keep in mind as the DM, is to not give too many ingredients to the player that decides to gather as a Downtime activity. If given too many ingredients at low levels, the player can then create very powerful potions beyond their level. A good rule of thumb for Downtime gathering, would be to roll once or twice for gathering ingredients per day of travel during downtime, or for every 6 hours in game time if the party isn't going to be traveling.

A successful gathering check results in the same fashion as if gathering during the session.



IDENTIFYING INGREDIENTS

After the player has gathered some ingredients, the DM can determine whether or not the character has past experience with it. This can be done either through a quick decision by the DM, or by rolling for the knowledge. If the second option is chosen, the player would perform an Herbalism check at a DC of 10 + DC Difficulty of the ingredient (see below for rare ingredients).

If the player fails the roll, the character does not recognize the ingredient enough to understand its purpose. Another attempt can be made after the player has researched more about the ingredient, or has another party member identify it for them. A player cannot roll again for the same ingredient if they do not already know what it is, or have gained insight on it.

If the player succeeded the roll, the character recognizes the ingredient and has a general idea of what it can do in a concoction. Additionally, if the player surpassed the DC by 5 or more, the character knows exact details about the ingredient and what it can be used for.

RARE FINDINGS

The world is a bountiful place amongst all of the terrains it has within itself. While there are some plants that only grow in certain regions, and others that grow almost everywhere, you might come across a rare ingredient or two. These ingredients are marked as such for the DM to easily recognize them.

Rare ingredients such as the **Primordial Balm** offer major boons to both potions and poisons. Therefor they are much harder to identify the exact details of. The player would perform a regular Herbalism check as described above, but would add an additional +3 to the DC.

Just as the DC gets increased, the detailed knowledge gap does as well. If the player surpasses the roll by 10 instead of the normal 5, the character knows detailed information about that ingredient.

SELLING HERBALISM ITEMS

Herbs and common Plants are often sold in cities, towns, and even sometimes villages. This can be done either during Downtime or in session, and operates the same regardless. However, depending on how the economy of the world your in is about, the prices and quantities of said items could be at any end of the spectrum.

Don't expect to walk into the town of Willsbury, which recently was ransacked by Orcs, and hope to sell your ingredients at full price, or even at all! Sometimes you can get lucky and unload all your unwanted ingredients in a capital city in need of fresh herbs, and other times you'll be holding onto stuff for awhile.

Under normal everyday circumstances, a player can expect to sell a handful or two of common ingredients to a merchant in a city or town. However, the amount of money for those herbs will still vary vastly. Rare ingredients are very hard to sell at full price, and even harder to find a buyer for.

Just like selling Magic Items, the player will need to perform a DC 20 Intelligence (Investigation) check to find potential buyers of their products. Another player in the party can assist in this venture by offering their services, granting the original player advantage on this roll.

On a failure, no buyer can be found until the player performs a long rest and attempts again. On a success, the player is able to find a buyer in a nearby area to them immediately. If this was done during downtime, it takes a number of days equal to the rarity of the ingredient. Also, the rarity of the ingredient you are trying to sell might affect the chance that the price will not be near full price

for that particular ingredient. Consult the tables below for both the prices offered by a potential buyer, as well as the amount of days it would take during downtime to find one.

SALABLE HERBALISM ITEMS

Rarity	d100 Price Modifier*	Days to find Buyer
Common	+10	1d4
Uncommon	+0	1d6
Rare	-10	1d10
Very Rare	-20	1d12

* Apply this modifier to rolls on the Herbalism Prices table

HERBALISM PRICES

d100 + Mod	You Find ...
20 or lower	A buyer offering a tenth of the base price
21 - 40	A buyer offering a fifth of the base price, and a shady buyer offering half of the base price
41 - 80	A buyer offering half of the base price, and a shady buyer offering the full price
81 - 90	A buyer offering to purchase all of your ingredients at once at half price
90 or higher	A shady buyer who is willing to buy all of your ingredients at full price, no questions asked

Once the player has found a successful buyer for an ingredient, the DM can determine the identity of the buyer if they wish. If the buyer seems shady or likely to get the party into trouble down the road, feel free to skip selling the items to that buyer and try again later.

ALCHEMY

Finally, we have some ingredients from the wild. Maybe you even got lucky or had a generous DM that gave you something cool. But we can't just stuff the ingredients in our mouth and hope for the best now, can we? You'll need an understanding on how to extract their power, which is known as Alchemy.

Just like Herbalism, a player can perform Alchemy either in session or during a period of Downtime. All a player would have to do is declare they want to perform Alchemy with a few ingredients. The mechanics for both in session and downtime are the same.

THE ALCHEMY SKILL

Just like Herbalism, there is currently no set Alchemy skill in *5th Edition Dungeons & Dragons*. Towards that purpose, the player would use either their Medicine or Nature skill in place of their Alchemy skill, whichever is highest.

Alchemy Modifier = Medicine or Nature mod. + Proficiency Bonus if using a valid Alchemy tool you're proficient with

For example, the Druid from the prior Herbalism example would be able to use her Nature to deduce how to best combine ingredients in a safe manner from having to do so growing up. At the same time, that Rogue from the prior Herbalism skill example might have studied medicine in his lifetime, in order to understand the body and create better poisons. Both are viable background and flavor texts for Alchemy.

THE PROCESS OF ALCHEMY

When a player would like to craft a potion or poison, they would announce it to their DM. Players can perform *Alchemy Attempts*, which are the equivalent to *Rituals*. This process takes 10 minutes to complete and results in a single vial of paste, powder, or liquid.

THE TOOLS OF THE TRADE

For each type of concoction, the player is required to have a tool. Crafting potions and tonics requires some **Alchemist's Supplies** or **Brewer's Supplies**, while crafting poisons requires a **Poisoner's Kit**. The player does not need to be proficient with the tools in order to craft the items, but being proficient with these tools adds their proficiency bonus again to their rolls in crafting.

To start a basic Alchemy Attempt, you would select a base ingredient to work with. Base ingredients have the term **Effect**, **Buff**, or **Debuff** in front of the description. When crafting, you can only have one of these base ingredients unless an ingredient says otherwise, such as **Bloodgrass**.

Once you have your base ingredient, you can add other ingredients that have the **Modifier** or **Special** term in front of the description. You can only have one Base ingredient and up to three modifying ingredients in a single concoction. Secondly, there are **Enchantment** ingredients. These require Elemental Water as their base ingredient, which then you would select the Enchantment ingredient for the Alchemy Attempt.

Now that you have selected your ingredients, you'd find the total difficulty number and roll an Alchemy Attempt DC check.

Alchemy Attempt DC = 10 + all ingredient difficulty modifiers combined

On a successful Alchemy Attempt roll, you create the vial of paste, powder, or liquid. On a failure, the vial's contents don't look exactly like they should. It is up to the DM to decide whether the character knows if the potion will work correctly.

CRAFTING POTIONS

The difference between potions and poisons is that there are three different types of potions, and only one type of poison. The three different types of potions are **Effects**, **Bufs**, and **Debuffs**.

An simple Effect potion normally is either a healing-like substance, or to a greater extent, a spell-like effect. For example, **Wisp Stalks** give the effect of making the consumer of the potion to turn invisible for 1 hour. While the healing-like substances can be altered by **Modifier** ingredients, most of the spell-like potions cannot.

A Buff or Debuff potion directly affects the attribute stats of the target that is either hit by a weapon covered in the oil, or it is ingested. Unlike the spell-like substances of Effect ingredients, these potions can be altered by Modifier ingredients to increase their potency, duration, and even focus.

A few examples of potions that you can create using Alchemy are be below:

Potion of Delayed Potent Healing. Starting with Wild Sageroot, combine it with Milkweed Seeds and a touch of Gengko Brush. This potion has a Alchemy Attempt DC of 16. The resulting mixture should give off a bluish-green glow in the water, with the remnants of the brown Gengko Brush swirly around. When ingested, this potion provides (8d4/2) healing over the course of two rounds.



Potion of Invisibility. Like all extremely magic based potions, we shall start off with some Elemental Water. Then, we shall mix in some Wisp Stalks we found last week. This potion has a Alchemy Attempt DC of 17. The resulting mixture should look similar to a vial of thick ghostly fog that moves like water. When ingested, it provides the user *invisibility* for 1 hour.

CRAFTING POISONS

One of the main tools in an assassin, Drow, or evil being's repertoire of ways to kill someone. Poisons. Most of the time these are beautiful, and all of the time they are deadly. There is only one type of poison (**Effect**) when it comes to this supplement, and that's all that is needed.

Poisons are very versatile in how one can create them. They can target the target's core and disrupt their body heat overtime to freeze them from the inside-out, or even decide to boil their flesh off using acidic properties. They can knock-out targets as well as make targets unaware they are even poisoned. When an alchemist creates a poison, decides whether the poison needs to be *inhaled*, *ingested*, dealt with an *injury*, or just making *contact* with skin.

Luckily, for all those wanting to master the art of poisons, all they need to start is a very common ingredient called **Wyrmtongue Petals**. These grow in almost every terrain, and are the base ingredient for all poisons. Additionally, all poisons can be altered by **Modifier** ingredients to customize them to their user's liking.

ADDITIONAL POISONOUS RULINGS

Some ingredients like the Arctic Creeper change the damage type from poison to another. However, although the final poison's damage has changed, for purposes of **Modifier** ingredients, it is still considered poison damage until the poison is finished. Also, a single vial of poison can be applied up to 1 weapon or 3 pieces of ammunition. Additionally, poisons used with this supplement instill the poisoned condition on their target unless said otherwise.

A few examples of poisons that you can create using Alchemy are be below:

Death's Bite (injury). Start with Wyrmtongue Petals like all poisons, and grind in the root part of some Arctic Creeper. Then add some Spineflower Berries and Quicksilver Lichen. This poison has a Alchemy Attempt DC of 18. The resulting mixture should look like a translucent light grey liquid with lines of silver flakes from the lichen. When used appropriately, the target it is used on becomes *poisoned* for 30 seconds, and takes 2d6 + Alchemy Modifier necrotic damage per round.

Widow Venom (contact). Start with Wyrmtongue Petals like all poisons, and mix in some Amanita Cap with a little bit of Cactus Juice. After that, add some Spineflower Berries. This poison has a Alchemy Attempt DC of 16. The resulting mixture should be a slime-like red substance that has fuzzy bits of the Amanita Cap exposed. When used appropriately, the target it is used on becomes *poisoned* for 1 minute, takes 1d6 + Alchemy Modifier poison damage per round, and doesn't notice the effects until 30 seconds pass. Additionally, the poison will only knock the target unconscious, not kill them.

SELLING ALCHEMY ITEMS

Selling your crafted potions and poisons can be done either during sessions or during Downtime activities like selling herbs can be. However, finished products are looked for by potential customers far more often than just the ingredients. This is mostly due to the lack of ability to craft such items for most NPCs.

The pricing for all Alchemy items is the total cost of the ingredients in the single concoction combined. However, these are just base pricing, and the charts below go off of the base pricing. The player always has the opportunity to price these items themselves, and the DM can respond at their discretion.

You can expect to sell up to half of your alchemy wares to potential buyers in most cities and towns, and only a small amount to villages. This of course depends on how much money you are willing to sacrifice. However, the more damage, healing, or power a concoction provides, the less often a buyer will be available.

When selling your crafted alchemy items to a potential buyer, the player will need to perform a DC 15 Intelligence (Investigation) check to find potential buyers of their products. Just like herbalism, another player in the party can assist, granting the original player advantage on this roll.

On a failure, no buyer can be found for that item type until the player tries again after a long rest and makes another attempt. On a success, the player is able to find a nearby buyer immediately, or if during Downtime, it takes a number of days as per the chart below. Remember, that the more ingredients in a concoction, the harder it will be to sell.

SALABLE ALCHEMY ITEMS

Rarity	d100 Price Modifier*	Days to find Buyer
1 Ingredient	+10	1d6
2 Ingredients	+0	1d8
3 Ingredients	-10	1d10
4 Ingredients	-20	1d12

* Apply this modifier to rolls on the Alchemy Prices table

ALCHEMY PRICES

d100 + Mod	You find ...
30 or lower	A buyer offering a fifth of the base price
31 - 50	A buyer offering a half of the base price, and a shady buyer offering full price
51 - 60	A buyer offering full price, and a shady buyer offering the one and a quarter of the base price
61 - 90	A buyer offering one and a quarter of the base price, and a shady buyer offering one and a half of the base price
90 or higher	A buyer offering one and a half of the base price, and a shady buyer offering double the base price

Once the player finds a buyer, the DM can determine whether the buyer is shady or not, and further can choose the exact identity of the buyer if they wish. Just like selling your ingredients, if the buyer seems shady, the player can refuse to sell their products.

HERBALISM & ALCHEMY VARIANTS

As the DM, you can decide to use any of these additional rulings in your games when it comes to this supplement. However, make sure to communicate this with your players so they understand.

INGREDIENT EXPIRATION

This variant of Herbalism affects how long an ingredient can go when not used in an Alchemy item or preserved in another way. If the ingredient is in an Alchemy item, it is no longer considered an ingredient for purposes of expiration.

Most ingredients can only last about a week in game time before losing their full potential. If used past this week time period, the concoction can have slightly altered effects, or not work at all. However, the rare and very rare ingredients can last almost a month in game time due to their hostile environment situations.

A good way to preserve ingredients from expiring too early is to use an **Ingredient Pouch** (25 gp, 1 lb). Every pouch operates differently, but costs the same. Some of these pouches keep the ingredients dry, while others merely remove oxygen from the container. Any style of these pouches extends the ingredient life of ingredients by double.

POTION SICKNESS

Drinking too many potions can have variable consequences if not carefully monitored. If you feel that your players are making and using too many potions, this variant ruling might be for you.

If a player decides to ingest more than 8 ingredients worth of potions between periods of long rest, the DM can decide to have some consequences appear. This can vary from DM to DM, but shouldn't be used to punish the players. The character merely is tampering with the magical essence of the world too fast.

Some good examples would be to have a simple consequence where the character gets sick to their stomach and gains a level of *Exhaustion*, while on the other end of the spectrum, a consequence could be that the magic in the potions created a *Wild Surge* within the character.

UNDERDARK TREASURE

Not many people go looking for a fight in the Underdark, let alone ingredients to make fascinating concoctions. With this variant ruling, any ingredients from the Underdark, and any items produced with those ingredients have a black glow to them. Buyers will buy these at 5x the regular value of a normal version. Additionally, the DM might decide that the potion or poison has additional effects randomly added in the style of an Underdark tone.

APPENDIX A: INGREDIENTS LIST

This appendix allows the ability to quickly grab the mechanical information behind each of the ingredients used by this supplement. The table below shows the name of the ingredient, the base pricing, mechanical details about the ingredient, the DC difficulty modifier, and what terrain it grows in.

You can further use this appendix to quickly determine the rarity of the ingredients by referencing the Herbalism Rarity table to the right. This should give a DM enough reference to get a quick feel for the ecosystems that these things grow in. However, Appendix B has the charts on a bell curve for that as well.

Price	Rarity
Up to 20 gp	Common
21 - 50 gp	Uncommon
51 - 100 gp	Rare
Over 100 gp	Very Rare



HERBALISM INGREDIENTS

Herbs/Ingredients	Cost	Details	DC Diff.	Grows in ...
Arctic Creeper	12 gp	Modifier: Change poison damage to cold or necrotic damage; target is still <i>[poisoned]</i> for 1 minute; toxin is still considered poison damage when combining with other ingredients	+2	Arctic, Mountain
Arrow Root	14 gp	Effect: When poured over a weapon or 3 ammunition, it gives +1 to all attack rolls with whatever it was poured on for 1 minute. Modifiers can only affect the + bonus, not amount of items allowed.	+1	Desert, Forest, Grasslands
Amanita Cap	6 gp	Effect: Changes any poison Effect to be non-lethal and only incapacitate the target	+1	Coastal, Swamp
Basilisk Breath	120 gp	Special: Slowly paralyzes opponent. Target makes a DC 5 + <i>Alchemy Modifier</i> CON saving throw each turn for 4 turns. While under this affect, target is considered slowed by the <i>slow</i> spell. On a failed save, the target is considered <i>[paralyzed]</i> for 4 rounds. Cannot be modified or altered by other ingredients.	+5	Mountain
Bloodgrass	5 gp	Effect: Can combine with any other non-poisonous Effect ingredient to become a food source for 1 day. Cannot be altered by other ingredients.	---	Most Terrain
Blue Toadshade	4 gp	Buff: +1 to all WIS and CHA rolls for 1 hour	+1	Coastal, Forest, Swamp
Cactus Juice	12 gp	Modifier: The target will not notice any poison damage Effect in their system until they take 5 rounds of damage from the toxin	+2	Desert, Grasslands
Chromus Slime	16 gp	Modifier: The final Effect after all other calculations, but not before <i>Primordial Balm</i> is applied, is the exact opposite. This is up to the DM's digression on the specifics per potion/poison.	+3	Coastal, Underdark
Cosmos Glond	24 gp	Effect: Target gains <i>resistance</i> to 1 random type of non-physical damage. Must use Elemental Water as a base solution for the potion.	+3	Coastal, Desert
Devil's Bloodleaf	60 gp	Debuff: -1 to all rolls for 1 hour	+1	Hills, Swamp, Underdark
Drakus Flower	8 gp	Modifier: Change poison damage to fire or acid damage; target is still <i>[poisoned]</i> for 1 minute; toxin is still considered poison damage when combining with other ingredients	+2	Desert, Grasslands, Mountain
Dried Ephedra	14 gp	Modifier: Increase the dice-type by 1 size for any healing Effect	+3	Desert, Mountain
Elemental Water	8 gp	Special: This is used as the base catalyst for all Enchantment ingredients. Without this special water, the Enchantment ingredient produces odd results, determined by the DM.	+2	Special (See Appendix B)
Emetic Wax	10 gp	Modifier: Delay the Effect of an ingredient this was combined with by 1d6 rounds	+3	Forest, Swamp
Fennel Silk	6 gp	Effect: Stabilizes body heat to resist <i>cold weather</i> or <i>wet condition</i> penalties for 1 hour	+2	Arctic, Underdark
Fiend's Ivy	7 gp	Debuff: -1 to all STR and DEX rolls for 1 hour	+1	Arctic, Underdark
Frozen Seedlings	10 gp	Effect: Reduce target's movement speed by 10 ft for 1 minute	+2	Arctic, Mountain
Gengko Brush	5 gp	Modifier: Double the dice rolled of any healing Effect , but divide the total of the dice by 2 (rounding down); Then, the recipient receives that amount of healing per round for 2 rounds.	+3	Hills, Underdark

HERBALISM INGREDIENTS (CONT.)

Herbs/Ingredients	Cost	Details	DC Diff.	Grows in ...
Harrada Leaf	25 gp	Modifier: Change one attribute of an attribute Buff 's potency to +5 and remove the other attribute bonus. The effect instead lasts for 1 minute, and afterwards the target receives a -10 penalty to the same attribute for 2d12 hours. Does not work in a combination of more than this and a Buff ingredient.	+4	Forest, Grasslands, Hills
Hyacinth Nectar	6 gp	Effect: Removes 1d6 rounds of poison in the target's system, but cannot remove it completely. One round of poison damage will still occur at minimum.	+2	Coastal, Grasslands
Hydrathistle	32 gp	Enchantment: Target can breathe underwater for 1 hour. Cannot be altered by other ingredients. Must use Elemental Water as a base catalyst for the potion.	+2	Coastal, Swamp
Ironwood Heart	4 gp	Buff: +1 to all CON and INT rolls for 1 hour	+1	Arctic, Forest, Hills
Lavender Sprig	4 gp	Effect: Makes the potion or toxin more stable and safer to craft	-2	Coastal, Grasslands, Hills
Luminous Cap Dust	20 gp	Modifier: Triple the duration of any Buff ; target becomes luminous and sheds Dim Light for 15 ft for the duration	+3	Mountain, Underdark
Mandrake Root	14 gp	Effect: Reduce any disease or poison's potency by half for 2d12 hours. Only hinders already existing poisons or diseases in the body. Cannot be altered by other ingredients.	---	Most Terrain
Milkweed Seeds	12 gp	Modifier: Double the dice rolled of any healing Effect , but remove all Alchemy Modifier bonuses	+3	Most Terrain
Mortflesh Powder	7 gp	Debuff: -1 to all CON and INT rolls for 1 hour	+1	Arctic, Underdark
Nightshade Berries	40 gp	Modifier: Change a Buff or Debuff to affect only 1 of the attributes, but change the amount to +/- 2 before any other Modifier calculations.	+3	Forest, Hills
Primordial Balm	150 gp	Special: Double all Effect or Buff/Debuff parts and Modifier parts after final calculations	+5	Mountain, Swamp, Underdark
Quicksilver Lichen	20 gp	Modifier: Double the dice rolled of any poison Effect , but reduce that Effect duration by half	+3	Most Terrain*
Radiant Synthseed	80 gp	Modifier: Change poison damage to radiant damage; target is still <i>[poisoned]</i> for 1 minute; toxin is still considered poison damage when combining with other ingredients	+2	Underdark
Rock Vine	24 gp	Enchantment: Target's AC cannot be lower than 16 for 1 hour. Cannot be altered by other ingredients. Must use Elemental Water as a base catalyst for the potion.	+3	Hills, Mountain
Scillia Beans	16 gp	Enchantment: Target is able to jump up to half of their ground movement speed into the air for 2 minutes. Cannot be altered by other ingredients. Must use Elemental Water as a base catalyst for the potion.	+2	Desert, Grasslands
Silver Hibiscus	55 gp	Effect: When consumed by Target, they can unleash a random elemental damage type, 30ft line, <i>breathe weapon</i> for 4d6 damage on a failed DC 13 DEX saving throw. Half on success. Cannot be altered by other ingredients. Must use Elemental Water as a base solution for the potion.	+3	Arctic, Underdark
Spineflower Berries	22 gp	Modifier: Increase the dice-type by 1 size for any poison Effect	+3	Desert, Swamp
Tail Leaf	40 gp	Enchantment: Target is considered to be under the effect of a <i>haste</i> spell for 1 minute. Cannot be altered by other ingredients. Must use Elemental Water as a base solution for the potion.	+4	Grasslands, Hills
Verdant Nettle	8 gp	Buff: +1 to all STR and DEX rolls for 1 hour	+1	Forest
Voidroot	30 gp	Modifier: Double the Buff or Debuff amount and increase the duration to 2d6 hours	+3	Arctic, Desert
Wild Sageroot	3 gp	Effect: Heals for 2d4 + Alchemy Modifier	---	Most Terrain
Wisp Stalks	100 gp	Enchantment: Target becomes <i>invisible</i> for 1 hour, or until the target takes a hostile action. Cannot be altered by other ingredients. Must use Elemental Water as a base solution for the potion.	+4	Forest, Underdark
Wrackwort Bulbs	4 gp	Debuff: -1 to all WIS and CHA rolls for 1 hour	+1	Coastal, Swamp
Wyrmtongue Petals	2 gp	Effect: 1d4 + Alchemy Modifier poison damage per round; target is <i>[poisoned]</i> for 1 minute	---	Most Terrain

PLANT LIFE & INGREDIENT DESCRIPTORS

Below you will find narrative text for each of the ingredients listed above. The DM can incorporate these descriptions to allow the player some form of immersion to the world. Each ingredient has a distinct color or quality that is unique.

Also, there are some side-rulings that the DM can use to further the narrative or plot in game if they'd like.

Arctic Creeper. This noxious weed usually grows in extremely cold environments, or at higher elevations where snow tends to accumulate. The leaves of the plant characterized by a pleasant sweet minty flavor, whereas the root is bitter and acidic. The weed is one of an assassin's favorite plants, due to the root's ability to freeze a creature's bloodstream, which leads to a slow and agonizing death. The Arctic Creeper is toxic to many unwary travelers, as it is quite easy to consume the root's toxins while enjoying the sweet flavorsome leaves.

Arrow Root. This unusually elongated plant can stand up to four feet tall, and is very easy to spot due to its distinctive white and brown speckled pattern. The Arrow Root thrives in desert and drought environments, as the plant needs very little water to survive. When diced and boiled in water the plant creates a frothy silver liquid, which is ideal for sharpening and polishing weapons and armor without the use of magic or other means.

Amanita Cap. This large mushroom is often found growing in clusters near bodies of water, or around other damp terrain. It has a bold blue stem accompanied by a large red cap, which makes this fungi extremely easy to identify. Professional herbalists often cut the head from the root, as the mushroom has the rare ability to re-grow its cap within a few short weeks.

Basilisk's Breath. Often referred to as Grey Restraints amongst the nobles of the world, this dark grey vine is only rarely found atop the highest peaks of mountainous regions. It is fabled that this vine is a gift from the gods, as a way to test humanity. Often sold for outrageous sums of gold, Basilisk's Breath can attract unwanted attention to those trying to sell it for profit.

Bloodgrass. The most boring, common plant life found in the wild is this dark brown grass. It has absolutely no remarkable qualities, other than being relatively harmless, and its use as basic sustenance when properly prepared. Herbalists do not find this grass very unique, but still tend to collect it as it occupies almost no space in their packs.

Blue Toadshade. Another common mushroom is this dark blue cap with a yellow striped stem. When disturbed, this mushroom lets off a puff of blue powder. Usually this causes no permanent harm to the surrounding creatures, but it can stain their skin and equipment for a short while. The powder is commonly used to color various inks and dyes. Herbalists usually search for the fungi around small watering holes, where aquatic life often thrives.

Cactus Juice. This usually clear liquid can be found within most cacti around the world. It's reasonably difficult to extract, as many cacti are dangerous to work with. Brewers love to use this juice in many recipes, as one of its effects is to delay alcohol intoxication, allowing people to purchase and consume more before it hits them.

Chromus Slime. This thin slime substance is often observed to flow within water current as if it had a mind of its own. Often times, scientists mistake this slime with mercury, as it has the same consistency and look. When attempting to alter the slime, it reverberates and alters the other plant life it touches instead.

Cosmos Glond. This uncommon four-leafed plant is notorious for being somewhat difficult to find. This is mostly due to the plant growing about 5 feet underneath sand, and only peeking out during its final maturity. However, it has an uncanny look of the stars in a night sky amongst its leaves.

Devil's Bloodleaf. Only a few recorded instances of this red and yellow flower exist. While many question its existence, others question why it would exist in the first place. Often used as a way to fatigue and harm others, the flower is extremely illegal to possess in most civilized areas. Drow and assassins will commonly cling to this flower, as their final bargaining chip with rival guilds or clans.



Drakus Flower. This bright red and pale green flower can be found in both temperate and warm environments. It's a natural favorite amongst entertainers, due to the petal's ability to ignite with a moderate application of friction. This ignition does not cause harm, but instead creates theatrical sparks with the ability to light fires and create warmth.

Dried Ephedra. A bush often found in dry environments, it is thorny and hard to harvest without scratching your skin. It has a distinct dark purple hue when viewed at a distance, but up close it looks black. Herbalists love to use this plant when making healing tonics as it has the odd ability to enhance Wild Sageroot.

Elemental Water. This unique liquid shares properties of the planar realms of the 4 elements. At times you can see rocks floating unnaturally in the middle and at other times you can swear you see fire in the water. This special water can be found in all environments as it is not bound to our physical world's rules.

Emetic Wax. This thick, white wax is often found seeping out of trees near lush and wet areas. It is commonly used in candle making, as the wax melts and re-hardens rather quickly, yet is strong enough to form delicate shapes. Herbalists use it to control how their tonics enter the body, performing miraculous feats.

Fennel Silk. Often mistaken for a spider's web, this white web like plant grows amongst frigid and dark environments. It uses sharp hooked tendrils to help secure the edges of the plant to nearby rocks or plants. Adventurers that are adept in the use of Fennel Silk will recognize the many applications it has for protecting your extremities from harsh-low temperature environments.

Fiend's Ivy. These long, red thorn-encrusted vines can stretch up to 3 feet long and have sharp thorns that reach up to an inch or two long. It isn't rare to find blood stains amongst these vines as many animals and adventurers can easily trip or get caught in a bushel of the vines. The vines also seem to have a sentient quality to them as they relax when prey is near, and contract when captured.

Frozen Seedlings. These small, pea sized pods can be found amongst resilient flowers in very cold environments. Named for their almost frozen appearance, they can be plucked with relative ease and are often used in cold alcoholic drinks. Some assassins have found ways to crush these into a paste and hamper one's movements.

Harrada Leaf. This huge yellow leaf can often be found near tree tops in lush environments. It is often cultivated and harvested by gangs or the Thieves Guilds to be sold as a street drug. The potent nature of this addictive substance will cause a brief euphoric state coupled with an increase in a specific attribute; followed by a long recovery period in which the user is extremely weakened in that attribute.

DRUG ADDICTION

Ingredients like Harrada Leaf are addictive substances. These plants and ingredients that offer major boosts to a character's body tend to have traces of themselves cling to the user for an extended period of time. They can even be found amongst the stomach lining or lungs days or weeks after simple usage. Characters that use these ingredients often should be wary of the consequences that come with them.

Hyacinth Nectar. This blue and white thick liquid can be extracted from the Hyacinth's near somewhat wet areas. This nectar is of high demand and is often used by highly trained guards to counter poisons that evil people attempt to use on them. While it does not cure the mean of poisons, it severely limits its effects.

Hydrathistle. Named for its appearance, this three-pronged blue and black flower is often found in dark and dank environments. When used alone, the thistle has no real beneficial effects. However, skilled alchemists have been able to use highly powerful and natural water to concoct potions that allow them to breath in water.

Ironwood Heart. This gnarled white seed is commonly found in the nooks of Ironwood Trees. These large seeds pulse with a slow repetitive beat when gripped tightly, often referred to as "Nature's Heartbeat". It is said that when cooked or properly prepared by a Herbalist these seeds can increase constitution.

Lavender Sprig. These long stemmed purple-petal flowers can often be found swaying in the wind in huge patches. They are very common amongst green environments and have a distinct sweet smell. However, they taste extremely bitter when eaten.

Luminous Cap Dust. This powder can be shook from the glowing yellow mushrooms often found in extremely dark environments and it keeps an ember-like glow for about a week after extracted. Many Herbalists keep the glowing mushrooms themselves in dark cellars in order to harvest this dust every chance they can.

Mandrake Root. This tan root has serrated edges all along its body that often cause injury to Herbalists that do not properly know how to handle it. When stripped of its outer skin, the soft tender center can be eaten with relative ease and is often used by Doctors to reduce pain from poison or disease.

Milkweed Seeds. These small, white translucent seeds can be found when opening up a Milkweed Flower. They are often eaten by children due to their friendly look, but can cause negative digestive effects this way. When crushed up and diluted with other liquid these seeds offer very powerful healing effects.

Mortflesh Powder. This dark purple powder is often found growing on top of moss in dark, cold environments. When packed tightly, this powder can act as a substitute black powder or highly explosive material. When loose, it can still cause harm to an adventurer if inhaled.

Nightshade Berries. These light blue berries can be found in small clumped packs among small bushes in lush environments. They can be safely ingested and are often eaten by wild animals for their sweet, but tangy flavor. A skilled Herbalist can enhance the berries natural ability to affect a persons body.

Primordial Balm. This thick substance has been observed changing its coloring, almost at will. The balm is unusually warm to the touch, and can seem to retain heat for weeks on end. Herbalists often find this substance growing on rocks in humid environments. The exact rarity of the substance is unknown, as its constantly changing appearance makes it difficult to identify.



Quicksilver Lichen. This silver and grey silky moss can be found growing amongst almost any substance as it seems to ignore environmental standards. Assassins have been able to use this lichen to quickly administer their toxins into the target's system without any drawbacks. However, this takes some preparation and is often forgotten by common folk.

Radiant Synthseed. This long black and boat shaped seed emanates a strong yellow glow, and often exerts the smell of flowers. When the seed is cracked open, a person can find a few smaller looking seeds of the same nature. These smaller seeds can often be crushed or blended into mixtures to enhance toxins.

Rock Vine. This extremely hardened dark green vine can be found growing in the ground near very old minerals, often seeming to feed off the minerals themselves. At first glance this vine seems completely useless to mortals, but arcane studies have shown this vine to harden a person's skin significantly if combined with a powerful catalyst.

Scillia Beans. These light brown beans can often be found hanging from Scillia Bushes in dry atmosphere environments. They are often used to enhance flavors in stew and other meals, but have a much stranger effect. At full potency, some of these beans can offer the user the ability to jump vastly higher than normal.

Silver Hibiscus. This silver-grey plant looks as though it represents madness itself. It often has random patterns and unplanned shapes, but always has a black web-like pattern on it. Although it may look deadly to touch, when prepared properly a Herbalist can unleash a torrent of elemental power representing a breath weapon.

Spineflower Berries. Often found hanging amongst the bone-like flowers, this white berry can be harvested and crushed to enhance toxins made by scoundrels. However, this effect only applies when introduced directly to the bloodstream. When ingested normally these berries provide little sustenance, but do not harm the person.

Tail Leaf. This very fuzzy, dark green leaf looks like a circle with three thick strands hanging from it. When held, the leaf itself feels as though it is vibrating. It is known that a skilled Herbalist can use these leaves in concoctions to create powerful magical effects to enhance one's speed.

Verdant Nettle. With its dark green and yellow speckled mesh, this plant can be easily spotted. It normally grows in forests and can catch a person's feet when traveling if they do not have proper footing. Alchemists like to use this plant to create tonics that enhance one's strength and reflexes.

Voidroot. This dark grey thick root is often found amongst the most extreme environments. It normally grows in either desert or arctic environments and seems to vary in growth rate per root. Herbalists often stray away from looking directly at the root when preparing it due to tales of people going mad when they stare at the core of the root for too long.

Wild Sageroot. The most common ingredient found among doctors and healer's equipment would be these light pink roots. They measure about 3 to 5 inches in length and have a smooth, fuzzy texture to them. They are used every day by skilled Alchemists and healers to create concoctions of extraordinary healing power.

Wisp Stalks. This incredibly rare fungi has become something of a fable amongst herbalists. It is reported to have a large bulbous cap growing atop a thin stem, and to normally form in small clusters deep within damp cave environments and forests. The organism is usually a translucent blue, and is rumored to render creatures invisible once consumed.

Wrackwort Bulbs. These huge white bulbs can be found on small yellow mushrooms often found in swamps or wet caverns. The mushroom releases a puff of powder from these bulbs when threatened and it tends to confuse and hinder a person. When harvested successfully, these bulbs can be used to hinder others instead.

Wyrmtongue Petals. The assassins, and many Drows, favorite natural ingredient. These jagged red petals can be found growing on Wyrmtongue flowers in almost every terrain. It's almost as if the world itself is trying to test humanity by letting these flowers grow everywhere. These petals are used as a base for toxins that can offer extremely powerful damage. For this reason, Wyrmtongue is highly illegal, and in many cases punishes owners of this flower with death.

APPENDIX B: TERRAIN ECOSYSTEMS

This appendix is used to understand how each of the ingredients work on an ecology basis, as well as used by the DM to randomly determine which ingredient to give the player. These tables are fueled by the Herbalism skill, and correlate directly to that section.

Additional rulings can be found next to each ingredient on the charts below, and each Terrain has specific rulings per ingredient as well. For example, Hydrathistle is found in 1 or 2 amounts

ARCTIC INGREDIENTS

2d6	Ingredient	Additional Rule(s)
2	Silver Hibiscus	
3	Mortflesh Powder	
4	Ironwood Heart	
5	Frozen Seedlings	Find 2 when in Arctic Terrain
6	Common Ingredient	Roll on Common Ingredient table
7	Common Ingredient	Roll on Common Ingredient table
8	Common Ingredient	Roll on Common Ingredient table
9	Arctic Creeper	Find 2 when in Arctic Terrain
10	Fennel Silk	
11	Fiend's Ivy	
12	Voidroot	

DESERT INGREDIENTS

2d6	Ingredient	Additional Rule(s)
2	Cosmos Glond	
3	Arrow Root	
4	Dried Ephedra	
5	Cactus Juice	Find 2 when in the Desert
6	Common Ingredient	Roll on Common Ingredient table
7	Common Ingredient	Roll on Common Ingredient table
8	Common Ingredient	Roll on Common Ingredient table
9	Drakus Flower	
10	Scillia Beans	
11	Spineflower Berries	
12	Voidroot	Find 1 plus 1 Elemental Water

GRASSLANDS INGREDIENTS

2d6	Ingredient	Additional Rule(s)
2	Harrada Leaf	
3	Drakus Flower	
4	Lavender Sprig	Find 2 when in the Grasslands
5	Arrow Root	
6	Common Ingredient	Roll on Common Ingredient table
7	Common Ingredient	Roll on Common Ingredient table
8	Common Ingredient	Roll on Common Ingredient table
9	Tail Leaf	
10	Cactus Juice	
11	Scillia Beans	Find 1-2 when in the Grasslands
12	Hyacinth Nectar	

while searching for it underwater, but can only be found in quantities of 1-2 in a swamp if its raining. Refer to the ingredient descriptions for reasons why.

Refer to the Special Ingredients section at the end of this Appendix for unique items that need more explanation than previously given.

COASTAL / UNDERWATER INGREDIENTS

2d6	Ingredient	Additional Rule(s)
2	Hydrathistle	Find 1-2 when Underwater
3	Amanita Cap	Coastal Only
4	Hyacinth Nectar	
5	Chromus Slime	Find 1-2 when Underwater
6	Common Ingredient	Roll on Common Ingredient table
7	Common Ingredient	Roll on Common Ingredient table
8	Common Ingredient	Roll on Common Ingredient table
9	Lavender Sprig	Coastal Only
10	Blue Toadshade	Coastal Only
11	Wrackwort Bulbs	
12	Cosmos Glond	Find 1-2 when Underwater

FOREST INGREDIENTS

2d6	Ingredient	Additional Rule(s)
2	Harrada Leaf	
3	Nightshade Berries	
4	Emetic Wax	
5	Verdant Nettle	
6	Common Ingredient	Roll on Common Ingredient table
7	Common Ingredient	Roll on Common Ingredient table
8	Common Ingredient	Roll on Common Ingredient table
9	Arrow Root	
10	Ironwood Heart	
11	Blue Toadshade	
12	Wisp Stalks	Find 2 during Night, Re-roll during Day

HILLS INGREDIENTS

2d6	Ingredient	Additional Rule(s)
2	Devil's Bloodleaf	
3	Nightshade Berries	
4	Tail Leaf	Find 2 when in the Hills
5	Lavender Sprig	
6	Common Ingredient	Roll on Common Ingredient table
7	Common Ingredient	Roll on Common Ingredient table
8	Common Ingredient	Roll on Common Ingredient table
9	Ironwood Heart	
10	Gengko Brush	
11	Rock Vine	Find 1-2 when in the Hills
12	Harrada Leaf	

MOUNTAIN INGREDIENTS

2d6	Ingredient	Additional Rule(s)
2	Basilisk's Breath	
3	Frozen Seedlings	Find 2 when in Arctic-like areas
4	Arctic Creeper	Find 2 when in Arctic-like areas
5	Dried Ephedra	
6	Common Ingredient	Roll on Common Ingredient table
7	Common Ingredient	Roll on Common Ingredient table
8	Common Ingredient	Roll on Common Ingredient table
9	Drakus Flower	
10	Luminous Cap Dust	Find 2 when in a Cave/Underground
11	Rock Vine	
12	Primordial Balm	

UNDERDARK INGREDIENTS

2d6	Ingredient	Additional Rule(s)
2	Primordial Balm	Find 1-2 when in the Underdark
3	Silver Hibiscus	
4	Devil's Bloodleaf	
5	Chromus Slime	
6	Mortflesh Powder	Find 2 when in the Underdark
7	Fennel Silk	
8	Fiend's Ivy	
9	Gengko Brush	
10	Luminous Cap Dust	Find 2 when in the Underdark
11	Radiant Synthseed	
12	Wisp Stalks	

SWAMP INGREDIENTS

2d6	Ingredient	Additional Rule(s)
2	Devil's Bloodleaf	
3	Spineflower Berries	
4	Emetic Wax	
5	Amanita Cap	Find 2 when in a Swamp
6	Common Ingredient	Roll on Common Ingredient table
7	Common Ingredient	Roll on Common Ingredient table
8	Common Ingredient	Roll on Common Ingredient table
9	Blue Toadshade	Find 2 when in a Swamp
10	Wrackwort Bulb	
11	Hydrathistle	Find 1-2 when raining
12	Primordial Balm	

COMMON INGREDIENTS*

2d6	Ingredient	Additional Rule(s)
2	Mandrake Root	
3	Quicksilver Lichen	
4	Quicksilver Lichen	
5	Wild Sageroot	
6	Wild Sageroot	
7	Bloodgrass	Re-roll if not tracking provisions
8	Wyrmtongue Petals	
9	Wyrmtongue Petals	
10	Milkweed Seeds	
11	Milkweed Seeds	
12	Mandrake Root	

SPECIAL INGREDIENTS

Some ingredients in the world do not follow by the standard laws of ecology, and tend to stray far from their normal paths. For this purpose, see all Special Ingredients below:

Elemental Water: This magical water is the base ingredient for all concoctions that form extremely powerful effects. It can be found in all forms, and it is up to the DM to describe the exact narrative of how a character came across it. You need at least half a standard vial's worth of the liquid for it to produce the full effect.

Whenever the DM rolls a 2 or a 12 on any Terrain table in this appendix, the DM can substitute some Elemental Water instead of the ingredient that was listed.

