# Craft(Herbalism)

Herbalism is a craft skill that allows creating potions, tinctures, and poultices that provide bonuses to skills, and specific resistance rolls. For example

* Anti-venom to give a bonus to Fortitude vs poison.
* Calming tincture to give a bonus to Will vs fear.
* Poultice to give a bonus to Heal skill.
* Eye wash to give a bonus to Perception.

Herbalism can also be used to aid Survival skill checks to survive in the wilderness.

## Item Costs

The maximum bonus for a herbal item is +4, and the cost for buying such an item is equal to ***bonus2 x 10 GP***.

### Raw Materials

Raw materials for creating a herbal item can be bought, or found using the Craft(Herbalism) skill. In the latter case, the herbalist must decide on which herbal item the found materials (plants, mushrooms, bark, leaves, …) will be used for (e.g. an anti-venom potion) and the search takes half a day. The character can spend all day searching, in which case he can make two skill checks. Note, the bonus for the item does not have to be specified. The raw material amount found is equal to the Craft(Herbalism) skill check in SP’s.

***Example:*** *Greyash decides to create a poutice to help healing. He spends all day searching for relevant ingredients, and rolls a skill check of 17 in the morning and 19 in the afternoon. He thus has gathered 36 SP’s worth of materials for a Heal poultice. Note that a Heal +1 poultice requires 33 SP’s of raw materials (as per the standard rules).*

Another character can aid the Craft(Herbalism) check using Knowledge(nature), or Survival.

### Difficulty

The DC for creating a herbal item is ***(bonus x 5)***