**Herb Lore**

Characters with herb lore can find herbs in the wild, prepare them and use them to provide them and their allies with minor buffs and effects.

**Encumbrance**

Every dose of an herbal preparation takes 1/3 of a potion slot in your inventory. Special herbalist’s pouches exist that allow you to carry multiple herb bundles in a single inventory slot.

**Camp Actions**

Herbalists can use their camp action to make a skill check to possibly find herbs nearby. The GM will have to decide the DL of such checks, and the herbs found. Alternately, the herbalist can remain in camp, and make an herb lore role (DL 12) to treat their allies, giving them 1 additional hit point for that rest.

**Herb List**

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| **Name** | **Bunch** | **Raw** | **Price** | **Prep** |
| Adder Stem | 2d4 | * Applied to an edged weapon, it gives a +1 damage for a single attack * sticky(4) | 15G | * *Adder Paste* – Increases to sitcky(8)(DL12; 20G) * *Adder Oil* – Distilled into a poisonous oil that does 1d4 penetrating damage for 4 rounds (Tough 16)(DL 16; 25G) |
| Allander | 1d4 | * +1 search checks for 3 hours * Has a 4/12 chance to give a user headaches the next day | 50G | * *Sobright Toxin* – Oil placed into a drink causes an immediate, debilitating headache – Impair(3) (Toughness 20)(DL 16; 50G) |
| Aloe | 2d6 | * Allows herbalist camp treatment to restore 2 hit points instead of 1 | 5G | * *Burn Salve* – Ends ignite and heals 2d4 damage if that damage was called by fire (DL 12; 20G) |
| Bluecap | 2d3 | * None | 20G | * *Bluecap Paste* – Gives the user Shock Resist(1) (DL 10; 20G) |
| Brul Pepper | 2d3 | * When eaten, it gives +1 damage for 3 combat rounds | 25G | * *Spicy Tea* – Tough 16 to drink but adds +1 toughness all day (DL 14; 35G) |
| Bull Thistle | 1d4 | * Distilled into an oil and rubbed into a wound or cut (Power 12) * +1 Muscle and Toughness for 3 hours | 20G | * *Bull Thistle Powder* – Makes up to 6 man-days of food inedible (DL 12) * *Concentrated Bull Thistle* – Gain +2d3 Muscle (DL 14; 50G) * *Dilute Bull Thistle* – Removes the Power test to ingest (DL 8; 25G) |
| Butterfly Weed | 1d3 | * +1 saves vs. charm and mind-control effects for 1 hour | 20G | * *Monarch Powder* – Makes the imbiber more susceptible to charm effects with a -2 to save (DL 14; 40G) * *Moth Powder* – If blown into the face of your opponent, blurs their vision for 1d3 rounds (-1 to all skills)(DL 14; 25G) |
| Cadaver Vine | 2d6 | * Preserves a dead body for up to 1 week/dose | 10G | * Priests of Cancri consider this herb holy and can create an incense from it that gives a +1 bonus to any divination |
| Celandine | 1d4 | * +2 Charisma for 1 hour | 50G |  |
| Chol | 1d6 | * Repels normal insects and spiders * Giant insects and spiders get -1 accuracy and damage against you for 3 hours | 15G | * *Anti-Venom* – Gives Resist(2) to all insect/Spider based venom for 1 hour. If already affected, the victim gets an immediate save (DL 16; 25G) * *Bugblight* – Increases the penalty to -2 accuracy and damage (DL 10; 20G) * *Repellant* – Makes giant insects flee the scene (Tough 16)(DL 16; 25G) |
| Coal Black | 1d6 | * When eaten, gives +1 to stealth checks for 3 hours | 50G | * *Antidote* – Allows an immediate resave against poison with a bonus of +2 (DL 16; 100G) |
| Coaradine | 2d4 | * Numbs your mouth to allow eating spicy or bad tasting food, or to do dental work | 5G | * *Coaradine Cream* – Topical cream that numbs the skin. Gives +1 to physician rolls on this patient (DL 14; 10G) |
| Creep Cluster | 1d4 | * +2 Climb checks for 1 hour | 25G | * *Creep Sap* – Fall damage -1/die (DL 12; 25G) |
| Elf Ear | 1d3 | * Returns 1 mana | 50G | * *Elf Ear Tea* – Immediately regain 1 sorcery level (DL 15; 50G) |
| Filander | 2d3 | * Resist Poison(1) | 40G |  |
| Hazarad | 1d4 | * Your sense of smell is altered to detect many common mine gases and bad air | 10G |  |
| Hillok | 2d4 | * Adds 2 temporary hit points for 6 hours | 25G |  |
| Ice Flower | 2d3 | * Gives resist fire(1) and immune to ignite for 6 rounds | 20G | * *Freezing Bloom* – All cold damage you do is +1 for 3 hours (DL 12; 60G) |
| Iron Weed | 1d2 |  | 10G | * *Iron Brew* – +1 spell saves for 1 hour (DL 14; 25G) * *Iron Salve* – Increases AV by 1 for 10 minutes (DL 17; 50G) |
| Jamny | 2d6 | * Colorful berry that tastes foul | 5G | * *Ink* – Makes a vial of ink (DL 8; 10G) * *Invisible Ink* – Makes an ink that disappears, but then reappears when acidic juice is applied (DL 14; 25G) |
| Liverleaf | 2d6 | * Cures hangover | 2G |  |
| Lolt | 2d3 | * Allows user to navigate spider webs and not get stuck * +1 to save against all spider poisons | 25G |  |
| Natter Cap | 2d6 | * Allows you to skip a night of sleep without suffering any penalties | 5G |  |
| Noxo Fruit | 2d3 | * Sustains a single person for an entire day | 10G |  |
| Orlogot | 2d12 | * Used to cure upset stomach, heartburn and nausea | 2G |  |
| Regent’s Spice | 1d3 | * Is a delicious spice often used in various alcoholic concoctions | 5G | * *King’s Salt* – If used to salt a meal, gives +4 to save vs. poison attempts for the duration of the meal (DL 16; 50G) |
| Salt Reeds | 2d12 | * Used to spice foods | 2G | * *Reed Candy* – Makes a stringy, sweet candy (DL 8; 4G) * *Salt Reed Crystals* – Preserves food and reduces its encumbrance by 1/3 (works on up to 9 slots)(DL 12; 10G) |
| Shadow Shroom | 1d4 | * +1 search checks for 3 hours | 50G | * *Bitter Tea* – Dark vision for 3 hours (DL 16; 80G) |
| White Cap | 2d4 | * When applied to a weapon, it makes that weapon sticky(2) | 5G | * *White Cap Glue* – Makes a glue that has a muscle of 16 (DL 8; 5G) |
| Zeal Loaf | 1d4 | * +1 spell saves for one battle | 50G | * *Zeal Flour* – Powdered and backed into wafers that give a +2 theology checks for 1 hour (DL 12; 60G) |