**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(6) | 15G |  |
| Allander | 1d4 | * +1 search checks for 3 hours * Has a 4/12 chance to give a user headaches the next day | 50G |  |
| Aloe | 2d6 | * Allows herbalist camp treatment to restore 2 hit points instead of 1 * 2 doses can be turned into a single dose of salve that immediately ends an ignite effect and heals 2d4 burn damage | 5G |  |
| 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) |
| 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 |
| Chol | 1d6 | * Repels normal insects and spiders * Giant insects and spiders get -1 accuracy and damage against you for 3 hours | 15G |  |
| Coal Black | 1d6 | * When eaten, gives +1 to stealth checks for 3 hours | 50G |  |
| Coaradine | 2d4 | * Numbs your mouth to allow eating spicy or bad tasting food, or to do dental work | 5G | * White flower found along stream banks and ground into paste |
| Filander | 2d3 | * Resist Poison(1) | 40G |  |
| Hazarad | 1d4 | * Your sense of smell is altered to detect many common mine gases and bad air | 25g | * Small, wispy vines with white flowers * Found in rocky outcroppings near cave entrances |
| 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 |  |
| Jamny | 2d6 | * Can be prepared into ink, including invisible ink | 5G |  |
| Lolt | 2d3 | * Allows user to navigate spider webs and not get stuck * +1 to save against all spider poisons | 25G | * A yellowish substance that grows on old spider webs |
| 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 | * Gives the user a -4 to poison saves for 1 hour * Is also a delicious spice often used in various alcoholic concoctions | 50G |  |
| Salt Reeds | 2d12 | * Used to spice foods | 2G |  |
| Shadow Shroom | 1d4 | * Dark vision for 3 hours | 50G |  |
| White Cap | 2d4 | * When applied to a weapon, it makes that weapon sticky(2) | 5G |  |
| Zeal Loaf | 1d4 | * +1 spell saves for one battle | 50G | * A reedy plant that grows near rivers |