

HERBALISM & ALCHEMY

Hll throughout the world, there are various forms of plant life, ocean products, and even 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 utilize some Drakus Flower or Fennel Silk to help you regulate your body heat.

HERBALISM

While you are out traveling in the world, you might want to gather some local flora. This act is known as Herbalism. Herbalism is mainly used to gather things like seeds, coral, mushrooms, or bark. It can also be used to gather very potent magical ingredients like ghostly stalks or water infused with the elements.

You can perform this action during downtime if the party is out in the wilderness, or whenever you are in the middle of the game as the party travels around.

PERFORMING HERBALISM

The Herbalism skill uses your Intelligence or Wisdom modifier, whichever is highest, as a base. You then add your proficiency bonus if you are proficient with an herbalism kit.

Herbalism Modifier = INT or WIS Modifier + Proficiency Bonus if using a Herbalism Kit you're proficient with

For example, a Druid with a high Wisdom attribute would be versed at Herbalism due to her experience roaming the wilds for the majority of her life. In the same fashion, a Rogue might have developed a system to survive out in the wilderness by gathering ingredients he was familiar with.

GATHERING DURING GAMEPLAY

In between the dungeon delving, the sword slashing and the spell casting, there is usually a period of rest. Gathering plants or herbs is not considered a strenuous activity, and does not interrupt the resting periods that allow movement.

For these occasions, you could announce to the DM that you would like to gather some plant life around the area upon which you will probably be asked to roll an Herbalism check. Remember, you can use an herbalism kit to increase your roll by your proficiency bonus if you are proficient with the kit as well.

The entire activity of walking around, searching the undergrowths, crevices, trees and other places usually takes up about an hour of your time. Though this might take longer (or become more difficult) depending on the hospitability of the environment.

IDENTIFYING INGREDIENTS

After you've gathered some ingredients, you can try to identify the usable parts. Unless otherwise stated by the DM, this is usually done by rolling an Herbalism check.

On a failure, you do not recognize the ingredient enough to understand its purpose. Another attempt can be made after you've researched more about the material, or if another party member identifies it for you. You cannot roll again for the same ingredient if you do not already know what it is, or have gained insight on it.

On a success, you recognize the ingredient and have a general idea of what it would do in a concoction.

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.

Rare ingredients such as the Primordial Balm offer major boons to both potions and poisons. Therefore they are much harder to identify the exact details of.

ALCHEMY

Ingredients harvested from plants can have several beneficial or sometimes detrimental effects. But we can't just stuff the ingredients in our mouth and hope for the best now, can we? You'll need a deep understanding on how to extract their power. This process is known as Alchemy.

THE ALCHEMY SKILL

The Alchemy skill uses your Intelligence or Wisdom modifier, whichever is highest, as a base. You then add your proficiency bonus if you are proficient with either an herbalism kit or alchemist's supplies.

Alchemy Modifier = INT or WIS Modifier + Proficiency Bonus if using a valid tool you're proficient with

For example, a Druid would be able to use her connection to nature to deduce how to best combine ingredients in a safe manner from having to do so growing up. At the same time, a Rogue 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 you would like to craft a potion or poison, you announce this to your DM. You can then perform an Alchemy attempt. This process may take anywhere from a few minutes to several hours or even days to complete, depending on the complexity of the desired concoction, and always results in a single vial of paste, powder, or liquid.

THE TOOLS OF THE TRADE

For each type of concoction, you are required to have a tool. Crafting potions and tonics requires some Alchemist's Supplies or Herbalism Kit, while crafting poisons requires a Poisoner's Kit. You do not need to be proficient with the tools in order to craft the items, but being proficient with these tools does allow you to add your proficiency bonus while crafting.

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

Once you have your base ingredient, you can add other ingredients that have the **Potion Modifier**, **Toxin Modifier** or **Special** term in front of the description. You can only have 1 Effect ingredient and up to 3 Modifier ingredients in a single concoction. Secondly, there are **Enchantment** ingredients. These require **Elemental Water** as their base ingredient, after which you would select the Enchantment ingredient for the Alchemy Attempt.

Now that you have selected your ingredients, you can find the final 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. Whether or not a failed concoction works as intended... well, there's always one way to find out.

CRAFTING

CRAFTING POTIONS

The two different types of potions are **Effects** and **Enchantments**.

A simple **Effect** potion is normally either a healing-like substance, while **Enchantment** potions produce a spell-like effect. For example, **Wisp Stalks** give the effect of making the consumer of the potion turn invisible for 1 hour. While the healing-like substances can be altered by **Potion Modifier** ingredients, all of the **Enchantment** potions cannot.

An example of a potion that you can create using Alchemy: **Potion of Delayed Potent Healing**. Starting with Wild Sageroot, combine it with Milkweed Seeds and a touch of Gengko Brush. This potion has an Alchemy Attempt DC of 14. The resulting mixture should give off a bluish-green glow in the water, with the remnants of the brown Gengko Brush swirling around. When ingested, this potion provides (8d4/2) healing over the course of two rounds.

CRAFTING POISONS

One of the main tools in an assassin's, Drow's, or evil being's repertoire of ways to kill someone are 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 you create a poison, you decide 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 you'd 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 Toxin Modifier ingredients to customize them to your liking.

A few examples of poisons that you can create using Alchemy are provided 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 an Alchemy Attempt DC of 17. 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.

MODIFYING POISONS & COMBAT RULES

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 **Toxin Modifier** ingredients, it is still considered poison damage during crafting.

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 if they fail a CON saving throw.

Poison DC = 8 + Alchemy Modifier

INGREDIENTS LIST

These lists provide the ability to quickly grab the mechanical information behind each of your known ingredients. The tables below show the name and relative rarity of an ingredient, any mechanical details about the ingredient, its DC modifier, and what terrain(s) it grows in.

POTION INGREDIENTS

[illegible]

POISON INGREDIENTS

Herbs/Ingredients	Rarity	Details	DC	Grows in...
Basilisk's Breath	???	???	???	???
Chromus Slime	Rare	Special (Potion & Toxin Modifier): The final Effect after all other calculations is the exact opposite.	???	Coastal, ???
Drakus Flower	Common	Toxin Modifier: Change poison damage to fire or acid damage; target is still <i>[poisoned]</i> for 1 minute on a failed CON saving throw; this toxin is still considered poison damage when combining with other ingredients.	+2	Desert, Grasslands, Mountain
Lavender Sprig	Common	???	???	Coastal, Grasslands, Hills
Quicksilver Lichen	???	???	???	???
Spineflower Berries	???	???	???	???
Wyrmtongue Petals	Common	Toxin Effect: 1d4 + Alchemy Modifier poison damage per round; target is <i>[poisoned]</i> for 1 minute on a failed CON save.	---	Most Terrain

ENCHANTMENT INGREDIENTS

Herbs/Ingredients	Rarity	Details	DC	Grows in...
Devil's Bloodleaf	Very Rare	Enchantment: Creates a potion of vitality (DMG 188).	+5	Hills, Swamp, ???
Elemental Water	Rare	Special (Enchantment): This is required as the base catalyst for all Enchantment ingredients.	+3	Special (See page 9)
Ironwood Heart	Uncommon	Enchantment: Creates a potion of growth (DMG 187).	???	Forest, Hills, ???
Verdant Nettle	Uncommon		???	Forest
Wisp Stalks	Very Rare	Enchantment: Creates a potion of invisibility (DMG 188).	???	Forest, ???

ENHANCING ENCHANTMENTS

Due to the volatile and chaotic nature of the magical essence that Enchantments use, you cannot use any Modifier ingredients with them. If you do, you may cause unwanted side effects, harm the imbiber of the potion or even cause a magical Wild Surge to occur.

PLANTS & INGREDIENTS

DESCRIPTIONS

Below you will find a narrative description for each of the ingredients listed above. Each ingredient usually has a distinct color or quality that is unique.

B

Basilisk's Breath. ???

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.

C

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.

D

Devil's Bloodleaf. Only a few recorded instances of this red and yellow flower exist. This large and bold red leaf can be found going back in history to the dawn of man. It was once a popular decoration around homes and gardens, but has become one of the rarest plants in the world. It is said to give immense vitality and health to one who can properly prepare the plant.

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.

E

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.

I

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 an herbalist or alchemist these seeds can increase a being's physical size greatly.

L

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.

M

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.

Q

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.

S

Spineflower Berries. Often found hanging amongst 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.

V

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.

W

Wild Sageroot. The most common ingredient found among a doctor's 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.

Wyrmtongue Petals. Assassin's, 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 some areas cases punishes owners of this flower with death.

SPECIAL INGREDIENTS

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

Elemental Water. This magical water is the base ingredient for all concoctions that form extremely powerful effects. You need at least half a standard vial's worth of the liquid for it to produce a full effect potion. If this water is not used as a base for an **Enhancement** potion, the potion becomes tainted and can make the user sick or hurt them.