

## HERBALISM KIT

This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches used by herbalists to create natural remedies. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to find and identify herbs, and to craft infusions.

### FORAGING INGREDIENTS

Make a Wisdom (Survival) check, adding your proficiency in herbalism kit to the check if you are not proficient in the Survival skill, with a DC based on your method of searching as per the table below. Each foraging attempt takes 1 hour of time with the availability of ingredients in the area determined by the DM.

#### DC Method of Search

- |    |                                      |
|----|--------------------------------------|
| 10 | Dedicated search without traveling   |
| 15 | Traveling at a slow or stealthy pace |
| 18 | Traveling at a normal pace           |
| 21 | Traveling at a fast pace             |

On a success, you recover one ingredient from the Foraging Ingredient table which maintains its freshness for 3 days before decaying. On a failure, you find nothing. If you roll a 20 on the d20 for your check, you automatically succeed and recover one ingredient from the Special Ingredients table instead.

### USING FORAGED HERBS

Once you have recovered an ingredient, you have two options to proceed. All recovered herbs have intrinsic properties that can be activated through an action on your turn to ingest or apply topically. Additionally, those herbs can be prepared into an infusion which can increase the effect of each ingredient dependent upon its type.

The intrinsic effect of each herb can be found in the Foraging and Special Ingredients tables while the stronger effects from crafting them into an infusion can be found in the Infusion Crafting table.

### CRAFTING AN INFUSION

Once you recover an ingredient, you can begin the process of crafting an infusion. Crafting an infusion requires between 2 and 4 ingredients (duplicates are allowed), a vial, and 10 minutes of work followed by a Wisdom crafting check using your proficiency in herbalism kit, with a DC of 10 plus the DC modifier determined by the types of ingredients used. On a successful Wisdom crafting check, you create one infusion. On a failure, all ingredients are lost. Once crafted, the infusion remains viable for one week.

You may use an action on your turn to ingest an infusion.

### FORAGING INGREDIENTS

| 2d6   | Ingredient     | Herb Effects  | Type     | Application |
|-------|----------------|---|----------|-------------|
| 2,12  | Wisp's Breath  | Slows intoxication.                                       | Flower   | Ingested    |
| 3,11  | Blue Cap       | Slows infection from common diseases.                     | Mushroom | Ingested    |
| 4,10  | Spur Root      | Reduces visible scarring.                                 | Root     | Topical     |
| 5,9   | Lavender Seeds | Masks your scent  | Seed     | Topical     |
| 6,7,8 | Royal Lichen   | Recover maximum from next hit die rolled within 1 minute. | Moss     | Topical     |

### SPECIAL INGREDIENTS

| 1d6 | Ingredient        | Herb Effects                                 | Type     | Application |
|-----|-------------------|--|----------|-------------|
| 1   | Rinwort           | Halts petrification.                         | Mushroom | Topical     |
| 2   | Dried Ginko       | +5 bonus to Passive Perception for 1 hour.   | Leaf     | Ingested    |
| 3   | Hewleaf Root      | Common antitoxin.                            | Root     | Ingested    |
| 4   | Hyssop Leaf       | Darkvision (30 ft.) for 1 hour.              | Leaf     | Ingested    |
| 5   | Lilythistle       | Can hold breath for double your normal time. | Flower   | Ingested    |
| 6   | Silver Thornberry | Heals for 1 hit point.                       | Berry    | Ingested    |

### INFUSION CRAFTING

| Type      | Effects   | DC Mod |
|-----------|---|--------|
| Flowers   | Reduces crafting DC                                     | -1     |
| Moss      | Heals for 1 hit point                                   | +1     |
| Roots     | Reduce poison damage by 5 for 10 minutes                | +2     |
| Seeds     | +1 to Dexterity (Stealth) checks for 10 minutes         | +3     |
| Leaves    | +2 to Initiative and cannot be surprised for 10 minutes | +3     |
| Mushrooms | Gain 1d4 temporary hit points                           | +4     |
| Berries   | +1 to all saving throws for 10 minutes                  | +5     |

### HERB STASIS POUCH

At DM discretion, you may acquire a special stasis pouch that holds up to a dozen herbs in stasis to prevent them rotting after foraging. These can be purchased at an alchemical shop or perhaps be acquired through performing a special favor for a shop owner or specialist NPC.