

## HERBALISM KIT

Exploring out into the forest, a ranger can quickly find special ingredients to create poultices, salves and cures. These powerful concoctions are created through the natural ingredients of their environment, though their potency is quick to fade once acquired.

### HERBALISM KIT

*The following text replaces the text found on pg. 82 of **Xanathar's Guide to Everything***

An herbalism kit includes pouches to store herbs, clippers and leather gloves for collecting plants, a mortar and pestle, and several glass jars and vials.

Proficiency with this kit allows you to add your proficiency bonus to any Herbalism Kit checks, and allows you to create any recipes you know.

### FORAGING AND CRAFTING

In order to create your recipes, you must spend time to forage for the proper ingredients. Before heading off looking for ingredients, you must first choose which recipe you wish to create, and then over the course of an hour, you can forage through whatever terrain you are in, in the search of rare flowers, moss or whatever else the recipe calls for.

At the end of an hour, you then must roll a Herbalism Kit check using your Wisdom modifier, plus your Proficiency bonus, to craft the item. This check determines if you were able to locate any of the herbs you were looking for and the potency of the herbs. There are three potencies when creating your recipes: Minor, Moderate, and Masterwork.

Once you create a Recipe, it will lose its potency after 24 hours and reduces in potency. *I.e. If you craft a Masterwork item, in 24 hours, and it has not been used, it will reduce in potency to Moderate. A Minor item that reduces in potency after 24 hours is no longer potent enough to work.*

### RECIPES

By knowing recipes, you know which ingredients are required to craft an Herbal Recipe, where you can find the ingredients and how to substitute items based on what is in the area.

Each recipe features the environment where you can find the correct ingredients, and per the DMs discretion you may be able to find the required ingredients in a different. This may add disadvantage on your Herbalism Kit check.

Each recipe also features different DCs required to craft Minor, Moderate and Masterwork potent items. Certain recipes may call for highly specialized ingredients that you can not find in the usual manner, this may be something you must go on a quest for or spend weeks, even years, tracking down the ingredients.

### RECIPES KNOWN

Characters with proficiency in the Herbalism Kit know 3 recipes and may be able to learn new recipes if they can find other herbalist, find herbalist notes or by experimenting with different plants in their environment.

## TRAVELING

While traveling, you can forgo foraging for food and instead forage for ingredients for specific recipes. While doing so, you cannot perform any other task and must pay attention to how far away you travel from your group.

If you are traveling at a **Normal Pace**, you can gather enough ingredients for one recipe every 3 hours; at a **Slow Pace**, you can gather enough ingredients for one recipe every 2 hours. At a **Fast Pace**, you can not gather any ingredients.

So long as a Ranger is in their Favored Terrain, they can make the required Herbalism Kit checks with advantage.

### ANALYZING ITEMS

If you find a Herbal Recipe, you can use your Herbalism Kit to analyze the item. It takes one hour of work to analyze the item and the item is destroyed in the process. At the end of the hour, roll a Herbalism Kit Check, Wisdom modifier and your Proficiency Bonus. If you meet or exceed the DC required to craft the item at Masterwork potency, you learn the recipe. Otherwise the item is destroyed and you learn nothing.

### PURCHASING ITEMS

You are able to purchase Herbal Recipes and their items from Herbalists. The cost listed with each Herbal Recipe is the cost to buy an item from a Herbalist. This cost may be more than what is listed depending on a variety of factors, dependent on the GM's discretion. All purchased Herbal Items still expire within 24 hours of purchasing them.

### EXAMPLE OF HERBAL RECIPES

Item	Minor Potency	Moderate Potency	Masterwork Potency	Environment
Burnsoothe Ointment	DC 10 20 gp	DC 15 40 gp	DC 20 60 gp	Forest, Swamp
Venomcleanse Tea	DC 10 15 gp	DC 15 30 gp	DC 20 45 gp	Forest, Grasslands
Woundbind Poultice	DC 10 20 gp	DC 15 40 gp	DC 20 50 gp	Forest, Grasslands

### INSPIRATION

This system is heavily inspired by The Angry GM's post on building a herbalism system. [Click here to read his post.](#)

## VARIANT RULES

### 24 HOURS ONLY

Instead of the items losing some of their potency after 24 hours, they instead lose all potencies after 24 hours. This means that items last only 24 hours before they are no longer useful.

### ALTERNATE ENVIRONMENTS

Some ingredients can be found in other environments, but they appear in different plants or vegetation. A herbalist can select a recipe even if they are in an environment not called for, when they do so they have disadvantage on the check.

## RECIPES

### BURNSOOTHE OINTMENT

This paste, composed primarily of roots and plant oils, reduces pain and speeds the recovery of burns. If applied to a creature's wounds within 10 minutes of their taking fire damage from any source or if applied within 10 minutes at the end of an encounter during which they took fire damage from any source, the creature heals *3 (1d6), 5 (1d6 + 2), or 6 (1d8 + 2)* hit points depending on the potency.

**Cost:** Minor 20 gp; Moderate 40 gp; Masterwork 60 gp

**Environment:** Forest, Swamp

**Potency DC:** Minor 10; Moderate 15; Masterwork 20

### CONTACT POISON

General poison that you can either coat your blade with or smear it on an object. When you coat it on an object, or a blade, it lasts for 1 hour, at which point its exposure to oxygen renders it useless. Whenever a creature touches the coated object, or on each successful attack roll against them once per turn, they take *1d4, 1d6 or 2d4* poison damage, dependent on potency.

**Cost:** Minor 20 gp; Moderate 40 gp; Masterwork 60 gp

**Environment:** Forest, Swamp

**Potency DC:** Minor 15; Moderate 20; Masterwork 25

### DRUNK LEGS

These pine needles are blended with a mixture of algae and muck to create a tonic that will leave muscles twitching. Mixing this with a drink will create a vile tasting concoction that when ingested will cause muscles to weaken and to not respond to commands from the body. When ingested, the target must succeed on a Constitution saving throw or have disadvantage on Dexterity saving throws and ability checks for the next hour. To force feed someone this mixture, you must complete two grapple checks to complete the maneuver, the first one grabs them, the second forces the concoction in them, so long as they have a mouth.

Save DC is dependent on potency: *DC 10, DC 13, or DC 15*. They can repeat the saving throw once every 10 minutes to end the effect early.

**Cost:** Minor 10 gp; Moderate 20 gp; Masterwork 30 gp

**Environment:** High-Altitude Forests, Caves

**Potency DC:** Minor 12; Moderate 18; Masterwork 23

### GASHGLUE

This thick gray glue takes a full minute to apply to the bare skin. The glue temporarily holds damaged tissue together for up to 4 hours, at which point it dries up and flakes off. If applied within 10 minutes of receiving any bludgeoning, piercing, or slashing damage, up to *1d4 plus Wisdom modifier, 2d4 plus Wisdom modifier, or 3d4 plus Wisdom modifier* points of that damage is restored in the form of temporary hit points. If the temporary HP exceeds the damage taken, you regain only up to the damage take, not beyond.

*I.e. If you took 5 points of damage, and you rolled 6 points of Temporary HP, you only get 5 Temporary HP.*

**Cost:** Minor 10 gp; Moderate 20 gp; Masterwork 30 gp

**Environment:** Forest, Swamp

**Potency DC:** Minor 10; Moderate 15; Masterwork 20

### INGESTED POISON

If consumed, target must make a Constitution saving throw, or the target takes poison damage at the start of each of their turns. The target then continues to make Constitution saving throws at the end of their turn, if it fails the saving throw three times in a row, it suffers the Poisoned condition and continues to take poison damage until they make a successful saving throw. Upon a successful saving throw, the target ends the poisoned condition and poison damage.

Poison damage and the Constitution saving throw DC is dependent on potency: *1d4 poison damage and DC 10, 1d6 and DC 15, or 2d4 and DC 20*.

**Cost:** Minor 20 gp; Moderate 40 gp; Masterwork 60 gp

**Environment:** Forest, Swamp

**Potency DC:** Minor 15; Moderate 20; Masterwork 25

### NIGHT EYES

As an action, this thick, greasy gel can be applied to the naked eye, granting darkvision of 60 feet. Duration is dependent on potency.

The eyes become extremely sensitive to light for the duration. While exposed to bright light, the user has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. This has no effect on those that already have darkvision.

When applied, Night Eyes lasts for *1 hour, 3 hours or 8 hours* depending on potency.

**Cost:** Minor 15 gp; Moderate 30 gp; Masterwork 45 gp

**Environment:** Forest, Swamp

**Potency DC:** Minor 10; Moderate 15; Masterwork 20



## PARALYZING PASTE

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A paste made from roots of old trees and concentrated poison from ivy. When you smear this on an object and a creature makes contact with it or gets hit by it, they must make a Constitution Saving Throw or find themselves Stunned in pain for 1 round. The DC is 12, 15 or 18 depending on potency.

**Cost:** Minor 25 gp; Moderate 50 gp; Masterwork 75 gp

**Environment:** Forest, Swamp

**Potency DC:** Minor 10; Moderate 15; Masterwork 20

## QUICKENED THOUGHT

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Target ingests a paste mixed with bitter leaves and bark. Their mind is awakened and they are able to concentrate on spells that require Concentration much easier. When they are hit, the DC to maintain concentration is decreased based on the potency of the ingredients. This mixture lasts for 1 hour.

The Concentration DC is decreased by 1, 3, or 5 depending on potency.

**Cost:** Minor 20 gp; Moderate 40 gp; Masterwork 60 gp

**Environment:** Forest

**Potency DC:** Minor 10; Moderate 15; Masterwork 20

## RELAXING BARK

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Upon burning a certain type of bark & moss in a censor, or by throwing it into the coals of a fire, all those within 10 feet of the smoke find their muscles loosen and their minds relax. Anyone that allows themselves to relax for the hour that the bark burns for automatically regains a certain number of spent hit dice, but they must remain within 10 feet of the smoke for the full hour to gain this benefit. They can only regain hit dice if they spend hit dice during the short rest.

They regain 2, 4 or 6 spent hit dice depending on potency.

**Cost:** Minor 10 gp; Moderate 20 gp; Masterwork 30 gp

**Environment:** Forest

**Potency DC:** Minor 10; Moderate 15; Masterwork 20

## SICKENING ROT

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Mixing rotting flesh with mold growing from dwarven beer creates a bizarre mixture that is delightful as much as it is putrid. When ingested, the target must make a Constitution saving throw or find themselves drunk and incredibly sick at the same time, with disadvantage on Constitution saving throws and ability checks. This mixture tastes like meat rotted for several years in a pickling solution with a slight hint of berries. To force feed someone this mixture, you must complete two grapple checks to complete the maneuver, the first one grabs them in place, the second forces the concoction in them.

The Constitution DC is dependent on potency: DC 15, DC 18, or DC 21. They can repeat the saving throw once every 10 minutes to end the effect early.

**Cost:** Minor 10 gp; Moderate 20 gp; Masterwork 30 gp

**Environment:** High-Altitude Forests, Caves

**Potency DC:** Minor 15; Moderate 20; Masterwork 25

## SLEEPING LEAF TEA

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Target makes a Constitution saving throw, if they fail on their save, they fall unconscious for 1 minute. They awaken if they take any damage, or if a creature uses an action to shake them awake.

Save DC is dependent on potency: DC 10, DC 13, or DC 15.

**Cost:** Minor 10 gp; Moderate 20 gp; Masterwork 30 gp

**Environment:** Forest, Grasslands

**Potency DC:** Minor 10; Moderate 15; Masterwork 20

## VENOMCLEANSE TEA

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This herbal tea helps cleanse the body of normal toxins. It is normally imbibed but can also be used to clean a poisoned wound. When a creature suffering from the poisoned condition is treated with this remedy, they may roll a new saving throw to end the poisoned condition immediately with Disadvantage, normally, or with Advantage depending on the potency of the tea.

**Cost:** Minor 15 gp; Moderate 30 gp; Masterwork 45 gp

**Environment:** Forest, Grasslands

**Potency DC:** Minor 10; Moderate 15; Masterwork 20

## WEAKENING MUSCLE

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Finely shredded mushrooms that turn to goo when worked with. You can then use that goo to smear it on a weapon and coat the weapon. On your next successful attack roll, the target must make a Strength saving throw or have disadvantage on Strength saving throws and ability checks for the next hour as the goo-like consistency makes the muscles shaky and unsteady.

Strength DC is dependent on potency: DC 10, DC 13, or DC 15. They can repeat the saving throw once every 10 minutes to end the effect early.

**Cost:** Minor 15 gp; Moderate 25 gp; Masterwork 40 gp

**Environment:** Swamps, Bogs

**Potency DC:** Minor 12; Moderate 18; Masterwork 23

## WOUNDBIND POULTICE

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This is a spongy mass of absorbent moss treated with a number of herbs designed to staunch bleeding, cleanse wounds, and dull pain. If bound over a wound, it promotes quick healing. When applied to a wound, the recipient heals 2 (1d4), 4 (1d4+2), or 5 (1d6+2) hit points depending on the potency.

**Cost:** Minor 20 gp; Moderate 40 gp; Masterwork 60 gp

**Environment:** Forest, Grasslands

**Potency DC:** Minor 10; Moderate 15; Masterwork 20