

---

# HERBACAL – MANUAL

---

*December 1999*

## Contents

- Historical Context
- The “Science” Behind Ancient Herbalism
- About Herbacal
- Using Herbacal
  - Start
  - Analyzer
  - Locator
  - Crafter
- More About Herbalism
  - Spells
    - Rituals
    - Corrupted Spells
  - Neutralization
    - By Zeroing
    - By Opposing
    - By Totaling or Complementing
    - Partial Neutralization
    - Neutralization of Corrupted Spells

## Historical Context

- In ancient times, it was believed that magic is contained in many substances, such as rock, salt, air, and herbs. Medics and witches would often use those materials to craft and cast their own magical abilities. Often a single miracle was enough to make a magic user rise to fame. Those lucky individuals would exploit their clients and would charge fortunes for a magical service such as curing a disease or just a simple blessing.
- A demand for such services soared after a breakout of a deadly plague. Plague was considered by many to be a curse, rather than a regular disease. Out of desperation, even sceptics gave in and sought magical aid. Plague cures were most made by some combination of herbs.
- Even after the plague, herbalism remained the biggest branch of witchcraft and medicine. The use of herbs was popularized and was later taught by some specialized schools. The science of herbalism was at an all-time high, and many books were written about it.

## The “Science” Behind Ancient Herbalism

- Healing and magical effects were accomplished by mixing a combination of herbs in right doses. No herb is good or bad, beneficial, or harming by itself. It is all about the combination and balance.
- Combining herbs and mixing them in a specific way create certain **properties** which make up a **spell**. The term spell was used to describe everything. Humans contain a certain spell which enables them to talk. Birds contain one that makes them fly. And so on.
- Every spell is craftable if you have the knowledge and required herbs, and every spell is also **neutralizable**. The plague was thought to be eradicated this way. Curses like these, and other harmful spells were sought to be neutralized the most, but neutralizing was no easy task.
- Neutralizing a spell requires you to know all its properties, their **ties to counter-properties** and a way to combine herbs into those counter-properties, effectively creating a **counterspell**.

## About Herbacal

- Herbalism does not hold the same position it once did, but there is still an existing group of practitioners. They designed Herbacal - an app that would help them craft spells with desired effects. It has many tools one needs to perform herbalistic procedures. The original app is secretly kept inside closed cult circles, but some leakage of information enabled some smart individuals to come up with a version available to everyone. It is by no means the same as the original, but many have claimed that it was of use to them.

## Using Herbacal

### Start

- To start, run the .exe file. Once started, a user will need to input a password. The password is 2340, but it increases by 1 every first day of a month. On successful password input, the program loads and then shows the main menu.
- From the main menu, users can choose which tool to use (analyzer, locator, or crafter).

### Analyzer

- Starting the analyzer, users can see all the available properties, arranged into 2 categories (more about categories in properties section). Hovering over a property reveals counter-properties to that property.

### Locator

- With the locator, users can select certain properties which correspond to a certain spell. After a short delay, the locator will try to give a vague location with the greatest number of appearances of the spell. More properties mean a more precise description of the spell, resulting in a more accurate location.
- This tool is useful for tracking herbalists of a certain school of magic (they usually use some properties in all their spells) or for guessing the properties of a spell which is present in an area of interest.

## Crafter

- Crafter is the most advanced tool of this application. It is easy to understand, but difficult to use.
- The main role of a crafter is to design a recipe for a spell, but there are some other uses like guessing the recipe of an existing spell or checking which spells can be crafted from available materials.
- The original crafter is much more complicated as it has more dimensions, each bigger in length than the two dimensions of the crafter of this application. Nevertheless, the provided crafter can craft some of the most popular spells.
- The crafter consists of 2 parallel rows, the former being made of 5 property tables, and the latter of 5 crafting tables. Each column consists of a property table and a crafting table. Each table consists of 16 cells arranged in a 4x4 grid.
- The 16 cells of a property table contain all the 16 properties available within this application. They appear dim in the beginning, but some will turn brighter later (which means activation of those properties).
- The 16 cells of a crafting table contain nothing in the beginning, but they may be filled with empty or full circles. Each cell can be empty, or contain between 1 and 3 empty circles, or contain between 1 and 3 full circles. The number of circles define the absolute value of that cell, while the fullness defines the sign (full meaning positive, and empty meaning negative.) An empty cell corresponds to the value of zero.
- All non-zero cells of a crafting table mean activation of the properties in the corresponding cells of a parallel property table.
- Cells in the first crafting table can be filled with the desired values between -3 and 3 (3 empty circles to 3 full circles). Each other crafting table will inherit the values of the previous one. Those values are modified with the values of an ingredient being added to the mix.
- Ingredient picker is below the crafting tables. Clicking on an ingredient will add it to the first crafting table which has not yet received one (except the very first table). That ingredient will appear between the property and crafting table. Clicking on it, will remove it from the craft. Every ingredient can be used multiple times.
- Each ingredient modifies the values of a crafting table by some specific amounts. The values of the cells must never fall below -3, or above 3. That is called overloading, at it almost always results in corrupted spells.
- It is important to remember that the first crafting table does not affect the process of crafting a spell. It is used just for help and simulating the result of combining the crafted spell with another one (represented with the first crafting table.) This is especially useful in crafting a counterspell.

## More About Herbalism

### Spells

#### Properties

- All properties can be placed in a certain cell of the multi-dimensional spell-crafting grid.
- The value of each property can range from -3 to 3, with some exceptions.
- Properties available in this application:



### Property of Fortune

- Spells with this property have a high level of mystique and fate-related effects.
- Almost all divination spells use this property to investigate the highly distant areas of time, space, and dimension.
- Many use this property as means to alter the future, reconfigure the past and influence the alternate realities.
- Property of Fortune can bring hope to those in need or bring havoc and rivalry between once close friends by bringing them to face each other in a battle of fate.

### Property of Captivity

- Restricting the flow, movement, light, sound is done with this property.
- Build your own rules what is possible and what is not.
- Captivity magic can store other magic and capture legendary beasts.

### Property of Darkness

- The dark energies of space and the moon are some sources of this property.
- Many rituals regarding the moon, night and sleep are linked to this property.
- With it you can bless or curse, all with the help from the lunar gods.

### Property of Vaguity

- This is a very dangerous property. It handles the strings of existence itself.
- It can erase an entity from existence as it never existed or create fields where standard physics and magic laws do not apply.
- Not much successful research is done with this property.

### Property of Haste

- While moving fast or quickening an entity is obvious, you can also hasten a spell effect.
- Faster reactions and thoughts are some positive effects, while fast aging, heart beating, and breathing are not.

### Property of Time

- Speeding up or slowing down can help in tough situations.
- Moving through the time is also possible.
- It can also be used to delay certain effects, such as death, putting your victims on a timer, or sparing a person for another few days.

### Property of Manipulation

- While making an individual to do as one may please by force of magic might be a go to for many, there are some who like to play with their target and manipulate them into doing stuff out of their own will.
- Some witches like to kill their targets by slowly turning them against each other and forcing them to solve tough riddles to cleanse themselves.
- It evolves, grows, and trains itself to adapt to the environment. One can only imagine which how many pens he must disassemble to find the hidden piece of the crossword.

### Property of Cloning

- Create a bonfire from a spark, or a lake from a pond.

- While this spell is often used in simple everyday challenges, its power is very high.
- Multiplying yourself and create an army from a lone knight.
- It is tricky to use, however, as something cannot be created by nothing. All the created clones are just borrowers of the existence of the original entity. But knowing the boundaries and potentials of this property can make you into a very powerful mage.

#### Property of Life and Death

- While killing can be done in a multitude of ways. Killing with this property can grant your abilities a big upgrade.
- Necromancy is all about this property. Raise the dead, resurrect the dead or banish their souls from existence.
- Heal wounds or kill on sight.

#### Property of Planes of Existences

- Spells with this property often invoke creatures from other planes or use the environment of it to accomplish astounding effects.
- This property is very hard to use and requires a lot of skill to use successfully, but the potential is limitless.
- Travel to another world, teleport, become invisible by spying from another plane. Create world ending cataclysms and rule the world.
- Or you can just borrow some materials from another plane.

#### Property of Toughness

- Becoming invulnerable to swords, poisons or punches are some examples of this property's potential.
- Harden a gate to keep the monsters out or create diamond-tough weapons.

#### Property of Value

- This is an everchanging property as the value of things is always changing.
- It is highly adaptable and very precious.
- It is mostly used as an enchantment to create wealth, but it can also curse an individual by devaluing them into their own demise.
- Yeah, it is weird.

#### Property of Chemistry

- Poisons, acids, pain reliefs are just some of the examples of the property of chemistry in use.
- Use the air to create water, use water to create a poison.
- Create crystals to accommodate your client or douse them with fuel to burn them all.

#### Property of Force

- Some things are just too heavy to move by hand, but this is where this property is handy.
- Pushing, pulling, holding, grabbing, smashing, stretching. All this is done easily with the help of this property.

#### Property of Memories

- Memories are what build people. Build them, and you can heal; erase them, and you die.

- Curses of erasing memories are no strangers to the world, they are one of the deadliest, as their damage can often never be undone.

### Property of Fragments

- Dividing and merging are what this property offers.
- Create, destroy, change. Build, reshape, or turn into dust.
- Physical or spiritual, everything is made from something, and it can, therefore, be unmade.
- Restoring original writings, redoing the amputation, ripping apart a lock.

### Rituals

- To cast a spell, a ritual is needed.
- Rituals can range from very passive ones to active and demanding ones.
- A prayer to the gods is a ritual needed for most blessing spells.
- Some spells are trap spells, their ritual can be sleeping in a specific area, or toasting.
- Spells can have many different rituals.
- Properties often influence how the rituals must be performed.

### Corrupted Spells

- Corrupted spells are spells whose properties have been overloaded, or partially valued (by some rare ingredients).
- Corrupted spells are often created by accident and can have some devastating effects.
- The use of corrupted spells was banned since forever and only some are licensed to craft corrupted spells, they are called corwardens and are very skilled and isolated individuals.
- Corrupted spells are almost impossible to counter which makes them deadly for the target, but also for the user.

## Neutralization

- Neutralization is a process of annulling a spell. In herbalism, it is done by creating a counterspell.
- A counterspell is a spell which when combined with the spell being countered results in zero properties of a combined spell (which is no longer a spell at all).
- Neutralization is most done in 3 ways. By zeroing, by opposing, or by complementing.

### Neutralization by Zeroing

- A counterspell of this nature is also known as an antidote.
- Consuming the antidote results in a null spell, which would look like an empty crafting table.
- It is the most straightforward way of countering a spell, but also very ineffective, as all the energy of the spell properties will be absorbed by the patient.
- Such absorption can result in a spontaneous creation of a new condition.
- If the spell being countered is a spell of many properties, the patient will most certainly die, therefore an antidote is most effective against spells with very few properties (1 to 3, sometimes 4).

### Neutralization by Opposing

- This is the cleanest and most effective way of countering a spell.
- A carefully crafted counterspell of this kind works almost always (except for corrupted spells and some other rare cases).



- Opposing a spell result in the activation of all the old properties and their counter-properties.
- Their energies cancel out leaving no serious consequences for the patient.

### Neutralization by Totaling or Complementing

- Totaling and complementing are very similar techniques of neutralization, and they should both be avoided at all costs.
- A total spell is a spell of all properties. By combining some spell with the total spell, results in another total spell, hence neutralization as all total spells are, in theory, self-neutralizing.
- A complement spell is not a total spell at the beginning, but when combined with the spell that it is complement to, it results in a total spell, yielding same results as counterspelling by totaling would (but with slightly milder consequences).
- These techniques are almost always deadly. Each total spell has a very short lifetime and most commonly do not end up in a neutralization. This is because the numerous interactions of the properties create some unexpected effects. A total spell is just another way of getting a corrupted spell but worse (because you cannot know for sure what the newly created corrupted spell is as the process is quite random).

### Partial Neutralization

- Partial Neutralization is performed when there is limited amount of ingredients or when the full neutralization is not needed.
- Partially neutralizing does not annul a spell, but it reduces its effects by reducing the spell density or by countering only some spell properties.
- This technique requires high level of knowledge as a newly created spell after partial neutralization can be of greater danger.

### Neutralization of Corrupted Spells

- Neutralizing Corrupted Spells must be done with another corrupted spell.
- These techniques are not very well researched as all corrupted spells are seen as evil and are therefore forbidden.