

# Herbalism:

## Defined, Refined, and Usable

Whether it is the old woman on the village's edge cutting herbs and spices into a cauldron to soothe a child's rash or a kindly cleric meticulously mixing rare plants to cure a devoted follower's leprosy or even a young wizard throwing ingredients in a pot to disastrous results as he learns potion making, herbalists come in all sorts of shapes and from all walks of life. They study the ways of nature and its glorious power's manifestation in the flora of the world, some to better the lives of those around them, some to master the ways of old, and some to turn a quick coin.

The tool "Herbalism Kit" in the PHB defines the kit "contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and *potions of healing*." (PHB 154) The following is a workable system that allows players to use their proficiency in herbalism beyond the guidelines above.

The herbalism kit allows for the creation of multiple items; brews, oils, poultices, salves, and tinctures. Players can use their skill to create any of these types of items providing they have the knowledge and materials to craft them. Most items are less potent than magic, yet more advantageous than going without, in general a crafted item from the herbalism kit boosts an ability that a character possesses rather than instill a new ability as magic does. In some cases though a creation can (as in the case of healing potions) work like magic.

Characters with proficiency in herbalism possess a book with their known formulas written in blue ink and the following skills:

- Identify animals, herbs, and plants which are ingredients to items they know how to craft without making a check
- Identify animals, herbs, and plants which are ingredients to items they do not know how to craft with a successful Knowledge Nature (INT) check, DC15
- The ability to craft the following items, provided they possess the requisite material: Antitoxin, Assassin's Blood, Herbalist's Ink, Potion of Healing (common), and Truth Serum
- Learn the formula for new items through the following methods: discovery of new formulas through adventuring, formal training from another herbalist, barter/trade formulas with other herbalists, personal research and development, or distillation of an herbalism item

### Herbalist's Book

The creation of an item requires a formula, essentially this is a step by step set of directions that gives specific instructions on crafting the item. Formulas can be any mixture of ingredients, as long as the directions lead to the successful creation of an item it is a formula. There are known formulas, forgotten formulas, and those yet to be discovered. Players can come by formulas through a myriad of means; discovery, distillation, invention, trade, and training. Any formula a player possesses can be used to craft an item of that formula provided the player has the requisite ingredients to satisfy the formula.

A character can have as many formulas in their herbalism book as they can collect, there is no limit to the amount of items a character can know how to craft with the herbalism skill. The Herbalist's book is not a magic item and is not required to be anything more than a collection of pages they keep notes in for later reference. A character can have as many or as few herbalist books as they choose and may make as many copies of as they wish. Most herbalists choose to write in a special ink, called "Herbalist Ink", which is blue and made from Cornflower; the herb referred to as the patron herb of herbalists.

If a character loses their book or it is destroyed, they can attempt to recreate it and all the formulas contained in the book. This is done with an Intelligence check DC15 and they are allowed to add all modifiers including proficiency bonus. Each formula they attempt to remember requires a separate check. Any item the character has crafted, and needs to distill to regain the formula automatically succeeds and they can regain the information.

## Items by Type

There are several different types of items an herbalist can craft. Each is used in a different way, to better serve its purpose. The type of items an herbalist chooses to craft are of their own choosing, but because a formula for one works does not mean that the same formula can be applied to another; for example a formula for a brew may work, but when used to make a salve it may not.

**Brew:** This is a liquid for drinking, it is kept in a standard sized vial and must be used all at once to be effective.

**Oil:** This is a liquid with a design for applying it to the skin of the user. It is often stored in a flask and needs to be used completely to be effective.

**Poultice:** This is a soft mass of plant material applied to the body and then covered to keep in place. It is stored in a jar of glass or clay, it is often reapplied over time as the material dries out and becomes ineffective.

**Salve:** This is an ointment that is rubbed into the skin of the user. It is normally stored in a small jar to be used as needed to maintain its effectiveness.

**Tincture:** This is a liquid extract of herbs that are potent in small amounts. They are often stored in small vials and require only a few drops to be effective.

## Ingredients

The ingredients of the trade are as numerous as the plants that grow on the planet, then too the fluids of animals can be added to achieve still more effects. There are countless uses for plants and a near limitless possibility of creations to fit a myriad of situations; salves to relieve diseases, incenses to open the mind to visions, drinks that free the soul to travel freely across the planes, oils that allow the body to press beyond its limits, poultices that mend wounds, and more as the creative mind of a skilled herbalist learns the way of the craft.

There are of course, standard ingredients, those whose uses are well known and time tested. These ingredients are categorized into their requisite powers. There are 20 separate spheres of influence, each a broad stroke of what its constituent ingredients is capable of achieving, that define the general purpose of an ingredient and give some indication of the effect it will yield. The spheres are loose and the actual effects can vary widely among different ingredients within the same sphere. Although all ingredients within a field pertain to the same type of effects not all ingredients are as potent and as capable of producing the same effect in the same strength. For example, although two ingredients may be in the strength sphere they may not both be well suited to make a brew that allows a character to carry twice its normal allowable weight without becoming encumbered, that is information a character must get from the formula or by trial and error.

**Charisma:** This sphere of influence concerns the ability to interact with others from leadership to performance. Ingredients from this sphere may have effects which alter a character's ability to perform, cast spells, speak in public, is received by a king, or they may influence the way a crowd sees a leader. The power to alter one's appearance in subtle ways by changing eye or hair color. They could boost a character's ability score in a time of need.

**Cleansing:** This sphere of influence concerns the removal of the unwanted from disease to curses. Ingredients from this sphere may have effects like cure the black plague, wash away the evil spirits that reside in an old house, hold a curse at bay long enough to get a victim to a priest, or remove the taint of evil on an heirloom. They could halt the onset of a magic disease in the hopes of finding a cure.

**Constitution:** This sphere of influence concerns health, stamina, and vital force from overcoming injury to ignoring harmful effects. Ingredients from this sphere may have effects like allow a warrior to do extra damage, give a rogue the ability to carry a chest full of gold, give a child the ability to resist an illness, heal a broken bone. They could grant a boost to a character's ability score in a time of need.

**Death:** This sphere of influence concerns the life energy moving away from the body from preserving a corpse to stopping death at the last breath. Ingredients from this sphere may have effects like stabilizing a dying person, granting a reprieve from death with a short coma that halts all body functions, bring a vicious ruler to death's door with a sip of wine, or give a dying woman one last moment with her child. They could stop a character from dying by applying a salve over their heart.

**Dexterity:** This sphere concerns agility and reflexes from nimble fingers to avoiding obstacles. Ingredients from this sphere may have effects like granting a bonus action in a round of combat, giving an extra 10' of movement for a minute, granting advantage on a skill check, or allowing a movement to be unhindered. They could grant advantage on dexterity saves.

**Divination:** This sphere concerns the gaining of other worldly knowledge from a moment of prescience to a sign from a deity. Ingredients from this sphere may have effects like allowing astral dreaming, allow a spirit to communicate with the living, grant inspiration, or hide a person from scrying. They could create a fluid for scrying that surpasses all others.

**Emotion:** This sphere concerns emotional effects from calming a raging bull to stirring a placid man. Ingredients from this sphere may have effects like creating love, hatred, prejudice, friendship, or obsession. They could make a king declare war in a fit of rage.

**Healing:** This sphere concerns restoring injury from hit points lost in battle to eyesight lost from disease. Ingredients from this sphere may have effects like healing burns, soothing rashes, mending wounds, or fix broken bones. They could cure a plague before it destroys a town.

**Holy:** This sphere concerns all the outsider's ways from the gifts of the goodly to the curses of the evil. Ingredients from this sphere may have effects like craft a sacred ointment to bless holy items, free a child from the ravages of the evil eye, or make an oil that allows a cleric's blessing to last longer. They could grant a vision of one's deity in a time of need.

**Intelligence:** This sphere concerns mental acuity and the ability to reason in a logical format. Ingredients from this sphere may have effects which help strengthen the mind from solving puzzles to remembering information. They could temporarily raise a character's intelligence score to help raise saves against spells.

**Luck:** This sphere concerns all that is left to chance from a game of dice to a falling stone. Ingredients from this sphere may have effects like gaining odds in games of chance, bringing the right people around in times of need, allowing the winds of fate to blow destiny in your favor, or alter the course of conversation by a slip of the tongue. They could bedevil an opponent with bad luck and setbacks, while others prepare to move against them.

**Negative/Positive Energy:** This sphere concerns the manipulation of divine energy from the turning of a cleric to the unholy blessing of an evil coven's temple. Ingredients from this sphere may have effects like create a field of positive energy, embolden those around with the fervor of a deity, empower undead with the energy of hades, or strengthen the taint of evil on an altar. They could grant a cleric extra turning ability in a fit of devotion.

**Perception:** This sphere concerns with the way the world is seen from a watchful eye to an unseen rogue. Ingredients from this sphere may have effects like allow a sneaker to be extra stealthy, dull the eyes of a watchman, grant sight into another plane, make scars unnoticeable to observers, or grant a rogue extra sensitive ears. They could make a hiding character almost invisible to all.

**Persuasion:** This sphere concerns the way inhabitants act from glib leaders to unyielding masses. Ingredients from this sphere may have effects like making someone a skilled orator, allow a crowd to hear the veiled threats of an evil leader without noticing, give sway to one's words whispered into the king's ear, or a lawyer the ability to sway a magistrate. They could allow a character to lie in a zone of truth.

**Poison:** This sphere concerns the creation of ways to debilitate from diseases that disfigure to death in a bottle. Ingredients from this sphere may have effects like crafted poison arrows, making antidotes, creating quaffs that only appear to kill, or sickening people at banquets. They could create poisons that never leave and need antidotes daily.

**Prosperity:** This sphere concerns the well-being of the masses from ensuring a farmer's crop sell to saving a village's fishing livelihood. Ingredients from this sphere may have effects like creating business opportunities between new partners easier to negotiate, helping business owners choose what products to sell, or making unforeseen profits appear from nowhere. They could give one the ability to find gold by its scent.

**Protection:** This sphere concerns safety from the personal well-being of an adventurer to stopping evil spirits. Ingredients from this sphere may have effects like providing protection from certain damage types, making one immune to diseases, casting out benign evil spirits from a home, or preventing evil to enter a dwelling. They could give a character the advantage on certain saves.

**Ritual:** This sphere concerns tradition from the blessing of crops to the creation of a druids harvesting knife. Ingredients from this sphere may have effects like invoke a deity in prayer, craft an incense that assists in meditation, make a brazier's fire burn for longer, or create scented chips of incense that invoke elemental's favor. They could make the inks of a magic circle stronger or permanent or impenetrable.

**Strength:** This sphere concerns bodily power and athleticism from a warrior's strong sword arm to a woman lifting a horse. Ingredients from this sphere may have effects like granting one the ability to carry extra weight without fatiguing or being encumbered, swim a vast distance without making a check, hold a gate so others can escape, jump twice as far as normal. They could raise a character's ability score in a time of need.

**Sustenance:** This sphere concerns all the necessities of life from a square meal to air for breath. Ingredients from this sphere may have effects like make a small meal seem satisfying, allow one to stay hydrated with half water rations, remind one of the loved ones far away and grant them the will to continue, or give inspiration when all hope is lost. They could make a food so filling one need not eat for weeks.

**Wisdom:** This sphere concerns intuition and perceptiveness from sensing motives to feeling the work of evil in the world. Ingredients from this sphere may have effects like allow one to intuitively sense another's intention, grant insight into the mind of a magistrate, or sense the past of a place though it is long abandoned. They could raise a character's ability score in a time of need.

## Rarity Level

In addition to the spheres of influence each ingredient has a level of rarity associated to it. An ingredient can be common, uncommon, rare, special, or extraordinary. The levels of rarity define how easily an ingredient can be found in the world, some ingredients are easy to procure while others are very difficult to find. Also, an ingredient's rarity affects the value of the ingredient, more common ingredients are lower value and cheaper to purchase than uncommon ones, in turn uncommon ingredients are lower value and cheaper to purchase than rare ingredients, and thus it goes.

The rarity of an ingredient also affects its potency in an item crafted from it. In general the rarer an item is the more potential that its power will have a dramatic effect in the crafted item. In creating formulas, the more pronounced an herbalist desires an effect to be the more likely the herbalist will use higher rarity level ingredients from the desired sphere of influence. For an example a formula using ingredients from the sphere of strength with rarity levels rare, special, and extraordinary is not likely to provide a protection sphere effect.

Many ingredients can be purchased or foraged in the correct areas, but special ingredients are difficult to gauge in rarity and can only be purchased in certain areas if at all. The rarest ingredients, extraordinary ingredients, are almost never found for sale and must be foraged in the wild or grown specifically in gardens.

Rarity Level	Average Cost per Ounce	Actual Cost per Ounce
Common	2gp	1d4
Uncommon	4gp	2d4
Rare	8gp	2d8
Special	12gp	2d12
Extraordinary	Varies*	Varies*

\*If purchasable

## Ingredient Storage

Any ingredient, whether bought or foraged, must be stored if it is to be used later. The proper storage of an ingredient ensures that it will last until it is needed to craft an item. The proper way to store an ingredient is in an air tight container, similar to a jar or a stoppered vial. An ingredient stored in this way remains usable for quite some time, ingredients stored improperly last shorter periods of time. For example, an ingredient stored in a wrapped up cloth will not stay fresh for very long and may become unusable after a matter of days.

Storage Method	Average Shelf Life	Actual Shelf Life
Open Air	2 Days	1d4 Days
Semi Sealed Container (Not Glass)	1 Week	1d4-1 Weeks
Semi Sealed Container (Glass)	2 Weeks	1d4 Weeks
Air Tight Container	4 Weeks	2d4 Weeks
Magical Container	Indefinite	Indefinite

When an ingredient has passed its shelf life it is no longer a viable ingredient and will not successfully create an item. An herbalist can visually see when an ingredient is no longer usable without making a check. The ingredient is visibly desiccated and brittle, with no sense of life left to it.

In the case of buying an ingredient from an apothecary or herbalism type shop, there is no shelf life penalty applied to the ingredient; it is assumed that all such shops have a viable means of storing ingredients. The actual shelf life does not start until a character actually purchases the item and removes it from the store's protected environment.

## Crafting Items

Crafting an item requires a formula, the herbalist kit, workspace, all requisite ingredients, and the appropriate time. The formula can be a known formula or a research and development attempt at a formula. The herbalism kit is the standard kit from the Player's Handbook. The workspace can be anything from an actual lab in a wizard's tower or apothecary's store to a humble kitchen in a house or inn. The requisite ingredients are at least one ounce of all ingredients required by the formula to craft the item.

The time required to craft the item is a function of the formula's value, the time required to craft an item is 1 day per 50gp base value of the item; wherein base value is determined as the cost of all ingredients multiplied by 2. Ingredients which do not have a standard average value are factored as having a value of 25gp for the purposes of determining base value. The character is expected to work for 8 hours per day on the item and can pursue other activities during the other time, but cannot leave an item unattended for more than 16 hours without risking the creation process become unstable and go awry resulting in a total loss of the item and ingredients.

Any item in the creation process left unattended for more than 16 hours has a cumulative failure rate of 25% per 8 hours left unattended; thus the first 8 hour period unattended has a 25% chance of failure, the second 8 hour period has a 50% chance of failure, the third 8 hour period has a 75% chance of failure, and the fourth 8 hour period has a failure chance of 100%. This check is made at the end of each 8 hour period. Once an item fails a check, the item is useless and all ingredients are expended.

## Learning New Formulas

There are a great many other items to craft aside from the original 5 each character knows, the process of learning formulas for new items is a mixture of time and exposure. Adventurers may come across new formulas in the treasure troves of adversaries, or meet other herbalists in their travels with whom they can swap formulas. There are possibly apothecaries whose knowledge of herbalism may spans generations willing to teach characters new formulas in exchange for rare herbs, new herbal lore, or even gold. Characters can attempt to discover new items by researching the craft and trying new formulas to see what happens. Lastly characters can distill a formula from an item. Regardless, of the method by which a character gains a formula; once they have the formula they can write it in their herbalism book and forever keep it to use as they will. There is no limit to the amount of formulas a character can learn or know.

**Discovery:** Characters can find new formulas throughout the world; temple libraries, tomes of lore, or treasure troves. A character who finds a formula in such a manner need only copy this formula into their herbalist book to craft the item at a later time.

**Distillation:** Characters who find new items can attempt to learn a crafting formula by distillation, provided the creator has crafted the item using the herbalism skill. In distilling an item, the character breaks the item and reverse engineers the formula. To distill a formula a character needs; the item to be distilled, the herbalism kit, workspace, and time. The distillation process takes twice as long as the crafting time of the item distilled; thus it is a function of the base value, wherein the time required to distill the item is equal to 4 times the base value.

Also, as in crafting an item the distillation process must be monitored and requires 8 hours of work daily. It cannot be left unattended for more than 16 hours. Any item in the distillation process left unattended for more than 8 hours has a cumulative failure rate of 25% per 8 hours left unattended; thus the first 8 hour period unattended has a 25% chance of failure, the second 8 hour period has a 50% chance of failure, the third 8 hour period has a 75% chance of failure, and the fourth 8 hour period has a failure chance of 100%. This check is made at the end of each 8 hour period. Once an item fails a check, the distillation is a failure. The item is ruined and the character does not know the formula to craft the item

At the end of the process the character makes an herbalism skill check (DC15) using intelligence and proficiency modifiers. Success on this check means the character has successfully distilled the formula to craft this item and can write a formula in their herbalism book to craft the item, failure on this check means the character has not distilled a formula and cannot craft this item. A character is aware of the success or failure of the distillation process and immediately knows if they have a formula for the item. Regardless of success or failure, the item distilled is ruined and its ingredients are worthless.

**Research:** Characters can use their time to research into herbalism and attempt to devise their own formulas for items. To begin this process, players choose the type of item they want to craft; brew, oil, poultice, salve, or tincture and what effect this item will create on the user. Next, they look into the available ingredients and what sort of effects the ingredients generally create. After that they choose a list of ingredients and attempt to craft the item.

Players choose ingredients from the spheres of influence which create effects they want the item to create, most formulas involve ingredients from more than one sphere of influence with the predominant sphere of influence being two or more ingredients from different levels of rarity. In developing a new formula, players choose the item type and the desired effect, they then discuss the item with the DM. The DM has the final call about an item, determining if it is too powerful, if it requires ingredients not listed, or if the formula will have effects other than the player's desired effect.

After mutually agreeing with the DM on the formula and effect, the character attempts to craft the item using the normal procedures of crafting with the added step of the success determination roll at the end of the crafting process. The success determination roll is made at the very end of the crafting process and determines whether the formula is a failure, success, or has an unintended outcome.

d% Roll	Success Determination Outcome
01-10	Poison, DC15 Con, 1d6 Con damage
11-20	Formula works as intended, but leaves user with 2 levels of exhaustion after its effect ends
21-30	Formula works as intended, but leaves user with 1 level of exhaustion after its effect ends
31-98	Formula works as intended
99	Formula works as intended, but this attempt and no other, produces 2x the expected amount
100	Formula works as intended, but this formula produces 2x the expected amount

The Success Determination roll is only made on the first attempt to create a specific formula, and its result is always applied to this specific formula. The results of the success determination roll are permanent, they always apply to a formula that a character has attempted to create; thus if a character attempts a formula and receives a result of poison, that particular formula always creates poison. If a character attempts a formula and receives a result of works as intended, this formula always works as intended.

For example if a character makes a formula and at the end of crafting makes the success determination roll and rolls 08% they have crafted a poison which deals 1d6 constitution damage; every time they craft this formula it will make this same poison. Likewise, if the same character crafts a different formula and at the end makes the success determination roll and rolls 99%; this formula works and this particular crafting creates twice the expected amount but all future crafting will produce only the normal expected amount. In both instances, the character knows the exact result of the formula and does not need to roll for success determination if they use that formula again.

### Research Formula Sample

Adam plays a monk, he finds that he often uses all of his Ki Points and wants to make a brew that will refresh his Ki Points. He first looks at the spheres of influence and decides he will need to pick from the spheres; Constitution, Healing, Protection. He wants the base to be Constitution, so he chooses a Rarity Level Common ingredient from the sphere of influence Constitution; Athelas. Adam knows he really wants a healing effect so he chooses the next ingredient a Rarity Level Uncommon from Sphere of Influence Healing; Tansy. Next he wants to account for the protection of Ki so his third ingredient is from Rarity Level rare from the Sphere of influence Protection; Gourd. Finally, Adam wants this brew to be very effective so he decides to use a Rarity Level Special ingredient from the Sphere of Influence Constitution; Rue.

Adam then approaches his DM, he explains his idea to the DM stating, he wants a brew to restore Ki Points, then he gives the DM the final list of ingredients. The DM decides that such a brew should be possible with the caveat that it will not restore all the Ki Points. The DM decides the brew will restore one half the Maximum Ki Point Total Adam's monk possesses and that the brew needs to have an ingredient from the Sphere of Influence Ritual in the formula and that this ingredient must be Rarity Level Special, because the meditation is a ritual for the monk and the replenishment of Ki Points is a ritual.

Adam agrees, he goes back to the ingredients and finds an ingredient that fits the requirement then alters the formula; Sphere of Influence Ritual; Broom. His character then gathers one ounce of each requisite ingredient and spends the time to craft the brew. When the brew is completed Adam makes a Success Determination Outcome Roll and rolls a 29, his brew works as expected, but it leaves his monk with one level of exhaustion. Adam now has a formula for this brew that will always work this way.

**Trade:** Herbalists and apothecaries swap knowledge and lore freely with each other in an effort to further the craft and hone their personal skill. Trading formulas is common amongst many in the trade and it is the easiest way to learn more common formulas. There is no issue with copying notes from one herbalist book to another, provided it is a language the copier understands.

**Train:** The ability to train may present itself in any manner; academy, apprenticeship, guild, or school. Regardless of the form or formality of the training characters can acquire new formulas by training. In general the cost of a formula is twice the value of the item and takes 1 day per 50gp value of the item to learn.

## Formulas

The following is a list of common items that can be found or purchased from an alchemist, apothecary or herbalist. These items can be crafted by a character with the herbalism skill, who meets all the requirements of crafting the item. The list is not complete as there are countless items yet to invent or items whose knowledge is lost.

When a character uses an item the same basic rules are applied, regardless of the character's class, level or the item's effects. Each item description starts with a block of information that gives the item's name, type, cost, ingredients, and effect.

**Type:** This is the type of herbalism item which the described item is, (B) Brew, (O) Oil, (P) Poultice, (S) Salve, or (T) Tincture. In the following formula list, the type is expressed as a single letter referencing the first letter of the type.

**Cost:** This is the market price of the item expressed in gold pieces (gp), it is the price a character would expect to pay for the item. It is not the cost to craft the item.

**Ingredients:** This is the requisite ingredients required to craft the item, unless specified otherwise the necessary amount of the ingredient required is 1 ounce. A character may possess all the ingredients for an item, but not be able to craft it because they do not have the formula.

**Effect:** This is the effect the user has after using the item, it will contain all the relevant game data to effectively play the use of the item.

**Accuracy (T)** 50gp

*Ingredients:* Buchu, Corn, Mistletoe, Vervain

*Effect:* Player gains advantage on one attack roll made within 1 hour.

**Alertness (B)** 100gp

*Ingredients:* Aconite, Amaranth, Chicory, Coffee, Golden Rod, Sorrel Wood

*Effect:* Player gains advantage on active perception checks for 1 hour.

**Antitoxin (B)** 50gp

*Ingredients:* Apricot, Mandrake, Rattlesnake Root

*Effect:* Player gains advantage on saves against poison for 1 hour.

**Assassin's Blood (B)** 150gp

*Ingredients:* Acacia, Belladonna, Dogbane, Hemlock, Mandrake, Pennyroyal, Thistle

*Effect:* Poisoned creature must make a save Con DC10 or take 1d12 poison damage and be poisoned for 24 hours, save reduces damage to half and removes poisoned status.

**Athleticism (O)** 150gp

*Ingredients:* Alyssum, Bay, Cardamom, Ox Sweat, Rowan

*Effect:* Player gains advantage on athletics checks for 1 hour.

**Camouflage (S)** 150gp

*Ingredients:* Aconite, Chicory, Edelweiss, Heliotrope, Poppy

*Effect:* Player gains advantage on hide checks for 1 hour.

<b>Concentration (T)</b> <i>Ingredients: Benzoin, Bodhi, Citron, Vetivert</i> <i>Effect: Player gains advantage on concentration checks for 1 hour.</i>	50gp
<b>Courage (T)</b> <i>Ingredients: Bachelor's Buttons, Bamboo, Barley, Bodhi, Groundsel</i> <i>Effect: Player gains advantage on saves against fear for 1 hour.</i>	50gp
<b>Decision (S)</b> <i>Ingredients: Arrow Root, Be-Still, China Berry, Copal, Gotu Kola, Horehound, Hyacinth, Indian Paint Brush, Sassafras</i> <i>Effect: Player gains inspiration.</i>	50gp
<b>Divinity Focus (T)</b> <i>Ingredients: Anise Star, Curry, Lily, Vervain</i> <i>Effect: Player gains 1 additional use of Channel Divinity; bestows 2 level of fatigue.</i>	50gp
<b>Dodge (O)</b> <i>Ingredients: Cat's Hair, Cattail, Dragon's Blood (Herb), High John the Conqueror, 100gp of Jet</i> <i>Effect: Player gains a bonus +1 to AC for 1 hour.</i>	300gp
<b>Fortitude (B)</b> <i>Ingredients: Joe Pye Weed, Oak, 1,000gp of Diamond</i> <i>Effect: Player gains advantage on all Constitution saves for 1 hour.</i>	2,500gp
<b>Healing (Common) (B)</b> <i>Ingredients: Athelas, Banana, Balm of Gilead, Strawberry</i> <i>Effect: Player heals 2d4+2 hp.</i>	50gp
<b>Healing (Greater) (B)</b> <i>Ingredients: Athelas, Banana, Balm of Gilead, Strawberry, Troll Blood</i> <i>Effect: Player heals 4d4+4 hp.</i>	250gp
<b>Healing (Superior) (B)</b> <i>Ingredients: Athelas, Banana, Balm of Gilead, Strawberry, Troll Blood, Slaad Blood</i> <i>Effect: Player heals 8d4+8 hp.</i>	1,250gp
<b>Healing (Supreme) (B)</b> <i>Ingredients: Athelas, Banana, Balm of Gilead, Strawberry, Troll Blood, Slaad Blood, Vampire Dust</i> <i>Effect: Player heals 10d4+20.</i>	6,250gp
<b>Herbalist Ink (O)</b> <i>Ingredients: Cornflower</i> <i>Effect: Blue ink for writing.</i>	5gp
<b>Hex Bane (T)</b> <i>Ingredients: Asafoetida, Henna, Hydrangea, Vervain</i> <i>Effect: Delays onset of curses for 1d12 hours.</i>	75gp
<b>Invisible Ink (O)</b> <i>Ingredients: Dogwood, Dragon Blood (Herb)</i> <i>Effect: Ink that cannot be seen until heat is applied to reveal it, once revealed the ink will not vanish again.</i>	30gp
<b>Jump (B)</b> <i>Ingredients: Birch, Cinquefoil, Hemlock</i> <i>Effect: Player gains advantage on jump checks for 1 hour; bestows 1 level of fatigue.</i>	25gp



<b>Panacea (P)</b> <i>Ingredients: Aloe, Camphor, Goldenseal, Jobs Tears, Southern Wood, Thistle Milk, Thyme, Willow</i> <i>Effect: Delays the onset of non-magical diseases for 1d12 hours.</i>	150gp
<b>Reflex (O)</b> <i>Ingredients: Agaric, Bamboo, Celandine, Eyebright, Life Everlasting, Mace, Prickly Ash, Skunk Cabbage, 1,000gp of Cat's Eye Agate</i> <i>Effect: Player gains advantage on Dexterity saves for 1 hour.</i>	2,500gp
<b>Restive (P)</b> <i>Ingredients: Balm of Gilead, Benzoin, Linden, Thistle (Holy)</i> <i>Effect: Player gains double healing during a short rest.</i>	75gp
<b>Sleep (T)</b> <i>Ingredients: Poppy</i> <i>Effect: Player sleeps for 8 hours or until woken by normal means.</i>	25gp
<b>Speed (T)</b> <i>Ingredients: Cat Hair, Dragon Blood (Herb), Ginseng, Star Anise</i> <i>Effect: Player gains +10' movement for 1 hour; bestows 1 level of fatigue.</i>	250gp
<b>Strength (O)</b> <i>Ingredients: African Violet, Amaranth, Lemon, Ox Sweat, Snapdragon</i> <i>Effect: Player gains advantage on strength checks for 1 hour; bestows 1 level of fatigue.</i>	50gp
<b>True Sight (S)</b> <i>Ingredients: Bluebell, Briony, Lucky Hand, Potato</i> <i>Effect: Player gains advantage on saves against illusions and phantasms for 1 hour.</i>	50gp
<b>Truth Serum (B)</b> <i>Ingredients: Angelica, Bluebell, Cascara Sagrada, Chamomile, Ebony</i> <i>Effect: Player must make a DC11 constitution save or become poisoned, poisoned creatures cannot knowingly lie for 1 hour; bestows 2 levels of fatigue.</i>	150gp
<b>Will (T)</b> <i>Ingredients: Aster, Almond, Asafoetida, Bedstraw, Benzoin, Bistort, Cardamom, Iris, Rue, 1,000gp of Fire Opal</i> <i>Effect: Player gains advantage on all Wisdom saves for 1 hour.</i>	2,500gp

## Ingredients

The following is a list of well-known ingredients, these ingredients can be used to create a nearly limitless amount of items using the Herbalism Skill. This list is not the entirety of ingredients that an herbalist can use to craft items with an Herbalist Kit, such ingredients not appearing on this list are under the direction of the DM as usable ingredients.

Each ingredient description starts with a statistic block giving its name, Rarity Level, and Sphere of Influence.

**Rarity Level:** In parentheses after the ingredient's name is a single letter identification of the Rarity Level; Common (C), Uncommon (U), Rare (R), Special (S), or Extraordinary (E).

**Sphere of Influence:** After the Rarity Level, each Sphere of Influence the ingredient is associated with is listed.

**Aboleth Slime (E)** Intelligence

**Acacia (U)** Protection, Wisdom

**Aconite (C)** Holy, Perception, Poison, Protection, Wisdom

**African Violet (U)** Protection, Strength

**Agaric (C)** Dexterity, Emotion,

**Agrimony (R)** Emotion, Healing, Poison

**Alder (C)** Holy, Ritual

**Alfalfa (C)** Prosperity, Sustenance

**Allspice** (S) Healing, Luck, Prosperity  
**Almond** (C) Prosperity, Wisdom  
**Aloe** (C) Emotion, Healing, Luck, Protection  
**Aloes, Wood** (S) Holy, Protection, Wisdom  
**Althea** (R) Charisma, Intelligence, Protection, Wisdom  
**Alyssum** (U) Emotion, Protection, Strength  
**Amaranth** (S) Healing, Holy, Strength, Perception, Wisdom  
**Anemone** (U) Constitution, Healing, Poison  
**Angel Hair, Solar** (E) Holy, Perception, Protection, Wisdom  
**Angelica** (S) Holy, Positive Energy, Wisdom  
**Anise Seed** (C) Charisma, Protection, Persuasion  
**Anise, Star** (R) Holy, Negative/Positive Energy, Wisdom  
**Apple** (C) Emotion, Healing, Intelligence,  
**Apricot** (C) Emotion, Poison, Sustenance  
**Arabic Gum** (R) Holy, Negative/Positive Energy  
**Arbutus** (U) Protection, Dexterity  
**Arrow Root** (C) Divination, Luck  
**Asafoetida** (U) Divination, Holy, Ritual, Wisdom  
**Ash** (C) Emotion, Healing, Intelligence, Wisdom  
**Aspen** (C) Charisma, Perception, Persuasion  
**Aster** (U) Emotion, Constitution  
**Athelas** (C) Constitution, Divination, Healing, Intelligence, Wisdom  
**Avens** (U) Holy, Protection  
**Avocado** (C) Charisma, Emotion, Sustenance  
  
**Bachelor's Buttons** (R) Constitution, Emotion  
**Balm, Lemon** (R) Charisma, Emotion, Healing  
**Balm of Gilead** (S) Healing, Protection  
**Bamboo** (C) Charisma, Constitution, Dexterity, Intelligence, Luck, Protection, Strength, Wisdom  
**Banana** (U) Healing, Prosperity, Sustenance  
**Banyan** (R) Luck, Prosperity  
**Barley** (C) Constitution, Emotion, Healing, Protection, Sustenance  
**Basil** (C) Charisma, Emotion, Holy, Protection, Wisdom  
**Bay** (U) Charisma, Divination, Intelligence, Strength, Wisdom  
**Bean** (C) Holy, Protection, Sustenance  
**Bedstraw** (C) Emotion, Constitution  
**Beech** (C) Charisma  
**Beet** (C) Emotion, Sustenance  
**Belladonna** (C) Divination, Poison,  
**Benzoin** (R) Charisma, Holy, Intelligence, Ritual, Wisdom  
**Bergamot, Orange** (R) Luck, Prosperity, Sustenance  
**Be-Still** (S) Luck, Perception  
**Betony, Wood** (S) Holy, Negative/Positive Energy, Protection, Wisdom  
**Bezoar** (R) Healing, Poison  
**Birch** (C) Holy, Ritual  
**Bistort** (R) Charisma, Divination, Intelligence, Prosperity, Wisdom  
**Bittersweet** (R) Healing, Protection  
**Blackberry** (C) Healing, Protection Prosperity  
**Bladderwrack** (S) Charisma, Intelligence, Prosperity, Wisdom  
**Bleeding Heart** (S) Emotion, Negative/Positive Energy  
**Bloodroot** (R) Emotion, Protection  
**Bluebell** (U) Emotion, Luck  
**Blueberry** (C) Protection, Sustenance  
**Blue Flag** (S) Luck, Prosperity  
**Bodhi** (S) Charisma, Constitution, Dexterity, Intelligence, Strength, Protection, Wisdom  
**Boneset** (S) Holy, Protection, Wisdom

**Borage** (S) Charisma, Constitution, Intelligence, Wisdom  
**Bracken** (R) Divination, Healing, Protection  
**Brazil Nut** (S) Emotion, Intelligence  
**Briony** (R) Divination, Protection, Wisdom  
**Bromeliad** (U) Protection, Prosperity  
**Broom** (S) Divination, Holy, Ritual  
**Buchu** (U) Divination, Charisma, Intelligence, Wisdom  
**Buckthorn** (C) Holy, Luck, Protection  
**Buckwheat** (C) Prosperity, Protection, Ritual  
**Burdock** (S) Healing, Protection  
  
**Cactus** (C) Perception, Poison, Protection, Sustenance  
**Calamus** (U) Charisma, Healing, Intelligence, Luck, Prosperity, Protection, Wisdom  
**Cambion Blood** (S) Negative/Positive Energy, Ritual  
**Camellia** (U) Luck, Prosperity  
**Camphor** (U) Divination, Healing  
**Caraway** (C) Charisma, Emotion, Intelligence, Protection, Wisdom  
**Cardamom** (C) Constitution, Emotion, Strength  
**Carnation** (U) Healing, Strength  
**Carob** (C) Healing, Intelligence, Protection  
**Carrot** (C) Emotion, Perception  
**Cascara Sagrada** (R) Holy, Positive/Negative Energy, Protection, Wisdom  
**Cashew** (C) Prosperity, Sustenance, Wisdom  
**Castor** (R) Negative/Positive Energy, Poison, Wisdom  
**Cat Hair** (C) Dexterity, Perception  
**Catnip** (U) Constitution, Emotion, Luck  
**Cattail** (C) Dexterity, Emotion, Protection, Perception  
**Cedar** (C) Charisma, Healing, Intelligence, Luck, Wisdom  
**Celandine** (R) Dexterity, Emotion, Luck  
**Celery** (C) Charisma, Divination, Emotion, Intelligence, Perception, Wisdom  
**Centaur** (R) Holy, Negative/Positive Energy, Wisdom  
**Chamomile** (C) Luck, Positive/Negative Energy, Sustenance  
**Cherry** (C) Divination, Emotion, Sustenance, Wisdom  
**Chestnut** (C) Emotion, Dexterity, Strength, Sustenance  
**Chickweed** (R) Charisma, Perception, Poison, Strength  
**Chicory** (U) Charisma, Luck, Perception, Sustenance  
**Chili Pepper** (U) Constitution, Holy, Negative/Positive Energy, Sustenance, Wisdom  
**Chimera Sinew** (E) Constitution, Strength  
**China Berry** (R) Intelligence, Luck, Prosperity, Perception  
**Chrysanthemum** (C) Intelligence, Poison, Wisdom  
**Cinnamon** (U) Charisma, Constitution, Dexterity, Divination, Intelligence, Positive/Negative Energy, Poison, Strength, Wisdom  
**Cinquefoil** (R) Dexterity, Strength, Wisdom  
**Citron** (C) Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom  
**Clove** (C) Emotion, Perception, Wisdom  
**Clover** (C) Emotion, Luck, Prosperity, Strength  
**Couatl Feather** (E) Dexterity, Protection, Ritual, Sustenance, Wisdom  
**Coconut** (R) Cleansing, Constitution, Protection, Sustenance  
**Coffee** (C) Dexterity, Perception, Ritual, Sustenance  
**Cohosh, Black** (R) Constitution, Emotion, Protection, Strength  
**Coltsfoot** (C) Divination, Emotion, Intelligence, Strength  
**Columbine** (U) Holy, Perception, Ritual, Strength  
**Comfrey** (R) Dexterity, Healing, Prosperity, Protection  
**Copal** (C) Cleansing, Intelligence, Perception  
**Coriander** (C) Constitution, Holy, Protection, Ritual  
**Corn** (C) Divination, Holy, Luck, Ritual, Sustenance

**Cornflower** (C) Charisma, Cleansing, Constitution, Death, Dexterity, Divination, Emotion, Healing, Intelligence, Negative/Positive Energy, Perception, Poison, Strength, Wisdom  
**Cotton** (C) Charisma, Healing, Intelligence, Luck, Wisdom  
**Cowslip** (S) Healing, Holy, Prosperity, Ritual  
**Crocus** (U) Cleansing, Death, Divination, Emotion, Dexterity  
**Cucumber** (C) Charisma, Healing, Intelligence, Perception, Sustenance, Wisdom  
**Cumin** (R) Emotion, Holy, Negative/Positive Energy, Perception  
**Curry** (U) Holy, Negative/Positive Energy, Protection, Ritual  
**Cyclamen** (R) Emotion, Holy, Ritual, Wisdom  
**Cyclops Hair** (E) Strength  
**Cypress** (U) Death, Emotion, Luck, Perception, Ritual  
  
**Daffodil** (C) Charisma, Death, Luck  
**Daisy** (C) Divination, Emotion, Luck, Strength  
**Damiana** (U) Emotion, Perception, Prosperity  
**Dandelion** (C) Constitution, Divination, Healing, Sustenance  
**Death Knight Bone** (E) Charisma, Strength  
**Demon Blood** (E) Ritual,  
**Deerstongue** (R) Charisma, Intelligence, Perception, Wisdom  
**Devil's Blood** (E) Ritual  
**Dill** (C) Emotion, Luck, Prosperity, Protection  
**Displacer Beast Hair** (E) Perception  
**Dock** (R) Constitution, Healing, Prosperity  
**Dog Hair** (C) Healing, Protection  
**Dogbane** (U) Emotion, Poison  
**Dogwood** (R) Dexterity, Holy, Luck, Perception, Protection,  
**Dragon's Blood, Herb** (R) Charisma, Constitution, Dexterity, Emotion, Strength, Protection, Wisdom  
**Dragon Blood, True** (E) Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom  
**Dulse** (S) Cleansing, Death, Emotion, Ritual  
**Dutchman's Britches** (R) Charisma, Emotion, Luck, Prosperity, Sustenance  
  
**Ebony** (U) Death, Holy, Negative/Positive Energy, Protection, Wisdom  
**Echinacea** (C) Charisma, Constitution, Intelligence, Wisdom  
**Edelweiss** (S) Dexterity, Perception, Protection  
**Elder** (U) Healing, Protection, Wisdom  
**Elecampane** (S) Charisma, Intelligence, Wisdom  
**Elm** (C) Cleansing, Emotion  
**Empyrean Sweat** (E) Charisma, Constitution, Dexterity, Intelligence, Ritual, Strength, Wisdom  
**Endive** (U) Death, Emotion, Poison,  
**Eucalyptus** (C) Constitution, Healing, Protection  
**Eyebright** (U) Charisma, Cleansing, Dexterity, Intelligence, Perception, Wisdom  
  
**Fennel** (R) Cleansing, Constitution, Healing, Protection  
**Fenugreek** (S) Negative/Positive Energy, Prosperity  
**Fern** (C) Holy, Luck, Negative/Positive Energy, Ritual  
**Feverfew** (R) Cleansing, Healing, Protection  
**Fig** (U) Divination, Sustenance, Wisdom  
**Figwort** (C) Cleansing, Death, Protection  
**Flax** (C) Charisma, Cleansing, Intelligence, Wisdom  
**Fleabane** (R) Cleansing, Poison, Protection  
**Foxglove** (R) Death, Divination, Poison  
**Frankincense** (U) Death, Divination, Holy, Ritual, Wisdom  
  
**Gardenia** (R) Cleansing, Healing, Ritual  
**Garlic** (C) Cleansing, Healing, Protection  
**Gentian** (R) Constitution, Strength

**Geranium** (C) Health, Protection, Wisdom  
**Ginger** (U) Constitution, Healing, Intelligence, Strength  
**Ginseng** (U) Constitution, Dexterity, Emotion, Negative/Positive Energy  
**Goats Rue** (R) Cleansing, Constitution, Healing  
**Goldenrod** (R) Divination, Luck, Perception  
**Goldenseal** (S) Cleansing, Healing, Protection  
**Gorse** (S) Luck, Protection, Prosperity  
**Gotu Kola** (S) Intelligence, Wisdom  
**Gourd** (R) Protection  
**Grain** (C) Cleansing, Death, Prosperity, Persuasion, Sustenance  
**Grape** (C) Emotion, Sustenance  
**Grass** (C) Cleansing, Healing, Intelligence, Wisdom  
**Grimlock Ear Wax** (E) Perception, Protection  
**Ground Ivy** (C) Divination, Perception  
**Groundsel** (S) Constitution, Healing, Perception  
  
**Hawthorn** (U) Charisma, Intelligence, Perception, Wisdom  
**Hawk Feather** (C) Perception  
**Hazel** (R) Cleansing, Death, Luck, Ritual  
**Heather** (U) Charisma, Divination, Holy, Luck  
**Heliotrope** (S) Divination, Perception, Prosperity, Wisdom  
**Hellebore, Black** (R) Holy, Poison, Protection, Ritual  
**Hemlock** (C) Cleansing, Divination, Poison  
**Hemp** (C) Cleansing, Divination, Healing  
**Henbane** (S) Cleansing, Poison, Negative Energy, Wisdom  
**Henna** (R) Cleansing, Healing, Holy, Protection, Ritual  
**Hibiscus** (U) Emotion, Protection, Sustenance  
**Hickory** (C) Charisma, Death, Luck, Perception  
**High John the Conqueror** (S) Constitution, Dexterity, Luck, Strength  
**Holly** (U) Cleansing, Holy, Negative/Positive Energy, Prosperity  
**Honesty** (R) Charisma, Persuasion  
**Honeysuckle** (U) Charisma, Divination, Intelligence, Prosperity, Wisdom, Ritual  
**Hops** (C) Healing, Emotion  
**Horehound** (R) Emotion, Holy, Intelligence, Ritual  
**Horse Chestnut** (S) Luck, Persuasion,  
**Horseradish** (C) Cleansing, Constitution, Perception  
**Horsetail** (S) Charisma, Persuasion  
**Houseleek** (U) Luck, Protection, Ritual  
**Huckleberry** (C) Cleansing, Luck, Protection  
**Hyacinth** (U) Intelligence, Protection  
**Hydrangea** (S) Negative/Positive Energy, Protection  
**Hyssop** (C) Cleansing, Divination, Wisdom  
  
**Indian Paint Brush** (C) Emotion, Perception  
**Iris** (U) Cleansing, Wisdom  
**Irish Moss** (C) Protection, Prosperity  
**Ivy** (C) Healing, Protection  
  
**Jasmine** (U) Divination, Luck, Prosperity  
**Jobs Tears** (S) Healing, Luck, Prosperity  
**Joe Pye Weed** (S) Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom  
**Juniper** (C) Cleansing, Holy, Protection  
  
**Kava-Kava** (U) Divination, Luck, Protection  
**Knotweed** (U) Constitution, Strength, Sustenance

**Lady's Mantle** (R) Death, Emotion, Wisdom  
**Lady's Slipper** (R) Protection, Strength, Wisdom  
**Larch** (C) Protection, Strength  
**Larkspur** (U) Protection, Healing  
**Lavender** (C) Cleansing, Death, Divination, Emotion, Holy, Negative/Positive Energy, Protection, Ritual  
**Leek** (C) Cleansing, Ritual,  
**Lemon** (C) Cleansing, Strength  
**Lemongrass** (U) Charisma, Emotion, Intelligence, Negative/Positive Energy, Wisdom  
**Lemon Verbena** (R) Cleansing, Ritual  
**Lettuce** (C) Dexterity, Persuasion, Luck, Prosperity  
**Licorice** (U) Emotion, Persuasion  
**Life Everlasting** (S) Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom  
**Lilac** (C) Cleansing, Persuasion, Protection  
**Lily** (C) Death, Holy, Luck, Negative/Positive Energy, Ritual  
**Lily of the Valley** (R) Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom  
**Lime** (U) Healing, Protection  
**Linden** (R) Death, Luck, Protection, Ritual  
**Liverwort** (R) Cleansing, Poison  
**Loosestrife** (C) Cleansing, Perception  
**Lotus** (R) Charisma, Cleansing, Constitution, Death, Dexterity, Emotion, Healing, Holy, Luck, Negative/Positive Energy, Perception, Persuasion, Poison, Prosperity, Protection, ritual, Strength, Sustenance, Wisdom  
**Lovage** (R) Emotion, Ritual  
**Love Seed** (R) Emotion, ritual  
**Lucky Hand** (S) Luck, Prosperity

**Mace** (R) Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom  
**Magnolia** (C) Cleansing, Persuasion  
**Maidenhair** (U) Emotion, Persuasion  
**Male Fern** (R) Emotion, Persuasion  
**Mallow** (C) Cleansing, Protection  
**Mandrake** (U) Charisma, Divination, Healing, Intelligence, Poison, Protection, Prosperity, Persuasion  
**Maple** (C) Emotion, Prosperity  
**Marigold** (C) Death, Divination, Holy, Protection, Ritual  
**Marjoram** (U) Emotion, Healing, Protection  
**Mastic** (U) Charisma, Intelligence, Wisdom  
**May Apple** (C) MANDRAKE SUBSTITUTE  
**Meadow Rue** (R) Divination  
**Meadowsweet** (R) Divination, Emotion  
**Mesquite** (R) Healing  
**Mimosa** (U) Cleansing, Protection  
**Mint** (U) Cleansing, Protection, Negative/Positive Energy, Ritual  
**Mistletoe** (C) Cleansing, Healing, Holy, Ritual, Wisdom  
**Moonwort** (R) Cleansing, Holy, Ritual  
**Moss** (C) Luck, Prosperity  
**Mugwort** (R) Charisma, Holy, Intelligence, Negative/Positive Energy, Ritual, Strength, Wisdom  
**Mulberry** (U) Protection, Strength  
**Mullein** (U) Cleansing, Divination, Protection  
**Mustard** (C) Charisma, Intelligence, Protection, Wisdom  
**Myrrh** (U) Death, Holy, Ritual  
**Myrtle** (R) Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom

**Nettle** (C) Cleansing, Healing, Protection  
**Norfolk Island Pine** (S) Protection, Sustenance

**Oak** (C) Charisma, Constitution, Dexterity, Holy, Intelligence, Strength, Ritual, Wisdom  
**Olive** (C) Healing, Protection

**Onion** (C) Cleansing, Divination, Healing  
**Orange** (C) Cleansing, Healing, Protection  
**Orchid** (U) Death, Emotion, Persuasion  
**Oregon Grape** (R) Death, Divination, Poison  
**Orris** (R) Holy, Negative/Positive Energy, Protection, Ritual  
**Owl Feather** (C) Perception, Wisdom  
**Ox Sweat** (C) Strength

**Palm, Date** (U) Emotion, Persuasion  
**Pansy** (C) Charisma, Intelligence, Persuasion, Wisdom  
**Papaya** (R) Emotion  
**Parsley** (C) Cleansing, Protection  
**Passion Flower** (C) Emotion, Persuasion, Sustenance  
**Patchouli** (U) Emotion, Perception, Ritual  
**Peach** (C) Divination, Poison  
**Pear** (C) Constitution, Sustenance  
**Pecan** (C) Dexterity, Sustenance  
**Pennyroyal** (U) Death, Emotion, Perception, Persuasion, Poison  
**Peony** (S) Perception, Persuasion  
**Pepper** (C) Cleansing, Healing, Protection  
**Peppermint** (U) Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom  
**Periwinkle** (U) Charisma, Intelligence, Negative/Positive Energy, Poison, Wisdom  
**Persimmon** (U) Healing  
**Pimento** (U) Emotion  
**Pine** (C) Cleansing, Protection, Perception  
**Pineapple** (R) Luck, Prosperity  
**Pistachio** (R) Cleansing, Protection  
**Plum** (C) Healing  
**Poke** (R) Constitution  
**Pomegranate** (R) Divination, Luck, Prosperity  
**Poplar** (C) Luck, Prosperity  
**Poppy** (R) Luck, Perception, Prosperity  
**Potato** (C) Luck  
**Prickly Ash** (S) Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom  
**Primrose** (U) Holy, Negative/Positive Energy, Ritual  
**Purple Worm Venom** (E) Poison  
**Purslane** (U) Dexterity, Persuasion, Perception

**Quince** (R) Emotion, Perception, Persuasion

**Radish** (C) Emotion, Persuasion, Sustenance  
**Ragweed** (C) Constitution  
**Raspberry** (C) Death, Divination, Ritual  
**Rattlesnake Root** (R) Death, Poison  
**Rhubarb** (U) Protection  
**Rose** (C) Charisma, Emotion, Intelligence, Perception, Persuasion, Wisdom  
**Rosemary** (U) Cleansing, Healing, Protection  
**Rowan** (R) Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom  
**Rue** (S) Charisma, Constitution, Dexterity, Intelligence, Poison, Strength, Wisdom

**Saffron** (S) Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom  
**Sage** (U) Protection, Wisdom  
**Sagebrush** (U) Cleansing, Protection  
**St. John's Wort** (R) Healing, Holy, Protection, Wisdom  
**Sandalwood** (U) Cleansing, Healing, Holy  
**Sarsaparilla** (R) Persuasion

**Sassafras** (R) Perception  
**Savory, Summer** (S) Charisma, Intelligence, Wisdom  
**Skullcap** (U) Death, Poison  
**Senna** (U) Persuasion  
**Sesame** (R) Sustenance  
**Shallot** (S) Cleansing  
**Skunk Cabbage** (R) Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom  
**Slaad Blood** (E) Healing  
**Slippery Elm** (U) Death, Poison  
**Snake Venom** (E) Cleansing, Death, Healing, Poison  
**Snakeroot** (S) Death, Poison  
**Snakeroot, Black** (S) Divination, Poison  
**Snapdragon** (R) Protection, Strength  
**Solomon's Seal** (S) Cleansing, Protection  
**Sorrel Wood** (S) Perception, Persuasion  
**Southern Wood** (R) Healing, Protection, Sustenance  
**Spanish Moss** (S) Protection, Sustenance, Wisdom  
**Spearmint** (U) Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom  
**Spider Venom** (E) Death, Poison  
**Spiderwort** (U) Cleansing, Divination, Poison,  
**Spikenard** (S) Poison, Protection  
**Star Anise** (R) Dexterity, Luck, Persuasion  
**Strawberry** (C) Healing, Sustenance  
**Sugar Cane** (C) Emotion, Negative/Positive Energy  
**Sunflower** (U) Strength, Sustenance  
**Sweetgrass** (S) Divination, Holy, Negative/Positive Energy

**Tansy** (U) Cleansing, Healing  
**Thistle** (U) Cleansing, Poison  
**Thistle, Holy** (R) Death, Poison  
**Thistle, Milk** (R) Healing, Protection  
**Thyme** (U) Cleansing, Healing, Strength  
**Toadflax** (C) Cleansing, Healing, Protection  
**Toadstool** (C) Death, Divination, Poison  
**Tonka Bean** (R) Luck, Protection  
**Troglodyte Skin** (E) Poison  
**Troll Blood** (E) Healing  
**Turmeric** (R) Cleansing  
**Turnip** (C) Cleansing, Protection

**Unicorn Blood** (E) Healing, Poison  
**Unicorn Horn** (E) Charisma, Intelligence, Ritual, Wisdom  
**Uva Ursa** (S) Charisma, Intelligence, Wisdom  
**Valerian** (U) Cleansing, Protection  
**Vanilla** (C) Charisma, Intelligence, Wisdom  
**Vampire Dust** (E) Charisma, Constitution, Dexterity, Healing, Perception  
**Venus Flytrap** (S) Protection, Constitution  
**Vervain** (S) Divination, Holy, Negative/Positive Energy, Ritual  
**Vetch, Giant** (S) Charisma, Perception, Persuasion  
**Vetivert** (U) Constitution  
**Violet** (U) Luck, Prosperity

**Walnut** (C) Healing, Intelligence  
**Willow** (C) Healing, Protection  
**Wintergreen** (U) Cleansing, Healing, Protection  
**Witch Hazel** (S) Cleansing



**Wolf's Bane** see Aconite

**Wood Rose** (S) Luck

**Woodruff** (R) Protection, Strength

**Wormwood** (R) Divination, Strength

**Wyvern Stinger** (E) Poison

**Yarrow** (U) Cleansing, Intelligence

**Yellow Evening Primrose** (U) Luck

**Yerba Mate** (S) Emotion

**Yerba Santa** (S) Charisma, Perception, Persuasion

**Yew** (R) Healing, Holy, Ritual, Strength, Wisdom

**Yucca** (S) Charisma, Constitution

## Charisma

### Common

Anise Seed  
Avocado  
Basil  
Caraway  
Celery  
Cornflower  
Cucumber  
Echinacea  
Hickory  
May Apple  
Mustard  
Pansy  
Vanilla

### Common

Aspen  
Bamboo  
Beech  
Cedar  
Citron  
Cotton  
Daffodil  
Flax  
Honeysuckle  
Mugwort  
Oak  
Rose

### Uncommon

Bay  
Buchu  
Calamus  
Chicory  
Cinnamon  
Eyebright  
Hawthorn  
Heather  
Lemongrass  
Mandrake  
Mastic  
Peppermint  
Periwinkle  
Spearmint

### Rare

Althea  
Balm, Lemon  
Benzoin  
Bistort  
Chickweed  
Deerstongue  
Dragon's Blood, Herb  
Dutchman's Britches  
Elecampane  
Honesty  
Lily of the Valley  
Lotus  
Mace  
Myrtle  
Rowan  
Skunk Cabbage

### Special

Bladderwrack  
Bodhi  
Borage  
Horsetail  
Joe Pye Weed  
Life Everlasting  
Prickly Ash  
Rue  
Saffron  
Savory, Summer  
Uva Ursa  
Vetch, Giant  
Yucca

### Extraordinary

Death Knight Bone  
Dragon's Blood, True  
Empyrean Sweat  
Unicorn Horn  
Vampire Dust

## Cleansing

### Common

Copal  
Elm  
Flax  
Grain  
Hemlock  
Huckleberry  
Juniper  
Leek  
Lilac  
Magnolia  
Mistletoe  
Onion  
Parsley  
Pine  
Toadflax

### Common

Cornflower  
Figwort  
Garlic  
Grass  
Horse Radish  
Hyssop  
Lavender  
Lemon  
Loosestrife  
Mallow  
Nettle  
Orange  
Pepper  
Thyme  
Turnip

### Uncommon

Crocus  
Eyebright  
Holly  
Iris  
Mimosa  
Mint  
Mullein  
Rosemary  
Sagebrush  
Sandalwood  
Spiderwort  
Tansy  
Thistle  
Valerian  
Wintergreen

### Rare

Coconut  
Fennel  
Feverfew  
Fleabane  
Gardenia  
Goats Rue  
Hazel  
Henna  
Lemon Verbena  
Liverwort  
Lotus  
Pistachio  
Turmeric

### Special

Dulse  
Goldenseal  
Henbane  
Shallot  
Solomon's Seal  
Witch Hazel  
Yerba Santa

### Extraordinary

Snake Venom

## Constitution

### Common

Athelas  
Barley  
Cardamom  
Coriander  
Dandelion  
Eucalyptus  
Oak  
Ragweed

### Common

Bamboo  
Bedstraw  
Citron  
Cornflower  
Echinacea  
Horse Radish  
Pear

### Uncommon

Anemone  
Aster  
Catnip  
Chili Pepper  
Cinnamon  
Ginger  
Ginseng  
Knotweed  
Peppermint  
Spearmint  
Vetivert

### Rare

Bachelor's Buttons  
Coconut  
Cohosh, Black  
Dock  
Dragon's Blood, Herb  
Fennel  
Gentian  
Goats Rue  
Lily of the Valley  
Lotus  
Mace  
Myrtle  
Poke  
Rowan  
Skunk Cabbage

### Special

Bodhi  
Borage  
Groundsel  
High John the Conq.  
Joe Pye Weed  
Life Everlasting  
Prickly Ash  
Rue  
Saffron  
Venus Flytrap  
Yucca

### Extraordinary

Chimera Sinew  
Dragon's Blood, True  
Empyrean Sweat  
Vampire Dust

## Death

### Common

Cornflower  
Figwort  
Hickory  
Lily  
Raspberry

### Common

Daffodil  
Grain  
Lavender  
Marigold  
Toadstool

### Uncommon

Crocus  
Ebony  
Endive  
Frankincense  
Myrrh  
Orchid  
Pennyroyal  
Skullcap  
Slippery Elm

### Rare

Foxglove  
Hazel  
Lady's Mantle  
Linden  
Lotus  
Oregon Grape  
Rattlesnake Root  
Thistle, Holy

### Special

Dulse  
Snakeroot

### Extraordinary

Snake Venom  
Spider Venom

## Dexterity

### Common

Agaric  
Cat Hair  
Chestnut  
Coffee  
Lettuce  
Pecan

### Common

Bamboo  
Cattail  
Citron  
Cornflower  
Oak

### Uncommon

Arbutus  
Cinnamon  
Crocus  
Eyebright  
Ginseng  
Peppermint  
Purslane  
Spearmint

### Rare

Celandine  
Cinquefoil  
Comfrey  
Dogwood  
Dragon's Blood, Herb  
Lily of the Valley  
Lotus  
Mace  
Myrtle  
Rowan  
Skunk Cabbage  
Star Anise

### Special

Bodhi  
Edelweiss  
High John the Conq.  
Joe Pye Weed  
Life Everlasting  
Prickly Ash  
Rue  
Saffron

### Extraordinary

Couatl Feather  
Dragon's Blood, True  
Empyrean Sweat  
Vampire Dust

## Divination

Common	Common	Uncommon	Rare	Special	Extraordinary
Arrow Root	Athelas	Asafoetida	Bistort	Broom	
Belladonna	Celery	Bay	Bracken	Heliotrope	
Cherry	Coltsfoot	Buchu	Briony	Snakeroot, Black	
Cornflower	Daisy	Camphor	Foxglove	Sweetgrass	
Dandelion	Ground Ivy	Cinnamon	Goldenrod	Vervain	
Hemlock	Honeysuckle	Crocus	Meadow Rue		
Hyssop	Lavender	Fig	Meadow Sweet		
Marigold	May Apple	Frankincense	Oregon Grape		
Onion	Peach	Heather	Pomegranate		
Raspberry	Toadstool	Jasmine	Wormwood		
		Kava-Kava			
		Mandrake			
		Mullein			
		Spiderwort			

## Emotion

Common	Common	Uncommon	Rare	Special	Extraordinary
Agaric	Aloe	Alyssum	Agrimony	Bleeding Heart	
Apple	Apricot	Aster	Bachelor's Buttons	Brazil Nut	
Ash	Avocado	Bluebell	Balm, Lemon	Dulse	
Barley	Basil	Catnip	Bloodroot	Yerba Mate	
Bedstraw	Beet	Crocus	Celandine		
Caraway	Cardamom	Damiana	Cohosh, Black		
Carrot	Cattail	Dogbane	Cumin		
Celery	Cherry	Endive	Dragon's Blood, Herb		
Chestnut	Clove	Ginseng	Dutchman's Britches		
Clover	Coltsfoot	Hibiscus	Horehound		
Cornflower	Daisy	Lemongrass	Lady's Mantle		
Dill	Elm	Licorice	Lotus		
Grape	Hops	Maidenhair	Lovage		
Indian Paint Brush	Lavender	Marjoram	Love Seed		
Maple	Passion Flower	Orchid	Male Fern		
Radish	Rose	Palm, Date	Meadow Sweet		
Sugar Cane		Patchouli	Papaya		
		Pennyroyal	Quince		
		Pimento			

## Healing

### Common

Aloe  
Ash  
Barley  
Carob  
Cornflower  
Cucumber  
Dog Hair  
Garlic  
Grass  
Ivy  
Mistletoe  
Olive  
Orange  
Plum  
Thyme  
Walnut

### Common

Apple  
Athelas  
Blackberry  
Cedar  
Cotton  
Dandelion  
Eucalyptus  
Geranium  
Hops  
May Apple  
Nettle  
Onion  
Pepper  
Strawberry  
Toadflax  
Willow

### Uncommon

Anemone  
Banana  
Calamus  
Camphor  
Carnation  
Elder  
Ginger  
Larkspur  
Lime  
Mandrake  
Marjoram  
Persimmon  
Rosemary  
Sandalwood  
Tansy  
Wintergreen

### Rare

Agrimony  
Balm, Lemon  
Bezoar  
Bittersweet  
Bracken  
Comfrey  
Dock  
Fennel  
Feverfew  
Gardenia  
Goats Rue  
Henna  
Lotus  
Mesquite  
St. John's Wort  
Southern Wood  
Thistle, Milk  
Yew

### Special

Allspice  
Amaranth  
Balm of Gilead  
Burdock  
Cowslip  
Goldenseal  
Groundsel  
Jobs Tears

### Extraordinary

Slaad Blood  
Snake Venom  
Troll Blood  
Unicorn's Blood  
Vampire Dust

## Holy

### Common

Aconite  
Basil  
Birch  
Coriander  
Juniper  
Lily  
Mistletoe  
Wolf's Bane

### Common

Alder  
Bean  
Blackthorn  
Fern  
Lavender  
Marigold  
Oak

### Uncommon

Asafoetida  
Avens  
Chili Pepper  
Columbine  
Curry  
Ebony  
Frankincense  
Heather  
Holly  
Myrrh  
Primrose  
Sandalwood

### Rare

Anise, Star  
Arabic Gum  
Benzoin  
Cascara Sagrada  
Centaury  
Cumin  
Dogwood  
Hellebore, Black  
Henna  
Horehound  
Lotus  
Moonwort  
Mugwort  
Orris  
St. John's Wort  
Yew

### Special

Aloes, Wood  
Amaranth  
Angelica  
Betony, Wood  
Boneset  
Broom  
Cowslip  
Sweetgrass  
Vervain

### Extraordinary

Angel Hair, Solar

## Intelligence

Common	Common	Uncommon	Rare	Special	Extraordinary
Apple	Ash	Bay	Althea	Bladderwrack	Aboleth Slime
Athelas	Bamboo	Buchu	Benzoin	Bodhi	Dragon's Blood, True
Caraway	Carob	Calamus	Bistort	Borage	Empyrean Sweat
Cedar	Celery	Cinnamon	China Berry	Brazil Nut	Unicorn Horn
Chrysanthemum	Citron	Eyebright	Deerstongue	Joe Pye Weed	
Coltsfoot	Copal	Ginger	Elecampane	Life Everlasting	
Cornflower	Cotton	Hawthorn	Horehound	Prickly Ash	
Cucumber	Echinacea	Hyacinth	Lily of the Valley	Rue	
Flax	Grass	Lemongrass	Mace	Saffron	
Honeysuckle	May Apple	Mandrake	Mugwort	Savory, Summer	
Mustard	Oak	Mastic	Myrtle	Uva Ursa	
Pansy	Rose	Peppermint	Rowan		
Vanilla	Walnut	Periwinkle	Skunk Cabbage		
		Spearmint			
		Yarrow			

## Luck

Common	Common	Uncommon	Rare	Special	Extraordinary
Aloe	Arrow Root	Bluebell	Banyan	Allspice	
Bamboo	Blackthorn	Calamus	Bergamot, Orange	Be-Still	
Cedar	Chamomile	Camellia	Celandine	Blue Flag	
Clover	Cotton	Catnip	China Berry	Gorse	
Daffodil	Daisy	Chicory	Dogwood	High John the Conq.	
Dill	Fern	Heather	Dutchman's Britches	Horse Chestnut	
Hickory	Huckleberry	Houseleek	Goldenrod	Jobs Tears	
Lettuce	Lily	Jasmine	Hazel	Lucky Hand	
Moss	Poplar	Kava-Kava	Linden	Wood Rose	
Potato		Violet	Lotus		
		Yellow Evening Primrose	Pineapple		
			Pomegranate		
			Poppy		
			Star Anise		
			Tonka Bean		

### Negative/Positive Energy

Common	Common	Uncommon	Rare	Special	Extraordinary
Chamomile	Cornflower	Chili Pepper	Anise, Star	Angelica	
Fern	Lavender	Curry	Arabic Gum	Betony, Wood	
Lily	Sugar Cane	Ebony	Cascara Sagrada	Bleeding Heart	
		Ginseng	Castor	Cambion Blood	
		Holly	Centaury	Fenugreek	
		Lemongrass	Cumin	Henbane	
		Mint	Lotus	Hydrangea	
		Periwinkle	Mugwort	Sweetgrass	
		Primrose	Orris	Vervain	

### Perception

Common	Common	Uncommon	Rare	Special	Extraordinary
Aconite	Aspen	Chicory	Chickweed	Amaranth	Angel Hair, Solar
Cactus	Carrot	Columbine	China Berry	Be-Still	Displacer Beast Hair
Cat Hair	Cattail	Damiana	Cumin	Edelwiess	Grimlock Ear Wax
Celery	Clove	Eyebright	Deerstongue	Groundsel	Vampire Dust
Coffee	Copal	Hawthorn	Dogwood	Heliotrope	
Cornflower	Cucumber	Patchouli	Goldenrod	Peony	
Ground Ivy	Hawk Feather	Pennyroyal	Lotus	Sorrel Wood	
Hickory	Horse Radish	Purslane	Poppy	Vetch, Giant	
Indian Paint Brush	Loosestrife		Quince	Yerba Santa	
Owl Feather	Pine		Sassafras		
Rose	Wolf's Bane				

### Persuasion

Common	Common	Uncommon	Rare	Special	Extraordinary
Anise Seed	Aspen	Licorice	Honesty	Horse Chestnut	
Grain	Lettuce	Maidenhair	Lotus	Horsetail	
Lilac	Magnolia	Mandrake	Male Fern	Peony	
May Apple	Pansy	Orchid	Quince	Sorrel Wood	
Passion Flower	Radish	Palm, Date	Sarsaparilla	Vetch, Giant	
Rose		Pennyroyal	Star Anise	Yerba Santa	
		Purslane			
		Senna			

## Poison

### Common

Aconite  
Belladonna  
Chrysanthemum  
Hemlock  
Peach  
Wolf's Bane

### Common

Apricot  
Cactus  
Cornflower  
May Apple  
Toadstool

### Uncommon

Anemone  
Cinnamon  
Dogbane  
Endive  
Mandrake  
Pennyroyal  
Periwinkle  
Skullcap  
Slippery Elm  
Spiderwort  
Thistle

### Rare

Agrimony  
Bezoar  
Castor  
Chickweed  
Fleabane  
Foxglove  
Hellebore, Black  
Liverwort  
Lotus  
Oregon Grape  
Rattlesnake Root  
Thistle, Holy

### Special

Henbane  
Rue  
Snakeroot  
Snakeroot, Black  
Spikenard

### Extraordinary

Purple Worm Venom  
Snake Venom  
Spider Venom  
Troglydyte Skin  
Unicorn's Blood  
Wyvern Stinger

## Prosperity

### Common

Alfalfa  
Blackberry  
Cashew  
Dill  
Honeysuckle  
Lettuce  
May Apple  
Poplar

### Common

Almond  
Buckwheat  
Clover  
Grain  
Irish Moss  
Maple  
Moss

### Uncommon

Banana  
Bromeliad  
Calamus  
Camellia  
Damiana  
Holly  
Jasmine  
Mandrake  
Violet

### Rare

Banyan  
Bergamot, Orange  
Bistort  
China Berry  
Comfrey  
Dock  
Dutchman's Britches  
Lotus  
Pineapple  
Pomegranate  
Poppy

### Special

Allspice  
Bladderwrack  
Blue Flag  
Cowslip  
Fenugreek  
Gorse  
Heliotrope  
Jobs Tears  
Lucky Hand

### Extraordinary



## Protection

### Common

Aconite  
Anise Seed  
Barley  
Bean  
Blueberry  
Buckwheat  
Caraway  
Cattail  
Dill  
Eucalyptus  
Garlic  
Huckleberry  
Ivy  
Larch  
Lilac  
Marigold  
Mustard  
Olive  
Parsley  
Pine  
Turnip  
Wolf's Bane

### Common

Aloe  
Bamboo  
Basil  
Blackberry  
Blackthorn  
Cactus  
Carob  
Coriander  
Dog Hair  
Figwort  
Geranium  
Irish Moss  
Juniper  
Lavender  
Mallow  
May Apple  
Nettle  
Orange  
Pepper  
Toadflax  
Willow

### Uncommon

Acacia  
African Violet  
Alyssum  
Arbutus  
Avens  
Bromeliad  
Calamus  
Curry  
Ebony  
Elder  
Hibiscus  
Houseleek  
Hyacinth  
Kava-Kava  
Larkspur  
Lime  
Mandrake  
Marjoram  
Mimosa  
Mint  
Mulberry  
Mullein  
Rhubarb  
Rosemary  
Sage  
Sagebrush  
Valerian  
Wintergreen

### Rare

Althea  
Bittersweet  
Bloodroot  
Bracken  
Briony  
Cascara Sagrada  
Coconut  
Cohosh, Black  
Comfrey  
Dogwood  
Dragon's Blood, Herb  
Fennel  
Feverfew  
Fleabane  
Gourd  
Hellebore, Black  
Henna  
Lady's Slipper  
Linden  
Lotus  
Orris  
Pistachio  
St. John's Wort  
Snapdragon  
Southern Wood  
Thistle, Milk  
Tonka Bean  
Woodruff

### Special

Aloes, Wood  
Balm of Gilead  
Betony, Wood  
Bodhi  
Boneset  
Burdock  
Edelweiss  
Goldenseal  
Gorse  
Hydrangea  
Norfolk Island Pine  
Solomon's Seal  
Spanish Moss  
Spikenard  
Venus Flytrap

### Extraordinary

Angel Hair, Solar  
Couatl Feather  
Grimlock Ear Wax

## Ritual

### Common

Alder  
Buckwheat  
Coriander  
Honeysuckle  
Leek  
Marigold  
Oak

### Common

Birch  
Coffee  
Fern  
Lavender  
Lily  
Mistletoe  
Raspberry

### Uncommon

Asafoetida  
Columbine  
Curry  
Frankincense  
Houseleek  
Mint  
Myrrh  
Patchouli  
Primrose

### Rare

Benzoin  
Gardenia  
Hazel  
Hellebore, Black  
Henna  
Horehound  
Lemon Verbena  
Linden  
Lotus  
Lovage  
Love Seed  
Moonwort  
Mugwort  
Orris  
Yew

### Special

Broom  
Cambion Blood  
Cowslip  
Dulse  
Vervain

### Extraordinary

Couatl Feather  
Demon Blood  
Devil's Blood  
Empyrean Sweat  
Unicorn Horn

## Strength

### Common

Bamboo  
Chestnut  
Clover  
Cornflower  
Larch  
Oak  
Sunflower

### Common

Cardamom  
Citron  
Coltsfoot  
Daisy  
Lemon  
Ox Sweat  
Thyme

### Uncommon

African Violet  
Alyssum  
Bay  
Carnation  
Cinnamon  
Columbine  
Ginger  
Knotweed  
Mulberry  
Peppermint  
Spearmint

### Rare

Chickweed  
Cinquefoil  
Cohosh, Black  
Dragon's Blood, Herb  
Gentian  
Lady's Slipper  
Lily of the Valley  
Lotus  
Mace  
Mugwort  
Myrtle  
Rowan  
Skunk Cabbage  
Snapdragon  
Woodruff  
Wormwood  
Yew

### Special

Amaranth  
Bodhi  
High John the Conq.  
Joe Pye Weed  
Life Everlasting  
Prickly Ash  
Rue  
Saffron

### Extraordinary

Chimera Sinew  
Death Knight Bone  
Dragon's Blood, True  
Empyrean Sweat

## Sustenance

### Common

Alfalfa  
Avocado  
Bean  
Blueberry  
Cashew  
Cherry  
Coffee  
Dandelion  
Grape  
Pear  
Radish  
Sunflower

### Common

Apricot  
Barley  
Beet  
Cactus  
Chamomile  
Chestnut  
Cucumber  
Grain  
Passion Flower  
Pecan  
Strawberry

### Uncommon

Banana  
Chicory  
Chili Pepper  
Fig  
Hibiscus  
Knotweed

### Rare

Bergamot, Orange  
Coconut  
Lotus  
Sustenance  
Southern Wood

### Special

Norfolk Island Pine  
Spanish Moss

### Extraordinary

Couatl Feather

## Wisdom

### Common

Aconite  
Ash  
Bamboo  
Caraway  
Cedar  
Cherry  
Citron  
Cornflower  
Cucumber  
Flax  
Grass  
Hyssop  
Mustard  
Owl Feather  
Rose  
Wolf's Bane

### Common

Almond  
Athelas  
Basil  
Cashew  
Celery  
Chrysanthemum  
Clove  
Cotton  
Echinacea  
Geranium  
Honeysuckle  
Mistletoe  
Oak  
Pansy  
Vanilla

### Uncommon

Acacia  
Asafoetida  
Bay  
Buchu  
Calamus  
Chili Pepper  
Cinnamon  
Ebony  
Elder  
Eyebright  
Fig  
Frankincense  
Hawthorn  
Iris  
Lemongrass  
Mastic  
Peppermint  
Periwinkle  
Sage  
Spearmint

### Rare

Althea  
Anise, Star  
Benzoin  
Bistort  
Briony  
Cascara Sagrada  
Castor  
Centaury  
Cinquefoil  
Deerstongue  
Dragon's Blood, Herb  
Elecampane  
Lady's Mantle  
Lady's Slipper  
Lily of the Valley  
Lotus  
Mace  
Mugwort  
Myrtle  
Rowan  
St. John's Wort  
Skunk Cabbage  
Yew

### Special

Aloes, Wood  
Amaranth  
Angelica  
Betony, Wood  
Bladderwrack  
Bodhi  
Boneset  
Borage  
Heliotrope  
Henbane  
Joe Pye Weed  
Life Everlasting  
Prickly Ash  
Rue  
Saffron  
Savory, Summer  
Spanish Moss  
Uva Ursa

### Extraordinary

Angel Hair, Solar  
Couatl Feather  
Dragon's Blood, True  
Empyrean Sweat  
Unicorn Horn

## Shameless Self Promotion

Check out some of my other work:

Alchemy: Defined, Refined, and Usable

[dmsguild.com](http://dmsguild.com)

Tom's Tale: Slytherin's Heir

[inkitt.com](http://inkitt.com)

Many more titles to come.....

Seriously, I work my tail off to bring the best at every turn and you are sure to love these as much as you do this; which you must if you made it this far into it. I mean, you are reading a promotional piece now and still into it. Think about it for a second, you are reading a commercial, we invented DVR's to skip this BS on TV, but you are expending valuable time and the precious resource of your brain power to read one. What better proof that you will enjoy my stuff?

Yeah, you might endure a scantily clad sex object cooing on TV about some product to ogle them, but there is no sexy here; only my words that amuse and delight. Every word specifically chosen to ensnare the senses and bring a little more dopamine to your brain. Tom's Tale can be read for free, enjoy it; if you get to page 50 you will beg for the next installment or I will give you a hardy shrug and a non-committal grunt.

In the gaming realm there are many more pieces to come; 2 different and completely new monsters, a spell compendium of over 50 new spells for all spell casting classes, and (if I can figure out to scan/download or whatever the hell I need to do to get it on my computer) a fully developed continent with cities, dungeons, towns, and unique features as never before seen in the gaming world. The plans to get more excitement into our game has no limit, I sleepwalk through this world of cold economics, politics, and stagnation dreaming of our world; the gaming world where our dreams come to life and every day is an adventure as beautiful, exotic, and amazing as us.

Now, let's roll some dice and some fun.... (After you finish reading my stuff!)

Stay Awesome,

Chris