

## 38 Herbalist (Ver 1.0)

Herbalists is an old profession, and herbalists of varying quality can be found throughout the land. Whilst most of the magical power of this skill is derived from the herbs themselves, herbalists will have quasi-magical abilities to derive the greatest benefit from the herb. To some extent the ranger's healing herbs are a simple aspect of the herbalist's skill. Through the use of special herbal mixtures the herbalist can mimic some of the abilities of other skills, in particular those of the healer and of the alchemist. In general a herbalist cannot perform their skills at short notice since the number of herbs and preparations required to meet all needs would be too large to carry, and many preparations have a limited life. But given enough time a competent herbalist can usually find and prepare a herbal mixture to deal with most problems.

A herbalist may make some potions in advance but these potions will only last for a limited time. Potions are always roughly a quart per dose and weigh with their container ½ pound. Salves with their container ¼ pound. A herbalist may make up to Rank / 3 (round up) batches (a single batch may produce multiple doses if enough herbs are used) of potion or salve simultaneously. Should they attempt to make more potions at once then there is a 50% chance for each extra batch that all potions being made will fail. Should the batches being made fail there is a further 30% chance that some form of accident will occur (GM's discretion). While the herbalist is producing potions to their full capacity no other actions are permitted, but if the herbalist is working at less than full capacity then they can interrupt their work for training, meeting visitors etc., providing they tend the potions at least every hour.

### 38.1 Benefits

#### A herbalist will learn how to locate and identify herbs and spices growing in any terrain

Their chance of finding fresh herbs suitable for performing a given skill is  $(\text{Perception} \times 2 + \text{Rank} \times 15 - 10 \times \text{the minimal rank at which they would be able to perform that skill}) + \text{the following modifiers}$

<b>Rarity</b>	common	-0
	uncommon	-20
	rare	-70
	very rare	-100
<b>Season</b>	spring	-20
	summer	-5
	autumn	+0
	winter	-25

- Less than ¼ of a square mile (roughly 1 hour of searching per ¼ of a square mile) -30.
- Between ¼ and ½ square miles -20.
- Between ½ and 1 square mile -10.
- Between 1 and 1½ square miles +0.
- Over 1½ square miles +10 (with additional +5% for each subsequent hour or ¼ square mile).
- For rare and very rare herbs, area is high mana +25.
- Area is wilderness +10, area is settled -15, area is civilised -30.
- For each rank the herbalist has with the ranger skill +1%, or +2% per ranger rank if the environment is the ranger's speciality as per rule §45.2.

In some environments (for example off plane or tropical jungle) the GM may choose to add extra modifiers. Also some environments are simply unsuited to plant growth and a herbalist will not be able to find herbs.

The herbalist must state that they are looking for herbs required for a particular ability before setting out to search. If the herbalist then rolls over their modified chance, they will find no useful herbs. A

herbalist may search the same area a number of times, providing that they search for herbs required for a different ability each time.

Common and uncommon herbs may be found in quantities larger than a single dose depending on conditions, but it would be rare to find sufficient for more than three or four doses at once.

In general, rare and very rare herbs are found in small quantities sufficient for a single application, and these magical herbs are more frequently found associated with places of mana.

After harvesting herbs them, the herbalist cannot return at a later date to harvest more, since the original harvest will almost certainly kill the plant. If the herbalist does not harvest the herbs and returns at a later time to harvest the herbs, there is a 5% cumulative chance per days delay that the herb will have died or been consumed.

A herbalist may always successfully identify herbs (in fresh or prepared form) used in abilities which the herbalist can perform. If the herbalist does not have the ability for which the herbs are used they still have a  $\text{Perception} + 5\% / \text{Rank}$  chance of knowing what the herb is used for providing that the herb is the usual one used for that ability, and not one of the rarer substitutes.

If the herbalist is so far from the environment in which they learned their skill (for example off plane) that the plants and herbs are unknown, then they will not know what abilities the unknown herbs could be used for, but they can find out by experimentation. Such experimentation will usually take at least a number of days equal to the Rank of the ability the herb is used for  $\times 5 - \text{herbalist Rank} \times 2$ . If the herbalist wishes to perform a particular ability in an environment where these are no familiar herbs, then they must first find and identify appropriate herbs and then develop new preparation methods by experimentation, usually taking a total of Rank of ability to be used  $\times 5$  months - Rank of the herbalist  $\times 3$  weeks.

#### A herbalist may establish a garden where common and uncommon herbs and spices are grown

Such a garden will require tending by a herbalist for 1 week every month. If left untended for 2 months uncommon plants will die or be overgrown and if left untended for 6 or more months such a garden will be only as fruitful as wilderness (see above) for finding herbs.

#### A herbalist will learn how to preserve herbs and spices and how to prepare them for maximum efficacy

Such preparation is simple and will only take a few minutes. Only common herbs will last for any length of time. For common herbs preservation is Rank / 2 months, for uncommon herbs Rank / 3 weeks, for rare herbs Rank / 2 days and for very rare herbs Rank  $\times 2$  hours. The herbs will last at full efficacy for the time indicated but after that time will decay at a rate proportional to the time of preservation.

#### A herbalist, should they choose to take the artisan cooking skill, gains a reduction of 25% to their experience for ranking that artisan skill

In addition they will be able to use their knowledge of herbs to enhance their cooking skill and prepare an invigorating broth. As their rank increases a herbalist who is also an artisan Cook, or acting in concert with an artisan Cook, will be able to prepare superb food, providing there are sufficient ingredients, common herbs and spices available. Even with limited ingredients a herbalist will enhance the art of preparing enjoyable food.

At Rank 1 and above the herbalist may include common herbs that will turn a normal hot meal into an invigorating restorative meal (capable of restoring fatigue loss due to damage or spell use) that will add  $2 + (\text{Rank} / 4, \text{round up})$  lost fatigue points, or the herbalist may make a broth or tea that will restore  $1 + (\text{Rank} / 2, \text{round up})$  fatigue points. The restorative meal or the broth/tea replace a normal hot meal and

if taken in addition to a hot meal no extra fatigue will be restored. Like a hot meal, the restorative meal or the broth / tea can be taken once every 4 hours.

#### A herbalist will be able to prepare herbal mixtures, and salves that will heal, or enhance the normal healing processes

1. At Rank 1 a herbalist may prepare, using common herbs, antiseptic salves that will disinfect wounds and cure infections, and potions that will cure headaches and fevers. These salves and potions will last Rank months, and it will take 24 hours to prepare Rank / 2 (round up) doses.
2. At Rank 2 a herbalist may prepare, using common herbs, salves that will cure warts, boils and pimples. These salves will last Rank months, and it will take 24 hours to prepare Rank / 2 (round up) doses.
3. At Rank 2 a herbalist may prepare, using common herbs, a potion that will cause the drinker to fall into a healing sleep that will heal fatigue or endurance damage at the rate of 4 fatigue per hour or 1 endurance per hour if the sleeper has lost endurance. Note that if the sleeper is recovering endurance they will recover no fatigue. The sleeper can be woken at any time but must sleep at least 4 hours to receive any benefit at all. These potions will last Rank months, and it will take 24 hours to prepare Rank / 3 (round up) doses.
4. At Rank 3 a herbalist may prepare, using uncommon herbs, healing salves that will enhance the healing of wounds to Rank  $\times$  normal rate (for example a Rank 10 herbalist treating a deep sword cut that would normally take 20 days to heal would cause it to heal in 2 days). This healing will include repair of muscle, ligament, tendon and skin, all without scarring provided the wound is open and the salve can be applied directly to the wound. Note that one preparation of salve will heal one serious wound or a number of minor wounds. If the herbalist uses uncommon herbs these salves will last for Rank days, and it will take 6 hours to prepare Rank / 3 (round up) doses. If the herbalist uses rare herbs these salves will last for Rank weeks, and it will take 12 hours to prepare Rank / 4 (round up) doses.
5. At Rank 4 a herbalist may prepare, using uncommon herbs, potions that will cure diseases (note a specific disease will require a specific potion). These potions will last for Rank weeks, and it will take 12 hours to prepare Rank / 3 (round up) doses.
6. At Rank 5 a herbalist may prepare, using uncommon herbs, potions that will enhance the healing of bruising and internal injuries to Rank  $\times$  the normal rate. If the herbalist uses uncommon herbs these potions will last for Rank days, and it will take 30 minutes to prepare one dose. If the herbalist uses rare herbs then these potions will last for Rank weeks, and it will take 12 hours to prepare Rank / 4 (round up) doses.
7. At Rank 6 a herbalist may prepare, using rare herbs, potions that will enhance the healing of broken bones to Rank  $\times$  the normal rate. These potions will last for Rank weeks, and it will take 12 hours to prepare Rank / 5 (round up) doses.
8. At Rank 9 a herbalist may prepare, using the very rarest of herbs, a potion that will restore life to a sentient being providing that the being died not more than 12 hours previously or if the body was preserved as per the healer skill within 12 hours of death, and the body is capable of supporting life. Thus the body must be substantially whole (ie no more than an arm or a leg lost) and any fatal wounds (for example sword thrust through the heart) must have the appropriate healing salves or potions applied immediately prior to the restoration of life. After life has been restored, the being will be too weak to move for a number of days equal to the number of hours which they were dead after which

they will regain one point of endurance as per the healer skill. This potion will last Rank  $\times$  3 hours and it will take 30 minutes to prepare a single drop, which is then placed on the tongue of the patient to restore life.

#### **A herbalist may prepare herbal mixtures that alter the normal rhythms of a sentient being's body**

1. At Rank 1 a herbalist may prepare, using common herbs, a potion that will reduce tension and promote relaxation. This effect will last for Rank  $\times$  4 hours. This potion will last for Rank weeks, and it will take 24 hours to prepare Rank / 2 (round up) doses.
2. At Rank 2 a herbalist may prepare, using uncommon herbs, a potion that will induce sleep for up to Rank  $\times$  2 hours unless the drinker strongly resists (rolls under  $4 \times$  willpower every 10 minutes). This potion will last for Rank weeks, and it will take 24 hours to prepare Rank / 3 (round up) doses.
3. At Rank 3 a herbalist may prepare, using common herbs, a potion that will increase the likelihood of fertilisation by  $1 + 1\%$  per Rank for a period of Rank days, or reduce the likelihood of becoming pregnant by  $2 + 2\%$  per Rank, for a period of Rank weeks. These potions will last for Rank months, and it will take 24 hours to prepare Rank / 3 (round up) doses. Note these potions will be gender and race specific.
4. At Rank 6 a herbalist may prepare, using uncommon herbs, a potion that will cause the drinker to hallucinate, unless they roll less than  $(2 \times \text{Willpower} - 3 \times \text{herbalist's Rank})$ , for up to Rank hours. The herbalist can usually (75% chance) control the extent (i.e. subtle, with only a slight dreamlike character to reality, mild, with reality moderately distorted, or total, with no limits at all) and the general nature (i.e. pleasant or unpleasant) of the hallucination. If the herbalist uses uncommon herbs these potions will last for Rank days, and it will take 6 hours to prepare Rank / 3 (round up) doses. If the herbalist uses rare herbs these potions will last for Rank weeks, and it will take 12 hours to prepare Rank / 4 (round up) doses.
5. At Rank 7 a herbalist may prepare, using very rare herbs, a potion that will allow the drinker to extend any one characteristic by  $2 \times (\text{Rank} - 6)$  points. This has a duration of  $(\text{Rank} - 6)$  hours. Only one Herbalist characteristic increasing potion may be in effect on an entity at any one time. There is no reduction of characteristics or sleep period required after the duration of the positive effects — i.e. no down-side. These potions will last for Rank  $\times$  2 weeks, and it will take 48 hours to prepare Rank / 4 (round up) doses.

#### **A herbalist may prepare perfumes that will attract or repel animals or sentients**

Such perfumes will only mildly modify (plus or minus Rank  $\times$  4% to reaction roll) the reactions of the creature being affected (except that in this case a low roll indicates the degree of repulsion rather than hostility). These perfumes are subtle and only if the being makes the appropriate willpower roll will they consciously notice the perfume. The perfumes will not change the basic nature of the creature (i.e. no matter how nice you smell a dragon will still kill and eat you, although he may recommend the herbalist to other dragons as a supplier of fine condiments). All perfumes will last (in the bottle) for Rank weeks. Thorough washing will reduce the duration of a perfume by 10 fold. A clean cantrip will remove the perfume.

1. At Rank 2 a herbalist may prepare, using uncommon herbs, a perfume that will attract or repel a given animal, the animal must roll under  $(\text{WP} - \text{herbalist's Rank})$  to resist the effects of the perfume. The perfume will continue to act for Rank

days once applied. It will take 12 hours to prepare Rank / 3 (round up) doses.

2. At Rank 4 a herbalist may prepare, using rare herbs, a perfume that will attract or repel a given sentient creature (including character races), the creature must roll under  $(2 \times \text{WP} - \text{herbalist's Rank})$  to resist the effects of the perfume. The perfume will continue to act for Rank  $\times$  3 hours once applied. It will take 24 hours to prepare Rank / 4 (round up) doses.
3. At Rank 6 a herbalist may prepare, using very rare herbs, a perfume that will attract or repel fantastical or magical creatures, the creature must roll under  $(3 \times \text{WP} - \text{herbalist's Rank})$  to resist the effects of the perfume. The perfume will continue to act for Rank hours once applied. It will take 48 hours to prepare Rank / 3 (round up) doses.

#### **A herbalist may prepare toxic mixtures of herbs that may harm and ultimately kill animals and sentients that ingest them**

All poisons will last (in the bottle) for Rank weeks.

1. At Rank 2 a herbalist may prepare, using uncommon herbs, a poison that will cause  $[\text{D} - 6] + (\text{Rank} / 4, \text{round up})$  damage per minute for Rank  $\times$  2 minutes (damage is applied at the end of each minute). It will take 24 hours to prepare Rank / 3 (round up) doses.
2. At Rank 4 a herbalist may prepare, using uncommon herbs, a poison that will cause  $[\text{D} - 6] + (\text{Rank} / 3, \text{round up})$  damage per pulse, for Rank  $\times$  2 pulses. Or using rare herbs a poison that will cause  $[\text{D} - 3] + (\text{Rank} / 2, \text{round up})$  damage per pulse, for Rank  $\times$  2 pulses. If the herbalist uses uncommon herbs it will take 24 hours to prepare Rank / 3 (round up) doses. If the herbalist uses rare herbs it will take 36 hours to prepare Rank / 4 (round up) doses.
3. At Rank 6 a herbalist may prepare, using rare herbs, a poison in multiple parts (2 or more) that will cause  $[\text{D} - 4] + \text{Rank}$  damage per pulse, for Rank pulses. The time between application of first and last part must be no more than 24 hours. Using very rare herbs, the herbalist may prepare a poison that will kill a human sized creature in 3 pulses.

Larger creatures have a percentage chance of dying in proportion to their body size e.g. a creature four times the size of a human has a 25% chance of dying. If the creature does not die then it takes  $[\text{D} - 4] + \text{Rank}$  damage per pulse, for Rank pulses. It will take 72 hours to prepare Rank / 4 (round up) doses of multi-part poison. It will take 48 hours to prepare Rank / 4 (round up) doses of instant kill poison.

#### **A herbalist can prepare herbal mixtures that can free the mind from the body**

At Rank 7 a herbalist may prepare, using very rare herbs, a potion that will allow them to separate their spirit from their body and travel in spirit anywhere within 10 miles of the body for up to Rank hours at a cost of 3 endurance points per hour. After such spirit travel the herbalist may regain lost endurance by healing or normal recovery except for 1 point per hour travelled which can only be regained by expenditure of experience (2500 EP per point lost). While in spirit form the herbalist may, move at normal walking or running speed, pass through any solid objects, see as they would normally see (i.e. racial talents apply), hear as they would normally hear, use any talent (including magical), cast any spell that affects only the Adept, and fly at normal walking speed. The spirit form cannot touch nor move any object by non-magical means, nor can it speak. The spirit form is insubstantial and cannot be touched or harmed in any way (magically or physically). The spirit form is unseen but may be detected by Witchsight as per the spell of Walking Unseen. An entity that loses their

last point of endurance as a result of this potion will become a spectre. This potion will last for Rank  $\times$  2 days, and it will take 48 hours to prepare Rank / 4 (round up) doses.