

Herbalism

Herbalism allows you to create magical solutions from nature in the form of Incense, balms, and crystals. The effect of the solutions depends on four major factors: what you gather, where you gather it, from what you gathered it, and what time you gathered it.

Each solution has 5 properties: Its affect, its effect, its structure, its duration and expiration. The effect is derived from the environment it was taken from. Its structure is derived from type of plant it was taken from. Its affect is derived from what was taken. Its Expiration and Duration are derived from the time that the object was taken.

Each solution takes 10 minutes to create, being distilled with a pestle and mortar. Each solution requires at least one pound of the material which is consumed during crafting.

These solutions are able to do things like Prevent Life and Counteract Healing, Enhance Poisons to make them more deadly, Remove Emotions to allow logic to rule, or Create Hardness to form an adhesive.

Determining your Solution

Your solutions should be determined in this order: The Affect, the Effect, the Structure, and the expiration and duration.

For example:

Healing Preventing Incense (1month/1minute)

When determining the DC for a check to resist an effect that your potion creates, the DC is 8 + Attribute Modifier + Herbalism Skill.

Solution Affects

Flower: Life: Healed: Capable of affecting 1hp, or preventing, doubling, or halving all healing received by the subject.

Seed: Poison: Poisoned: Capable of creating, removing, or preventing a poison effect, or halving or doubling the save against poison.

Tuber: Disease: Diseased: Capable of removing or preventing diseases, halving or doubling the save, or producing Herb Rot.

Bark: Hardness: Restrained: Capable of preventing, removing, or creating the Petrification or Restrained conditions, or halving or doubling the save bonus against Petrification.

Leaves/Spines: Light: Creates or removes 60ft of light, or prevents, halves, or doubles light sources or Radiant damage received by the subject.

Vegetable: Heat: Burned: Capable of affecting 6hp of fire or cold damage, or preventing, reducing, or doubling fire damage received by the subject.

Bulb: Emotions: Capable of creating, removing, or preventing the Enraged or Frightened condition, or doubling, or halving the duration of the condition.

Fruit: Color: Capable of preventing, dulling, removing, or intensifying color, or creating a polychromatic paint.

Roots: Wetness: Slippery: Capable of creating, removing or preventing moisture, or halving, or doubling the time to dry.

Stalk: Sound: Capable of removing, preventing, halving, or doubling sound sources, or creating a loud piercing whistle.

Solution Effect

Aquatic: Prevents: Cannot gain Quality

Forest: Enhances: Doubles Quality or Effectiveness

Grassland: Diminishes: Halves Quality or Effectiveness

Desert: Creates: Creates Object with Quality

Tundra: Removes: Removes Object with Quality

Solution Structure

Herb: Gas: Incense and Cigarettes: Creates a 10ft area of gas and affects all in that area.

Shrub: Fluid: Balms and Elixirs: Affects anything it's applied to.

Tree: Solid: Crystals and Stones: Affects anything that is touching it.

Expiration & Duration

Morning: One Hour - One Day

Noon: One Day - One Hour

Dusk: One Month - One Minute

Night: One Year - One Round

Full Moon: Six Years - One Minute

Expiration starts as soon as it's gathered.

Solution Effects

Prevents: A subject with the Preventing Effect cannot gain the solution's affect, and is unable to gain any condition related to the solution's affect. The Preventing solution will negate any ongoing conditions until either the solution or condition expire.

Enhances: A subject with the Enhancing Effect doubles the quality or effectiveness of the affect on the subject. This doubles the effectiveness of affects applied to the subject after, as well as ongoing effects until either the solution or condition expire. Subjects have disadvantage on resisting the affect, and advantage on receiving contrary affects.

Diminishes: A subject with the Diminishing Effect halves the quality or effectiveness of the affect on the subject. This halves the effectiveness of affects applied to the subject after, as well as ongoing effects until either the solution or condition expire. Subjects have advantage on resisting the affect, and disadvantage on receiving contrary affects.

Creates: A subject with the Creating Effect can receive the minimum unit of the affect, generally 1, for each round until the solution expires or until the subject cannot receive any more of the effect. A subject with the Creating effect will gain the affect condition at the start of each round. This condition persists after the solution expires until resisted by the subject. This can also remove a contrary condition of the affect. A solution can create enough of a sensory effect such that it can be helpful up to 60ft, but becomes too diminished and incoherent past that distance.

Removes: A subject with the Removing Effect can remove the minimum unit of the affect, generally 1, for each round until the solution expires or until subject cannot lose any more of the affect. A subject with the Removing effect will lose the affect condition at the start of each round. This can also gain a contrary condition of the affect. This condition persists after the solution expires until resisted by the subject. A solution can remove enough of a sensory effect that can be inhabilitating up to 60ft, but to a less effect past that distance.

Affects

Healing: This affect pertains to gaining physical health, and Necrotic damage.

Poisoning: This affect pertains to poisons, poison damage, and the poisoned condition.

Diseased: This affect pertains to the diseases and the diseased condition.

Hardening: This affect pertains to armor, and the Petrified condition.

Brightening: This affect pertains to light and brightness, and Radiant Damage.

Heat: This affect pertains to heat and burning, and Cold and Fire damage.

Emotions: This affect pertains to emotions, and the Rage and Frightened condition.

Color: This affect pertains to color, and color vividness.

Wetness: This effect pertains to moisture, and the Slippery condition.

Sound: This affect pertains to sound and loudness, and Thunder damage.

Structure

Incense: Incense creates a gas that fills a 5ft radius, and affects any subject that the gas is touching or breathed by.

Balm: Balm is a thick liquid that can be applied to the skin or ingested. The Balm can be wiped off to stop its continuous effects as an action.

Crystal: A hard crystal that affects anything it is touching. If the subject is comprised of multiple parts, the Crystal affects a 5ft radius of the material.

Examples:

Glue Balm: (Hardness Creating Balm 6y/1m) This balm hardens on contact, restraining creatures and objects.

Resting Incense: (Healing Creating Incense 6y/1m) This incense will heal creatures within a 5ft radius 1hp per round for one minute. Often used during a rest.

Cooling Balm: (Heat Diminishing Balm 6y/1m) A creature can apply this Balm to gain resistance to Fire Damage, and advantage on checks and saves against heat. Also grants vulnerability to Cold Damage and Disadvantage on checks and saves against cold.

Anti-Petrification Elixir: (Hardness Preventing Balm 6y/1m) This elixir will prevent the drinker from becoming petrified or turning to crystal.

****Herb Rot:** This disease affects creatures who consume too much raw plants, either drunk as elixirs or breathed in. It causes unnatural growth in the stomach and lungs that causes the affected creature to become sluggish, short of breath, and easily exhausted.