

# Herbalism

Herbalism allows you to create magical Solutions from nature in the form of Incense, Balms, and Crystals. The abilities of the Solutions depends on four major factors: what you gather, where you gather, from what you gathered. and what time you gathered.

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.

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

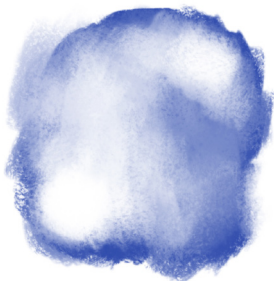
## Harvesting & Preparing

Gathering from the land and preparing Herbalist Solutions require a Herbalist Kit and a bountiful landscape.

A Herbalist Kit typically consists of: A Mortar and Pestle, shears, hatchet, several handkerchiefs, small jars, leather gloves, and a spade.

Each Solution requires one pound of material to create, which can be easily gathered by a Herbalist in under a minute when in abundance. The ingredients begin to expire as soon as they are gathered.

Once harvested the Herbalist can prepare the solution. The Herbalist takes ten minutes to crush the gathered material in the mortar and pestle, transforming it into the Solution.



## Determining your Solution

Your Solutions should be determined in order: The Effect, the Affect, the Structure, the Expiration and Duration.

For example: Prevent Healing Incense (1month/1minute)

When determining the DC for a check to resist your Solution, the DC is:

8 + Attribute Modifier + Herbalism Skill

## 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: Creates a 10ft area of gas and affects all in that area.

Shrub: Fluid: Balm: Affects anything it's applied to.

Tree: Solid: Crystal: Affects anything that is touching it.

## Solution Expiration & Duration

Dawn: One Hour - One Day

Day: One Day - One Hour

Dusk: One Month - One Minute

Dark: One Year - One Round

Full Moon: Six Years - One Minute

\*\*Expiration starts as soon as it's gathered.\*\*

## Solution Activation

Herbalist Solutions need to be activated before their abilities start to function. In one action a creature can both activate and apply a Solution. Incense is activated by burning, balms by mixing or stirring, and crystals are activated by being struck or partially cracked open.

## What the Solution Affects

**Flower: Life: Healed:** Capable of affecting 1d6HP, 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.

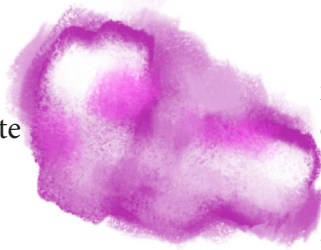
**Vegetable: Heat: Burned:** Capable of affecting 1d6hp of fire or cold damage, or preventing, reducing, or doubling fire damage received by the subject.

**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 Effects

Depending on the environment from where the reagents derive, the solutions they create will have different Effects. The Effect is the action that is taken on what is being affected, such as prevention, enhancing, or removing.

Aquatic environments, such as rivers, lakes, seas, or any underwater area will bestow a Preventative quality to your solution.

**Prevents:** A solution 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.

Forest environments, such as groves, jungles, or any heavily wooded area will bestow a Enhancing quality to your solution.

**Enhances:** A solution 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 it is applied, as well as ongoing effects until either the solution or condition expire. Subjects have disadvantage on resisting the

Grassland environments, such as plains, meadows, prairies, or any highly fertile & treeless land will bestow a Diminishing quality to your solution.

**Diminishes:** A solution 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.

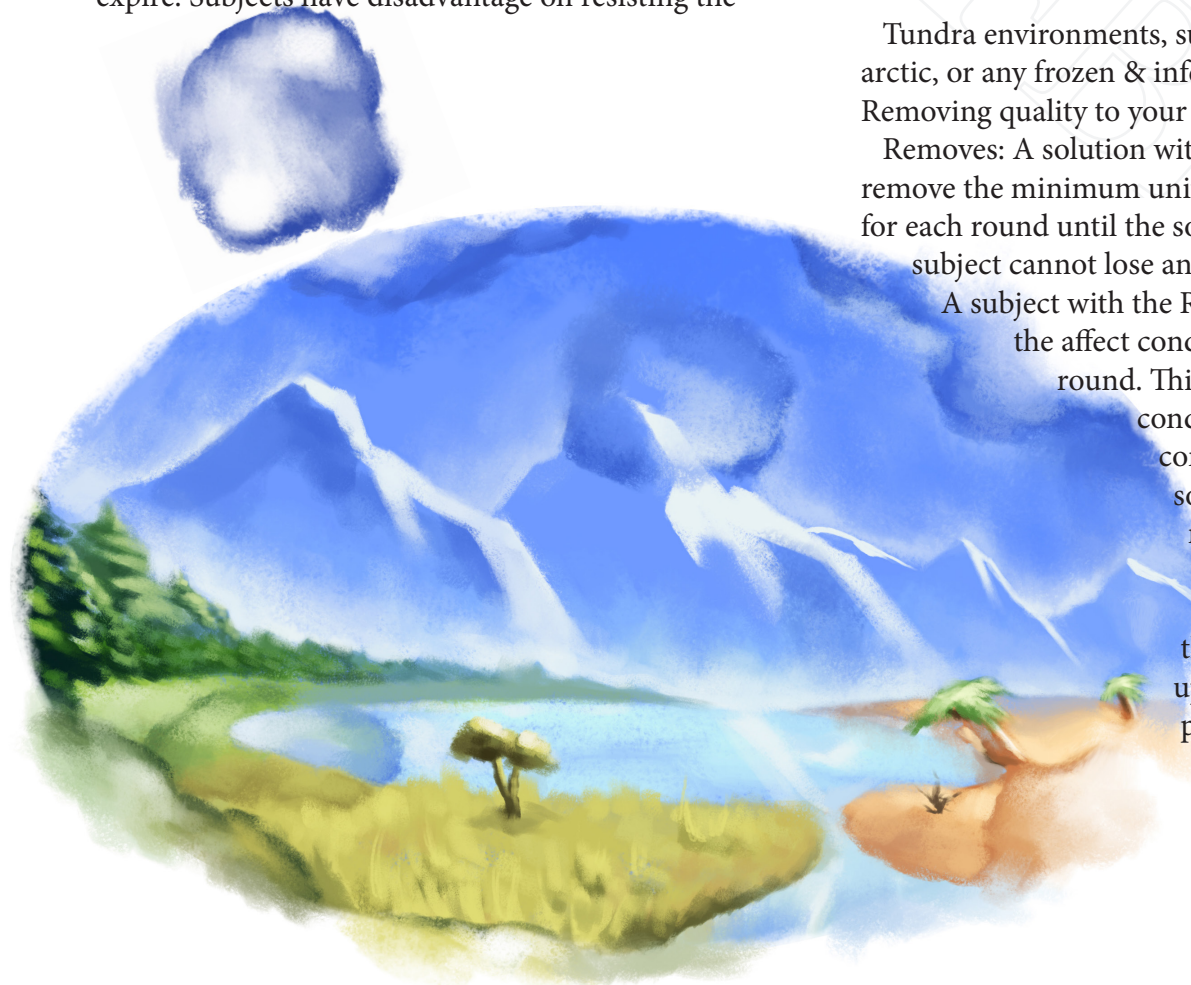
Desert environments, such as badlands, barrens, or any arid and infertile land will bestow a Creating quality to your solution.

**Creating:** A solution 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.

Tundra environments, such as mountain tops, arctic, or any frozen & infertile land will bestow a Removing quality to your solution.

**Removes:** A solution 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.



# Solution Affects

Depending on what you harvest, the solution will have a different Affect. An Affect is the produced change in the subject, such as the hardness of a stone or the emotions of a person.

**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, brightness, and Radiant Damage.

**Heat:** This affect pertains to heat, 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, loudness, and Thunder damage.

# Expiration and Duration

The Expiration and Duration of a Solution is determined by the time of day it was gathered.

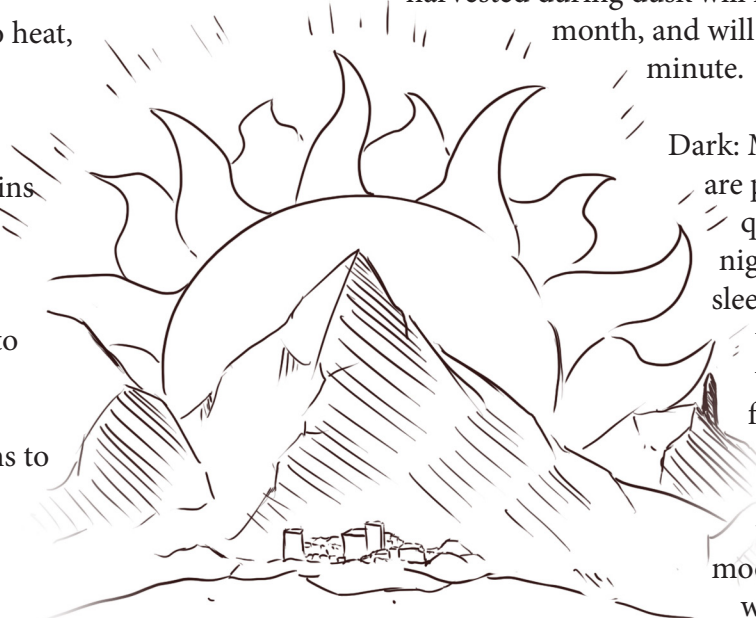
**Dawn:** Dawn is the hour before the sun peeks over the horizon. Plants harvested In the early morning hour, just as they are waking up, will produce a solution that is similarly ready for the entire day. The Solution will be active for one 24 hour day, but must be activated or applied within an hour after being prepared or else it will quickly expire.

**Day:** Day is the entire time that the sun is in the sky. Plants harvest in the day will not expire for 24 hours, and will remain active for an hour.

**Dusk:** Most high-quality herbs are harvested during the hour after the sun dips past the horizon, when the plants are about to go to sleep. This preserves their qualities without reducing their effects. Plants harvested during dusk will not expire for an entire month, and will remain active for one minute.

**Dark:** Most Herbalist's shelves are populated with low quality harvests from the night, while the plants are sleeping. These Solutions will last for an entire year, but are only active for a single round.

**Full Moon:** It is unknown why the moon affects plants in the way that it does, but regardless, plants harvested at night under the full moon will not expire for six years and will remain active for a minute.



# Structure

A Herb is any small plant with a single stem that is soft and flexible. A Shrub has many hardened stems and are more bushy, with no main trunk. Trees are large plants with a thick main trunk.

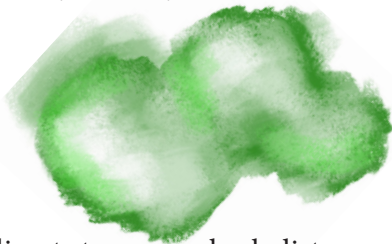
**Incense:** Incense creates a gas that fills a 5ft radius, and affects any subject that the gas is touching or breathed by. Incense needs to be lit on fire to activate, and if the fire is extinguished or attacked it will be ruined. Incense is created from Herbs.

**Balm:** Balm is a thick liquid that can be applied to the skin or ingested. The Balm can be wiped off as an action to stop its continuous effects, but it cannot be reapplied. A balm contains one dose for one person. Balms are created from Shrubs.

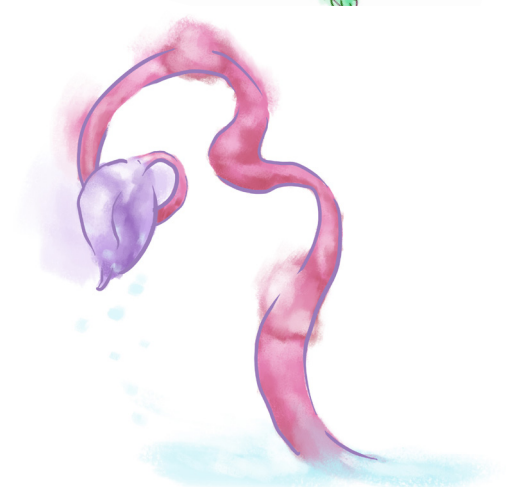
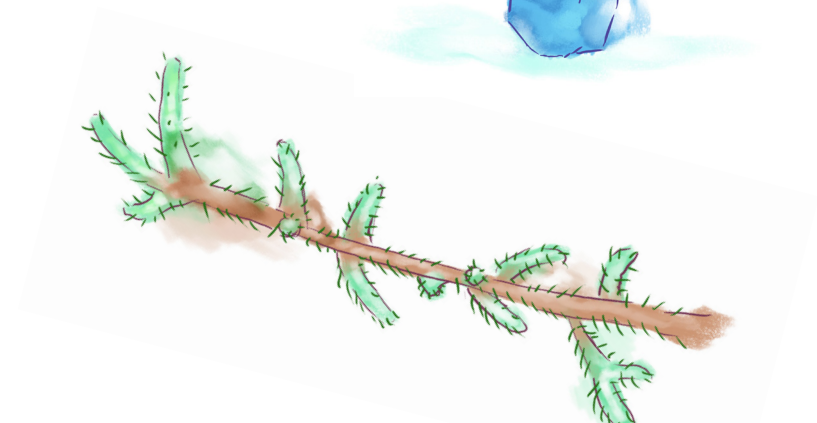
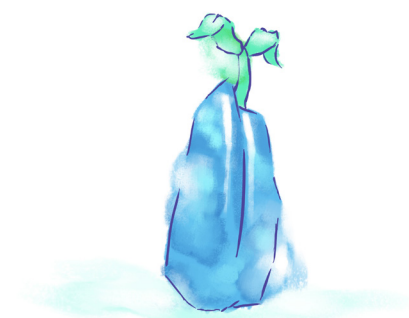
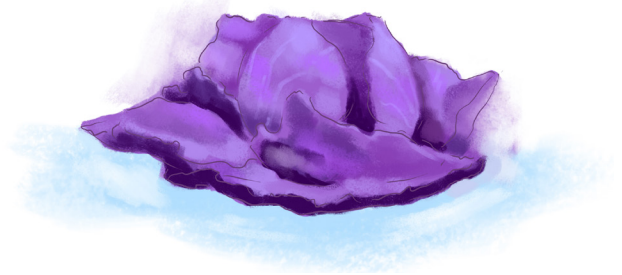
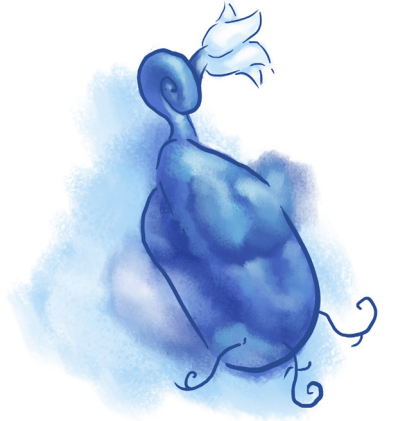
**Crystal:** A hard crystal that affects anything it is touching. If the subject is an object comprised of multiple parts, the Crystal affects a 5ft radius of the material. Crystals turn to ash when they expire, but they can be shared and are difficult to destroy. Crystals are activated by striking, revealing a bright glow from within the crystal. Crystals are created from Trees.

# Herb Rot

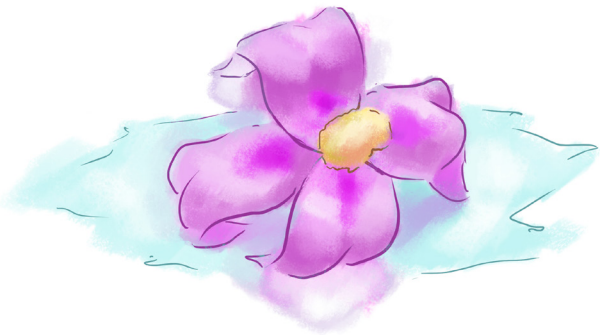
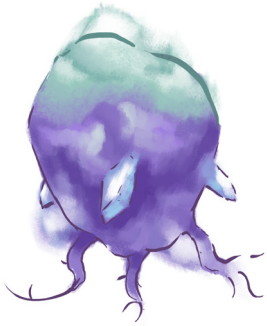
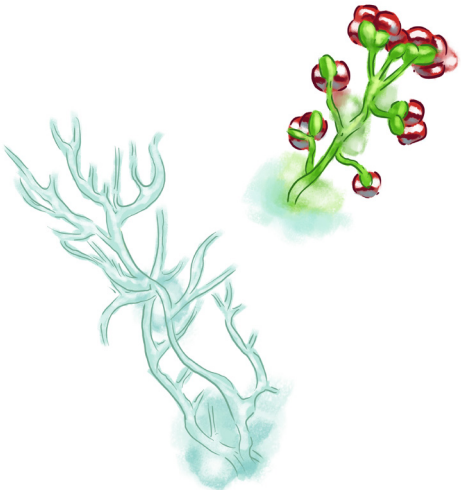
When a creature digests too many herbalist solutions, they may acquire Herb Rot. Herb Rot is a disease that manifests in the stomach when a creature drinks or swallows an activated Solution. The consumer's stomach becomes lined with an ooze like organism that makes it difficult to digest nutrients. The consumer needs to eat twice the amount of food they normally eat or else starve. When consuming an activated Solution, the consumer must make a DC 5 Constitution check or gain Herb Rot. The consumer can make a check to cure the disease with a DC 20 Constitution check at the end of every Week.



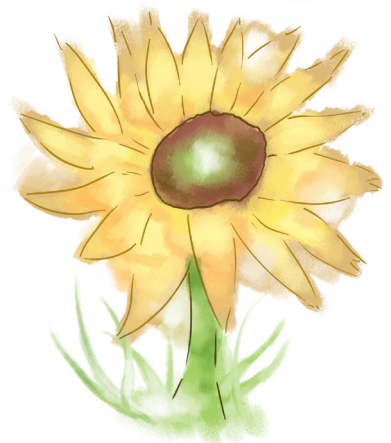
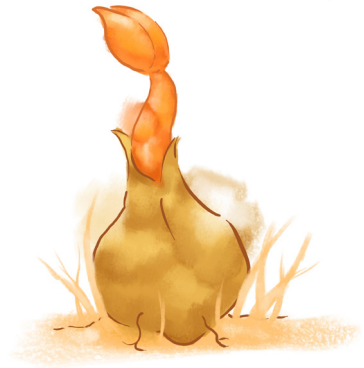
# Tundra Left



# Tundra Right



# Grasslands Left

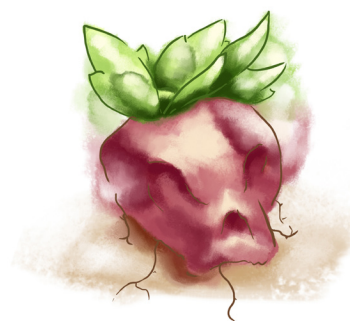




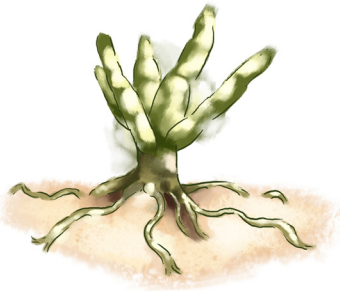
# Grasslands Right



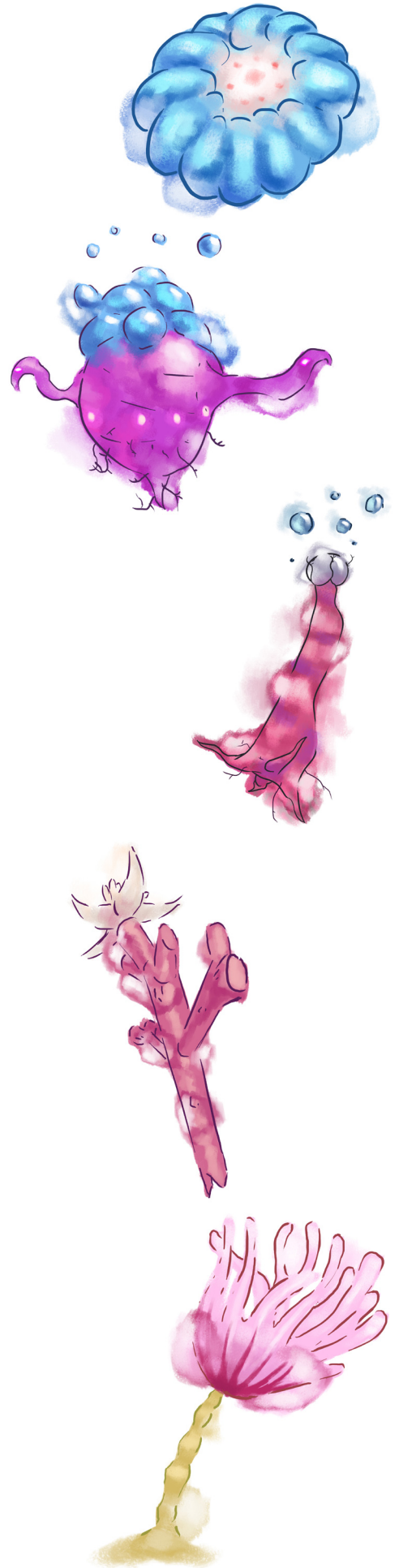
# Desert Left



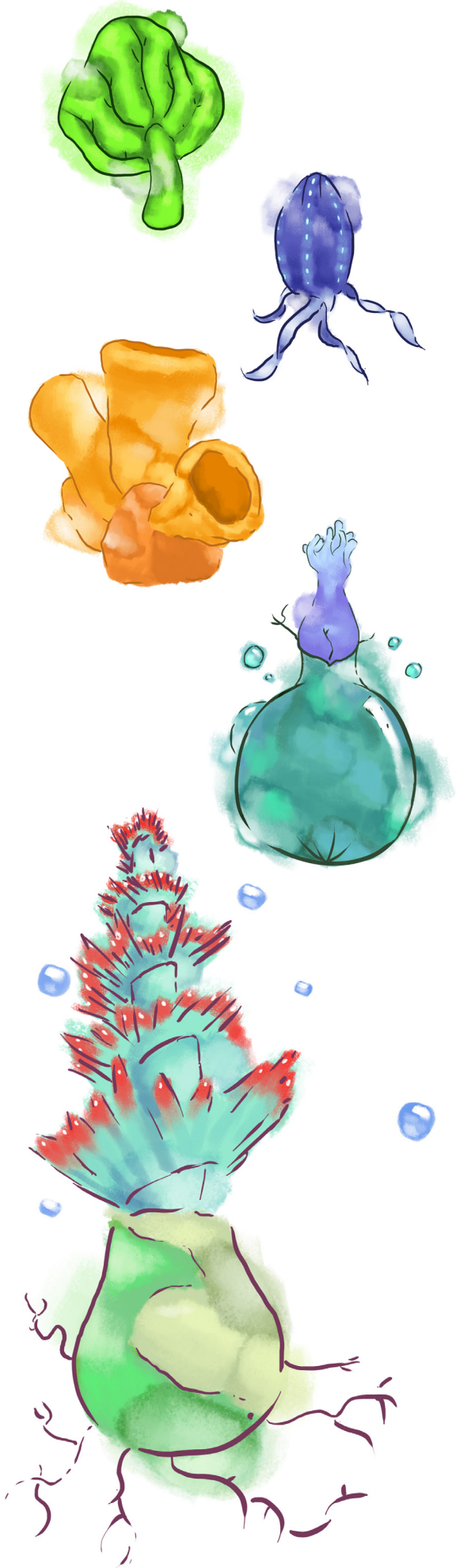
# Desert Right



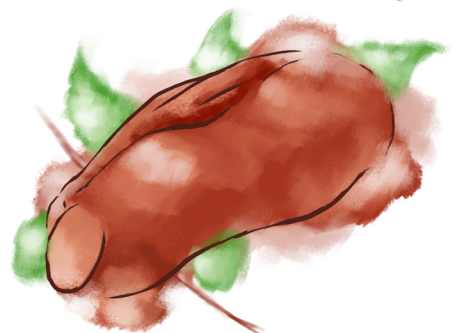
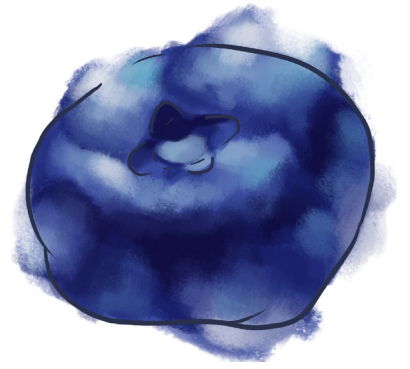
# Aquatic Left



# Aquatic Right



# Forest Left



# Forest Right



