
HERBALSIM

Herbalism is the art of making minor remedies, treatments, and fortifications from natural ingredients found in the wilderness. The rules provided below offer an alternative to the crafting rules and rules for the herbalism kit provided in the *Dungeons & Dragons Players Handbook* and *Dungeon Masters Guide*. They include a new class of non-magical, medicinal items known as herbal remedies which PCs may buy from herbalists. It also provided and also rules by which PCs can craft their own herbal remedies during their adventures. They also include a short list of sample herbal remedies. DMs who enjoy this system are encouraged to expand the list of herbal remedies by using the existing remedies as examples.

Herbal Remedies

Herbal remedies are minor, nonmagical medicines, fortifications, and enhancements made from natural ingredients that can be found in the wilderness. Herbal remedies can take many forms, including salves, ointments, unguents, poultices, teas, lozenges, and brews. Herbal remedies are available in three different qualities: Minor, Moderate, and Masterwork. The higher the quality, the more potent the remedy's effects. Herbal remedies lose their potency quickly if not applied, consumed, or otherwise used within a certain amount of time after being made. Usually, herbal remedies spoil if not used within 24 hours.

Purchasing Herbal Remedies

Most cities and towns and many villages have herbalists in residence who tend to the various needs of the populace. The DM may allow PCs to purchase various herbal remedies from such an herbalist. NPC herbalists generally keep large stocks of dried, sealed, brined, or otherwise preserved ingredients on hand. When a customer comes seeking a cure, the herbalist quickly concocts an application of the desired remedy at the desired price for the listed quantity. Thereafter, the customer must use the remedy within 24 hours or else it will spoil. The DM may determine which remedies an herbalist can sell to the PCs and at which quantity. At any rate, the listed price for the remedy is the price for one application.

Because herbal remedies spoil in short order, PCs generally cannot stockpile herbal remedies between their adventures.

Using Herbal Remedies

Because herbal remedies come in a variety of forms, the specific method of use varies from remedy to remedy. Brews must be drunk, ointments must be rubbed on the body, lozenges must be dissolved in the mouth, and so on. Unless otherwise noted, an herbal remedy can be used as

an action during a creature's turn. However, some remedies are more complicated in their application. Poultices, for example, must be bound over wounds and ointments must be applied to the skin. The description for a remedy may specify that it must be applied over specific period of time. For example, an ointment might require 1 minute to apply whereas a poultice must be bound to a wound during a short rest or be left on a wound during the course of a long rest before it's effects can be enjoyed.

Once an herbal remedy has been applied, that application is consumed completely.

Crafting Herbal Remedies

Despite not having access to a well-stocked herbalist's workshop, a talented herbalist adventurer can often find the ingredients to make herbal remedies during their travels. While adventuring herbalists do not have the benefit of drying, curing, brining, sealing, or otherwise preserving their ingredients; with the supplies find in an herbalism kit and a basic understand of the principles of herbalism, adventurers can still gather ingredients and produce herbal remedies during their adventures.

The Herbalism Kit

The following text replaces the description of the herbalism kit on PHB 154.

This kit, which easily fits inside a leather or canvas satchel, contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to gather ingredients and create herbal remedies. The herbalism kit also generally contains a small book in which the herbalist can take notes and record formulae. Proficiency with this kit lets you add your proficiency bonus to any checks you make identify or apply herbs. Proficiency with this kit also lets you craft herbal items for which you know the recipe or to analyze herbal items to discover the recipe.

When you gain proficiency with the herbalism kit, choose two herbal remedy formulae (see below) from the list of those your DM makes available. You know those formulae.

Crafting Herbal Items

To craft an herbal remedy, you must have a proficiency in the use of the herbalism kit and you must have such a kit on hand. You must also know the formula for the remedy you wish to craft and you must in a suitable area for gathering the ingredients. Provided you meet the requirements for the remedy you wish to craft, you may attempt to gather the ingredients and then craft the item.

Herbal Formulae

An herbal formula describes the ingredients required to craft a specific herbal remedy and the methods by which they must be prepared and combined to make the remedy. Most herbalists record their formulae in small journals that they keep with their other supplies, though some

secretive herbalists record them in code. Some even commit their formulae to memory. If you know the formula for an herbal remedy, you can gather the necessary ingredients for that remedy and craft it at any quality you are able to (see below).

Gathering DC

Each herbal formula specifies three DCs for gathering the ingredients, corresponding with the three qualities: Minor, Moderate, and Masterwork. The DC corresponds to the rarity of the ingredients as well as the difficulty of harvesting useful quantities of those ingredients and the general yield of said ingredients.

Terrains

Each herbal formula specifies one or more terrains in which the required ingredients can be found. The terrains include: arctic, coast, desert, forest, grassland, mountain, swamp, and the Underdark. They do not include specific continents, nations, or locales. It is assumed that similar enough ingredients are available across similar terrains that a talented herbalist can make reasonable substitutions as needed.

Special Ingredients

Most herbal formulae do not name specific ingredients. Whatever ingredients are required, they can easily be gathered in the appropriate terrain. However, some formulae require rare and special ingredients. They might include rare flowers that grow on the side of a particular mountain, berries that can only be gathered in the garden of a Fey queen, or sap extracted from the corpse of a treant. Such ingredients cannot be gathered normally (see below). Instead, the herbalist must find some way of acquiring those ingredients through other means. Often, that means undertaking a special adventure or side-quest. The herbalist must also gather the mundane ingredients in the appropriate terrain as normal.

Unlike normally gathered ingredients, special ingredients generally do not lose their potency (see below) provided they are carefully stored and not grossly mishandled. An herbalism kit does include the necessary supplies to store a few special ingredients in this way. The DM may, however, require special steps to be taken to protect, preserve, or prepare special ingredients in unusual circumstances. Again, this will often be part of an adventure or side quest.

Gathering Ingredients

To craft an herbal remedy, you must first select the remedy you wish to create from the formulae you know. Once you've chosen the remedy you'd like to create, you can begin gathering the ingredients provided you are in a terrain in which those ingredients can be found. You may only gather the ingredients for one type of remedy at a time.

To gather ingredients for a remedy, you must spend one hour carefully wandering the local area. During this time, you cannot perform other tasks or benefit from a short rest and you cannot travel too far in any specific direction. If you DM uses random encounters, you are in

danger of encountering a wandering foe or hazard, so you might want to keep your party with you.

At the end of the gathering period, roll a Wisdom (Herbalism Kit) check and compare the result to the gathering DCs of the formula. If your result does not meet or exceed the DC required for the Minor quality version of the remedy, you did not turn up enough of the ingredients or failed to harvest them properly. Otherwise, note your result.

Because ingredients spoil quickly (see below), you do not need to keep track of the ingredients you've found on your character sheet.

Preparing the Remedy

Unless you have access to a fully stocked herbalists workshop and can properly cure or preserve them, you must use the ingredients you have gathered quickly to prepare your chosen remedy. Fortunately, it takes only a few minutes to prepare the remedy once the ingredients have been gathered. At the end of the gathering period, after rolling the appropriate check, you may automatically craft the remedy and use it or add it to your inventory for future use. But note that the remedy itself will spoil in 24 hours unless the formula specifies otherwise.

You can craft a single application of the highest quality version of the remedy which your check result would allow. But higher quality ingredients can also be diluted or stretched between multiple applications. If you'd prefer, you can craft two applications of the next lower quality version of the remedy which your check would allow. And if you gathered Masterwork quality ingredients thanks to a high-enough check, you can craft three applications of the Minor quality version of the remedy.

You do not need to make any additional checks to craft the remedy.

If your chosen remedy includes any special ingredients, you must have those ingredients on hand before you can craft the remedy. Special ingredients are always potent enough that they do not limit the quality or quantity of the remedies you can craft. The other, gathered ingredients will determine the quality and quantity of the remedy.

Gathering Ingredients While Traveling

Instead of spending an hour wandering a small area, you can also gather ingredients and craft remedies while your party is traveling through the wilderness. The party must be traveling through the appropriate type of terrain. Gathering ingredients is an alternative travel activity, like foraging. Consequently, a character who wishes to gather ingredients for an herbal remedy must specify that they are gathering ingredients and specify which remedy for which they are gathering. That character cannot engage in other travel tasks such as navigating or foraging and they do not contribute their passive Wisdom (Perception) scores to the group's chance of noticing hidden threats.

The character will make a Wisdom (Herbalism Kit) check when the DM calls for it and determine the results as normal. The DM should call for such checks at the same time that

foraging characters are called upon to make their checks. The character's result determines the quality of the ingredients they have turned up and they can immediately craft the remedy at that time following the same rules as above. However, because gathering over the course of a long hike generally yields more ingredients, the character can make double the normal number of applications of the remedy: two of the highest quality based on their results, four of the next lower quality, and six of the lowest quality.

Rangers and Herbcraft

This information extends the rules for the Natural Explorer feature on PHB 91.

Rangers or other characters with the Natural Explorer feature gain advantage on Wisdom (Herbalism Kit) checks to gather ingredients when doing so in one of their favored terrains.

Learning New Formulæ

There are several ways to learn new formulæ for herbal remedies. An NPC herbalist can easily teach you any formulæ they know with an hour of instruction. If you discover an herbalist's notes, you can learn any recipes they might have recorded during the course of a short or long rest. Once you've learned the formulæ, which does not require a check, you may record it among your other formulæ or commit it to memory.

If you acquire an application of an herbal remedy, you can use your herbalism kit to analyze the item and figure out the formula. It takes one hour of quiet, careful work to analyze an herbal remedy and the application is destroyed in the process. At the end of the work period, make a Wisdom (Herbalism Kit) check with a DC equal to that required to craft the Masterwork quality version of the remedy. If you succeed, you have learned the formula and may record it or commit to memory like any other. Otherwise, you have failed to analyze the remedy and will need to obtain a new application of the remedy to try again.

Herbal Remedies

The following is a list of herbal remedies that the DM might make available in their game for purchase from herbalist NPCs or as formulae for characters with the herbalism kit proficiency to learn. The description of each item includes the details of its use, its effects based on quality, and also details about the formula for crafting the remedy. Unless otherwise noted, all herbal remedies spoil if not used within 24 hours of being purchased or created. All costs, weights, and other details are for a single application of the remedy, which is consumed on use.

Remedy	Cost	Weight
Burnsalve Ointment	15/30/45 gp	1/2 lb.
Painfew Lozenge	20/40/50 gp	—
Venomclease Tea	15/30/45 gp	—
Woundbind Poultice	20/40/50 gp	1/2 lb.

Burnsalve Ointment. You can apply this thick, foul-smelling paste over a burn during a short rest provided you have suffered fire damage at least once in the last ten minutes from any source. If you regain hit points at the end of the short rest, you regain an additional 3 (1d6), 5 (1d6+2), or 6 (1d8+2) hit points depending on the quality of the remedy. *Gather DC: 10/15/20; Terrains: Forest, Swamp.*

Painfew Lozenge. This bolus of dried honey or syrup dissolves quickly when consumed and stops pain and slows bleeding. As an action, you can swallow this lozenge to recover 2 (1d4), 4 (1d4+2), or 5 (1d6+2) hit points depending on the quality of the remedy. *Gather DC: 10/15/20; Terrains: Forest, Grasslands, Swamp.*

Venomcleanse Oil. As an action, you can imbibe this viscous amber fluid or rub it into a wound. If you are suffering from the poisoned condition as the result of a failed Constitution saving throw, you can roll a new saving throw against the same DC to immediately end the effect with Disadvantage, normally, or with Advantage depending on the quality of the remedy. *Gather DC: 10/15/20; Terrains: Forest, Grasslands.*

Woundbind Poultice. This absorbent mass of moss and healing herbs must be bound over a wound during a short rest. If the recipient regains any hit points at the end of the short rest, that creature regains an additional 2 (1d4), 4 (1d4+2), or 5 (1d6+2) hit points depending on the quality of the remedy. *Gather DC: 10/15/20; Terrains: Forest, Grasslands.*