

Herbcraft for Dungeons & Dragons

Herbal Items

Herbal items include nonmagical medicines, salves, poultices, and concoctions made from plants, roots, berries, and other naturally occurring ingredients using special instruments and processes. Herbal items come in three qualities: Minor, Moderate, and Masterwork. Generally, the higher the quality, the more potent the herbal item. Herbal items also tend to lose their potency if not used within a certain period of being made. Herbal items may be purchased from herbalists during play who will quickly concoct the desired item. However, because herbal items lose their potency, they cannot be purchased between game sessions. Characters who have proficiency with the herbalism kit can craft herbal items if they know the appropriate recipe by gathering the ingredients during their adventures.

The Herbalism Kit

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

This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. The herbalism kit also generally contains a small book in which the herbalist can take notes and record recipes. 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.

Crafting Herbal Items

To craft an herbal item, you must have proficiency in the use of the herbalism kit and you must know the recipe for the item you wish to craft. After choosing the item you wish to craft, you must gather the required ingredients and then craft the item.

Herbal Recipes

If you know the recipe for a particular item, you know which ingredients are required to craft an herbal item, where those ingredients are likely to be found, and how to prepare them. You even know enough to substitute ingredients based on what's available in the local area.

Every herbal recipe specifies the DCs required to craft Minor, Moderate, and Masterwork quality versions of that item. It also specifies the terrain or terrains in which the ingredients – or substitute ingredients – can be gathered. Some recipes specify rare or special ingredients that cannot be gathered through normal means. Those ingredients must be acquired through special means, either through purchase or during the course of an adventure.

Gathering Ingredients

After you select the item you wish to craft, you must gather the ingredients for that item. You may only gather the ingredients for one item at a time. And you must be in the appropriate type of terrain specified by the recipe.

To gather the ingredients, you must spend one hour wandering the local area, searching for appropriate ingredients. During this time, you cannot perform any other tasks, nor can you travel too far in any specific direction and this period does not grant you the benefits for a short rest.

Alternatively, you can gather ingredients as a travel activity. This is similar to foraging except, instead of gathering food and water during a day of travel, you gather the ingredients required to craft an herbal item.

At the end of the gathering period, day of travel, or other period as specified by the GM, make a Wisdom check and add your proficiency bonus for your use of the herbalism kit. Compare the result to the DC required to craft the item you were trying to make. If your check result does not meet or exceed the DC required to craft the lowest quality version of the item, you failed to turn up enough useful ingredients. Otherwise, you turned up enough ingredients to produce the desired item at a highest quality whose DC to craft you met or exceeded.

A ranger with the natural explorer class feature may gather enough ingredients to produce two items of the same quality at the same time if they are in their favored terrain.

Crafting the Item

Once you have gathered the appropriate materials, it generally takes only a few minutes of work to craft the item. No further check is needed to construct the item. You may simply add the item to your inventory and use it normally.

Learning New Recipes

If you are proficient with the herbalism kit, there are a number of ways you can learn new recipes. Herbalists can easily teach each other recipes in just a few minutes. If you discover an herbalist's notes, you can also learn any recipes they had recorded. And most herbalists keep their notes with their herbalism kits. Learning recipes from another herbalist or from their notes does not require any check.

In addition, if you acquire an herbal item, you can use your herbalism kit to analyze the item and figure out the recipe. It takes one hour of quiet, careful work to analyze an herbal item and the item is destroyed in the process. At the end of the work period, roll a Wisdom check and add your proficiency bonus for your use of the herbalism kit. If you meet or exceed the DC required to craft the item at Masterwork quality, you learn the recipe. Otherwise, you have learned nothing and destroyed the item.

Herbal Items

Item	Expire	Cost	Weight
Burnsoothe Ointment	24 hr.	20/40/50 gp	1/2 lb.
Venomcleanse Tea	24 hr.	15/30/45 gp	—
Woundbind Poultice	24 hr.	20/40/50 gp	1/2 lb.

Burnsoothe Ointment

This paste, composed primarily of roots and plant oils, reduces pain and speeds the recovery of burns. If applied to a creature's wounds within 10 minutes of their taking fire damage from any source or if applied within 10 minutes of the end of an encounter during which they took fire damage from any source, the creature heals 3 (1d6), 5 (1d6+2), or 6 (1d8+2) hit points depending on the quality.

Cost: Minor 20 gp; Moderate 40 gp; Masterwork 60 gp

Expires: 24 hours

Gather Ingredients: Forest, Swamp

Craft DC: 10/15/20

Venomcleanse Tea

This herbal tea composed helps cleanse the body of normal toxins. It is normally imbibed but can also be used to clean a poisoned wound. When a creature suffering from the poisoned condition is treated with this remedy, they may roll a new saving throw to end the poisoned condition immediately with Disadvantage, normally, or with Advantage depending on the quality of the tea.

Cost: Minor 15 gp; Moderate 30 gp; Masterwork 45 gp

Expires: 24 hours

Gather Ingredients: Forest, Grasslands

Craft DC: 10/15/20

Woundbind Poultice

This is a spongy mass of absorbent moss treated with a number of herbs designed to staunch bleeding, cleanse wounds, and dull pain. If bound over a wound, it promotes quick healing. When applied to a wound, the recipient heals 2 (1d4), 4 (1d4+2), or 5 (1d6+2) hit points depending on the quality.

Cost: Minor 20 gp; Moderate 40 gp; Masterwork 60 gp

Expires: 24 hours

Gather Ingredients: Forest, Grasslands

Craft DC: 10/15/20