

Homebrewed Crafting: Herbalism

Design Notes

The following D&D 5E design of the Herbalism Skill set was created to provide more of a crafting feel for the Herbalism proficiency.

HERBALISM

An Herbalist is someone who is trained in the science and arts of flora and fauna. This training opens the doors to all kinds of herbal remedies, along with concoctions that can cause harmful and beneficial effects.

An herbalism kit contains the most common tools of the trade. These tools allow the herbalist to create Powders, Salves, Oils, Juices and Incense from various ingredients.

An Herbalism Kit allows the herbalist to add his/her proficiency bonus to any ability check made to find/identify herbs and to craft the desired concoction.

Foraging

The Herbalist has a keen eye when it comes to identifying Nature's special creations.

The herbalist can forage the local area for ingredients. Alternatively, he/she can provide the required details to anyone skilled in Survival or Nature. Each search will require 1 hour of time. The TYPE of foraging chosen may determine the outcome. The two types of foraging are referred to as: SPECIFIC vs GENERIC.

Each foraging attempt will require 3 rolls of the Herbalism, Survival or Nature skill. The end result will determine what is found and what (if anything) it can turn into.

Refer to Table 1.1 to determine the results of the 3 Foraging rolls.

Specific Foraging

If foraging for something specific, then roll with advantage (assuming the local area grows the ingredient). If the roll is equal or greater than the required DC, then the ingredient is found. When searching this way, rolling less than the required DC will result in finding nothing.

Generic Foraging

When searching for whatever is available, roll normally (no Advantage/Disadvantage).

When searching this way, the rolls will determine the type of ingredient found and what it can be turned into (if anything).

Table 1.1

DC	You Find a...	DC	Detail...	DC	That can be turned into...
1	Plant	1	Purple	1	Nothing
2	Plant	2	Red	2	Nothing
3	Plant	3	White	3	Nothing
4	Plant	4	Black	4	Nothing
5	Plant	5	Orange	5	Nothing
6	Flower	6	Yellow	6	Nothing
7	Flower	7	Brown	7	Nothing
8	Flower	8	Green	8	Nothing
9	Flower	9	Abnormal Gray	9	Powder
10	Flower Bulb	10	Abnormal Purple	10	Powder
11	Grass	11	Abnormal Red	11	Powder
12	Stem	12	Abnormal White	12	Powder
13	Branch	13	Abnormal Black	13	Salve
14	Leaf	14	Abnormal Orange	14	Salve
15	Vine	15	Abnormal Yellow	15	Salve
16	Fruit	16	Abnormal Brown	16	Salve
17	Berry	17	Abnormal Green	17	Oil
18	Nut	18	Moist Purple	18	Oil
19	Root	19	Sticky Green	19	Oil
20	Fern	20	Bright Yellow	20	Oil
21	Fungus	21	Smelly Brown	21	Juice
22	Mold	22	Squishy Black	22	Juice
23	Moss	23	Delicate White	23	Juice
24	Seed Pod	24	Flourescent Orange	24	Juice
25	Barkskin	25	Flourescent Blue	25	Incense
26	Mushroom	26	Rotten	26	Incense
27	Herb	27	Dehydrated	27	Incense
28	Animal Dropping	28	Petrified	28	Incense

Crafting Concoctions

The Herbalist can create a wide variety of concoctions that can help or hinder an adventurer. This knowledge could have been read in a book or it could have been discovered through experimentation. The same ingredients may have different results depending upon what it is turned into. The Herbalist can convert ingredients into one of the following: **Incense, Juice, Oil, Salve or Powder**. Some ingredients can even be left **Unaltered**.

All concoctions are good for one dose and one target (unless specified differently).

Refer to Table 1.2 for what concoctions can be made from the foraged ingredients.

Incense

Incense is the most difficult concoction to create. It also provides some of the best benefits that an herbalist can provide.

Incense must be kept dry at all times. Subjecting Incense to any kind of liquid renders it useless until it has time to dry out again.

Administering: Incense requires a minimum of 1 minute for the effect to trigger.

Requirements: Ideally, it requires solitary confinement in a closed room and no wind to disturb the incense cloud (DM discretion). The target must be able to breath in the incense for the duration.

Juice

Juice is also a difficult concoction to create, but it slightly easier than Incense. The juice itself is not difficult to create, but the potency of the juice is what determines the results.

Juice is mostly kept in small vials or bottles.

Administering: Consuming Juice requires an action.

Requirements: Juice must be consumed orally.

Oil

The extraction of oils from the ingredients is a common practice. These types of concoctions have a wide range of uses.

Oil is mostly kept in small vials or bottles.

Administering: Administering/Consuming Oil requires an action.

Requirements: Oil can be administered topically to the skin or consumed orally.

Salve

Salves are a very common form of concoctions. Salves can vary in consistency and form, but great care must be taken while administering.

Salves can be kept in pouches or other types of soft, leather materials.

Administering: Administering salves requires an action.

Requirements: Salves are mostly administered topically, but can also be administered orally. Care must be taken when applying topically to another target, as the person applying the salve may absorb the salve and render the dosage ineffective.

Powder

Powder is the most versatile form of a concoction. It is also the easiest to conceal or hide. It can be easily added to food, water or any other consumable. It can also be inhaled or even applied topically.

Powder can be kept in almost any type of

container as long as it is kept dry. It loses its potency after a day if left in contact with any type of liquid.

Administering: Administering powder requires an action.

Requirements: Powder can be administered orally, topically or inhaled.

Unaltered

Some foraged ingredients do not require the transformation into Incense, Juice, Oil, Salves or Powder. These ingredients are considered Unaltered. Unaltered ingredients are rare, but they do exist.

Unaltered ingredients must be used within 1d12 days before they lose all potency. The exception being Dehydrated (4d10 days) and Petrified (limitless).

Administering: Administering an unaltered ingredient requires an action.

Requirements: Unaltered ingredients can only be administered orally.



Herbalist by www.collegeoflore.com/herbalism/

Recipes

Recipes are as vast and numerous as the stars in the night sky. However, not all recipes are worth repeating. To determine the possible concoction from a foraged ingredient, first combine the totals of the 3 foraging rolls, and then refer to Table 1.2. This represents what Concoction the ingredient could create with a successful Herbalism Kit roll.

Concoction Results

Just because an Herbalist has studied or experimented with various ingredients does not guarantee success at consistently crafting a specific concoction. Once the required ingredients have been secured, roll using the proficiency from the Herbalism Kit to determine the success and/or potency of the completed concoction.

Herbalism Check:

Roll	Result
1-10	Fail
11-12	Has 50% chance of working as intended
13-14	Has 75% chance of working as intended
15-20	Works as intended
21+	Works as Intended PLUS you now roll with ADV for this combination

A typical concoction requires 1 hour of uninterrupted time for the Herbalist to complete with an Herbalism Kit. An Herbalism Workshop or Lab will typically reduce the amount of time required by 50% (DM discretion).

Any specified CON save in table 1.2 is equal to 8 + Herbalism Kit proficiency.

Possible Concoctions

Total of 3 Rolls	That will...
3	Do Nothing
4	Do Nothing
5	Do Nothing
6	Do Nothing
7	Do Nothing
8	Do Nothing
9	Do Nothing
10	Do Nothing
11	Do Nothing
12	Do Nothing
13	Do Nothing
14	Do Nothing
15	Do Nothing
16	Do Nothing
17	Do Nothing
18	Do Nothing
19	Do Nothing
20	Do Nothing
21	Do Nothing
22	Do Nothing
23	Do Nothing
24	Do Nothing
25	Do Nothing
26	Do Nothing
27	Induce 'Indefinite Madness'. Roll table on pg 260 of DMG
28	Induce 'Long Term Madness'. Roll table on pg 260 of DMG
29	Induce 'Short Term Madness'. Roll table on pg 259 of DMG
30	Cause 3 Levels of Exhaustion for the imbiber
31	Cause 2 Levels of Exhaustion for the imbiber
32	Cause 1 Level of Exhaustion for the Imbiber
33	Transform the Imbiber into a random creature for 1 minute (CON save at the end of each turn to resist)
34	Cause the Imbiber to Laugh Uncontrollably for 1 minute (CON save at the end of each turn to resist)
35	Cause the Imbiber to grow excessive hair all over his/her body for 1d4 days
36	Cause the Imbiber to experience a ringing in its ears for 1 minute (Disadvantage of PER checks requiring hearing)
37	Cause the imbibers speech to become slurred and unable to comprehend for 1 minute. Casting of spells that require a Verbal component are not possible. (CON save at the end of each turn to resist)
38	Cause the imbiber to belch uncontrollably for 1 minute. Disadvantage on Stealth. (CON save at the end of each turn to resist)
39	Cause the Imbiber to glow in a random color for 1 minute (CON save at the end of each turn to resist)
40	Cause a Terrible Rash for 10 minutes when Touched or Ingested. Disadvantage on Persuasion. Advantage on Intimidation.
41	Makes all of your teeth fallout when ingested
42	Causes your fingernails to grow at an alarming rate for 1d4 hours after ingested
43	Provide Healing (2d4+2)

Total of 3 Rolls	That will...
44	Induce Sleep for 1d4 hours (HP's = level of Herbalist X d10)
45	Induce Demonic Hallucinations (Fear) for 1 minute (CON save at the end of each turn to resist)
46	Blind the Imbiber for 1 minute (CON save at the end of each turn to resist)
47	Stun the Imbiber for 1 minute (CON save at the end of each turn to resist)
48	Cause uncontrollable shakes for 1 minute to the imbiber. Disadvantage on attacks, ability checks/saves. (CON save at the end of each turn to resist)
49	Remove 1 level of Exhaustion
50	Provide Resistance to Acid Damage for 1 minute
51	Provide Resistance to Cold Damage for 1 minute
52	Provide Resistance to Fire Damage for 1 minute
53	Provide Resistance to Lightning Damage for 1 minute
54	Provide Resistance to Necrotic Damage for 1 minute
55	Provide Resistance to Poison Damage for 1 minute
56	Provide Healing (2d4+2)
57	Provide Darkvision to the Imbiber for 1 minute
58	Cause the Imbiber to be under the influence of Zone of Truth for 1 minute
59	Provide the Imbiber with the power of Telepathy for 1d4 hours
60	Provide the imbiber with the Power of Telekinesis for 1 minute
61	Cure Most Poisons and Diseases
62	Cure Paralysis
63	Provide True Sight to the Imbiber for 1 minute
64	Provide Greater Healing (4d4+4)
65	Temporarily Boost Your Strength by 1 for 1 minute
66	Temporarily Boost Your Dexterity by 1 for 1 minute
67	Temporarily Boost Your Constitution by 1 for 1 minute
68	Temporarily Boost Your Wisdom by 1 for 1 minute
69	Temporarily Boost Your Intelligence by 1 for 1 minute
70	Temporarily Boost Your Charisma by 1 for 1 minute
71	Temporarily Boost Your Speed by 10 feet for 1 minute
72	Temporarily Boost All Abilities by 1 for 1 minute
73	Provide Superior Healing (8d4+8)
74	Resurrect a humanoid that has been dead for less than 1 hour
75	Send the imbiber 6 seconds into the past
76	Cause a corpse to speak its cause of death
77	Turn the Imbiber Invisible for 1 minute
78	Enlarge (even)/Reduce (odd) the Imbiber for 1 minute
79	Cure any known condition
80	Fully heals the imbiber
81	provide a chance of Life & Death - Roll any die: Even = Max HP + Resist ALL dmg for 1 minute; Odd = Drop to 0 HP with 2 death save fails
82	Provide True Resurrection
83	Permanently add a 1st level spell slot (Max of 1 per PC)
84	Permanently Boost a Chosen Ability by 1 (Max of 1 per PC)

Table 1.2

CREDITS

Author: Bryan Williams (dude80525@live.com)

Images:

Herbalist by www.collegeoflore.com/herbalism/

Dungeons and Dragons, D&D, Wizards of the Coast and all other Wizards of the Coast product are trademarks of Wizard of the Coast.

Other Resources by Bryan Williams

Homebrewed Class - Tinkerer

<http://www.dmsguild.com/product/212588/Homebrewed-Class--Tinkerer>

Homebrewed Crafting - Blacksmith

<http://www.dmsguild.com/product/216529/Homebrewed-Crafting--Blacksmith>

Homebrewed Spellcasting – Magic Pool

<http://www.dmsguild.com/product/222279/Homebrewed-Spellcasting--Magic-Pool>

Revisions: 09-30-17 Added 'Other Resources' section