

d20
system

e-Alchemy



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This free download offers you a glimpse into our upcoming *Alchemy & Herbalists* release (which should be available by May 1st in most hobby stores). There are a variety of materials pulled from the book that are detailed below, but you might not have a clear picture of how things are created, how a prestige class choice affects becoming an alchemist, the true nature of herbs, and other minutiae. You'll have to wait for the full book to uncover these secrets, though you can get a better idea of how A&H is laid out by glancing at the Table of Contents page.

Introduction to Alchemy

What is alchemy? The knee-jerk definition of alchemy is “a buncha guys trying to turn lead into gold,” right? While that's partly true, there's so much more to learn. Stick around and you'll discover everything you'll need to know about the Hermetic Arts, or at least the alchemical arts you choose to adapt and unleash upon your D&D game worlds.

What is alchemy? It's the quest for perfection, pure and simple. That can be perfection in matter, the much-vaunted turning the basest of metals – lead – into the purest – gold. It can also mean perfection in ourselves by seeking immortality. These are the ultimate paths and goals of alchemy, though they are not the only ones, and there is much to learn along the way.

What is alchemy? It is as many questions as answers, as many truths as lies. It is undefinable to those outside its mysteries, just like magic or the rituals of each individual faith. The shortest definition would be “the medieval equivalent of chemistry and chemical research.” Another way of looking at it is the Art of Transformation without Magic. To most players of d20 worlds, that's enough. For those who want to know the whole truth (or truths) – read on.

Alchemy at its d20 Basic

Alchemy, as paraphrased from the *Player's Handbook*, allows those with knowledge and skill to combine strange ingredients in order to create marvelous substances, identify unknown materials, and make nonmagical but special items. As far as the *Player's Handbook* and the core rules are concerned, alchemy can help you identify potions and other substances, make

acids or poisons, and create a small repertoire of items, all of which are defined in the PH.

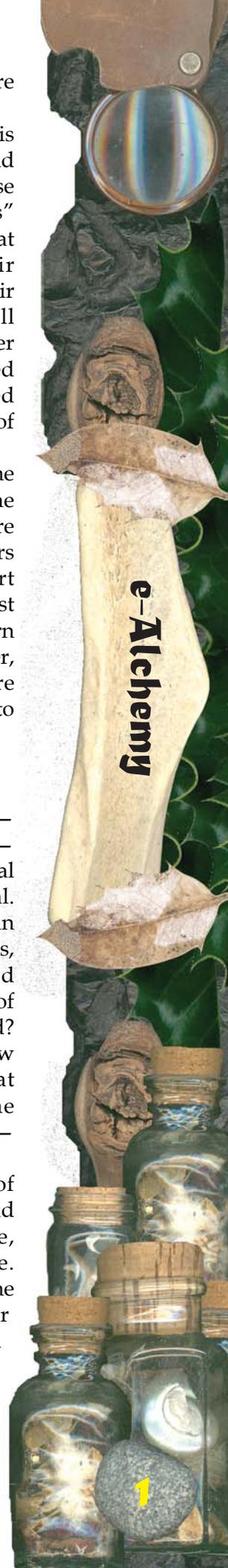
The given understanding within this book is that the Alchemy skill – while important and linked to all other levels of the craft – is the base minimum under which most “alchemists” work, using those core DCs and costs to fill that small gap between wizards with their Wondrous Items and NPC Craftsmen with their more common nonmagical items. The skill doesn't provide understanding of the greater philosophies argued among the more learned alchemists, nor does it grant any expanded knowledge of individual substances or types of materials.

The Alchemy skill, basically, allows you the chance to make anything that lists it as the minimum prerequisite. If all you want is more special stuff for those basic Alchemy skill-users to have, skip ahead to Chapter 7 and start looking at all the new stuff that even the meanest potion-pusher can produce. If you want to learn more about the study of alchemy itself, however, keep reading and discover how much more there than simply making potions or seeking to turn lead into gold....

The Generic Alchemist

This work assumes that a general alchemist – meaning anyone with a few ranks in alchemy – is a self-taught or singularly taught individual who learns things haphazardly or piecemeal. Sure, anyone with a rank or two in Alchemy can take a stab at identifying potions and substances, or creating inks and acids, poisons and purgatives. But what else can you expect out of them? How far does their knowledge extend? That's the purpose of this book – to show how far chymical knowledge reaches and what specialists and those committed to the alchemical arts – as opposed to mere dabblers – can really do.

While it is possible to add a few bits of alchemical knowledge to any character and allow them the basics mentioned above, alchemy is more than simple knowledge. Alchemy leads to a greater understanding of the world and the universe and all life and matter within it. It's a way of life fully embraced and made a life's work and focus. That's how the prestige classes in Chapter 2 approach alchemy – it's not just another thing for a wizard or ranger to learn so much as a new philosophy and perspective on life.





Obviously, this approach is problematic from a game play perspective – The other player characters can't simply mill around while Argus takes six years to immerse himself in studies at Saragun's Alcheminary. That's unreasonable for an adventure game. What this book presents is every facet of alchemy (and herbalism, in alternating chapters) so that the GM and players can either build a character who uses the basics or create one who embraces every aspect of alchemy possible. If you've got a character who dabbles in alchemy (adding ranks every few levels or so), he probably knows the names of some famous alchemists (i.e. the creators of the named items in Chapter 7 or listed within the glossary of Appendix One), though whether he's familiar with their theories and studies is questionable.

Those are the only difference between an alchemist built strictly from the core books (i.e. the core Alchemy skill) and one developed with this book – the level of detail and the options for role-playing. Just remember – if it's in this book, alchemists can learn it, but there's no guarantee that they know all the details and minutia and knowledge available unless they're full-fledged prestige-class characters in their field of study.

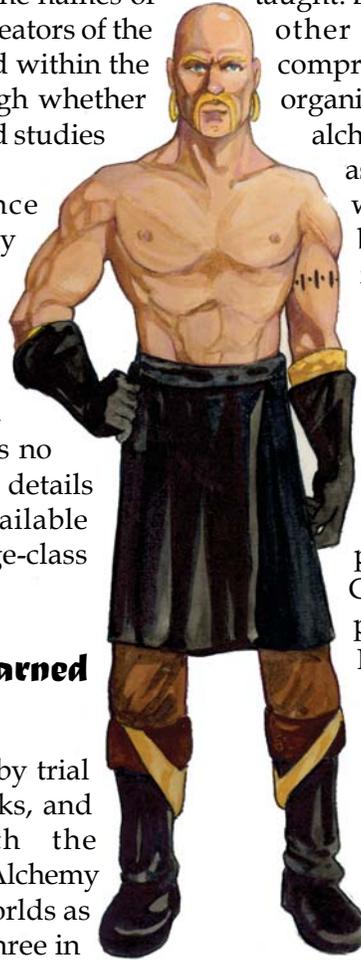
How Alchemy Can Be Learned and Taught

Alchemists in our world learned by trial and error, self-teaching from books, and perhaps some overlap with the burgeoning sciences of their days. Alchemy can be learned that way in D20 worlds as well, simply by taking a rank or three in Alchemy with no further study or additional feats. That's one way to learn the hermetic arts, haphazard and incomplete though it may be (and such characters can only work with the limited DCs and substances noted in the core books). It's all alchemy, but it's barely scratching the surface of the art's potential. It's Alchemy as a hobby.

A more effective method is to find a mentor – another alchemist who will train you in the alchemical arts. (This sometimes occurs among wizards, who beseech the local alchemist to teach them some mysteries in exchange for reciprocal information or

magics.) While this still reflects the simple use of the Alchemy skill and its ranks, having a teacher to direct (and correct) one's studies adds some focus to learning alchemy. Also, assuming the mentor has the feats, the student alchemist can gain directed knowledge on specific substances and materials by learning some of the alchemical or herbal Item Creation feats. The student is, however, limited to the feats known by the teacher.

A third way, and one discussed at length in Chapter 2, is to find a school where alchemy is taught. Learning alchemy from a variety of other alchemists is the most comprehensive method. The learning is organized to indoctrinate the student into alchemy as an approach to life as much as a future trade (or subskill to one's wizardry). It also provides the broadest chances for alchemists to focus their studies on a path toward understanding some great universal and material secrets, whether they choose to embrace the paths toward immortality or those toward perfection of matter. Only this third method provides access to the major works and philosophies that lead to the Create Greater Alchana feat and its products – the Five Stones and the Elixir of Life.



Alchemy as a Profession

Most campaigns will use alchemists in the background – NPC Experts who know their way around an alchemical lab. For the most part, this is the standard sort of alchemist in campaigns – a nonadventuring thinker who creates spell components and various and sundry creations for use by adventures and monarchs alike.

Look at the limitations and strictures of the NPC Expert class to determine just how powerful an alchemist you'll be able to generate for your games. Unlike the generic skill-driven alchemist, Experts can and may adopt the alchemical Item Creation feats within this book, provided their skills and abilities meet the prerequisites.

As noted above, being a professional alchemist is more of a commitment, and it

requires that you have a mentor or teacher for at least part of your education. The main distinction between professionals and amateurs is the knowledge of any alchemical Item Creation feats.

Of course, any PC who chooses to take the prerequisite skill ranks in Alchemy can acquire the new Item Creation feats. However, it is unlikely they'll choose to do so, given all the highly specialized and useful adventuring-type feats they can take instead. That's why a PC with a profession as an alchemist is a rare thing, unless we're seeing a retired adventurer.

Alchemy as a Calling

Finally, those who truly see alchemy on the grander scale—as a philosophy and a calling to another life—embrace it and all the study and knowledge it entails. These folk can be highly focused NPC Experts with few skills outside of alchemical training, but more likely they're characters using one of the three alchemist prestige classes. Still, accepting the call of the Hermetic Arts is a tough decision for many adventurers.

The education of a true and fully-educated alchemist comes only from a dedicated school of alchemy and a commitment to the arts through the adoption of one of the prestige classes. This is a viable and powerful option by which you can expand your PC's powers and abilities, but it is time-consuming and costly, since the experiences (and XP) have to come from a certain amount of laboratory work and experimentation, not going off adventuring. After all, saving a kingdom is admirable, but it doesn't help you gain the understanding of immortality, the spirits of all matter, or how to hurdle that last step to creating a Mystic's Stone.

Attitude and Role-Playing

Just like it can among magic-users, the existence of specialization muddies the waters a bit for those not in the know. Relf the warrior might consider Praan an alchemist for being able to identify a potion, but Praan is considered a half-witted oil salesman by some of his neighbors in the Alchemists' Guild.

In short, the stratification of knowledge leads to a similar stratification and social stigmatization based on the level of alchemical knowledge one has. It happens in magecraft, with specialist wizards touting their superiority of spellcraft over common mages, and mages

doing the same to sorcerers. Alchemists can act similarly, sneering at those who dabble in alchemy while they've learned the secrets of unguents and toxins. Likewise, a Black Alchemist can show off his Philosopher's Stone and show them all that he's superior for having unlocked the great arcana of all alchemists.

This is the part that we most often forget in our roleplaying—school rivalries and the judgements based on education. There should be an elitism among those who know far more about alchemy than those who've just learned the basic skills and how to make tindertwigs. It also allows you as a DM to have internal arguments among equals and NPCs, their differing philosophies as Black and White Alchemists sparking feuds and wars that can keep the PCs busy for ages. As for school rivalries, I'll show you Saragun's Alcheminary next chapter (and Tarasta's School of Herbalism in Chapter 4), but there are probably others....and the rivalries between them and Saragun's could be akin to snobbery over Ivy League vs. university schooling...or it could be as savage as the rivalries among football teams....

Who Helps Whom?

No one exists in a vacuum, including alchemists or herbalists. Can they exist without support from other characters? Certainly, though you're apt to find one tired character that spends less of his time being an alchemist and more time collecting his components or repairing his equipment. In short, there are a lot of people who help support each craft or profession so everyone can focus on their own skills and duties. After all, if you're an herbalist, do you want to have to worry about molding or making your own mortar and pestle or jars for herb storage?

Below are notes and commentary on how to weave alchemists and herbalists among both your NPC and PC classes, and how the skill or profession affects others.

NPC Adepts, Commoners & Experts

While nearly any NPC can lend basic aid to the professional alchemist or herbalist, the NPC classes provide the best level of support. All of these people are interrelated, just like alchemists or herbalists are with wizards when they need components. This helps





create an infrastructure within your game worlds where these crafts and professions work for everyone, especially those outlaw adventurers who want to go to a town and find these miraculous substances and their makers when needed.

Adepts have a random amount of skills and learn magic and esoterica haphazardly. Thus, you never know what an adept might or might not know about alchemy or herbalism. Chances are, a mountain-dwelling adept knows where to find the herbs in her environment and how to prepare them for use in her limited spell or item repertoire. An adept with ranks in either skill is ineligible to use the prestige classes for alchemists or herbalists, but can learn enough to broaden her knowledge.

Commoners tend to be useful to alchemists and herbalists as sources for raw materials, as well as the base level of patients and clients for goods and services. Experts also act in concert—professional to professional—when working with an herbalist or alchemist, though the primary difference between an NPC Expert and a Commoner might be as slight as a few skill points or as broad as master and apprentice.

- Hunters bring them animal blood and organs, the horns and ichor of magical beasts, not to mention food stores to get the alchemist through a rough winter, in exchange for improving the quality of their father's sword.
- Miners—or the NPC Nobles who own said mines—bring alchemists rare minerals and raw gems and stones as required for their works. Herbalists have little to do with rocks beyond some stone or clay jars for storing their wares.
- Woodsmen and farmers bring the herbalists and alchemists raw plants and herbs for preservation or simply to save them some time in gathering the herbs themselves. Also, traveling woodsmen (or PC rangers) tend to have access to herbs farther afield, so she may be able to buy rarer herbs instead of taking months to find them herself.
- Potters, woodcarvers, glaziers, and the like all produce the many clay pots, wooden bowls, glass jars and vials, and other storage containers for chymicals and herbs. Granted, alchemists might be able to improve the materials with their own work—making a clay pot as strong

as steel—but very few alchemists take the time to learn how to mold clay in order to have just the right type of bowl.

- Fellow herbalists and alchemists of lesser or greater skills can provide additional materials, supporting information, or perhaps just another brain with which to consider the latest creations and concoctions.

Of course, any and all of these people are capable of being vicious rivals or petty neighbors who jealously guard their stores and knowledge. But that's another aspect of role-playing we'll leave in the hands of your GM...

Lastly, an alchemist or herbalist could also be one of the above types to help defray the costs of their craft and to provide a focus for their learning and knowledge. While it's unlikely an NPC would be both an Expert glazier and an alchemist, many could be considered Commoners as woodsmen or hunters while being an Expert as an herbalist.

The PC Warriors as Alchemists or Herbalists

Fighters, priests, and paladins—the warrior classes of D&D, regardless of other roles—share respect for the trades and crafts of herbalism and alchemy. Despite divine powers to instantly *heal* wounds, herbalism provides a backup method of healing and of providing food. Alchemy provides combat-useful substances or improves weapons and armor. In short, as are most things in a warrior's life, their understanding and appreciation of alchemy and herbalism tie directly to combat.

If priests, paladins, or fighters decide to learn alchemy or herbalism, they tend toward learning about poisons and antidotes, unguents and salves that prevent or cure problems in battle. Very rarely do PCs of these classes accumulate more than a few ranks of either skill, and thus their uses for said skills are equally limited. If they should follow through for extensive studies, the warriors seek out processes such as the Temperant baths (Craft Alchana and Perfect Materials feats) to develop their weapons and armor.

The PC Outdoorsmen as Alchemists or Herbalists

Druids, rangers, & barbarians are all more likely to be herbalists than alchemists, given the natural overlap of skills and their innate focus toward nature. The attention to the natural world does not lead them to dismiss alchemy so much as mistrust its focus on making changes nature does not. Like the warriors, it can be useful for fortifying one's weapons or providing poisons, but the desire to stay close to the earth and living things keeps many away from such studies and more engrossed in herbalists' texts. While already attuned to nature, druids, rangers, and barbarians can always learn more about their environments, how to stay alive by knowing what herbs are edible and which aren't, how to use them to keep safe (either through camouflaging scent and sight or by their uses as natural antidotes or stimulants), and the like.

Outdoorsmen learning the natural or alchemical arts use their skills to actively help both the natural world and the civilized worlds. While druids or rangers might be able to use spells, they take pride in using other natural methods before magic to solve their tasks. All three classes are often assumed to have a lot of knowledge about nature, so herbalism knowledge simply makes the characters stronger at their roles. PC barbarians might do well to collect certain herbs to help mitigate their rages, while all of them can use alchemy and herbalism to add additional healing or abilities without despoiling the natural world. Their uses for alchemy traditionally tends toward White Alchemy and the quest for immortality, learning much about mortal sentients and how to purify them to be as long-lived as the forests they protect.

The PC Thinkers as Alchemists or Herbalists

Wizards, bards, and sorcerers are assumed to lean toward alchemy, since their arcane knowledge overlaps into these skills (and these PC classes are the only ones for whom Alchemy is a Class Skill). They use herbalists and alchemists to provide them with spell components as well as the materials for potions or other magical items, like hardened wood staves or dried remorhaz horn ground with comfrey and sage's lily for some other arcane device. They are also both useful purveyors of inks and papers and other special materials onto which they can record spells, songs, or other arcane writings.

Still, as the spellcasters and the thinkers, PCs' approaches to alchemy tend toward research or constantly building from one breakthrough to the next until they've exhausted a field of study. More than any others, wizards are the most likely to take alchemy to its ends and achieve the ultimate goals of total understanding of inorganic or organic matter (and thus the world). Bards can use alchemical creations without the restrictions they face with magical items. They can also create better and more unique musical instruments via alchemical processes. Sorcerers can learn of other powers and special effects beyond their limited repertoire of spells, and wield more powers through alchemy and herbalism than they might normally gain just with their PC skills. All three study herbalism both to reduce the costs of their spell and item components and to provide themselves with healing methods normally unavailable due to their lack of direct divine guidance.

Lastly, wizards and the others have good reason to chase after the elusive Five Stones of Alchemy – the purified forms of matter created

TABLE AH-7M: CORE ITEMS CREATION TABLE

Item	CL	Prerequisites*	DC to Create	Cost to Create
Acid, Generic	½	Alchemy (Craft Chymical)	11	10 gp/flask
Alchemist's Fire	1	Alchemy (Craft Chymical)	13	20 gp/flask
Antitoxin	2	Alchemy/Profession: Herbalist	14	50 gp/flask
Smokestick	½	Alchemy or Profession: Herbalist	10	20 gp/stick
Sunrod	1	Alchemy (Craft Chymical)	12	2 gp/rod
Tanglefoot Bag	2	Alchemy or Profession: Herbalist	13	50 gp/bag
Thunderstone	2	Alchemy (Craft Chymical)	14	30 gp/stone
Tindertwig	½	Alchemy (Craft Chymical)	11	1 gp/twig

* Feats listed in parentheses are suggested, not required.





as the ultimate goals of alchemy are far more useful to spellcasters than any others. Thus it's best to make sure that the heroes could learn these secrets, since if the villains are the only alchemists to master the Ultimate Alchana they'll surely keep those secrets and powers all to themselves.

Core Items

Here are the specifications for the core alchemical or herbal special items found in the *Player's Handbook* and the *DMG*. All other details on these items are found on those pages, on the Toxins and Poisons Table, or on Table AH-7M below. Note that these generic items are sold at cost, unlike all other items, due to their familiar presence on all d20 worlds.

The Red Alchemist

The Eagles of black alchemy focus on metals and materials. The Phoenixes of white alchemy obsess over life, death, health, disease, rebirth, and all their ramifications to alchemy and the purity of organic matter and life. The study of red alchemy, signified by the mark of the lion, acts as a rebis—a chymical wedding of opposites—and straddles both these schools of thought. This rebis creates a third truth among alchemists and their philosophies, that there can be purity in energy and matter together. Harnessing that purity grants the lion power over the worlds of both the living and the dead.

Some view this as a three-tiered class, similar to the way bards used to learn their craft haphazardly and incrementally: acting as a black alchemist for a few levels, then a white alchemist, before integrating the teachings together. This is both true and not true. While they share the paths of their fellow alchemists for a time, the red alchemists always focus on the unity and integrity of alchemy as a way to

understand the world, its species, and all matter and energy.

While students of black and white alchemy see the other side as foolish and rarely see past their own rhetorics, the lions of red alchemy know how close the two quests truly are. The quest of red alchemy is the creation of all the Great Stones, and since their knowledge is not limited by types of matter or limiting dogma, red alchemists are the only alchemists capable of creating all Five Alchana Stones.

Requirements

To qualify to become a Red Alchemist, you must meet the following criteria:

Skills: Alchemy 8 ranks, Profession: Brewer 4 ranks, any one Craft skill 2 ranks

Feats: Skill Focus (Alchemy)

Abilities: +3 to Fortitude Saves; spellcaster level 3rd+

Class Skills

The red alchemist's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha), Appraise (Int), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (geography, nature) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier

Class Features

The following are all class features for the red alchemists:

Weapon and Armor Proficiency: Alchemists gain no proficiency in any armor or weapons. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spells per Day: An alchemist continues to study magic at the same time he studies alchemy and gains a level in spellcasting knowledge with each level as an alchemist. He

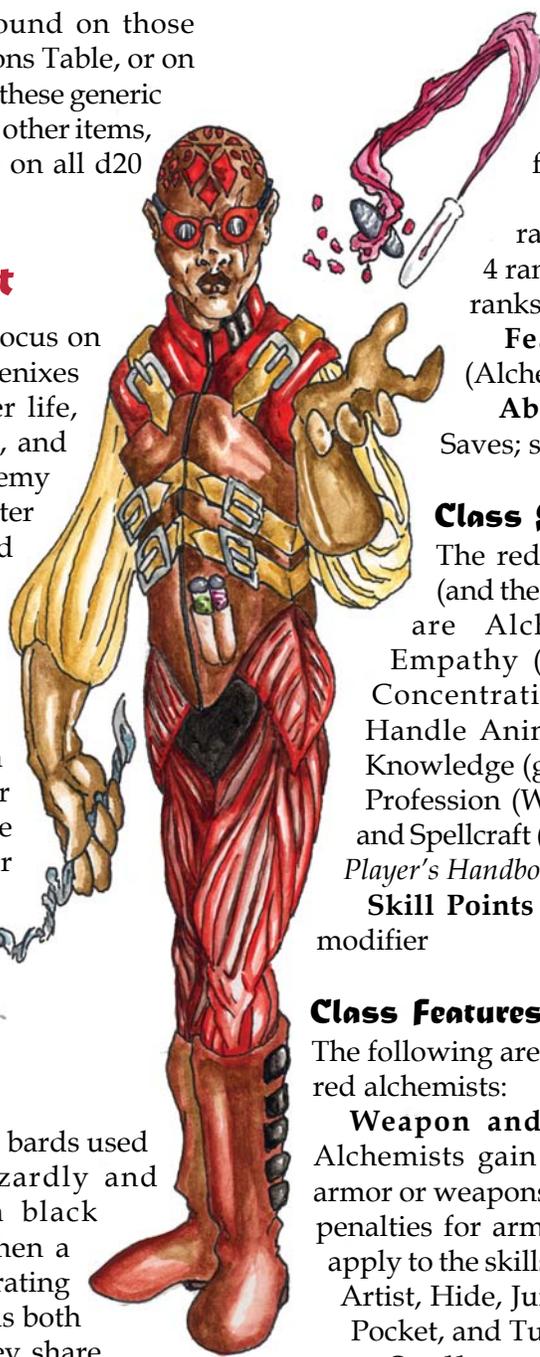


Table 3: The Red Alchemist

Base						BI	CC	PD	T	U	CA
Lvl	Attack	Fort	Ref	Will	Bonus	Feat					
	Save	Save	Save	Save							
1	+0	+0	+0	+2	Craft Chymicals	+0	+3	+0	+0	+0	+0
2	+1	+0	+0	+3	Craft Powders & Dusts	+0	+3	+3	+0	+0	+0
3	+1	+1	+1	+3	Craft Toxins	+0	+4	+3	+3	+0	+0
4	+2	+1	+1	+4	Brew Ingestibles	+3	+4	+4	+3	+0	+0
5	+2	+2	+2	+4	Craft Unguents	+3	+5	+4	+4	+3	+0
6	+3	+2	+2	+5		+4	+5	+5	+4	+3	+0
7	+3	+3	+3	+5	Craft Wondrous Items	+4	+6	+5	+5	+4	+0
8	+4	+3	+3	+6	Create Alchana	+5	+6	+6	+5	+4	+3
9	+4	+4	+4	+6	Perfect Materials	+5	+7	+6	+6	+5	+3
10	+5	+4	+4	+7	Create Greater Alchana	+6	+7	+7	+6	+5	+4

does not, however, gain any other benefits a character of that class would have gained (Hit points, save bonuses, metamagic or item creation feats, and so on). For example, if Kaarva, a 5th level wizard, gains his 1st level as an alchemist, she gains new spells as if she had risen to 6th level in wizard, but uses the other alchemist aspects of level progression such as attack bonus and save bonus. If she next gains a level of wizard, making her a 6th-level wizard/1st-level alchemist, she gains and casts spells as if he had risen to 7th level wizard.

If a character had more than one spellcasting class before she became an alchemist, she must decide which class adds her levels of alchemist for purposes of determining spells per day.

Bonus Feats: At first level and at nearly every level thereafter, red alchemists gain a bonus Item Creation feat tied to their specialties. If the character does not meet the prerequisites for the feat, it cannot be used until they are met (a character may have knowledge of Create Alchana but cannot use it until she gains Craft Wondrous Item, etc.)

Important: These feats are in addition to the feat that a character of any class gets every three levels (as per Table 3-2: Experience and Level-Dependent Benefits from Chapter 3 of the *Player's Handbook*). The alchemist is not limited to the list given here when choosing those feats.

Item Creation Bonuses: Red alchemists gain bonuses to add versus the DC of creating items once they have learned the alchemical methods for doing so. Thus, after gaining Craft Chymicals at 1st level with its +3 bonus for creating such

items, the bonus increases every other level. In other words, red alchemists perfect their crafting and can keep increasing the bonus for creation given by the alchemical Item Creation feat. Red alchemists should use the bonus as noted on Table 3 rather than the standard +3 bonus of the feat itself.

The tabulated bonuses apply for Brew Ingestibles (BI), Craft Chymicals (CC), Craft Powders & Dusts (PD), Craft Toxins (T), Craft Unguents (U), and Create Alchana (CA). There are no applicable bonuses for using the Perfect Materials or Create Greater Alchana feats.

Note on Stonecrafting: Red alchemists, as the alchemists who study every aspect of alchemy, are the only ones capable of creating all Five Alchana Stones if and when they gain the appropriate feats and knowledge: The Alchemist's Stone, the Mystic's Stone, the Healer's Stone, the Philosopher's Stone, and the Sorcerer's Stone.

Sidebar: Chartan
An alchemist and weaponsmith and contemporary enemy of Ptarl, Chartan was one of the first to use alchemy extensively in weapons design and creation. There are rumored to be no less than a score of bastard swords forged by Chartan that weigh less than a short sword yet have the strength of adamantite.



Chapter 3: Basics of Herbalism

What is herbalism? It's the study and knowledge of herbs and plantlife, their effects and uses both within and outside the human (or animal) body. It's also the understanding of the world and the sentient races' place among the other forms of life. Herbalism expands one's understanding of how plants and animals have grown and changed to aid each other in maintaining the crucial balances of life on any planet. But that's not what you readers want to know, is it? You're after the skinny on how to use the herbs in your games, right? Read on, impatient ones, and prepare to learn....

Herbalism at its d20 Basic

There are redundancies and overlaps in terms of knowledge and skill use in the d20 system, and this is our attempt at distinguishing who knows what, when, why, and how. While originally noted under Profession as a skill, herbalism can also be learned as a Knowledge skill, though that creates limitations and distinctions among those who call themselves herbalists.

The Generic Herbalist

Without specialized training (such as that found in Chapter 4), a person with knowledge of herbs (Knowledge: Herbalism or Nature) can only identify and find herbs. She can make the most rudimentary of poultices and curatives, and perhaps know what herbs would be good for poison antidotes – but it's unlikely she'd know how to make it, just where to find such information.

If a player chooses to take Knowledge: Nature or Herbalism, any DCs mentioned within this work and/or within core books for the purpose of directly using herbal knowledge beyond identification of plants or herbal substances should increase by +3.

What generic herbalists don't know is how to create many of the wonderful items in Chapter 7, nor do they have a broad amount of knowledge on usage or dosage of said herbs. In short, their knowledge is strictly academic. They know of herbs and can tell you some things about them, but they don't devote their life's work to such things. Generic

herbalists could grab a handful of fools' weed and stuff it into the mouth of a terrified halfling in hopes of ending some supernatural terror effect, but they'd hardly know that three small leaves are enough to do the trick.

The Professional Herbalist

Those trained in herbalism as a profession (Profession: Herbalist or Profession: Apothecary) know as much about herbs and plants as those trained for Knowledge. Where they differ is in knowing the details – professional herbalists and apothecaries know all about the herbs, the best methods for harvesting and preserving them, and their dosages both as curatives and for other uses.

Herbalists vs. Apothecaries

Each carries herbs useful for curing diseases and discomforts. Each scours the hillsides collecting flowers and herbs and spends the late summer drying and preserving her finds. Each contributes to the general health of her neighbors and mitigates their ailments when needed. So what's the difference between an apothecary and an herbalist?

Simply put, herbalists know of and use all manners of herbs in any and all manners, no matter what their use or form. They can prepare



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poisons and ointments, inks and dyes, as well as poultices and tinctures. The apothecary limits herself to the medicinal uses of herbs and plants, and usually learns only the healing methods of plants, not the study of poisons or harmful effects.

The Essentials

So now that we've gotten the rules out of the way, let's talk about what someone who calls himself an herbalist would know, how he operates, what he needs to perform his duties, and the like.

Basic Abilities & Tasks

What does an herbalist do? While it's tough to reduce a profession and all its tasks to a few short sentences, here are the sorts of things an herbalist can expect to do regularly for clients:

- Be able to identify herbs by sight, smell, taste, or touch (though rarely would an herbalist be asked to know an herb by any one sense alone);
- Create and prepare herbal spell components;
- Create and prepare nonmagical medicines and substances for quick healing;
- Prepare herbal or natural components for item creation, from drying and treating wood for staves and wands to knowing the methods for preparing herbs for infusion within candles or incense; and
- Know enough about the effects of plants to identify when a person has been poisoned or affected by herbs and plants and have a sense of how to alleviate those effects before they become fatal.



Chapter 5: Herbal Catalog

There are thousands upon thousands of herbs and plants and mosses and lichens that have some use, either common or esoteric, in both real and fictional worlds. As we have certain space considerations in this book, we've provided some of the more useful and exciting plants and herbs in this catalog, as a good baseline understanding of herbs and their uses in fantasy game worlds.

Herbal Definitions

All the herbs have set classifications of Rarity, Environment, and Harvest. The definitions of these are set below within the Herbal Template.

Herbal Rarity

Rarity is set at four stages:

- Common herbs are easily found, though a DC 10 in Spot is needed to recognize them from a general description (while those who know plants need no check, assuming they're in an area where the plant can grow);
- Uncommon are still relatively common but only if you know where to look—they take a DC 15 in Spot to recognize or find, though anyone skilled in herbalism (either as Profession or Craft), Wilderness Lore, or other skills focused on finding natural items in the environment can find them with a DC 10;
- Rare plants and herbs are only found in very particular environments and are difficult even for the skilled seeker (DC 20 for unskilled persons to Spot; DC 15 for skilled persons);
- Some plants and herbs are extremely rare, and may be unique to one particular area, rather than a general environment (in which case, look at the plant's terrain type and limit its presence to one or two particular areas in your campaign world that match that terrain). Finding such plants blindly in the wild is almost impossible (Spot DC 35 unskilled; DC 30 for skilled persons), and even if you're in the place where the herb is known to grow, Spot DCs only improve to 25/20. The herbs may also be raised in a controlled



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environment. This makes them easier to spot when seeking them, but if that spot is inside the greenhouse or gardens of Tor Ruthless, your ability to find said herb is just as problematic.

Herbal Environments

Environment follows the standards used for monsters and for general grading of environments within all d20 game worlds. However, some herbs can be found only under particular climate conditions, and that is marked under Environment as well. Thus, a scrub pine that is found in many mountains and foothills would be marked as Hill/Mountain, but the Ice Berry vine is found only in Cold (Arctic/Sub-Arctic) Hills and Mountains.

Herbal Harvests

Harvest classifications are not terribly varied but do affect the price and availability of herbs. If various parts of a plant can be used, harvest times are noted for different times to catch all useful parts of a plant.

- Annuals (or autumnals), like many food crops, take a full season to grow and should not be harvested until their full growth in autumn. (Please note that some autumnals have earlier harvest times, depending on when they are planted, and are noted under each entry)
- Perennials are herbs that do not need reseeded and regrow every year with little difficulty. They have very set patterns of when they bud and bloom (if they do) and equally set patterns as to when the plant matures and begins to die each season. In general, midsummer the best time for harvesting perennials.
- Biennials are plants that require two growing seasons to fully mature and produce their fruits, flowers, and seeds. These herbs are generally harvested every second Midsummer, barring any separate details under their entries.

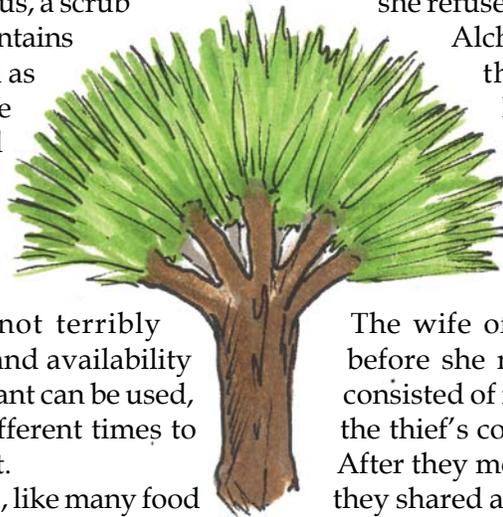
Personalities

A number of the items crafted through the alchemy and profession (herbalist) skills have ties back to important personages. Here's a

brief run-down of the people involved in alchemical and herbal creations.

Chyra

An alchemist of long unfulfilled promise, Chyra studied for a time at Saragun's under her father (the previous Red Lion), but then she took up the adventuring life of a sorcerer for many years. She returned to Saragun's just before her father's death and together they made some extraordinary advances in alchemical and magical knowledge. Despite much prompting, she refused a teaching position at the Alcheminary after his passing, though she now makes a living in Thyrcport as an alchemist. [NPC Sorcerer 11/Ranger 2/Red Alchemist 4]



Denharil

The wife of Rannam, Denharil's life before she met the peaceful herbalist consisted of intermittent starvation and the thief's constant struggle to survive. After they met over a "dropped purse," they shared a life in nature, and her own skills in herbalism blossomed. Denharil is a savant in creating new and unique unguents, whether of medicinal bend or more sinister uses. [NPC Rogue 4/Druid 1/Tarastan Herbalist 6]

Maxar of Jhoth

This notable male herbalist specialized in counteracting poisons and venoms of all kinds. In keeping with his natural aptitudes with animals, he also invented herbal feeds to enhance the performance of horses and other mounts. An unrequited human lover of Tarasta, for years he wandered the woods where she had rooted herself as a greenkin treant, and he is buried near her grove. [NPC Wizard 6/Ranger 8/Druid 1; Profession: Herbalism 12 w/Skill Focus, all Craft feats]

N'Kinnym, Chymist of the Void

N'Kinnym was an infamous alchemist and necromancer whose studies with both alchemy and the blacker magics led to some of the more unique alchymical creations. Though he had a vast array of lands and had inherited wealth from corrupt forebears (or stolen it from tenants and adventurers), N'Kinnym died penniless in

his Tor Adamant, as all his money went into the development and perfection of his castle's defenses and his undead servitors. Thus, Tor Adamant remains an adventuring site to this day – a place of many secrets and dangers, with alchemically treated skeletons and zombies but no treasures other than N'Kinnym's alchemical notebooks.

While not widespread, N'Kinnym's works are known through rumors and whispers – and can be created by the right alchemists for the right price. Thus, if your campaign is in need of a darker-tinged NPC, a student of the Chymist of the Void could be just the thing – along with his alchemically enhanced skeletons.

Ptarl

An infamous alchemist and wizard/rogue of the previous century, Ptarl focused his life and learning around the paranoid idea that everyone he met was an enemy, if not right away then eventually. His toxins are still taught, by some as cautionary tales and by others as useful products for assassins, since they are quite ingenious in their applications. [NPC Wizard 8/Rogue 6; Alchemy 13 w/Skill Focus, Craft Toxins]

Sidebar: Ranyam

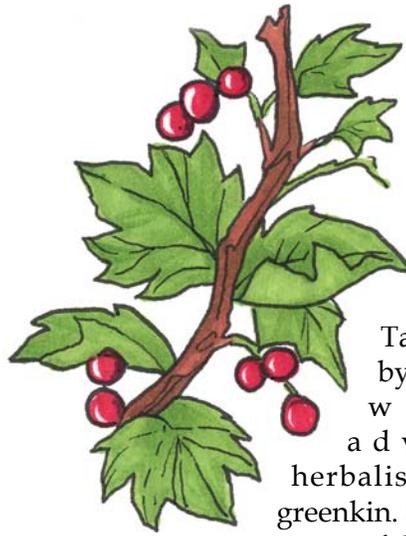
Ranyam, formerly a sorcerer of moderate ability, abandoned adventuring after druids saved his life. He stayed with them for a time, but soon became one of the most promising of Tarasta's students in recent generations. His skills in herbalism are focused on erlcana and more specifically on swathes, as he quests to become a kin o' the green. [NPC Sorcerer 9/Druid 2/Tarastan Herbalist 9]

Sidebar: Saragun

While a noted alchemist and adventurer, the founder of the Alcheminary (Chapter 2) deemed himself a failure because he never attained the goal he sought in the latter half of his life – creation of an Alchana Stone. Still, during his "failure" Saragun founded a school of three philosophies that expanded alchemical knowledge across at least one world, if not more.

Satrian

This multi-talented ranger learned both alchemy and herbalism during his long life. His name still graces some of his original creations, most



of which have uses as camouflages of scent and sight against wild animals.

Tarasta

The lady Tarasta has gone by many titles – widow, adventurer, herbalist, druid, greenkin. She takes pride in none of them, only in her

students and the works that carry her name. People should also remember that many of her works do not carry her name, as they were created in concert at the school she founded. More info on Tarasta exists in Chapter 4, along with all the relevant details of her School of Herbalism.

Tragar

In his youth Tragar wandered the world as a proselytizer of his faith, and while he never lost that faith he became enamored of the arcane and alchemical arts. Learning alchemy piece-meal as he did, his application of the arts was deemed "intriguing, if misguided" by Saragun upon Tragar's arrival at the Alcheminary. It was there that Tragar died in his dotage, though not before creating his two enduring legacies (see below). [NPC Wizard 9/Cleric 6; Alchemy 14 w/Skill Focus, Craft Chymicals, Craft Powders & Dusts, Craft Unguents]



Catalog of Wonders

Before we dive into the full catalog, one last note on Caster Level and variable powers for these herbal and alchemical items and substances—unless specifically noted, *dispel magic* has no effect on these items, assuming they were not made with magic (via Craft Wondrous Item). Granted, *limited wish* and other such all-encompassing magics can still cancel their abilities, but those magics are even rarer than the most powerful alchemical creations or herbal concoctions!

Bear in mind that the numbers listed for the item creation DCs *must* be rolled or reached by adjustments and skill points—rolling a 20 or “taking 20” does not automatically mean a successful creation. Since the failure of a check results in a failure to create an item, characters cannot take 20, and item creation skills such as Alchemy and Professor Herbalist have a built-in “take 10” effect in their timing (see “Creation Times” above). Thus, few alchemists or herbalists even attempt to make items before they have enough skill ranks and feat or circumstance bonuses to succeed more often than they fail.

Example: D’za the 13th-level sorcerer has 16 ranks of Alchemy, Skill Focus: Alchemy, and the Create Alchana feat. She wants to create some bloodiron (DC 27) to forge into an ogre-slaying weapon as a wedding gift for her future husband. She gains a +2 from the skill focus (but no bonus from the prerequisite feat), so she only needs to roll a (9 +16+2=27) or higher to successfully craft a supply of bloodiron. However, she also wants to make some mage-gold (DC 35) to craft into a wedding tiara for herself, and she’ll need a roll of 17 or better to craft that (17+16+2=35).

Abjurer’s Chalk [Unguent; Special]

While not essential, abjurer’s chalk can help in casting protective circles or making sigils and marks. If used in casting a spell where symbols (visible or invisible) are traced to delineate a spell’s area of effect or boundaries (a magic circle or *symbol*), it adds a +1 to any die of effect or total DC effect. Its best use is in conjunction with *Drawmij’s instant summons*, as it negates the need to sacrifice other physical components if the abjurer’s chalk was used to

make the *arcane mark* on the item being summoned. It can be used to help the following spells: *alarm*, *arcane lock*, *arcane mark*, *binding*, *consecrate* (1 charge instead of 1 pound of silver dust), *explosive runes*, *glyph of warding*, *illusory script* (replaces normal components), *mark of justice*, *symbol*, and *teleportation circle* (replaces normal components).

Abjurer’s chalk is a slightly greasy grey-green compound of dried resins, turmeric root, and various other herbs and substances. It comes in a small leathern pouch and can be used 3d12 times before it is worn away to dust.

Caster Level: 8; *Prerequisites:* Profession: Herbalist, Craft Unguent; *DC:* 24; *Market Price:* 8,000 gp; *Cost to Create:* 4,800 gp.

Alchemortar Type 1 (Yield-Mortar)

This alchemortar actually seems to make the wall weaker by making the mortar slightly flexible, almost rubbery. It allows some resistance to blunt forces but pushes back as much as it yields, and this allows a stone building to ride out earthquakes with lessened damage and resist blunt force damage as well. The walls gain a break DC bonus of +1 per foot of thickness.



Aqua Clarissima [Chymical; Special]

Aqua clarissima is a chymical in the alchemist’s laboratory, used as the base for potions and substances with a curative effect. On its own, a flask can be imbibed to enhance active healing—if a character drinks this before but in the same round as any magical healing, this adds a +1 to each die of magical healing.

Aqua clarissima can be identified by any alchemist by smell or sight (DC 10), as it smells of violets and has a translucent light blue color. *Caster Level:* 2; *Prerequisites:* Alchemy; *DC:* 14; *Market Price:* 25 gp/8 oz. flask; *Cost to Create:* 50 gp/quart.

Denharil’s Oil

[Unguent/Herbal Restorative; Special]

Denharil’s Oil is a soothing golden liquid that easily pours out of its ceramic bottle and almost magically spreads itself quickly over living tissues. It coats and seals any breaks in the skin (other than natural orifices) and acts as a general bandage or wound binding to stop all bleeding.

Thus, this quick-acting unguent can prevent further hit point loss and is considered an herbal restorative even though it does not provide any hit point restoration.

Caster Level: 7; Prerequisites: Profession: Herbalist, Craft Herbal Restorative or Craft Unguent; *DC: 24; Market Price: 800 gp/bottle; Cost to Create: 400 gp/bottle.*

Feed of Elemental Resistance

[Herbal Restorative/Ingestible; Special]

After ingesting this feed, any animal or magical beast up to the size of a large horse (meaning that this feed can be used by centaurs if so desired) can endure temperature extremes without any penalties, provided they are not supernatural in origin. Snow, sleet, rain, or desert heat will not affect the mount or animal for 2d6 hours after feeding.

Maxar of Jhoth originally created this feed and set the standard packaging—a tightly packed pound of herbs and oats in a waxed-muslin bundle. The bundle is broken open and crumbled into the feedbag.

Caster Level: 4; Prerequisites: Profession: Herbalist, Brew Ingestible or Craft Herbal Restorative; *DC: 17; Market Price: 275 gp/1 pound bag (1 meal); Cost to Create: 630 gp/5 pounds.*

Marael's Tisane

[Ingestible/Herbal Restorative; Special]

Marael's Tisane, while technically an ingestible, is rarely used as such due to its awful-smelling tea, the odor having been described by some as "eau de otyugh." Instead, its brewed leaves and herbs are generally used as a restorative for healing and restoring lost limbs or digits. Pack the tisane as a moist poultice between severed ends of a limb or digit within 5 minutes of their severing and the limb can be restored to the person if the poultices remain in place and the person receives a *cure moderate wounds* spell or better within 1d6 hours. It has the secondary effect of anaesthetizing the wounded area, reducing the victim's pain.

Caster Level: 6; Prerequisites: Profession: Herbalist, Brew Ingestible or Craft Herbal Restorative; *DC: 23; Market Price: 125 gp/ 1 ounce; Cost to Create: 900 gp/pound.*

Orc's Drool Acid [Chymical; Special]

Despite its strange name (another popularism that overwrote its original name of botanic acid), orc's drool acid is effective and useful for all the races. The acid specifically targets plant matter, both living and dead, and reduces such by 5 points of Hardness and 10 hit points per round of exposure (and per full five-ounce bottle used). Thus, a standard wooden door could be entirely dissolved with a direct hit by a bottle of orc's drool. If this acid directly hits a plant creature (including kin o' the green of second stage or beyond), it deals 1d8 points of damage per round until washed away (1d2 points per round if hit by splash).

This acid, which smells of honey and fresh walnuts and is notable for its effervescence, comes in brown ceramic five-ounce bottles, some craftsmen even carving or molding the bottles to appear as small orcs' heads.

The acid gained its name as one of the more common acids and chymicals created by learned orcs and other barbaric cultures. It is used as a highly effective defoliant but its more common use comes in battling elves, ruining their carved artwork and homes, and destroying bows and other wooden weapons.

Caster Level: 2; Prerequisites: Alchemy or Profession: Herbalist, Craft Chymicals; *DC: 15; Market Price: 100 gp; Cost to Create: 50 gp.*



Alchemy & Herbalists

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