

A Necromancer's Grimoire:

Herbs of the Desert



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

A Necromancer's Grimoire

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References to Other Products

Several places in this book refer to one or more classes, feats, spells, items, or other content found in other books, either other books published by Necromancers of the Northwest, or, more commonly, books published by Paizo. Any content that can be found in the *Pathfinder Roleplaying Game Core Rulebook* or *Pathfinder Roleplaying Game Bestiary* are not specially noted as such. Any content that cannot be found in either this book or one of those two books will have a superscript denotation, indicating what book it can be found in. These notations are abbreviated. The following list explains what book each abbreviation is associated with.

AA1: *Advanced Arcana Volume 1*

APG: *Pathfinder Roleplaying Game: Advanced Player's Guide*

B4: *Pathfinder Roleplaying Game: Bestiary 4*

AA2: *Advanced Arcana Volume 2*

ARG: *Pathfinder Roleplaying Game: Advanced Race Guide*

LV: *Liber Vampyr*

AA3: *Advanced Arcana Volume 3*

B2: *Pathfinder Roleplaying Game: Bestiary 2*

NA12: *Necromancer's Almanac 2012*

AA4: *Advanced Arcana Volume 4*

B3: *Pathfinder Roleplaying Game: Bestiary 3*

NA13: *Necromancer's Almanac 2013*

ACG: *Pathfinder Roleplaying Game: Advanced Class Guide*

UC: *Pathfinder Roleplaying Game: Ultimate Combat*

UM: *Pathfinder Roleplaying Game: Ultimate Magic*

Introduction

Alchemy is an unusual discipline. Halfway between magic and science, it is, in a sense, governed by both. Whereas plain magic can often get away with being a completely inexplicable power that can break any rule, including supposed rules of magic itself, alchemy is almost always expected to follow some kind of internal logic: mixing the same ingredients, in the same way, should yield the same result each time. Alchemical ingredients for a potion or salve should in some way relate to its purpose. In a way, the alchemy of fantasy (as opposed to historical alchemy) is nothing more than chemistry and biology applied in a world where magical creatures, plants, and elixirs are, if not exactly commonplace, then at least real enough that they can be experimented with.

Despite the fact that alchemy is at least as much science as it is magic, that doesn't necessarily make it impossible for alchemy to provide the same sense of wonder and awe that is the hallmark of magic. In fact, in roleplaying games like *Pathfinder*, it is in many ways easier to provide such a sense of magical wonder to alchemy than it is to real spells. In a roleplaying game where players can play as spellcasters, the spells themselves need to be quantified, knowable, things (preferably alphabetized, categorized, and codified, processes that make them easier to access and use, but serve to strip away some of the mystery from each individual spell, and the concept of magic as a whole). Further, everything has to be mechanically balanced, which makes it difficult for rare or exotic spells to have a more potent effect at the same spell level than more common spells. Overall, this codification of magic is a good thing, as without it, using magic would be all but impossible within the game's rules system, but it is nonetheless true that the image of magic as a wondrous and unknowable element is diminished by it.

Alchemy is also subject to these problems, but there are some mitigating factors that give it the opportunity to keep a little more wonder and mystery than spells can. It is expected that a wizard, by virtue of being a wizard, can cast any spell he has prepared at any time, and that he can prepare any spell he knows when he prepares spells. This means that once a spell is introduced to the wizard, he has access to it forever. Further, since it's expected (and in some play groups encouraged) that spellcasting players will dig through various and sundry sourcebooks full of extra spells to pick out their favorites, it's often impossible for a GM to introduce an exciting and unknown spell into the game without either having the players dismiss it as something they've already seen in one of the 50 spell books they looked through when creating their character, or else expecting to be able to immediately master it and use it all day every day. It is therefore difficult for GMs to give players the experience of discovery as they are introduced to new spells, and, even if the GM does so, each new spell that is discovered simply becomes added to an ever-growing list of tools, which quickly lose their wonder and excitement, and which cannot be taken back if they prove to be troublesome.

Alchemy, however, depends on ingredients. Ingredients which need to be collected. Ingredients which run out. Ingredients that might react strangely when combined in unusual and unexpected combinations. This was the idea behind *A Necromancer's Grimoire: The Secret of Herbs*. Created for those who were frustrated by the existing rules for alchemy (both in the form of items made with Craft [alchemy] and the alchemist class, whose alchemy directly mimicks spellcasting in such a way as to be indistinguishable from it), this book presented something new, called herbs. Herbs were magical plants (or plant-like fungi, such as mushrooms) which could be harvested in the wild, and which could be prepared with Craft (alchemy) into a variety of useful preparations, or combined with one another to create an even wider array of useful things.

The book was a hit, and remains one of the most popular and successful books produced by Necromancers of the Northwest to date. But, just as spells become boring if they're seen and used too often, part of the magic of herbs is knowing that there are always more herbs to be discovered out there, which may have strange and unusual powers and abilities. So, we decided to make another book, and soon *A Necromancer's Grimoire: Herbs of the Jungle* was created. With that book also a success, we turned our eyes to the desert for another source of exciting and mystifying herbs. Those who don't have *A Necromancer's Grimoire: The Secret of Herbs* need not fret: as with *A Necromancer's Grimoire: Herbs of the Jungle*, everything you need to use the herbs in this book is included here. We hope that you enjoy this collection of jungle-themed herbs, and that your mortar and pestle are ready.

Harvesting Herbs

The main way in which herbs are acquired is by harvesting them directly in the wild. The foremost difficulty in harvesting herbs, however, is finding them. The following section outlines guidelines for allowing characters to try to forage for herbs in the wilderness.

Generally speaking, foraging for herbs is a process which requires 2d4 hours. At the end of this time, the harvesting character makes a Survival check. If the character has at least 1 rank in Craft (alchemy), Knowledge (nature), or Profession (herbalist), he gains a +2 competence bonus on this check.

If the character was foraging for a specific herb which is known to him, compare the result of his check to the forage DC of that herb. Assuming that the herb can be found in the character's environment, if his check meets the herb's forage DC, he finds 1d6 doses of that herb, plus an additional 1d6 doses for every 10 points by which his check exceeded the DC, to a maximum of 4d6 doses.

If the character was instead just searching for herbs in general, the result is slightly more complicated. If the result was at least 15, randomly select one of the herbs available in the terrain the character is currently in (see Table 1-1: Herbs by Terrain, in the next section). The character finds

1d4 doses of that herb. For every 10 points by which the check exceeds the DC, randomly select another herb available in the region, and the character finds 1d4 doses of that herb. If only two or fewer herbs are available in the terrain the character is searching in, the base DC is increased to 20, and if only one herb is available, the DC is instead equal to that herb's DC.

Note that for every 5 doses of a specific herb that are harvested in a given region, a cumulative -2 penalty is applied to future attempts to harvest that herb in that region, as it becomes more and more sparse. In general, such penalties last for roughly 6 months, at which point the herb has sufficiently recovered in the region.

Herbs

Following this is an item block which describes the basic information about the herb. First is the herb's Forage DC, described above. Next is the environment that the herb can be found in, which uses the environments described in the *Pathfinder Bestiary*. This should be used as a rough guideline for where the plant can be found, and not a hard-and-fast rule, especially if the plant is being deliberately cultivated, whether by a druid (who might magically enhance its growth) or by a farmer or other interested party (who

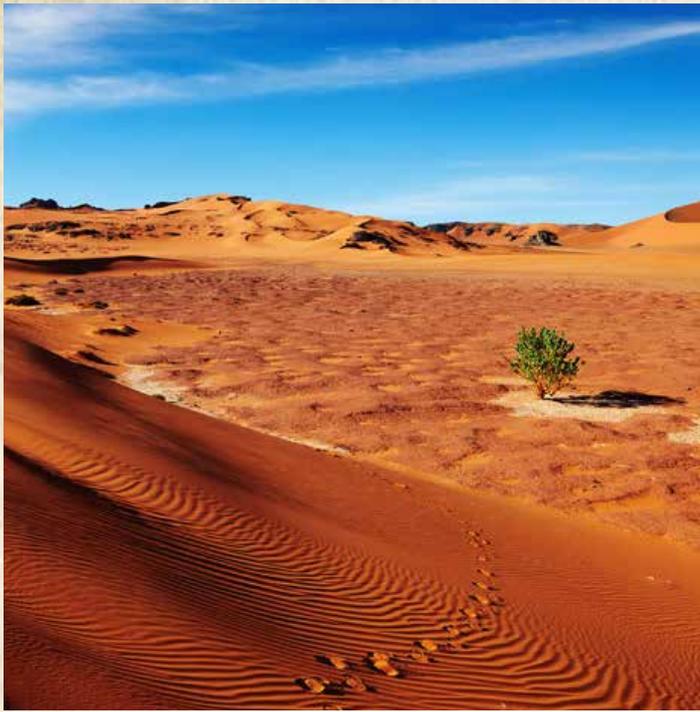
Sidebar: Foraging? That Sounds Hard!

Part of the point of this book is to provide fun and exciting experiences for apothecary- and alchemy-inclined characters. In our experience, one of the things that such characters (and their players) like to do is root around in the woods, or other places, for exotic plants and ingredients. Even if they don't actively go out searching for such things, they are quick to ask questions and get excited about unique foliage, liquids, or other natural phenomenon. Sadly, for the most part, the game as it is does not have much support to actually provide fun and interesting plants, minerals, and other substances for such characters to find, and, as a result, it was one of our major goals in writing this book to ensure that in addition to creating fun alchemical items to use, we would also make finding the ingredients for those items more interesting, as well.

That said, not everyone is interested in foraging, and many players would much rather just purchase the various alchemical items in their local apothecary or general store, and leave the Craft (alchemy) checks to the NPCs. Since we've included market prices for all these items, there's nothing stopping you from doing that.

But what about players who take Craft (alchemy) because it's a cheap way to acquire alchemical substances, and not because they want to roleplay through alchemical activities? Do they really have to go on special herb-harvesting adventures? Not if they don't want to. There's nothing stopping a character from purchasing the necessary herbs and making the items himself. That said, the prices of the herbs and the prices of the items were made with the assumption that characters would need to actively forage for herbs, and couldn't necessarily pick them up at the local store. As a result, if characters are just purchasing herbs directly, and using Craft (alchemy) to get the items listed here more cheaply, it wouldn't be entirely unreasonable to treat these special substances as just another alchemical item, and have the material cost be 1/3 the finished product's market price, instead. Players and GMs who want to use this book should discuss to what extent the book is going to be used, and whether they want to treat herbs specially or not, to avoid confusion and ensure everyone has the same expectations.

It's also worth noting that players don't necessarily need to go foraging for herbs. If a GM is so inclined, he can place herbs in locations that PCs are likely to travel. For example, a jungle cave with little of interest in it could easily be spiced up with a few specimens of Wedrige's catalyst. This keeps all the fun and wonder of discovery, while rewarding players for staying on-track in the adventure, as opposed to wandering off on their own to search for plants.



Specific Herbs

The following herbs are presented in alphabetical order. After each herb's name, there is a brief description of the plant's appearance, and other general information about it.

Azureberry

An azureberry is about the size of a cantaloupe and is gorgeous to behold. Each berry is multihued, displaying a half dozen or more shades of blue and purple which shine with a warm inner light. When exposed to the desert sun, these wondrous fruits flare in a brilliant display of radiance, casting long rays of shimmering blue light in all directions.

AZUREBERRY

Forage DC 15; Environment desert

Price 50 gp; Weight 1 lb. per dose

These curious, subterranean plants are found only in desert environments and provide an important source of food for many of the desert's more dangerous and impressive creatures. Unusually high in protein and other essential nutrients, azureberries also have a truly unique taste which is both sweet and umami. These berries are so important to the diet of powerful sub-desert dwellers, such as blue dragons and behirs, that such creatures are known to guard the underground azureberry patches with near the same fervor they would their other treasures. In addition to their nutrition benefits, azureberries are magical in nature, with restorative properties so potent that they often draw herbalists into direct conflict with the fearsome beasts who prize these berries as food.

Preparations

Azurecure: When mixed with desert rainwater, the radiant juices of an azureberry can be used to cure dire wounds in an individual, restoring 1d6 points of temporary ability damage to a single ability score.

Craft DC: 20; Price 125 gp

Greatberry: When targeted by a *goodberry* spell, the inherent properties of the azureberry combine with the magic of the spell to create a greatly enhanced effect. The newly transmuted greatberry is able to sustain a Medium creature for 1d3 days, and restores 8 hit points (though it still cannot be used to restore more than 8 hit points to a single individual in a 24-hour period).

Craft DC: 20; Price 60 gp

Pulp of Wholeness: The most prized ability of the azureberry is that it can restore vitality to those who have had some of their life force stolen away. When combined with certain alchemical salts, the juice of an azureberry can remove all temporary negative levels the imbiber received within the last hour.

Craft DC: 25; Price 250 gp

might grow it in a specially-prepared place, for example). Also listed in the item block are the market price of the item and the weight of the herb per dose, if the herb is heavy or large enough for this to be an issue.

Next is a brief description of any information relevant to harvesting the herb, or simply eating it as food. Any specific dangers posed by the herb in its natural state (such as if it is poisonous without proper preparation) are listed here.

After this are descriptions of the various special preparations that can be made from the herb using Craft (alchemy), without needing any other special ingredients. These descriptions include the substance's effect and how it can be used, as well as the DC to craft the item, and the market price to purchase one.

Preparations

Preparations are special alchemical items that are made from herbs. Each herb's entry has a number of preparations, and describes what those preparations do when used, the DC for the Craft (alchemy) check to create one from a harvested herb of the appropriate type, and the cost to purchase the preparation on the open market. Crafting a preparation uses the normal rules for Craft (alchemy), except that there is no cost in materials other than acquiring the necessary herb.

Unless otherwise noted, using a preparation requires a standard action.

Clinging Fire

A parasitic herb, clinging fire appears as a bright red, super-thin mass of needle-like webbing which grows in patches under the skin of its host. The plant reproduces by spores which are produced within the host and spread via the host's respiration system. Though crippling to the creatures hosting it, clinging fire is not lethal in and of itself, causing death in its victims only indirectly.

CLINGING FIRE

Forage DC 15; Environment desert
Price 45 gp; **Weight** 1 lb. per dose

Named for the way it discolors the skin of the creatures it infests, this parasitic plant lives under the skin of desert-dwelling creatures, feeding off their life force to fuel its own growth. During its growth process, this unusual herb causes the victim's skin to flare up an angry red color, as the plant's natural coloration subverts the victim's natural pigmentation. Though it is possible to extract clinging fire without killing the subject, removing the parasitic herb is a difficult and time-consuming process that some alchemists find not to be worth the trouble. Though the plant soon dies after extraction from its host, whether living or dead it retains its magical properties for some time, allowing it to be utilized for alchemical purposes.

Clinging fire operates in a fashion similar to a disease on creatures it has infested. The severity of the effect is directly related to the amount of clinging fire in the host's system, and thus reflects the amount of clinging fire which could be harvested from the victim. While it is possible for a host to fend off the disease, this becomes more difficult with time and ruins the viability of any clinging fire in the host's system. A *cure disease* spell or more powerful magic can expel all the clinging fire in the victim's system, leaving viable samples. Harvesting one or more doses of clinging fire from an infected creature allows the victim some relief from the disease, while removing all clinging fire from a creature cures her of its ill effects.

CLINGING FIRE DISEASE

Type disease, inhaled; **Save** Fortitude DC 10 + 1 per dose of clinging fire

Onset 1 day; **Frequency** 1/day

Effect 1 point of Str damage per dose of clinging fire, and gain 1 dose of clinging fire; **Cure** for every successful saving throw, reduce the number of doses of clinging fire the target has by 1; if the target has 0 or fewer doses of clinging fire, she is cured of the disease

Preparations

Clinging Fire Bomb: Clinging fire spores can be gathered into a specially prepared jar, which can be thrown as a grenade-like weapon in order to deliver its dread spores. The jar can be thrown at a single target as a ranged touch attack with a range increment of 10 feet. If the attack hits, the target immediately gains 1d3 doses of clinging fire and must immediately save against the clinging fire disease. A creature already affected by clinging fire is immune to this effect. Whether the attack hits or not, all creatures within a 5-foot

radius of the attacked square are exposed to clinging fire disease.

Craft DC: 20; **Price** 100 gp

Scorching Spore Poison: The spores from a clinging fire plant can be distilled into a deadly liquid toxin which, upon entering the body, causes the target to rapidly dehydrate as the modified spores absorb the target's bodily fluids.

Craft DC: 25; **Price** 200 gp

SCORCHING SPORE POISON

Type poison (injury or ingested); **Save** Fortitude DC 10

Frequency 1/round for 6 rounds

Effect 1d6 nonlethal damage and 1d3 Str damage, and the Fort save DC increases by 2; **Cure** 1 save

Sickness Siphon: Clinging fire can be alchemically treated to die within the host's body, and herbalists have developed a way to exploit this in order to protect a user from all other diseases. When treated in this way, the clinging fire attacks foreign bodies in the user's system, meaning that the user does not suffer the full brunt of the clinging fire disease. A single use of sickness siphon allows the imbiber to immediately make a single additional saving throw against any disease she is currently suffering from; if she succeeds, the success counts towards curing the disease, and if she fails, there are no ill effects. Further, the sickness siphon enhances the imbiber's immune system for 24 hours. While under the effects of sickness siphon, the target is fatigued and gains a +4 bonus on Fortitude saves made to resist diseases.

Craft DC: 20; **Price** 150 gp

Coil Cactus

The coil cactus is a peculiar desert plant, named for its bizarre shape. Obviously unusual, if not outright magical, coil cacti grow in deserts of all kinds, including frozen wastelands, though they are far more common in hot, sandy deserts. Coil cacti grow primarily in shaded areas, such as in the shadows of great dunes or sheltered by mountains and rocky cliffs.

COIL CACTUS

Forage DC 20; **Environment** desert

Price 150 gp; **Weight** 45 lbs. per dose

The center stalk of this tall cactus forms a spiral shape, with the branches coiling around it in loose, wild circles. At the head of each branch, a large red and blue bell-shaped flower remains in near constant bloom. These flowers give off a very pungent odor that drives off would-be predators. Those creatures who do brave the stench must still contend with the highly poisonous spines which point out in all directions from each of the plant's multiple stalks. Coil cacti have a number of special uses, and many primitive desert cultures utilize some part of the plant in their skirmishes.

Preparations

Cactus Stink: This refined and concentrated version of the horrid stench produced by the coil cactus's flowers can be used to overwhelm a foe with the sickening smell. This liquid can be thrown as a grenade-like weapon, requiring a successful ranged touch attack to hit a target. A direct hit with cactus stink causes the target to become nauseated for 1d3 rounds. Creatures adjacent to the target or adjacent to the square the cactus stink explodes in are sickened for 1d3 rounds.

Craft DC: 15; **Price** 200 gp

Coil Cactus Poison: A coil cactus's spines are highly poisonous and dangerous to all those injured by them. A coil cactus's poison is extremely painful and causes damage to the body, particularly to the digestive system and muscles.

Craft DC: 15; **Price** 120 gp

COIL CACTUS POISON

Type poison (injury); **Save** Fortitude DC 10

Frequency 1/round for 6 rounds

Effect target is staggered and suffers 1 point of Str and Con damage; **Cure** 1 save

Coil Perfume: While coil cacti are famous for their rotten smell, when certain alchemical reagents are applied to the cactus's flowers, they can be made to give off a scent which most creatures find highly appealing. A creature who douses himself in coil perfume gains a +5 competence bonus on the first Diplomacy check he makes while under the perfume's effects. The effects of a single dose of coil perfume last for 1 hour.

Craft DC: 15; **Price** 200 gp

Desert Blood Rose

These magnificent flowers are not truly roses, though they so closely resemble the beautiful flower as to have been named for them. Each of these magical plants grows 3 stems, and each stem has a single flower, with one flower being red and the others being white or yellow. Curiously, these gorgeous flowers only grow in the absence of proper soil, being found only in sandy or snowy environs. Unlike most plants, a desert blood rose needs no water to grow preferring blood, instead.

DESERT BLOOD ROSE

Forge DC 20; **Environment** cold or desert

Price 100 gp; **Weight** —

A desert blood rose has a thorny stem which secretes a venom that prevents clotting, causing excessive bleeding. Its beautiful rose-like petals change colors from white to yellow or red, depending on how well the plant has fed. The plant has a complex system of roots which can sense blood, and which move towards it for quick absorption. Desert blood roses have a sweet scent that most living creatures find very appealing, and creatures are often drawn to the plant. Such creatures then run the risk of cutting themselves on the desert blood rose's thorns, and their quick flow of blood feeds the flower. The bodies of these victims often attract scavengers, who continue the cycle.

Preparations

Desert Rose Medicine: Made from the distilled juices of a desert blood rose's roots, this tonic can either be consumed or applied directly to wounds, helping the body to retain blood. This special concoction instantly stops the target from bleeding, reducing the amount of bleed damage the target suffers for a short time. Roll 1d6 when the salve or tonic is administered, and then deduct that amount from any bleed damage the target would suffer each round for the next hour.

Craft DC: 20; **Price** 200 gp

Desert Rose Perfume: This fine perfume lacks the desert blood rose's potent sweet aroma, instead having been distilled to such an extent as to be extraordinarily subtle and pleasant, causing those the user interacts with to regard her in to a better light and listen more carefully to what she has to say. For the next hour, whenever the user makes a Diplomacy check, she rolls twice and takes the higher result.

Craft DC: 15; **Price** 150 gp

Thorn Bomb: Made by simply wrapping the thorny barbs of a desert blood rose around a rock, wooden ball, or similar object, these thrown weapons have been used by primitive desert cultures for centuries to slay their foes. Treat a thorn bomb as a thrown weapon, which, upon a successful hit, deals damage equal to the user's Strength modifier and inflicts 1 point of bleed damage to the target.

Craft DC: 10; **Price** 50 gp

Grey Sage

This ugly shrub resembles common sagebrush, save for its color. Despite its name, the color of this plant is hard to describe, there are occasionally fierce debates about the actual color among herbalists, some describing it as a beige or a sandy color, and others claiming it is, in fact, devoid of color. However it is described, most find the appearance distasteful. A typical grey sage plant will grow to be about 2 feet tall and cover about a 4-foot-square area of ground. Because of the vast numbers of these plants which can be found growing extremely close together, it is often erroneously believed that grey sage plants are much bigger than they actually are.

GREY SAGE

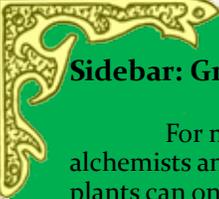
Forge DC 10; **Environment** desert

Price 30 gp; **Weight** 2 lbs. per dose

Grey sage grows in great abundance in semi-arid deserts or on the borders of hot deserts, where it grows wild as a weed. Grey sage has no scent and isn't good for eating, though it has a number of pseudo-alchemical purposes that some find intriguing.

Preparations

Grey Oil: Made by boiling the long stringy vines that comprise a grey sage plant, this oil is a foul grey color. When applied to the skin, this oil causes the user to become dull and seemingly unreal, allowing him to blend easily into



Sidebar: Growing Your Own Herbs

For many, when one talks of herbs with strange and interesting uses known only to the eccentric alchemists and wizened old sages that study such lore, the default assumption is that these strange and wondrous plants can only be acquired by wandering out into the woods (or other wilderness location) and finding them. This can make an excellent hook for an adventure (albeit a somewhat trite one), and in part, this book was made specifically for those sorts of players who like to declare things like “my character goes into the woods and wanders around looking for interesting herbs he can use in his potion-making,” and who want to be able to have a fun and dynamic experience with that.

On the other hand, most games take place in a quasi-medieval setting, where even the average peasant (or, perhaps, *especially* the average peasant) has a firm grasp on the concept of agrarian societies, and the idea that rather than foraging for certain plants, civilized people are capable of encouraging their growth close to home. All of the herbs found in this book have at least one useful purpose, and many of them are things that characters could easily want to ensure they have on hand, so that they can maintain a steady supply.

Before allowing your players to keep their own herb gardens, here are a few things to think about: many of the herbs provided in this book are already a potentially powerful means for characters with Craft (alchemy) to amass wealth. While it’s true that the amount of wealth is going to be relatively small, and that, if we’re perfectly honest with each other, PCs already have access to infinite wealth in the form of the Profession skill, or, really, the Craft (alchemy) skill (which already allows characters to make and sell items at a profit, it just tends to require more investment), some GMs may still be upset by this, and some players will try to abuse it. If the herbs are only accessible by foraging, then the GM gains a lot of control over a player’s ability to access them: there’s always the possibility that the PCs come across a monster while looking for plants, and any herbs they find afterward can be counted towards the amount of treasure the monster is supposed to provide. If the herbs are coming from a private herb garden, however, that control is lost.

On the other hand, there are just as many fun and interesting roleplaying opportunities in a character who slavishly tends his herb garden as there are in a character who wanders around in the swamp (although, admittedly, the latter is much easier to launch into an adventure). And by allowing the character to have the herbs on hand, he will be much more likely to be able to produce the various special substances that can be made with that herb in a timely manner than someone who needs to go looking for it, hoping he’s in the right climate.

Finally, since the forage check is no longer going to be necessary, there should be rules of some sort governing the cultivation of these herbs. This book is not Farming 101, and providing separate rules for how to grow and care for the various herbs presented in this book is not something that we feel is likely to be of value to most readers. In general, though, we would recommend the following.

First of all, the character must give the plant adequate space, soil, and sunlight. The definition of “adequate” may vary from plant to plant in all of these cases. Second, the character must be able to at least approximate the environment of the plant (that is, plants that come from cold environments would need to be kept cold somehow in warm environments). Specially-enchanted magical containers might be able to do this, or the gardener might be able to cast *endure elements* on the plants each day, for example.

Growing an herb requires a successful Profession (gardener) or Profession (herbalist) (or, if your GM’s feeling generous or feels it’s more appropriate, Profession [farmer]) check, with a DC ranging from 15 to 25. Herbs take anywhere from 1 week (for particularly fast-growing ones) to 2d4 months (for particularly slow-growing ones) to grow, with most herbs taking 2d4+2 weeks to grow. In one hour each day, a character can give proper care to a number of growing herbs equal to four times the number of ranks he has in the relevant Profession skill (if he is growing more herbs than this, he needs to spend more time tending them each day). Failure to spend this time caring for the plants each day, or failure to provide them with the sunlight, water, soil, or environmental conditions appropriate for the plant imposes cumulative penalties on the Profession check ranging from -2 to -4, or, at the GM’s discretion, may prevent the herb from growing at all (such as by not giving it any soil, for example).



the background. This grants the user a +4 bonus on Stealth checks for 1d4 hours, and additionally renders the user invisible to darkvision.

Craft DC: 15; **Price** 200 gp

Sage Rope: The strands of a grey sage plant can be woven together to create an extremely tough and durable rope. The price listed here is for 20 feet of rope, which is the typical amount that can be harvested from a single grey sage plant. Sage rope is extremely strong, capable of holding up to 5,000 lbs. without breaking, and is both difficult to burst and difficult to cut. Sage rope has hardness 8, and a single 50-foot-long section of the rope has 20 hit points. Additionally, the rope imposes a -6 penalty on all combat maneuver checks, Strength checks, and Escape Artist checks made to escape the bindings. Sage rope does not tolerate water well, and even a minor exposure to water causes the rope to fray and break.

Craft DC: 10; **Price** 25 gp

Unseen Smoke: By burning a significant quantity of grey sage in a specially prepared brazier, one can create a special smoke which allows no light or color to pass through its cloud, hiding those within. This smoke cloud fills a 30-foot radius area around the burning sage and lasts for 1d10 minutes per dose of unseen smoke. Creatures within the cloud cannot be seen at any distance, though they may still be sensed through other means, such as touch or scent. While within the cloud, creatures are blind. The cloud fools normal vision as well as darkvision, but not blindsight or other supernatural vision.

Craft DC: 15; **Price** 150 gp

Mystic Cactus

These magical cactus plants are actually a fairly common sight in hot, rocky deserts, where they grow in small clusters or littered among more mundane cacti. A mystic cactus has only a single bulbous green stalk, with a flowering head that blooms in a brilliant violet hue. While most sleeping cacti typically reach about 5 or 6 feet in height and can weigh as much as 400 lbs., left to their own devices these cacti never stop growing, and truly ancient specimens have been found in secret desert vales which stretch 60 feet into the air and are 10 feet wide at the base.

MYSTIC CACTUS

Forage DC 20; **Environment** desert
Price 90 gp; **Weight** 2 lbs. per dose

These plants are prized both by alchemists looking to enhance their crafts, and by explorers looking for a safe source of food and water in a harsh desert climate. While a mystic cactus is covered in large, wicked-looking needles, these are actually soft to the touch and carry no venom, making the plants safe and easy to handle, even without gloves.

Preparations

Alchemical Stabilizer: By adding salt to the magical sap of a mystic cactus, one can create a potent stabilizing agent which can be applied to any alchemical extract in order to make it more stable. Applying the alchemical stabilizer is a free action made as part of creating the extract. Once applied, the extract remains stable for 1 minute, during which time the alchemist can set the extract down or transfer it to another creature without risking it become inert. Additionally, during this time any creature can consume the extract to benefit from its magical effects.

Craft DC: 10; **Price** 40 gp

Alchemical Water: The most highly valued part of the mystic cactus is the water held inside its bulbous stalk. Collected over long years and stored inside the plant's body, the water inside a mystic cactus becomes infused with magic, and carries a touch of the plant's essence within it, making it an exceptionally good base for potions, as well as elixirs and oils. Whenever a creature uses the Brew Potion feat to create a potion, he may expend one dose of alchemical water in order to increase the potency of that item. While crafting, the user treats his caster level for the potion as though it were 1d4 levels higher than it actually is.

Craft DC: 15; **Price** 100 gp

Mystic Cactus Flesh: By consuming the cooked flesh of this cactus, the user becomes more in tune with the magic which feeds the cactus, making him better able to process magical energies and gain greater benefits from spells and magic items. A single dose of mystic cactus flesh can be consumed as a move action. After consuming the mystic cactus flesh, any spell or effect cast upon the user, including those generated from magic items such as consumed potions, is treated as though its caster level were 2 higher than it actually is. This benefit lasts for 1 hour.

Craft DC: 10; **Price** 60 gp

Sand Flower

Growing just below the surface of the sand, these extremely hardy plants can live with virtually no sunlight and very little water. These plants are known to reach massive size and are not generally eaten by animals. As their name implies, sand flowers are only found in sandy environments, and unlike many other desert plants, cannot be found in cold or rocky deserts. Sand flowers are grey in color and can grow to be up to 10 feet in diameter.

SAND FLOWER

Forage DC 30; **Environment** desert
Price 300 gp; **Weight** 1 lb. per dose

While sand flowers have many desirable traits for alchemical processes, the fact that they are found beneath the surface of the desert makes them extremely hard to locate and forage for. Coupled with the massive systems of roots, these exotic desert plants are among the most difficult to harvest, prompting many would-be herbalists to devise clever systems for the detection and removal of these exotic ingredients. None of these methods has proven truly effective, however, and herbalists continue to experiment

with new ways to harvest these strange plants. Sand flowers are prized for their hardiness and can be used to make a variety of extracts which toughen the user.

Preparations

Sand Flower Oil: The most prized feature of the sand flower is the waxy oil found on its massive petals. When properly treated and preserved, this exotic substance can be rubbed into the body to cause a temporary toughening of skin. Applying a single dose of sand flower oil is a move action and provides the user with DR 1/— for 1 minute. This effect does not stack with itself or other forms of temporary damage reduction, but does stack with permanent damage reduction, such as that granted by the barbarian class feature.

Craft DC: 20; **Price** 360 gp

Sand Flower Serum: This serum is a more concentrated form of sand flower oil, meant to be injected directly into the bloodstream in order to make the user more hardy and hale for a short time. Injecting the serum takes 1 full round and requires a successful Heal check (DC 10). Failure causes the dose to be wasted, with no effect. Once successfully applied, the user gains a +4 enhancement bonus to her Constitution score for 8 hours. After the serum wears off, the user is exceptionally drained and becomes exhausted. A second dose of the serum instantly cures any exhaustion or fatigue caused by this effect, in addition to providing a +4 bonus to Constitution.

Craft DC: 20; **Price** 500 gp

Viperbane: A little known but highly useful feature of the sand flower is that its root systems contain special enzymes which neutralize most poisons. These enzymes can be harvested by skilled herbalists and used to produce antidotes to almost any poison. A single dose of viperbane, administered as a move action, will instantly cure the imbiber of any poison with a saving throw DC of 14 or less.

Craft DC: 15; **Price** 150 gp

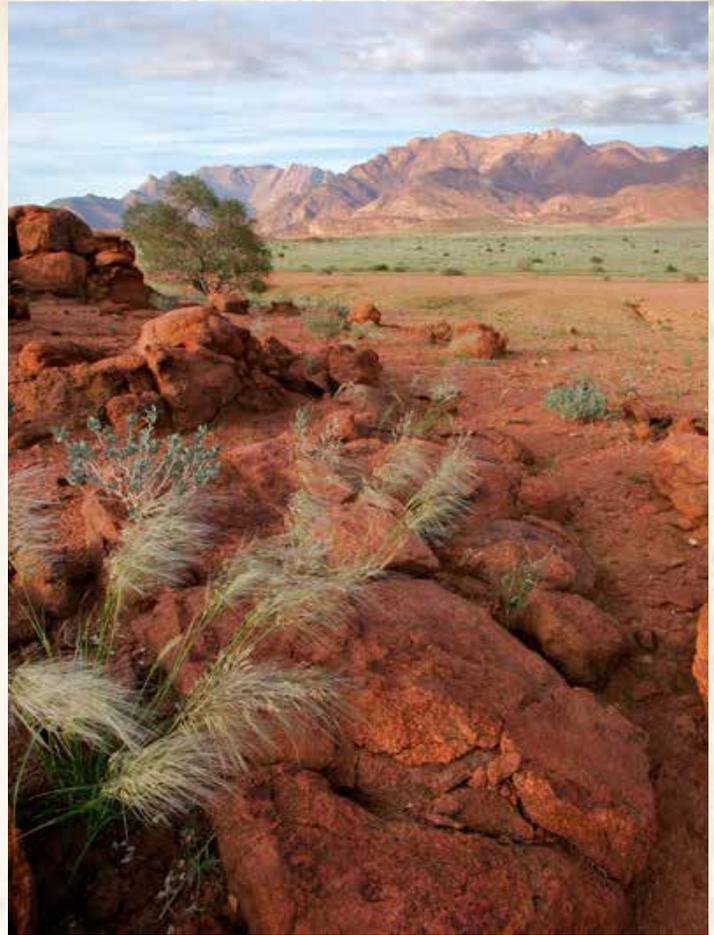
Sun Fruit

These miraculous plants grow only in the harshest environments and their appearance in such climates is often remarkably out of place. Sun fruit grow on tall trees, not dissimilar to more traditional palms, and they bear their obviously magical fruits all year round. To the trained eye, these trees have trunks which are slightly thicker around and far more resilient to damage, being as hard to destroy as a massive tree despite their relatively small size. Curiously, sun fruits do not contain seeds, and it is unclear how these strange plants reproduce.

SUN FRUIT

Forage DC 20; **Environment** desert
Price 120 gp; **Weight** 1 lb. per dose

The sun fruit itself is a large orange sphere approximately 2 feet in diameter which glows brightly with an inner golden light, from which the fruit gets its name. This inner light is actually a highly magical and extremely



unstable liquid which fills the fruit almost to bursting. Sun fruit make excellent natural light sources, and due to their unstable nature, they make effective, if somewhat dangerous weapons, having been utilized by desert warrior cultures for millennia. Safely harvesting a dose of sun fruit requires five minutes and a Survival check (DC 20), or else the berry is ruptured, and there is a 50% chance that the volatile liquids inside ignite, dealing 2d6 points of fire damage to everything within 5 feet (a successful DC 10 Reflex save halves this damage). Attempting to eat the plant when it has not been properly prepared also has a 50% chance of causing it to explode in the same fashion.

Preparations

Last Rites: A curious feature of the sun fruit is the way its juice interacts with holy water, enhancing the natural destructive power of both and creating a potent grenade to destroy undead. When the two are combined, the resulting substance can be used as a thrown weapon, requiring a successful ranged attack to hit the target. If the attack hits an undead creature, the liquid ignites in a brief but glorious burst of pure white fire, which inflicts 3d6 points of damage which is half fire damage and half untyped damage. This substance can alternatively be replicated by casting *bless water* on a sun bomb. A dose of last rites does no damage to non-undead creatures.

Craft DC: 15; **Price** 150 gp

Sidebar: Encyclopedia Botannica

As written, the mechanics in this book assume that any character capable of succeeding on the Craft check to create something from an herb is going to be aware not just of the process necessary to turn the herb into the desired item, but also that the desired item even exists in the first place. This is no different from the fact that anyone—even someone with no ranks in Craft (alchemy)—can attempt to turn raw materials into tindertwigs and tanglefoot bags, even though, realistically, it's entirely possible that the character has never even *heard* of a tanglefoot bag.

For most groups, this will not be a problem, and having to find excuses for how one's character has ever heard of the various items and herbs presented in this book is ultimately just another hurdle to jump through in order to use it. That said, some players and GMs will feel that it is inappropriate for characters to walk around with what amounts to encyclopedic knowledge of the properties of all plants, as well as a full catalogue of everything that could potentially be crafted alchemically.

In such cases, the GM could require a character succeed on a Craft (alchemy), Knowledge (nature), or Profession (herbalist) check in order to see if he knows the properties of a given herb. The DC for such a check should be equal to the herb's forage DC. Success indicates that the character knows the various items that can be crafted from the herb, and success by 5 or more also indicates that the character knows the various items that can be crafted by mixing the herb with other herbs, and which herbs those are.

Alternatively, one could allow a character to experiment with the herb to try to learn its properties. In this case, the character rolls a series of Craft (alchemy) checks, one for each day of study, and adds the results together. When the total equals or exceeds 10 times the herb's forage DC, the character has learned all of the various items that can be created from the herb.

Finally, one can approach the situation in reverse: a Craft (alchemy) check can reveal the existence of a given preparation or compound, with the DC being equal to the item's Craft DC minus 10. If the check beats the DC by 5 or more (i.e., 5 lower than the DC required to craft the item), the character also knows which herbs, if any, are required as ingredients to create the item.

Sun Bomb: Though it takes little effort to make a sun fruit explode, some alchemical treatments are required to cause the sun fruit to detonate in a way which is both controlled and damaging to the enemy. A specially treated sun bomb can be thrown as a grenade-like weapon and deals 2d6 points of fire damage to creatures in a 5-foot radius. A successful Reflex save (DC 10) halves this damage. A creature struck directly by a sun bomb (requiring a successful ranged touch attack) receives no saving throw.

Craft DC: 10; **Price** 100 gp

Sun Sphere: On its own, the glowing inner light of a sun fruit is sufficient to light most areas without need of any magical enhancement, and a sun fruit makes a convenient and natural alternative to torches and lanterns. A sun sphere illuminates a 20-foot-radius area with bright light, but produces no light beyond that area; creating a stark barrier at the ends of the effect that clearly demonstrates its magical nature. A sun fruit can be held in one hand and loses its inner light 1 week after harvest.

Craft DC: 0; **Price** 5 gp

Walking Cactus

This potent herb is actually a living plant monster which roams desert regions in search of prey. Resembling a giant branchless cactus with a toothy mouth splitting the center, the walking cactus is a horror to behold. The monster moves about the desert on long, thick vine-like stalks which writhe beneath it. Walking cacti are extremely dangerous and should only be approached by well-equipped herbalists who can handle a fight.

WALKING CACTUS

Forage DC 25; **Environment** desert

Price 200 gp (walking cactus), 400 gp (giant walking cactus), 800 gp (deadly walking cactus); **Weight** 50 lbs. per dose

Despite the dangers, many herbalists and alchemists seek out walking cacti, as their corpses provide numerous useful pseudo-magical items. Walking cacti can be found roaming throughout the desert in search of food. Despite their great hunger and violent tendencies, walking cacti have complex and highly efficient systems for nutrient processing, and they can go months without consuming anything. While most walking cacti are about the size of a large horse, others can grow to tremendous size and power. While these yield more doses of the walking cactus herb, they are also more dangerous. Unlike normal herbs, the number of doses of walking cactus herb yielded by a walking cactus is equal to the CR of the creature, and they can be easily harvested once the creature has been slain.

Sidebar: The Walking Cactus

The following section presents statistics for the walking cactus, giant walking cactus, and deadly walking cactus.

Walking Cactus

This creature appears to be a massive green cactus, covered in wicked-looking spikes. It is split across the middle by a massive, fang-filled mouth which drips sap.

WALKING CACTUS CR 3

XP 800

N Large plant

Init +1; **Senses** low-light vision; Perception +9

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

hp 26 (4d8+8)

Fort +6, **Ref** +2, **Will** +1

Defensive Abilities thorn coat; **Immune** plant traits

OFFENSE

Speed 40 ft.

Melee bite +6 (1d8+6 plus 1d6 acid plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks digestive juices, swallow whole (2d6 acid damage, AC 12, 2 hp)

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 3, **Wis** 10, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 19

Feats Alertness, Power Attack

Skills Perception +9, Sense Motive +2

SQ reinvigorate

ECOLOGY

Environment desert

Organization solitary

Treasure none

SPECIAL ABILITIES

Digestive Juices (Ex): A walking cactus has incredible digestive juices. Whenever a creature suffers acid damage from the walking cactus's swallow whole ability, he must succeed on a Fortitude save (DC 14) or suffer half that amount of damage at the beginning of his next turn.

Reinvigorate (Ex): As a standard action, a walking cactus can restore 1d8 hit points and immediately recover from any of the following conditions: nauseated, staggered and stunned. Additionally, if a swallowed creature had cut his way out of the walking cactus, the walking cactus regains its swallow whole ability.

Thorn Coat (Ex): A walking cactus is covered in a thick and prickly coat. Any creature that hits a walking cactus with an unarmed strike, natural attack, or any melee weapon without reach suffers 1d4 points of piercing damage. Any creature grappling or grappled by the walking cactus suffers 2d4 points of piercing damage per round that the grapple continues.

Giant Walking Cactus

This humongous cactus has a mouth filled with razor sharp, acid dripping teeth, and it speeds along the desert on massive, writhing tentacles.

WALKING CACTUS, GIANT CR 6

XP 2,400

N Huge plant

Init +0; **Senses** low-light vision; Perception +14

DEFENSE

AC 19, touch 8, flat-footed 19 (+11 natural, -2 size)

Hp 67 (9d8+27)

Fort +11, **Ref** +3, **Will** +3

Defensive Abilities thorn coat; **Immune** plant traits

OFFENSE

Speed 50 ft.

Melee bite +12 (2d6+12 plus 1d6 acid plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks digestive juices, swallow whole (3d6 acid damage, AC 15, 6 hp)

STATISTICS

Str 26, **Dex** 10, **Con** 16, **Int** 3, **Wis** 10, **Cha** 6

Base Atk +6; **CMB** +16; **CMD** 26

Feats Alertness, Cleave, Great Fortitude, Improved Natural Armor, Power Attack

Skills Perception +14

SQ reinvigorate

ECOLOGY

Environment desert

Organization solitary

Treasure none

SPECIAL ABILITIES

Digestive Juices (Ex): A giant walking cactus has incredible digestive juices. Whenever a creature suffers acid damage from the giant walking cactus's swallow whole ability, he must succeed on a Fortitude save (DC 17) or suffer half that amount of damage at the beginning of his next turn.

Reinvigorate (Ex): As a standard action, a giant walking cactus can restore 2d8 hit points and immediately recover from any of the following conditions: nauseated, staggered and stunned. Additionally, if a swallowed creature had cut his way out of the giant walking cactus, the giant walking cactus regains its swallow whole ability.

Thorn Coat (Ex): A giant walking cactus is covered in a thick and prickly coat. Any creature that hits a walking cactus with an unarmed strike, natural attack, or any melee weapon without reach suffers 2d4 points of piercing damage. Any creature grappling or grappled by the walking cactus suffers 4d4 points of piercing damage per round that the grapple continues.

Deadly Walking Cactus

This terrible plant monster is the most dangerous of the walking cacti, stronger than others of its kind and with a more potent acid.

WALKING CACTUS, DEADLY

CR 9

XP 6,400

N Huge plant

Init +0; Senses low-light vision; Perception +21

DEFENSE

AC 23, touch 8, flat-footed 23 (+15 natural, -2 size)

hp 119 (14d8+56)

Fort +13, Ref +4, Will +4

Defensive Abilities thorn coat; Immune plant traits

OFFENSE

Speed 50 ft.

Melee bite +18 (3d6+15 plus 1d6 acid plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks digestive juices, swallow whole (5d6 acid damage, AC 18, 11 hp)

STATISTICS

Str 30, Dex 10, Con 18, Int 3, Wis 10, Cha 6

Base Atk +10; CMB +22; CMD 32

Feats Alertness, Cleave, Great Cleave, Great Fortitude, Improved Natural Armor, Improved Natural Attack, Power Attack

Skills Perception +21

SQ reinvigorate

ECOLOGY

Environment desert

Organization solitary

Treasure none

SPECIAL ABILITIES

Digestive Juices (Ex): Whenever a creature suffers acid damage from the deadly walking cactus's swallow whole ability, he must succeed on a Fortitude save (DC 21) or suffer half that amount of damage at the beginning of his next turn.

Reinvigorate (Ex): As a standard action, a deadly walking cactus can restore 5d8 hit points and immediately recover from any of the following conditions: nauseated, staggered and stunned. Additionally, if a swallowed creature had cut his way out of the deadly walking cactus, the deadly walking cactus regains its swallow whole ability.

Thorn Coat (Ex): A deadly walking cactus is covered in a thick and prickly coat. Any creature that hits a walking cactus with an unarmed strike, natural attack, or any melee weapon without reach suffers 2d6 points of piercing damage. Any creature grappling or grappled by the walking cactus suffers 4d6 points of piercing damage per round that the grapple continues.

The listed forage DC allows the herbalist to find a live walking cactus (the type of walking cactus, from among the three presented here, is determined at random), but he must still slay the cactus in order to harvest any doses of walking cactus herb from it. If he beats the DC5 or more, he can choose one of the three types of walking cactus, and he does not encounter that type (there is a 50/50 chance of either of the other two). If he beats the DC by 10 or more, he can choose what type of walking cactus he encounters.

Preparations

Cactus Drool: A walking cactus's deadly digestive juices can be specially treated and preserved to make a potent bomb which can deal persistent acid damage. These grenade-like weapons must be thrown at the target, requiring a successful ranged touch attack to hit. They explode upon impact, dealing an amount of acid damage equal to that dealt by swallow whole ability of the walking cactus from which the cactus drool was created. The target must also succeed on a Fortitude save (DC 10) or suffer half that amount of damage again on his following turn.

Craft DC: 15; **Price** 150 gp (walking cactus), 300 gp (giant walking cactus), 600 gp (deadly walking cactus)

Reinvigoration Serum: This fine, crystal clear substance is made from the reinvigorating sap of the walking cactus, and when imbibed, it restores some of the user's health. A single dose of reinvigoration serum, consumed as a move action, restores the user a number of hit points equal to that restored by the reinvigorate ability of the walking cactus from which the serum was created. Additionally, for 1 minute after imbibing the serum, the user gains a +5 competence bonus on saving throws made to resist being nauseated, staggered, or stunned.

Craft DC: 20; **Price** 200 gp (walking cactus), 400 gp (giant walking cactus), 800 gp (deadly walking cactus)

Thorn Armor: This fine coat of thorny cactus hide is harvested from the flesh of the walking cactus and can be created using either Craft (alchemy), Craft (armor), Craft (clothing), or Craft (leather). Once finished, this coat can be comfortably worn over armor and provides the user with the thorn coat ability of the walking cactus from which the thorn armor was created. These coats are somewhat less durable than the living walking cactus's fleshy hide, however, and after dealing damage 20 times, they are ruined beyond use.

Craft DC: 20; **Price** 500 gp (walking cactus), 1,000 gp (giant walking cactus), 1,500 gp (deadly walking cactus)

Water Flower

Found in the deep deserts where water is hard to come by and dehydration a daily and deadly threat to survival, these fleshy blue or purple flowers can be a godsend to cautious travelers. A water flower is a short, squat plant with 6 large, bulbous, waxy petals that range in color from sky blue to deep purple. These petals bow low, heavy under the strain of the liquid they contain. Beneath the petals of a water flower is a ring of narrow, sage green leaves with a serrated edge. Water flowers can be found in a variety of areas but are found chiefly in dry lakes, salt flats and other areas where water was once common but is no more. Water flowers are odorless and grow only very sparsely. Curiously, water flowers seem to produce neither seed nor fruit, and it is unclear how these plants reproduce, though their numbers clearly indicate that they multiply with at least some regularity.

WATER FLOWER

Forage DC 15; Environment desert
Price 75 gp; **Weight** 3 lbs. per dose

The flower's petals contain pure liquid water, clean and free of contaminants and pollutants courtesy of the water flower's internal filtering. To get at the water, however, it is advised that one cut or pierce the flower with tools, rather than attempt to bite into it, as the waxy petals themselves are extremely toxic. This fast-acting natural poison prevents local animals from eating the petals.

Preparations

Water Flower Nectar: In addition to providing clean water within its petals, those in the know can cause the plant to leak some of its nectar into this water before it is extracted, greatly improving both the taste and nutrition. In addition to providing 1 gallon of clean pure water, which can be easily extracted from a water flower, water flower nectar grants the imbiber a +2 bonus on Fortitude saves and a +4 bonus on all Strength, Dexterity, and Constitution checks made for 24 hours.

Craft DC: 15; **Price** 100 gp

Water Flower Poison: A water flower's petals are covered with a deadly contact poison which deters animals and other scavengers from eating the plant. Unlike most contact poisons, water flower poison is much more effective if ingested, increasing the poison's saving throw DC by 4.

Craft DC: 20; **Price** 300 gp

WATER FLOWER POISON

Type poison (contact or ingested); **Save** Fortitude DC 12 (contact) or 16 (ingested)

Frequency 1/round for 10 rounds

Effect 1d3 points of Con damage and the target is unable to process any liquids, and attempting to do so makes the target nauseated for 1d4 rounds; **Cure** 2 saves

Water Flower Tea: By boiling the leaves of a water flower plant in its own water, one can make a pseudo-magical tea which lessens physical stress and renders the user highly alert and focused. When imbibed, this tea grants the user

immunity to sleep effects and a +2 bonus on all Constitution checks and saving throws to resist confusion, paralysis, starvation, stunning, suffocation, or thirst.

Craft DC: 15; **Price** 150 gp

Compounds

In addition to the various preparations that can be created from individual herbs, when herbs are combined with one another they can be used to create a wide variety of compounds, which are special alchemical items that are made from two or more herbs. These can be created using Craft (alchemy) like any other alchemical item, but each requires a certain number of doses of two or more specific herbs, instead of the normal material cost associated with crafting an alchemical item. Each of the following compounds has a description that includes its effect, the number of doses of each type of herb it requires, the Craft DC to create it, and the price to purchase one on the open market.

Highest Checks

All poisons in this section, and some other compounds, have effects that vary depending on the result of the highest Craft check made to create them. In the case of poisons, this affects the poison's saving throw DC. In the case of other compounds, it can have a variety of effects. As with any item created using Craft, depending on the item's cost in sp, the result of each check, and the Craft DC, it may take more than one Craft check in order to complete the item. The highest Craft check is the Craft check made as part of making the item that has the highest result. If the crafter is able to create the item with only a single check, then that check is the highest check by default.

The market prices for poisons and compounds found here assume that no special bonuses are granted for achieving a high Craft check, and that any of these items created by NPCs and sold on the open market always have a highest Craft check equal to the Craft DC of the item, exactly. If you wish to make higher-quality versions of these items available for purchase, we recommend that the price of such items should increase by the item's normal market price for every 5 points by which the highest Craft check exceeds the Craft DC (for example, a standard dose of anti-corrosive oil has a market price of 250 gp, and grants resist acid 5. A higher-quality dose of anti-corrosive oil for which the highest Craft check was equal to the item's Craft DC +5, which would grant resist acid 10, would have a market price of 500 gp, and one with a highest Craft check equal to the item's Craft DC +10, which would grant resist acid 15, would have a market price of 750 gp).

New Compounds

The following compounds are presented in alphabetical order.

Anti-Corrosive Oil: A sand flower can be combined with the digestive essences of a walking cactus in order to create a potent seal against acid damage. When applied to a creature or object, this oil grants that creature or object 5 points of acid resistance plus an additional 5 points of acid resistance for every 5 points by which the highest Craft check made in creating the item exceeds the Craft DC.

Ingredients: sand flower (1 dose), walking cactus (1 dose)

Craft DC: 10; **Price:** 250 gp

Azure Reinvigoration: These fine concoctions are made from the sap of a walking cactus and azureberry pulp and can restore a creature's wounds. The consumer of an azure reinvigoration is automatically cured of all nonlethal damage and regains 2d8 hit points. If this would cause the user to have more than his maximum hit points, he gains the additional hit points as temporary hit points which last for 1 minute.

Ingredients: azureberry (1 dose), walking cactus (1 dose)

Craft DC: 20; **Price:** 250 gp

Bleeding Thorn Coat: This simple but deadly coat is made by combining the poisonous barbs of a desert blood rose with the prickly coat of a walking cactus. A bleeding thorn armor functions like the thorn armor preparation of the walking cactus herb, except that any creature damaged by the coat also suffers 1 point of bleed damage.

Ingredients: desert blood rose (6 doses), walking cactus (12 doses)

Craft DC: 20; **Price:** 4,000 gp (walking cactus), 8,000 gp (giant walking cactus), 16,000 gp (deadly walking cactus)

Blood Fortification Tonic: By combining the essential healing properties of the desert blood rose's roots with the concentrated oil of the sand flower petal, an herbalist can create this tonic designed to keep the drinker in good health. This tonic, which can be consumed as a move action, grants the imbiber a +2 enhancement bonus to his Constitution score and immunity to bleed damage. These benefits last for 1 hour, plus an additional hour for every 5 points by which the highest Craft check made in creating the item exceeds the Craft DC.

Ingredients: desert blood rose (1 dose), sand flower (1 dose)

Craft DC: 25; **Price:** 300 gp

Burning Coil: Made from two of the desert's deadliest poisons, this poison combines the worst of the coil cactus venom and the clinging fire's distilled essences.

Ingredients: clinging fire (4 doses), coil cactus (8 doses)

Craft DC: 30; **Price:** 1,600 gp

BURNING COIL

Type poison (injury); **Save** Fortitude DC 10 + 2 for every 5 points by which the highest Craft check made in creating the poison exceeds the Craft DC

Frequency 1/round for 6 rounds

Effect 1d4 Str and Con damage and the target is staggered; if the target fails his initial save, the DC on future Fortitude saves against the poison increases by 2; **Cure** 2 consecutive saves

Cactus Bile: This specially enhanced acid is created from the digestive juices of a walking cactus and the mystic cactus's magical waters. The end result is an acid which can be thrown as a grenade-like weapon that deals 2d6 points of acid damage upon contact, and an additional 2d6 points of acid damage on each of the next 2 rounds.

Ingredients: mystic cactus (1 dose), walking cactus (2 doses)

Craft DC: 20; **Price:** 600 gp

Clinging Burn Bomb: This sun bomb infested with the clinging disease can be thrown with a range increment of 20 feet and explodes upon impact, inflicting 2d6 points of fire damage to all creatures in a 10-foot radius. A successful Reflex save halves this damage. A creature who fails his Reflex save is also exposed to clinging fire disease.

Ingredients: clinging fire (12 doses), sun fruit (2 doses)

Craft DC: 25; **Price:** 800 gp

Clinging Panacea: This parasitic substance utilizes the flesh of a mystic cactus and a clinging fire plant in order to render the imbiber immune to certain afflictions. The imbiber gains immunity to all diseases (except clinging fire disease) and all poisons for 1 hour + 1 hour for every 5 points by which the highest Craft check made in creating the item exceeds the Craft DC.

Ingredients: clinging fire (8 doses), mystic cactus (4 doses)

Craft DC: 25; **Price:** 1,000 gp

Cobalt Berry: This specially grown azureberry was watered entirely by water from water flower plant, and has marvelous health benefits when consumed. When consumed (a move action), the cobalt berry immediately cures all ability damage to a single ability score and also cures the fatigued condition.

Ingredients: azureberry (4 doses), water flower (2 doses)

Craft DC: 25; **Price:** 500 gp

Coil Bomb: A simple but deadly device, the coil bomb is made by inserting a number of poisonous coil cactus needles into a sun bomb. This device functions like the sun bomb preparation of the sun fruit, except that any creature that takes damage from the fire also suffers 1 point of Strength and Constitution damage.

Ingredients: coil cactus (2 doses), sun fruit (1 dose)

Craft DC: 15; **Price:** 450 gp

Corrosive Ignition: This harmful substance is typically contained in a flask or similar container designed to explode on impact, inflicting both heat and caustic burns. This grenade-like weapon can be thrown with a range increment of 10 feet. Only a direct hit has any effect. A creature hit with the corrosive ignition suffers 1d6 points of acid damage and 1d6 points of fire damage and must succeed on a Reflex save or suffer 1d6 points of acid damage and 1d6 points of fire damage on the following round.

Ingredients: sun fruit (1 dose), walking cactus (1 dose)

Craft DC: 15; **Price:** 250 gp

Dark Light: By applying the properties of grey sage to a sun fruit, it is possible to create a light source which cannot be seen by those outside of it. This strange effect relies on the obviously magical nature of these herbs, but allows for the creation of a special sun sphere which creates bright light in a 30-foot area which cannot be observed from outside of that area, meaning that in an area of darkness, those inside the sphere of light are effectively invisible to the outside world, except to creatures with darkvision or those who have their own light sources.

Ingredients: grey sage (3 doses), sun fruit (1 dose)

Craft DC: 20; **Price:** 300 gp

Dead Rot: This potent injected poison has no effect on living creatures; rather, this strange concoction causes great harm to undead, causing them to waste away and turn to dust. This poison can affect undead creatures even if they are inherently immune to poison, though an undead creature which is protected by additional magic which renders it immune to poisons, but which is not part of its natural immunities, is unaffected by this poison.

Ingredients: sun fruit (1 dose), water flower (3 doses)

Craft DC: 20; **Price:** 450 gp

DEAD ROT

Type poison (ingested); **Save** Fortitude DC 12 + 2 for every 5 points by which the highest Craft check made in creating the poison exceeds the Craft DC

Frequency 1/round for 10 rounds

Effect 1d6 points of Cha damage to an undead creature; this poison has no effect on living creatures; **Cure** 2 consecutive saves

Dehydration Poison: This poison allows the herbalist to bring the harshness of the desert with him wherever he goes, poisoning his foes with a deadly tonic which causes severe dehydration.

Ingredients: clinging fire (2 doses), water flower (2 doses)

Craft DC: 20; **Price:** 300 gp

DEHYDRATION POISON

Type poison (ingested); **Save** Fortitude DC 15 + 2 for every 5 points by which the highest Craft check made in creating the poison exceeds the Craft DC

Frequency 1/round for 10 rounds

Effect 1d10 points of nonlethal damage and the target is fatigued. If the target would become exhausted as a result of

this poison, he becomes nauseated for 1 round, instead; **Cure** 2 saves

Desert Rain: By combining the venom of the desert blood rose with the water flower, one can create this potent poison which causes intense bleeding and persistent pain.

Ingredients: desert blood rose (3 doses), water flower (1 dose)

Craft DC: 20; **Price:** 500 gp

DESERT RAIN

Type poison (contact/ingested); **Save** Fortitude DC 12 + 2 for every 5 points by which the highest Craft check made in creating the poison exceeds the Craft DC

Frequency 1/round for 10 rounds

Effect 1d3 points of Con damage and 1d4 points of bleed damage. A creature affected by this poison cannot process liquids in a round in which he fail his saving throw, and any attempt to do so makes the bleeding worse, causing him to suffer 1d8 points of bleed damage instead of 1d4; **Cure** 2 saves; curing this poison also stops any bleed damage caused by the poison.

Durable Thorn Armor: This is a more durable version of the thorn armor, created by adding grey sage rope to the walking cactus's deadly hide. This functions as the thorn armor preparation of the walking cactus herb, except that it can withstand 50 hits before breaking,

Ingredients: grey sage (8 doses), walking cactus (4 doses)

Craft DC: 15; **Price:** 1,000 gp (walking cactus), 2,000 gp (giant walking cactus), 3,000 gp (deadly walking cactus)

Enhanced Sand Flower Serum: This greatly concentrated and improved sand flower serum has been enhanced with magical water from a mystic cactus. Consuming this serum is a move action, and the user must attempt a Heal check (DC 10). If he fails, the dose is wasted. If he succeeds, he gains a +10 enhancement bonus to his Constitution score for 1 hour + 1 hour for every 5 points by which the highest Craft check made in creating the item exceeds the Craft DC..

Ingredients: sand flower (2 doses), mystic cactus (3 doses)

Craft DC: 25; **Price:** 1,000 gp

Exploding Thorn Bomb: This deadly device is simple in its construction, made simply by wrapping the thorny vines from a desert blood rose around the explosive core of a sun fruit. An exploding thorn bomb can be thrown with a range increment of 10 feet, and it explodes upon impact in a 10-foot-radius area. All creatures and objects in the area suffer 2d6 points of fire damage and 1d4 points of bleed damage. A successful Reflex Save (DC 10) halves the fire damage and negates the bleed damage.

Ingredients: desert blood rose (1 dose), sun fruit (1 dose)

Craft DC: 20; **Price:** 250 gp

Flowering Cactus Tonic: Made from the pure water of a water flower distilled through a poisonous coil cactus, this muddy liquid is strong proof against the poisons most

commonly encountered by adventurers. Once consumed, this potent elixir provides the user with a +8 bonus on saving throws made to resist injury and contact poisons. This benefit lasts for 8 hours.

Ingredients: coil cactus (1 dose), water flower (1 dose)

Craft DC: 15; **Price:** 200 gp

Greater Azure Cure: This enhanced azureberry is created by crossbreeding it with a sand flower, and when consumed, it restores 1 negative level, regardless of when the negative level was gained.

Ingredients: azureberry (7 doses), sand flower (2 doses)

Craft DC: 25; **Price:** 1,000 gp

Greater Sun Bomb: This sun bomb has been enhanced and supercharged with the magical waters of a mystic cactus, giving it far greater explosive potential. This special substance functions in all ways like the sun bomb preparation of the sun fruit, except that it deals 3d6 points of fire damage and the target must succeed on a Reflex save (DC 10) or catch on fire, suffering an additional 1d6 points of fire damage.

Ingredients: mystic cactus (3 doses), sun fruit (1 dose)

Craft DC: 20; **Price:** 500 gp

Grey Berry: These odd-looking melon-sized berries are a hybrid of the grey sage plant and the azureberry, and can render the consumer temporarily unseen. When consumed, which requires a move action, a grey berry makes the imbiber invisible, as the spell *invisibility*, for 1d4 rounds.

Ingredients: azureberry (1 dose), grey sage (3 doses)

Craft DC: 10; **Price:** 200 gp

Grey Death: This deadly mound of flammable grey sage is infested with clinging fire. When this mound is burned as a standard action, it unleashes a cloud of smoke in a 15-foot radius area around it, and all those within its area are exposed to clinging fire disease. A creature that remains in the smoke for longer than 1 round suffers a -1 penalty on his saving throw for each round he remains within the cloud's area.

Ingredients: clinging fire (4 doses), grey sage (3 doses)

Craft DC: 20; **Price:** 400 gp

Hardy Tea: Combining the essence of the desert's two hardiest plants, this tea is the ultimate in health drinks, greatly increasing the imbiber's ability to endure in harsh environments. The user gains a +4 enhancement bonus to Constitution, as well as a further +4 bonus on all Fortitude saves and Constitution checks for 1 hour. One use of this tea also provides sufficient water for a Medium humanoid for 1 day.

Ingredients: sand flower (1 dose), water flower (2 doses)

Craft DC: 20; **Price:** 600 gp

Infested Thorn Bomb: This dreaded thrown weapon is created by infesting the still-living stems of a desert blood rose with the parasitic clinging fire plant. The stems are then

harvested and made into a thorn bomb in the usual fashion. These items function like the thorn bomb preparation of the desert blood rose herb, except that any creature who suffers at least 5 points of bleed damage as a result of an infected thorn bomb automatically becomes afflicted with the clinging fire disease and gains 1 dose. For every 5 additional points of bleed damage the target suffers, he gains another dose. The effects of this disease occur on the following day, and then at the normal frequency.

Ingredients: clinging fire (2 doses), desert blood rose (1 dose)

Craft DC: 25; **Price:** 300 gp

Infested Thorn Armor: This thorn armor has been infested with clinging fire, making it even more dangerous. In addition to functioning like the thorn armor preparation of the walking cactus herb, any creature damaged by the infested thorn armor is exposed to clinging fire disease.

Ingredients: clinging fire (1 dose), walking cactus (2 doses)

Craft DC: 30; **Price:** 550 gp (walking cactus), 1,100 gp (giant walking cactus), 1,650 gp (deadly walking cactus)

Invigoration Tonic: This simple liquid is created from pure water flower water combined with the invigorating sap of a walking cactus. When consumed, the imbiber is immediately cured of any nonlethal damage suffered as a result of hunger, temperature, or thirst, and if the imbiber had the fatigued or exhausted condition as a result of any of those causes, that condition is also cured.

Ingredients: walking cactus (1 dose), water flower (1 dose)

Craft DC: 10; **Price:** 50 gp

Mage Berry: This alchemically treated azureberry unlocks the consumer's magical potential. The consumer of a mage berry gains a +1 bonus to his caster level for 1 minute. This effect is not cumulative with other effects which increase your caster level, including other mage berries.

Ingredients: azureberry (2 doses), mystic cactus (1 dose)

Craft DC: 20; **Price:** 250 gp

Magical Cactus Venom: When fed with magical water stored in a mystic cactus, the venom produced by a coil cactus becomes much more potent and resistant to magical treatment. In addition to being a more potent form of coil cactus poison, any attempt to use magic to remove the magical cactus venom requires that the caster succeed on a DC 20 caster level check, or the effect fails.

Ingredients: coil cactus (1 dose), mystic cactus (1 dose)

Craft DC: 20; **Price:** 300 gp

MAGICAL CACTUS VENOM

Type poison (injury); **Save** Fortitude DC 10 + 2 for every 5 points by which the highest Craft check made in creating the poison exceeds the Craft DC

Frequency 1/round for 6 rounds

Effect target is stunned for 1 round and suffers 1d3 points of Str and Con damage; **Cure** 1 save

Sidebar: An Herbal Economy

Looking at the prices of the various herbs contained here, and the prices of some of the items that can be made from them, and the number of doses of those herbs, it doesn't take a professional mathematician to realize that characters can potentially turn these herbs into a much greater amount of profit than can generally be made by crafting alchemical items. For example, a character who tracks down a dose of dead man's head (which is worth 10 gp, and so could typically be sold for about 5 gp) could turn it into a dose of dragon's bile, a substance that costs 100 gp to purchase, and so can be sold for about 50 gp, for a tidy 40 gp in profit, provided the character can succeed on the necessary Craft check.

For the most part, we don't expect this to be a problem, for a number of reasons. For one, characters technically already have access to limitless gold. Not through anything as convoluted as buying ladders and selling them as 10-foot poles, but through the Craft skills and the slightly-more-profitable Profession skills. If a player really wants to spend three years amassing gold in a day job, he already has everything he needs to do so, and the presence of these herbs only allows him to do so slightly faster. Further, the fact that the average character with ranks in a Profession skill will make notably more in a given week than one with ranks in the Craft (alchemy) skill only serves to further punish the alchemy-themed character, who may want to spend some off-time plying his trade, and be upset that his companion with a lower score in Profession (gambler) or Profession (basket-weaver) makes notably more than him.

Beyond that, though, a major reason why herbs can afford to be more profitable than generic alchemical processes is precisely because they are specific items. If players do decide to purchase herbs *en masse* from the local apothecary in order to make obscene amounts of gold, it's entirely within the GM's power to declare that the town's supply of that in particular herb has run out, and that in order to acquire more of it, the characters will need to venture out into the wilderness to find it themselves. Along the way they might encounter any number of monsters or other things, and acquiring the herbs can prove an adventure in and of itself. If the GM is particularly concerned about the profit to be made from the herbs, he can calculate the profit the player's are likely to make from them, and then count that amount against any treasure that would be granted for the encounters the party overcame to get the herbs.

By contrast, the main reason for creating the requirements the way they are (i.e., all you need is one or more doses of a given item) is to allow alchemy-inclined characters to create a variety of fun and interesting items relatively on-the-fly, without having to worry about whether or not they can go into town to exchange a certain amount of gold for nebulous and unspecified materials. Rather, the character can simply find one or more doses of a given herb, and have access to all the different things that can be made with it.

If, however, you are finding that you are having problems with the pricing, and don't want to restrict access to herbs for whatever reason, you could always rule that crafting any of the alchemical items requires the normal cost in nebulous materials (1/3 the item's market price), minus the market price of the necessary herbs.

Mega Berry: This beautiful blue and gold berry glows with an inner light and is especially effective when magically enhanced. If made the target of a *goodberry* spell, a mega berry restores 20 hit points and cures nonmagical poisons and diseases.

Ingredients: azureberry (1 dose), sun fruit
(1 dose)

Craft DC: 10; **Price:** 100 gp

Oasis Oil: This sand flower-infused clinging fire tonic allows the user to resist most forms of disease for a long period of time. The imbiber gains all the benefits of the sickness siphon preparation of the clinging fire herb for 1 week. Additionally, the first time that the imbiber would contract a given disease while under the effect of this compound, he may roll twice on his Fortitude save and take the higher result.

Ingredients: clinging fire (10 doses), sand flower (2 doses)

Craft DC: 30; **Price:** 1,500 gp

Pariah's Friend: This blue-green mash of plant pulp can be consumed in order to protect the imbiber from the harmful effects of poison. Consuming resist poison is a move action, and for 1 minute, the imbiber reduces all ability score damage dealt by poisons by 2, to a minimum of 0.

Ingredients: azureberry (1 dose), coil cactus
(1 dose)

Craft DC: 20; **Price:** 250 gp

Persistent Rose Perfume: Using the stabilizing properties of the mystic cactus' magically enhanced water, a skilled herbalist can greatly extend the life of desert rose perfume. The result is a substance which functions identically to desert rose perfume, but which functions for 24 hours before losing potency.

Ingredients: desert blood rose (1 dose), mystic cactus (2 doses)

Craft DC: 15; **Price:** 350 gp

Protective Light: This fantastic, alchemically-enhanced sun sphere lends protective power to all those within its light. In addition to functioning as a normal sun



sphere, those within the area of bright light produced by the sun sphere gain DR 1/—. This does not stack with other temporary sources of DR, but does stack with permanent DR, such as that granted by the barbarian class feature.

Ingredients: sand flower (3 doses), sun fruit (1 dose)

Craft DC: 25; **Price:** 1,250 gp

Regenberry: This tonic mixes the curative properties of azureberry paste with the blood-boosting effects of the desert blood rose in order to create a potent tonic which not only prevents new wounds, but heals existing ones. The imbiber of this tonic gains fast healing 10 for 1 minute.

Ingredients: azureberry (2 doses), desert blood rose (7 doses)

Craft DC: 30; **Price:** 1,000 gp

Regurgitation Oil: This disgusting oil is made from coil cactus and the insides of a walking cactus. Applying the oil is move action that requires both hands free, and a creature coated in this oil is extremely hard to swallow. Any creature that swallows a creature coated in this oil must succeed on a Fortitude save (DC 20) or suffer 1d4 points of Constitution damage and immediately expel all swallowed creatures, including the user.

Ingredients: coil cactus (1 dose), walking cactus (1 dose)

Craft DC: 20; **Price:** 175 gp

Sage's Wind: This strange substance is created when grey sage and the odorous flowers of a coil cactus are combined, then burned together. When burned (a standard

action), the compound emits a thin but acrid smoke in a 60-foot radius. The smoke doesn't impede vision, but all creatures within the area must succeed on a Fortitude save (DC 10) or gain the sickened condition for as long as they remain within the smoke, and for 1d4 rounds thereafter.

Ingredients: coil cactus (1 dose), grey sage (1 dose)

Craft DC: 15; **Price:** 100 gp

Scent Neutralizer: This bottled liquid produces a single overwhelmingly neutral scent, which is difficult to disperse and nearly impossible to overpower. When broken (a move action), this bottle unleashes a neutral scent in a 30-foot radius area. Within this area, olfactory senses cease to function, rendering the scent ability useless, negating the effects of any perfume or similar scent-based enhancer, and granting all creatures within the area immunity to the stench special attack. The effects of scent neutralizer last for 1 minute and cannot be dispersed, except by winds of at least 21 mph.

Ingredients: coil cactus (1 dose), sand flower (1 dose)

Craft DC: 15; **Price:** 200 gp

Scent of the Sands: This sweet perfume is made by combining the finest features of both the desert blood rose and the coil cactus's perfumes; the result is a perfume which is both subtle and extremely pleasantly fragrant, allowing the user to take full advantage of the effects of both perfumes on observer's senses. The user gains a +2 competence bonus on all Diplomacy checks, and may reroll the first Diplomacy check she makes against a given creature while under the effects of the scent of the sands. A use of scent of the sands lasts for 1 hour and is water-resistant.

Ingredients: coil cactus (1 dose), desert blood rose (1 dose)

Craft DC: 20; **Price:** 325 gp

Thorn Rope: This cruel device is made to bind foes that are likely to escape their bindings, discouraging such attempts with potentially deadly force. Made by splicing the sharp, envenomed thorns of the desert blood rose with the nearly unbreakable rope made from grey sage, this rope is not as strong as its components, having identical strength to hemp rope, but it deals 1d8 points of bleed damage to any creature who attempts to burst the ropes using a combat maneuver or Strength check, as well as to any creature who fails to escape the ropes using Escape Artist.

Ingredients: desert blood rose (1 dose), grey sage (1 dose)

Craft DC: 15; **Price:** 100 gp

Total Restore: This wondrous substance is prized by herbal healers for its ability to ease most afflictions. When consumed, the user automatically recovers all ability score damage he is currently suffering from that was inflicted by poisons and diseases.

Ingredients: azureberry (15 doses), clinging fire (9 doses)

Craft DC: 30; **Price:** 1,500 gp

Undetectable Oil: This completely colorless oil, created from the grey sage's inherent oils and the magical waters of a mystic cactus plant, allows the user to blend in with his surroundings, making him extremely difficult to notice. Once applied (a full-round action), the user gains the ability to hide even while observed or in conditions of bright light. The effects of undetectable oil last for 1 minute + 1 minute for every 5 points by which the highest Craft check made in creating the item exceeds the Craft DC.

Ingredients: grey sage (6 doses), mystic cactus (8 doses)

Craft DC: 25; **Price:** 1,200 gp

Viper Tonic: This potent concoction combines sand flower oil and grey sage essences to make the imbiber more agile. A creature who consumes this tonic gains a +4 enhancement bonus to his Dexterity score and an additional +4 enhancement bonus to Stealth checks. These effects last for 1 minute plus 1 minute for every 5 points by which the highest Craft check made in creating the item exceeds the Craft DC.

Ingredients: grey sage (4 doses), sand flower (1 dose)

Craft DC: 20; **Price:** 600 gp

Water of the Gods: This ambrosial elixir is created from the magical water of the mystic cactus, processed through the water flower and then harvested. The technique for creating this substance is highly complex and difficult to master, but the effects are well worth it. Any creature that consumes this substance gains a permanent +1 increase to his caster level. A single creature can only benefit from water of the gods once, but the effect applies to all spellcasting classes he belongs to, or ever will belong to after drinking it.

Ingredients: mystic cactus (55 doses), water flower (199 doses)

Craft DC: 35; **Price:** 20,000 gp

Waxen Cloud: By combining water flower poison with a grey sage plant, one can create a special torch which can be burned to produce a cloud of deadly toxic smoke. When burned, this torch fills a 30-foot area with thick, purple smoke which impedes vision as a *fog cloud* spell. The smoke persists for 1 minute, and any creature that enters the smoke or begins his turn within the area immediately becomes exposed to waxen smoke poison, as described below. A strong wind (20 mph+) can disperse the smoke cloud before 1 minute has passed.

Ingredients: grey sage (5 doses), water flower (2 doses)

Craft DC: 20; **Price:** 400 gp

WAXEN SMOKE POISON

Type poison (inhaled); **Save** Fortitude DC 10 + 2 for every 5 points by which the highest Craft check made in creating the poison exceeds the Craft DC

Frequency 1/round for 4 rounds

Effect 1 Con damage and the target becomes nauseated for 1d2 rounds; a creature who has nonlethal damage as a result of thirst suffers a -4 penalty on his saving throw to resist this effect; **Cure** 1 save

Appendix 1: Tables

The following tables summarize the various preparations and compounds found in this book, presenting them alphabetically and by price, for ease of use. Clicking on the name of a substance will take you to the location of its full description.

Table 1-1: Preparations by Name

Preparation	Price	Craft	
		DC	Herb
Azurecure	125 gp	20	Azureberry
Alchemical Stabilizer	40 gp	10	Mystic Cactus
Alchemical Water	100 gp	15	Mystic Cactus
Cactus Drool	150 gp	15	Walking Cactus
Cactus Drool (deadly)	600 gp	15	Walking Cactus
Cactus Drool (giant)	300 gp	15	Walking Cactus
Cactus Stink	200 gp	15	Coil Cactus
Clinging Fire Bomb	100 gp	20	Clinging Fire
Coil Cactus Poison	120 gp	15	Coil Cactus
Coil Perfume	200 gp	15	Coil Cactus
Desert Rose Medicine	200 gp	20	Desert Blood Rose
Desert Rose Perfume	150 gp	15	Desert Blood Rose
Greatberry	60 gp	20	Azureberry
Grey Oil	200 gp	15	Grey Sage
Last Rites	150 gp	15	Sun Fruit
Mystic Cactus Flesh	60 gp	10	Mystic Cactus
Pulp of Wholeness	250 gp	25	Azureberry
Reinvigoration Serum	200 gp	20	Walking Cactus
Reinvigoration Serum (deadly)	800 gp	20	Walking Cactus
Reinvigoration Serum (giant)	400 gp	20	Walking Cactus
Sage Rope	25 gp	10	Grey Sage
Sand Flower Oil	360 gp	20	Sand Flower
Sand Flower Serum	500 gp	20	Sand Flower
Scorching Spore Poison	200 gp	25	Clinging Fire
Sickness Siphon	150 gp	20	Clinging Fire
Sun Bomb	100 gp	10	Sun Fruit
Sun Sphere	5 gp	0	Sun Fruit
Thorn Armor	500 gp	20	Walking Cactus
Thorn Armor (deadly)	1,500 gp	20	Walking Cactus
Thorn Armor (giant)	1,000 gp	20	Walking Cactus
Thorn Bomb	50 gp	10	Desert Blood Rose
Unseen Smoke	150 gp	15	Grey Sage
Viperbane	150 gp	15	Sand Flower
Water Flower Nectar	100 gp	15	Water Flower
Water Flower Poison	300 gp	20	Water Flower
Water Flower Tea	150 gp	15	Water Flower

Table 1-2: Preparations by Price

Preparation	Price	Craft	
		DC	Herb
Sun Sphere	5 gp	0	Sun Fruit
Sage Rope	25 gp	10	Grey Sage
Alchemical Stabilizer	40 gp	10	Mystic Cactus
Thorn Bomb	50 gp	10	Desert Blood Rose
Greatberry	60 gp	20	Azureberry
Mystic Cactus Flesh	60 gp	10	Mystic Cactus
Alchemical Water	100 gp	15	Mystic Cactus
Sun Bomb	100 gp	10	Sun Fruit
Water Flower Nectar	100 gp	15	Water Flower
Clinging Fire Bomb	100 gp	20	Clinging Fire
Coil Cactus Poison	120 gp	15	Coil Cactus
Azurecure	125 gp	20	Azureberry
Cactus Drool	150 gp	15	Walking Cactus
Desert Rose Perfume	150 gp	15	Desert Blood Rose
Last Rites	150 gp	15	Sun Fruit
Sickness Siphon	150 gp	20	Clinging Fire
Unseen Smoke	150 gp	15	Grey Sage
Viperbane	150 gp	15	Sand Flower
Water Flower Tea	150 gp	15	Water Flower
Cactus Stink	200 gp	15	Coil Cactus
Coil Perfume	200 gp	15	Coil Cactus
Desert Rose Medicine	200 gp	20	Desert Blood Rose
Grey Oil	200 gp	15	Grey Sage
Reinvigoration Serum	200 gp	20	Walking Cactus
Scorching Spore Poison	200 gp	25	Clinging Fire
Pulp of Wholeness	250 gp	25	Azureberry
Cactus Drool (giant)	300 gp	15	Walking Cactus
Water Flower Poison	300 gp	20	Water Flower
Sand Flower Oil	360 gp	20	Sand Flower
Reinvigoration Serum (giant)	400 gp	20	Walking Cactus
Sand Flower Serum	500 gp	20	Sand Flower
Thorn Armor	500 gp	20	Walking Cactus
Cactus Drool (deadly)	600 gp	15	Walking Cactus
Reinvigoration Serum (deadly)	800 gp	20	Walking Cactus
Thorn Armor (giant)	1,000 gp	20	Walking Cactus
Thorn Armor (deadly)	1,500 gp	20	Walking Cactus

Table 1-3: Compounds by Name

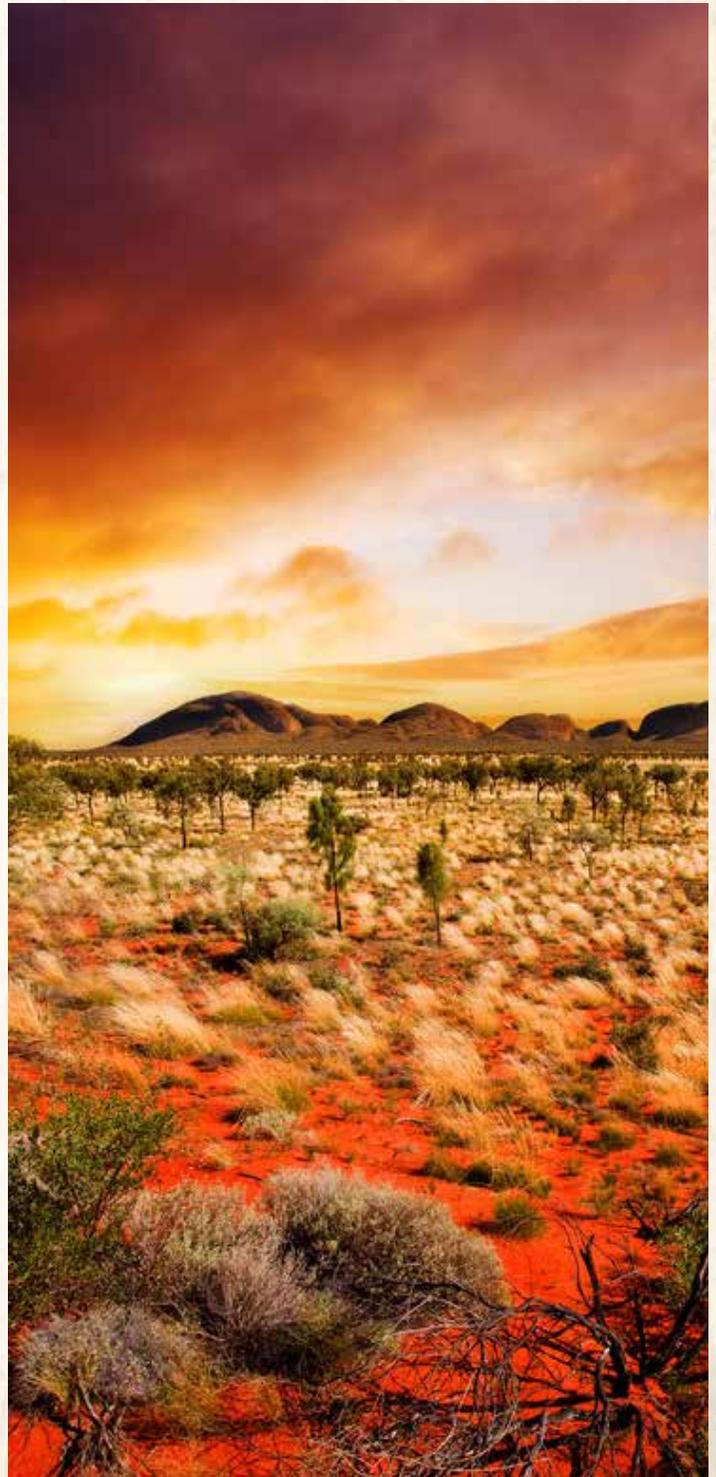
Compound	Price	Craft DC
Anti-Corrosive Oil	250 gp	10
Azure Reinvigoration	250 gp	20
Bleeding Thorn Coat	4,000 gp	20
Bleeding Thorn Coat (deadly)	16,000 gp	20
Bleeding Thorn Coat (giant)	8,000 gp	20
Blood Fortification Tonic	300 gp	25
Burning Coil	1,600 gp	30
Cactus Bile	600 gp	20
Clinging Burn Bomb	800 gp	25
Clinging Panacea	1,000 gp	25
Cobalt Berry	500 gp	25
Coil Bomb	450 gp	15
Corrosive Ignition	250 gp	15
Dark Light	300 gp	20
Dead Rot	450 gp	20
Dehydration Poison	300 gp	20
Desert Rain	500 gp	20
Durable Thorn Armor	1,000 gp	15
Durable Thorn Armor (deadly)	3,000 gp	15
Durable Thorn Armor (giant)	2,000 gp	15
Enhanced Sand Flower Serum	1,000 gp	25
Exploding Thorn Bomb	250 gp	20
Flowering Cactus Tonic	200 gp	15
Greater Azure Cure	1,000 gp	25
Greater Sun Bomb	500 gp	20
Grey Berry	200 gp	10
Grey Death	400 gp	20
Hardy Tea	600 gp	20
Infected Thorn Bomb	300 gp	25
Infested Thorn Armor	550 gp	30
Infested Thorn Armor (deadly)	1,650 gp	30
Infested Thorn Armor (giant)	1,100 gp	30
Invigoration Tonic	50 gp	10
Mage Berry	250 gp	20
Magical Cactus Venom	300 gp	20
Mega Berry	100 gp	10
Oasis Oil	1,500 gp	30
Pariah's Friend	250 gp	20
Persistent Rose Perfume	350 gp	15
Protective Light	1,250 gp	25
Regenberry	1,000 gp	30
Regurgitation Oil	175 gp	20
Sage's Wind	100 gp	15
Scent Neutralizer	200 gp	15
Scent of the Sands	325 gp	20
Thorn Rope	100 gp	15
Total Restore	1,500 gp	30
Undetectable Oil	1,200 gp	25
Viper Tonic	600 gp	20
Water of the Gods	20,000 gp	35
Waxen Cloud	400 gp	20

Table 1-4: Compounds by Price

Compound	Price	Craft DC
Invigoration Tonic	50 gp	10
Mega Berry	100 gp	10
Sage's Wind	100 gp	15
Thorn Rope	100 gp	15
Regurgitation Oil	175 gp	20
Flowering Cactus Tonic	200 gp	15
Grey Berry	200 gp	10
Scent Neutralizer	200 gp	15
Anti-Corrosive Oil	250 gp	10
Azure Reinvigoration	250 gp	20
Corrosive Ignition	250 gp	15
Exploding Thorn Bomb	250 gp	20
Mage Berry	250 gp	20
Pariah's Friend	250 gp	20
Blood Fortification Tonic	300 gp	25
Dark Light	300 gp	20
Dehydration Poison	300 gp	20
Infected Thorn Bomb	300 gp	25
Magical Cactus Venom	300 gp	20
Scent of the Sands	325 gp	20
Persistent Rose Perfume	350 gp	15
Grey Death	400 gp	20
Waxen Cloud	400 gp	20
Coil Bomb	450 gp	15
Dead Rot	450 gp	20
Cobalt Berry	500 gp	25
Desert Rain	500 gp	20
Greater Sun Bomb	500 gp	20
Infested Thorn Armor	550 gp	30
Cactus Bile	600 gp	20
Hardy Tea	600 gp	20
Viper Tonic	600 gp	20
Clinging Burn Bomb	800 gp	25
Clinging Panacea	1,000 gp	25
Durable Thorn Armor	1,000 gp	15
Enhanced Sand Flower Serum	1,000 gp	25
Greater Azure Cure	1,000 gp	25
Regenberry	1,000 gp	30
Infested Thorn Armor (giant)	1,100 gp	30
Undetectable Oil	1,200 gp	25
Protective Light	1,250 gp	25
Oasis Oil	1,500 gp	30
Total Restore	1,500 gp	30
Burning Coil	1,600 gp	30
Infested Thorn Armor (deadly)	1,650 gp	30
Durable Thorn Armor (giant)	2,000 gp	15
Durable Thorn Armor (deadly)	3,000 gp	15
Bleeding Thorn Coat	4,000 gp	20
Bleeding Thorn Coat (giant)	8,000 gp	20
Bleeding Thorn Coat (deadly)	16,000 gp	20
Water of the Gods	20,000 gp	35

Table 1-5: Poisons by Name

Poison	Price	Craft DC	Herb
Burning Coil	1,600 gp	30	Compound
Coil Cactus Poison	120 gp	15	Coil Cactus
Dead Rot	450 gp	20	Compound
Dehydration Poison	300 gp	20	Compound
Desert Rain	500 gp	20	Compound
Magical Cactus Venom	300 gp	20	Compound
Scorching Spore Poison	200 gp	25	Clinging Fire
Water Flower Poison	300 gp	20	Water Flower
Waxen Smoke Poison	400 gp	20	Compound



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An Oasis of Magic

Do you wish that alchemy in your game had a little more “oomph?” Have you ever been disappointed that no matter what it is that you’re trying to craft, all it takes is gold, time, and a skill check, with no concern as to what ingredients you’re using or how they’re prepared? Have you ever GM’d for a player who always seemed to want to wander off into the woods (or the merchant district) in search of rare and exotic reagents and compounds for his next magical experiment, and struggled to come up with an exciting and suitably fantastic material for him to find?

Then this is the book for you. Successor to the critically-acclaimed *A Necromancer’s Grimoire: The Secret of Herbs* and *A Necromancer’s Grimoire: Herbs of the Jungle*, *A Necromancer’s Grimoire: Herbs of the Desert* continues its predecessors’ unique approach to the sorts of low-cost special substances that can be created with the Craft (alchemy) skill. Presented herein are ten new desert-themed herbs with very special properties, as well as everything you need to know about how to use them in your game.

Take for example the clinging fire plant. A parasitic herb, clinging fire is a bright red mass of needle-like webbing that grows beneath the skin of plants and animals, and is one of the few herbs that may wind up harvesting you, instead! Those brave enough to gather a few doses might use them to make a clinging fire bomb, a nasty splash weapon that exposes those it hits to the herb’s spores, possibly infecting them with the parasite. Alternatively, it can be used to make the sickness siphon, an auto-immune booster that helps the body fight off diseases and infections using the dead clinging fire pathogen as a decoy.

Or perhaps you prefer the walking cactus, a monstrous plant that lives up to its name, and is the only herb that can truly fight back. These creatures may be monsters (with full stat-blocks for standard, giant, and deadly walking cactuses), but they’re also herbs, and harvesting doses from slain walking cactuses can grant the ability to craft potent thorn armor, which damages those who attack you, cactus drool, a nasty acidic substance, or reinvigoration serum, a powerful curative, all of which are more effective the larger the walking cactus that they were harvested from.

Other highlights include berries that can render you invisible for a short time, poisons that are resistant to magical healing, numerous different perfumes, all of which enhance one’s interpersonal skills in subtly different ways, and a very potent elixir that offers a permanent one-time increase to the imbiber’s caster level. By themselves, each herb can be specially prepared into a handful of different special substances called preparations with a successful check, and further information outlines additional compounds and poisons that can be created by mixing two of these herbs together, for a total of over 70 new special substances and poisons.

Also included are guidelines for foraging and preparing these herbs, as well as optional rules for cultivating herbs deliberately and identifying the properties of unknown herbs, and many of the herbs in this book have special properties even without any special preparation. Whether you want to make the best alchemist (or witch, or hedgewizard, or even druid or ranger) ever, and display your superior knowledge of special plants, or just want to make sure that your players never look at a flower stand the same way ever again, don’t pass this book up.