A Necromancer's Grimoire:

Herbs of the Jungle



Alex Riggs, Joshua Zaback





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Alex Ríggs, Joshua Zaback

## Credits

## Designers

Alex Riggs, Joshua Zaback

Editor Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

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## Introduction

Alchemy is an unusual discipline. Halfway between magic and science, it is, in a sense, governed by both. Whereas, in some fantasy media, magic can get away with being a completely inexplicable power that is governed by no rules, including its own, alchemy is almost always expected to follow some kind of internal logic. In a way, the alchemy of fantasy (as opposed to the alchemy of medieval Europe) 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 categorized, alphabetized, and other things that make the game better and easier to use, but strip away a lot of the spell's inherent magic). Further, everything has to be mechanically balanced, meaning that, in theory at least, no spell of a given spell level should be any better, in a vacuum, than every other spell of that level. Overall, this codification of magic is more of a good thing for the game than a bad thing, but a necessary evil is, nonetheless, still evil.

Alchemy is also subject to these problems, but has a "safety valve" that allows it 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, it's there 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 dug through, or else expecting to be able to immediately master it and use it all day every day. 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 is where A Necromancer's Grimoire: The Secret of Herbs came into the picture. Created by those who were frustrated by the existing rules for alchemy (both in the form of items made with Craft [alchemy] and the alchemist class), 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, to double the number of herbs available. Those who don't have *A Necromancer's Grimoire: The Secret of Herbs* need not fret: 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 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.

## 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.

### **Chara** Tree

These short, thin trees are extremely uncommon even in remote jungles due to over-harvesting by primitive humanoids who seek their special properties for curatives, poisons, and armor. Effectively three herbs in one, every part of the chara tree has some special quality and can be harvested for alchemical reagents. A chara tree's leaves, sap, and roots are all counted as separate herbs and must be harvested separately. A typical chara tree can yield 20 doses of each and re-grows leaves once each year. If depleted of any one of these components (leaves, sap, or roots), the tree dies and does not continue to produce leaves.

A chara tree is also useful for constructing wooden weapons and armor, and all wood harvested from a chara tree is treated as though it had a hardness equivalent to iron; however, it retains the same hit points as a wooden item of its kind.

#### CHARA LEAVES

**Forage DC** 15; **Environment** jungles **Cost** 100 gp; **Weight** 1 lb. per dose

The leaves of a chara tree are waxy and fan-like, and

#### Sidebar: Foraging? That Sounds Hard!

Part of the point of this book is to provide fun and exciting experiences for apothecary- and alchemyinclined 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.

are of a deep emerald green coloration. A typical chara leaf is about the size of human's forearm. The chara leaf can be eaten raw safely; however, it is extremely bitter and foultasting. Eating a chara leaf grants a +1 bonus to Fortitude saves made against poisons for 1 hour.

#### Preparations

*Chara Salve:* The most common use of the chara leaf is in treating wounds, by mashing the leaves into a pulp and adding spring water and common nettles in order to strengthen its natural restorative properties. The salve can be rubbed upon an injured creature to restore 1d4 hit points and instantly cure the affected creature of bleed damage, including damage caused by infernal wounds and other effects which are resistant to non-magical healing.

Craft DC 12; Price 300 gp

*Chara Tea:* The leaves of a chara tree can be boiled and strained through water in order to produce a tea which offers great protection against poisons. When consumed, it reduces all ability score damage inflicted by poisons to the imbiber for the next hour by 1 point, plus 1 additional point for every 10 points by which the result of the Craft check to make the chara tea exceeded the DC. Chara tea has no effect on ability score damage not inflicted by poisons.

Craft DC 15; Price 120 gp

*Chara Wax:* The waxy coating of a chara leaf can be combined with common yeast in order to create a pulp which can greatly strengthen objects, making them more difficult to destroy. A single dose of chara wax can be used to coat an object of up to Medium size (with 2 doses being required for a Large object, 4 doses needed for Huge object, and so on). An object or construct covered in the wax gains a protective shell which grants the object 10 temporary hit points + 10 temporary hit points for every 5 by which the Craft check made to create the chara wax exceeds the DC. These temporary hit points last for 1 week or until the object is exposed to water sufficient to cover it, such as in a moderate rain or when exposed to a river.

#### Craft DC 20; Price 110 gp

*Incurative:* A distasteful but all too common application of the chara leaf is as an additive to poisons, in order to make them more difficult to cure. The leaf must be heavily distilled over a period of 1 week in order to prepare it this way. Once prepared in this fashion, the incurative can be added to any poison in order to make it more difficult to resist. The saving throw DC of that dose of poison increases by +3, or by +5 if the poison was created as a result of an herb found in the jungle. For every 5 points by which the Craft check to create the incurative exceeds the DC, the amount by which it increases a poison's DC increases by an additional +1.

Craft DC 30; Price 500

#### CHARA SAP

Forage DC 25; Environment jungles Cost 75 gp; Weight 1 lb. per dose

Tapping a chara tree for its sap is a difficult process that requires an additional Knowledge (nature) check (DC 10), or the harvested sap is ruined and has no special effects. The sap from a chara tree is sweet and quite edible. A creature that eats the sap raw is filled with a giddy sense of happiness, granting a +2 bonus to saving throws vs. fear effects, but providing a -1 penalty on all saves against emotion effects that are not fear effects.

#### Preparations

Ambrosial Elixir: The sweet, sticky sap from a chara tree is highly nutritious, and when combined with water and several special salts which preserve it and purify it, it can sustain the imbiber for an extraordinary length of time. Once consumed, the imbiber does not need to eat or consume water for 1 week. Additionally, the imbiber becomes heartier and is affected by a persistent positive mood, granting him a +2 bonus on all saving throws vs. fear effects and on all saving throws made to resist the harsh effects of weather or a forced march for 1 hour after consuming the ambrosial elixir.

Craft DC 25; Price 150 gp

Sickly Coating: The sweet, cloying sap from a chara tree can be added to raw sugar, honey, or any other naturally sweet substance in order to create a sickly sweet slime which can be used to cover a single creature of Medium size (with 2 doses being required for a Large creature, 4 doses needed for Huge creature, and so on), and which makes such a creature difficult to swallow. Any creature swallowing the affected creature is automatically sickened and must succeed on Fortitude save (DC 20) each round that the creature remains alive inside it, or else it spits up the swallowed creature. Additionally, any creature who bites the target while he is coated with this substance suffers a -1 penalty on bite attacks made against that target on the following round due to the foul taste. This penalty increases by an additional +1 for every 10 points by which the Craft check made to craft the sickly coating exceeds the DC. The effects of sickly coating last for 1 hour or until the target is exposed to water, though acid and other stomach juices do not affect the coating.

Craft DC 20; Price 90 gp

Sticky Bomb: The sap from a chara tree is naturally very sticky, but can be combined with gum taken from any number of plants in order to be made into a very potent sticky mess which hardens almost instantly when exposed to air. This allows it to be thrown as a grenade-like weapon. The wielder must succeed on a ranged touch attack to hit the target's square. On a direct hit, the target becomes entangled. Additionally, any creature hit directly by the attack, as well as any creature within 5 feet, must succeed on a Reflex save (DC 12) or be unable to move from their square. Affected creatures can still act and are not helpless, they are simply unable to move. A creature that is entangled or immobilized by a sticky



bomb can attempt a Strength check (DC 15) or Escape Artist check (DC 20) as a standard action to escape. For every 5 points by which the Craft check made to create the sticky bomb exceeded the DC, the DCs of the Reflex save, Strength check, and Escape Artist check all increase by +1.

Craft DC 15; Price 80 gp

Sticky Shell: This simple preparation of the sap requires that it be thinned out and rendered more pliable. It is then applied all over the body of an creature, making him exceptionally sticky and difficult to escape. This has the effect of granting the target a + 2 bonus on all combat maneuver checks made to maintain a grapple. This bonus increases by an additional +1 for every 5 points by which the Craft check made to create the sticky shell exceeds the DC. The sticky shell lasts for 10 minutes or until it is exposed to water. A single dose is enough to coat a single Medium creature (with 2 doses being required for a Large creature, 4 doses needed for Huge creature, and so on).

Craft DC 20; Price 160 gp

#### **CHARA ROOT**

Forage DC 20; Environment jungles Cost 40 gp; Weight 2 lbs. per dose

The chara root is the only part of the chara tree which is inherently poisonous, and eating the roots raw can have dire consequences. Anyone eating the root raw immediately becomes sickened for 1 hour. Additionally, he then must succeed on a Fortitude save (DC 14) or suffer 1d2 points of Dexterity drain. The root of the chara tree has a wide variety of offensive uses, and its juices are potent and dangerous and have a number of adverse effects on the body.

#### Sidebar: Purchasing Advanced Preparations and Compounds

Many of the preparations and compounds in this book have one or more mechanical aspects that improve based on the skill of their creator. The incurative preparation of the chara leaf, for example, normally increases the saving throw DC of a poison to which it is added by +3, but if the Craft (alchemy) check made to create the incurative exceeds the Craft DC by 5 or more, then it becomes more potent, and increases the DCs of affected poisons by a greater amount.

When crafting these items for oneself, this is a fairly straightforward process, but what if a player character wants to purchase such a preparation or compound from a master apothecary, in order to take advantage of this more potent version? Much like how scrolls, potions, and wands with higher-than-minimum caster levels cost more than their lower-level counterparts, preparations and compounds that benefit from a higher than normal Craft check cost more, as well.

There are several ways that a GM can choose to handle the buying and selling of high-Craft-check preparations and compounds. A GM would be well within his rights to rule that the level of the highest-level NPC in a community with ranks in Craft (alchemy) sets a hard limit on the highest Craft check result for preparations and compounds in that community (generally somewhere between 10 + that NPC's Craft (alchemy) modifier and 25 + that NPC's Craft (alchemy) modifier, depending on the generosity of the GM and the availability of things like proper alchemist's laboratory equipment. Of course, it is also in the purview of the GM to determine that preparations and compounds with higher-than-minimum Craft results cannot be purchased on the open market, and require special orders (with payment up front, the possibility of failure based on the NPC's roll, and the need to wait for the finished product), or even simply to disallow their purchase altogether.

For those who do allow their purchase, there is also the matter of pricing. The final say for how to price such items (which can become notably more powerful than their basic counterparts) is the purview of the GM, but we recommend the following: for every 1 point by which a given preparation or compound exceeded the Craft DC to make it, add half the item's base price to the total market price. For example, the incurative preparation of the chara leaf normally costs 500 gp. In order to gain any benefit from having a higher Craft result, the result would need to exceed the Craft DC by 5. To determine the final price, we take the base price of the item (500 gp), halve it (250 gp), multiply the result by 5 (1,250 gp), and add that to the item's normal price, for a final total of 1,750 gp.

#### Preparations

Bleeding Root Mist: The root of the chara can be juiced, distilled, and then humidified in order to create a single dose of bleeding root mist, which can be bottled in a jar that may be thrown as a grenade-like weapon. This requires a ranged touch attack which, if successful, causes the glass to burst and spread the mist in a localized area. All creatures within a 5-foot burst are exposed to the mist, and must succeed on a Fortitude save (DC 12) or suffer from the bleeding root mist's effects. A creature hit directly by the bleeding root mist receives no saving throw, and is automatically affected. A creature that becomes affected by bleeding root mist is particularly vulnerable to bleeding wounds, and any bleed damage that such a creature suffers cannot be stopped by any means for 1d8 rounds after being affected. For every 2 points by which the Craft check to create the bleeding root mist exceeds the DC, the duration increases by 1 round.

Craft DC 25; Price 175 gp

Blood of the Chara: The root of the chara tree can be juiced and boiled in order to create an irritating salve which burns away exposed skin and boils blood, causing great wounds. Blood of the chara is applied to weapons like a poison, and requires that a creature have poison use in order to safely apply it to a weapon. A creature who becomes exposed to this preparation while applying it to a weapon suffers 1 point of bleed damage. Once applied to a weapon or piece of ammunition, the next successful hit with that weapon deals 1 additional point of damage. For every 10 points by which the Craft check made to create the blood of the chara exceeds the DC, this damage increases by an additional +1.

#### Craft DC 10; Price 50 gp

*Chara Root Beer:* It takes 3 weeks to brew a single dose of chara root beer from a single dose of chara root, though once brewed, the beer is slow to spoil and lasts for 1 year. Consuming a dose of the beer is a full-round action. After being consumed, the imbiber is damaged by the anti-coagulant effects of the chara root, but is physically strengthened by the beer's other effects. The imbiber suffers 1 point of damage per round for 1d4 minutes, and there is no way to prevent this damage, though it can be cured while the imbiber is still under the chara root beer's effects. For the same period of time, the imbiber gains a +1 enhancement bonus to his Strength, Dexterity, and Constitution scores. This bonus increases by +1 for every 10 points by which the Craft check made to create the chara root beer exceeds the DC. Additionally, if the target gains any benefit from consuming an alcoholic beverage as a result of a class feature, spell, feat, or special ability, this bonus increases by +1.

Craft DC 20; Price 120 gp

Chara Root Poison: The root of a chara tree can be distilled into a deadly contact poison which is highly irritating, painful, and can cause long-term physical damage. For every 5 points by which the Craft check made to create the chara root poison exceeds the DC, increase the saving throw DC of the poison by 1.

Craft DC 25; Price 800 gp

#### CHARA ROOT POISON

Type poison (contact); Save Fortitude DC 15 Frequency 1/round for 4 rounds Effect 1d6 points of damage and 1d4 Dexterity damage, on a successful save the target becomes sickened for 1 round instead; Cure 1 save

### Chordoit Bean

Found in balmy jungle areas, the chordoit bean is a fantastic bean, very similar to a coffee bean, which is in high demand both for its mundane value as a stimulating food item and for its alchemical properties. The high commercial demand for these items makes them notoriously difficult for alchemists to get their hands on. Unlike a coffee plant, chordoit beans grow on a small shrub and grow in the interior of the foliage. A chordoit bean is about 2 inches in diameter and extremely hard, requiring a small amount of hot water in order to open the shell easily and get at the soft and highly desirable center.

#### CHORDOIT BEAN

Forage DC 10; Environment jungles Cost 30 gp; Weight 1 lb. per dose

A chordoit bean is a dark brown and highly stimulating food item. Quite safe to eat once peeled, a raw chordoit bean lacks sustaining nutrition but is rich in vitamins and temporarily suppresses weariness, allowing a creature to ignore the effects of being fatigued for 1d4 minutes. A chordoit bean has a slightly bitter and salty taste, which many humanoids find highly desirable.

#### Preparations

Chordoit Powder: A highly unusual application of the chordoit root, chordoit powder is most commonly employed by vengeful jungle witches to cause misery and frustration in those that have angered them. This powder is created from ground-up chordoit beans and the roots of any of a number of common stinkweeds, and when applied to a sleeping creature, it ruins his rest and causes intense discomfort without actually causing him to wake. A sleeping creature to whom chordoit powder has been applied gains no benefits

for resting for 24 hours after being affected, and suffers a -10 penalty on all Perception checks made while sleeping (this is in addition to the normal penalty on Perception checks made while sleeping). Additionally, the sleeping creature must succeed on a Fortitude save (DC 13) or gain the sickened condition as a result of intense itching and skin irritation, which lasts for 24 hours or until the chordoit powder is removed. Chordoit powder can be washed off of the target, but this requires 5 minutes of scrubbing with extremely hot water, and deals 1d4 points of nonlethal fire damage to the target if it is removed this way.

Craft DC 15; Price 120 gp

*Chordoita*: So simple even the uninitiated can do it, this is the most common application of the chordoit bean and the one for which it is most commercially desirable. The soft innards of the chordoit bean are boiled in water and left to ferment with jungle yeasts carefully cultivated and bred for chordoit, in order to create a mildly alcoholic and stimulating beverage. A single dose of chordoita counts as a drink for a creature who gains benefits from consuming alcoholic beverages. In addition to being a refreshing beverage with mild intoxicating properties, a single dose of chordoita is a powerful stimulant which grants the imbiber the ability to ignore the effects of fatigue or exhaustion for 30 minutes. During this time, if the imbiber is fatigued, he does not suffer any penalties (he is still fatigued), and if the imbiber is exhausted, he only suffers the penalties associated with being fatigued (he is still exhausted). For every 10 points by which the Craft check made to create the chordoita exceeds the DC, the duration of its effect is increased by 1 hour.

Craft DC 10; Price 30 gp

*Elixir of Speed*: The stimulating power of the chordoit bean can be combined with the blood of a rabbit and powdered claws of a cheetah in order to make an extremely powerful elixir which temporarily accelerates the imbiber, allowing him to move at great speed, though without much control. A single dose grants the imbiber a +1 alchemical bonus to his Dexterity score, a 10-foot enhancement bonus to his movement speed, and allows him to make an additional attack when making a full-attack action. These benefits last for 1d4 rounds, plus 1 additional round for every 10 points by which the Craft check made to create the elixir of speed exceeds the DC. At the end of this duration, the imbiber must succeed on a Fortitude save (DC 13) or suffer a -2 alchemical penalty to his Dexterity score for 1d4 minutes. Craft DC 25; Price 400 gp

*litter Poison:* A popular application among well-todo pranksters, bounty hunters, and spies looking to humiliate and disable foes without actually killing them, the chordoit bean can be combined with the venom of the common bee in order to create a poison which causes intense shaking and mild Dexterity damage. The DC to resist the poison increases by 2 for every 5 points by which the Craft check made to create the jitter poison exceeds the DC. Some apothecaries are rumored to be able to produce a version of the poison with similar effects that can be delivered via injury, instead of



by ingestion, though such a poison, if it existed, would surely cost 3-4 times as much.

Craft DC 20; Price 200 gp

#### **JITTER POISON**

Type poison (ingested); Save Fortitude DC 14 Frequency 1/round for 10 rounds Effect 1d2 Dexterity and the target does nothing but dance in place for one round; Cure 2 saves

## **Cloud Vine Berry**

Growing high in jungle canopies, the exotic cloud vine is rarely visible from the ground, as it parasitically plants its roots into the greatest of trees. Each vine is nearly 30 feet in length and features fluffy white flowers not unlike cotton, giving it the appearance of being surrounded by many miniscule clouds. While the vines themselves are of little interest, the unique translucent berries and mystically potent fluids contained within can be of great importance to those with a mind for natural alchemy.

#### CLOUD VINE BERRY Forage DC 17; Environment jungles Cost 30 gp; Weight 1 lb. per dose

Cloud vine berries are translucent and somewhat elastic orbs filled with a clear fluid which resembles water. Though extreme pressure is required to pop open the berry, they can be easily cut with a sharp knife or razor, allowing the juices to be extracted. The skin of a cloud vine berry is surprisingly tart, somewhat akin to a lime or similar citrus fruit, while the juices are nearly flavorless but highly refreshing. Consuming raw cloud vine berries makes one light-headed and airy, both mentally and physically, granting a +1 bonus on Dexterity-based skill checks and ability checks and imposing a -2 penalty on all Intelligence based-skill checks and ability checks for 1 minute. Because cloud vine berries are only found in the highest of jungle trees, extensive climbing is needed to acquire them, and typically a wouldbe forager must climb a jungle tree of no less than 60 feet in order to claim his prize.

#### 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).

#### Preparations

*Cloud Berry Seal:* The cloud berry's hyper-airy qualities allow it to be used to create a highly breathable membranous filter which allows clean air to pass but blocks other substances. This can be applied to coat the skin of a single Medium creature (with 2 doses being required for a Large creature, 4 doses needed for Huge creature, and so on), and protects him from gaseous clouds and other effects which allow foreign substances to penetrate the user's body through the skin. This protects the user entirely from a *cloudkill* spell or similar effect, so long as he holds his breath, and provides a +4 bonus on all saving throws made to resist contact poisons. This protective membrane lasts for 1 hour, plus 1 additional hour for every 10 points by which the Craft check made to create the cloud berry seal exceeds the DC.

Craft DC 25; Price 180 gp

*Cloud Drops:* These popular eye drops are made from the juice of a cloud vine berry and pure water created by magic. When properly combined in the correct ratios, the resulting eye drops provide extensive magical properties with respect to vision, and allow users both increased visibility and limited relief from blindness. When applied to the eyes as a move action, a single dose of cloud drops grants the user a +1 bonus on all vision-based Perception checks for 10 minutes. This bonus increases by +1 for every 5 points by which the Craft check made to create the cloud drops exceeds the DC. Additionally, if the target is suffering from blindness as the result of a magical, supernatural, or extraordinary effect, he receives a new saving throw against the effect at the same DC. Cloud drops have no effect on a creature that is naturally blind.

Craft DC 15; Price 25 gp

Purified Cloud Vine Berry Extract: The extract of the humble cloud vine berry can be combined with alcohol distilled from any root vegetable (typically a potato) and the essence of several common flowers in order to remove the harmful effects it has on the mind. When consumed, this substance causes a chemical reaction with the imbiber's body fat, transforming it into a light buoyant substance. This has the effect of reducing the imbiber's weight by 10% and granting him a +2 bonus on all Dexterity-based skill checks and ability checks. This bonus increases by +1 by every 5 points by which the Craft check made to create the purified cloud vine berry extract exceeds the DC. Additionally, if the imbiber has a fly speed, it is increased by 5 feet. These effects last for 10 minutes, plus 10 minutes for every 5 points by which the Craft check to create the purified cloud vine berry extract exceeds the DC.

Craft DC 20; Price 75 gp

*Twister Bomb:* This highly unusual and volatile bomb-like item is created from the juice of a cloud vine berry and salts aligned with the Elemental Plane of Air. When the two interact, they create an artificial whirlwind which, if the crafter is very quick with a stopper, can be bottled before it reaches its full potential. While bottled in this way, the whirlwind can be preserved more or less indefinitely, and the bottled whirlwind can then be thrown as a grenade-like weapon. The wielder must succeed on a ranged touch attack to hit the target's square, and upon impact, this releases a miniature tornado that grows to about 5 feet high and then dissipates. Creatures within 5 feet suffer 1d6 points of bludgeoning damage and must succeed on a Reflex save (DC 11) or fall prone. A creature hit is affected in the same way, except that he suffers 3d6 points of bludgeoning damage, and suffers a -2 penalty on his Reflex save. For every 5 points by which the Craft check to create the twister bomb exceeds the DC, the saving throw DC increases by 1.

Craft DC 15; Price 75 gp

#### **Fire Berries**

These exotic plants grow only in the shadow of volcanoes in extremely lush and tropical jungles. Because of the exceptionally rare combination of these two conditions, the aptly-named fire berry is a rare and highly sought-after commodity, both for its unique and highly destructive properties and for its rarity and novelty.

#### FIRE BERRIES

Forage DC 15; Environment warm jungles or warm mountains

Cost 40 gp; Weight 10 lbs. per dose

A fire berry is a large, melon-sized fruit of ruby red color. The heavy juices inside the berry are highly flammable and prone to burst into flames almost randomly, meaning that doses of fire berries last only 1d8 days once they are harvested before they explode, dealing 2d6 points of fire damage to all creatures and objects in a 5-foot radius. Most parts of the fire berry are not edible raw, and result in nasty burns; any creature attempting to consume any part of the fire berry except its small seeds suffers 2d6 points of fire damage.

#### Preparations

Anti-Fire Shell: While the majority of the fire berry is exceptionally flammable and prone to explosion, the fire berry's outer skin is highly resistant to heat, and especially to fire. When treated with the right reagents, the skin can provide a potent, if temporary, protection against fire. An anti-fire shell can be worn over the chest of a Medium or smaller creature, for which it functions as a magic item that occupies the body slot. While worn in this way, an anti-fire shell grants the wearer resist fire 10. A single anti-fire shell can absorb 10 points of fire damage before it is destroyed. For every 10 points by which the Craft check made to create the anti-fire shell exceeds the DC, the anti-fire shell can absorb another 5 points of fire damage before being expended. An anti-fire shell lasts for 2d4 months before losing its potency.

Craft DC 25; Price 150 gp

*Inferno Paste:* The highly flammable juices of the fire berry can be stabilized sufficiently so that they do not

combust on their own, but still maintain their flammable qualities when a flame is applied to them. The substance created is sufficient to cover four 5-foot squares plus one additional 5-foot square for every 10 points by which the Craft check made to create the inferno paste exceeds the DC. Fires set in one square that has been coated in the substance instantly travel along all other contiguous squares that have been coated in the substance. The substance can instead be used to cover a creature or object, granting it vulnerability to fire for 1d4 hours or until the inferno paste is washed off with clean water (a process that requires one minute). A single dose of inferno paste is enough to cover a single Large or smaller creature or object.

Craft DC 10; Price 50 gp

Fire Berry Bomb: The simple act of adding generous amounts of wax and other stabilizing elements to the outside of a fire berry makes it stable enough to throw, without the risk that it will explode in air. A fire berry bomb is treated as a two-handed grenade-like weapon. The wielder must succeed on a ranged touch attack to hit the target's square, and upon impact the fire berry bomb explodes in a 10-foot-radius burst, dealing 1d6 points of fire damage to all creatures within the area and coating them in the fire berry's highly flammable sap. A successful Reflex save (DC 15) halves the damage and allows the creature to avoid being covered in the sap. For every 10 points by which the Craft check made to create the fire berry bomb exceeds the DC, the damage and saving throw DC both increase by 1. A creature covered in the fire berry's sap suffers a -5 penalty on all saving throws made to resist spells and effects which deal fire damage, and, should he catch on fire, on all saving throws made to extinguish the flames.

#### Craft DC 5; Price 45 gp

Smoke Breath Elixir: The juices of a fire berry can be distilled with vinegar and special alchemical salts in order to create an elixir which protects the imbiber's lungs for a short time. Creating this elixir is dangerous, however, and a failure on the Craft (alchemy) check results in the elixir exploding, dealing 1d6 points of fire damage to all creatures and objects within a 5-foot radius. If successfully created, the elixir can be bottled and imbibed much like a potion, granting the imbiber the ability to breathe easily in smoke and fire, allowing him to ignore some of the most hazardous of the effects of smoke. The elixir does not allow the imbiber to see any more clearly, however, and he still suffers any visionbased penalties imposed by the smoke. The effects of a smoke breath elixir last for 1 minute, plus an additional minute for every 5 points by which the Craft check to create the smoke breath elixir exceeds the DC.

Craft DC 25; Price 60 gp

### Fang Fern

Common in the more untamed jungles, the fang fern strongly resembles its mundane cousin in a superficial sense; however, its flat blade-like leaves are actually razor sharp and



quite capable of causing severe wounds. Fang ferns are prized and adapted by primitive cultures for use as weapons, tools, and implements of sacrifice. In a few rare cases, fang ferns grow as trees instead of as bushes. These plants look very different, but all the same parts of a fang fern are still usable.

#### FANG FERN

**Forage DC 11; Environment** jungles **Cost** 15 gp; **Weight** 1 lb. per dose

While fang ferns are edible, they must be boiled in order to dull the blades before they can be safely consumed by most creatures. Once properly prepared, the fang fern is highly nutritious, and a single dose of fang fern is sufficient to provide food for a Medium creature for 1 day. A creature eating an uncooked fang fern suffers 2d4 points of slashing damage and will likely experience severe digestive trauma. Occasionally, fang ferns grow in fang fern trees; these fang ferns can be harvested normally, but require the forager to climb a fang fern tree first, typically requiring a DC 20 Climb check. Fang fern trees are about 20 feet tall in most cases. Finally, it should be noted that a fang fern is a fairly hearty plant, and while it is possible to simply rip off one of its leaves as a standard action, doing so inflicts 4d4 points of slashing damage.

#### Preparations

*Fang Blade, Treated:* A single branch of a fang fern can be treated with alchemical reagents to make it stronger, more durable, and easier to wield. A treated fang blade functions identically to an untreated fang blade, except that it grants a +1 enhancement bonus on attack rolls, and can be used any number of times, though it gains the broken condition if used in an attack where the attack roll results in a natural 1. A treated fang blade is effectively a masterwork weapon, and can be made into a magic weapon. A magic fang blade does not gain the broken condition if it is used to make an attack that results in a natural 1. When creating a treated fang blade, either Craft (alchemy) or Craft (weapons) can be used.

#### Craft DC 15; Price 350

*Fang Blade, Untreated*: A single branch of a fang fern can be used untreated as a simple weapon. A fang fern branch is no more difficult to wield than a club, and is treated as one for the purposes of weapon proficiency and any feats or other abilities that apply to the creature when wielding a club (such as Weapon Focus or a fighter's weapon training). An untreated fang blade deals 2d4 points of slashing damage on a successful hit. An untreated fang blade is extremely fragile, however and breaks after 1d4 uses, or if an attack roll made with it results in a natural 1. Additionally, because fang blades are much softer than iron, they suffer a -2 penalty on all attack rolls made against creature wearing metal armor.

#### Craft DC —; Price 1 gp

*Fang Fern Paste:* The leaves of a fang fern can be boiled and mashed into a paste which is then distilled with rare oils and alchemical salts in order to create a potent poultice, capable of soothing or even outright healing some wounds. This functions as a healing kit which provides a +1 alchemical bonus on Heal checks for every 5 points by which the Craft check made to create the fang fern paste exceeds the DC. Additionally, a single dose of fang fern paste can be used to cure up to 2d4 points of damage dealt by slashing or piercing attacks, as long as that damage was inflicted within the last 3 rounds.

#### Craft DC 20; Price 150 gp

*Fang Mine:* The leaves of a fang fern may be treated with opals and special salts known to alchemists in order to increase their hardness. Once this process is complete, several of these leaves can be twisted together to create a caltrop-like alchemical device known as the fang mine. A fang mine is typically hidden under brush or placed strategically in order to force creatures to step on them, as they are normally quite easy to see. A single dose of fang mine is enough to cover a 5-ft. square such that any creature passing through it will be forced to step on a fang mine.

A fang mine functions like caltrops, except that it does an amount of slashing damage equal to 2d4 plus 1d4 for every 5 points by which the Craft check made to create the fang mine exceeds the DC. Additionally, the fang mine receives a +1 bonus on all attack rolls. Finally, only creatures wearing metal footgear receive an armor bonus to AC against the fang mine. **Craft DC 25; Price** 100 gp

## Mud Lily

These unusual and elusive jungle flora aren't truly plants at all, but are rather a sort of highly unusual and disgusting fungus, commonly found near rivers and streams lurking just below the jungle mud. A typical mud lily is a rough disc about 3 feet in diameter and 4 to 5 inches thick, broken by an asymmetrical pattern of crater-like pores and quivering sucker-like protrusions which the strange fungus uses to extract nutrients. Some scholars believe that the mud lily is intelligent and merely incapable of action; however, no attempts at communication with a mud lily have met with success to date.

#### MUD LILY

Forage DC 13; Environment jungles Cost 20 gp; Weight 2 lbs. per dose

Mud lilies are fairly commonplace, but dwell under at least 10 feet of mud. Digging up a mud lily's stomping ground typically takes about 2 hours of hard work by at least 2 Medium-sized humans with a Strength score of 12 or higher. Once the appropriate depths have been reached, a successful Perception check (DC 20) is required to actually discover a mud lily in order to harvest it. Once discovered, harvesting a mud lily is a simple matter of removing it from the mud and placing it in one's pack. Mud lilies are edible in the raw, and have hallucinogenic properties. A creature consuming a mud lily must succeed a Fortitude save (DC 14) or be staggered for 10 minutes, as he is overwhelmed by psychedelic visions. A creature who critically fails his saving throw must also succeed on a Will save (DC 14) or become confused for this period.

#### Preparations

Absorptive Sponge: A mud lily's body is inherently capable of absorbing significant quantities of liquid. By removing the mud lily's pseudo-organs and other fluids and applying basic alchemical treatments to the remaining husk, a mud lily can be converted into an absorptive sponge. When placed in a liquid, the absorptive sponge begins to suck that liquid into itself. An absorptive sponge is capable of absorbing one 5-foot cube of liquid, plus one 5-foot cube of liquid for every 10 points by which the Craft check made to create the absorptive sponge exceeds the DC. It takes an absorptive sponge 1 minute to absorb a single 5-foot cube of liquid. Though an absorptive sponge is capable of absorbing dangerous liquids such as acid and lava, such liquids typically destroy an absorptive sponge long before it has a chance to

#### 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.

do so. An absorptive sponge is normally a 1-foot diameter disk which expands in size to equal the amount of liquid it absorbs. An absorptive sponge has no effects on the physical properties of a liquid it is placed in; thus, when placed in a pool of water, the water level will lower gradually from the top, rather than the sponge removing several cubes of water while leaving others intact.

#### Craft DC 25; Price 250 gp

Delusion Extract: A mud lily has psychedelic properties when consumed, and causes any creature imbibing it to suffer from mild delusions and hallucinations. By applying alchemical skill and certain easily obtained reagents to the mud lily, one can create a much more potent pure extract in the form of a liquid. Any creature imbibing the liquid suffers minor delusions, causing him to become sickened for 1 hour (no save). A creature who imbibes the delusion extract must also succeed on a Will save (DC 15) or become confused, as he fails to distinguish between the hallucinations and reality. For every 5 points by which the Craft check to create the delusion extract exceeds the DC, the saving throw DC increases by +1.

Craft DC 20; Price 60 gp

Lily Vision Paste: A mud lily has sensory organs which allow it to see through mud and other opaque substances to a distance of about 10 feet. Those same organs can be harvested, and when treated by oils extracted from the rest of the mud lily and simple sand, they are transformed into a paste which can transfer those powers to any creature that smears it over his eyes. This grants the creature the ability to see through solid objects up to 3 feet thick, regardless of their composition. This benefit lasts for 1 minute, plus 1 additional minute for every 5 points by which the Craft check made to create the lily vision paste exceeds the DC. This effect is highly disorienting, however, and causes the user to be sickened for the duration of the effect.

Craft DC 20; Price 250 gp

Mud Repellant: By crushing a mud lily into a fine paste and adding water and the skin of an earth elemental, one can create a potent substance which allows the user to cross over muddy and uneven surfaces without peril. A creature who applies a dose of mud repellant to the bottom of his feet walks effortlessly atop a number of difficult surfaces, ignoring the effects of the terrain. The types of surfaces affected are mud, sand, guicksand, snow, and any other similar substance. The target always move across the top of such surfaces, preventing him from digging, burrowing, or swimming into the substance, even if he attempts to do so. Mud repellant only allows the user to ignore the movementbased effects of such a terrain, and do not allow a creature to avoid other perils of the terrain which do not affect movement, such as damaging traps or other effects, and the user's body remains in contact with the top portion of whatever surface he is currently walking across. This effect lasts for 1 hour, plus 1 additional hour for every 5 points by which the Craft check made to create the mud repellant



exceeds the DC. The mud repellant can be removed by washing the affected area with clean water (a process which takes 1 minute).

Craft DC 15; Price 120 gp

## Resailia

Among the most bizarre of jungle plants is the resailia, which appears as a large, bright yellow inverted cone standing stock upright and capped with a bright blue spiny flower about the size of a man's head. Standing about 4 feet tall, these strange plants are a common sight in mountainous jungles, though they are never naturally found in the lowlands. Despite being edible, herbivores avoid the strange plants for reasons naturalists do not fully understand.

#### RESAILIA

Forage DC 25; Environment warm mountains or jungles Cost 100 gp; Weight 25 lbs. per dose

A resailia resembles a gigantic yellow and blue carrot, sticking point first into the ground. How the plants remain so rigid still defies explanation, though they are extremely difficult to uproot, requiring a DC 20 Strength check. Resailias possess a single root which frequently extends a quarter-mile or more into the ground, and in order to harvest the plant it must be separated from this root, making simple digging not an option. The stock of a resailia is hearty and quite edible, providing enough food for a single Medium humanoid for 3 days.

#### Preparations

Arms and Armor: The resailia can be used to craft weapons and armor. Only wooden weapons can be crafted from a resailia, though any type of armor can be made. Resailia-made equipment only has a hardness of 4, but has an additional 25 hit points and is slightly resistant to fire, reducing all fire damage by 3/4 before applying hardness, instead of by half. This resistance to fire does not apply to anyone wielding or wearing items made of resailia, only to the object itself. Weapons made of resailia can damage objects with a hardness of 8 or less as though they did not have hardness. Arms and armor made of resailia are crafted in the normal fashion (using Craft [armor] or Craft [weapons]), and do not require a separate Craft (alchemy) check. The Craft DC and Price information reflect adjustments to the normal Craft DC and price of the weapon or armor to be crafted.

#### Craft DC +5; Price +25 gp

*Resailia Float:* The resailia can be cored and sealed in order to create a highly buoyant personal flotation device. A resailia float can fit a single Medium creature and allows him to float along the top of the water while remaining largely protected. A resailia float functions like a row boat, except that it can only contain a single occupant, takes up a single 5-foot square, and grants cover to the creature within it. Because of its odd shape, a resailia float is difficult to control and the pilot suffers a -10 penalty on all skill checks made to control the float. For every 5 points by which the Craft check made to create the resailia float exceeds the DC, this penalty is reduced by 2, to a minimum of o. A resailia float deteriorates and becomes unusable after 2d4 days.

Craft DC 20; Price 5 gp

Soft Elixir: A resailia possesses strange properties which can be used to soften stone or similar materials. When mixed with rare salts and simple reagents and prepared with boiling water, the resailia can be turned into an extract which is capable of making stone very soft. A single dose of soft elixir can be used to reduce the hardness of any object smaller than a 5-foot cube with hardness 8 or less by 5. An object reduced below o hardness in this fashion gains the consistency of putty and becomes highly malleable. The effects last for 5 rounds, plus 1 round for every 10 points by which the Craft check to create the soft elixir exceeds the DC, giving the user time to shape the softened object to his desire or to destroy it. If the soft elixir is applied to a petrified creature and his hardness is reduced to o, he is immediately cured of the petrified condition. Soft elixir has no effect on objects with a hardness of 9 or higher. Multiple doses can be applied to the same object, and their effects stack.

Craft DC 25; Price 250 gp

Stone Elixir: Similar to the soft elixir, the stone elixir can make objects of hardness 8 or less much harder. A single dose can be applied to an object whose size is not greater than a single 5-foot cube. Any object affected has its hardness increased by 5 for 5 rounds, plus 1 round for every 5 points by which the Craft check to create the stone elixir exceeds the DC. An object with o or less hardness has its hardness set to 5 and becomes solid (for example, if applied to a 5-foot cube of water, the water would become magical "ice" with a hardness of 5). This has no effect on gases or living creatures.

Craft DC 25; Price 200 gp

## Shade's Gasp

These strange nocturnal plants grow only in the deepest of jungles and thrive in hot, wet climates. They are most famous for their 4-foot diameter purple flowers which bloom each night and close each morning. Upon opening, the flowers release a gas which attracts insects to their pollen. When this happens, a faint whooshing sound can be clearly heard, which is how the plant gets its name.

#### SHADE'S GASP

Forage DC 20; Environment jungles Price 20 gp; Weight 1.5 lbs. per dose

The only portions of a shade's gasp plant which have any potency are the innermost petals and its vapors, and so would-be foragers must wait until dark in order to harvest the flower under proper conditions. It is still possible to open the flower prematurely in order to harvest its ingredients, but this increases the Survival DC to forage it by 5. The vaporous gas released from an opened flower is mildly poisonous if breathed in, and requires the forager to either hold his breath or succeed on a Fortitude save (DC 11); if he does not, he becomes sickened for 24 hours. He need only make this save once per harvesting period. Upon successful harvesting, the forager receives one dose of shade's gasp petals and one dose of shade's gasp gas.

#### Preparations

*Gasping Breath:* The gases produced by a shade's gasp plant can be altered by the distilled essence of the petals from the plant in order to create a gaseous substance, which, when inhaled, causes the inhaler to have to breath more deeply than normal or begin to choke uncomfortably. This preparation can be thrown as a grenade-like weapon. The wielder must succeed on a ranged touch attack to hit the target's square, and, upon a direct hit, the victim must succeed on a Fortitude save (DC 13) or be forced to breathe desperately for 1d4 hours. This has no effect on a creature most of the time; however, a creature that is affected in this way who tries to hold his breath must succeed on a Will save (DC 13) each round or begin gasping for air, even if there isn't any (such as if he is underwater).

Craft DC 20; Price 45 gp

Shade of Contemplation: The petals of a shade's gasp plant can be burned and the vapors mixed with the plant's gasses in order to create a breathable vapor which weakens the body while awakening the mind. A single dose of this preparation creates enough vapor to fill a 20-ft.-radius area. Any creature who breathes in this vapor must succeed on a Fortitude save (DC 12) or suffer 1 point of Strength damage. Regardless of whether or not the creature succeeds on the Fortitude save, he finds his mind has been opened up, and he receives a +1 bonus on all Intelligence-based skill checks for 1 hour, as new ideas form in his head.

Craft DC 20; Price 150 gp

Shade's Dream Tea: The petals of a shade's gasp plant can be prepared as a tea which is a fine violet color and has a sweet aroma. When consumed, the shade's dream tea allows the imbiber to sleep peacefully. The imbiber must succeed on a Fortitude save (DC 11) or become fatigued after imbibing the tea. The next time the imbiber rests, he does so peacefully, granting him a +5 circumstance bonus on saving throws made to resist the effects of any spell or ability which would interfere with his sleep. Additionally, upon waking, the imbiber recovers an additional 1d3 hit points. For every 5 points by which the Craft check to create the shade's dream tea exceeds the DC, the amount of hit points recovered in this way is increased by 1d3.

Craft DC 15; Price 30 gp

*Shade's Sleep:* The gas of a shade's gasp plant can be altered minutely in order to create the shade's sleep gas. Once bottled, minor chemicals can be added which make the gas take on a sedative quality. When prepared in this way, it can be thrown as a splash weapon which, upon a direct hit, forces the target to succeed on a Fortitude save (DC 12) or fall unconscious for 1d4 rounds. Creatures within 5 feet of the target must succeed on the Fortitude save or become fatigued. For every 5 points by which the Craft check made to create the shade's sleep exceeds the DC, the saving throw DC increases by 2.

Craft DC 25; Price 125 gp

#### Veronica Flower

The veronica flower is a beautiful pink and purple star-shaped flower that grows in the very hottest regions of the wettest jungles and rainforests. About 5 inches in diameter, these lovely flowers grow on large hedge-like bushes and are often surrounded by amorous animals and faeries attracted to the beautiful and semi-magical flowers. Veronica flowers are renowned for their properties as an aphrodisiac, for their lovely scents which are often harvested for perfumes, and for their ability to infuse drinks to improve their flavor.

#### VERONICA FLOWER

**Forage DC** 15; **Environment** jungles **Cost** 120 gp; **Weight** .5 lbs. per dose

#### 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.

On its own, a veronica flower is a lovely trinket which smells quite nice, but has no special properties unless other alchemical compounds come into contact with it. A veronica flower's fruit is small and flavorless and the flower itself is non-toxic, though unpleasant for most humanoids to eat. Herbivorous animals often avoid the flowers, as they are commonly protected by sprites of all sorts. Would-be foragers often have to compete with one or more fey creatures that commonly guard the plants, believing their natural beauty and special properties are best reserved for the woodland's nobles.

#### Preparations

*Courtesan's Scent:* These flowers are most commonly worn as a perfume because they are believed to have an aphrodisiac effect on potential mates. This remains unproven; however, those wearing courtesan's scent are better able to wield influence over other creatures. A single dose of perfume is sufficient to grant a +2 alchemical bonus on all Charisma-based skill checks for 1 minute. This bonus increases by +1 for every 10 points by which the Craft check to create the courtesan's scent exceeds the DC. Additionally, whenever the user successfully makes a Diplomacy check to improve the attitude of a creature, that creature's attitude improves by one more step than it otherwise would (to a maximum attitude of helpful).

Craft DC 20; Price 120 gp

Sycophant Tea: A simple preparation of the veronica flower requires boiling the petals of the flower in alcohol, and produces a tea which makes the drinker highly suggestible. The exotic pink color and strong flavor make the tea easy to identify, allowing any creature with at least 1 rank in Craft (alchemy) to instantly recognize this preparation. Other creatures may attempt a Knowledge (local) or Knowledge (nature) check (DC 10) to identify the substance. A creature that drinks the tea must succeed on a Fortitude save (DC 11) or become extremely susceptible to suggestions, decreasing the DC required to ask a request of him by 10 for 1 hour. It should be noted that sycophant tea does not erase memory, and many alchemists have come to regret the use of this tea once its effects wear off and their victims begin searching for revenge. For every 5 points by which the Craft check to create the sycophant tea exceeds the DC, the saving throw DC increases by 1.

#### Craft DC 10; Price 35 gp

Veronica's Flavor Enhancer: The original purpose to which these flowers were put was to enhance the flavor of various teas and wines by adding the tea made from the petals to other beverages. Veronica Yearly was the first to do this, which is where the plants got their name. Though the original intent of this preparation was entirely innocent, it is much more commonly used to mask the presence of poison in food and drink. Any substance infused with veronica's flavor enhancer has its flavor almost completely masked by the overwhelming taste of the flower, making even gruel and hard tack guite palatable. In addition to this practical use, veronica's flavor enhancer completely masks the presence of poison in food or drink, requiring a successful Perception check (DC 30) to reveal the presence of poisons and other contaminants in food affected this way. Magical spells which detect poison are unaffected.

Craft DC 20; Price 100 gp

Veronica's Lure: A common application for hunters, this substance is made by mixing the extract of the veronica flower with the natural pheromones or urine of a certain type of creature and creates a potent attractant which makes creatures of the same sort likely to take notice and approach. When created, choose a single type of creature (and subtype if the chosen creature type was humanoid or outsider). The substance may then be applied to a single 10-foot-by-10-foot area. Creatures of the chosen type passing within a 100-foot-radius of that area that notice the Veronica's lure (an automatic Perception check, DC 5) must succeed on a Will save (DC 11) or be compelled to head towards the area. Creatures with an Intelligence score of 3 or higher are entitled to a Sense Motive check (DC 20) to notice the effect of the lure, and success on this check ends the effect. Creatures with 5 or more ranks in Knowledge (nature) or Craft (alchemy) get a +4 bonus on both the saving throw and the Sense Motive check. This is a mind-affecting compulsion effect. For every 5 points by which the Craft check to create the Veronica's lure exceeds the DC, the saving throw DC for the Will save increases by +2.

Craft DC 15; Price 75 gp

## Wedrige's Catalyst

A strange herb valuable only to alchemists and mages, Wedrige's catalyst is found in the deepest and often most dangerous areas of jungles. By itself, the leafy herb, discovered by the great alchemist and magician Wedrige 200 years ago, seems harmless enough, though it does radiate a faint universal magic aura, and, in quiet conditions, can be heard to hum softly. Its leaves are quite striking in that each one seems to have a slightly different shape, and they are said by many to resemble warped and twisted faces. Always found near lakes, ponds, and other large bodies of water deep in the jungle, this unusual herb would be easy to harvest and carry about were it not curiously attractive to evil spirits and dark gods. Finding a patch of Wedrige's catalyst which is not cursed or haunted is a rare find indeed.

#### WEDRIGE'S CATALYST

Forage DC 5; Environment jungles, swamps, or underground Cost 50 gp; Weight 1 lb. per dose

An unusual herb to say the least, Wedrige's catalyst has very little magical potency of its own, but is highly reactive to both magic and alchemical reagents, making it extremely useful. When consumed on its own, Wedrige's catalyst carries a potent poison which causes the imbiber to suffer a -6 penalty to a random ability score for 24 hours (no save).

#### Preparations

Alchemical Enhancer: One of the easiest things to do with Wedrige's catalyst, and the purpose the man himself put the herb to, was to enhance his alchemical creations. The alchemical enhancer reacts with many types of alchemical items and can be used to enhance any item created with the Craft (alchemy) skill (including preparations of herbs or special compounds). A single item can only benefit from one dose of alchemical enhancer. An item enhanced by a dose of alchemical enhancer has any saving throw DC associated with that item increased by +1, plus an additional +1 for every 10 points by which the Craft check made to create the alchemical enhancer exceeds the DC. This stacks with any other source which enhances the item's saving throw DC.

Craft DC 20; Price 100 gp

Spell Enhancer: In addition to its other abilities, the Wedrige's catalyst can also be prepared as an additional material component to be used in the casting of a spell. By default, a spell enhancer can only be used to cast a o-level spell, but for every 5 points by which the Craft check made to create the spell enhancer exceeds the DC, a spell enhancer can be applied to a spell of one level higher (*for example, a result of 26 on a Craft check would allow the spell enhancer to be applied to spells of up to 3<sup>rd</sup> level*). A spell enhancer increases the caster level and saving throw DC of the spell affected by +1. These bonuses stack with all other effects which would increase the caster level and saving throw DC.

Craft DC 15; Price 200 gp

*Witch's Admixture:* Perhaps the most dangerous use of Wedrige's catalyst is when it is applied in its purest essential form to a poison. When a dose of witch's admixture is applied to a poison, the poison changes properties, becoming a magical curse in addition to a poison. As a result, only creatures immune to both curses and poisons are immune to poisons affected this way. Additionally, a poison affected this way cannot be cured, including by successful saving throws, unless a *remove curse* or more powerful magic is first cast on the poisoned creature. The poison still runs its course naturally over time.

Craft DC 35; Price 1,000 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.

#### Poison Saving Throw DCs

The saving throw DCs of all poisons included in this section can be increased if the Craft check made to create them exceeds the Craft (alchemy) DC. For every 5 points by which the result of the Craft check exceeds the DC, the saving throw DC of the poison increases by 1.

#### **New Special Compounds**

The following special substances are presented in alphabetical order.

Arsonist's Ally: This strange liquid is highly animate when exposed to air, dancing about wildly and setting everything it touches on fire. Normally contained within a glass vial to be thrown or shattered at a distance, once the arsonist's ally is exposed to oxygen, it begins to dance and ignite fire in the very air, wherever it goes. Once unleashed, the 5-foot square the fire is released in fills with fire, dealing 1d6 points of fire damage to everything within the square. A successful Reflex save (DC 10) halves this damage. For every 5 points by which the Craft check to create the arsonist's ally exceeds the DC, the saving throw DC increases by +2. At the beginning of each round for the next 1d8 rounds, the fire jumps, move 1d4 x 5 feet in a random direction. The square that it lands in, as well as each square in its path from its old location to its new location, is filled with fire, as described above.

**Ingredients** chordoit bean (2 doses), fire berry (2 doses)

Craft DC 15; Price 150 gp

Burning Death Poison: This poison lights the blood on fire while putting the victim into a deep sleep. As the victim drowses, the fire intensifies.

**Ingredients** fire berry (2 doses), shade's gasp (1 dose)

Craft DC 20; Price 100 gp

#### **BURNING DEATH POISON**

Type poison (injury); Save Fortitude DC 12\* Frequency 1/round for 4 rounds

**Effect** 1d6 fire damage and the target falls unconscious and cannot be wakened by any means while still suffering from the poison. An unconscious creature suffers an additional 2d6 points of fire damage on a failed saving throw. **Cure** 1 save

Dragon's Breath: This combination of juices and teas from various jungle herbs allows the imbiber to breathe in the most hostile fumes and flames as though they were air. For 1 minute after imbibing the liquid, the creature gains immunity to smoke and inhaled poisons, and is able to breathe underwater as well as in areas consumed wholly with fire or any other effect which would impede their breathing. This has no effect on manual strangulation or anything else which directly blocks the airways. Additionally, the imbiber can breathe a ball of fire which deals 2d6 points of fire damage to all creatures in a 15-foot cone. A successful Reflex save (DC 10) halves this damage. Doing so immediately ends the dragon's breath's effect. For every 5 points by which the Craft check to create the dragon's breath exceeds the DC, the saving throw DC for the Reflex save increases by +1.

**Ingredients** chara leaf (1 dose), cloud vine berry (1 dose), fire berry (1 dose), mud lily (1 dose)

Craft DC 20; Price 190 gp

*Earth Meld:* This salve, created from the oils of a resailia plant and the juices of a crushed mud lily, can be rubbed all over a single creature of Medium or smaller size, and allows him to meld into natural earth for a short time, as though his body were insubstantial. The affected creature can pass through objects and surfaces with a hardness of less than 8 as though he had the earth glide ability. A creature who is currently within a solid surface or object at the end of this time is immediately deposited into the nearest open area which can support him, and suffers 3d10 points of damage. This effect lasts for 1 minute, plus 1 additional minute for every 5 points by which the Craft check to create the earth meld exceeds the DC.

**Ingredients** mud lily (4 doses), resailia (2 doses) **Craft DC** 25; **Price** 500 gp

*Ferrous waltz:* This curious liquid, derived from fang fern pulp and chordoit oil, is valued as a thrown weapon and causes metal of all kinds to leap and dance about. Ferrous waltz can be thrown as a grenade-like weapon and if it hits a creature directly, it affects all worn or held objects made



of metal in that creature's possession. The wielder must succeed on a ranged touch attack to hit the target's square, Unattended metal objects caught in the splash are also affected. Metal objects affected by a dose of ferrous waltz begin to jump about and shake uncontrollably, making them difficult to work with. Weapons affected by ferrous waltz impose a -2 penalty on all attack rolls and to CMD for the purposes of disarming combat maneuvers. Armor affected by ferrous waltz has its armor check penalty increased by 2, and additionally forces its wearer to succeed on a Reflex save (DC 12) each round or his movement speed is halved (rounded down), and he is denied his Dexterity bonus to AC until the beginning of his next turn. These effects last for 1d3 rounds. For every 5 points by which the Craft check made to create the ferrous waltz exceeds the DC, the saving throw DC is increased by 1.

**Ingredients** chordoit bean (2 doses), fang fern (1 dose)

Craft DC 20; Price 75 gp

*Floating Caltrops:* A combination of three herbs working in tandem can create these highly dangerous mines. A slightly augmented cloud vine berry and a cluster of blade-like fang fern leaves can create a deadly floating mine. A single dose of these floating caltrops is sufficient to fill a single 5-foot cube to capacity and can be placed in any environment which can hold them. They remain in place for 1 hour, hanging in the air until that time elapses. A creature passing through the area suffers all the normal effects of caltrops, except that the floating caltrops ignore any protective clothing or armor such as boots or a suit of full plate armor and deal 2d4 points of piercing damage. This damage is increased by + 2 for every 5 points by which the Craft check to create the floating caltrops exceeds the DC. At the end of the hour, the floating caltrops fall to the ground and become a single use of fang mines.

**Ingredients** cloud vine berry (1 dose), fang fern (2 doses), Wedrige's catalyst (1 dose)

Craft DC 20; Price 110 gp

*Flotation Poison:* This poison causes the victim to fly about uncontrollably. An affected creature has very little control over his body.

Ingredients cloud vine berry (3 doses), mud lily (2 doses)

Craft DC 18; Price 150 gp

#### FLOTATION POISON

Type poison (injury or ingested); Save Fortitude DC 12\* Frequency 1/round for 10 rounds

**Effect** 2 Dex damage and an additional cumulative -2 penalty on Fly checks. Additionally, the target rises 5 ft. and takes flight. While moving in this way, the target can move up to his speed in the direction of his choice with a successful Fly



check (DC 20), but if the check is a failure, the target cannot move that round.

Cure 1 save

*Gorgon's Tears:* This curious poison slowly petrifies the imbiber, making his limbs stiff and slowly turning them to stone. The effects are temporary, however.

**Ingredients** resailia (1 dose), Wedrige's catalyst (2 doses)

Craft DC 17; Price 200 gp

#### **GORGON'S TEARS**

Type poison (contact); Save Fortitude DC 11\* Frequency 1/round for 6 rounds Effect 1d3 Dex damage and the target gains a like amount of hardness which lasts for 1 minute. If the target's hardness exceeds 8, he becomes petrified for 1 hour. Cure 1 save

*Healer's Balm:* This horrible smelling pulp is created from ground and stewed fang fern and chara leaves and has potent healing properties. As long as it is applied to the patient quickly after he suffers an injury, the healer's balm can cure most effects. A single dose of healer's balm requires a full-round action to apply to the creature. Once applied, the target recovers instantly from the dazed, exhausted, fatigued, frightened, nauseated, panicked, shaken, and sickened conditions, so long as the target began suffering from the condition within the last minute. For each condition recovered this way, the target instantly recovers 1d4 hit points.

Ingredients chara leaves (2 doses), fang fern (1 dose)

Craft DC 15; Price 500 gp

Healing Death Poison: This poison actually has curative benefits which act more like a cancer, quickly overwhelming the victim's systems.

Ingredients chara leaves (2 doses), Wedrige's catalyst (1 dose)

Craft DC 15; Price 750 gp

#### HEALING DEATH POISON

Type poison (contact); Save Fortitude DC 16\* Frequency 1/round for 6 rounds

Effect The target regains 1d8 hit points. If this would cause the target's current hit points to exceed his maximum hit points, he suffers 1d4 points of Con damage, instead. Cure 1 save

*Immobility Poison:* As its name, implies immobility poison makes it difficult for the victim to move about. It accomplishes this by making his muscles heavier for a short time.

Ingredients chara sap (1 dose), resailia (1 dose) Craft DC 15; Price 175 gp

#### IMMOBILITY POISON

Type poison (injury); Save Fortitude DC 14\* Frequency 1/round for 6 rounds Effect The target's encumbrance increases by 1 step. If this would cause the target's encumbrance to exceed heavy encumbrance, his movement speed is reduced to 5 ft. and he suffers a -8 armor check penalty on all skills. For every failed saving throw after this point, the target suffers a further -2 armor check penalty on all skills. The increase to encumbrance lasts for as long as the poison does, plus one minute thereafter. Cure 1 save

*Ironizer:* When rubbed into an object with hardness of o or higher, this powder alters it on a chemical level to become like iron. One dose of ironizer is sufficient to affect a single object of up to Medium size. In order to affect a worn or held item, a successful melee touch attack that provokes attacks of opportunity is required. The hardness of the object the powder is applied to becomes 10 for 1 hour. The object is entitled to a Fortitude save (DC 20) in order to negate this effect.

Ingredients resailia (1 dose), Wedrige's catalyst (1 dose)

Craft DC 25; Price 225 gp

*Lingering Death Cloud:* This cloud-based poison causes those who breathe it in to become violently ill. The effects worsen considerably over time.

Ingredients chara root (2 doses), fire berry (1 dose) Craft DC 20; Price 120 gp

#### LINGERING DEATH CLOUD

Type poison (inhaled); Save Fortitude DC 11\* Frequency 1/round for 6 rounds Effect The target becomes sickened for 1d4 rounds. If the target is already sickened, he instead becomes nauseated for 1d4 rounds. If the target is already nauseated, he instead suffers 1d4 points of Str and Con damage. Cure 1 save

Nightingale Elixir: This unusual restorative is a godsend to hermetic healers and witches looking for friends and companions among those few souls who come upon them looking for aid. Made from the extract of a veronica flower and the potent healing pulp of a chara leaf, these exceptional potions provide both a useful curative and the benefits of a relatively mild love potion. Once consumed, the imbiber recovers 1d8 hit points. Additionally, the imbiber begins to think fondly of the creator of the draft (or another creature of the creator's choice, chosen at the time of creation), causing him to remember that creature in that moment and permanently increasing his attitude towards that creature by 1 step. A successful Will Save (DC 10) negates this secondary effect. For every 5 points by which the Craft check made to create the nightingale elixir exceeds the DC, the number of hit points the imbiber heals is increased by 4, and the saving throw DC is increased by +2. If the imbiber does not know the creature associated with the nightingale elixir, the secondary effect does not apply.

Ingredients chara leaves (1 doses), veronica flower (1 doses)

Craft DC 15; Price 120 gp

Pain Dart: These wicked creations are created by allowing a bladed leaf from a fang fern to stew in the vile juice of a chara root. The resulting product is then dried and hardened, creating these deadly darts. A pain dart is treated as a dart for the purposes of proficiency and ease of use. However, upon impact, in addition to dealing damage like a dart, unless the target succeeds on a Fortitude save (DC 10) he becomes sickened for 1d4 rounds. For every 5 points by which the Craft check made to create the pain dart exceeds the DC, the saving throw DC increases by +2. A single dose is enough for 1 dart. Pain darts are never recoverable. Pain darts can be magically enhanced as though they were masterwork ammunition.

> Ingredients chara root (1 dose), fang fern (1 dose) Craft DC 15; Price 20 gp

*Perfect Clarity:* These eyedrops are a nearly transparent liquid of many pale but richly colored hues, which swirl and churn about constantly. When applied to



the eyes, the user gains incredible powers of vision, both mundane and supernatural. Once applied, the target can see 5 times further than he normally would be able to. This affects all forms of the target's vision, including darkvision, low-light vision, and blindsight (*for example, a dwarf with darkvision 60 feet would temporarily gain darkvision 300 feet*). Additionally, the target can see invisible creatures as though they were not invisible. Finally, for every 5 points by which the Craft check to create the perfect clarity exceeds the DC, the target gains a +1 competence bonus on Perception checks. These effects last for 10 minutes.

**Ingredients** cloud vine berry (1 dose), mud lily (1 dose)

Craft DC 10; Price 150 gp

*Reaper's Tea Poison:* This poison causes intense cutting and bleeding in the throat and digestive system. Most who drink this bleed out very quickly.

**Ingredients** chara root (2 doses), fang berry (2 doses)

Craft DC 22; Price 110 gp

#### **REAPER'S TEA POISON**

**Type** poison (ingested); **Save** Fortitude DC 10\* **Frequency** 1/round for 6 rounds **Effect** 3d6 slashing damage. If the target suffers 15 or more points of damage in this way, he also suffers 1d6 points of



bleed damage. Curing the poison (either through making the saving throw or through magical means) immediately ends the bleed damage; however, if the poison runs its course, the bleed damage persists. **Cure 1** save

*Resailium:* Through special alchemical processes, the fire resistant husks of fire berries can be altered and applied to the disassembled and ground shell of a resailia plant. The resulting mixture is then reconstituted into a single large and highly energy resistant plank which can be used to construct armor of exceptional quality. A common example is resistant only to fire energy, though the application of Wedrige's catalyst allows for other elements as well.

A suit of armor constructed from resailium causes the wearer to suffer only half damage from any associated energy attack. A normal suit of resailium armor reduces the damage of any fire attack by half. By adding one unit of Wedrige's catalyst to the resailium when it is created, the crafter is able to choose a different type of energy to protect against in this way. Armor made from resailium has hardness 8 and half the normal hit points for armor of its type. It costs twice the normal amount to apply magical enhancements to a suit of armor made of resailium.

Ingredients fire berry (3 doses), resailia (1 dose), Wedrige's catalyst (1 dose, optional) Craft DC +10; Price +3,000 gp Simpering Tonic: This sweet-tasting tonic is of great benefit to anyone looking for a short boost to his personal magnetism. Drinking the tonic enhances the imbiber's natural assets, increasing his beauty and causing him to give off pheromones which have a potent effect on all those around him. However, the delicious liquid has an adverse effect on the minds of those who drink it. For 1 minute, the target gains a +4 enhancement bonus to Charisma and an additional +6 competence bonus on all Charisma-based skill checks. However, each round for the tonic's duration, the target must attempt a Will save (DC 20) or suffer 1 point of Intelligence and Wisdom damage. For every 5 points by which the Craft check to create the simpering tonic exceeds the DC, the saving throw DC is reduced by 1.

**Ingredients** chara sap (2 doses), veronica flower (2 doses),

Craft DC 18; Price 390 gp

Sleep Repellant: Intended to be consumed immediately before bed, this strange substance made from the essence of a veronica flower and a shade's gasp plant causes a sleeping creature to exude pheromones which cause those that breathe them in to become fearful and stay away from the sleeper. Once consumed, the imbiber must succeed on a Fortitude save (DC 20) or fall asleep for eight hours. Regardless of whether or not the save is successful, for the next eight hours, whenever the imbiber is asleep, he radiates a noxious pheromone which causes living creatures approaching within 100 feet of him to become shaken. A creature approaching within 10 feet must succeed on a Will save (DC 10) or become frightened for 1d3 minutes. For every 5 points by which the Craft check to create the sleep repellant exceeds the DC, the saving throw DC of the Will save increases by +2. This compound has a strong alchemical reaction when mixed with waking sleep elixir, and anyone that is affected by both at the same time causes both effects to fail and suffers 1d4 points of Constitution damage. **Ingredients** shade's gasp (1 dose), veronica flower (1

dose)

#### Craft DC 15; Price 160 gp

Sovereign Globe: Created from the wax of chara leaves and the incredibly sticky sap of the chara tree, this disgusting-looking orb is very useful as a mobile adhesive. About 3 feet in diameter, these sticky globes require a DC 25 Strength check to remove from a surface once applied. A single sovereign globe can support weights of up to 5,000 lbs., making it extremely useful for all sorts of adhesive applications. Hot water causes a sovereign globe to temporarily lose its sticky quality, and it is usually transported submerged in hot water. Universal solvent completely destroys a sovereign globe.

> Ingredients chara leaf (1 dose), chara sap (1 dose) Craft DC 25; Price 1,500 gp

Sweet Dreams Poison: This poison puts those who drink it into a deep sleep that is exceptionally difficult to wake from.

> Ingredients chara sap (1 dose), shade's gasp (1 dose) Craft DC22; Price 95 gp

#### SWEET DREAMS POISON

Type poison (ingested); Save Fortitude DC 11\* Frequency 1/hour for 8 hours

Effect The creature falls asleep and cannot be awakened until the poison's duration runs out, the victim succeeds on a saving throw to resist the poison, or the targets dream's are entered with a *dream* or *nightmare* spell. **Cure** 2 consecutive saves.

*Tremor Oil:* This deadly potion causes the target to lose control of his body, forcing him to dance about recklessly and injure himself.

**Ingredients** chara root (2 doses), chordoit bean (2 doses)

Craft DC 16; Price 140 gp

#### TREMOR OIL

Type poison (injury); Save Fortitude DC 11\* Frequency 1/round for 6 rounds

Effect 1d4 Dex damage. If the target suffers 3 or more points of Dex damage this way, he spends his turn doing nothing but dancing in place and suffers an additional 1d6 points of hit point damage. A creature reduced to o Dex in this way is unable to move, and so cannot dance in place or inflict additional hit point damage on itself. Cure 1 save

Veronica's Dream Poison: This poison causes the victim to be filled with overwhelming positive emotions of love and happiness. This compromises his judgment and makes him highly suggestible.

**Ingredients** mud lily (2 doses), veronica flower (2 doses)

Craft DC 16; Price 280 gp

#### VERONICA'S DREAM POISON

Type poison (ingested); Save Fortitude DC 13\* Frequency 1/minute for 10 minutes Effect 1d4 Wis, and the target's attitude is improved by 1 step towards all creatures for 1 hour. This poison cannot reduce the target's Wisdom below 1. Cure 1 save



Waking Sleep Elixir: This curious elixir is created from the combination of one of the jungle's most potent stimulants and one of the jungle's most well known and feared depressants. This concoction serves to create a potionlike elixir which, when consumed, allows the imbiber to sleep while remaining fully awake and alert. Once consumed, the imbiber can remain perfectly alert, awake, and able to perform all his regular routines, while still sleeping. Eight hours after consumption, the imbiber receives benefits as though he had rested for 8 hours. During this time, the imbiber does not become tired and suffers no ill effects from not sleeping.

**Ingredients** chordoit bean (1 dose), shade's gasp (1 dose)

Craft DC 20; Price 50 gp

## 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: Compounds by Name

Substance	Price	Craft DC
Arsonist's ally	150 gp	15
Burning death poison	100 gp	20
Dragon's breath	190 gp	20
Earth meld	500 gp	25
Ferrous waltz	75 gp	20
Floating caltrops	110 gp	20
Flotation poison	150 gp	18
Gorgon's tears	200 gp	17
Healer's balm	500 gp	15
Healing death poison	750 gp	15
Immobility poison	175 gp	15
Ironizer	225 gp	25
Lingering death cloud	120 gp	20
Nightingale elixir	120 gp	15
Pain dart	20 gp	15
Reaper's tea poison	110 gp	22
Resailium	+3,000 gp	+10
Simpering tonic	390 gp	18
Sleep repellant	160 gp	15
Sovereign globe	1,500 gp	25
Sweet dreams poison	95 gp	22
Tremor oil	140 gp	16
Perfect clarity	150 gp	10
Veronica's dream poison	280 gp	16
Waking sleep elixir	50 gp	20

## Table 1-2: Compounds by Price

Substance	Price
Pain dart	20 gp
Waking sleep elixir	50 gp
Ferrous waltz	75 gp
Sweet dreams poison	95 gp
Burning death poison	100 gp
Floating caltrops	110 gp
Reaper's tea poison	110 gp
Lingering death cloud	120 gp
Nightingale elixir	120 gp
Tremor oil	140 gp
Arsonist's ally	150 gp
Flotation poison	150 gp
Perfect clarity	150 gp
Sleep repellant	160 gp
Immobility poison	175 gp
Dragon's breath	190 gp
Gorgon's tears	200 gp
Ironizer	225 gp
Veronica's dream poison	280 gp
Simpering tonic	390 gp
Earth meld	500 gp
Healer's balm	500 gp
Healing death poison	750 gp
Sovereign globe	1,500 gp
Resailium	+3,000 gp

## Table 1-3: Preparations by Name Substance Price Craft DC

Substance	Price	Craft DC	Herb
Absorptive sponge	250 gp	25	Mud lily
Alchemical enhancer	100 gp	20	Wedrige's catalyst
Ambrosial elixir	150 gp	25	Chara sap
Anti-fire shell	150 gp	25	Fire berries
Arms and armor	+25 gp	+5	Resailia
Bleeding root mist	175 gp	25	Chara root
Blood of the chara	50 gp	10	Chara root
Chara root beer	120 gp	20	Chara root
Chara root poison	800 gp	25	Chara root
Chara salve	300 gp	12	Chara leaves
Chara tea	120 gp	15	Chara leaves
Chara wax	110 gp	20	Chara leaves
Chordoit powder	120 gp	15	Chordoit bean
Chordoita	30 gp	10	Chordoit bean
Cloud berry seal	180 gp	25	Cloud root berry
Cloud drops	25 gp	15	Cloud root berry
Courtesan's scent	120 gp	20	Veronica flower
Delusion extract	60 gp	20	Mud lily
Elixir of speed	400 gp	25	Chordoit bean
Fang blade, treated	350 gp	15	Fang fern
Fang blade, untreated	1 gp		Fang fern
Fang fern paste	150 gp	20	Fang fern
Fang mine	100 gp		Fang fern
Fire berry bomb		25 5	Fire berries
Gasping breath	45 gp	20	Shade's gasp
Incurative	45 gp		Chara leaves
Inferno paste	500 gp	30 10	Fire berries
Jitter poison	50 gp		Chordoit bean
Lily vision paste	200 gp	20	Mud lily
Mud repellant	250 gp	20	Mud lily
Purified cloud vine	120 gp	15	Muu IIIy
	75 gp	20	Cloud root berry
berry extract Resailia float			Resailia
Shade of	5 gp	20	Resallia
	150 gp	20	Shade's gasp
contemplation	20 00		Shado'a gaop
Shade's dream tea	30 gp	15	Shade's gasp
Shade's sleep	125 gp	25	Shade's gasp
Sickly coating	90 gp	20	Chara sap
Smoke breath elixir	60 gp	25	Fire berries
Soft elixir	250 gp	25	Resailia
Spell enhancer	200 gp	15	Wedrige's catalyst
Sticky bomb	80 gp	15	Chara sap
Sticky shell	160 gp	20	Chara sap
Stone elixir	200 gp	25	Resailia
Sycophant tea	35 gp	10	Veronica flower
Twister bomb	75 gp	15	Cloud root berry
Veronica's flavor	100 gp	20	Veronica flower
enhancer			
Veronica's lure	75 gp	15	Veronica flower
Witch's admixture	1,000 gp	35	Wedrige's catalyst

## Table 1-4: Preparations by Price

Substance		Craft DC	Herb
Arms and armor			Resailia
Fang blade, untreated	+25 gp	+5	
Resailia float	1 gp		Fang fern Resailia
	5 gp	20	Cloud root berry
Cloud drops Chordoita	25 gp	15	
	30 gp	10	Chordoit bean
Shade's dream tea	30 gp	15	Shade's gasp
Sycophant tea	35 gp	10	Veronica flower Fire berries
Fire berry bomb	45 gp	5	
Gasping breath	45 gp	20	Shade's gasp Chara root
Blood of the chara	50 gp	10	Fire berries
Inferno paste	50 gp	10	
Delusion extract	60 gp	20	Mud lily
Smoke breath elixir	60 gp	25	Fire berries
Purified cloud vine	75 gp	20	Cloud root berry
berry extract			
Twister bomb	75 gp	15	Cloud root berry
Veronica's lure	75 gp	15	Veronica flower
Sticky bomb	80 gp	15	Chara sap
Sickly coating	90 gp	20	Chara sap
Alchemical enhancer	100 gp	20	Wedrige's catalyst
Fang mine	100 gp	25	Fang fern
Veronica's flavor	100 gp	20	Veronica flower
enhancer			
Chara wax	110 gp	20	Chara leaves
Chara root beer	120 gp	20	Chara root
Chara tea	120 gp	15	Chara leaves
Chordoit powder	120 gp	15	Chordoit bean
Courtesan's scent	120 gp	20	Veronica flower
Mud repellant	120 gp	15	Mud lily
Shade's sleep	125 gp	25	Shade's gasp
Ambrosial elixir	150 gp	25	Chara sap
Anti-fire shell	150 gp	25	Fire berries
Fang fern paste	150 gp	20	Fang fern
Shade of	150 gp	20	Shade's gasp
contemplation			
Sticky shell	160 gp	20	Chara sap
Bleeding root mist	175 gp	25	Chara root
Cloud berry seal	180 gp	25	Cloud root berry
Jitter poison	200 gp	20	Chordoit bean
Spell enhancer	200 gp	15	Wedrige's catalyst
Stone elixir	200 gp	25	Resailia
Absorptive sponge	250 gp	25	Mud lily
Lily vision paste	250 gp	20	Mud lily
Soft elixir	250 gp	25	Resailia
Chara salve	300 gp	12	Chara leaves
Fang blade, treated	350 gp	15	Fang fern
Elixir of speed	400 gp	25	Chordoit bean
Incurative	500 gp	30	Chara leaves
Chara root poison	800 gp	25	Chara root
Witch's admixture	1,000 gp	35	Wedrige's catalyst

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# Welcome to the Jungle

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 districe) 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. The sequel to the triumphant book A Necromancer's Grimoire: The Secret of herbs, A Necromancer's Grimoire: herbs of the Jungle continues its predecessor's unique approach to the sorts of low-cost special substances that can be created with the Graft (alchemy) skill. Presented herein are ten new jungle-themed herbs with very special properties, as well as everything you need to know about how to use them in your game.

Take the resultia, a strange hob that resembles a grant inverted carrot with a bright blue flower the size of a man's head. In addition to being a great substance from which to make arms and armor, and serving as an odd-looking but simple and effective one-man boat, extracts made from the herb can be used to interease or decrease the hardness of objects, allowing talented alchemists to mold steel like day, or create solid blocks of non-frozen water. Or perhaps you prefer the chordoit bean, which is similar to coffee beans in many ways, but prized for alchemical use as well as as a food item. It can be made into a stimulating diair that dots away with fatigue for a short time, or concentrated into a speed-enhancing potion that can be incredibly valuable in combat. More sinister applications include the fitter poison, which causes the victim to shake uncontrollably, and the chordoit powder, which causes restless sleep and itching. Other highlights include a salve that allows one to meld affected body parts into the earth, a poison which causes its victims to float uncontrollably off the ground like a balloon, an clistir which enhances Charisma at the expense of Intelligence and Wisdom, and a curious clistir that allows one to stay awake even while they're asleep.

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.

