

The Secret of Herbs





redits

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## The Witch's Price

Rowan could see Karin's house as he crested the hill. The witch's house was this squat, ugly brown thing. A variety of herbs and totems hung outside the windows. Various eldritch symbols were crudely etched in the walls. It wasn't just a house; it had a presence and silence hung in the air. Still, here he was. Drawn to this place he despised because no one else could help him.

He had only been here once before. Seven years ago his newborn son had fallen deathly ill, and he came her in his desperation. Karin fixed the problem, but Michael died a few months later. Deep down, Rowan still wondered if she'd had something to do with that.

Rowan reached the door, braced himself for a moment, and firmly knocked. The door creaked open, and a familiar hand beckoned him inside. He stepped inside, and the door closed behind him giving him the sensation of being trapped. Karin's voice crawled over him from behind.

"It has been some time Rowan".

He had forgotten how unnerving her voice was. He didn't know why, but it filled him with revulsion. He slowly turned, dreading what he already knew he would see. Karin was not what you'd expect of a witch. She was short, and had long raven-black hair. Her beauty was indescribable; women would kill for the chance to look like her, and men would do terrible things for but a night with her. Rowan remembered a time in his early years, the day he first set his eyes upon Karin. Something was wrong with the crops and the town had decided to bring her in to set things right. Since that day, her appearance hadn't changed in the slightest. It was as if she was wearing a porcelain mask to cover whatever creature lay beneath.

He grimaced and opened his mouth to state his business, but she drew close and cut him off. Her breath reeked of foul herbs and for but a moment, he swore he could smell blood. "There is no need to tell me why you are here. I already know."

Damn witch could read his mind. She smiled and giggled a little, a wholly unnatural sound.

"I am not telepathic. I have been walking around long enough to know people. And I know the look in your eyes as clearly as words on paper".

He sighed, regained his breath, nodded and croaked out a single word. "Cost"?

"That's always what it comes down to, is it not? This will be a bit more costly than our last arrangement. Gold won't be sufficient this time. You'll need to gather some rare herbs for me. I also need something from her".

Rowan silently offered her a tied leather bag. She opened it, and examined its contents. "This will do just fine. You always were a smart boy. There's more though. You are the wisher here. In order to do this from a distance and make it look like an accident, I'll need something from you. You'll be spending the night here".

She raised a hand to his face and brushed against it gently. Every cell in his body recoiled in primal fear. Yet, he held on and did not cry out. He bit his tongue so hard he could taste blood.
 "So strong. Most would have fled, and yet you have not. Don't worry, it won't be entirely unpleasant and I don't bite. Besides, even I need company".

There was something about that last statement that struck him hard. Who knew whether she was actually human, but there was something undeniably human in those few words. He quickly pushed such thoughts aside.

"If that is what it takes".

"Don't falter now Rowan. Let us revel together in the dark, for tomorrow we work".

Several hours later Rowan awakened, giving him brief respite from nightmares too terrible to describe. For the moment, she was sleeping beside him. He began to survey the room. His eyes were drawn to a crude stone knife sitting on the table. With one fluid motion, he could plunge it into her heart and walk away from this forever. It was a tempting thought, but he had come too far to back down now. Upon second glance, he noticed a piece of parchment upon the table.

Strange. He had not noticed her rise during the night. He rose and drew closer to examine it. On it descriptions and drawing of several herbs, some he recognized; others he didn't. The words on it had an odd quality. As if they would come alive at any moment, overwhelm and devour him. He almost wished for it. He realized he wouldn't be able to sleep, donned his clothes and gear, pocketed the parchment and headed out into the night to finish his grim task.

While Rowan didn't consider himself a woodsmen, he was no stranger to the forest. Regardless, he usually wouldn't head into the woods at night, but he felt another minute in that house would drive him insane. Four plants, two of which he recognized. He knew Nightroot and where it grew. It was lucky he left at night, as finding it during the day would be nigh impossible. Nightroot grew in the dark places of the forest, so there Rowan headed.

As he walked, the distinct lack of animals or the noises they make was both comforting and unnerving; on the one hand, he was glad he didn't have to deal with the predators and animals that would make gathering more difficult. On the other hand, he couldn't ignore the fact that it was probably Karin's presence that kept the forest's dangers at bay.

Along the way, he saw a patch of mushrooms that seemed familiar. He looked at the parchment again. He had never heard of Sage's Cap before and gathering mushrooms was tricky business. The unobtrusive brown mushroom had a cap that ended in a distinct point. Those were the only two qualities that were mentioned, so this must be it. He began harvesting the patch, picking every single one and throwing it into his sack. He would rather bring too much than too little. He was utterly convinced that an angry Karin would be a thousand times worse than her in a good mood. Just thinking about it made shivers course through his body. He finished up and carried on.

Shortly after, his eyes caught a faint glowing green in the distance. As he drew closer, he could see the telltale blue flowers. He had found Nightroot. He began harvesting, roots and all. Corpseroot was next on the list. That one had a bit of a reputation in local parts as a patch grew where some brigands had slaughtered a traveling merchant and his family. Along the way he noticed another plant on the parchment. This simple looking shoot with three leaves was growing out of the ground here, something apparently known as Dead Man's Head. There was only one note next to the picture.

#### Be careful.

He walked around it several times, carefully examining it. He didn't see any thorns, but it still might be poisonous. He donned a pair of thick gloves, and began pulling it out of the ground. Shortly thereafter

a tremendous explosion knocked him back and singed his face. It was painful, but not life threatening. The worst part however, was that he swore he could hear Karin laughing at him, a wicked sound carried on the wind. He gritted his teeth and set about his work once again, this time with renewed caution. Several minutes of effort rewarded him with an ugly orange bulb crisscrossed by dark, brown veins. Half an hour later, he had a few more. After carefully wrapping them, he continued on.

Shortly thereafter, he arrived at the clearing. Crimson flowers were everywhere. He paused briefly in prayer, and then began harvesting. After about an hour he had pulled quite a few of the plants. Crimson flower on top, with an ashen a gray tuber underneath. He hefted his heavy sack, took a deep breath to brace himself, and headed back.

By the time he returned, the sun was just cresting the horizon. Hopefully, her place would be a little less frightening during the day. Hopefully, the ritual would be over soon and he could run from this place and never look back. He hoped.

He opened the door to see Karin moving around placing ingredients on the table. She looked up and smiled at him, sending more shivers down his spine. "I'm almost ready. Sit."

Rowan forced his legs to move forward, and sat in one of her chairs. She took the sack from him, nodded and set it over by the fireplace. She then noticed the burns on his face, and started brewing something. A few minutes later she placed a cup in front of him.

"I told you to be careful. That Dead Man's Head is nasty stuff. Drink. It will help with the burns." The burns were painful, and Rowan drank deeply. It was a foul tasting brew and he immediately regretted drinking it. Within seconds, those nightmares that had wracked him but a few hours prior began to come to life. Shadows rose to rend him with razor sharp claws. Pieces of furniture were turning into hideous monstrosities. Through it all, he could see Karin baring her teeth in a wicked grin. She was already nightmarish enough.

"Traitorous witch! What have you done?"

He lashed out with his fist, connecting hard. He drew back his fist and realized in horror that whatever mask she used to walk among man had cracked, revealing a sinister looking eye. It was the eye of something that was once human, but was certainly not anymore. Rowan knew it wasn't a hallucination, and began reaching towards his short sword. She quickly made a few strange symbols with her hands, and her arcane words wrapped around him and he found himself unable to move. She grabbed him by his collar and with surprising strength, hauled him back to his chair.

"Sit still for me, won't you dearie? I'll have to fix the damage you've caused later. Traitorous? No. You'll still get what you bargained for; your wife will fall ill and pass within the next week. But I did warn you that the cost would be much greater this time. Considering the nature of your business here, I know you didn't tell anyone where you were going, and I am always in need of ingredients. Normally I wouldn't have bothered with the nightmare poison, but fear changes a man in his last moments".

She calmly reached for the stone knife. "Smile for me one last time, won't you Rowan?" She drew a smile from ear to ear with that knife. As he felt the blood run down his neck, he silently apologized to the gods and his wife. He didn't want it to happen like this. He felt her bend down and whisper in his ear.

"Sweet dreams, dearie".

## Introduction

Have you ever wanted to roleplay being an alchemist or an apothecary, or a hedge-wizard perhaps? Have you ever wanted to play the sort of character who goes out looking for rare and exotic ingredients he can put towards making interesting concoctions, potions, oils, elixirs, ointments, and the like? Or the sort of character who, upon noticing a new and interesting plant, mineral, or liquid, is immediately fascinated by it and wants to learn everything there is to know about it? And have you ever been frustrated to realize that, at the end of the day, there really aren't that many things you can make with alchemy, very few of them have any use after 2nd level or so, and Craft (alchemy) is not a very good way to make money, even by comparison to Perform or Profession? Or that, perhaps worse still, it doesn't matter at all what kinds of ingredients you're using?

We have, and this book aims to provide a soothing balm for players who want alchemy to be fun and exciting, and who are constantly frustrated that it always seems to be magic's worthless little brother, and that even the release of the alchemist class really did little, if anything, to make alchemy itself more fun or interesting.

To do this, this book introduces 10 new herbs, which are special, unique species of plants that can be harvested from wilderness areas, and which have a variety of properties that allow them to be crafted into various alchemical items. The book provides rules for harvesting these herbs, as well as detailed information on the various special substances that can be crafted from each of them. Finally, the book contains several more special substances which can be created by combining more than one of the herbs together. All told, the book contains over 50 new special substances, and provides a framework from which GMs can create their own herbs, allowing for a rich and diverse collection of flora for your campaign.

The sort of alchemy found in this book can help to set the tone for campaigns, as well: in particularly low-magic campaigns, the local witch or wizard might simply be a proficient alchemist, who is able to put nearby herbs to exceptional use, and the items contained herein tend to be just supernatural enough that, in the absence of more flashy magic, it could serve as the only sort of magic a given hamlet is ever likely to see, and characters might need to go to great lengths to harvest the right herbs in order to get their dose of "magic." At the same time, though, in high-magic settings, these items might be found on every street corner, and be easily accessible, reinforcing the concept that magical concoctions and the supernatural are an essential part of everyday life.

But however you use this book, at the end of the day, there is one thing that the book provides that did not exist before: it gives alchemist characters a reason to go digging through the woods for ingredients, or to walk into an apothecary's shop and be able to tell the shopkeeper exactly what kind of herbs he's looking for, instead of saying "I purchase 50 gp worth of alchemy ingredients."



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## 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.

## Sidebar: Foraging? That Sounds Hard!

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

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

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

It's also worth noting that players don't necessarily need to go foraging for herbs. If a GM is so inclined, he can place herbs in locations that PCs are likely to travel. Have a dungeon room that could use something interesting in it? Why not put some sage's cap mushrooms growing in one corner? This keeps all the fun and wonder of discovery, while rewarding players for staying ontrack in the adventure, as opposed to wandering off on their own to search for plants.

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.

## 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.

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

# Table 1-1: Herbs by Terrain

Environment	Herbs
Cold Deserts	Dead man's head, wizard's
Cold Deserts	beard
Temperate	Dead man's head, wizard's
Deserts	beard
Warm Deserts	Wizard's beard
Cold Forests	Dead man's head, polysap,
colu rorests	wizard's beard
	Corpseroot, dead man's head,
Temperate	dragon's tongue, nightroot,
Forests	polysap, sage's cap, weeping
	maiden, wizard's beard
	Balor's maw, corpseroot,
Warm Forests	nightroot, sage's cap, weeping
	maiden, wizard's beard
Cold Hills	Dead man's head, mother's
colu mins	kiss, wizard's beard
	Dead man's head, dragon's
Temperate Hills	tongue, mother's kiss, sage's
	cap, wizard's beard
Warm Hills	Sage's cap, wizard's beard
Cold Mountains	Dead man's head, mother's
colu mountants	kiss, wizard's beard
	Dead man's head, dragon's
Temperate	tongue, mother's kiss,
Mountains	weeping maiden, wizard's
	beard
Warm Mountains	Weeping maiden, wizard's
	beard
Cold Plains	Dead man's head, mother's
	kiss, wizard's beard
	Dead man's head, dragon's
Temperate Plains	tongue, mother's kiss,
	wizard's beard
Warm Plains	Wizard's beard
Cold Swamps	Dead man's head, polysap,
-	wizard's beard
Temperate	Corpseroot, dead man's head,
Swamps	nightroot, polysap, sage's cap,
-	wizard's beard
Warm C	Balor's maw, corpseroot,
Warm Swamps	nightroot, sage's cap, wizard's
	beard

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 is a table which lists the various special substances that can be made from the herb using Craft (alchemy), without needing any other special ingredients. This table includes the DC to craft the item, as well as the price to purchase such an item.

## **Balor's Maw**

These plants sport large, bulbous sacs which dangle from long vines. They release a sweet scent, which is designed to attract insects and other small animals into its open maw, at which point the plant closes, trapping the animal inside as its insides secrete a sticky, slightly acidic juice which allows the plant to immobilize and digest its unfortunate prey.

#### BALOR'S MAW

Forage DC 16; Environment warm forests or swamps

Price 15 gp; Weight 1 lb. per dose

Balor's maw is safe to consume without any special preparation, although it is generally a good idea to ensure that the plant is thoroughly cleaned of anything it is digesting first. The plant's texture is tough and stringy, but it tastes surprisingly sweet, and in some cultures is considered to be a delicacy.

## **Balor's Maw Preparation**

Special Substance	Craft DC	Price
Alchemist's Bile	19	70 gp
Scent Bomb	14	50 gp
Suregrip	15	60 gp

Alchemist's Bile: This substance is made by specially preparing and distilling the digestive juices of the balor's maw plant. It is highly acidic, but also quite sticky, and difficult to remove. It comes in a small glass vial, and can be used as a thrown weapon. Treat this as a ranged touch attack with a range increment of 10 feet. Each creature within 10 feet of the square it hits must succeed on a Reflex save (DC 13) or take 1 point of acid damage. A direct hit instead deals 1d4 points of acid damage to the target, and it clings to his skin, dealing 1d4 points of acid damage each round for 6 rounds or until it is removed. A successful Reflex save (DC 13) when the target is initially hit halves the damage and prevents the alchemist's bile from clinging. Once the alchemist's bile has taken hold, it can be removed by scraping it off with a metal blade, a full-round action that provokes attacks of opportunity, or by complete immersion in water.

Scent Bomb: This concoction uses the sweet-smelling juices of the balor's maw plant as a base, but also includes a half-dozen other strong-smelling substances, like cinnamon, garlic, onion, or the like. The exact nature of the ingredients isn't important, as long as they smell strongly, and use the balor's maw juice heavily. A single dose of scent bomb can be lightly sprinkled over one's path in order to throw off anyone tracking by scent.

When a creature attempting to track the user by scent reaches the point where the scent bomb was used, it must make a new Survival check to continue to track the user's trail. The tracker is denied any bonus to tracking that it receives from the scent special quality, and in fact suffers a -4 penalty on the Survival check.

Alternatively, a scent bomb can be used as a splash weapon against creatures with scent. Treat this as a ranged touch attack with a range increment of 10 feet. All creatures within 10 feet of where it hits that have the scent special quality must succeed on a Fortitude save (DC 13) or be nauseated for 1d4-1 rounds. Any creature hit directly by the scent bomb suffers a -2 penalty on its saving throw.

Suregrip: This sticky, glue-like substance smells terrible, and is prized for its ability to enhance one's grip. It is made from extracting the digestive juices of the balor's maw plant, and boiling them in salt water until only a thick, glue-like substance remains. When applied to one's hands, it grants a +2 alchemical bonus on Climb checks, as well as a +2 alchemical bonus to CMD versus disarm attempts. A single dose of suregrip lasts for one hour after being applied, at

## 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 wilderness and finding them. This can make an excellent hook for an adventure, 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 potionmaking," 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 has a firm grasp on the concept of agrarian societies, and the idea that civilized people are capable of encouraging growing plants 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, 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.

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 this bypasses forage checks, there should be rules of some sort governing the cultivation of these herbs. 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:

The character must give the plant adequate space, soil, and sunlight. The definition of "adequate" may vary from plant to plant. Second, the character must be able to approximate the environment of the plant (that is, plants that come from cold environments would need to be kept cold somehow in warm environments). Speciallyenchanted 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, at GM discretion, Profession [farmer]) check, with a DC ranging from 15 to 25. Herbs take anywhere from 1 week to 2d4 months 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).

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On the other hand, there are just as many fun

which point it dries out and begins to flake off naturally.

## Corpseroot

This herb grows dark red flowers, and though folklore states that it only grows in places where men have died, and that the color of the flowers comes from the blood of the corpse, this is entirely a myth. The flowers are not the important part of the herb, however: the roots are. They grow large, almost potato-like tubers underground, which a skilled alchemist can put to several uses.

### CORPSEROOT

Forage DC 20; Environment temperate or warm forests or swamps Price 8 gp; Weight 1 lb per dose

Corpseroot is safe to devour raw, if not entirely enjoyable. It has a chalky, ashy taste that some sages and alchemists theorize was the origin of the herb's name, as it "tastes like eating a corpse."

## Corpseroot Preparation

Craft DC	Price
12	30 gp
17	40 gp
20	150 gp
21	50 gp
	12 17 20

*Corpsebane:* This potent incense is made of a mixture of crushed corpseroot, mint, and poppy seeds. When burned, it creates a scent that wards off mindless undead. It takes a full minute of burning before the incense has any effect. Once it does, it creates a 30-foot-radius area in which no mindless undead can enter without succeeding on a DC 12 Will save. Intelligent undead are immune to this effect. This effect lasts for 1 minute after the incense stops burning. If the incense is moved, or if a strong wind blows away the scent, the effect is lost until the incense is burned for another minute. Each dose of incense can burn for up to 10 minutes.

Embalmer's Ally: This ointment is made by boiling the root of a corpseroot and collecting



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certain oils which it sheds, then mixing them with plain, red clay. When applied to the skin of a corpse, that corpse is preserved for 24 hours, and does not decay during this time.

Sludgeblood Poison: This poison is a blackish-green color, and shimmers faintly in light. It is created by draining certain fluids from the corpseroot's root and distilling them. Because the substance must be heavily concentrated, it requires five doses of corpseroot to make a single dose of sludgeblood poison.

#### SLUDGEBLOOD POISON

**Type** poison, injury; **Save** Fortitude DC 12 **Onset** 1d4 rounds; **Frequency** 1/round for 20 rounds

**Effect** The target is staggered for 1 round. If this is at least the fourth conescutive round the target has failed his save, he is paralyzed for 1 round, instead.

Cure 1 save Price 150 gp

Zombie Pheromones: Despite the name, this oil does not make one attractive to zombies, nor is it made from zombies. Rather, it is made by crushing the root of a corpseroot plant and then mixing it with ground-up human flesh until it makes a thin, reddish paste. When applied to one's skin, it causes unintelligent undead to regard the wearer as also being undead for up to 1 hour after it is applied. This typically causes the creatures to refrain from attacking, but this is not always the case.

## Dead Man's Head

These plants have small, three-leaved green shoots above the ground, but beneath hide massive, bloated tubers filled with volatile gases. When out of the ground, they appear as large, almost spherical orange balls, which are semitranslucent, and covered in dark, thick veins.

#### DEAD MAN'S HEAD

Forage DC 23; Environment any temperate or cold

Price 5 gp; Weight 1 lb. per dose

Dead man's head is a very dangerous plant for those who plan to harvest or handle it. While it is perfectly safe to walk over a patch of the stuff, attempting to pull it out of the ground safely requires five minutes and a Survival check (DC 20), or else the bulb is ruptured, and there is a 50% chance that the volatile gases inside ignite, dealing 1d4 points of fire damage to everything within 10 feet (a successful DC 10 Reflex save halves this damage). Attempting to eat the plant when it has not been properly prepared also has a 50% chance of causing it to explode in the same fashion.

# Dead Man's Head PreparationSpecial SubstanceCraft DCPriceArsonist's Friend2530 gpDead Man's Wrath125 gpFirebelly Poison1660 gp

Arsonist's Friend: This volatile substance is made by extracting the gases within the dead man's head plant and distilling them into liquid form through a complex alchemical process. The result is a thick red substance reminiscent of tar, but which bears a very distinctive, sulfur-like odor. Arsonist's friend burns exceptionally hot, and is quite easy to catch fire. As a result, if it is spread on a surface, and that surface catches fire or is otherwise exposed to flame, the amount of fire damage the surface takes is twice what it normally would. This effect lasts for 1 minute after the arsonist's friend first ignites. As long as it is not ignited, a dose of alchemist's friend can remain coating a substance for as much as a week before it loses its effectiveness.

Dead Man's Wrath: By boiling the bulb of the dead man's head plant, and allowing it to dry in the sunlight, its outer shell can be made more brittle, making it more effective as a thrown weapon. Treat dead man's wrath as a splash weapon with a range increment of 10 feet. Wherever it hits, there is a 30% chance that it has no effect, and a 70% chance that it explodes, dealing 1d4 points of fire damage to everything within 10 feet (a successful DC 10 Reflex save halves this damage). *Firebelly Poison:* This reddish paste is quite spicy-tasting, and many assassins value the fact that this poison can be administered relatively easily without the victim suspecting, as long as they are partial to spicy foods.

#### FIREBELLY POISON

Type poison, ingested; Save Fortitude DC 17 Onset 1 hour; Frequency 1/hour for 24 hours Effect The target is sickened for 1 hour and takes 1 point of fire damage. Resistance to fire does not affect this damage, though immunity to fire does.

Cure 1 save Price 60 gp

## Dragon's Tongue

These blood-red ferns can grow to be quite large, with some even standing taller than a man. They are distinguished by their very long, broad shape, which curls slightly towards the end, giving the overall impression of a large, serrated tongue.

#### DRAGON'S TONGUE

Forage DC 12; Environment temperate forests, hills, mountains, and plains Price 10 gp; Weight 1 lb. per dose

The dragon's tongue plant is safe to consume without special preparation, although it is not particularly pleasant to do so. The leaves are quite sharp and jagged, and must be carefully boiled, or they may cut the inside of the eater's mouth. The plant has a slightly acrid taste.

## **Dragon's Tongue Preparation**

Special Substance	Craft DC	Price
Dragon Smoke Powder	13	20 gp
Dragon Tonic	11	15 gp
Dragon's Bile	20	100 gp
Fire Beer	24	70 gp

Dragon Smoke Powder: This fine orange powder is made from grinding up the undersides of the dragon's tongue fern, and is a favored substance for putting in pipes and smoking recreationally. It produces a dull red smoke when burned, and so is also popular amongst performing troupes, or anyone else who would have a use for colored smoke.

Dragon Tonic: By grinding the leaves of a dragon's tongue plant into a fine red paste, and mixing them with the right amount of clean water, one can create dragon tonic, which is widely known for its ability to make a man heartier. A character who consumes dragon tonic at least once per day gains a +1 alchemical bonus on any Fortitude saves he makes, although the character must consume the dragon tonic for a full week before he gains this benefit, and once he gains it, he must continue consuming the dragon tonic each day in order to continue to gain the benefit.

Dragon's Bile: A special alchemical process can be used to separate certain oils which coat the outside of the plant's leaves and collect and distill them. Very little oil is gathered from each plant, though, and so a total of three doses of dragon's tongue are required to make a single dose of dragon's bile, which is a very thin black liquid that stinks of tar. When consumed, dragon's bile causes the imbiber to become nauseated for 1 minute, and then sickened for 1 hour. Despite this drawback, if the imbiber is currently suffering from a disease, he gains a +5 alchemical bonus on the next Fortitude save made to resist the effects of that disease.

Fire Beer: Considered a delicacy in many places, the roots of a dragon's tongue plant can be ground up and fermented to make alcohol, and though it does not have any special properties, it is particularly alcoholic, especially for beer. It requires two doses of dragon's tongue in order to create enough for one barrel of fire beer. Unlike most checks made with Craft (alchemy), the actual preparation time for the fire beer takes only 1d4 hours. After this the substance must be left to sit for a full 28 days before it is ready, though the brewer can do other things during this time. The actual check should be made after the 28-day waiting period, as it is impossible to tell before then whether or not the beer was made properly. A character brewing fire beer can use either Craft (alchemy) or Profession (brewer) to do so.

## Mother's Kiss

These golden-yellow flowers grow in large clumps in wide open areas. Their stalks tend to be short, but they are often woven together into decorative crowns by children, and in many areas it is customary to give a bouquet of these flowers to one's mother on her birthday. A skilled alchemist can also put them to other uses, however.

#### MOTHER'S KISS

Forage DC 15; Environment temperate or cold hills, mountains, and plains Price 1 gp; Weight -

## 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),

These flowers are perfectly safe to eat, though there is little reason to do so unless they have been alchemically treated, as they are not especially tasty or filling, and have no effect on their own. A single dose of mother's kiss actually consists of about a dozen or so of the small flowers.

## Mother's Kiss Preparation

Special Substance	Craft DC	Price
Fool's Shield	15	20 gp
Mother's Balm	21	50 gp
Mother's Love	18	25 gp
Plaguefinder	17	40 gp

Fool's Shield: By crushing the flowers of a mother's kiss plant and mixing them with sea salt,

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 special substance or alchemical item, 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.

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and then burning the resulting mixture, a powerful incense is created. A single dose is only enough to affect one person, and so the bowl with the burning mixture must be held close to the face and inhaled deeply, though it is possible for larger mixtures to be made which could affect more people. Once inhaled, the fool's shield deadens the user to pain, and he gains a +5 alchemical bonus on any saving throw made to resist an effect with the pain descriptor. This effect comes at a drawback, however, and the user's body's ability to heal itself is weakened: for 24 hours after using fool's shield, the user recovers only half as many hit points from resting.

Mother's Balm: This yellow-brown paste smells of manure, and is actually made by mixing alchemically-prepared dung with a liquid extract made from the petals of the mother's kiss flower. It requires three doses of mother's kiss in order to make a single dose of mother's balm. Mother's balm can be used in lieu of a healer's kit for the purposes of Heal checks made to treat deadly wounds. Further, it grants a +2 alchemical bonus to the Heal check, and, as long as the check is a success, increases the number hit points the target heals by +2.

Mother's Love: This foul-smelling concoction is made from grinding up the mother's kiss plant and mixing the resulting paste with mare's milk. A character who drinks this mixture heals hit points and ability score damage at twice the normal rate, as though he were the subject of the long-term care use of the Heal skill. A character who takes mother's love and is subject to longterm care regains 3 hit points per level for an 8-hour rest, or 6 hit points per level for a full day of complete rest; and 3 ability score points for an 8-hour rest, or 6 ability score points for a full day of complete rest. Each dose of mother's love affects the user for one day.

This increased healing weakens the character, however, and he is treated as though his Strength and Dexterity were 6 points lower than they actually are for 48 hours after mother's love is applied, or for 1d8 hours after he is restored to his maximum hit points and rid of all ability damage. This does not count as ability score damage, and cannot be healed by *lesser restoration* or by bed rest.

Plaguefinder: By allowing the mother's kiss flower to dry out in sunlight for several days after boiling it, an alchemist can prepare the flower in such a way that it takes on an unusual property. If anyone who is currently afflicted with a disease breathes on such a properly-prepared flower, its petals turn from a dull yellow to bright blue over the course of 1d4 rounds. As such, these flowers are used to test patients (and others) to determine whether or not they bear diseases.

Once prepared, a plaguefinder flower lasts for one week before losing this property, and once a plaguefinder is triggered (that is, once it is breathed on by a diseased character and turns blue) it remains that way, and cannot be used again.

## Nightroot

This flower grows in moist and fecund areas of shade. It grows a single large blue flower, which only opens at night, to reveal an intricate pistil and stamen which glow a faint green color, making them easy to spot at night.

#### NIGHTROOT

Forage DC 15, or 10 at night; Environment temperate or warm forests or swamps Price 10 gp; Weight -

The roots of a nightroot plant are safe to consume, though they taste awful, no matter how they are prepared, and have no effect on those who eat it unless they are prepared in a special way. While it is said that a regular diet of nightroot will improve one's ability to see in the dark, any such benefit is too minimal to be truly proven.

## **Nightroot Preparation**

Special Substance	Craft DC	Price
Greenglow	18	8 gp
Nightsight Paste	15	25 gp
Nightsight Paste, Botched	N/A	5 gp
Nightroot Poison	20	80 gp

*Greenglow:* This pale, bio-luminescent green liquid is made from the flower of a nightroot plant. A single nightroot plant produces two ounces of this liquid, which, if stored in a small glass vial or other sealed container, sheds light like a candle for 48 hours after being exposed to air (the container can later be re-sealed without ending the glowing effect). Greenglow is commonly used as a substitute for lanterns in places that are especially concerned about accidental fires.

Nightsight Paste: By grinding the plant's flower into a fine paste and mixing it with water, one can create a salve that can be applied to one's eyes, granting a +4 alchemical bonus to Perception checks involving vision in dim light or darker conditions. This effect lasts for one hour after being applied.

Nightsight Paste, Botched: If an attempt to create nightsight paste fails by 5 or less, then botched nightsight paste is created instead. It functions identically to normal nightsight paste, except that it also affects the user's sight by making it appear to him that shadows are moving when they are not, and causing even innocuous things to appear to him as though they were menacing. As long as the botched nightsight paste is in effect, the user gains the shaken condition.

Nightroot Poison: The roots of a nightroot plant are also useful, and if they are properly boiled, and certain juices from the inside collected in the correct manner, they can be used to create nightroot poison.

## NIGHTROOT POISON

Type poison, injury; Save Fortitude DC 12 Frequency 1/minute for 10 minutes Effect The target is blinded for 1 minute. This does not affect any darkvision or blindsight the target may possess. **Cure 2** consecutive saves **Price** 80 gp

## Polysap

Though not technically an herb itself, polysap is harvested from a semi-magical plant called a chameleon tree. The tree itself has no uniform appearance, as it tends to grow into the same shape as whatever trees are most predominant in its area, but to a trained eye, there are tell-tale patterns in the bark which give the chameleon tree away, and cutting it will reveal a strange, reddish sap, which is not only a hallmark of the tree, but also its most useful feature.

#### POLYSAP

Forage DC 22; Environment temperate or cold forests and swamps Price 5 gp; Weight 1 lb. per dose

When consumed raw, polysap has a tendency to settle inside the consumer's digestive system, providing no nutrients, and potentially causing serious health problems. For each dose consumed, the consumer suffers a -1 penalty on Fortitude saves (to a maximum penalty of -4). These penalties last for 1 week after the polysap is consumed.

## **Polysap Preparation**

Special Substance	Craft DC	Price
Barkflesh	24	50 gp
Potter's Sap	16	10 gp
Second Skin	14	8 gp
Troll Blood	18	15 gp

Barkflesh: By carefully distilling and repeatedly boiling polysap, and then mixing it with fresh manure and letting it sit for a few days, one creates a smelly but effective ointment, which, when applied to one's skin, quickly hardens into a tough yet flexible outer covering, providing a +1 natural armor bonus for 1 hour. This bonus does not stack with any other natural armor bonus the target might possess.

Potter's Sap: When mixed with salt in the correct ratio, polysap begins to slowly harden, until

finally its consistency resembles that of pottery. This process takes about 10 minutes, during which time the sap can be molded into whatever shape is desired. In this way, potter's sap can be made into any mundane item that can conceivably be made of clay. For more complicated items, an appropriate Craft check may be necessary in order for the item to come out in the desired form. One dose of potter's sap is required for each pound that a normal item of that type weighs.

Second Skin: When mixed with a few drops of human blood and allowed to dry for a few days, polysap takes on a sort of clay-like, semi-solid consistency. In this state, it makes an ideal makeup for disguise artists, as it tends to turn a shade similar to human skin (and, if necessary, application of dyes can turn it to the desired skin tone). When applied to one's face in this way, second skin negates any penalties on Disguise checks made to appear as a member of a different race or different age category.

*Troll Blood:* When distilled and mixed with crushed lavender, polysap becomes a reagent that quickens the healing process. If pressed to an open wound, it will immediately stop any bleeding, curing the user of any bleed damage he possesses. In addition, if the target has regeneration or fast healing, they are treated as though the amount of damage they healed each round from their regeneration or fast healing were 1 higher than it actually is for ten minutes after the troll blood is applied. Finally, if the target has regeneration, and has lost a limb, applying troll blood to the place the limb was lost causes it to regrow in half the normal time.

## Sage's Cap

This relatively plain brown mushroom can be distinguished from other mushrooms by the fact that its top is slightly peaked, causing it to resemble a small mountain, or a pointed hat.

### SAGE'S CAP

Forage DC 14; Environment temperate or warm forests, hills, and swamps Price 5 gp; Weight - A sage's cap mushroom is poisonous if it is not prepared correctly, and anyone who consumes one that is prepared incorrectly is affected by sage's cap poison (see below). Even handling the plant is dangerous, and contact with bare skin imposes a 5% chance that the handler is accidentally poisoned. As such, anyone harvesting these mushrooms should do so with gloves, and be careful to wash their hands thoroughly.

Special Substance	Craft DC	Price
Ghostbane	18	80 gp
Nightmare Poison	20	120 gp
Sage's Cap Poison	N/A	260 gp
Sage's Dust	15	20 gp

## **Sage's Cap Preparation**

*Ghostbane:* This brown-red tar-like substance is made by grinding up the sage's cap mushroom and mixing the resulting powder with a small quantity of human blood. It is generally kept in a small leather pouch loosely tied with a cord, designed to open and release its contents when thrown. Treat ghostbane as a splash weapon with a range increment of 10 feet. It has no effect on corporeal creatures, but a direct hit on an incorporeal creature deals 2d6 points of damage, and all incorporeal creatures within 5 feet of the place that it hits take 1d6 points of damage from the splash.

Alternatively, ghostbane can be applied to a solid surface, making it more difficult for incorporeal creatures to pass through. Any incorporeal creature trying to pass through a substance coated in ghostbane must succeed on a Will save (DC 12) or be unable to. Additionally, even if they succeed, the creature still takes 2d6 points of damage upon passing through.

Nightmare Poison: While not as debilitating or fast-acting as sage's cap poison, and much more difficult to make, some still find use for the nightmare poison, especially those seeking to spread chaos and discord. The poison is made by alchemically extracting special oils from the sage's cap, and then distilling them. Because this process yields relatively little oil from each sage's cap used, two doses of sage's cap are required to create a single dose of nightmare poison.

#### NIGHTMARE POISON

Type poison, ingested; Save Will DC 18 Onset 1 hour; Frequency 1/day for 3 days Effect The target's sleep is restless and plagued by nightmares. He gains no benefit from resting, and suffers 1 point of Wisdom damage. Further, he suffers a cumulative -1 penalty on saving throws made to resist fear effects. By administering an additional dose of the poison while the first dose is still in effect, an additional 3 days can be added to the frequency. Cure 1 save Price 120 gp

Sage's Cap Poison: No special preparation is needed to make sage's cap poison, though most assassins prefer to grind up the mushroom before feeding it to their victim, so as to better hide it.

### SAGE'S CAP POISON

**Type** poison, ingested; **Save** Fortitude DC 14 **Onset** 1 minute; **Frequency** 1/hour for 8 hours **Effect** 1d2 Str and Wis damage, and the target hallucinates, seeing terrible monsters and other traumatic sights; he must succeed on a Will save (DC 12) or become frightened of anything he sees. Even if he succeeds on the save, he is shaken for 1 hour unless he exceeds the Will save's DC by 5 or more points. **Cure 3** consecutive saves **Price 260** gp

Sage's Dust: This incense is made by grinding the sage's cap into a fine powder, mixing it with a handful of simple substances like salt and fennel, and then mixing it with water until it becomes a thin paste, which is then burned, and the smoke inhaled. This has a calming effect on the user, granting him a +4 alchemical bonus on saving throws made to resist any effect with the emotion descriptor, and a further +1 bonus on any Will save made to resist a mind-affecting effect (these bonuses don't stack). This relaxation dulls the user somewhat in combat, though, and he suffers a -4 penalty to initiative, as well as a -2 penalty on



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all Perception checks.

## Weeping Maiden

This flower grows on long vines, which hang from branches and other structures, and drape down, forming what appear to be curtains made from several strands. Each vine bears a number of dark blue flowers, and the plant is said to get its name from the resemblance of these dangling lines of flowers to tears falling from a maiden's face.

#### WEEPING MAIDEN

Forage DC 13; Environment temperate or warm forests and mountains Price 6 gp; Weight 1 lb. per dose

Weeping maiden is not precisely unsafe to eat without special preparation, but it is a bad idea to do so, as it causes terrible indigestion. A creature who consumes a weeping maiden plant that has not been properly prepared is sickened for 1d8+4 hours, and each hour he must succeed on a Fortitude save (DC 14) or be nauseated for 10 minutes.

## Weeping Maiden Preparation

Special Substance	Craft DC	Price
Maiden's Tears	10	10 gp
Restful Sleep	14	60 gp
Tears of Joy	12	25 gp
Widow's Tears Poison	23	300 gp

Maiden's Tears: Properly prepared, the nectar of a weeping maiden flower can be used to staunch bleeding. Applying a dose of maiden's tears to someone suffering from bleed damage (a standard action) causes that bleed damage to end, as though a successful DC 15 Heal check had been made.

Restful Sleep: Mixing the nectar of a weeping maiden flower with goat's milk creates a draught which is said to produce exceptionally restful slumber. A character who drinks restful sleep suffers a -4 penalty on any saving throws made to resist sleep effects or falling unconscious for one hour after drinking it. Further, any character that falls asleep within this time sleeps a dreamless sleep, and is immune to the effects of the *nightmare* spell, or similar spells which affect sleeping individuals. This exceptionally restful sleep is particularly hard to wake from, however, and the sleeping character suffers a -15 penalty on Perception checks, instead of the normal -10 penalty imposed on sleeping characters.

Tears of Joy: By boiling the flowers of a weeping maiden plant, and adding a pinch of salt to the resulting water, one can create a tonic which can help keep a dying body from slipping beyond the brink of death. If a dose of tears of joy is administered to a dying creature, he immediately stabilizes. Further, the drinker gains a +2 alchemical bonus on his Constitution check to become conscious, one hour later.

Widow's Tears Poison: If maiden's tears is improperly prepared, it instead causes the target's blood to flow more freely, and may quickly cause him to bleed out. While some craft this deadly poison deliberately, it is typically prepared by accident. The craft DC listed on the weeping maiden preparation table is for characters attempting to craft widow's tears poison deliberately. If someone attempting to craft maiden's tears fails the check by 5 or more, there is a 50% chance that widow's tears poison is the result. Both checks should be made in secret, as widow's tears poison is difficult to tell from maiden's tears (Craft [alchemy] or Knowledge [nature] DC 20 to tell the difference).

#### WIDOW'S TEARS POISON

Type poison, contact or ingested; Save Fortitude DC 16

**Frequency** 1/round for 6 rounds **Effect** The target's bleed damage increases by 1d6. If the target does not have bleed damage, and the poison was ingested, he takes 1 point of Constitution damage instead, as he begins bleeding internally.

Cure 2 consecutive saves Price 300 gp

## Wizard's Beard

This long, thin grass is a deep red color, ranging from scarlet all the way to a purplish hue in some cases. Its blades are exceptionally sharp, and one must take care when harvesting it to wear gloves or some other form of protection, or else a successful Dexterity check (DC 14) must be made to avoid taking 1 point of damage. It is somewhat rare, as it only grows in locations that have been host to powerful magic (such as enchanted groves, the sites of large-scale magical battles, in the area surrounding the tower of a wizard who engages in extensive arcane experimentation, etc.). Though the grass itself is not magical, when it is properly prepared it can influence a spellcaster's magical abilities.

#### WIZARD'S BEARD

Forage DC 22; Environment any; special, see above

Price 60 gp; Weight -

Wizard's beard is as safe to eat as any other grass, and will have about the same effect on the person that eats it. It is only when the grass is properly prepared and used that it has any kind of special effect. Incense of Mental Cleansing: This incense is made by crushing the wizard's beard grass and then burning it. The user inhales the fumes deeply, and, in order to make use of it, must enter a meditative trance, which lasts about 15 minutes. While in this trance, the user can erase from his mind any number of spells that he has prepared for the day, but has not yet cast, essentially unpreparing them. This does not use up the spell slots used to prepare those spells, and once the trance is complete, the user can prepare new spells in the now-empty spell slots.

## 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 alchemythemed 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.

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 various 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.

Beyond that, though, a major reason why

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This process is very taxing on the mind, however, and imposes some drawbacks. First, if the user attempts to use the incense more than once within a 24-hour period, all of the spells that are erased from his mind are treated as expended, and he cannot prepare spells in those spell slots afterwards. Second, each time incense of mental cleansing is used, it causes the user's caster level to be treated as 2 levels lower than it actually is for every spell he casts for the rest of the day (depending on the spell, this may affect a spell's range, area, duration, casting time, number of targets, damage dice, or other things. It always affects rolls to overcome spell resistance, and any caster level checks made to dispel or counter the spell).

Spellbane Poison: This potent substance is made by boiling the grass and extracting a special oil that can be found on its surface. Normally this oil is harmless, but in large, concentrated quantities, it has a profound and frightening effect on spellcasters. Five doses of wizard's beard are needed to create a single dose of spellbane poison.

Due to its nature, this poison is prized by assassins who target powerful spellcasters, and even more by those who need to keep such spellcasters imprisoned or otherwise disabled for whatever reason. While many magocracies outright ban the poison and order the destruction of wizard's beard for fear that the poison should be made anyway, many nations are careful to keep their prisons well-stocked with spellbane poison so that they can control any renegade wizard that needs to be imprisoned. Spellsight: This red paste is made by grinding the wizard's beard plant, and then mixing it with a small amount of human blood. It is applied directly to the user's eyes (a full-round action that provokes attacks of opportunity), and stings terribly for one minute thereafter, causing the user to be sickened for that time. After that minute has passed, however, the user is able to see magical auras, as though with the spell *detect magic*. The effect lasts for one hour, though you are only able to detect magic while you are actively concentrating, as the spell. You can cease and resume concentrating without ending the effect. Unlike the spell *detect magic*, this effect cannot be made permanent.

Spellsight, Botched: If improperly prepared, spellsight can have some unfortunate side-effects. If an attempt to create spellsight fails by 5 or less, then there is a 50% chance that botched spellsight is created instead. Otherwise, the check is simply a failure. For this reason, both the Craft (alchemy) check and the 50% chance should be made in secret. A successful Craft (alchemy) or Profession (herbologist) check (DC 20) can distinguish botched spellsight from normal spellsight: otherwise the two appear identical.

Botched spellsight functions identically to spellsight, except that the user is also blinded for the duration of its effect (one hour). Despite being blinded, the user is still able to see the magical auras produced by the *detect magic* effect, and so can "see" magic auras, even though he cannot see anything else.

#### SPELLBANE POISON

Type poison, ingested; Save Fortitude DC 22 Onset 1d4 minutes; Frequency 1/hour for 8 hours

Effect The target has difficulty casting spells for the next hour. In order to cast a spell, the target must succeed on a Concentration check (DC 25 + twice the spell's level), or the spell has no effect, but is still expended. Cure 2 consecutive saves Price 350 gp



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## Special Substances

While the previous section listed specific herbs, and the various special substances and alchemical items that can be created more or less from just that one herb, very few alchemists and apothecaries restrict themselves to a single substance when they are working, instead mixing several substances together to produce new and outstanding results. What follows is a listing of new special substances and alchemical items which can be created from a combination of the various herbs listed in the previous section. The items are listed in alphabetical order, and each will denote the herbs required for its creation, as well as how many doses of each herb are required, and the Craft DC necessary for their creation. The following table provides the prices for each of these special substances.

**Clearsight Tonic:** This liquid is perfectly transparent, though it smells faintly of citrus. When consumed, it helps to clear the mind, metaphorically, allowing the drinker to keep his priorities and goals in sight. The target is immediately cured of the confused condition, if he was suffering from it, and is immune to that condition for 10 minutes. Further, during this time the target gains a +4 alchemical bonus on saving throws made to resist mind-affecting effects.

> Ingredients: Sage's cap (2 doses), weeping maiden (2 doses) Craft DC: 18

**Corpsedust:** This ash-grey powder is generally contained in a small pouch, which is designed to open in the air when thrown, releasing its contents over a single 5-foot square. Treat this as a ranged touch attack with a range increment of 10 feet. The square that is hit fills with a thick powder which obscures vision and has a number of unpleasant effects. First, the square fills with dust, granting creatures within the square concealment from creatures outside the square, but also granting those creatures concealment from creatures within the square. Second, any creature within the area must succeed on a Fortitude save (DC 13) or begin violently coughing, hacking and wheezing,

#### Table 2-1: Special Substance Prices Special Substance Price Clearsight tonic 95 gp Corpsedust 125 gp Corpserot poison 500 gp **Energy** tonic 60 gp Fiery death 600 gp **Firesight** paste 100 gp Firesludge 75 gp Fool's dust 120 gp Hand of darkness 270 gp Lich mask 30 gp Mindwrack poison 700 gp Muscle relaxant 150 gp Nose of the dog 110 gp Second wind 300 gp Wormblood poison 25 gp

rendering him nauseated for 1 round. Even after leaving the affected square, any creature who has failed this save must continue making Fortitude saves to resist being nauseated until he succeeds. The DC of the saving throw is reduced by 1 for each round the character is removed from the dust. The cloud of dust remains in the air for 1 minute after the corpsedust is thrown, and any creature passing through that square during that time must make a Fortitude save or begin coughing, as outlined above.

Ingredients: Corpseroot (1 dose), dragon's tongue (2 doses) Craft DC: 21

**Corpserot Poison:** This potent poison interferes with the energies that animate undead creatures, and can prove quite lethal to them.

> Ingredients: Corpseroot (2 doses), weeping maiden (2 doses) Craft DC: 20

#### CORPSEROT POISON

Type poison, contact; Save Fortitude DC 18 Frequency 1/round for 8 rounds Effect 1d3 Cha damage, and the target's channel resistance, if any, is reduced by 1 for 1 minute. If an undead creature is reduced to 0 Charisma in this way, it is immediately destroyed.

**Special** Corpserot poison has no effect on living creatures, but can affect undead creatures, even



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those that would normally be immune to poison.

**Energy Tonic:** This bitter green liquid comes in small vials, requiring only a tiny amount to have their effect. A character who drinks an energy tonic suffers no penalties from being fatigued, and if he becomes exhausted, suffers only the penalties associated with being fatigued (the character still gains the fatigued and exhausted conditions, and suffers the appropriate penalties when the energy tonic wears off). Further, the tonic grants the character a +2 alchemical bonus to initiative and to saving throws to resist sleep effects. It tends to make those who drink it jittery and distracted, however, and such characters suffer a -2 penalty on Perception checks and on anything requiring delicate handling (such as most Craft checks, Disable Device checks, etc.). The benefits of an energy tonic last for 1d4 hours, while the drawbacks last until the next time the character rests. Once the benefits wear off, the character also suffers a -2 penalty on saving throws to resist fatigue, exhaustion, and sleep effects until the next time he rests.

*Ingredients:* Mother's kiss (2 doses), wizard's beard (1 dose) *Craft DC:* 22

**Fiery Death:** This scarlet-red poison is similar to the less lethal firebelly poison, but its effect have been made much stronger and more immediate by mixing it with polysap. The poison increases the victim's internal body temperature, literally cooking him from the inside.

> *Ingredients:* Dead man's head (4 doses), polysap (1 dose) *Craft DC:* 25

#### FIERY DEATH

Type poison, ingested; Save Fortitude DC 19 Onset 10 minutes; Frequency 1/minute for 10 minutes

Effect The target is nauseated for 1 minute and takes 2d6 points of fire damage. Resistance to fire does not affect this damage, though immunity to fire does.

**Special** Even if the target succeeds on his save, he is still sickened for 1 minute and suffers 1 point of fire damage, unless the poison is cured. **Cure** 2 consecutive saves **Price** 600 gp

Firesight Paste: This faint red paste has a tangy smell, and stings slightly when it is applied. In order to be useful, firesight paste must be rubbed into one's eyelids, a full-round action that provokes attacks of opportunity and causes the user to be blinded for 1d4 rounds. After this time, though, the user gains a sort of heat vision, and is able to detect sources of heat. This allows him to easily identify living creatures (and other things notably above or below room temperature) regardless of the lighting conditions or any other source of concealment. This ability does not allow the user to detect creatures or objects that have been magically rendered invisible, and, for the most part, physical objects obscure heat sources from this sight, though particularly hot creatures or objects may be visible through solid walls. Undead and constructs typically are not visible in this way, as they are room-temperature, although firesight paste does not interfere with normal vision. The effects of firesight paste last for 2 hours.

> Ingredients: Dead man's head (1 dose), nightroot (3 doses) Craft DC: 16

Firesludge: This vile substance is a tar-like, reddish-brown goo which is incredibly adhesive and acidic, and which ignites when exposed to air. It comes in a small glass vial, and can be used as a thrown weapon. Treat this as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of damage to the target. Half of this damage is fire damage, and the other half is acid damage. The substance clings to the skin, dealing 1d6 points of acid and fire damage each round for 10 rounds or until it is removed. A successful Reflex save (DC 15) when the target is initially hit halves the damage and prevents the firesludge from clinging. Once the firesludge has taken hold, it is incredibly difficult to remove. Submerging oneself in water does not put out the substance, but rather intensifies it, causing it to deal 2d6 points of damage each round, instead of 1d6. The target can fall prone and roll on the floor to try to remove the substance. This is a fullround action that provokes attacks of opportunity, and allows the target to make a new Reflex saving throw (though he does not gain a bonus from rolling on the ground, as he would if he were normally on fire).

> *Ingredients:* Balor's maw (3 doses), dead man's head (1 dose) *Craft DC:* 20

Fool's Dust: This small pill is blue, speckled with green, and smells like old paper and chalk. When swallowed, it allows the user to alter his or her aura. As a standard action, the target can make a concentration check to change one aspect of his aura. If the target is not a spellcaster, he uses the highest of his Intelligence, Wisdom, or Charisma modifiers, with no other bonus to the concentration roll. The DC varies depending on what aspect of the aura one intends to change: adding a magical aura (one that can be found with detect magic) is DC 15, and allows the user to choose the school of magic and strength of the aura. Changing one's creature type (so as to adjust whether or not one is detected by detect undead or detect animals or plants, for example) is DC 20, and allows the user to choose a single creature type he will appear as. Changing one's alignment (so as to affect whether or not one is detected by detect evil, and similar spells) is DC 25, and allows the user to choose an alignment (such as lawful evil or true neutral) to emulate. Anyone attempting to read the user's aura (such as with detect magic, detect evil, and so on) can note that it has been tampered with in some way with a DC 20 Spellcraft check, but this does not reveal the user's true aura.

> Ingredients: Sage's cap (1 dose), wizard's beard (2 doses) Craft DC: 24

Hand of Darkness: This semi-translucent black liquid causes hallucinations in its victims, causing their vision to swim and blur.

> Ingredients: Dragon's tongue (1 dose), nightroot (2 doses) Craft DC: 16

#### HAND OF DARKNESS

**Type** poison, injury; **Save** Fortitude DC 16 **Frequency** 1/round for 6 rounds **Effect** The target suffers a cumulative -2 penalty on all sight-based Perception checks, and his attacks suffer a cumulative 10% miss chance (to a maximum of 50%). These penalties last for 1 minute after the poison's duration ends.

Cure 2 consecutive saves Price 270 gp

Lich Mask: This white cream can be rubbed into the skin of a corpse or undead creature in order to give it an appearance of life: the creature's cheeks take on a rosy blush, obvious rot is covered up, and so on. It also negates the stench of decay such creatures emit. As long as the body is more or less intact, applying lich mask effectively gives the target a +15 alchemical bonus on Disguise checks made to appear alive (if it is used on a corpse, this will grant the target a final score of 10, after taking o and applying a -5 Charisma penalty. If used on a mindless undead, the creature takes o, and an intelligent undead creature can roll as normal).

> Ingredients: Corpseroot (2 doses), polysap (2 doses) Craft DC: 15

Mindwrack Poison: This poison is a sickly yellow color, and has a distinctive odor of strawberries. It reacts particularly negatively with spellcasters, as it clouds the mind in a way that causes them to lose their grasp on their spells.

*Ingredients:* Sage's cap (3 doses), wizard's beard (1 dose) *Craft DC:* 19

#### MINDWRACK POISON

Type poison, injury; Save Fortitude DC 14 Frequency 1/round for 6 rounds Effect 1d2 Int and Cha, and the target loses one of his highest-level spells, as though that spell had just been cast. If the target has no spells of the highest level he can cast left, he loses one of his next-highest-level spells, instead.

Cure 1 save

Price 700 gp

**Muscle Relaxant:** This sweet-tasting, syrupy red liquid relaxes one's muscles. A character who consumes a muscle relaxant is immune to paralysis for 1 hour. At the same time, however, the relaxation effectively weakens the character, preventing him from getting the full use of his muscles. He is treated as though his Strength score were 4 less than it actually is. This is not ability damage, and goes away after the hour has passed. Any effect that would cure ability score damage to the character's Strength score completely ends the effect, including the immunity to paralysis.

Note that muscle relaxant is used just as frequently to surreptitiously reduce a target's Strength as it is to prevent paralysis. When used in this way, the target is allowed a Fortitude save (DC 14) to resist the effect. The muscle relaxant can be applied by any means an ingested poison can, and multiple doses can be applied: each dose increases the DC by 2, the duration by 30 minutes, and the penalty to the target's Strength score is increased by 2 (so 3 doses would force the target to succeed on a DC 18 Fortitude save or have his Strength reduced by 8 for 2 hours). Any resistances, but not immunity, to poison also apply to muscle relaxant: those who willingly take muscle relaxant knowing its effects can choose to voluntarily fail their saving throws.

*Ingredients:* Dragon's tongue (2 doses), polysap (4 doses) *Craft DC:* 24

**Nose of the Dog:** Despite the name of this pale green paste, its creation has nothing to do with dogs. Rather, when applied just beneath a creature's nose, it grants that creature the scent special quality for 1 hour. If the creature already possesses the scent special quality, it instead grants that creature a +4 alchemical bonus on Perception checks made to detect something by smell.

> Ingredients: Balor's maw (1 dose), nightroot (1 dose) Craft DC: 14

**Second Wind:** This potent blue liquid smells faintly of apples, and comes in a small glass vial. When consumed, the drinker immediately gains 2d4 temporary hit points. Further, he gains a +2 alchemical bonus to ability checks, attack rolls, AC, and saving throws. The bonus and the temporary hit points both fade after 1 minute.

> Ingredients: Mother's kiss (2 doses), weeping maiden (2 doses) Craft DC: 21

Wormblood Poison: This sick-smelling green liquid can barely be considered a poison, as it rarely has any effect besides a little indigestion. It is more often used as a prank than anything else. That said, it does occasionally result in death, especially when too high a dose is used.

> Ingredients: Balor's maw (2 doses), mother's kiss (1 dose) Craft DC: 13

#### WORMBLOOD POISON

**Type** poison, ingested; **Save** Fortitude DC 14 **Onset** 1 hour; **Frequency** 1/hour for 24 hours **Effect** The target is sickened for 1 hour. If the target has failed three or more saving throws in a row, he is nauseated, instead. If the target has failed ten or more saving throws in a row, he takes 1 point of Constitution damage, as well. **Cure** 1 save **Price** 25 gp



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Do you wish that alchemy in your game had a little more 'compit?' have you over 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 the/re prepared? have you over GMd for a player who always seemed to want to wander off into the woods for the merchant district) in search of rare and exotic reagents and compounds for his next magical experiment, and struggled to one up with an exciting and suitably fantastic material for him to find?

Then this is the book for you. A Necromancer's Grimoire: The Secret of herbs introduces a new approach to the sorts of low-cost special substances that can be created with the Graft (Alchemy) skill. Presented herein are ten new herbs with very special properties. By themselves, each herb can be specially prepared into a handful of different special substances with a successful check, and further information outlines additional special substances and poisons that can be created by mixing two of these herbs together, for a total of over 50 new special substances and poisons.

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