

HERBALIST TRADE MANUAL

THIS MANUAL BELONGS TO:

VERSION - 1.2 - 10 EXP

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=== Trade Description ===

The herbalist skill allows you harvest plants more efficiently. You know how to harvest plants more carefully and what concoctions can be mixed up to rid the body of poisons.

To "use" a reagent, you must hand it over to a herald at the start of the action that uses the reagent. You cannot use a reagent without first getting the approval of a herald. Only one reagent can be used and effects cannot be stacked.

=== Equipment Required ===

- Herb/plant dryer rack or container
- Digging stick
- Anchor sticks
- Stem ties (ribbon or string)
- Small pouches or baskets
- Small cup and mixing bowl
- Herb Bundles and other relevant props
- Sand Timer and die counters

=== Time & Actions ===

Handle Dangerous Plants

Time: N/A

Action: The Herbalist can handle dangerous plants with ease as long as they harvest a plant

=== Herbalist Notes: ===

Cure Poison

Time: 5 minutes of aid, then 10 minutes of rest

Action: You can rid a body of toxins by brewing up a potent tea blend of herbs and plant parts. This will take a careful amount of mixing, testing, and steeping. A poison's effect or timer is not stopped until after the aid time has been completed.

Reagent:

Any plant based reagent is needed to brew a cure poison tea

Any two different plant based reagents = reduce aid and rest time by half

Trading Supplies

Time: N/A

Action: If you take the Profession: Herbalist skill, you gain an alternate option to replace the Steady Income perk unlocked by the skill. This option is to accept reagents as payment instead of silver. By choosing to forego the steady income gained by the Profession skill, you may flip a coin: If the result is heads, you gain one random plant based reagent, offered as payment by a client. If the result is tails, you get nothing.

Plant Reagent List

Time: N/A

Action: You have more extensive knowledge of plant based reagents and their general uses.

- Healing -

Pineed Sap - Cream colored foamy ooze, hardened and varying in size

Fae Leaf - Commonly a fern or bundled plant with metallic gold colors

Malturn Root - Tuber/root based brown plant, metallic silver steps above ground.

Red Fynch Flower - Used for its oil. Usually dangerous. Grows randomly in trees and bushes, bright red.

Gold Fynch Flower - Used for its oil. Sometimes dangerous. Grows randomly in trees and bushes, metallic gold.

- Mana Restoring -

Moon Flower - Commonly a single stem flower, various types. Glows or pulsates at night.

Blue Fynch Flower - Used for its oil. Usually dangerous. Grows randomly in trees and bushes, bright blue.

Gold Fynch Flower - Same as above. Also used for mana.

- Curing -

Grizzleberry - Small cattail-like puffs or hardened berries on a stalk of various colors. Sometimes dangerous.

Fae Leaf - Same as above. Also used for curing.

Malturn Root - Same as above. Also used for curing.

Gold Fynch Flower - Same as above. Also used for curing.

- Poison -

Grizzleberry - Same as above. Also used for poisons.

Corpse Cap - Porcelain-like cap on a hard woody stalk mushroom. Commonly found near corpses, usually harmless but sometimes very dangerous.

- Other -

Tippmahn Fungus - Brightly colored sphere, usually hard. "Ripe" when soft and spongy.

White Fynch Flower - Used for its oil, but almost useless. Considered "not blooming" yet, and will eventually turn Blue, Red, or Gold if given time or magical energies to make it "bloom".

Bean Brew Husk - Hardened dark cream or brown shell halves.

properly. Anytime the Herbalist uses the Harvest Plant action, they are considered in control of the plant and do not suffer ill affects from the plant (like poisons, rashes, etc). If the Herbalist picks a plant normally without properly harvesting the plant then they are susceptible to the ill affects like a normal player.

Harvest Plant

Time: 2 minutes per plant

Action: You can harvest a plant more efficiently by setting the plant up to be harvested. To do this, you must go to the location of the plant and place 4 anchor sticks around the base of the plant. Then, carefully using a digging stick, you must dig around the base of the plant. This will expose the roots and allow you to pick it. Once picked, a stem tie must be wrapped around the stem of the plant with the tails of the tie being about 6 inches long. The plant is then considered expertly harvested and are worth twice as many reagents as a normal plant.