

**Herbalist
Trade Manual**

Version 1.3

Owner:

**Herbalist
Trade Manual**

Version 1.3

Owner:

=== Trade Description ===

The herbalist skill allows you to 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
- A ten-sided die (D10)

=== Time & Actions ===

Trading Supplies

Time: N/A

Action: If you take the Profession: Herbalist skill, you gain an alternate option to replace the Steady Income perk bonus. 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, then you gain one random plant-based reagent, representing alternate payment offered by a client. If the result is tails, you get nothing.

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. If the plant has dangerous afflictions see Handle Dangerous Plants, but if there are no dangerous afflictions then the plant is worth twice as many reagents as a normal plant.

Brew Tea to Induce Vomiting

Times: 3 minutes of mixing and aid, then 15 minutes of Fatigue

Action: An Herbalist only has basic knowledge for being able to remove or tend to toxins and poisons in the body. Although inefficient, a crude method that can save a life is far better than doing nothing.

This method requires a curing reagent to be "used" in the process. The herbalist will role play brewing/steeping a potent concoction of whatever reagent is chosen that the patient will "drink". They must physically drink something, but it must be only clean water.

During the Aid time, instruct the patient to role play searing pain in the stomach, nausea, and periodical fake vomiting while the tea attempts to purge the poison. The concoction removes all Hit Points from the patient as their body writhes violently. There is a 50% chance that the concoction works and expels the poison. Add +10% if the Herbalist has Lore:Poisons. Reroll this roll if the target has the Poison Resistance skill.

If successful, the reagent is used up and then they may leave to fulfill their Fatigue timer.

If unsuccessful, the reagent is used up but the poison is not removed. Instead, the timer on the poison resets to the beginning and the "Wears off in" time is doubled or the "Gets worse in" time is halved, whichever is the appropriate/worst effect. Another attempt can be made, but another failure will double or halve these timers; a note should be written out to help the recipient track these modified timers.

Reagents:

Any plant based curing reagent = required per attempt, used up each time as part of the concoction

Handle Dangerous Plants

Time: N/A

Action: The Herbalist can handle dangerous plants with ease as long as they harvest a plant properly. Anytime the Herbalist uses the Harvest Plant action, they are considered in control of the plant by removing the dangerous parts and do not suffer ill effects from the plant (like poisons, rashes, etc). This causes there to be less of the plant remaining and so it will not be worth twice as many reagents as normal. If the Herbalist picks a plant normally without properly harvesting the plant then they are susceptible to the ill effects like a normal player.

Mutations between Nature and Magic

Time: N/A

Action: If the Herbalist takes Lore: Herbalism then they gain knowledge on more rare and unique harvestable plants. Like how each type of plant is unique, sometimes the magic affecting a plant can be unique. Whether good or bad, this leads to rare changes to plants that may otherwise be insignificant and can make them useful in a variety of ways of which the extent is unknown. All but experienced herbalists should be wary in picking these plants though, as while one may sometimes look very alike another; one, none, or both may carry dangerous effects and must be handled with care. Due to their unique nature their capabilities must be investigated and revealed by someone knowledgeable in their uses' lore and furthermore may require an alchemist's touch to fully bring out their qualities. These plants can be identified by the labeled lore card attached to them, and sometimes may involve unique rules for harvesting. If a plant is harvested incorrectly or by a character without Lore: Herbalism, then any negative effects still apply but any useful or positive features of the plant are lost. Appearances of these plants may be rare and should not be expected to be consistently appearing or found.

Plant Reagent List

Time: N/A

Action: You have more extensive knowledge of common and uncommon plant-based reagents and their general uses. This list is not fully complete, as there are rare reagents that are not common knowledge.

- **Pineed Sap - Healing** - Able to be tapped from certain visible trees in some seasons. In other seasons it is collected as a cream or yellow colored foamy ooze, hardened and varying in size.
- **Fae Leaf - Healing/Curing** - Commonly a fern or bundled plant with hints of metallic gold colors.
- **Maltorn Root - Healing/Curing** - Tuber/root based brown plant, metallic silver leaves above ground.
- **Moon Flower - Mana** - Commonly a single stem flower of various types. Glows or pulsates at night.
- **Red Fynch Flower - Healing** - Used for its oil. Grows randomly in trees and bushes, bright red.
- **Blue Fynch Flower - Mana** - Used for its oil. Grows randomly in trees and bushes, bright blue.
- **Gold Fynch Flower - Healing/Mana/Curing** - Used for its oil. Grows randomly in trees and bushes, metallic gold.
- **Grizzleberry - Curing/Poisons** - Small cattail-like puffs or hardened berries on a stalk of various colors. Sometimes dangerous.
- **Corpse Cap - Poisons** - 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, and not ripe yet when hard and tough. Requires a handful's worth to be usable.
- **White Fynch Flower** - Used for its oil, but other Fynch Flower's it is only useful as filler. Theorized to not be in bloom yet and may eventually turn into Blue, Red, or Gold due to unknown reasons.
- **Bean Brew Husk** - Hardened dark cream or brown shell halves. Generally found in clusters or piles beneath bushes, and requires a handful's worth to be usable.