

Extended Herb List for Shadowdark by OptionalRule v1

Herbalist Kit

An herbalist kit is a small collection of tools essential for the practice of herbalism such as clippers, specialized knives, pouches, grinding stones, and a mortar and pestle.

Herbalist Kit: 10 gp, 1 Gear Slot.W

Extended List of Herbs

Table 1. Herb List

DC	Herb Description
11	Lifefleaf Jelly. Heal 1 HP or 2 HP fire damage; can't smell or taste for 1 hour.
12	Darkroot. Gain darkvision (Near) for 1 hour; blinded in light.
12	Murkweed. Hold breath up to 10 minutes or until you breathe.
12	Shakewort. Can't be surprised, DISADV on stealth for 1 hour.
13	Foebane. ADV on attacks/damage vs one creature type; DISADV on death timer roll for 1d6.
13	Ghostweed. See invisible; DISADV on other Spot checks for 10 minutes.
13	Ghoul's Cap. First attack in 10 min +2d6 Necrotic; DC 13 CON or take 1d4 Necrotic.
13	Stonebark. AC +2, DISADV on DEX checks for 1 hour.
13	Wraith's Whisper. Speak with dead, but can't understand living for 10 minutes.
13	Yeti's Crown. ADV to resist cold, can't see color for 1 hour.
14	Demon's Tongue. Understand all speech, but speak a random language for 10 minutes.
14	Lichlichen. Immune to fear and charm for 10 minutes; DISADV on CHA checks for 1 hour.
14	Purgeroot. Ends poison/disease; DISADV on all rolls for 1d4 rounds from retching.
15	Bloodmoss. ADV on death timer roll, DISADV on healing for 1 hour.
15	Creeping Lily. Speak only to plants and fungi for 10 minutes.
15	Everburn Moss. Emit bright light (Near), dim light (Far); ranged attacks have ADV to hit you for 1 hour.
15	Serpent's Sap. Blood is 2d4 poison to others for 1 hour; take 1d4 damage after.
15	Slumberberry. Heals like Potion of Healing; adds hours to rest equal to half damage healed.
16	Halfling's Foil. Invisible for 1d4 rounds or until wounded/attacking.

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DC	Herb Description
17	Shune's Breath. Voice heard by one known person up to 1 mile for 10 minutes. Can only whisper for 1 hour.
18	Banshee's Hair. Scream for 1d4 rounds, DC 13 CHA or 2d6 Necrotic to all Near. Mute for 1 hour.
18	Satyr's Root. You cannot be paralyzed for 1 hour and cannot rest for 12 hours.
19	Medusa's Foil. You cannot be petrified for 1 hour and cannot rest for 24 hours.
19	Dream Nettle. Read surface thoughts (Close) for 1d6 rounds; DISADV on INT and WIS checks for 1 hour.
20	Heartleaf. Extra action next turn; bleed for 1d4 if wounded in 10 minutes.

Table 2. Random Herbs

d12	Normal (12)	Hard (15)	Extreme (18)
1	Lifefleaf Jelly	Purgeroot	Satyr's Root
2	Darkroot	Bloodmoss	Banshee's Hair
3	Murkweed	Bloodmoss	Dream Nettle
4	Shakewort	Creeping Lily	Medusa's Foil
5	Foebane	Shune's Breath	Satyr's Root
6	Ghostweed	Everburn Moss	Banshee's Hair
7	Ghoul's Cap	Serpent's Sap	Dream Nettle
8	Stonebark	Serpent's Sap	Medusa's Foil
9	Wraith's Whisper	Slumberberry	Satyr's Root
10	Yeti's Crown	Slumberberry	Banshee's Hair
11	Demon's Tongue	Slumberberry	Dream Nettle
12	Lichlichen	Halfling's Foil	Heartleaf