

Cottington Woods Player's Guide

Part Two: Character Creation

12.08a Herbalism and Master Herbalism

How to Create Potions

Once cut, an herb doesn't last long - typically only a few weeks at the very most. To that end, it is to the best interest of an herbalist to create potions as soon as the required ingredients have been collected. To create a potion, the herbalist needs a greenhouse. Lucky for the residents of the Cottington community, the town merchant, Geoffrey Hamille, has one.

Herbalists should find Geoffrey in the Cotting House. He (or one of his very loyal employees) will take herbs and convert them to potions. The creation of a potion takes anywhere from fifteen minutes to a few hours. The herbalist should leave the herbs with Geoffrey and check back later.

Herbalists should be aware that neither Geoffrey nor his staff are herbalists themselves, and can only follow directions. In other words, they don't actually know what they are making, and they don't need to. **Note:** This is a game mechanic. Geoffrey and any NPC that fills his role in the creation of potions will not ask questions. Players are warned to be mindful of this, however. The NPCs can hear just fine, and if you say something that will give away the nature of your creation, they may become aware.

Rules Change: You no longer need to find Geoffrey and turn your ingredients in to receive your potions. PCs will now be given potion cards for potions they can create. To create a potion, you must now spend five minutes creating the potion. Attach the ingredients to the potion tag with a paperclip or other means. Once a potion has been used, please drop off the potion and ingredients at the box in the Cotting House. This allows us to track which potions were created/used, and to reuse the ingredients cards for treasure later.

How to Use the Master Use of a Potion

Through the understanding of her craft, a wood witch is able to tease better effects out of a potion. She holds the bottle in her hand, spends 1 Craft, and states: "Imbue by Craft". The potion is then administered to a target or handed to that target to drink. The potion must be imbibed within seconds, before any other action is taken, or the effect fades and the potion becomes normal again.

Note: This is a flavor rule. It is meant to promote a certain feel and to promote game balance. Please don't abuse it.

Recipe: Ailment Kit

Cost:	Free
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None
Ingredients:	Common Clippings
Notes:	You can create an Ailment Kit, which holds the common medicines needed to treat simple ailments such as the common cold, headaches and the like. The Ailment kit is an in-game mechanic used to explain an out of game first aid kit. It has no in game effect. Anyone can have a first aid kit, even if they don't have this skill – this is just a mechanic.

Recipe: Glamboo Stick

Cost:	Free
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Ingredients:	Glamboo
Notes:	You can use the flower a Glamboo plant to create a source of light.
Raw Use:	No skill is required in order to "activate" a Glamboo Stick and create light. It <i>is</i> an herbal recipe, however, so it is included here.

Recipe: Herbal Hand Warmers

Cost:	0
Reset:	Instant

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Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None
Ingredients:	Uncommon Clippings
Notes:	None
Prepared Use:	These small herbal packets radiate heat, which may be used to keep extremities warm in adverse weather.
Master Use:	None

Recipe: Acid Splash, Weak

Cost:	1
Reset:	Instant
Prerequisite:	Herbalist, Thrown Weapon
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Common Clippings, Fibergrass
Notes:	The weak acid splash is usually contained within a specially treated egg shell.
Prepared Use:	You can throw the Weak Acid Splash at a target. Throw the packet and call, "1 Damage by Poison."
Master use:	You can throw the Weak Acid Splash at a target. Throw the packet and call, "2 Damage by Poison."

Recipe: Acid Splash, Strong

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist, Thrown Weapon
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Uncommon Clippings, Fibergrass, Poison Bestos Vine
Notes:	The Strong Acid Splash is usually contained with a specially treated egg shell.
Prepared Use:	You can throw the Strong Acid Splash at a target. The call is: "2 Damage by Poison."
Master use:	You can throw the Strong Acid Splash at a target. The call is: "4 Damage by Poison."

Recipe: Agility Potion

Cost:	5
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Rare Clippings, Joe Bean
Notes:	Agility Potions are addicting. Players must admit to imbibing the potion in their PEL.
Prepared Use:	You receive a card that states, "If you drink this potion you take the effect: Grant Ability by Poison: Grant 1 Reflex. This effect lasts until it is used, or until you rest."
Master Use:	You receive a card that states, "If you drink this potion you take the effect: Grant Ability by Poison: Grant 2 Reflex. This effect lasts until it is used, or until you rest."

Recipe: Blade Poison

Cost:	5
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Uncommon Clippings, Venom Sap
Notes:	You can distill the sap of some trees to create a blade poison.

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Prepared Use: You receive a card that states, "If you have the herbalist skill, you may apply this poison to a blade. The next strike that lands does 1 more point of damage than normal, unless negated by a defense."
Master use: You receive a card that states, "If you have the herbalist skill you can apply this poison to a blade. The next strike that lands does 2 more points of damage than normal, unless negated by a defense."

Recipe: Cure Disease Potion

Cost: 3
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None
Ingredients: Uncommon Clippings, Sickle Vine
Notes: You can create a potion that will cure most common disease effects.
Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Cure Disease by Poison."
Master Use: None.

Recipe: Cure (Specific) Disease Potion

Cost: 3 per specific cure
Reset: Instant
Prerequisite: Master Herbalist
Restriction: None
Skill Points: 1 Craft
Ingredients: Rare Clippings, Sickle Vine, (Varies)
Notes: You can create a potion that will cure one specific uncommon disease effect. For each uncommon disease effect, there is a specific recipe that must be learned, although not all of these recipes have been discovered. No potions of this sort may be known at the start of game, and there is no list available of such potions. Consider all known diseases to be "common".
Prepared Use: None.
Master Use: Varies.

Recipe: Cure Poison Potion

Cost: 3
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None
Ingredients: Common Clippings, White Fir
Notes: You can create a potion that will cure most other common poison effects.
Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Cure Poison by Poison."
Master Use: None.

Recipe: Cure (Specific) Poison Potion

Cost: 3 per specific cure
Reset: Instant
Prerequisite: Master Herbalist
Restriction: None
Skill Points: None
Ingredients: Uncommon Clippings, White Fir, (Varies)
Notes: You can create a potion that will cure one specific uncommon poison effect. For each uncommon poison effect, there is a specific recipe that must be learned, although not all of these recipes have been discovered. No potions of this sort may be known at the start of game, and there is no list available of such potions. Consider all known poisons to be "common".
Prepared Use: None.

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Master Use: Varies.

Recipe: Dream Potion

Cost: 4
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None or 1 Craft
Ingredients: Uncommon Clippings, Purple Lotus, Black Lotus
Notes: You can create a potion that will allow the target to experience clear and vivid dreams.
Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. During your next sleep (lasting at least four hours) you experience strange and confusing dreams. These dreams leave you tired but without clear memory of what they were about."
Master Use: You receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. During your next sleep (lasting at least four hours) you will experience vivid dreams. These may or may not have meaning. Instructions may follow."

Recipe: Dreamless Slumber Potion

Cost: 4
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: 1 Craft
Ingredients: Uncommon Clippings, Black Lotus, Purple Lotus
Notes: You can create a potion that will limit the target's ability to dream.
Prepared Use: None.
Master Use: You receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. During your next sleep (lasting at least four hours) you will not dream."

Recipe: Healing Salve

Cost: 3
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None or 1 Craft
Ingredients: Common Clippings, Silvermint Leaf
Notes: You can mix a Healing Salve.
Prepared Use: You will receive a card that states, "If you have the First Aid or the Herbalist skill, you may apply this salve to a target and call: Heal 2 by Poison." The healing salve is consumed in this process.
Master Use: You can hold a Healing Salve, expend 1 Craft and call: Imbue by Craft. You may then apply the salve (touch a packet to your target) and call: Heal 4 by Craft. The healing salve is consumed in this process.

Recipe: Health Potion

Cost: 5
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None or 1 Craft
Ingredients: Uncommon Clippings, Silvermint Leaf, Tufnut
Notes: You can brew a Potion of Health.
Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Grant 1 Protection by Craft. This effect lasts until you rest."
Master Use: You receive a card that states, "If you drink this potion you take the effect: Grant 2 Protection by Craft. This effect lasts until you rest."

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Recipe: Love Potion

Cost:	1
Reset:	Instant
Prerequisite:	Master Herbalist
Restriction:	None
Skill Points:	1 Craft
Ingredients:	Uncommon Clippings, Fool's Tongue
Notes:	None.
Prepared Use:	This potion is extremely difficult to mix. If an herbalist other than a master attempts to do so, they receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. You must babble for five minutes, after which, you grow ill with nausea and remain ill until you are able to rest."
Master Use:	You receive a card that states: "If you drink this potion you take the effect: Inflict by Poison. You have sudden and powerful feelings of romantic attraction toward the first person of the appropriate sex that you see. This is a roleplaying choice - you can ignore it (call: Resist!) or accept it. Do what you'd most enjoy."
Note:	Use of this potion is against the King's Laws.

Recipe: Magic Potion

Cost:	5
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	1 Craft
Ingredients:	Rare Clippings, Trope Weed
Notes:	Magic Potions are addicting. Players must admit to imbibing the potion in their PEL.
Prepared Use:	None
Master Use:	You receive a card that states, "If you drink this potion you take the effect: Grant Ability by Poison: Grant 1 Magic Power. This effect lasts until it is used, or until you rest. In your PEL you must admit to taking this potion."

Recipe: Paralyze Splash

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist, Thrown Weapon
Restriction:	None
Skill Points:	None
Ingredients:	Uncommon Clippings, Sticky Goo
Notes:	The Paralyze Splash is usually contained with a specially treated egg shell.
Prepared Use:	None
Master Use:	You can throw the Paralyze Splash at a target. The call is: "Paralyze by Poison."

Recipe: Resist Cold Potion

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Uncommon Clippings, Springvart, Cottonglove
Notes:	You can create a potion that will protect against the effects of freezing.
Prepared Use:	You receive a card that states: If you drink this potion you take the effect: "Grant Defense by Poison: Shield Cold." This effect lasts until it is used, or until you rest.
Master Use:	You receive a card that states: If you drink this potion you take the effect: "Grant Defense by Poison: Resist Cold." This effect lasts until it is used, or until you rest.

Recipe: Resist Disease Potion

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Cost: 3
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None or 1 Craft
Ingredients: Uncommon Clippings, Springvart, Sickle Vine
Notes: You can create a potion that will protect against disease.
Prepared Use: You receive a card that states, "If you drink this potion you take the effect, "Grant Defense by Poison: Shield Disease. This affect lasts until it is used, or until you rest."
Master Use: You receive a card that states: If you drink this potion you take the effect, "Grant Defense by Poison: Resist Disease. This affect lasts until it is used, or until you rest."

Recipe: Resist Heat Potion

Cost: 3
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None or 1 Craft
Ingredients: Uncommon Clippings, Springvart, Firelick
Notes: You can create a potion that will protect against the effects of extreme heat.
Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Shield Fire. This effect lasts until it is used, or until you rest."
Master Use: You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Resist Fire. This effect lasts until it is used, or until you rest."

Recipe: Resist Poison Potion

Cost: 3
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None or 1 Craft
Ingredients: Common Clippings, Springvart, White Fir
Notes: You can create a potion that will protect against poison.
Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Shield Poison. This effect lasts until it is used, or until you rest."
Master Use: You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Resist Poison. This effect lasts until it is used, or until you rest."

Recipe: Resist Slow Potion

Cost: 3
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None or 1 Craft
Ingredients: Common Clippings, Springvart, Joe Bean
Notes: You can create a potion that will protect against slow effects.
Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Shield Slow. This effect lasts until it is used, or until you rest."
Master Use: You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Resist Slow. This effect lasts until it is used, or until you rest."

Recipe: Smelling Snaps

Cost: 1
Reset: Instant
Prerequisite: Herbalist

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Restriction:	None
Skill Points:	1 Craft
Ingredients:	Common Clippings, Bittersnap
Notes:	You can mix a packet that, when broken and touched to an unconscious target, will instantly wake that target up. The target will be exhausted, but will recover quickly.
Prepared Use:	None
Master Use:	The call is "Heal 1 and Short Drain to Unconscious."

Recipe: Strength Potion

Cost:	1
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	1 Craft
Ingredients:	Common Clippings, Tufnut, Vigor Root
Notes:	Potions of Strength are somewhat addicting. Players must admit to imbibing the potion in their PEL.
Prepared Use:	None.
Master Use:	You receive a card that states, "If you drink this potion, take the effect: Grant Ability by Craft, Feat of Strength. You are also granted a single, special point of Endurance that can ONLY be used to perform the feat of strength. The effect lasts until the end of the encounter, or until you rest."

Recipe: Underwater Breathing Potion

Cost:	3
Reset:	Instant
Prerequisite:	Master Herbalist
Restriction:	None
Skill Points:	None
Ingredients:	Common Clippings, Gilly Weed
Notes:	You can create a potion of underwater breathing.
Prepared Use:	None.
Master Use:	You receive a card that states, "Drinking this potion allows you to breathe underwater. It lasts until the encounter ends or you rest, whichever comes first. This potion does NOT affect underwater movement."

Recipe: Willer Bark Tea

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Common Clippings, Willer Bark, Springvart
Notes:	You can brew a dose of Willer Bark Tea.
Prepared Use:	You receive a card that states: A dose of this tea has the effect of: "Grant Defense by Poison: Shield Agony." This effect lasts until used, or until you rest.
Master Use:	You receive a card that states: A dose of this tea has the effect of: "Grant Defense by Poison: Resist Agony." This effect lasts until used, or until you rest.

Recipe: Youth Potion

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	1 Craft

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Ingredients: Rare Clippings, Alderberry
Notes: None.
Prepared Use: None
Master Use: You receive a card that states, "If you drink this potion, you take the effect: Imbue by Craft: Youth. Indicate in your PEL that you have imbibed this potion."