

Foraging Plants & Herbalism

Commoners and adventurers alike often forage for plants and process them into useful items. Plants can be used for survival food, flavoring for food or drink, medicinal poultices or tonics, aromatics, dyes, poisons, or other uses such as tools, religious totems, magical components, etc.

Rangers and Druids automatically know how to forage and process plants into any category of item. Some skills allow for foraging plants. Other skills grant the ability to create items. Craft skills appropriate to the types of items created can create items even if they can't forage for them.

Forage & Craft Table	Ranger Class	Druid Class	Knowledge: Herbalism	Survival *	Knowledge: Nature *	Healing	Craft or Cooking
forage	Y	Y	Y	Y	Y	Y	
food	Y	Y	Y	Y	Y		Y
flavoring	Y	Y	Y				Y
medicine	Y	Y	Y			Y	
aromatics	Y	Y	Y				Y
dyes	Y	Y	Y				Y
poisons	Y	Y	Y				
other	Y	Y	Y				Y

* substitute Wilderness Lore in D&D 3.0 edition

Foraging: Not just a walk through nature

For every half-hour a character spends looking for herbs, they get to make a **Foraging Roll**. Foraging involves the character concentrating on the foliage around them to find plants. At the DM's discretion, foraging may limit other activities a character can perform while concentrating. They may even suffer penalties on perception checks to detect dangers or other events around them.

A **Foraging Roll** determines if a character find useful plants or herbs. Roll d100 and consult the Forage Roll table. Add the ranks the character has in a qualified skill to the roll. Also add their levels in Ranger or Druid. Lastly, add any ranks they have in Search.

Forage Roll	Result
01-50	nothing
51-60	1
61-70	2
71-80	3
81-90	4
91-00	5

e.g. Roghar Treehugger rolls d100 and gets a 48. He adds 4 levels of Ranger, 5 ranks of Survival, and 5 ranks in Search. The result is a 62, which means he found 2 plants or herbs.

Forage Plants Tables

The number found from the Forage Roll indicates how many rolls the character makes on the Forage Plants table. Which table they use depends on what terrain the character is in: in the forest, near water, on the plains, or in the hills or mountains. Roll d100. Again, add any skill ranks, any levels in Ranger or Druid, and any ranks in Search. Consult the terrain-specific Forage Plant table to see what herb the Discover Roll generates.

Converting Plants into Items

Skilled characters can convert plants into items based on what skills they have. See the Forage and Craft Table. Items not described there but that fit a Craft skill can be done at DM's discretion. For simplicity sake, it takes five of any plant to make an item. This includes a healing poultice/potion. Craft work takes 1d4 hours to convert up to ten plants. Crafting requires the appropriate tools and may require a heat source and water. Roll a Skill Check and add any Skill ranks and levels in Ranger or Druid as appropriate. On a roll of 15 or higher the creation process is successful. Otherwise, the plants are lost.