<blockquote> **Mythic Herbalism**
Major Supernatural Virtue
Choosing this virtue confers the ability Mythic Herbalism 1.
Mythic Herbalism permits a character to create unguents and poultices that can heal the wounded, cure the diseased, or assist the poisoned. The Ability also allows a character to create especially virulent poisons. Finally, the Mythic Herbalist may create potions that grant temporary bonuses to various physical characteristics. The effects of the concoctions are detailed in the nearby chart.

- For any creation, the character must spend a number of days equal to one-third the Ease Factor of the intended effect to prepare and brew the necessary ingredients. Anyone with the Ability Profession (Apothecary) and access to plants growing in a Magic aura may supply the ingredients.
- The character may create multiple doses of any concoction; the Ease Factor is increased by 1 for each additional dose. The character must select the total number of doses he wishes to create prior to beginning the brewing process. Large batches are more difficult to create because of instability during the brewing process, but they do not take longer to create than a single dose does.
- The character does not need access to a full Hermetic laboratory, but may create potions with only a few basic tools and a constant source of heat.

At the end of the process, the player must roll the character's Intelligence + Mythic Herbalism against the target Ease Factor.
If the roll fails, the concoction is useless. If the roll is a botch, the resulting concoction may poison the creator or its recipient.

Ease Factor: 3

Healing Effects: add M.H. score to patient's Stamina roll to resist all disease.
Poisons: Ease Factor 6, Sleep
Physical Bonuses: Add +2 to Fatigue rolls.

Ease Factor: 6

Healing Effects: prevent all of a patient's Wounds from getting worse for one day.
Poisons: Ease Factor 6, Light Wound
Physical Bonuses: Ignore Wound Penalties up to Medium Wounds.

Ease Factor: 9

Healing Effects: add M.H. score x 2 to Recovery roll.
Poisons: Ease Factor 9, Medium Wound
Physical Bonuses: add +3 to Soak.

Ease Factor: 12

Healing Effects: add M.H. score x 3 to Recovery roll.
Poisons: Ease Factor 9, Heavy Wound
Physical Bonuses:

Ignore one level of Fatigue.

Ease Factor: 15

Healing Effects: add M.H. score x 4 to Recovery roll.
Poisons: Ease Factor 9, Incapacitating Wound
Physical Bonuses: add +5 to Soak.

Ease Factor: 18

Healing Effects: heal the debilitating after-effects of a disease, poison, or injury.
Poisons: Ease Factor 9, Death
Physical Bonuses: increase one physical characteristic from negative to 0.

Ease Factor: 21

Healing Effects: resolve a major aging crisis.
Poisons: Heal a Medium Wound that was caused by poison.
Physical Bonuses: increase one physical characteristic to +1.

Ease Factor: 24

Healing Effects: resolve one terminal aging crisis.
Poisons: heal an Incapacitating Wound that was caused by poison.
Physical Bonuses: Increase one physical characteristic to +2.



After one Season, an unused poultice, poison, or potion expires and thereafter lacks all powers.

An unguent or poultice grants a bonus to Recovery rolls based on the target Ease Factor selected by the player and the character's Mythic Herbalism score. Unless otherwise stated, the curative is effective for one month and must be reapplied if the patient's Wound takes longer to heal. If a character receives the benefit of a poultice and a spell, only the larger Recovery bonus applies. Use the Ease Factors above to create an ingested poison. If the poison is a contact poison, increase the Ease Factor by +3.
Potions created by Mythic Herbalism that grant physical bonuses last for Sun Duration.
The effects of the potions are not cumulative.
The bonus to Fatigue rolls may not exceed +2, only one level of Fatigue may be ignored per day, and

the bonuses to Soak do not stack.

Specialties: Healing wounds, Creating potions, Creating poisons. (Supernatural) <cite>HMRE p.81</cite> </blockquote>

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