



# TALISLANTA D20 EDITION

## Errata

### BOTANOMANCY (GENERAL) (GREEN AERIAD ONLY)

This feat is the Talislantan equivalent of botany. Perfected by the Green Aeriad of Vardune, Botanomancy consists of four main talents that are derived from the botanomancer's training, study of the plant kingdom, and intuition. These abilities are described as follows.

**Prerequisite:** Must be Green Aeriad race

**Benefit:**

**Nurture Plant:** Enables the botanomancer to grow any type of plant from seeds or cuttings, diagnose plants for damage or illness of any sort, and "heal" or rejuvenate plants that have suffered damage due to drought, cold, neglect, herbivores, weapons, and so forth. This skill also allows botanomancers to protect plants from threats such as extreme weather conditions, insects pests, parasitic organisms, molds, and other natural or magical phenomena. Characters with this feat receive a +4 to all Knowledge (Herbalism) and Knowledge (Agriculture) skill checks.

**Locate Plant:** Allows the botanomancer to determine the general location (within 100 yards) where a particular type of plant is most likely to be found growing in its natural state. Note that this talent only works if the plant in question is native to the environment where it is being sought; i.e., a botanomancer can't use this skill to find giant sea kelp in a desert region..

Characters with the botanomancy feat automatically succeed on their Knowledge and Search skill checks to locate plants.

**Identify Plant:** Enables the botanomancer to identify a plant and determine the specimen's properties and characteristics. In order to make an identification the botanomancer must study the plant for a minimum of one round and make a successful Knowledge (Herbalism) check with a +1 competency bonus.. Studying for at least one minute adds another +1 modifier (+2 total). One hour of study increases the modifier to +4, and one day of study increases it to +6.. Botanomancers can attempt to study a plant that they have previously failed to identify, with a -2 modifier for each previous failed attempt.

**Botanomantic Hybridization:** Allows the botanomancer to create a hybrid from any two types of plants.. To do so, the caster must have living specimens (cuttings, roots, seeds, etc.) from both kinds of plants, access to a suitable growing medium (soil, humus, etc.) and other substances necessary for growth, such as water and light.. The character must then make a successful Knowledge (Herbalism) skill check against a DC of 20.. If successful, the attempt yields a hybrid seedling; the GM determines the properties of the hybrid when it reaches maturity. Note that young hybrids are fragile and may be susceptible to disease, adverse environments, parasites, and so forth.