



CHAPTER 1: THE ROLE OF THE HERBALIST

Anders Hockstein eased his stocky frame from behind the scarred log table that bore the fruits of his labour, being careful to replace the stopper in the jar that contained the preparation of laurel he had been distilling for the best part of the afternoon. Tutting to himself over being disturbed, he limped to the simple door that hung in a lop-sided frame. Removing the rope from the hook that held the door shut, he opened it to be dazzled by bright sunlight. Birds greeted him, chattering in the eaves of his cottage, butterflies danced among the leaves of his herb garden, taking pollen from plant to plant. His little helpers, he liked to call them.

Squinting his eyes in the glare, Anders greeted his visitor. It was old Jacob from the cottage over by the Nuln road. The old man looked breathless and his cheeks were scarlet as though he had run a great distance. Something must be ailing the man for him to risk the hike over here. The forests were rife with bandits and worse since the dark times had come and Anders knew that Old Jacob had enough pride for two men. Yes, something must be wrong.

'Come in, Jacob,' Anders invited the old man. 'I've got a pot of tea on the fire.'

Jacob merely grunted, but he entered Anders' cottage nonetheless. Shaking his head slowly, Anders shut the door and looped the rope through its hook. Now that he had been in the brightness of the late summer afternoon, the gloom of his little cottage surprised him. The bundles of drying cowslip and sage hanging from the ceiling loomed ominously before him, mysterious glass vessels held coloured tonics on the shelves that ran the length of the cottages four walls. Anders saw Jacobs eyes flick nervously to them, unsure as to what he saw. The herbalist still found it amusing that learning scared the common folk so much. Did that keep them away? No, it did not. When little Jonnie had toothache or the cows got the flux, they came to him for his remedies. Anders wouldn't have had it any other way. Still, it was occasionally vexing that the common folk were so nervous around him.

To take Jacobs mind from his worries Anders busied him with small talk. How were the cows? Did Brunhilde visit this month? Have the cash crops grown as expected? Whilst he talked, he poured the old man some mint tea and studied him intently.

The pupils of his eyes were dilated; the flush on his cheek severe and Anders noted that the old man's hand trembled when he brought the clay cup of tea to his lips. Anders already had an idea as to what ailed the old man.

Once Jacob had relaxed somewhat, Anders laid aside his cup of tea and took the old man's hand. The beat of life in his wrist fluttered against Anders fingers; a captive dove fighting to escape.

So, Jacobs's heart laboured under his malady. Perhaps a bad humour of the air had entered the old mans body, thought Anders.

The heat that turned Jacob's skin a lurid red suggested that the bad humour had taken hold. Anders was not surprised, the cows that shared the old mans cramped cottage could spread bad humours more quickly than rats.

'Does it feel as though you have a lump in your chest?' Anders asked.

Jacob licked his lips nervously before answering. 'Aye, the air don't enter me chest, an' at night I don't sleep much, what with the heat an' all. Am I cursed?'

Anders stifled a smile. It was a real fear for the old man, for most of the people who visited him. The gods were punishing them or turning their gaze from them, inflicting an ailment as punishment. It was Anders job to reassure them and give them remedies that soothed their discomfort.

It just happened that he had prepared a lotion for the chest this very morning. Coupled with a tonic to ease the humour in the old mans lung and Jacob should be recovered in a couple of days.

It took a couple of minutes to calm the old man, but eventually he acquiesced to the remedies that Anders gave him.

Finally, Jacob took his leave, pausing at the door. 'Thank you for Rhya's blessings, Anders. I'll drop by with a leg o'beef for yer trouble when I'm better.'

Anders smiled warmly. 'Thank you Jacob and try to remember that you have to stay warm, even if you are sweating badly.'

Jacob tipped his hat. 'Right you are Anders.'

Once the old man had gone, Anders returned to the procedure that had been interrupted.

As can be seen above, Herbalists perform many roles in Old World society. Not only do they know which plants hold which properties (commonly known as Rhya's blessings for medicinal plants, or Ranald's blessings for properties of a more dubious nature), but they also hold the knowledge of how best to draw these blessings from the plant and what is more appropriate: a tonic to be drunk, a lotion to be applied or a preparation to be eaten?

Once Herbalists have a reliable diagnosis for their patients, they can make an educated guess as to what ails them and what kind of treatment would be best suited to affect a cure. Of course, finding out what ails a patient is not always easy, and failed treatments, or even grossly wrong ones that worsen the condition, are quite common. The Herbalists knowledge of which plant's blessing can ease which condition is remarkable, but an incorrect diagnosis can undo all of this good work.

So, Herbalists know how to prepare traditional treatments for common ailments. As many Herbalists live in rural areas far from trade routes, most also have to have the knowledge of how to find herbs in the wild. Certain herbs can only be harvested at certain times of the year and

many only grow in certain conditions or in certain areas. Rural Herbalists task themselves to find these plants so that they may make their concoctions.

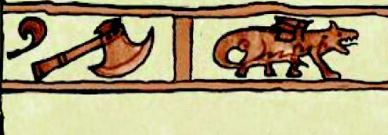
Because of their knowledge, Herbalists in rural areas are often the only people available for local farmers or foresters to consult in times of illness. Whether the ailment afflicts them or their animals, the local Herbalist is often the first port of call.

Herbalists are also sought out for their understanding of hygiene and to give advice that will help prevent illness, as commoners seldom have this knowledge.

These skills often give Herbalists a reputation amongst rural folk as both wise men/women and healers, but these skills may leave the commoners hesitant or afraid in their presence. Knowledge is an arcane thing in the Old World, even when used for good.

This attitude does not stop people visiting Herbalists, however. As they often offer a free, or at least affordable, alternative to disease or death, common people are willing to overlook the strange amount of knowledge that they possess.





The area of expertise offered by Herbalists often overlaps with a more sinister rural occupation: the Hedge Wizard. Hedge Wizards often use plants in their own preparations, and a good knowledge of herbs can result in the wizard occupying the same role as the Herbalist. Perhaps this explains the reticence of the peasantry to visit someone with an intimate knowledge of the growing things around them unless they are very ill indeed. Tales may have circulated about a Hedge Wizard herbalist who was burned by Witch Hunters. Given that Herbalists also have an intimate knowledge of Ranald's blessings, it's not difficult to understand why many peasants avoid them unless utterly necessary.

Urban Herbalists normally have a much better time of pursuing their careers than their rural cousins. The city is a much more discerning place that recognises the value of those with knowledge, as long as it is the right knowledge. These Herbalists are often the work-horses of the more prestigious Pharmacists. The Pharmacist provides the expensive laboratory tools and the understanding of how to add chemicals to the herbal mixes and the Herbalist finds, cultivates and harvests the herbs for preparation.

Herbalists that plow a lone furrow in the city often provide a cheap alternative to the Pharmacists rates and operate in the poorer area of the city where the dispossessed dwell.

Whether rural or urban, most Herbalists plant their own herbal gardens and propagate their own plants to save on dangerous herb finding missions into the Empire's hinterlands.

THE HERBALIST AS A PC

A Player Character (PC) with the Trade (Herbalist) Skill will be a welcome addition to any party. However, it is worth the time and effort to examine some issues that Herbalists will have to confront in their time as practising tradesmen.

The Trade (Herbalist) skill not only allows the Herbalist to know which plant contains which blessings, but also the knowledge of where to find these plants in the wild, the propagation of herbs for his herbal garden (see *The Herbalist's Garden* on page 5) and the act of making his remedies/concoctions.

The first point to address about Trade (Herbalist) is the question of how Herbalists learnt their craft. Learning the huge breadth of knowledge required to be a competent Herbalist is a lifetime's work, indeed it is often the work of many ancestors' lifetimes. As such, a distinction needs to be made between a 'Lifetime Herbalist' and a 'Book Learned Herbalist'.

Those PCs who start their adventuring lives with the Trade (Herbalist) skill are assumed to have spent their lives up till the current time learning the Herbalists craft. As such they have spent time in the wilds learning where to locate certain herbs and have experience at propagating their own supplies of herbs in a garden or forest glade. A lifetime Herbalist counts as having the Search Skill when looking for plants. Even if they do not have the Search Skill, in the hunting of herbs they are treated as though they do. Furthermore, they do not suffer a minus to Trade rolls for growing their own supplies of herbs (See *The Herbalist's Garden* on page 5).

Characters who learn the Trade (Herbalist) skill during play learn the skill largely through books and/or some crash courses in the basics of herbalism. They do not receive the Search Skill for hunting plants and also suffer a -10% to Trade tests when propagating and growing their own herb supplies (See *The Herbalist's Garden* on page 5). Over time (generally a long time) this may be overcome as the PC uses his skill, but the exact nature of this is left in the Game Master's (GM's) hands.

For the purpose of the guidelines that follow in this document, the talent Prepare Poison is not necessary for the Herbalist to prepare poisons drawn from plants. His intimate knowledge of plants, and the effects their consumption has, give him the knowledge necessary to create poisonous concoctions based on plant matter, known as Ranald's Blessings (see *Plants & Their Blessings* on page 13).

Herbalists, whether they have spent their life in the trade or have learnt it, are treated as though they had the skill Academic Knowledge (Botany), even if they haven't seen a book in their lives. This reflects the Herbalist's breadth of knowledge where plants are concerned.

Practising Herbalists will have to get used to being interrupted often by people who are after treatment once he becomes established. In rural areas, the Herbalist may be regarded with some suspicion, whilst in towns; the poor may constantly dog his steps.

Coupled with this, the Herbalist is in constant danger of getting his treatment wrong, the treatment not working or the patient receiving unpleasant side effects (see *Plants & Their Blessings* on page 13).

Travelling Herbalists suffer for their craft in a number of ways. First, it is much harder searching for herbs whilst travelling (See *Locating Herbs* on page 4). Second, the Herbalist will probably not be able to set up his own garden for lasting supplies. Lastly, he will have limited time to prepare any supplies he does find (see *Making a Concoction* on page 17).

However, a well-supplied Herbalist can add a multitude of options to an adventuring party. From healing tonics and lotions to poisons and narcotics, the Herbalist can be anything from a benevolent pedlar of Rhya's blessings to a sinister supplier of Ranald's blessings; more often than not, the adventuring Herbalist treads a thin line between the two.

TALENTS

The following Talents are available to all characters with the Trade (Herbalist) Skill, and cost 100 Experience Points each.

GREEN FINGERS

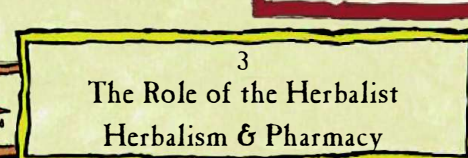
Description: The Herbalist has a knack with growing things, receiving +10% to Trade (Herbalist) Tests when propagating his own herbs, and +10% to Search Tests when seeking herbs in the wild. This is only available to Lifetime Herbalists (At the GM's discretion, Book Learned Herbalists may take this Talent).

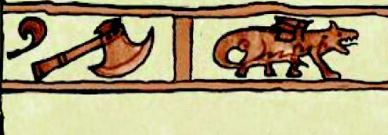
PRECISE MEASURES

Description: The Herbalist is a dab hand at mixing herbs to make remedies. He can add +10% to Trade (Herbalist) rolls when drawing a plants blessing in order to make his remedies.

COUNT YOUR BLESSINGS

Over the course of time, Old Worlders have largely accepted the Herbalist and his arts in their way of life. They have even entered into the vernacular of the Empire, albeit in a corrupted form. The saying 'Count your blessings' has been popular for many generations, originating in rural areas where illness could bring a swift end and purchasing some blessings of Rhya from an Herbalist could mean the difference between life and death. This has been corrupted by urban folk to berate whiners who believe that they have a hard lot in life, where in reality their lives are relatively blessed. The saying still holds some meaning in the roving bands of adventurers however, as having a few Herbalists blessings in your backpack can save your life.





CHAPTER 2: LOCATING HERBS

The drizzle which blew in the wind was somewhat lessened under the tangled eaves of the forests canopy. Anders shook out his cloak, showering tiny droplets of water around him. He smoothed back his lank hair and got down to business. The pool he was looking for was about a mile from here; down the deer trail until a huge beech tree with the lightning struck trunk, then past the glade of snowdrops until the small stream issued from the damp forest earth. The pool formed around this natural spring and the Dragon Tooth Lily normally grew there.

Anders hurried his steps, knowing that if he lingered, the boy might die. The fever that gripped him was eating at the boy's spirit, weakening him by the hour. The longer Anders dallied, the less the boys chances.

After ten minutes, the damp and the exercise both had begun to stiffen Anders legs. He was accustomed to this however. Whenever rain was in the air, then his joints stiffened. If he had the time, he would see if he could find some Milky Fennel. A preparation distilled from that greatly reduced the pain of stiff limbs. He wouldn't go out of his way, however. Every minute was precious.

Anders followed the deer track until he spied the blasted beech ahead of him. The great tree had a gaping black rent in its trunk, winking at him in the gloom. He had heard the foresters gossiping about this spot; according to them, daemons lived in that tree. Even though he was not a man easily afraid, Anders passed the blasted beech quickly, glancing backwards as the tree receded behind him. He took a moment to gain his bearings once he had put a safe distance between himself and the beech. The last of the summer's flowers were blooming on the forest floor and at the very limit of his vision he spied a carpet of white.

Success! He hurriedly shuffled towards his goal, ignoring the cramps that afflicted his knees. As he neared the carpet of snowdrops, a sharp coughing call blew to him on the wind. He paused and cocked his head, concentrating.

There! It came again, a low, yet loud bark, not dissimilar to the call of a fox bitch. Anders knew that this was no fox, however. He had been waiting to hear that call. He was nearly at his goal.

Hurrying across the field of brilliant white snowdrops, his booted feet begun to sink into the loamy earth. Moisture sucked at his boots with every step, until water started to fill his deep footsteps. He had nearly gained the spring.

He followed the calls that came quickly now, one sharp cough after another, until his booted feet stood at the edge of a small pool that collected around a natural spring. Rushes surrounded the pool, blowing lazily in the wind, the waters surface rippled gently as the breeze gently caressed its surface.

A flicker of dun brown and brilliant white drew Anders' eye. Perched atop a towering bulrush, a Dappled Lily Trotter eyed him beadily. Anders bowed low to the bird. It had led him to the pool with its calls as he had hoped it would. Lily Trotters normally frequented the forest pools and lakes, if you knew how to recognise their calls, then you could normally find the life giving water.

This pool contained something far more precious for Anders than water, however. On the very edge of the water, a majestic Dragon Tooth Lily blossomed imperiously from the pool, spreading its wide leaves to catch any sun that reached the forest floor.

Anders took off his boots and rolled up the legs of his trousers. Then, taking the iron trowel from his pack, he waded through the pool's edge to his goal.

Maybe the boy would live after all.

Herbalists have an excellent knowledge of plants and their properties. This knowledge, however, would be useless without the means to find where these plants grew. The Herbalist must be able to find the plants in the wild, if he wants to use the blessings that they contain or if he wishes to take cuttings or seeds for growing the plants in his herbal garden (see *The Herbalist's Garden* on page 9).

This knowledge is taught to the Herbalist when he learns his trade. Lifelong Herbalists (see *The Herbalist as a PC* on page 5) gain the Search Skill when looking for herbs; their tutors pass down this knowledge to them and practice reinforces it. Those Herbalists who learn the trade later in life (Book-learned Herbalists) do not gain this Skill.

It is worth taking a moment to explain why.

In the story above, Anders knows that the Dragon Tooth Lily grows in forest pools. A Book Learned Herbalist would also have this knowledge. However, in the story, it is the cries of a forest bird that frequents these pools that informs Anders that he is approaching his goal. This is because Anders has spent his life in the Herbalists trade and picked up a vast amount of knowledge that would help him in finding plants. This includes animals that can be found near plants, other plants that grow nearby or even the type of earth that they grow in. These skills generally only come with practice.

A Book Learned Herbalist may also know that the Dappled Lily Trotter can be found at the same forest pools as the Dragon Tooth Lily, but due to a lack of practical lifetime experience may not know how to distinguish it's call.

Thus, the Lifetime Herbalist gains the Search Skill where plants are concerned, whilst the Book Learned Herbalist does not. The skill not only represents the wherewithal to recognise herbal plants, but also a wealth of additional knowledge that complements the Herbalist's skill in tracking down plants that represents a lifetime's experience.

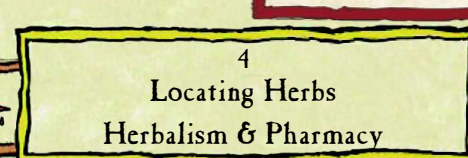
SEARCHING FOR PLANTS

When the Herbalist decides to search for plants, it is not something that should be taken lightly. Most useful plants (see *Plants & Their Blessings* on page 23) grow in the wilds. These are often dangerous places for an Herbalist and there is often much risk involved.

Each plant has a difficulty assigned to it that determines how easy it is to find. This uses the availability chart in the WFRP rulebook (on page 104), and can be found in **Table H-1: Difficulties To Find Plants**.

TABLE H-1: DIFFICULTIES TO FIND PLANTS

Plant Rarity	Difficulty Modifier to Search Test
Very Rare	-30%
Rare	-20%
Scarce	-10%
Average	no modifier
Common	+10%
Plentiful	+20%
Abundant	+30%





The difficulty of finding the plant determines what modification is applied to the Herbalists Search Test in finding that plant.

Therefore, if the Rare Golden Tangerine plant is sought by Anders, referring to the chart we find that his Search Test for finding it is modified by -20%. He is going to have a hard time finding one!

It is up to the GM to decide whether a plant that is sought after can be found in the area that is being searched when a Search Test succeeds. Sometimes, for example, the growing season is poor or the ground has become barren, thus not facilitating the growing of the herb.

Searching for plants is generally not something that can be done during the course of normal travelling. It requires the Herbalist to delve into streams, thickets and to penetrate into thick undergrowth or nettle patches.

In short, it takes time.

When an Herbalist announces that he is going to search for plants, the GM should ask the following question:

Are you looking for a particular plant or simply seeing what you can find?

SEARCHING FOR A PARTICULAR PLANT

If the player is looking for a particular plant, then have him roll his Search Skill modified by the difficulty of the plant to find.

The search is judged to take four hours. This is reduced by one hour for every degree of success the player makes his Search Test by. Whilst searching, the Herbalist cannot be engaged in any other significant activity. It is up to the GM whether the plant being searched for is available, even when the Herbalist succeeds in his Search Test.

SEEING WHAT CAN BE FOUND

If the Herbalist is simply seeing what he can find, then the search is assumed to take eight hours. The Herbalist rolls a Search Test and consults **Table H-2: Plants Found**. The Herbalist can choose to split his success to find more than one type of plant, if he is successful.

Example: Anders player informs the GM that for eight hours he will be searching the woods for any plants that he may find. His search roll grants him 3 degrees of success over the eight-hour period. He may choose to take a single plant that is of Average difficulty to find or three plants that are Plentiful or any combination that adds up to three (the degrees of success that he achieved in his Search Test).

As when searching for a particular plant, general searching means that the Herbalist cannot engage in any other meaningful activity.

TABLE H2: PLANTS FOUND

Result of Search Test	Plant Found
Failure	No useful plants found
Success	2 Abundant plants found
1 degree of success	Plentiful plant found
2 degrees of success	Common plant found
3 degrees of success	Average plant found
4 degrees of success	Scarce plant found
5 degrees of success	Rare plant found
6 degrees of success	Very rare plant found

ON THE LOOK OUT

When travelling, the Herbalist may inform the GM that he is keeping an eye out for any plants that may be useful. For the purposes of this supplement, this does not count as searching, and it remains up to the GM whether the Herbalist stumbles upon anything.

WHAT TO DO WITH ANY PLANTS FOUND?

If the Herbalist succeeds in his search roll, he now has several choices as to what he does with the plant.

He may:

- Take the part of the plant needed for creating a concoction.
- Take the whole plant, possibly to attempt to propagate it in his herbal garden.
- Take seeds or a cutting from the plant in order to grow the herb in his garden.

Uprooting plants can be a risk for the Herbalist, especially where less abundant plants are concerned. If he finds a rare plant, then he must choose whether to take what he needs and hopefully allow him to keep returning and harvesting the plant (if he knows the terrain) or to take it to his own garden. As the difficulty to find the plant is the same difficulty used when the Herbalist propagates or grows his own plants in his herbal garden, the Herbalist runs the risk of failing to propagate or grow the rare herb and thus losing his supply. If he is successful, however, then he may curtail his dangerous expeditions into the wilds as he has a source of plants in his own garden!

THE HERBALISTS GARDEN

If the Herbalist digs up the whole plant that he finds or takes seeds & cuttings from it, he is most likely going to try to grow his own supply of herbs in his herbal garden. In this manner, he may have a good supply of plants ready to hand in an emergency and reduces his need to make dangerous forays into the wilds.

However, cultivating your own crop is a risky business, the rarer the plant, the greater care and attention it will need. Rare plants often have very specific needs where environment, soil type and sunlight are concerned, which can result in the Herbalist failing to raise a crop at all. This section examines the means that the Herbalist uses once he has decided to maintain his own herbal garden.

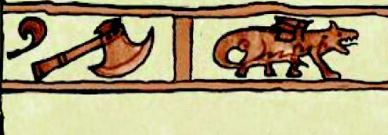
PREPARING THE PLOT

Once the Herbalist has decided that he will maintain his own herbal garden, he must find a location for it. For rural Herbalists, this is most commonly either a plot of land beside their own habitation or, more rarely, a forest glade or remote alpine valley.

For urban-based Herbalists, the location for their garden may be harder to gain. Again, if their dwelling has a small plot of land nearby, he may use that. However, many urban Herbalists must either rent some land or maintain a garden out of town.

Once the Herbalist has a location in mind, he must prepare the garden correctly in order for him to be able to grow as wide a variety of plants as possible. This normally involves a fair amount of landscaping and/or importing or relocating of soil types. In a noteworthy herbal garden, you will find well-sheltered areas, sandy soil, damp loamy soils, a rock garden, pools and even a submerged area for plants that like the dark.





It is necessary for the Herbalist to have all of these different environments if he wishes to cultivate a wide variety of plants; after all, different plants have different needs in order for them to thrive. The Herbalist may of course choose not to incorporate all of these environments if he so chooses, but this will limit his options in future.

Although no hard and fast rules are needed for the Herbalists preparation of his garden, it is recommended that the process take some time and/or money (especially if he has to import soil types).

Once he has decided his garden's features, a Trade (Herbalist) Test will determine the success of blending the many different environments into his creation. If the Herbalist fails this roll, the GM may impose a penalty on subsequent attempts to grow certain plants there.

Once the Herbalist has prepared his plot, he is now ready to start cultivating and propagating his own supply of plants.

CULTIVATION & PROPAGATION

Rhya's blessings are too precious to neglect, so the Herbalist must try to ensure that he has a ready supply of this resource to hand for emergencies. He has taken the first steps towards creating his herbal garden. He has prepared the land, made the pools, and possibly installed rare and exotic types of soil. All of that hard work is just the beginning, however. He may now start to collect plants with the intention of growing and propagating them.

The availability of plants varies greatly. From abundant plants such as Sage to the very rare, such as the Blood Thorn Creeper, which flowers on one night of the year and is only found in secluded forest glades. The difficulty of finding a plant illustrates the conditions that best suite it. Plants are rare for a reason, that reason normally being demanding conditions for growth, or the necessity of certain soil types.

For this reason, the rarity of a plant directly impacts on the difficulty of growing or propagating a fresh supply.

The difficulty stated for finding the herb also applies to any subsequent attempts to grow or propagate it in a herbal garden (with possible modification for an incomplete garden). This is a result of the demanding conditions needed for rare plants to flourish, and the care the Herbalist must take in nurturing the plant.

There are two ways an Herbalist may utilise his garden, Cultivation and Propagation. Cultivation being the growing of plants in his garden from seeds or cuttings collected and Propagation being the process of pollinating and breeding a plant.

CULTIVATION

Herbalists may collect seeds and/or take cuttings from a growing plant in order to transfer it to his garden. Once he has done this, over the winter he may plant these in a sheltered spot (sometimes indoors) and tend them over the winter, until in the spring they can be transferred to his garden. Over the spring period these plants grow and yield their crop of Rhya's blessing to the Herbalist if he is fortunate. He must make a Trade (Herbalist) roll for each species of plant grown in this way, modified by the availability of the plant (i.e. -30% for a very rare plant such as the Blood Thorn Creeper).

A typical amount of cultivated seeds will yield 1d10 plants in the summer, whilst a cutting will produce one plant. This may be modified by the GM at his discretion for rare plants.

The advantage of cuttings over seeds from a wild plant is that cuttings will be unlikely to affect that plant's chances of propagation, whilst taking its seeds, and not allowing them to be dispersed, can have a detrimental affect on the plant's wild population, certainly for a rare plant. The Herbalist must weigh up the pros and cons of each method.

TABLE H-3: TRANSFERRED PLANT SURVIVAL

Availability	Survival Modifier
Abundant	+3 days
Plentiful	+2 days
Common	+1 day
Average	no adjustment
Scarce	-1 day
Rare	-2 days
Very Rare	-3 days

After all, he may fail to produce a row of plants from seeds collected and then find that the plant he collected them from has been destroyed, thus robbing him of further supplies.

If the Herbalist transfers a whole plant to his garden, he must still make a Trade (Herbalist) Test in order for it to survive the relocation. If he is travelling some distance before the re-planting, then he must take precautions to ensure that the plant is kept damp and healthy. Generally an uprooted plant may survive for 4 days with suitable care, use **Table H-3: Transferred Plant Survival** for guidance.

When transferring a plant during spring, the Herbalist may be able to cultivate within weeks if he is lucky.

PROPAGATION

Propagation is a more problematic task. The Herbalist attempts to grow plants from a supply already growing in his garden, pollinating them to ensure a new crop in the following year. He gains natural help with this, in the form of insects and butterflies, but to be sure of pollination, the Herbalist must often attempt to carry this out himself. This requires a high degree of skill and knowledge and only Lifetime Herbalists may attempt this without a -10% modifier to their trade roll (see *The Herbalist's Garden* on page 9).

Firstly, the Herbalist must have at least two plants of the type he wishes to propagate. Then, over the summer, he must pollinate each plant in order for the seeds, which fall later in the year, to be used to grow new plants. Propagated Plants are often sheltered from the rest of the garden and may even be held indoors. Propagation attempts use Trade (Herbalist) Tests and are modified by the scarcity of the plant.

If the Herbalist is successful, in the following growing season, he will gain 1d10 seeds from each plant successfully propagated. He will not know whether he is successful, however, until the next growing season.

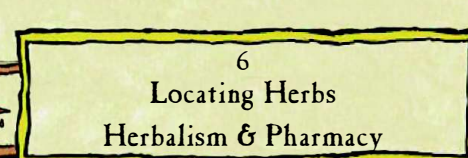
THE PC'S HERB GARDEN

There are several things to note when a PC Herbalist decides to set up his own garden. The first being that as a traveller, he will probably not be able to devote the time necessary for these activities unless he and the party take time out from their adventures.

Secondly, the PC must be careful as to which plants he grows in his garden. Although most people won't recognise the majority of plants found there, if he has a garden full of plants bearing Ranald's blessings, then he may gain a disreputable image. Growing and propagating poisonous plants is not an activity normally associated with Herbalists.

The level of detail provided is purposefully vague as some players will not necessarily enjoy their Herbalist character spending hours of game time describing his cultivation techniques, but as a guide for NPC Herbalists, this will serve to determine which herbs he may have available to visitors.

Of course, many players may wish to use these guidelines for their character and as such the level of detail here may serve.





CHAPTER 3: MAKING A CONCOCTION

Once the Herbalist has secured the plant that he wishes to make into a concoction, he must extract its blessing. The method of doing this remains the same regardless of the final form of the concoction. The Herbalist must steep the part of the plant that holds the blessing in boiling water for a period of time. Once done, the Herbalist adds any ingredient required to activate the blessing. The tools used to make concoctions are detailed in *The Herbalist's Tools*, on page 10.

At this point, the Herbalist must make a Trade (Herbalist) roll modified by the plants difficulty modifier. If he is successful, the blessing is complete and will have the desired effect. If he fails, the finished concoction will not have the desired effect and furthermore, the recipient of the blessing must make a Toughness test or suffer from the plants listed side effects.

CONCOCTION TYPES

Herbalists and Pharmacists have a number of different concoctions that they may attempt to make. These are dependant on the method of application. This section details the different types of concoction and includes **Table H-4: Concoctions**, which details how long it takes to prepare each type, how long they take to take effect and the duration of their effects.

LOTIONS

Lotions are most commonly oils and pastes that are meant for surface application to the area to be affected. The blessings are extracted from the plant and then mixed with either; honey, nut oil, grease, wax, or, more rarely, cream. This concoction is then applied most commonly to the skin of the target, although some Lotions may be eye drops, eardrops and even coatings for weapons with the more viscous Lotions.

POULTICES

Poultices are thick pastes used primarily as a wound binding. They are best utilised by being held in place by bandages and as such keep the plant's blessing in contact with the area it is most needed. Certain Poultices can also be utilised as a weapon coating. To make a Poultice, the extracted plant blessing is normally mixed with such things as: porridge, barley oats, grease, wax, dung or sometimes breadcrumbs soaked in honey.

POWDERS

Powders are derived from the dried solids of plant matter, in this manner, the plants blessing is extracted and often has more exotic components added such as: saltpetre, sulphur, flour, sugarcane, starch and more rarely shavings of such things as phosphorus, magnesium and nitrates. Powders are the preserve of Pharmacists and Apothecaries. Powders are sometimes sniffed like snuff, poured on the area to be affected, or added to food.

PREPARATION

Preparations are concoctions that are eaten. As such, these concoctions are normally the most pleasant of them all in smell, taste and looks. The extracted plant's blessing is basically added to foodstuffs. This method of application delivers the blessing straight into the body, but requires some time to have effect. Once the preparation starts to work, however, they normally have a longer duration than most other concoctions.

TABLE H-4: CONCOCTIONS

Application	Time to Make	Time to take effect	Duration
Lotion	½ day	10 minutes	1 Hour
Poultice	½ day	1 hour	4 Hours
Powder	1 day	1 Hour	2 Hours
Preparation	½ day	2 hours	4 Hours
Tablet*	1 hour	2 Hours	6 Hours
Tonic	½ day	1 hour	2 Hours
Vapour	5 minutes	5 Minutes	1 Hour

* Powder must be made first.

TABLETS

The pressing of powders forms Tablets. To achieve the binding necessary to keep the tablet as a cohesive whole, egg white is often added. Once the tablet is formed, it is normally swallowed with a cup of ale or water. This delivers the plants blessing directly into the body. Tablets often take a while to be effective, but commonly last longer as the tablet slowly releases the blessing into the body. Weakly bound tablets can be formed to dissolve in water. Tablets are normally the preserve of the Pharmacist and Apothecary.

TONICS

Tonics are liquids that are drunk by the target. This delivers the plants blessings directly into the recipient's body, thus enabling fairly quick effects. To make a tonic, the plants blessings are extracted and added to such things as: vinegar, milk, water, wine or alcohol. Distilled Tonics normally taste very foul.

VAPOUR

This is most often a concoction that belies the name. Most vapour treatments are achieved by burning the blessing from the plant or by crushing the target plant and inhaling the fumes. As such, vapours often take effect quickly and are the easiest to utilise.

DISTILLATION

The Herbalist or Pharmacist may at his option choose to augment the natural strength of the concoction that he is making. He achieves this by the process of distillation. To distil an extracted blessing, the Herbalist/Pharmacist must own an Alembic (see *The Herbalist's Tools* on page 10). Each time he distils the blessing, 1 is added to the strength of the concoction and he must spend the same amount of time preparing the concoction as he did originally. I.e. he takes an extra ½ day for distilling a blessing for use in a Lotion. He must make an additional Trade (Herbalist) Test for each distillation.

Distilling a blessing means that the end user gets a +5% to his Toughness test for resisting side-effects due to failed Trade Tests for each point of augmented strength. Even if the Herbalist makes all of his Trade Tests, a user of a distilled concoction must make at least one unmodified Toughness roll or suffer from the concoctions listed side-effects.





CONCOCTION STRENGTH

All of the plant entries state a natural strength that a concoction made from that plant achieves. With distillation, this strength may be augmented. But what effect does the strength of the concoction have on play?

Although it is left for individual GMs to determine what best suites their own campaigns, a default value for the plants effect will be stated here.

All of the plant entries in this supplement assume that each point of concoction strength, when applied to concoctions, will result in a +/-5% or +/-1 to a Statistic or Skill.

Therefore, a concoction made from a plant that has a strength of two, that affects the stomach, would relieve statistical modifications due to stomach diseases or viruses by +10%. If this concoction were a tablet, then that +10% would last for 6 hours, after which, the diseases effects would return in full measure.

For concoctions that have wounds listed as their blessing, each point of strength permanently heals the user of one wound.

The effects of the Mundane plants listed in this document have a basic usage; that is, they affect normal disease and healing. Those listed in the Infused plants have blessings that are harder to pin down. The entries for these plants normally list what aspect of the user is affected by any concoctions made from these plants.

SIDE EFFECTS

Side effects can affect the user of a concoction if the Herbalist has failed his Trade Test or if the concoction has been distilled. This section details some suggested effects.

At the GM's option, Herbalists may purposefully make a concoction that will affect the end user with its side effect. He basically does not dilute the concoction with the normal ingredients, so any beneficial effects the concoction would normally have are overcome by the almost pure blessing that is used and the bad side effects that this causes.

Side effects generally last for half of the normal duration of the concoction. The concoction itself has none of the effects it was made to have.

ADDICTIVE

A user who falls foul of an addictive concoction must immediately make a Toughness test or be gripped by the desire to seek out some more of the concoction. This is treated as alcoholism, except that the user seeks out the concoction that hooks him and not alcohol. Nasty Herbalists or Pharmacists can use these concoctions as a potent tool to get their own way or worm their way into the minor Nobility.

BLURRED VISION

The user of a concoction that suffers this side effect finds it impossible to see at large distances and anything close up is a blur. All perception or hand/eye co-ordination attempts made in this time suffer -5% per strength point of the concoction.

MAKING COMPLEX CONCOCTIONS

At the GM's option, Pharmacists may make concoctions that contain more than one blessing. These concoctions are considered to be separate entities when the Pharmacist is making them, thus requiring Trade Tests for each blessing contained within the concoction. It is recommended that concoctions containing more than one blessing always require the user to make a Toughness Test to avoid any side effects.

Also at the GM's option, if the Herbalist does not have access to tools that the GM deems necessary to make his concoctions, a -10% penalty to making them can be applied.

CONSTIPATION

More of an irritation than other side effects, this causes the user to be unable to pass faeces. The victim is unable to do so for 1 day per point of concoction strength. This generally has no game effect other than annoyance.

DEPRESSION

A user affected by this side effect has no desire to get up and do anything. Sometimes known as lethargy, the user suffers a -5% to any actions that require movement for each point of strength of the concoction. This includes all combat, and most Agility based Skill Tests.

DIARRHOEA

The user suffering from this side effect has trouble stopping from visiting the privy. He suffers stomach cramps and bouts of violent galloping trots. For one day per point of concoction strength, the sufferer is considered to have that particular condition. Ouch!

DISLOCATION OR FEELING OF ISOLATION

When afflicted by this side effect, the unfortunate user retreats into his own world, insulated from all emotional input. He cannot follow speech, has trouble reacting to stimuli and often wanders off, if not constantly watched. For each point of concoction strength, the user suffers a -5% to all actions or skill attempts. This is a favourite side effect of Tzeentch (and possibly Chong).

DIZZINESS

The user becomes light headed and dizzy. Any perception, awareness or balance skills suffer -5% per point of strength of the concoction. Any critical roll suffered to the head whilst dizzy always leads to at least 1 round of stun.

DROWSINESS

A user of a concoction that makes him drowsy finds it difficult to concentrate on the matter at hand and if already tired must make a WP test at -5% per point of concoction strength or fall asleep. If the user has to make a skill test that requires concentration then he suffers -5% per point of concoction strength to the attempt.





DRY MOUTH

When afflicted by a concoction that has the side effect of Dry Mouth, the user finds himself being very thirsty. For the duration of the side effect, he is assumed to have the insanity Terrible Thirsting (found on page 209 of the rulebook), but for any liquid, not only alcohol.

HEADACHE

A user suffering from this side effect finds bright light uncomfortable and suffers from a splitting headache. Concentration skill tests and any skill attempted in sunlight or bright artificial light suffer a -5% per point of concoction strength Rash.

HYPERACTIVITY

The opposite of the above, the user cannot stop moving or talking, literally running away at the mouth and foot! Any attempts at subterfuge or intrigue suffer -5% per point of concoction strength to any relevant skill tests. At the GM's option, the user may gain +5% to Agility per point of strength for Initiative only.

INTOXICATION

For each point of strength that a concoction with the Intoxication side effect has, the user acts as though he had imbibed five alcoholic drinks! Use the stinking drunk table in the core rulebook (page 115). These effects stay for the time listed in the rulebook, not for the normal duration of side effects.

NAUSEA

The user becomes very sick and will be violently sick at the slightest provocation. Whilst in the throes of sickness, the user counts as prone. Bouts of sickness normally last for 1 round per point of strength of the concoction. Once recovered, the poor victim will normally chuck again the moment a bad smell, or nasty looking critter comes into view. Buy the sick bags.

RASH

A user afflicted by this side effect develops a painful or irritatingly itchy rash. Any skill tests that require concentration suffer -5% per point of concoction strength. This includes channelling skill tests and at the option of the GM a -1 per point of concoction strength to a magic users casting number roll.

SLEEPLESSNESS

This side effect is unusual, in that it lasts much longer than others. For one night per point of concoction strength, the user suffering from this side effect cannot sleep. This results in a -5% to all actions per night without sleep until a number of nights have passed equal to the concoctions strength. As this time, the sufferer may, at the GM's discretion, gain an Insanity Point from the distress. Whatever happens, the sufferer, once over his bout of insomnia, must sleep for at least 12 hours, no matter where he is. If he tries to remain awake, then penalise the character horribly (maybe with more Insanity Points).

MULTIPLE CONCOCTIONS

It is recommended that a concoction taken for an affliction or to heal wounds only effects the user once for the same affliction. Thus, multiple doses of a healing Tonic (strength 4) will not continue to heal 4 wounds per application to the same injury. Further, if a subsequent strength 6 Tonic is taken, then the user will only gain 2 wounds, not 6. The doses are not assumed to stack. (of course individual GMs may alter this to their tastes).

Taking more than one type of concoction in rapid succession may have unpleasant side effects. It's recommended that multiple concoctions taken at the same time should always result in the user having to make a Toughness test to resist side effects.

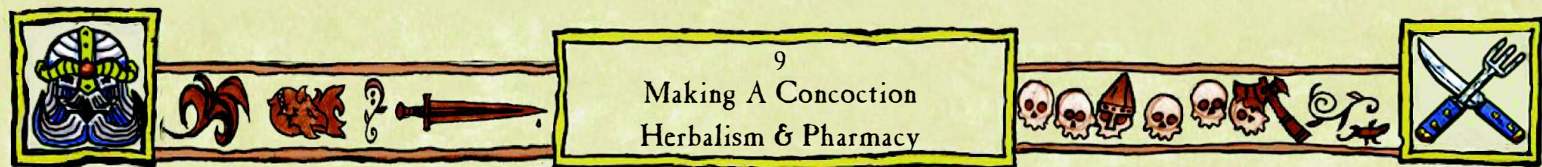
QUICK PRICING OF CONCOCTIONS

Given the large amount of permutations present when you consider all of the different concoction types, strengths, manufacturing techniques etc., it would be difficult to give a price that players may expect to pay for every possible concoction. For this reason, the GM should use the formula is **Table H-5: Concoction Prices** as a guideline for calculating prices for concoctions only, not as hard rules.

It should be noted that many Herbalists trade in kind for their treatments if the buyer is obviously without means, but do not hesitate to take money for their concoctions if it is offered. Rural Herbalists are more likely to want useful tools or items than money, however.

TABLE H-5: CONCOCTION PRICES

Trait	Price Modifier
Availability	+/- p the test difficulty to find, in pennies (i.e. +30 p for very rare plant)
Strength	+1 gc per point of concoction strength
Labour	+1 gc per ½ day to produce
Effects	+1 gc per +/-5% or +/-1 game effect
Miscellaneous	x2 Urban Herbalist x3 Unusual Plant x4 Chaos warped land plant
Base Concoction Price	1 gc





CHAPTER 4: THE HERBALIST'S TOOLS

The heat from the open fire drew sweat in great beads from Ander's brow. He crouched over the naked flame, stirring the thick preparation that bubbled in the iron pot suspended by a tripod above it. A rich, nutty scent drifted up from the pot, a scent that never failed to tickle his taste buds. It always helped if your curatives were appealing to the pallet as well as helping ease the pain of illness. Anders knew that there were precious few of those, so he made a point of making tonics from Mallory whenever he could.

Smoke curled lazily from the pot, wreathing the ceiling of his small cottage. Coughing quietly, Anders carefully put down his stirring spoon and padded to the door, opening it to breath deeply of the late summer air. His eye roved across his now depleted garden and he cursed himself softly when he spied his best metal trowel sitting atop the pile of soil that he had dug with it in order to uproot his Mallory plants. That was no good! Good metal tools were hard to come by this far from the city, and here he was carelessly leaving his best out in the elements to rust.

He collected the trowel and washed it thoroughly in the rain butt, before drying it carefully on the hem of his robe. It was only the smell of burning that reminded him of his abandoned pot.

No! He ran swiftly back into the cottage, snatching the iron pot from the fire, scalding his hand for his trouble. His mind really wasn't on the job today. The brown sludge at the bottom of the pan told him that the Mallory had reduced too much. Once it had cooled you would have to eat it with a spoon.

He waited impatiently for the pan to cool before once more returning inside. He collected a thick earthenware pot from the shelf above his bed and, tying a length of linen over the jars top, proceeded to ladle the preparation into the jar.

It was a slow process, the Mallory had congealed so much that he had to force it through the linen with his spatula. Eventually, however, the jar was filled and he could wax the lid on.

He cut a small cube from his supply of tallow and carefully melted it above the fire before smoothing it around the lid with his pallet knife. Once he was done, he etched his maker's mark onto the wooden lid with his etching tool.

Unsure as to the efficacy of this particular batch, Anders nevertheless placed the jar on the shelf that held his other remedies. A long line of earthenware and glass vessels stood there, waiting for the sick to claim them. Of course, the small glass phial hidden at the back was for a more dubious purpose, and because of this, he had left his makers mark from those preparations. It never hurt to be careful.

Satisfied at last, Anders cleaned his equipment and placed the iron pot, his pallet and etching knife, spatula, and stirring spoons back on the shelf alongside the various strangely shaped glass jugs, retorts and vessels that nestled there. Tomorrow, he would have to start work on his distillation of Gesundheit. There were some nasty lung humours sweeping the region.

In this section of the supplement, the tools most commonly used by the Herbalist are fully detailed, along with availability and suggested cost.

TOOLS BY ACTIVITY

The following is a list of all the major tools that a Herbalist requires, organised by type.

CERAMIC TRADE TOOLS

Basin, pitchers, mortar & pestle, grinding slabs, crocks, ceramic jars and mixing vessels.

GARDENING EQUIPMENT

Spade, trowel, hoe, watering can (vessel), pruning knife, shears, wooden trellis, rake, water butt, dung.

GLASSWARE TRADE TOOLS

Alembics, beakers, flasks, phials, blow pipes, evaporating dishes, retorts, funnels, measuring flasks.

METAL TRADE TOOLS

Spatula, tongs, melting pots, stirring spoons, palette knife, etching tool, tripod.

MISCELLANEOUS TRADE TOOLS

Heat (fire or oven), filters, hermetic caps, candles/wax, scales, measuring caps, barrels.

SEARCHING TOOLS

Spade, trowel, pruning knife, wet burlap, string, and small wooden box(s).

TOOL DESCRIPTIONS

This section provides a brief description of the tools noted in Tables H-8 to H-11, which are found on the next page.

CERAMICS

Basin: A wide and shallow clay vessel used for many tasks.

Pitchers: Clay jugs used for many tasks.

Mortar & Pestle: A mortar and pestle is a wooden or ceramic basin (mortar) with a pounding tool (pestle) that is used to break down and combine substances. Best quality mortars and pestles are made from granite or marble.

Grinding Slabs: Grinding Slabs are two large stone blocks used to grind large quantities of material. Grinding slabs are also useful for making flour.

Crocks: Crocks are ceramic or clay vessels used for holding a multitude of things.

Ceramic Jars: Smooth sided vessels for holding Lotions and Preparations.

Mixing Vessels: High sided basins to stop spillage when mixing ingredients.





EQUIPMENT AND TOOL TABLES

TABLE H-6: CERAMIC TRADE TOOLS

Item	Cost	Enc.	Availability	Special
Basin	15 s	15	Plentiful	-
Pitcher	6 s	10	Plentiful	-
Mortar & Pestle	10 s	5	Average	-
Grinding Slabs	20 s	25	Average	-
Crocks	5 s	5	Plentiful	-
Ceramic Jar	10 s	5	Common	-
Mixing Vessels	15 s	15	Plentiful	-

TABLE H-9: METAL TRADE TOOLS

Item	Cost	Enc.	Availability	Special
Spatula	15 s	2	Average	-
Tongs	25 s	5	Average	-
Melting Pots	2 gc	20	Plentiful	-
Stirring Spoons	30 s	2	Common	-
Palette Knife	2 gc	5	Average	-
Etching Tool	2 gc	5	Average	-
Tripod	5 gc	40	Average	-

TABLE H-7: GARDENING EQUIPMENT

Item	Cost	Enc.	Availability	Special
Spade	25 s	20	Common	Improvised
Trowel	10 s	5	Common	Improvised
Hoe	20 s	20	Common	Improvised
Watering Can	5 s	10	Common	Improvised
Pruning Knife	10 s	5	Common	-
Shears	30 s	10	Average	-
Wooden Trellis	-	-	Abundant	Improvised
Rake	14 s	15	Common	Improvised
Water Butt	2 gc	200	Common	-
Dung	-	-	Abundant	-

TABLE H-10: MISCELLANEOUS TRADE TOOLS

Item	Cost	Enc.	Availability	Special
Heat (fire/oven)	-	-	-	-
Filters	var.	var.	Abundant	-
Hermetic Caps	1 gc	2	Scarce	-
Candles/Wax	3 s	5	Plentiful	-
Scales	10 gc	25	Rare	-
Measuring Caps/ Flasks	10 gc	10	Rare	-
Barrels	30 s	25	Common	-

TABLE H-8: GLASSWARE TRADE TOOLS

Item	Cost	Enc.	Availability	Special
Alembic	10 gc	50	Rare	-
Beakers	2 gc	5	Rare	-
Flasks	5 gc	10	Rare	-
Phials	2 gc	2	Rare	-
Blowpipes	5 gc	5	Rare	-
Evaporating Dishes	2 gc	2	Rare	-
Retorts	15 gc	50	Rare	-
Funnels	2 gc	5	Rare	-
Measuring Flasks	10 gc	10	Very Rare	-

TABLE H-11: SEARCHING TOOLS

Tool	Cost	Enc.	Availability	Special
Spade	25 s	20	Common	Improvised
Trowel	10 s	5	Common	Improvised
Pruning Knife	10 s	5	Common	-
Wet burlap	var.	var.	Common	-
String (10yards)	5 s	5	Plentiful	Improvised
Wooden box	10 s	5	Common	-

Improvised: A tool that has the special quality of Improvised does not have any negative effect on Trade (Herbalist) Skill if it is not owned. These things can be improvised by the Herbalist if he does not own the tool. However, using an improvised tool will likely lengthen the time to perform the task and it will not be long before another improvised tool is required.

Please Note: The eagle eyed amongst you may have noticed that the cost of all of these tools add up to about 90gc, substantially above the listed price for trade tools in the rulebook. However, this document allows the Herbalist to carry out more tasks than are readily pinpointed in the rulebook and therefore can be justified to recalcitrant players or GMs.

GARDENING TOOLS

Hoe: A large wooden handled tool, with a wooden or metal head. Used for tilling the ground in preparation for planting.

Watering Can: A vessel made from clay, wood or metal, used to contain water for the purpose of watering the plants in ones garden. Often, any vessel is used, but some are made for the trade with cunning metal heads that sprinkle the water in a fine drizzle.

Shears: Basically a two bladed pruning knife, used to cut larger stems and small branches, can also be used to landscape bushes & shrubs.

Wooden Trellis: A criss-cross of wooden supports used to support climbing plants. Easily made from local materials.

Rake: Wooden handled tool with wooden or metal teeth on the end for turning over earth or for tidying around the garden.

Water Butt: Large wooden barrel, placed under eaves of house to collect rainwater from guttering or simply to catch falling rain. A close supply of water is then available for watering the garden or for use in making concoctions.

Dung: Used to encourage growth for those plants that need it.





GLASSWARE

Alembic: Joined glass vessels used to distil liquids. Often placed on tripods.

Beakers: Small glass vessels used to either pour liquids or contain them.

Flasks: Glass vessels with a stopper in the top.

Phial: Small thin glass vessels, often with a cork stopper. Used primarily to contain finished Tonics.

Blowpipes: Very narrow and long hollow glass tubes, used to transfer small amounts of liquid from one vessel to another. The user sucks, and then blows. Burnt lips can result.

Evaporating Dishes: Small round glass dishes used to dry a liquid and contain the resultant residue.

Retorts: Glass tubing used in distillation and sublimation.

Funnels: Hollow glass tube with a flared head, used to enable transfer of a liquid from one vessel to another without spillage.

Measuring Flasks: A rare commodity, this glass vessel has ridges on it that measure certain amounts of fluid capacity for concoctions that require accurate measurement.

METALS

Spatula: Wide flat metal tool for smoothing Pastes and Lotions or forcing the same through linen filters. Good for fry-ups, also!

Tongs: Metal tool used to handle hot materials, such as taking a boiling pot from the fire.

Melting Pots: Metal pot used to heat materials placed inside. They often come with a thin wire handle easily graspable by a pair of tongs. Pots may be iron, copper, or rarely brass.

Stirring Spoons: A set of long handled spoons for mixing hot liquids.

Palette Knife: Very flexible knife that can be used to smooth wax, putty or similar things around unconventionally shaped objects.

Etching Tool: Small metal tool with a very sharp pointed head to enable etching onto wood, metal or cork.

Tripod: Three legged metal framework with hole in the top in various sizes to accommodate placing pots and kettles above a fire.

EXPLANATION

As can be seen, many of the tools are pretty expensive for a humble rural Herbalist. Many concoctions, however, do not require the more expensive tools to create. But, the more the Herbalist tries to get from his concoctions, the more equipment he will need in order to do so.

Many of the tools and pieces of equipment above are also the preserve of the Pharmacist and Apothecary careers. They are included here to cut down on unnecessary duplication in further supplements.

A NOTE ON MAKERS' MARKS

Many tradesmen, of any trade, often make marks on their creations that will differentiate their work from their rivals. In this fashion, their fame may travel well beyond their normal sphere of operation and draw new clients to them. A player who is pursuing a trade during play can make up his own maker's mark. This mark may be anything from a signature, to a design or even a picture.

Herbalists often keep their makers' marks very simple, however. As often the space they have to put this mark on is limited. Initials sometimes serve, or alternatively, a simple rendering of a plant that he is particularly known for making concoctions from.

Tradesmen do not, of course, have to have their own mark, but often the pluses far outweigh the minuses.

MISCELLANEOUS

Filters: Linen or muslin are the most common filters used to strain particles from a liquid. The best filters are specially made and isolate even the smallest particles.

Hermetic Caps: Designed to give an airtight fit to ceramic jars in order to keep concoctions fresh and uncontaminated.

Candles/Wax: Candles and wax have many uses. These primarily include placing seals around hermetic lids for added insurance and preservation.

Scales: A set of balances with various lead weights, for making measurements of solids and powders. Best scales are made from brass and are pretty accurate.

Measuring Caps: Smaller than measuring flasks, measuring caps are used for accurate measurement of small amounts of liquid, and are often marked to show the volumes they contain.

Barrels: Barrels are small kegs used to store raw materials. Each barrel can hold 300 Encumbrance Points of fluids, powders or similar.

SEARCHING TOOLS

Spade: As rulebook.

Trowel: A small, wooden-handled tool, with a wooden or metal head. It is used when creating small holes for either planting or digging up plants.

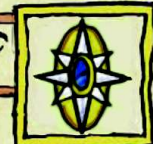
Wet Burlap: Moist burlap rags used for wrapping around the roots of plants being transported to the Herbalists garden.

String: Used to tie burlap to plants roots and for various other minor tasks.

Pruning Knife: Small bladed knife used to take cuttings from plants or to cut them back.

Small Wooden Box: A small wooden vessel used to transport gathered seeds.





CHAPTER 5: PLANTS & THEIR BLESSINGS

This chapter examines the various plants that may be used by Herbalists to create concoctions, both mundane (non-magical) and infused (plants influenced by Chaos).

WHAT PLANTS YOU WILL FIND HERE

Most of the plants found here are 'mundane', i.e. they are natural remedies or poisons. As such, they represent a wealth of knowledge of the natural world, *not* the magical one, and so have limited effects.

If magical healing is required, a PC will find more effective cures from the Priests of Shallya. However, as a natural resource, or an alternative for poor or adventuring PCs, these plants can be invaluable.

Plants mutated by Chaos, however, can have strange effects. A sampling of these are included for GMs who want their plants to have a more 'magical' flavour, and are listed in the 'infused' section. These strange effects come with a price, however...

A PLANT'S PROFILE

Each plant entry has information laid out in the following manner:

PLANT NAME

Availability:

Environment:

Form:

Natural Strength:

Application:

Blessing:

Side Effects:

Descriptive Notes

PLANT NAME

This is the plant's common name.

AVAILABILITY

This shows how rare the plant is to find, both in the wild and in towns, should PCs wish to purchase them. The availability rating also impacts on the Herbalists Trade Tests in cultivation or propagation, as well as making concoctions with them. The availabilities are:

- Very Rare -30%
- Rare -20%
- Scarce-10%
- Average 0%
- Common+10%
- Plentiful+20%
- Abundant+30%

ENVIRONMENT

This entry shows which environment the plant is most commonly found in. Environments include:

- Aquatic
- Bog
- Chaos (plants located in Chaos Wastes or similar)
- Dark (fungi located in the shade, underground or in Skaven tunnels)
- Desert (not found in the Empire; commonly imported from Araby)
- Forest
- Grassland
- Moors
- Mountain

FORM

This details which part of the plant is used by the Herbalist to create his concoctions. Forms include:

- Bark
- Berry
- Bud
- Cone
- Flower
- Fruit
- Leaves
- Root
- Sap
- Stalk
- Whole Plant

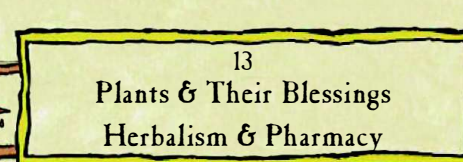
NATURAL STRENGTH

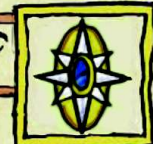
This determines the natural strength of any concoction made from this plant. The Herbalist may augment natural strength by carrying out a distillation (which requires the use of an alembic), at the cost of increasing side effects. Strengths and manufacturing techniques are discussed in *Making the Concoction* on page 13.

APPLICATION

This details the best method of application for a finished concoction made from this plant. Applications are:

- Lotions (thick oils or liquids for surface application)
- Poultices (thick paste for surface application)
- Powders (Pharmacy)
- Preparations (solids to be eaten, Pharmacists may make preparations with more than one ingredient at the cost of increasing side effects)
- Tablets (Pharmacy)
- Tonics (liquids to be imbibed)
- Vapours (inhaled fumes from boiled or sublimated plant matter)





BLESSINGS

This details the nature of the plants blessing that can be extracted by the Herbalist or Pharmacist, whether the source is from Rhya or Ranald.

The extraction effects the given body part, disease Statistic or Skill. Once extracted, the plants natural strength (or distilled strength) determines the effectiveness of the treatment, generally a +/- 5% or +/- 1 to a Statistic or Skill per point of natural strength.

Durations for these effects are found in *Making the Concoction* on page 13.

Typical blessing include:

- Anaesthetic
- Animal Bites
- Anti-Venom
- Asthma
- Bad Dreams
- Bleeding
- Bones
- Burns
- Cold/Flu
- Cough
- Cramps
- Deafness
- Depression
- Dizziness
- Epidemics
- Epilepsy
- Eye
- Fatigue
- Fever
- Gout
- Hangover
- Infections
- Inflammation
- Insanity
- Labour Pains
- Love
- Miscarriage
- Nerves
- Pain
- Parasites
- Plague
- Poison
- Respiratory
- Sleeplessness
- Soap
- Special (skill or outlook affected)
- Sprains
- Stings
- Stomach
- Stroke
- Throat
- Vision
- Women's Diseases
- Worms
- Wounds

SIDE EFFECTS

This details the side effects taking a concoction may have on the recipient should the Herbalist fail his Trade (Herbalist) roll when making the concoction. If this occurs, the recipient must make a Toughness test or be affected by the side effect. Side effects and their ramifications will be explored in 'Making the Concoction' (note, when distilling a concoction, the Herbalist/Pharmacist may choose to focus on the side effect of the plant to the exclusion of all else, thus giving him a wide range of mild poisons. These concoctions will have no beneficial effects). Side effects include:

- Addictive
- Blurred Vision
- Constipation
- Depression
- Diarrhoea
- Dizziness
- Drowsiness
- Dry Mouth
- Feelings of Isolation
- Headache
- Hyperactivity
- Intoxication
- Nausea
- Rashes
- Sleeplessness

MUNDANE PLANTS

This section is for non-magical plants, uninfluenced by Chaos.

ALDER

Availability: Common

Environment: Forest, Grassland

Form: Bark

Natural Strength: 1

Application: Lotion

Blessing: Burns

Side Effects: None

A common tree found all over the empire.

ANGELICA

Availability: Scarce

Environment: Grassland

Form: Bud

Natural Strength: 2

Application: Preparation, Tonic

Blessing: Plague, Respiratory

Side Effects: Constipation

More commonly found in cool climes.

ANISE

Availability: Common

Environment: Forest, Grassland

Form: Leaves

Natural Strength: 1

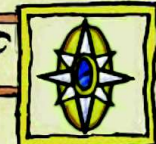
Application: Lotion

Blessing: Bites & Stings

Side Effects: None

Good protection against perky midges.





APPLE

Availability: Abundant

Environment: Forest, Grassland

Form: Fruit

Natural Strength: 1

Application: Lotion, Tonic

Blessing: Eye, Heart, Stomach

Side Effects: None

Very common tree found both in orchards and in the wild. Wild apples are sometimes more potent and more difficult to find (Availability: Common).

ARNICA

Availability: Common

Environment: Grassland

Form: Leaves, Flowers

Natural Strength: 1

Application: Poultice

Blessing: Wounds

Side Effects: None

Normally mixed with fat and applied with bandage.

BARLEY

Availability: Abundant

Environment: Grassland

Form: Seeds

Natural Strength: 1

Application: Poultice

Blessing: Burns

Side Effects: None

Mixed with eggs and heated killed pain and eased burns.

BASIL

Availability: Common

Environment: Forest, Grassland, Mountain

Form: Leaves

Natural Strength: 1

Application: Tonic, Poultice

Blessing: Insect Repellent, Stomach

Side Effects: None

A very common herb, used in cooking as well as medicine.

BLESSED THISTLE

Availability: Scarce

Environment: Grassland, Moor

Form: Whole Plant

Natural Strength: 3

Application: Poultice

Blessing: Sleeplessness

Side Effects: None

Often mixed with Butterbur, this thorny bush is believed to be the best protection against the plague.

BUCKBEAN

Availability: Average

Environment: Grassland

Form: Leaves

Natural Strength: 2

Application: Preparation

Blessing: Stomach, Worms

Side Effects: Dry Mouth

Often grown in rural areas to protect both man and beast.

BURNET SAXIFRAGE

Availability: Scarce

Environment: Aquatic

Form: Root

Natural Strength: 2

Application: No concoction necessary, chew the root

Blessing: Cough, Throat

Side Effects: Addictive

A bitter tasting plant that eases pain of cough and sore throat. Can lead to orange gums and addiction.

BUTTERBUR

Availability: Average

Environment: Forest, Grassland

Form: Leaves

Natural Strength: 2

Application: Poultice

Blessing: Plague

Side Effects: None

Often mixed with blessed thistle to achieve strength 5 curative that keeps you up all night!

CAPER

Availability: Common

Environment: Bog, Moors

Form: Leaves

Natural Strength: 2

Application: Vapours

Blessing: Parasites

Side Effects: Dizziness if exposed for prolonged periods

Burnt leaves kill fleas and the like.

CENTAURY

Availability: Common

Environment: Forest, Grassland

Form: Leaves

Natural Strength: 1

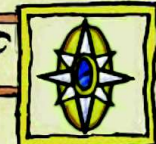
Application: Poultice

Blessing: Sprains, Wounds

Side Effects: None

Commonly cultivated.





CAMOMILE

Availability: Average

Environment: Forest, Grassland

Form: Leaves

Natural Strength: 1

Application: Tonic

Blessing: Cough, Fatigue, Labour Pains

Side Effects: None

Useful curative, sometimes drunk as a pleasant beverage.

CHERVIL

Availability: Rare

Environment: Desert, Moor

Form: Flower

Natural Strength: 3

Application: Lotion, Tonic

Blessing: Bad Dreams, Burns

Side Effects: Drowsiness

A small hardy shrub whose spiky flowers have a mystical reputation.

CHICKWEED

Availability: Common

Environment: Bog, Grassland

Form: Whole Plant

Natural Strength: 1

Application: Poultice

Blessing: Skin Diseases

Side Effects: None

Heinrich Krantz's famous 'Warts Away' is made from this.

CHIVES

Availability: Abundant

Environment: Forest, Grassland

Form: Stalks

Natural Strength: 1

Application: Tonic

Blessing: Cough

Side Effects: None

Very commonly grown plant, used in cooking as well.

COLTSFOOT

Availability: Average

Environment: Grassland, Moor

Form: Leaves

Natural Strength: 2

Application: Lotion, Poultice, Vapour

Blessing: Cough, Wounds

Side Effects: Headache

Heironymous Vicks famous chest rub contains coltsfoot. Inhaling vapours helps cough, binding poultice to wounds gives cooling relief.

COMMON COMFREY

Availability: Rare

Environment: Desert, Moors

Form: Leaves

Natural Strength: 3

Application: Lotion, Poultice

Blessing: Bones, Burns, Wounds

Side Effects: Diarrhoea

Brought from Araby, this plant is a potent natural healing agent.

CORIANDER

Availability: Scarce

Environment: Grassland

Form: Leaves

Natural Strength: 2

Application: Tonic

Blessing: Cough, Cramps

Side Effects: Diarrhoea

Used to spice up food also, a notorious cause of the galloping trots.

COWBANE

Availability: Scarce

Environment: Aquatic, Bog

Form: Roots

Natural Strength: 4

Application: Preparation, Tonic

Blessing: Epilepsy, Poison

Side Effects: Intoxication, Blurred Vision, Headache

Often used as a potent poison, but thought in small doses to help epileptics.

COWSLIP

Availability: Common

Environment: Forest, Grassland

Form: Leaves

Natural Strength: 2

Application: Tonic, Preparation

Blessing: Mental Afflictions, Strokes

Side Effects: Drowsiness

Used to calm people with what are believed to be mental affliction, i.e. strokes. Often used to calm those suffering from insanities in the Old World. Any afflictions should be less evident once cowslip has been taken (dependant on duration).

CYPRESS

Availability: Average

Environment: Hills

Form: Buds, Leaves

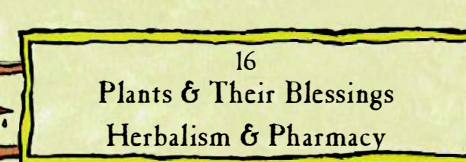
Natural Strength: 2

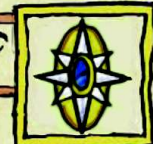
Application: Lotion

Blessing: Insect Bites

Side Effects: Feeling of Isolation

Often found on a hill, this plant provides remoteness from the pain of insect bites.





DEADLY NIGHTSHADE

Availability: Scarce

Environment: Forest

Form: Flower, Sap

Natural Strength: 4

Application: Lotion, Preparation, Tonic

Blessing: Pain Killer, Poison

Side Effects: Death, Madness, Numbness

The assassin's friend, this plant used in tiny doses (-10% Trade (Herbalist) Test) can give excellent pain relief, otherwise swift death can follow. Hallucinations, madness and then frothing convulsions precede the happy event. Should a PC survive a poisoning attempt by nightshade, 1d10/5 IP's should be gained

DILL

Availability: Plentiful

Environment: Grassland

Form: Leaves, Stalks

Natural Strength: 1

Application: Lotion, Preparation

Blessing: Eyes, Stomach

Side Effects: None

Pleasant tasting herb, also used in food.

ELECAMPANE

Availability: Average

Environment: Forest

Form: Leaves

Natural Strength: 1

Application: Lotion, Poultice

Blessing: Eyes, Infections

Side Effects: None

Forest plant often eaten by deer.

FENNEL

Availability: Average

Environment: Grassland, Forest

Form: Leaves, Roots

Natural Strength: 2

Application: Preparation

Blessing: Insanity

Side Effects: Hyperactivity

Can soothe the mind of slothful attitudes, dulling the effects of depression.

FOX'S CLOTE

Availability: Common

Environment: Forest

Form: Leaves

Natural Strength: 2

Application: Lotion

Blessing: Infections, Skin

Side Effects: Rash

Juice rubbed onto blemishes is acidic and can result in mild burns. Good for removing wattles, however.

FOXGLOVE

Availability: Average

Environment: Forest, Grassland

Form: Flower, Stalk

Natural Strength: 2

Application: Preparation, Tonic

Blessing: Dislocation, Headache, Nausea

Side Effects: None

Commonly used natural poison.

GARLIC

Availability: Scarce

Environment: Forest, Grassland

Form: Cloves

Natural Strength: 1

Application: Preparation, Tonic

Blessing: Diseases

Side Effects: None

Common in Bretonnia & Tilea. Used as general curative.

GINGER

Availability: Average

Environment: Forest, Grassland

Form: Root

Natural Strength: 1

Application: Preparation

Blessing: Flu, Stomach

Side Effects: None

An acquired taste, sometimes used in food preparation.

GREAT MULLEIN

Availability: Average

Environment: Mountain

Form: Leaves

Natural Strength: 2

Application: Lotion, Poultice

Blessing: Pain Killer, Wounds

Side Effects: Dizziness

Sometimes used by women to dye their hair yellow.

HAZEL NUT

Availability: Common

Environment: Forest

Form: Nut

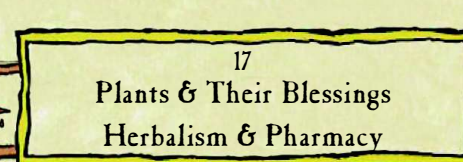
Natural Strength: 1

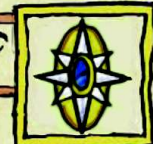
Application: Poultice

Blessing: Infections

Side Effects: None

A common rural remedy for infections of the flesh.





HENBANE

Availability: Scarce

Environment: Forest

Form: Flower, Leaves

Natural Strength: 3

Application: Lotion, Tonic

Blessing: Anaesthetic, Poison

Side Effects: Blurred Vision, Hallucinations, Nausea

Another killer plant, but more readily used as an aid during amputations.

HOPS

Availability: Plentiful

Environment: Forest, Grassland

Form: Buds

Natural Strength: 1

Application: Tonic

Blessing: Intoxication

Side Effects: None

Used in producing ale and a disease-free form of fluid, as water supplies normally tainted.

IRIS

Availability: Average

Environment: Bog, Moor

Form: Flower

Natural Strength: 2

Application: Tonic, Poultice

Blessing: Dog Bites, Hangover

Side Effects: Dry Mouth

Can stop inflammation as a result of dog (animal) bites. Often cultivated for its aesthetic value.

JOHANN'S WORT

Availability: Average

Environment: Bog, Dark

Form: Leaves

Natural Strength: 3

Application: Lotion, Preparation

Blessing: Labour Pains

Side Effects: Dizziness

The midwives plant, found in shaded positions and dismal swamps.

JUNIPER

Availability: Average

Environment: Grasslands, Moor

Form: Berries, Seeds

Natural Strength: 2

Application: Preparation, Vapours

Blessing: Cough, pain Killer, Parasites

Side Effects: Depression

Burnt seeds give off smoke to kill fleas and the like, as well as helping coughs; eaten berries act as a painkiller. Sometimes called 'The Hermit Plant'

LAUREL

Availability: Scarce

Environment: Forest

Form: Leaves

Natural Strength: 2

Application: Lotion, Tonic

Blessing: Flu, Gout, Stomach

Side Effects: Addictive

Poisonous in large doses, the shiny leaves are crushed before the concoction is made.

LEMON BALM

Availability: Very Rare

Environment: Mountain

Form: Leaves

Natural Strength: 3

Application: Tonic

Blessing: Depression, Heart Disease, Sleeplessness

Side Effects: Constipation

Often known as 'Hertzensfreud', this rare plant is invaluable to people of a delicate mental state.

LILIES

Availability: Scarce

Environment: Aquatic, Bog

Form: Stalk

Natural Strength: 2

Application: Tonic

Blessing: Fever, Nerves

Side Effects: Drowsiness

Beautiful pond/bog plants of many varieties (see Dragon Tooth Lily in Warhammer plants), commonly used to calm the nerves

LOVAGE

Availability: Plentiful

Environment: Grassland

Form: Leaves

Natural Strength: 1

Application: Tonic

Blessing: Asthma, Love, Throat

Side Effects: None

Often cultivated for its many uses. Believed by some to be useful in love potions.

MALLOW

Availability: Common

Environment: Forest

Form: Buds

Natural Strength: 0

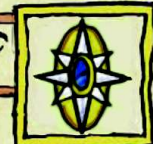
Application: Tonic

Blessing: Love

Side Effects: None

Believed (falsely) to act as an aphrodisiac





MARIGOLD

Availability: Common
Environment: Grassland
Form: Flowers
Natural Strength: 1
Application: Poultice
Blessing: Wounds
Side Effects: None

Common meadow plant often utilised by Herbalists.

MINT

Availability: Abundant
Environment: Forest, Hill, Grassland
Form: Leaves
Natural Strength: 1
Application: Tonic
Blessing: Flavouring, Stomach
Side Effects: None

Mint is a popular flavouring for tea or food. Good for stomach upsets.

MUGWORT

Availability: Rare
Environment: Dark
Form: Leaves
Natural Strength: 2
Application: Preparation, Vapour
Blessing: Parasites, Women's Diseases
Side Effects: Hyperactivity

A strange belief exists that if you place dried leaves of this plant inside a book, bookworms will not attack it.

NETTLE

Availability: Abundant
Environment: Any
Form: Root, Leaves
Natural Strength: 1
Application: Preparation, Tonic
Blessing: Cure-all
Side Effects: None

Stinging plant found everywhere, Nettles are a general curative often boiled to make a soup in hard times.

NUTMEG

Availability: Rare
Environment: Desert, Grassland, Moor
Form: Root
Natural Strength: 2
Application: Preparation
Blessing: Convulsions, Epilepsy
Side Effects: Dry Mouth

Imported from Araby and Cathay, this root calms the muscles in sufficient doses, thus easing the pain of convulsions.

OAK

Availability: Common
Environment: Forest
Form: Bark
Natural Strength: 1
Application: Poultice, Tonic
Blessing: Infections
Side Effects: None

The bark is steeped in boiling water to produce a curative.

POPPY

Availability: Average
Environment: Grassland
Form: Flower, Seed
Natural Strength: 3
Application: Lotion, Tonic
Blessing: Pain
Side Effects: Addictive

Very effective pain relief, but poppy juice is highly addictive.

ROCKET

Availability: Plentiful
Environment: Bog, Grassland
Form: Leaves
Natural Strength: 1
Application: Poultice
Blessing: Bones
Side Effects: None

Often cultivated, it can also be used in salads.

ROSEMARY

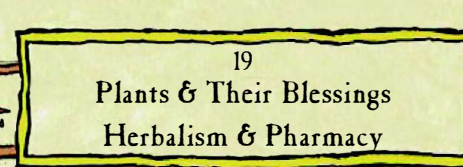
Availability: Average
Environment: Forest, Grassland
Form: Leaves
Natural Strength: 1
Application: Poultice, Tonic
Blessing: Bones, Dizziness, Sprains
Side Effects: None

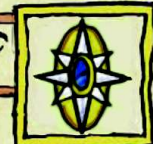
Nice smelling herb that is said to also protect against the evil eye.

ROSE

Availability: Common
Environment: Forest, Grassland, Moor, Mountain
Form: Flower
Natural Strength: 1
Application: Tonic
Blessing: Sleeplessness
Side Effects: Drowsiness

Many differing varieties found in many climes. Often used as a scent for perfume or water.





SAFFRON

Availability: Very Rare

Environment: Grassland

Form: Roots, Stalk

Natural Strength: 2

Application: Lotion, Tonic

Blessing: Anti-Venom, Depression, Sleeplessness

Side Effects: Drowsiness

Imported from Cathay and Araby.

SAGE

Availability: Abundant

Environment: Forest

Form: Leaves, Root, Stalk

Natural Strength: 2

Application: Poultice, Tonic, Vapour

Blessing: Diseases

Side Effects: None

A well-known plant found in many gardens as well as in the wild.

SOAPWORT

Availability: Average

Environment: Bog

Form: Roots

Natural Strength: 0

Application: Lotion

Blessing: Soap

Side Effects: None

The root of the plant, scrubbed in water produces a soapy froth ideal for cleaning

SORREL

Availability: Average

Environment: Forest

Form: Leaves

Natural Strength: 2

Application: Preparation

Blessing: Epidemics, Flu

Side Effects: Constipation

A delicate forest plant that likes high nutrition soils

SOUTHERNWOOD

Availability: Rare

Environment: Forest

Form: Bark

Natural Strength: 3

Application: Lotion, Vapour

Blessing: Repel Daemons, Repel Moths

Side Effects: Impotence

From the forests of the Southern Empire, this Imperial redwood tree has paper-like red bark easily peeled from the trunk. The daemon repelling has not been verified!

SQUILL

Availability: Common

Environment: Mountain

Form: Leaves

Natural Strength: 1

Application: Lotion

Blessing: Stomach, Vision

Side Effects: Rash

A lotion made from this plant, if dropped into the eye, can remove impediments; however, a larger dose can lead to burning. Ouch!

SWEET MARJORAM

Availability: Average

Environment: Forest, Grassland

Form: Sap

Natural Strength: 2

Application: Lotion

Blessing: Deafness

Side Effects: None

Mixed with honey and poured into ears, it removes wax and improves hearing.

THYME

Availability: Abundant

Environment: Forest, Grassland

Form: Leaves

Natural Strength: 1

Application: Preparation, Vapour

Blessing: Cough, Stomach, Women's Diseases

Side Effects: None

Every garden has some.

VALERIAN

Availability: Scarce

Environment: Moor, Mountain

Form: Leaves, Root

Natural Strength: 3

Application: Lotion, Preparation

Blessing: Aphrodisiac, Diseases, Worms

Side Effects: Hyperactivity

Friend of beast and man in the wilds, it adds to the gene pool as well.

WHITE WILLOW

Availability: Average

Environment: Forest

Form: Bark

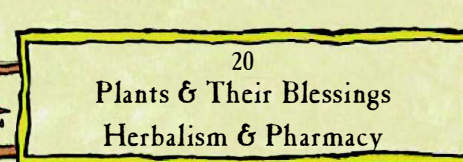
Natural Strength: 2

Application: Poultice

Blessing: Painkiller

Side Effects: None

The paper-like bark, which can be easily stripped from the trunk, when boiled and pulped eases the pain of wounds.





YARROW

Availability: Common
Environment: Forest, Moor
Form: Leaves
Natural Strength: 2
Application: Lotion
Blessing: Infection
Side Effects: None

Often carried 'raw' by tradesmen as a kind of 'first aid kit'.

INFUSED PLANTS

These plants have all been influenced by the Aethyr in one fashion or another, and thus have abnormal, and sometimes very dangerous, effects. It is left to the GM to decide additional penalties for tinkering with potentially Chaos-infused plants.

BLACK CACKLER

Availability: Very Rare
Environment: Chaos
Form: Whole Plant
Natural Strength: 2
Application: Preparations
Blessing: None
Side Effects: Hallucinations

This speckled mushroom can be found in any clime that has suffered the depredations of Chaos. When imbibed, the victim must make a Toughness Test or suffer visions of whirling insanity that leave the character filled with a sense of the irony of fighting Chaos and opposing change. This ultimate futility causes hysterical laughter that confers -10% to all actions.

This herb also enforces foolish behaviour upon any consuming character. Upon ingesting a dried lump one must make two Toughness tests or suffer from this to a light or severe degree for 1d6 + 4 minus Toughness hours to come.

BLACK HOVE

Availability: Very Rare
Environment: Chaos
Form: Flower
Natural Strength: 1
Application: Tonic
Blessing: None
Side Effects: Addictive

This black flower is found in areas where chaos power flows strongly. The plant takes some of this power and, if prepared correctly, a Wizard who drinks this gains a +5% to Channelling Skill checks and a further +1 modification to his casting roll, when casting spells for the duration of the concoction. This comes at the cost of two drawbacks, firstly, the tonic is addictive and secondly, the imbiber suffers a -10% to W.P tests to both resist chaos magic and to resist gaining insanity points for the duration of the concoction

BLOODTHORN CREEPER

Availability: Very Rare
Environment: Chaos, Forest
Form: Thorns
Natural Strength: 3
Application: Lotion, Preparation
Blessing: Wounds
Side Effects: None

The large thorns of this blood-red creeping plant can be made into a preparation. If the thorn is used to cause a wound on another, the injury will continue to pain the victim. The victim must make a Toughness test. If failed, he takes one additional wound in each of the next three rounds due to crippling pain.

CAPTAIN'S HEART

Availability: Average
Environment: Grassland
Form: Flowers
Natural Strength: 2
Application: Preparation
Blessing: Wounds
Side Effects: Drowsiness

The small, red, heart-shaped flowers, when made into a paste and fed to animals, will heal the animal of 2 wounds.

Has no special effect on humanoids

CRIMSON PEPPER POT CACTUS

Availability: Rare
Environment: Desert, Moor
Form: Stalk
Natural Strength: 0
Application: Tonic
Blessing: None
Side Effects: None

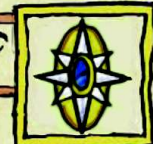
This crimson cactus is riddled with small holes at its top that are cooler than the rest of the plant. This collects condensed water and in the desert can mean the difference between life and death. A grove of these plants will provide enough water for four people for one day.

DEAD MANS FINGERS

Availability: Very Rare
Environment: Dark, Skaven Tunnels
Form: Fruit
Natural Strength: 3
Application: Tonic
Blessing: None
Side Effects: Mutation (See below)

This hideous plant sometimes spontaneously pops up close to a source of Warpstone. If has wide, dull green leaves and its fruit, when fully grown, appear as long, fleshy, green fingers (thus the name). If harvested and brewed into a tonic, the drinker gains the Talents Tunnel Rat, Resistance to Disease and Fleet Footed for the duration of the tonic. However, if he fails a Toughness Test after the tonic has worn off, he begins to grow a set of impressive rat incisors that cannot be hidden. Poorly made tonics (or those brewed on purpose!) have this effect the moment the tonic is drunk.





DRAGON TOOTH LILY

Availability: Rare
Environment: Aquatic, Forest
Form: Flower
Natural Strength: 3
Application: Tonic
Blessing: Fever
Side Effects: Blurred Vision

This lovely lily grows in sheltered forest pools and is often found where the Dappled Lily Trotter bird makes its nest. Once drunk, the tonic helps to relieve high fevers. It is sometimes claimed that the correct preparations will also allow the drinker to speak to the Lily Trotter bird!

ESTALIAN BLOOD OAK

See the core rulebook (on page 122), under the 'Crimson Shade' entry for details.

HARFY

Availability: Rare
Environment: Grassland
Form: Leaves
Natural Strength: 3
Application: Tonic
Blessing: Wounds
Side Effects: None

A tonic brewed from this bush's leaves aids recovery from injury. The patient receives 3 extra wounds per week of rest, even from heavy wounds.

HELLEN-AUGE

Availability: Rare
Environment: Chaos, Forest
Form: Flower
Natural Strength: 2
Application: Lotion
Blessing: None
Side Effects: Hallucinations

The small, blue flowers of this plant, when made into a bright blue lotion and applied underneath the eyes, confers +10% to visual awareness and Perception Tests and the Night Vision Talent. Furthermore, the recipient also receives Witch Sight, but only for the purposes of noticing any Darkhounds/Handmaidens or Rot Wyrms. Any Chaos manifestations witnessed with this lotion gain the viewer +1 Insanity Point.

GALENAANA

Availability: Rare
Environment: Forest
Form: Flower
Natural Strength: 4
Application: Powder
Blessing: Poison
Side Effects: Convulsions

Highly toxic to Elves, but strangely enough to no other race, once ingested this powder immediately causes 4 wounds to Elves if a -10% Toughness Test is passed. If the Toughness test is failed, the Elf takes the 4 wounds and must continue to make Toughness Tests at -10% until he succeeds (taking 4 wounds with each extra failure). The preparation of this poison requires the maker to have Trade (Pharmacy/Apothecary).

GELBENWURZEL

Availability: Rare
Environment: Forest, Mountain
Form: Flowers
Natural Strength: 2
Application: Tonic
Blessing: Special (see below)
Side Effects: Drowsiness

Tonics brewed from this yellow flowered plant act as an amphetamine. The user gains +10% to both Strength and Agility. Once the duration ends, the user suffers the effects of drowsiness for an hour irrespective of an earlier successful roll.

GESUNDHEIT

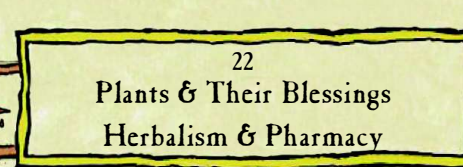
Availability: Scarce
Environment: Forest
Form: Flowers
Natural Strength: 2
Application: Poultice, Vapour
Blessing: Flu, Infection
Side Effects: None

The dark blue flowers help stop infections and ease sneezing.

GRAVEROOT

Availability: Very Rare
Environment: Forest, Graveyard
Form: Root
Natural Strength: 4
Application: Lotion, Poultice, Tonic
Blessing: Infection
Side Effects: Depression

The root of this plant provides +20% to Toughness Tests against infected wounds and if applied to a weapon gives 4 wounds of extra damage to struck Undead who fail a Toughness Test





GYLVIR

Availability: Very Rare
Environment: Aquatic, Chaos
Form: Leaves
Natural Strength: 5
Application: Tonic
Blessing: None
Side Effects: Mutation (see below)

This plant only grows beside pools and rivers polluted by chaos' influence. The oval leaves, if they are prepared properly into a tonic, give the imbiber the ability to breathe under-water. Distressingly for the drinker, it is gills growing on his neck that achieve this. The drinker also grows small webs between the fingers and toes, which provide a +25% to Agility for manoeuvring underwater for the duration of the tonic. Once the tonic has worn off, the drinker must pass a WP Test or gain 1 IP and a Toughness Test or permanently keep the mutations and a further 1 IP.

HALLORN'S REST

Availability: Scarce
Environment: Mountain
Form: Root
Natural Strength: 4
Application: Preparation
Blessing: None
Side Effects: Drowsiness

When this dirty, white mushroom is prepared and ingested, the victim must make a Toughness Test or fall into a very deep sleep for four hours. During this sleep, the victim suffers bad dreams and upon awakening must make a WP Test or gain 1 IP

HELTHA

Availability: Scarce
Environment: Bog, Moor
Form: Flower, Leaves
Natural Strength: 3
Application: Tonic
Blessing: None
Side Effects: Hyperactivity

Tonics brewed from this plant lower the drinker's natural inhibitions. This gives a -15% to all WP tests. Cultists of Slaanesh often use this drug.

HOG WORTS

Availability: Very Rare
Environment: Parallel Reality
Form: Whole Thing
Natural Strength: 10
Application: Tonic
Blessing: Young Wizards
Side Effects: British Character Actors, Freckles, National Health Glasses

Said to exist at the end of a steam tank route.

JUCK

Availability: Scarce
Environment: Forest
Form: Leaves, Stalk
Natural Strength: 4
Application: Lotion
Blessing: None
Side Effects: Scarring

Once prepared, the application of this plant gives great irritation to the unlucky party, who suffers -20% to all actions due to the crippling itchiness. The lotion can result in horrible scarring if not prepared properly, or if the Herbalist wishes to prepare this as a poison

JUTH

Availability: Scarce
Environment: Bog
Form: Leaves
Natural Strength: 3
Application: Lotion
Blessing: None
Side Effects: Special (see below)

A paste made from this plant, if applied to a wound (and the lotion may be applied to a weapon) results in fever and hallucinations 1 hour later. The episode lasts for half an hour and, unless the victim makes a WP test, results in a gain of 3 IP.

KULPERAD

Availability: Common
Environment: Grassland
Form: Leaves
Natural Strength: None
Application: Preparation
Blessing: None
Side Effects: Contraceptive

If taken daily by women, Kulperad can substantially reduce the chance of conception. This preparation is only generally affordable in a daily dose by the rich.

LEMSANG

Availability: Scarce
Environment: Dark, Skaven Tunnels
Form: Furry Cap
Natural Strength: 7
Application: Preparation
Blessing: None
Side Effects: Poison

The furry cap of this subterranean mushroom can be prepared into a very nutritional foodstuff. One pound of this material (roughly ten plants) counts as seven days trail rations. This preparation is normally only found with Dwarven herbalists, as many of these plants are only found in tunnels frequented by the Skaven





NURGLE'S CROWN

Availability: Very Rare
Environment: Chaos, Moor
Form: Leaves
Natural Strength: 4
Application: Lotion
Blessing: None
Side Effects: Special (see below)

This diseased looking plant, when made into a lotion and applied to a wound, causes the target to make a Toughness Test or contract Neiglish Rot (see page 136 of the rulebook). When preparing the plant, the Herbalist must make a Trade (Herbalist) Test with no modification or face having to make a Toughness Test himself to avoid contracting the disease. Herbalists found with this plant in their gardens will be burned!

PANGWOOD

Availability: Rare
Environment: Skaven Tunnels
Form: Bark
Natural Strength: 1
Application: Preparation
Blessing: Stomach
Side Effects: None

This sickly, green bush grows only near to warpstone. When a preparation is made from the bark of this plant, the imbiber is filled with a horrible hunger. The character will not be able to stop eating for the duration of the concoction and cannot perform any other actions. Once the duration is over, the victim must make a WP Test or suffer from the insanity Terrible Hungers (as Terrible Thirstings on page 207 of the rulebook, but for food), even if the imbiber has not got the requisite 6 Insanity Points

PECULIAR BREW

Availability: Very Rare
Environment: Chaos, Skaven Tunnels
Form: Unknown
Natural Strength: 2
Application: Tonic
Blessing: None
Side Effects: Mutation (see below)

This thick black liquid is sometimes found in the hands of cultists. How it is made, and from which plants, is unknown. But any drinker must make a Toughness Test or roll on the random mutations chart (page 229 of the rulebook) twice! These mutations are permanent

PURPLE BUTTERHAT

Availability: Average
Environment: Dark, Forest
Form: Whole Plant
Natural Strength: 2
Application: Preparation
Blessing: Depression
Side Effects: Hyperactivity

This purple mushroom, when fed to animals, suppresses natural activity, leading to -10 Initiative and erratic behaviour, often followed by increased activity. Riders beware.

REIKS'TARG

Availability: Rare
Environment: Bog, Forest
Form: Flower
Natural Strength: 2
Application: Tonic
Blessing: WP
Side Effects: Hyperactivity

This plant's flowers only bloom at night, which is when the Herbalist must harvest them. A tonic made from these flowers gives the drinker +10 to all WP Tests against the Dark Lore. The drinker tends to be very active at night when he has drunk this tonic

SALWORT

Availability: Scarce
Environment: Forest
Form: Leaves
Natural Strength: 3
Application: Vapour
Blessing: None
Side Effects: None

Leaves crushed under the nose of a stunned or unconscious individual gives the patient a Toughness test at +15% to regain his senses.

SPIDERLEAF

Availability: Common
Environment: Forest
Form: Leaves, Stalks
Natural Strength: 2
Application: Poultice, Tonic
Blessing: Wounds
Side Effects: None

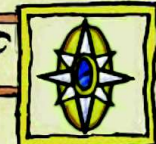
A quickly applied treatment with Spiderleaf reduces the chance of dying from bleeding criticals by 10% and reduces 2 from sudden death rolls for the duration of the concoction. It also gives +10% to subsequent Heal attempts on the wounded party.

SPRITZEL

Availability: Scarce
Environment: Forest
Form: Flowers
Natural Strength: 3
Application: Tonic
Blessing: None
Side Effects: Hyperactivity

A drink made from this plant can keep the drinker awake and alert when he is flagging. Modifiers from fatigue are at -15%.





STIRLAND BINDWEED

Availability: Average
Environment: Forest
Form: Tendrils
Natural Strength: 3
Application: None
Blessing: None
Side Effects: None

The sticky tendrils of this plant, when made into a rope, bind easily to whatever it comes into contact with. If used to bind prisoners, they suffer -15% to escape attempts. If used to throw at combatants, the victims suffer -15% to all Agility based skills. When making rope from this plant, the Herbalist must make two Trade (Herbalist) Tests or become stuck himself and ruin the plant.

TOEDERLICH ARKA

Availability: Rare
Environment: Dark, Forest
Form: Whole Plant
Natural Strength: 4
Application: Powder
Blessing: Poison
Side Effects: Convulsions

This mushroom is highly toxic to Humans, but curiously no other race. Once ingested, the powder immediately causes 4 wounds to Humans if a -10% Toughness Test is passed. If the Toughness test is failed, the Human takes the 4 wounds and must continue to make Toughness Tests at -10% until he succeeds (taking 4 wounds with each extra failure). The preparation of this poison requires the maker to have Trade (Pharmacy/Apothecary).

TRINKWORT

Availability: Very Rare
Environment: Forest
Form: Stalk
Natural Strength: 4
Application: Tonic
Blessing: None
Side Effects: Rash

If drunk before going on a drinking spree, this plant allows the imbiber to ignore the first -20% of any actions carried out whilst drunk as the plant sharpens his faculties. Rules for the effects of alcohol can be found on page 115 of the rulebook.

TELL TALE HEART

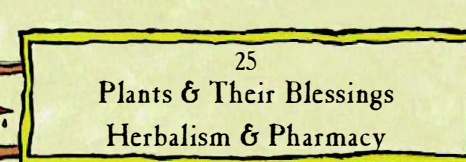
Availability: Rare
Environment: Chaos, Forest
Form: Fruit
Natural Strength: 3
Application: Preparation
Blessing: None
Side Effects: Guilt

When a preparation made from this plant is eaten, the imbiber, unless he succeeds at a WP Test, is wracked by feelings of guilt over his past actions. He suffers -15% to all combat rolls, as he does not wish to kill and cause himself even more guilt. Sometimes this is used on straying lesser cultists whom perhaps have a chance at redemption, the preparation may tip them over the edge to righteousness again.

THE WALKER PLANT

Availability: Very Rare
Environment: Chaos
Form: Leaves, Stalk
Natural Strength: 1
Application: Lotion
Blessing: None
Side Effects: Special (see below)

One of the wonders of the plant world, this is a plant that walks! The very stuff of chaos has infused the plant with limited locomotion (Movement 1). It has no intelligence, but can uproot itself to find more nutritious soil. No statistics are given, but GMs are urged to come up with a stat line for it if required. The plant itself has a very thick bark-like skin and is dun brown in colour. When a lotion is applied from a concoction of this plant, the user's skin hardens and takes on the brown colour of the plants, he receives 1 AP on all locations the lotion is applied to (one dose is enough to cover one person). Once the duration has run out, the user must make a Toughness Test at -5% or suffer from this mutation permanently. Witch hunters, here we come





CHAPTER 6: DISEASES, DISORDERS & DEMENTIAS

This section presents some diseases that a herbalist's skills can cure. Use the cures section to determine which plants can be used to do this.

THE BED BUG

Description: People suffering from this disease are so fatigued that they often can't get out of bed, thus the name. Its cause is not known, but many sufferers are from the burgher class and those in high-powered jobs, so something that circulates in the corridors of power can be reasonably suspected. Lethargy floods the victim's body and in severe cases the body gives up breathing entirely. Called 'Lord Finchley's Downfall', due to the first known case, this disease gets little sympathy from the great unwashed. A Toughness and a Willpower Test can be made each week to recover from the condition, but both must be made in the same week to make a speedy recovery.

Duration: Until recovery (see above)

Effect: -20 to all characteristics

Cures: Fatigue

DIRTY WOUNDS

Description: If someone is wounded by a rusty saw, is bitten by a wild animal or cuts them-selves while mucking out the stables, he may gain an infected wound. The common symptoms include puffiness around the injury, pain, and in severe cases, locking of the joints. This is of particular danger to adventuring types who often gain injuries where they are unable to dress them in sanitary conditions. If there is a risk of infected wounds, the victim must make a Toughness test to resist it.

Duration: 3 days

Effect: -5 to all statistics

Cures: Antiseptic, Infection

THE DRUMMERS MEASLES

Description: This is a 'social' disease, often spread by unsanitary Camp Followers. It results in a high fever, a great desire not to relieve oneself, and feverish itching south of the border. Also known to soldiers of the empire as 'cat scratch fever' a visit from the drummers measles is dreaded in armies the Old World wide. Wily soldiers often ask if the camp follower in question has a 'dose'. This doesn't refer to the disease, but an Herbalists concoction to help stop him getting the disease.

Duration: 7 days

Effect: -2 Move, -10Ag/WP

Cures: Inflammation, Skin, Women's Diseases

DRUNKARD'S DANCE

Description: A nasty condition brought about by the bite of a marsh fly, this disease affects the victim's balance. So much so, that if he tries to walk, he ends up staggering about like a drunken man. The world spins and tumbles around making the victim dizzy and sick. The sufferer develops a high fever, and mild hallucinations can also result. Words are slurred and the afflicted cannot focus their eyes properly. It is truly a debilitating disease.

Duration: 20 days then 20 days each year following

Effect: -20 to all actions and Statistics

Cures: Dizziness, parasite

ELVISH EARS

Description: This curious disease is caused by a parasite that burrows into the ear to reach the goodies within. People afflicted suffer from chronic earache as the ear passage swells up, sometimes closing entirely. Lumpy growths then grow on the ear itself, causing unsightly blemishes and sometimes cries of 'mutant!' The growths themselves cause the ear to resemble an elf's: pointy and funny. This is what gives the disease its name. The disease is highly virulent, however, and if a household has a member suffering from it, you can bet a few Karls that the rest of the family will develop it shortly. Because of this, houses affected from this disease are often boarded up to stop its spread, and once clean, the physician announces: "Elvish has left the building!"

Duration: 10 days

Effect: -10 Fel, -20 Perception (hearing based)

Cures: Ears, Parasite

THE ENEMY WITHIN

Description: People who never get fat, no matter how much they eat; people who are always feeling tired; people whose visits to the privy can be gut churning, handle chewing nightmares; these people are probably suffering from the Enemy Within. Small parasitic worms that live in the gut and suck the nutrients right out of the body. Normally caught due to drinking unclean water or eating something that was suffering from the disease without preparing it properly, this disease is not normally noticed until the little beasties are well and truly established. Flushing them out again is as much fun as chewing razor blades.

Duration: Until cured

Effect: -5 to all characteristics

Cures: Worms, parasites

KNIGHTS ELBOW

Description: A painful affliction of the joints and bones, this condition strikes down those who carry out repetitive tasks over long periods of time. So named for a Knights Panther who cut down so many Orcs during a battle that his arm locked and he had to sit out the rest of the war. Slyly known as 'Slaanesh's cramp' to some more unsavoury sorts, this is best treated by rest or application of a poultice.

Duration: 7 days

Effect: -5 to physical stats

Cures: Bone, Gout

THE LEAPING SICKNESS

Description: The Leaping Sickness is a strange hallucinatory disease often gained from eating bread. The danger lies in the fact that no one knows exactly which types of bread cause it. This disease affects the victims mind, giving him vivid hallucinations. These often involve them misbelieving that they can fly. Victims often climb high places and jump off, flapping their arms wildly. Guards have to clean up the mess.

Duration: 5 days

Effect: WP Test per day or attempt to fly

Cures: Insanity





LUNG FEVER

Description: A savage disease of the lungs, this is most often caught as a result of being exposed to adverse weather conditions, damp environments or long periods of not being dry. The victim gets a very productive cough and raging fever. A carrier of the disease is very contagious and epidemics can quickly spread unless contained. If not kept warm and dry, the victim can deteriorate quickly and even death can follow. Lung Fever is treated very seriously in the Old World. When there is an outbreak, efforts are always made to contain it, even to the degree of quarantining the victims.

Duration: 20 days

Effect: -20 to all Statistics

Cures: Cough, Lung

THE MILKY RHEUM

Description: This unpleasant condition is normally gained through poor hygiene in rural areas, especially where handling of animals is concerned. If you do not clean your hands properly after mucking out the pigs, or even rubbing down your horse, and you happen to rub your eyes, then this can be your reward. The disease is characterised by red puffy eyes that stream constantly and itch horribly. If not treated, it can lead to white growths covering the eyes and rendering the victim blind. Each day, a Toughness Test can be made. If three are failed in a row, then blindness can result.

Duration: 5 days

Effect: -20 to sight related activities

Cures: Eyes

THE NEEDLES

Description: A waterborne disease, the Needles causes the victim's skin to become hyper-sensitised. Any contact with the victim's skin causes a burning pain that can reduce those afflicted to tears. Even wearing clothes becomes torture, and in really severe cases a strong breeze can torture the victim. The skin soon becomes red and puffy, leading to commoners sometimes referring to sufferers as 'crabs'. The feeling is not unlike really bad sunburn, except multiplied several times.

Duration: 5 days

Effect: -10 to all characteristics

Cures: Painkiller, Skin

POND POUT

Description: Named for the swelling of the lips and cheeks, this disease is caught from drinking unclean water, normally from stagnant pools and ponds. The victim finds it hard to speak and eat, and the pain can be maddening. Luckily the affliction doesn't last long. Fishermen often get this disease, and some believe that fish spread it and that rubbing a fish on the lips can remove the affliction. People suffering from this disease are sometimes called 'salmon' or 'dead in the water' by the less kind.

Duration: 3 days

Effect: -20 Fel; cannot eat or speak much

Cures: Throat

TOUCHED BY THE GODS

Description: People who suffer seizures or rant and rave like a lunatic are lumped together in this condition and are often shunned by the populace. Believed to be a curse or insanity by the masses, physicians have recently started thinking that it is caused by blows to the head or extreme stress, and often administer calming drugs.

Duration: Until cured

Effect: Seizures (actions impossible) brought on by certain stimuli

Cures: Drowsiness concoctions, Epilepsy

THE TREMBLES

Description: It is unknown where this disorder comes from, but it is likely caused by unsanitary conditions as the poor suffer from it more readily than the rich. It is characterised by shaking in the limbs, making holding things tricky. Sufferer's voices often waver and they also appear to be easily shocked by loud noises or surprise occurrences. Old, infirm people are often thought to have this disorder, but are often just old. Because of this, this disease is also known as 'Old Man's Disease'. A Toughness Test can be rolled each week to shake off the disease. If six are failed, then the disease is permanent.

Duration: Until cured

Effect: -10 to all physical stats.

Cures: Heart

THE WHISTLING

Description: So named because the victims of this lung disease make a whistling sound when they breathe. This disease is often associated with places like graveyards and sewers, where the air can be particularly bad. The sufferer has trouble gaining breath, especially when engaged in physical activity, and can be heard coming from ten yards away. Treatments often require the victim to inhale foul-smelling fumes and drink sweet-tasting tonics.

Duration: 20 days

Effect: -10 to all physical Statistics, raising to -20 when engaged in rigorous activity

Cures: Respiratory

