

## HOUSE RULES

The following is a modification of the *Alchemy* rules to be used for *Physician* and the use of medicinal herbs.

### STARTING

The new healer has Remedy Option Points (ROPs) equal to the sum of his Intelligence and his Physician Skill Base used to “purchase” remedies. A healer with the Herblore skill has an a number of ROPs equal to the sum of his Intelligence and his Herblore Skill Base used to “purchase” the knowledge of the use of medicinal herbs. The ROP cost of each remedy is loosely based on the SI of the ailment’s EML modifier. The ROP cost of each medicinal herb use is determined by the herb’s scarcity: Very Common 1; Common 2; Uncommon 3; Rare 4; Very Rare 5. This is modified by the distance to the herb’s source: +0 for Harn; +1 for Ivinia, Harbaal, Shorkyne, Emelrene, Palithane, Trierzon and Hepekeria; +2 for countries more distant.

If the character is unable to read and write, the maximum number of ROP’s spent for physician is the character’s Intelligence. The number of ROP’s available for medicinal herbs is also Intelligence.

### PREPARATION

This is an attempt to prepare a remedy from a recipe. It is not always a clear-cut matter, but it is the simplest medical operation and anyone may attempt it. For a lucid recipe, an EML of five times physician SB (whether or not the skill is open) or physician ML + physician SB (whichever is higher) is used to determine success. Modify these EMLs by subtracting the recipe complexity. For poorly written recipes, further reductions are in order. If the recipe is written (rather than memorized), the maximum EML is the lesser of the language ML and the script ML.

#### Failure

The recipe has gone wrong and the healer has a useless mess on his hands; ingredients are irretrievably spoiled. With CF, dangerous or volatile ingredients will have reacted, and this may be hazardous to health.

#### Success

The recipe has been successfully followed and a quantity of the end product has been prepared. With CS, some bonus, slightly higher yield, less preparation time, etc. may have been achieved (GM discretion).

#### Medicinal Herbs

Remedies presented in the Remedy Point Cost table below are initially assumed to be without herbs. The remedies include changes in diet, amputation, cleaning & dressing wounds, cold compresses, splints, surgery, warming, and cauterization (as described under Physician). Herbs added to fight infections and diseases are considered medicinal herbs. To enhance a remedy by adding herbs requires an enhancement roll against the herbalism skill (see table below). The resulting number is multiplied against the EML for the physician skill rolls. (i.e. a MS result for a healer with 32 herbalism skill, will change the +20 EML for a serious cut to +40) A CF result reduces the EML by the amount it would otherwise be increased (i.e. a CF result

for a healer with 32 herbalism skill, will change the +20 EML for a serious cut to -20).

| SI | CS   | MS  | MF  |
|----|------|-----|-----|
| 0  | 1.1  | 1.0 | 1.0 |
| 1  | 1.3  | 1.0 | 1.0 |
| 2  | 1.6  | 1.1 | 1.0 |
| 3  | 2.0  | 1.2 | 1.0 |
| 4  | 2.5  | 1.3 | 1.0 |
| 5  | 3.0  | 1.5 | 1.0 |
| 6  | 4.0  | 2.0 | 1.0 |
| 7  | 5.0  | 2.5 | 1.1 |
| 8  | 6.0  | 3.0 | 1.2 |
| 9  | 7.0  | 3.5 | 1.3 |
| 10 | 8.0  | 4.0 | 1.4 |
| 11 | 9.0  | 5.0 | 1.5 |
| 12 | 10.0 | 6.0 | 1.6 |

### DIAGNOSIS

Diagnosis is an attempt to analyze the condition of a wound or infection and determine possible remedies to be applied. Barring Critical Failure, the healer will automatically detect obvious conditions (such as an open bleeding wound). Analysis can be long: allow 1 hour times the remedy’s complexity (or the herb’s scarcity).

#### Critical Failure

One or more obvious symptoms are mistaken for something else. The healer knows little / no more than he did before he started.

#### Marginal Failure

Only obvious symptoms are identified; the underlying cause remains a mystery.

#### Marginal Success

All treatments are identified but their preparation remains a mystery.

#### Critical Success

All treatments are identified and the healer can prepare the remedy.

### PRESERVATION

Preservation is an attempt to prepare a remedy for long term storage through drying and the preparation of distillations, syrups, oils, ointments, etc.

#### Failure

With CF, the remedy is immediately spoiled. Using this spoilage results in poisoning. Marginal failure has no effect but this is not evident to the healer.

#### Marginal Success

The remedy will maintain its properties for approximately 1d12 months.

#### Critical Success

The remedy will maintain its properties for 1d12 years.

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## REMEDY POINT COST

| Symptom           | Pts |
|-------------------|-----|
| Bleeding          | 1   |
| Bruising          | 1   |
| Burning           | 2   |
| Muscles Cut       | 1   |
| Punctures         | 2   |
| Frost             | 1   |
| Tears / Bites     | 1   |
| Aches             | 1   |
| Appetite          | 1   |
| Asthma            | 3   |
| Baldness          | 1   |
| Beauty            | 2   |
| Belching          | 1   |
| Bites of Mad Dogs | 3   |
| Bites of Serpents | 3   |
| Blemishes         | 1   |
| Blindness         | 2   |
| Blisters          | 1   |
| Boils             | 2   |
| Bones, Broken     | 3   |
| Breath, Stinking  | 1   |
| Common Cold       | 2   |
| Cough             | 1   |
| Consumption       | 2   |
| Convulsions       | 2   |
| Cramping          | 2   |
| Dandruff          | 1   |
| Deafness          | 2   |
| Drowsiness        | 2   |
| Drunkenness       | 2   |
| Fainting          | 2   |
| Fat, decrease of  | 2   |
| Fevers            | 2   |
| Fleas             | 2   |
| Freckles          | 1   |
| Gangrenes         | 3   |
| Gout              | 1   |
| Hair, Restoring   | 1   |
| Headache          | 1   |
| Hiccough          | 1   |
| Indigestion       | 1   |
| Itching           | 1   |
| Leprosy           | 4   |
| Lice              | 2   |
| Lust, to Provoke  | 2   |
| Lust, to Stop     | 2   |
| Phlegm            | 2   |
| Pimples           | 1   |
| Poison            | 3   |
| Rickets           | 2   |

|                   |   |
|-------------------|---|
| Ringworms         | 2 |
| Ruptures (rash)   | 3 |
| Scabs             | 1 |
| Scars             | 2 |
| Scurvy            | 2 |
| Seed, to Increase | 2 |
| Sleep, to Procure | 2 |
| Small Pox         | 3 |
| Sun Burns         | 2 |
| Swelling          | 2 |
| Term, to Provoke  | 2 |
| Term, to Stop     | 2 |
| Thirst            | 1 |
| Thorns            | 2 |
| Tooth Ache        | 1 |
| Venom             | 3 |
| Vomiting          | 2 |
| Ulcers            | 2 |
| Warts             | 1 |
| Wind, Breaking    | 1 |
| Worms             | 1 |
| Wrinkles          | 1 |
| Anoth Plague      | 5 |
| Breakbone Fever   | 4 |
| Bubonic Plague    | 5 |
| Cholera           | 5 |
| Dysentery         | 4 |
| Food Poisoning    | 4 |
| Minor Disease     | 3 |
| Pneumonia         | 4 |
| Pneumonic Phlegm  | 4 |
| Red Death         | 4 |
| Scurvy            | 1 |
| Tular Fever       | 4 |
| Typhoid           | 5 |
| Yellow Jack       | 5 |
| Trauma            | 1 |
| Influenza         | 3 |
| Measles           | 3 |
| Vericella         | 4 |
| Rubella           | 4 |
| Small Pox         | 3 |
| Pertusis          | 4 |
| Diphtheria        | 3 |
| Polio             | 4 |
| Mumps             | 3 |
| Arthritis         | 3 |
| Cataracts         | 4 |
| Heart Stroke      | 2 |
| Cancer            | 4 |
| Diabetes          | 4 |

## MEDICINAL HERB POINT COST

| ITEM              | PTS | SOURCE |
|-------------------|-----|--------|
| Adder's Tongue    | 3   |        |
| Agrik's Eye       | 2   |        |
| Agrimony          | 1   |        |
| All-Heal          | 1   |        |
| Apothecary's Rose | 1   |        |
| Arva              | 3   |        |
| Asarabaca         | 2   |        |
| Basil             | 2   |        |
| Betony            | 2   |        |
| Bugloss           | 1   |        |
| Burnet            | 2   |        |
| Cankerwort        | 2   |        |
| Crowfoot          | 1   |        |
| Doshenkana        | 2   |        |
| Earth Smoke       | 2   |        |
| Elprequir         | 3   |        |
| Eye Bright        | 2   |        |
| Fanosel           | 1   |        |
| Fennel            | 2   |        |
| Fenugreek         | 4   |        |
| Fever Few         | 2   |        |
| Garlic            | 2   |        |
| Granny's Bonnet   | 1   |        |
| Guardrobe         | 1   |        |
| Habsulara         | 2   |        |
| Hazel             | 3   |        |
| Hemlock           | 2   |        |
| Hops              | 3   |        |
| Horseheal         | 3   |        |
| Horsetail         | 3   |        |
| Hreyochor         | 3   |        |
| Joldraiven        | 4   |        |
| Kargele           | 4   |        |
| Laurel            | 1   |        |
| Lavaryctia        | 3   |        |
| Lavender          | 2   |        |
| Leortevald        | 1   |        |
| Madder            | 3   |        |
| Mandrake          | 4   |        |
| Marigold          | 3   |        |
| Marjoram          | 2   |        |
| Metysso           | 3   |        |
| Mint              | 3   |        |
| Mullein           | 3   |        |
| Nard              | 2   |        |
| Nettle            | 2   |        |
| Nightshade        | 2   |        |
| Old Lady          | 2   |        |
| Olru              | 2   |        |
| Parsley           | 2   |        |
| Pennyroyal        | 2   |        |
| Perigwar          | 4   |        |
| Purslane          | 1   |        |

|                |   |  |
|----------------|---|--|
| Quessel        | 3 |  |
| Rasakile       | 3 |  |
| Rosemary       | 1 |  |
| Rue            | 1 |  |
| Sage           | 2 |  |
| Sanicle        | 3 |  |
| Sarajin's Nuts | 1 |  |
| Savory         | 3 |  |
| Snakeweed      | 4 |  |
| Soapwort       | 3 |  |
| Sorrel         | 2 |  |
| Spikenard      | 5 |  |
| Stiltrassa     | 3 |  |
| Tansy          | 2 |  |
| Tasparth       | 2 |  |
| Teranya        | 4 |  |
| Thyme          | 2 |  |
| Tirageyth      | 1 |  |
| Violet         | 2 |  |
| Willow         | 3 |  |
| Witches Herb   | 1 |  |
| Wylorafina     | 3 |  |
| Yulpris        | 5 |  |

### PLANTFINDING

“The art of finding specific plants in the natural environment. Test Plantfinding, once per 4-hour watch of searching. Plantfinding EML is the average of Herblore and Foraging. It is modified according to the plant’s habitat (are we looking in the right place?) and rarity (are we looking for grass?) Modifying factors are multiplied with EML.” Harnmaster Gold by Robin Crossby

The above quote is a good start but is not realistic enough (if you are looking for grass and come across a really rare plant that you can identify, are you going to pass it up?) and incomplete (how much do you find and how much can you sell it for?) The following procedure is offered as an alternative.

**Step 1.** Identify the herbs that the character knows of. In example, for his physician skill, Davas has chosen appetite, bleeding, broken bones, drowsiness, drunkenness, fevers, fleas, food poisoning, muscles cut, poisons, punctures, sun burn, thirst, thorns and tooth ache. He therefore knows about adder's tongue, agrimony, all-heal, asarabacca, betony, burnet, fennel, lavender, nettle, purslane and sage.

**Step 2:** Determine the location (Beach, Cultivated, Desert, Fields, Graveyards, Mountains, Roadsides, River Banks, Ruins, Slopes, Tropical, Underground, Woods), season (spring, summer, autumn, winter) and rarity (Very Common, COMmon, UNCommon, RARe, Very RARe) of each herb (more herbs will be added as time permits):

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| Herb           | Rarity | Season | Location          |
|----------------|--------|--------|-------------------|
| adder's tongue | UNC    | spring | F, RB, SW         |
| agrimony       | VCO    | summer | R, RB             |
| All-heal       | VCO    | spring | W, F              |
| asarabacca     | COM    | summer | C                 |
| betony         | COM    | summer | R, RB             |
| burnet         | COM    | summer | B, C, F, R        |
| fennel         | COM    | summer | C, U              |
| lavender       | COM    | summer | C                 |
| nettle         | COM    | summer | F, W, S, R, RU, M |
| purslane       | VCO    | summer | R, W, F           |
| sage           | COM    | spring | W, S              |

**Step 3:** Determine the EML of Plantfinding for each herb: Base Plantfinding (average of herblore and foraging) \* Rarity (UNC = 1.25, COM = 1, UNC = 0.75, Rare = 0.5, VRA = 0.25) \* Season (In season = 1, Out of season = 0) \* Location (Appropriate = 1, Inappropriate = 0). In our example, Davas has a Herblore ML of 36 and a Foraging ML of 69, giving him a base Plantfinding of 53. On a summer morning, he starts to search around Tashal and he is immediately told by the farmers that he is not allowed in their cultivated fields or the woods. He can search along the riverbanks, the swamps, the roadsides and in Orgael Woods (also referred to as the Gibbots):

| Herb           | Rarity | Season | Location | EML |
|----------------|--------|--------|----------|-----|
| adder's tongue | 0.75   | 0      | 1        | 0   |
| agrimony       | 1.25   | 1      | 1        | 66  |
| All-heal       | 1.25   | 0      | 1        | 0   |
| asarabacca     | 1.00   | 1      | 0        | 0   |
| betony         | 1.00   | 1      | 1        | 53  |
| burnet         | 1.00   | 1      | 1        | 53  |
| fennel         | 1.00   | 1      | 0        | 0   |
| lavender       | 1.00   | 1      | 0        | 0   |
| nettle         | 1.00   | 1      | 1        | 53  |
| purslane       | 1.25   | 1      | 1        | 66  |
| sage           | 1.00   | 0      | 0        | 0   |

**Step 4:** The table for foraging tells what is found in mandays of food. For medicinal herbs, this will be translated to doses / uses and, for ease of calculation, each dose is one ounce of plant material. Rarity is translated to Conditions as VCO = Excellent, COM = Good, UNC = Average, RAR = Fair, and VRA = Poor.

| Herb     | D%    | Rarity | Doses |
|----------|-------|--------|-------|
| agrimony | 49 MS | VCO    | 8     |
| betony   | 30 CS | COM    | 8     |
| burnet   | 15 CS | COM    | 5     |
| nettle   | 42 MS | COM    | 7     |
| purslane | 24 MS | VCO    | 8     |

**Step 5:** For selling the herbs, the "Selling" table (page 6, "and a 10-Foot Pole" I.C.E) will be used. Davas decides to sell all he has found.

| Herb     | Doses | Value      | Offer  |
|----------|-------|------------|--|
| Agrimony | 8     | 6x8 = 48d  | 62d – after the sale, the buyer has left town and the money is fake  |
| Betony   | 8     | 12x8 = 96d | 125d – after the sale, the buyer has left town and the money is fake |
| burnet   | 5     | 12x5 = 60d | 30d – claims poor quality  |
| nettle   | 7     | 12x7 = 84d | 42d – claims poor quality  |
| purslane | 8     | 6x8 = 48d  | Couldn't find a buyer  |

**Result from example:** 72d from valid sales – not bad for four hours work. Note: this seems very generous and if it gets completely out of hand, I'll have to make changes but, for now, the character still has to pay for living expenses throughout the winter when they will find Plantfinding a lot less rewarding.

## EXAMPLE RECIPES

### [183] AGRİK'S EYE (HENBANE)

Very large, thick, soft, grayish-green, wooly leaves, lying on the ground among which arise up thick, two to three feet stalks with lesser leaves. Many deadish-yellow, hollow flowers ending in five points. The whole plant has a very heavy, ill, offensive smell. It grows by roadsides and under hedges and flowers in Peonu, Kelen and Nolus. [Common]

### PREPARATION AND DOSAGE

The leaves cool inflammations of the eyes and are good for swellings of the testicles or women's breasts when they are boiled in wine and applied directly. It relieves the pain of the gout, other pains in the joints that arise from the cold, and headaches when applied with vinegar. The oil of the seed is good for deafness, noise and worms in the ears, being dropped in the ear. A decoction of the herb or seed, kills lice in man or beast.

### EFFECTS

This herb must never be taken inwardly, it is altogether an outward medicine.

### ANTIDOTES

Goat's milk, honey water and mustard seed are amongst the best antidotes when Agrik's Eye has been taken inwardly.

### [48] ALL-HEAL (VALARIAN)

Broad, deep-gashed, blackish-green leaves; square, branched stalk about two feet high; blue and white spikes of flowers. Grows in wastes and ruins. Flowers in the month of Nolus. [VERY COMMON]

### EFFECTS

It kills and expels worms in the belly, strengthens as well as corrects the diseases of the stomach, liver and spleen. It heals all wounds, both inward and outward, stays bleeding and, used with honey, heals old ulcers. Used with lard, it helps the swellings and pains in the secret parts.

## [31] ASARABACCA

Large, round leaves, each on it's own stalk, of dark green on top and light green underneath. Sweet smelling and sharp of taste. It grows frequently in gardens and seeds ripen in late summer. [Common]

### PREPARATION AND DOSAGE

The common use hereof is to take the juice of five or seven leaves in a little drink to cause vomiting. The leaves and root being boiled in lye, and the head often washed therewith while it is warm, comforteth the head and brain that is ill affected by taking cold, and helpeth the memory.

## [46] BETONY

Broad leaves, round at end and roundly dented around the edges. Red or Purple flowers, spotted with white. Grows in forests in shaded areas. Flowers in Peonu and Kelen. [COMMON]

### PREPARATION AND DOSAGE

Preserveth the body from witchcraft. Placing the herb, root, or flowers in broth, drink or on meat, helps those with weak stomachs and difficulty digesting meat. Drying the leaves or root, pounding them into a powder, then adding to honey helps with coughs, colds, wheezing and shortness of breath. The decoction added to wine kills worms in the belly. The decoction added to wine and gargled in the mouth easeth the toothache. A dram of the powder of betony, taken with a little honey in some vinegar, doth wonderfully refresh those that are over wearied by travel. The green herb bruised, or the juice, applied to any hurt, will heal quickly, close it up and stop bleeding.

## [46] LADIES' SEAL (BRIONY)

Grows rampant upon the hedges with many rough, broad leaves in five partitions, many white star-shaped flowers and red berries. It flowereth in Nolus and Larane. [COMMON]

### PREPARATION AND DOSAGE

An electuary made of the roots and honey doth mightily cleanse the chest of rotten phlegm and wonderfully helps any old strong cough, to those that are troubled with shortness of breath, and is very good for them that are bruised inwardly, to help expel the clotted or congealed blood. The root bruised and applied of itself to any place where the bones are broken, helpeth to draw them forth, as also splinters and thorns in the flesh.

## [227] CALENDULA (MARIGOLD)

Calendula is a hardy annual of the daisy family and will flower throughout the growing season if you pick the dying flowers regularly. Thick and juicy of a pale yellow-green color, broader at the end than at the part next the stalk, somewhat clammy in handling. The flowers grow singly at the end of the stalks, consisting of a border of gold yellow petal, set about the middle thrum, of a dark reddish fistular flosculi. Grows in gardens and flowers in summer. [Common]

### PREPARATION AND DOSAGE

To make calendula ointment, mix two parts calendula extract (from calendula flowers) with seven parts lanolin (a cholesterol extracted from the fleece of sheep). Store in a brown glass jar in a cool place and it should last up to a year.

A simple poultice can be made by thoroughly bruising a marigold flower in a mortar and pestle and dressing a wound with it.

An infusion is made the same as a strong tea. Take 4 small handfuls of marigold flowers to a small, three-cup teapot. Add boiling water and let it steep until it is cool. The infusion can be used to clean a wound, reduce swelling, or as a bath for feet or eyes. To lift the spirits, calendula infusion can be drunk as a tea.

### EFFECTS

Calendula is *the* household antiseptic and is thorough and strong in its antiseptic action. It will ease any swelling, cool down the heat of inflammation and relieve the pain of a wound. It will heal a wound from the deepest levels through to the surface damaged skin tissue, and it prevents scars from forming. Calendula is also a mild styptic, which means it will stop the bleeding if the bleeding is not profuse.

## [81] CROWFOOT

Has many thin leaves with many flowers of bright yellow. [VERY COMMON]

### PREPARATION AND DOSAGE

Not to be given inwardly. Bruise the leaves and mix with mustard for an ointment that will draw a blister.

### EFFECTS

Not to be given inwardly.

## [177] HEMLOCK

A green stalk grows four or five feet high that is sometimes full of red spots. At the joints are very large sad-green, winged leaves, one set against the other and dented about the edges. The white flowers grow in clusters and have a strong, heady, ill-flavored scent. [COMMON]

### PREPARATION AND DOSAGE

Bruising the leaves and laid on the forehead is good for red or swollen eyes.

### EFFECTS

Hemlock is very dangerous if taken internally. It may be safely applied to inflammations, burns and swellings of any part of the body.

### ANTIDOTES

Pure wine is the best antidote.

## [250] NETTLE

It is creeping, stalk is rigid and grows a yard or more in height, beset with little prickles or stings, with a perforation at the point and a bag at the base. The leaves are large, broad, oblong, sharp pointed, serrated and covered with the same prickles. The flowers are greenish. It is common by way-sides and in hedges. It flowers in Nolus. [COMMON]

### PREPARATION AND DOSAGE

The root or leaves boiled, or the juice of either of them or both, made into an electuary with honey is a safe and sure medicine to open passages of the lungs, which is the cause of wheezing and shortness of breath, and helps to expectorate phlegm. It likewise helps swelling of both the mouth and throat if they be gargled with it. The seed being drunk is a remedy against the bites of

# HERBAL 6

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mad dogs, the poisonous qualities of hemlock, henbane, nightbane, mandrake or such herbs as stupefy the senses. The juice of the leaves, or the decoction of the root is good to wash either old, rotting or stinking sores or fistulas and gangrenes.

## [265] PENNYROYAL

Smooth, roundish stalks with two small, round, pointed leaves at each joint. Small, pale, purple flowers. The whole plant has a strong smell and a hot aromatic taste. Flowers in Larane. [Common]

### PREPARATION AND DOSAGE

If boiled and drank, causes women's courses and expels the dead child and afterbirth. If taken in water and vinegar, stays the disposition to vomit. If applied to the nostrils with vinegar, revives those who faint and swoon. The green herb bruised and put into vinegar, cleanses foul ulcers and takes away the marks of bruises and blows about the eyes and burns to the face. Boiled in wine with honey and salt, it helps the toothache. Boiled in milk and drank, it is effectual for coughs and for ulcers and sores in the mouth.

## [233] GARDEN SPEAR (MINT)

### NUMBER AND NAME

Stalks of two to three feet in height, two long sharp-pointed leaves, thinly serrated at the edges. Small purplish flowers, pleasant and agreeable smell. Planted in gardens. Flowers in Nalus. [COMMON]

### PREPARATION AND DOSAGE

Juice taken in vinegar stays bleeding, stirs up bodily lust. Applied with salt helps with bites of mad dogs. With honeyed water or mead eases pain in the ears. Leaves steeped or boiled and drank is profitable to the stomach. Applied to forehead and temples eases pain in the head. Dried powder taken after meat helps digestion. Decoction gargled in mouth cures sores in mouth and gums and amends an ill-favored breath. Decoction is good to wash

### EFFECTS

Describes the effects of the herb on the subject and any after effects.

### ANTIDOTES

Lists antidotes as applicable.

### NOTES

Gives additional information.