

*Note: The information presented here is intended as a reference for the Hårnmaster roleplaying game. It is NOT intended as real world medical advice.*

## WHAT IS AN APOTHECARY

In the larger towns and cities, trained physicians perform medical treatment and apothecaries are only allowed to mix medicines as directed by those physicians. City apothecaries add to their income by helping with formal gardens of the nobility and by selling herbs and spices for the flavoring of foods.

In rural areas, on the other hand, physicians and formal gardens are few and far between. Here the apothecary is usually the only medical practitioner available. Rural apothecaries still dispense advice on gardening and flavoring of foods but most of their business deals with dressing of wounds, dispensing of medicines and the normal medical treatments of the day.

In both the city and the country, the apothecary has a wide range of acquaintances in every social class. Also, while gathering information on injuries and illnesses to make the proper remedy, they learn all of the latest news items. This means the apothecary is usually the best informed and most well connected person around.

In the past, apothecaries and physicians of all skill levels charged exorbitant fees with no guarantees. The Mangai stepped in and created a standard price list before the king forced one upon them. The following average prices are modified by skill level as usual.

Service	Price
For journeyman apothecaries and physicians:	
For each visit in town or within five leagues.	5d
For every mile above five and below ten leagues.	1d
For a visit of ten leagues.	10d
For every mile above ten.	2f
For treatment of simple wound or illness (Treatments of Clean and Dress, Compress, Splint or Warming; HR5 or HR6).	40d
For treatment of complicated wound or illness (Treatments of Amputate or Surgery; HR1 through HR4).	80d
Note: For university-trained apothecaries and physicians, travel fees are double.	

## TYPES OF GARDENS

### THE HERBER

The herber is an enclosed square garden filled with flowers (jasmine, lavender, rose, etc.) and aromatic plants (rue, sage, basil, etc.). Its main purpose is a place where gentry can relax and enjoy the sights and smells. The square is usually built so that a diagonal will form the magical 3:4:5 triangle (i.e. 21' x 28' x 35'). Sometimes a double herber is formed with one side having a lawn, seats and flowers while the other side has beds of aromatic plants.

### THE ORCHARD

The orchard is enclosed by a hedge, palisade, dry-stone wall or moat to keep it animal proof and to keep hungry peasants out. Within the orchard are various types of fruit and nut trees (apple, pear, cherries, mulberries, almonds, walnuts, etc.) separated by tunnel trellises of grape or other vines. For legal protection, an orchard must have a minimum of twelve trees. In some orchards, each tree is planted as a memorial for someone who has died.

### THE PLEASURE PARK

The higher nobility such as kings, abbots and bishops have large, walled parks with shade trees and wildlife (hare, deer, squirrels, songbirds, pheasants, etc.). These parks are arranged so that, from the palace, one can watch the wildlife playing within. They are also places for long, quiet, relaxing walks or a quiet rendezvous. Pleasure parks are large enough for banquets and recreations involving several hundred people.

### VINEYARDS

Vineyards on tunnel trellises are an important source of wine and verjuice. The Thardic Republic has introduced them throughout Harn wherever they have trade relations. Even though a thorn hedge or dry-stone wall encloses vineyards, the shadowy enclosures are still places that conceal robbers, foxes, and licentious behavior.

### THE KITCHEN GARDEN

The kitchen garden, sometimes called a utilitarian garden, is for growing food, medicinals and plants for household purposes (strewing on floors, quelling insects, etc.). Many of the plants grown here cannot be easily categorized as food or medicinal as they are used for both. Kitchen gardens are small enclosed areas so plants are arranged to be easily accessible, use all of the available area and get along well with their neighboring plants

### TEMPLE GARDENS

Temples of Peoni usually have gardens that include a little of each of the above garden types. They are places for private contemplation, recreation, and production of foods, beverages, ornamentation and medicines. Places to relax and enjoy pleasant sights and smells are especially important for those convalescing from recent illness. Places to quietly study are important to those contemplating joining the order.

### PEASANT CLOSE

The peasant close (garden of the serf or rural freeman) is bounded by water-filled ditches, low dry-stone walls or hawthorn hedges. In addition to growing food and medicinals, the peasant close is an enclosure for smaller livestock and poultry. There is nothing here that is purely ornamental; everything is grown for a purpose.

## TYPES OF PREPARATION

**Infusion:** Add a handful of crushed fresh leaves (three handfuls of dry leaves) to a pint of water. Steep for a half-hour. Drink small amounts throughout the day.

**Decoction:** Boil infusion until half of the liquid is gone. Drink a small cupful, three times a day.

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**Herbal Syrup:** Add one pint of infusion to three-quarters cup of honey. Boil until it thickens.

**Ointment:** Crush dry leaves with mortar and pestle, add to one cup of animal fat and simmer for twenty minutes. For external use only.

**Poultice:** Wrap crushed, dry leaves in a cloth, immerse in boiling water for a few minutes, squeeze out excess liquid and apply to infected area or wound.

**Compress:** Immerse cloth in infusion, gently wring out and apply to infected area or wound.

## TYPES OF PLANTS

### AROMATICS

**Basil** (Witches Herb) *Appearance:* broad round leaves with small white flowers. *Planting:* grows in well drained soil (must be cursed when sown). *Uses:* strew on floors to avert evil and keep flies away; use in a sedative tea or relaxing bath; use infusion to cure headaches or stomach cramps; apply to skin as a disinfectant.

**Garlic** (Poor Man's Treacle) *Appearance:* broad, long leaves with umbrella of small, white, five-leafed flowers. *Planting:* grows in well drained soil. *Uses:* rub fresh-peeled garlic cloves on infected areas to absorb diseases; hang in home to keep out thieves; bite into garlic to keep evil-spirits away and induce lust; add to food to aid digestion; use compress of garlic juice and water on wounds to keep them from getting infected.

**Mint:** *Appearance:* long, sharp leaves with small, purple flowers. *Planting:* grows in gardens and near ditches or streams; flowers in Nolus. *Uses:* compress on head relieves headache; sprinkle an infusion of mint, marjoram and rosemary to rid a place of evil; strewn on floor for its smell; chew a mint and honey paste to freshen breath; infusion used for colds, sore mouth, rashes and cuts for its antiseptic value.

**Rosemary** (Guardrobe) *Appearance:* firm, narrow, oblong, sharp-pointed leaves with large pale-blue flowers. *Planting:* grows in well drained soil; flowers in Nuzyael and Peonu. *Uses:* smolder the leaves to cleanse the air; place beneath pillow to ensure a good sleep with no nightmares; smell the wood often to preserve youth; wash hands in infusion before any healing work; use infusion to clean wounds.

**Rue** (Herb of Grace) *Appearance:* smooth, bluish-green leaves with yellow and green flowers. *Planting:* grows in well-drained or rocky soil; flowers in month of Larane. (grows best when stolen). *Uses:* apply leaves to forehead to relieve headaches; sniff fresh leaves to clear the head; add to bath to break curses; apply infusion to skin as insect repellent.



**Sage** *Appearance:* long, rough, wrinkled leaves and large bluish-purple flowers. *Planting:* grows best when planted by a stranger in well-drained, chalky soil and lots of sunlight; flowers in Nolus. *Uses:* use infusion as a stimulant and insect repellent; eat sage each day to live

forever.



**Thyme:** *Appearance:* short, broad, pointed, dusky green leaves with small, pale red flowers. *Planting:* grows in gardens, hills, grasslands and rocky ledges; flowers in Kelen. *Uses:* burn to attract good health; women that wear a sprig in their hair become irresistible; burn to cleanse the air; use infusion to clean and purify; bathe in thyme for increased vigor; drink infusion to cure giddiness or nausea.

## FLOWERS

**Dandelion** (Cankerwort) *Appearance:* long deep-gashed leaves with yellow flowers. *Planting:* grows in meadows and pastures. *Uses:* drink infusion to promote psychic powers, to call spirits, as a diuretic, to cure stomach disorders, constipation, fever, insomnia, or gout.

**Jasmine** (Moonlight on the Grove) *Appearance:* long, pinnate leaves with long, tubular, white flowers. *Planting:* only found in gardens; flowers in Kelen and Nolus. *Uses:* flowers attract a spiritual love.



**Lavender** (Nard) *Appearance:* long, narrow, pointed, hairy leaves with spikes of blue flowers. *Planting:* grows in warm sunny areas; flowers in Nolus. *Uses:* rub flowers on clothes to attract love; lavender water used to advertise prostitutes; strewn on floors to induce peace; looking at the plant will remove sorrow; smell the scent for long life; add to purifying baths; carry to see ghosts.

**Marigold** (Summer's Bride) *Appearance:* pale yellow-green leaves with gold-yellow flowers. *Planting:* only found in gardens. *Uses:* scatter under bed to make dreams come true; add to bath to win respect and admiration; look at flowers to strengthen sight; touch flowers with bare feet to understand language of birds.

**Peony:** *Appearance:* green and reddish leaves with yellow streaked, six leafed, purplish-red flowers. *Planting:* grows in gardens, bushy areas and meadows; flowers in Peonu. *Uses:* carve peony roots into beads (called "piney beads") and string into necklace for protection against evil; add flint and coral beads to protect against Gulmorvrin (demons of Morgath).



**Rose:** *Appearance:* large thorns, dark green leaves and fragrant red, pink or white flowers. *Planting:* grows in hedges and gardens; grows best when stolen. *Uses:* add rose water distilled from the petals to bath for love spells; string rose hips (fruit of rose) into necklace to attract love;

drink infusion from rosebuds for prophetic dreams; use compress on temples to cure headaches; strew rose petals around house to calm stress and ease arguments.

## FRUITS, VEGETABLES AND GRAINS

**Barley** *Appearance:* long, sheathed leaves with husk covered seeds. *Planting:* found in cultivated land. *Uses:* wrap barley straw around stone and throw into running water to get rid of toothache; use poultice of barley flour, salt, honey and vinegar to get rid of itch.

**Bean** (Poor Man's Meat) *Appearance:* round, pointed, green leaves with white flowers. *Planting:* grows best in good soil and lots of sun. *Uses:* carry three beans strung on a thread for three days to sooth arguments; eat beans to relieve impotence; rub a dried bean on a wart during a waning moon to get rid of it.

**Blackberry** (Bramble) *Appearance:* thorns, pinnate leaves, small white flowers and delicious red berries. *Planting:* grows in moist fertile soil. *Uses:* use compress to heal burns; apply infusion for scalp disorders; crawl through arch formed by blackberry bush to cure boils, rheumatism and blackheads.

**Blueberry** (Bilberry) *Appearance:* small, dark-green leaves, small, hollow, pale, bluish flowers, and small, round, purple berries. *Planting:* grows in forest, heath and barren places; flowers in Morgat and Nuzyael; fruit is ripe in Nulus and Larane. *Uses:* place in doorstep to keep undesirables from entering; eat berries to protect from psychic attack.

**Cucumber:** *Appearance:* broad, hairy leaves, tubular yellow flowers, cylindrical, slightly curved, dark green fruits. *Planting:* grows in well-drained soil. *Uses:* eat fruit to hinder lust; eat seeds to promote fertility; tie skin of fruit to forehead to relieve a headache.

**Lettuce** (Sleep Wart) *Appearance:* very large leaves with light yellow flowers. *Planting:* grows in hedges and sides of ditches. *Uses:* rub juice into forehead to induce sleep; eat leaves to prevent seasickness or to preserve against temptations of the flesh.

**Oats** (Groats) *Appearance:* long, narrow, pale-green leaves. *Planting:* grows wild and in fields. *Uses:* oat poultice applied to the side takes away pain from being winded; bay leaf and oat poultice stops itching; poultice of oats and vinegar clears the skin and removes freckles.

## MEDICINALS

**Agrimony** (Stickwort) *Appearance:* long, greenish-gray leaves with small, yellow flowers. *Planting:* grows on banks and near hedges, flowers in Nulus or Larane. *Uses:* for jaundice, liver and blood complaints; drink infusion to clean blood; apply infusion to clean skin; use agrimony infusion and wine to treat snakebites; use agrimony infusion and milk to cure impotence; burn to drive away flies; feed to cows to cure a cough.



**Borage** (Herb of Gladness) *Appearance:* Grey-green lance shaped leaves and brilliant blue flowers. *Planting:* found in cultivated areas and in woods. *Uses:* carry fresh blossoms for courage, tea induces psychic powers; add to wine to lighten

spirits.

**Chamomile** (Ground Apple) *Appearance:* feathery, apple-scented leaves with white and yellow flowers. *Planting:* grows in light sandy soil. *Uses:* wash hands in infusion to win at gambling games; drink infusion to help sleep; add infusion to bath to attract love.

**Eyebright:** *Appearance:* single, blackish-green stalk, small, round dark-green leaves, small, white flowers with purple spots. *Planting:* grows in meadows and grassy places. *Uses:* drink infusion to clear the mind and aid memory; compress applied to eyes induces clairvoyance; carry to see the truth of a matter.



**Fennel:** *Appearance:* large, winged, dark-green leaves with umbrellas of small, yellow, five-leafed flowers. *Planting:* found in gardens with well-drained soil and

along the seacoast. *Uses:* wear a piece of fennel in the left shoe to keep wood ticks from biting; equal parts of fennel infusion, milk and water cures hiccoughs and eases indigestion; an infusion of the leaves and seeds aids in weight loss; fennel juice on the tongue prevents vomiting.

**Valerian** (All-Heal) *Appearance:* broad, long leaves with small white flowers. *Planting:* grows in damp fertile soil and moist woodlands. *Uses:* hang in home to prevent lightning; place in pillow to help fall asleep; powdered can substitute for graveyard dust.

## POISONS

**Belladonna** (Nightshale) *Appearance:* large, dull green leaves with hollow, green and purple flowers that hang down like bells. *Planting:* grows in shady, alkaline soil. *Uses:* a poultice of the roots and milk can be used on hard tumors and foul ulcers; ingestion will cause a painful death; applying the juice to the eye will prevent the pupil from contracting. **Note:** belladonna is only safely used by masters of the Lia-Kavair and priests of Naveh, never to good purpose (safe for them, not their victim).

**Foxglove** (Deadman's Bells) *Appearance:* long, broad leaves with long, hollow, purple flowers. *Planting:* grows in dry, sandy ground and along hedges. *Uses:* makes a black dye that is painted in the cracks of stone floors to keep evil out; a poultice will clean, dry and heal wounds; use in an ointment for a scabby head. **Note:** foxglove is poisonous if taken internally.

**Heliotrope** (Turnsole) *Appearance:* small, broad, rather white, hairy leaves with small, four-leafed, white flowers. *Planting:* grows in well drained soil. *Uses:* used for exorcisms; wear small horn filled with leaves to become invisible (your actions will not be noticed); a poultice applied to the gout or a bruise will take away the pain; juice of leaves and salt placed on a wart will cause it to go away.

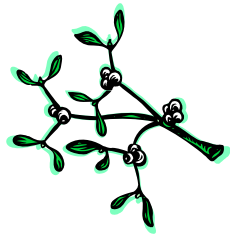
**Hemlock** (Keckies) *Appearance:* large winged leaves of a sad green color with umbrellas of white flowers.

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*Planting:* grows by walls and hedges; flowers in Nulus. *Uses:* juice is rubbed onto knives and blades to poison them; fatal if taken internally. **Note:** hemlock is another poison that can only be used safely by skilled Lia-Kavair and priests of Naveh (and again, safe for them, not their victim).

**Henbane** (Agrik's Eye) *Appearance:* very large, thick, soft, woolly leaves with deadish yellow and purple veined flowers. *Planting:* grows by waysides and under hedges; flowers in Peonu, Kelen and Nulus. *Uses:* a man should gather henbane, early in the morning, while naked and standing on one foot, to attract love; burn outdoors to attract rain (don't breathe the smoke as it is poisonous); decoction is used to kill lice; fatal if taken internally.

**Mandrake** (Mandragor) *Appearance:* large, dark green leaves a foot or more in length, fetid smelling, bell shaped, whitish flowers, smooth, yellow, round fruit the size of an apple. *Planting:* comes from Shorkyne but grows in gardens; flowers in Nulus and Larane. *Uses:* root wards off demons; scent of mandrake causes sleep; ingesting the root or fruit acts as a purgative and emetic which is usually not fatal, just very unpleasant and messy.



**Mistletoe** (Birdlime) *Appearance:* thick, firm, tapered leaves, small, yellow, four-leafed flowers, round, white berries. *Planting:* grows on trees. *Uses:* wear a ring of wood to ward off sickness; use in immortality spells and open lock spells; wear around neck to

become invisible.

**Periwinkle** (Sorcerer's Violet) *Appearance:* small, dark-green, shiny leaves with pale blue or white flowers. *Planting:* grows in woods and orchards; flowers in Morgat and Nuzyael; must be gathered when clean at one, nine, eleven or thirteen nights after the new moon. *Uses:* sprinkle under bed to increase passion; gaze upon it to restore memory; apply to wounds to stop bleeding; strew on floors to kill fleas.

## TREES



**Bay** (Laurel) *Appearance:* aromatic leaves with small, pale-yellow flowers and shiny, black berries. *Planting:* found in moist, rocky valleys. *Uses:* place leaves under pillow for prophetic dreams; burn to cause visions; sprinkle water

using a bay sprig in purification ceremonies.

**Beech** (Boke) *Appearance:* smooth gray bark, glossy leaves, and shiny, brown nuts. *Planting:* grows best in chalky woodland. *Uses:* carve wishes into a stick and bury it to have them come true; carry wood or leaves to promote creativity.

**Birch** (Lady of the Woods) *Appearance:* tall straight tree with small, glossy leaves. *Planting:* Found in young

woods. *Uses:* gently strike possessed people or animals to exorcise spirits; apply birch sap to cure skin eruptions.



**Elder** (Old Lady) *Appearance:* common hedge tree with ash colored bark, pinnate, oval, sharp-pointed leaves and large umbrella of purple berries. *Planting:* grows in hedges and moist places. *Uses:* wear to ward off attackers; tie twig in four knots and carry in pocket to prevent rheumatism; place elderberries under pillow for restful sleep; elderberry wine is an aid for childbirth pain; boil bark in salt water for a foot bath; drink elder flower and borage infusion twice a day for good skin and youthful looks.

**Hawthorn** (Bread and Cheese Tree) *Appearance:* short, round, lightly indented leaves with purple and yellow flowers. *Planting:* found in wild barren places, gardens and hedges. *Uses:* place leaves beneath mattress to maintain chastity; place wood in the house to ward against ghosts.

**Hazel** (Coll) *Appearance:* large, round, rough leaves. *Planting:* tree grows in woods and hedges; flowers in Peonu. *Uses:* eating the nuts gives wisdom and increases fertility; use a hazel twig to draw a circle in the dust around a plant to protect it; wear a hazel crown (or wreath) to induce invisibility.

**Holly** (Bat's Wings) *Appearance:* oblong, prickly leaves with greenish flowers and black berries. *Planting:* planted as a garden hedge; flowers in Peonu. *Uses:* plant around the house to protect from sorcerers, lightning, poison and evil spirits; throw leaves at wild animals to make them lie down and leave you alone; gather nine holly leaves at midnight of the ninth day and wrap them in a white cloth tied with nine knots. Place this beneath your pillow to have you dreams come true.

**Oak** (Sarajin's Nuts) *Appearance:* oblong, obtuse, deeply finned, dark green leaves and oval-formed, capped seeds with a leather-like coat. *Planting:* grows in forests everywhere; acorns are ripe in Azura and Halane. *Uses:* catch a falling leaf to prevent colds all winter; warm house by burning oak wood to draw off an illness; plant an acorn in the dark of the moon to receive money; carry an acorn to strengthen sexual potency.

**Peach:** *Appearance:* long, narrow, green leaves and large, light purple blossoms. *Planting:* grows in orchards; fruit ripens in Azura. *Uses:* eat fruit to achieve love and wisdom; wear a peach pit as an amulet to keep demons away; carry peach wood for a long life.

**Willow** (Tree of Enchantment) *Appearance:* long, narrow, sharp-pointed, light green leaves. *Planting:* grows near water. *Uses:* carry any part of the tree (or place in the home) to guard against evil; knock on a willow tree to avert evil; burn crushed willow bark at the waning moon to conjure spirits.

## MISCELLANEOUS

**Flax** (Linseed) *Appearance:* long, narrow, sharp-pointed leaves with small, five-leafed, blue flowers. *Planting:* sown in fields. *Uses:* put flax in the shoe to ward off poverty; run naked, three times through a flax field to cure dizziness.

**Parsley** (Morgath's Oatmeal) *Appearance:* shiny, green, winged leaves with umbrella of small, five-leafed, white flowers. *Planting:* grows in rich moist soil. *Uses:* eat to promote lust; put on trencher to prevent food contamination; use in purification bath to prevent misfortune; wear on head to delay inebriation.