# Alchemical Woads

Credit to TutorialTuna for the concept and initial rules.

## Overview

### New Skill Specialization: Alchemy (Woad)

A common practice among Nords—and adopted by some Goblin tribes—**Woads** are magical markings created from specific alchemical ingredients. This "Woad Paint" is applied directly to the skin, granting the user arcane protections or enhancements.

## Learning Woads

* **Specialization Cost:** 100 XP to purchase the Alchemy (Woad) specialization.
* **Training:** After purchasing, you must undergo 3 training sessions with a teacher to learn the craft.
* **Learning New Woads:**  
  Woads are learned like spells. Each requires either XP or gold and one training session (8 hours).

## Creating and Using Woad

* **Tools Required:** Mortar & Pestle (25 drakes) or full Alchemy Tools.
* **Crafting Time:** One long rest.
* **Test:** Successful Alchemy (Woad) test is required. On failure, ingredients are destroyed.
* **Application:**  
  Takes one short rest. Consumes one dose.  
  Only one Woad may be active at a time.  
  Duration: Until next long rest or 2 short rests.

## Existing Woads

### **Bear Balm**

* **Ingredients:** Bear Fat + Crushed Bear Claw + flower for pigment
* **Effect:** Wearer adds WpB/2 to their **StrB** for determining weapon qualities.
* **Pattern:** Bold, vertical, claw-like streaks from above the eyes to the cheeks
* **Rune:** ᚢ – *Uruz*, painted between the brows or on the forehead, above the nose

### **Boar’s Bone**

* **Ingredients:** Powdered Boar Tusk + Boar Blood
* **Effect:** Wearer increases their **Wound Threshold (WT)** by their **WpB**
* **Pattern:** Spirals curling on each cheek like tusks
* **Rune:** ᛇ – *Eiwaz*, painted on the center of the chin

### **Trollblood**

* **Ingredients:** Troll Fat + Troll Blood
* **Effect:** Grants **Regeneration(WpB)** for one round. Costs 1 SP to activate.
* **Pattern:** Jagged, erratic lines under the eyes and around the lips
* **Rune:** ᚾ – *Nauthiz*, painted under the right eye, near a blood vessel

### **Stalker’s Skin**

* **Ingredients:** Wolf Blood + Powdered Wolf Bone (charcoal)
* **Effect:** Gain WpB × 5 bonus on **Stealth** tests
* **Pattern:** Smudged charcoal lines under the eyes and across the cheeks
* **Rune:** ᛉ – *Algiz*, painted on the bridge of the nose

### **Hare’s Foot**

* **Ingredients:** Crushed Hare Bone + Corn Flower Paste
* **Effect:** Increases **Speed** by wearer’s **WpB**
* **Pattern:** Sharp “V” lines under each eye, angled back toward the ears
* **Rune:** ᛃ – *Jera*, painted on each temple

### **Falcon's Gaze**

* **Ingredients:** Falcon Feather Ash + Falcon Eye Jelly
* **Effect:** Gain WpB x 5 bonus to **Observe** tests
* **Pattern:** Two narrow streaks drawn down from the inner corners of each eye to the jaw.
* **Rune:** ᛁ – *Isa*, painted above the eyes

### **Fox's Guile**

* **Ingredients:** Fox Blood + Burnt Fox Whiskers
* **Effect:** Gain WpB x 5 bonus to **Deceive** tests
* **Pattern:** A slanted line across each cheek, extending from the corners of the mouth up to the cheekbone
* **Rune:** ᚷ – *Gebo*, painted between the eyebrows, just above the nose bridge