

HERBALIST

"I saved a man's life once. Special medicine, twice a day. Boiled water with a bit of berry juice in it. Told him I'd bought it from the dwarves. That's the biggest part of doct'rin, really. Most people'll get over most things if they put their minds to it, you just have to give them an interest."

— GRANNY WEATHERWAX
(TERRY PRATCHETT, EQUAL RITES)



The ancient knowledge of healing the sick has always been passed down from one herbalist to the next. These sages are often known as the local witch doctor, healer, or apothecary. They brew all kinds of concoctions, from herbal remedies to scented candles.

- ◆ **Key Attribute:** INT
- ◆ **Skills:** Beast Lore, Bushcraft, Crossbows, Healing, Knives, Myths & Legends, Spot Hidden
- ◆ **Heroic Ability:** Master Herbalist

ABILITY: MASTER HERBALIST

- ◆ **Requirement:** Healing 12
- ◆ **Willpower Points:** Varies

This ability requires herbalist tools and a treatise. As an action, you can identify a plant or mushroom's beneficial or harmful properties. When foraging, you can choose to find D6 general herbs instead of raw food.

In a shift, you can craft perfume, candles, herbal concoction, bandages (Rulebook, p.76-79), soap, or glue (table to the right). Crafting one item requires one use of general herbs and WP equal to the item's price in gold (rounded up).

D6 GEAR

1-2	Herbalist tools, treatise, sickle (stats of a dagger), perfume, D4 candles, D6 general herbs, D6 food rations, D8 silver
3-4	Herbalist tools, treatise, knife, herbal concoction, bandages, D6 general herbs, D6 food rations, D8 silver
5-6	Herbalist tools, treatise, dagger, lantern, lamp oil, flint & tinder, 2D6 general herbs, D6 food rations, D8 silver

D6 NICKNAME

1	Bilebrewer
2	Witch Doctor
3	Newt's-eye

D6 NICKNAME

4	Wisdom
5	Quacksalver
6	Herbmixer

ITEM	COST	SUPPLY	WGT
Herbalist Tools	15 g	Uncommon	1
Treatise	25 g	Uncommon	1
General Herbs	2 s	Common	—
Glue (5 uses)	2 g	Common	1
Soap (10 uses)	6 s	Common	1