

HERBS and HEALING  
Compiled BY  
RICHARD HARRISON  
FOR  
The One Ring  
Role-playing Game



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# - HERBS AND HEALING -

Herbs play an important role in Middle-earth. Herbs are not just for cooking and tea, they also have medicinal uses. For the more adventurous folk that dare to step outside their doors, travelling across new borders and down long forgotten paths, herbs can provide a much more important function; healing. This supplement provides some insight around healing with herbs, elixirs, broths and other concoctions within the setting of Middle-earth, investigating the relationship between Cooking, Gardening, Herb-Lore, Elven-Lore, Shadow-Lore and Healing.

## THE IMPORTANCE OF HERBS

### SUSTENANCE, HEALING AND RECOVERY

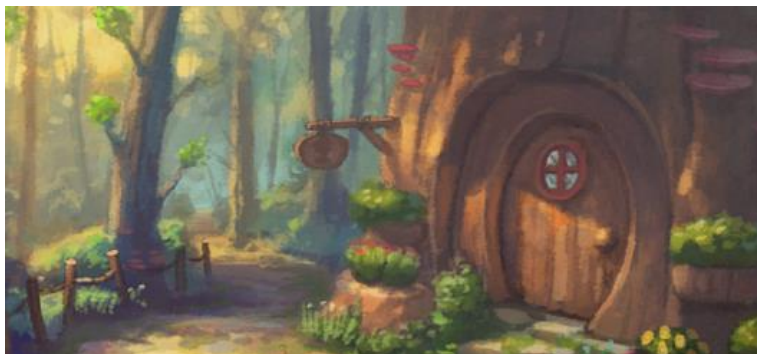
Life on the road is dangerous enough, but to be alone in the wilderness during a time when the dark lord is amassing an army of orcs to end the reign of elves, dwarves and men is a frightful situation indeed. Travelling in unfamiliar lands requires characters to have fortitude, spirit and wits to push on. Fatigue is likely to set in and this is where trouble can be expected. Herb breads produced by skilled artisans for travelling purposes are ideal for adventurers on a journey. They are light to carry and provide a source of energy and sustenance. A wound can cause serious risk and two wounds can be fatal. Although herbs or breads cannot save you from a fight, the application of salves or the consumption of an elixir can help ease the pain of a grievous wound and speed up recovery after an intense battle. Understanding the healing properties of herbs can mean the difference between returning home or dying on the battlefield.

### THE TRADE IN HERBS AND ELIXIRS

With the surge in number of orcs and other foul creatures, the free folk in Middle-earth have experienced an increase in raids against their communities. Violence has become more common in rural areas where there are no tall fortified city walls, nor heavily armoured and capable guards protecting the citizens. The increase in casualties has created a demand for herbs, elixirs, broths and other concoctions that cure ailments and speed the recovery of a mending wound. This trade has gifted the passing of seeds to various communities across Middle-earth and when the season is right a variety of medicinal herbs can be found in most communities.

Although fresh herbs are located in the wild or grown in the urban and rural communities, elixirs are usually crafted in the cities where a variety of herbs from many regions can be found in the one place and combined together. Having a large assortment of herbs at one location remains a logistically difficult task as the availability of plants change with the season. The process of creating an elixir is also time consuming and difficult. Only the most 'seasoned' Alchemists who have studied healing methods are capable of crafting such wonders. Because elixirs don't have a shelf life and can be used anytime in the future, they are usually found in wealthy or healing households, or military quarters.

Merchants have taken advantage of the demand for medicinal goods. Trade in herbs and their associated products have increased. The growth in demand together with the risks that merchants face when transporting goods has caused the price of medicinal herbs to rise. Merchants transporting medicinal herbs and elixirs hire guards to keep their cargo safe.





Middle-earth is not in an industrial age, production of herbs is still performed slightly above that of subsistence farming with only a small portion of produce in each region being made available to passing merchants. There is no refrigeration and the longevity of herbs once harvested is measured in days if looked after well, or hours if not.

#### PLANNING FOR THE JOURNEY AHEAD

The expense of herbs and elixirs limits the quantity purchased for all but those of Prosperous or Rich background. A traveller can obtain some supplies in the city, but has to evaluate whether the supplies will be enough for an extended stay out in the wilderness.

Rural citizens who grow herbs or collect them from the surrounding countryside are likely to gather enough for their own consumption and sell the remaining supplies in small quantities to merchants for a reasonable price. The expectation that an adequate supply of medicinal herbs is available on demand in small villages can cause problems. It could be the wrong season, a passing merchant could have purchased all the available stock, the price could be higher for a stranger or an epidemic in the area could mean any supply of medicines are not for sale.

Planning for the journey ahead is essential and the safest option for a party of brave souls wandering the wilderness is to have a fellow in the group who understands **Healing** and **Herb-Lore**. A capability in **Cooking** and being an avid **Gardener** would also be advantageous.

Only characters with the **Herb-Lore** trait or Woodsmen with the cultural virtue **Herbal Remedies** are able to locate and forage for medicinal herbs. They understand the seasons and regions where herbs grow, something that is difficult given the variety of plant life.

As a Gardener, a character understands what is required for herbs to flourish, how to look after herbs on an extended journey, how to grow them whilst at home. A traveller with the **Gardener** trait may be able to plant some seeds in the right spot along a path often travelled, knowing by next season there should be a supply available fresh in the ground.

A character capable in **Cooking** and **Herb-Lore** would be able to prepare a better tasting and more enjoyable herbal broth for the party than someone with the **Herb-Lore** trait alone. A hearty meal with medicinal herbs at the end of a long day can make all the difference when recovering, particularly if there was a combative encounter during that time.

## HERB USE IN MIDDLE-EARTH

### CULINARY DELIGHTS

For the most part, herbs are used in cooking to create culinary delights. Rosemary on a rack of lamb, or herb-baked potatoes with sprinkling of seasoning or some rabbits in a stew are all standard fare for the free folk of Middle-earth. A lighter, greener meal is preferred by elves. Herbs and spices are used in mead, ale and wines. And let's not forget the wonderful and often fragrant pipe-weed used in **Smoking**.

### MEDICINAL HERBS AND ELIXIRS

The Queens of Valinor: Savanna, Estë and Vána have provided much of what is needed for the free people of Middle-earth to sustain life and heal their wounds.

Skilled artisans (usually not player characters) can combine fresh or powdered herbs together with the purest of pure water to create an elixir. Elixirs are liquids that can be swallowed or applied. They have greater potency than a herbal broth or salve and usually have a faster effect once consumed. These effects can range from stopping infection, to abating the sensation of pain, to anti-venom.

Herbs can be crushed into a salve and applied to wounds, inhaled through a pipe or mixed together in a broth for drinking. They are used for a variety of ailments from a headache, to removing the effects of a poison, or to dull the pain of a grievous open wound. A character with the **Herb-Lore** trait can identify quality herbs and estimate their longevity and create herbal remedies. They can determine the potency of a salve or assess the nature of an elixir which may be as clear as water and have few obvious characteristics. **Herb-Lore** or **Leechcraft** can help a person identify poisons and create appropriate anti-venoms or brew up a broth that will help the body recover from disease.





The Woodmen of the Wilderland have a long history of struggle in the forests. Their cultural virtue **Herbal Remedies** provides them with strong skills to finding herb, concoct salves and create herbal remedies. The application of these remedies will still require a person to be proficient in **Healing**. For the purposes of gathering, growing and looking after herbs, making medicinal salves and broths (not elixirs) **Herbal Remedies** can be used in the same way that the traits **Herb-Lore**, **Cooking** and **Gardener** would be applied. Note that this strictly applies to herbs and herbal remedies. A Woodsman with the Herbal Remedies cultural virtue cannot cook a hearty rabbit stew in the same way a chef would, nor can he plant and cultivate citrus trees or maintain a vegetable patch in the same way a farmer or **Gardener** would.

#### RETURN TO THE SHADOW

For sinister injuries that are dark, foul and unnatural, only the most skilled at **Healing** with an understanding of **Shadow-Lore** can hope to cure a victim. To remedy witchcraft, such as a wound from a Morgul Blade, a character may be required to also understand **Elven-Lore** in addition to all the other requirements. A holistic understanding of all aspects of **Healing** would be required to remove a darker power and save a soul. Depending on the injury, it could be very difficult to find the right healer. Highly skilled healers who are not only exceptionally gifted in **Healing**, but also understand **Herb-Lore**, **Shadow-Lore** and **Elven-Lore** are very rare.

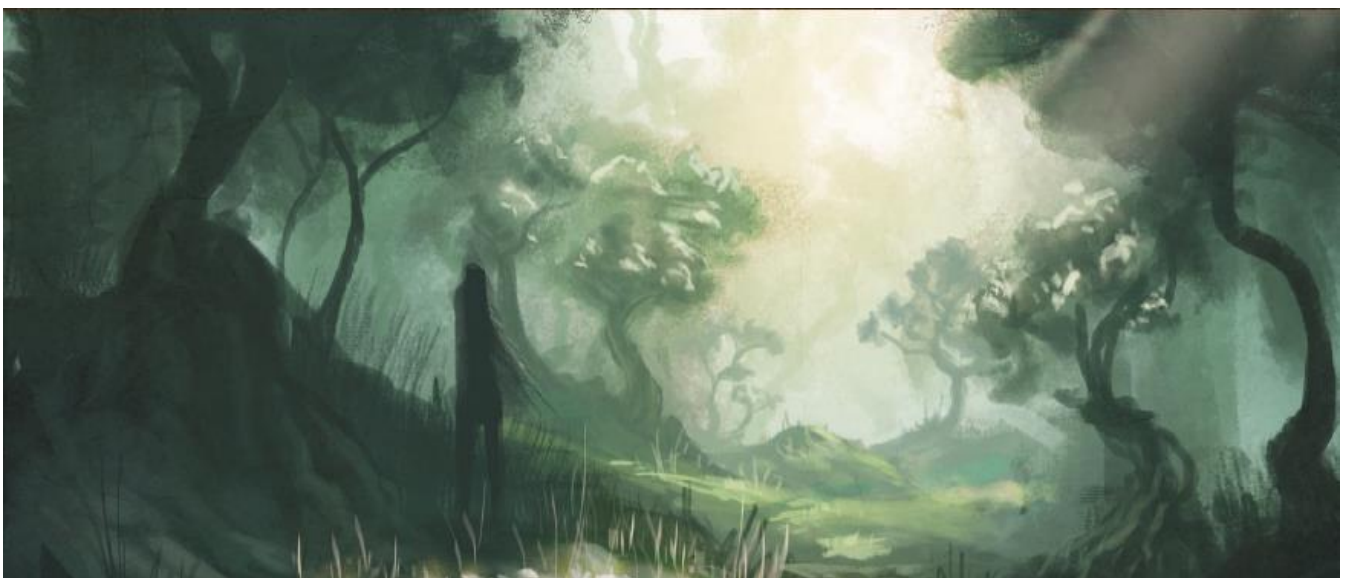
#### TRAIT SYNERGIES

The combination of **Healing**, **Herb-Lore**, **Shadow-Lore**, **Elven-Lore**, **Cooking** and **Gardener** can be applied in the game in a variety of ways to manage how herbs and medicines fit within the Middle-earth setting and The One Ring game. It is the creative application of the synergistic relationships between these skills, traits and virtues which add value to a role-playing experience.

#### TEAMWORK

There are a large variety of traits and virtues that contribute to ensuring characters remain healthy and alive. No one character will have all of these abilities and the company must work together as a team to ensure their survival out in the wilderness. Heroes can work together in a creative manner to combine their specialities to achieve success.

*For example, if one hero is proficient in Herb-Lore and another is proficient in Cooking they may be able to work together to bake a herbal bread to sustain them as they travel.*





## HEALING OUT IN THE WILD

This section will address how the use of healing related traits have an impact in the game and give guidance to Loremasters and players alike.

### THE COMPLICATION OF HERB-LORE

Traditional medicine is the knowledge, skills, and practices based on the theories, beliefs, and experiences of different cultures. It is used in the maintenance of health as well as in the prevention, diagnosis, improvement or treatment of physical and mental illness.

Understanding the medicinal properties of herbs and plants to be applied in traditional medicine is not a trivial task. It takes time to learn about and understand which plants have the right chemical composition and contain beneficial healing properties. Understanding traditional medicine takes a significant level of patience, dedication and a good amount of practice.

Herb-Lore is not about knowing that citrus fruit will help keep the effects of scurvy at bay, or that a wattle bush next to a beehive will yield flavoursome results, or that rosemary is wonderful when sprinkled on a rack of lamb. **Herb-Lore** is about understanding the right plant for an ailment, the chemical composition of the plant, how to preserve it and then turn it into a salve, broth or elixir. It's about knowing how to apply this herbal medicine to treat ailments, wounds, poison or disease. If the plant is not crushed the right way, or the temperature is too hot, or not hot enough, the chemical composition could be destroyed and the salve or elixir rendered useless.

A character who has actively studied the nature of herbs for use with traditional medicine and has had significant practical experience in this craft time and time again understands **Herb-Lore** or **Herbal Remedies**. Only a character that is proficient in Herb-Lore or Herbal Remedies understands what the right medicinal plant looks, smells and taste like. They are able to find these plants and put them to good use through salves, broths and elixirs.

## HEALING WITH TRAITS

Traits are used in three ways:

1. They can be invoked *before* performing a particular task or test for an automatic success
2. They can be invoked *after* successfully performing a task or test to receive and Advancement Point
3. They can be invoked to allow for a dice roll when an unforeseen event happens occurs and would not usually have an opportunity to test any skill

Although anyone who has achieved a successful attempt at **Healing** an open wound can treat it, without an appropriate trait they do not get the opportunity for an automatic success, an advancement point or a chance to test their skill against an unforeseen outcome. Here are some examples below on how the traits can be used with the Healing skill:

WOUND	EXAMPLE / DESCRIPTION
Healing (Wound)	Hugo, a hobbit from the Shire, places a herbal mixture into his companions open wound before wrapping it in cloth.
Healing (Poison)	As his friend starts to feel the effects of the spider bite, Hugo quickly crushes the herbs contained in his satchel. His friend's heart rate slows, allowing time to create the lifesaving antidote.
Healing (Disease)	Hugo handed the herbal broth to his companion. The strong remedy from a variety of fresh plants would strengthen her resilience to the disease. It would take a few days and repeated doses to be cured.



## POISONS AND DISEASES

With many wounds there can be complicating factors. A character may be poisoned, afflicted with a disease, or pierced by a weapon cursed with witchcraft. This can lead to increased difficulty with treatment or the need for continuous consumption of remedies.

### Poison

Poisons are chemical reactions that cause organ failure inside the body. They take effect quickly, however once treated recovery can be swift. Although it is possible to treat a poison delivered through a wound or consumption using the **Healing** skill alone, treatment will benefit from a person proficient in **Herb-Lore** or **Herbal Remedies** Poison Remedies, or **Leechcraft**.

### Disease

Diseases are caused through infection and are noticed after the symptoms appear. They require a longer treatment period as the body takes a few days to counter the affliction. A herbal broth can help fortify the bodies immune system which will fight back against the disease. **Cooking** may also keep the fever of a disease at bay. Treatment will benefit from a herbal remedy concocted by a person proficient in **Herb-Lore** or the applied skills from a practitioner of **Leechcraft**.

The table below shows an alternative rule-set for managing a disease. As the disease builds up both combat and travel become more difficult. The affects of the disease will linger as the immune system begins to fight back.

- The penalty whilst recovering for the first half of the recovery duration is given in recovery penalty 1 and the second half is recovery penalty 2
- If the treatment was a great success, use the recovery duration and associated penalties for one level lower. If the treatment was an extraordinary success, use the duration and associated penalties for two levels lower
- Treatment will only require one check but during recovery a character will need undisturbed rest each night and either a hearty meal (or herbal broth) each night. Failure to consume proper food or receive adequate rest may reverse the treatment

COMBAT AND TRAVEL PENALTIES, TREATMENT AND RECOVERY DURATION, AND POST TREATMENT PENALTIES								
TN	Difficulty	Day 1 Penalty	Day 2 Penalty	Day 3 Penalty	Day 4 Penalty	Recovery Duration	Recovery Penalty 1	Recovery Penalty 2
10	Very Easy	0	0	-1	-2	0 days	0	0
12	Easy	0	0	-1	-2	1 day	-1	0
14	Moderate	0	0	-1	-2	3 days	-1	0
16	Hard	0	-1	-2	-3	5 days	-1	-1
18	Severe	0	-1	-2	-3	9 days	-2	-1
20	Daunting	-1	-2	-3	-4	14 days	-2	-1





### CARING FOR HERBS

Only a person with **Herb-Lore** or **Herbal Remedies** knows how to find, craft, and apply herbal medicines, but a **Gardener** can extend the lifetime of the herbs on a long journey. With such a trait, herbs can be kept fresh for a full adventuring phase. Without the **Gardener** trait, herbs will only maintain their potency for no more than 5 days, (unless they were foraged during the previous Fellowship Phase using the *Gathering Herbs* Undertaking). Elixirs last for far longer; years and even decades if carefully preserved.

### FORAGING FOR HERBS

A person with the **Herb-Lore** trait or **Herbal Remedies** cultural can forage for herbs in the wilderness using the **Search** skill.

The Target Number (TN) required to forage successfully should reflect the table on page 141 of *The One Ring* rulebook. The Loremaster should take into consideration any circumstances that impact a character's ability to forage for herbs and also that many herbs may not be in season or grow in the area which the player-heroes are travelling through.

### COOKING WITH HERBS

Cooking with herbs can yield beneficial results, providing much needed energy to continue along the path or climb up the mountain. Once per Adventuring Phase, when a character has crafted herbal breads or other foods for sustenance on a journey he can reduce the TN on a Fatigue test to one rank lower. This ability works together with the Woodsman's virtue **Herbal Remedies** and 'Fragrant Weeds'.

### ENCUMBRANCE

A herbal kit can store herbs for a good period of time, they have pockets for dry herbs and others that retain moisture. A typical herbal kit for treatment has enough room to store herbs for creating four herbal remedies. Their encumbrance rating and worth in treasure should be determined by the Loremaster.

## WITCHCRAFT

### SHADOW-LORE

To remove any source of witchcraft, whether it be the result of a physical wound or an affliction of the mind, knowledge of **Shadow-Lore** will be required.

Only those that possess a deep understanding of the dark arts can hope to a remove curse that attacks the soul of the living. Treating witchcraft must be undertaken with careful consideration, taking into account the power of the witchcraft that has been inflicted together with the skills of the character that aims to remove it.

Where a minor curse may not be a challenge, a wound from a Morgul Blade is serious and life threatening. There are few in Middle-earth that would be able to treat a wound of this magnitude, let alone heal it completely. There should be very few circumstances where a trait can be used for an automatic success when healing witchcraft. Possessing the **Shadow-Lore** trait indicates that one has the ability to attempt a Healing check, it does not guarantee success. A character will need to invest time and train in the skills of **Healing** or **Song**.





The following example illustrates how Shadow-lore can be applied to a Healing test:

WOUND	EXAMPLE / DESCRIPTION
Healing (Witchcraft)	Hugo remembered the ancient rhyme written in the old tome he found inside the ruin. With his hand on his wound he said the words aloud and expelled the shadow within.

### CURSED WOUNDS

Healing a physical wound created by a cursed weapon needs to be performed in two parts. Both the wound needs to be healed and the witchcraft needs to be expelled. The wound can be treated using the **Healing** skill and can benefit from the use of appropriate traits (ie, Herb-Lore or Leechcraft).

To cleanse the witchcraft from the body a task can be performed using the **Lore**, **Song** or **Healing** skill, however the character must have the **Shadow-Lore** trait. If the hero also possesses the **Old-Lore** or **Elven-Lore** traits, they may reduce the target number difficulty by one level.

### MADNESS

A sickness of the mind can come in all forms: the continuous mental stress of being hunted by a pack of orcs, the anguish caused by the death of a companion in the party, or experiencing the heartache of innocent people as they suffer from the forces of shadow.

A calming Song or wise words from a master of Lore can help temper mental suffering and despair. A mental affliction caused by witchcraft runs to the core of the soul. To cleanse the witchcraft from one's mind a test of **Song** or **Healing** is required, however the character must have the **Shadow-Lore** trait. If the hero also possesses the **Old-Lore** or **Elven-Lore** traits, they may reduce the target number difficulty by one level. It will be up to the Loremaster to determine if this action can be prolonged.

### A SOLITARY TASK

Expelling the darkness from one's body and mind is an intricate and difficult task; as such, the synergistic bonuses cannot be shared across the companions in the party.

Witchcraft requires as much skill to dispel as it does to cast. The difficulty for most tasks involving the removal of witchcraft will be either severe or daunting. Characters should set a goal of obtaining a deep understanding of **Shadow-Lore** and **Song** or **Healing**.

WOUND	EXAMPLE / DESCRIPTION
Song (Witchcraft)	With his hand over his companions forehead Cephryn sang the ancient elven lament. Slowly at first, then building up pace. The archaic words were soft and beautiful, but as the rhythm quickened so too did the conviction. Beran's eyes seemed to glow and pulse with the melody. A single black tear escaped, running down his cheek. His body twisted violently and then slumped back in his chair. It was over, the darkness had been expelled. His friend was once again free.





# - GATHERING HERBS -



During the Fellowship Phase, a hero may choose the Collect Herbs undertaking. In doing so, the character may make a roll on one of the herb charts using the feat die to determine what herbs are found. Characters with Herb Lore roll twice and pick either result. The effects of herbs last for one Adventuring Phase, after which they are used up or lose their potency.

In order to use herbs, a hero must carry them. Bringing enough herbs to sustain one hero for an Adventuring Phase adds 1 point of Travel Gear encumbrance.



**Table 1 – Spring Plants**

	You may roll again or stop searching. If you roll another  on the next roll, gain one shadow point as you stray too deep into a Blighted Place.
1	Roll again on <b>Table 4 – Winter Plants</b>
2 – 3	Dandelion
4 – 5	Burdock
6 – 7	Hagweed
8 – 9	Reedmace
10	Arpasur Stalk
ψ	Collect a herb of any type except Arpasur Stalk, or roll again



**Table 2 – Summer Plants**

	You may roll again or stop searching. If you roll another  on the next roll, gain one shadow point as you stray too deep into a Blighted Place.
1	Roll again on <b>Table 1 – Spring Plants</b>
2 – 3	Purple Clover
4 – 5	White Water Lily
6 – 7	Kingcup
8 – 9	Carefree Mustard
10	Wild Surine Plums
ψ	Collect a herb of any type except Wild Surine Plums, or roll again

**Table 3 – Autumn Plants**

	You may roll again or stop searching. If you roll another  on the next roll, gain one shadow point as you stray too deep into a Blighted Place.
1	Roll again on <b>Table 2 – Summer Plants</b>
2 – 3	Delrean Bark
4 – 5	Splayfoot Goodwort
6 – 7	Mugwort
8 – 9	Crimson Oak Acorns
10	Red Water Lily
ψ	Collect a herb of any type except Red Water Lily, or roll again

**Table 4 – Winter Plants**

	You may roll again or stop searching. If you roll another  on the next roll, gain one shadow point as you stray too deep into a Blighted Place.
1	Roll again on <b>Table 3 – Autumn Plants</b>
2 – 3	Woad
4 – 5	Starthorn Holly
6 – 7	Winter-end
8 – 9	Mistletoe
10	Bucklethorn
ψ	Collect a herb of any type except Bucklethorn, or roll again





## HERBS AND THEIR BENEFITS

**Arpasur Stalk** – This rare plant is viewed as poisonous by many. However, the stem of the plant can be broken and applied directly to a wound. The wound is then considered treated.

**Bucklethorn** – When chewed, the leaves of the Bucklethorn enhance your awareness and reactions. You react faster to avoid strikes aimed at you. Your Parry Rating is increased by one.

**Burdock** – This root can be used to make a tea that removes disease. Whenever given to a character the disease is removed.

**Carefree Mustard** – Soothing poultice made from seeds, ripe for harvest in autumn which heals minor injuries, restoring 3 endurance points. A Healing test determines how many times during an Adventuring Phase the poultice may be used; two, three or four times with an ordinary success, great success or extraordinary success respectively.

**Crimson Oak Acorns** – Its stinging husk must be removed by roasting but these small nutritious nuts provide excellent sustenance to a traveller reducing the difficulty on all fatigue tests by one level.

**Dandelion** – The flowers and root can be used to make a juice or a paste that counters poison. It takes a Craft test to make this juice or paste. One dose is made with an ordinary success, two doses with a great success and three doses with an extraordinary success. The dose can be used to remove the effects of any type of poison.

**Delrean Bark** – This strong smelling bark may be brewed into a tea. The tea gives off an aroma that causes the body of the brewer to bruise less easily. When invoking the Body attribute bonus for Protection tests, you may use your favoured Attribute bonus.

**Hagweed** – The Hagweed plant is a floating marsh plant that can be brewed into a drink that strengthens the spirit. When making Corruption rolls, the difficulty of the roll is reduced by one level (ie, TN -2).

**Kingcup** – Kingcup is a yellow flower that is used as a lucky charm. It is said to protect the traveller from harm. The number of Hazards encountered on the company's next journey is reduced by two, to a minimum of one.

**Mistletoe** – The Mistletoe plant is a traditional Woodsman and Beorning Yuletide plant that is said to contain the spirit of winter; for when Journeying in the winter the encumbrance of Winter Travelling Gear is reduced by half.

**Mugwort** – This plant can grow to be taller than a man. It has a stiff and angular stem, reddish brown in colour. It has deeply incised smooth leaves which are dark green on top and silvery white underneath. It has small, yellow-green or yellow-red flowers arranged in long spikes at the top of the stem. Requiring a successfully Healing test of TN14. The character can ignore the effects of being Wearing for each success achieved on this roll during the Adventuring Phase where this herb is used.

**Purple Clover** – This flower can easily be found in the summer. However, few know that carefully smelling and eating a few of them every day can make your mind clear and fresh. You treat all skills in the Vocation Skill Group as if they were favoured skills.

**Reedmace** – A tall marsh plant that is used to make bread and healing salves. The difficulty level for all Healing rolls is lowered by two levels.

**Red Water Lily** – When chewed, the leaves of the Red Water-Lily strengthen the fighting spirit. Both your Close Combat and Ranged damage ratings are increased by one.

**Splayfoot Goodwort** – The seeds of the flower of this tall marsh and river-reed plant when mashed together and mixed with water to drink instil confidence in good men. When making Valour rolls, the difficulty of the roll is reduced by one level (ie, TN -2).

**Starthorn Holly** – Best known for its use as Yuletide decoration, Holly can also be used to brew a caffeinated tea that can keep the drinker alert. Treat all skills in the Perception Skill Group as if they were favoured skills.

**White Water-Lily** – Woodsmen and Lake-town Men use the leaves of the Water Lily to make a sleep inducing cordial. Every time you rest, you recover twice the number of endurance you normally would.





**Wild Surine Plums** – These wonderfully tasty tomato-sized fruit can be gathered from their trees within the Vales of the Anduin. When eaten, they refresh the Fellowship Hope pool once per Adventuring Phase.

**Winter-end** – This little white flower appears before winter is gone, and can sometimes be found growing up out of melting snow. It is said to give the joy of spring to the heart of those who carry it on them. You treat all skills in the Custom Skill Group as if they were favoured skills.

**Woad** – Only the most fearsome warriors wear the blue pigment from the Woad into battle. When making an Awe or Inspire roll, you may roll the feat die twice and take the best result.



# - ADDITIONAL HEALING RULES -

These additional rules are to enhance the usefulness and application of the healing skill giving players additional reasons to increase their character's skill rating.

## TREATING WOUNDS & DYING CHARACTERS

In summary:

- Treating an injury begins at TN 14
- Treating a dying character starts at TN 16

The following cumulative circumstantial modifiers may affect the above TNs:

- + 2 if the character has also been poisoned
- + 2 if the character is diseased
- + 2 if the character suffered a particularly brutal wound. This is subject to Loremaster discretion but examples are wounds caused by torture, Morgul blades, crushed by a large rock, etc

## RECOVERING ENDURANCE WHILE WOUNDED

When a healer successfully treats a Wound the recovery rate of Endurance is as follows when resting and not travelling:

- 2 endurance points per day on an ordinary success (as per the standard rules)
- 3 endurance points per day on an great success
- 4 endurance points per day on an extraordinary success


## HEALING WOUNDS

Once a wound has been treated, a healer may also attempt to accelerate the time it takes for the wound to fully heal.

A further Healing check after the injury has been treated at TN of 14 or 16 depending on the condition of the patient, unwearied and wearied respectively, produces the following results:

- An ordinary successes results in the wound fully healing in 2 weeks
- A great success fully heals the wound in 1 week
- An extraordinary success fully heals the wound in 3 days

If the test results in failure then the wound worsens and reverts back to being untreated.

If the test fails and results in an  result on the Feat Die then the wound reverts to being untreated and the character is considered to be dying.

## ADVENTURE IDEAS FOR HEALING

To further expand the importance of healing the following suggestions may be used as adventure ideas, etc.

- A wounded animal needs a gifted healer
- The characters stop by a village with a wounded person. Success is required to earn the gratitude necessary for the adventure to continue
- Use healing checks to determine the cause of death of someone or something
- Use healing checks to learn the cause of disease or toxicity

