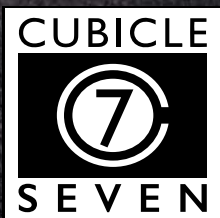


**WARHAMMER**  
**FANTASY**  
**ROLE-PLAY**

Death on the Reik Companion  
— Pádraig Murphy



**DEVELOPER**  
**DIARY**



## DEVELOPER DIARY 13

by Pádraig Murphy

Welcome to another Dev Diary for the **Enemy Within!** A quick update this time, as the **Death on the Reik Companion** is very nearly complete, so you'll have that in your hands shortly! As with the **Enemy in Shadows Companion**, we've crammed a lot of additional content into this one. There are some bonus adventures, a ton of NPCs, an update to the original trading rules from **WFRP**'s first edition, as well as some wholly new content.

One of my favourite sections is the inclusion of extracts from Hortensia Puddlefoot's famous book, *Common Herbal and General Concordance of Regional Herb Names*. Hortensia is a studious Halfling, and a lucid thinker, and has done much to illuminate the practise of herbalism throughout the Empire. This chapter serves a dual purpose, both giving players and GMs some background flavour to discuss with the pharmacist Elyvra in the early stages of **Death on the Reik**, as well as introducing some new rules for gathering herbs using an Endeavour, and a few new potions and concoctions to brew.

We've taken the time to break out the various preparations into three broad categories of treatment: Poultices, which are prepared salves and pastes made with the Trade (Herbalist) Skill; Draughts, which are brewed using the Trade (Apothecary) Skill; and Raw, which indicates herbs that can be usefully taken without skilled preparation at all — so long as one can find them. The Trade (Poisoner) Skill can be substituted for any of these should the final preparation have a harmful effect.

The result is a short and interesting chapter that provides some colourful background, as well as a host of new herbal remedies (and maladies!) to play with. I would encourage GMs to allow players to experiment with these to find novel uses, especially if they can make a convincing case for why a particular combination might have a novel effect of some kind.

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### Introduction

The herbs published in the **WFRP** rulebook (see page 307) are a small sample of those found growing throughout the Old World. Herbalists have always tended to rely on local knowledge and herb lore handed down from teacher to student; textbooks on herbs and their uses are rare — perhaps due to widespread illiteracy in rural areas where knowledge of herbal medicine is strongest.

Because of this, the publication of Hortensia Puddlefoot's *Common Herbal and General Concordance of Regional Herb Names* has generated some excitement — and not a little controversy — among physicians, herbalists, and academics in general. This renowned herbalist from the Moot has spent much of the last century collecting information on useful plants of all kinds, the names by which they are known in different parts of the Old World, and their different preparations and uses. The following extract covers a selection of herbs that may be of use to adventurers, with her comments on each.

### Gathering Herbs

Optional rules for foraging and gathering many natural materials, including herbs, can be found on **WFRP**, page 127. However, you will find that, given the high prices certain herbs can fetch, these rules may prove a touch too lucrative for Characters with the skills to find several doses of costly herbs such as Nightshade or Graveroot.

While these rules are suitable for use in a pinch, especially if there is a pressing need for just the right remedy for an ailing Character or NPC, they are otherwise best avoided. Instead, the following optional Endeavour may be used by Characters with the Lore (Herbs) Skill during the Between Adventures portion of your game ( **WFRP**, page 192). While it still provides plenty of opportunity for profit, it keeps your adventures from being bogged down by long sessions of herbal foraging — time that might be better spent engaged in more adventurous activities.

## NEW ENDEAVOUR: FORAGING

Rather than relying on traders to procure herbs useful for poultices and draughts, those trained in the Lore (Herbs) Skill may instead search for their own raw materials. This requires access to an area of the correct terrain – see the chart above for the locality in which specific herbs can be found. You may search any locality within a day's travel of your current location. You may only search for herbs that are in season.

Make an Average (+20) Lore (Herbs) Test. The total SL achieved may be spent to acquire one dose of any assorted herbs found in that locality at the rates below. Any unspent SL are lost.

Scarcity	SL
Common	1
Scarce	2
Rare	3
Exotic	4

## HERBS OF THE EMPIRE

What follows is a selection of commonly used herbs in the Empire, with notes on their preparation and use taken from Hortensia Puddlefoot's *Common Herbal and General Concordance of Regional Herb Names*. While this is not an exhaustive list, it does provide a selection of herbal treatments to expand the repertoire of any budding Herbalist or Apothecary.

### AGURK

#### Preparations: Infusion, Draught

Inhaling the fumes from an infusion of Agurk causes mild shaking (Dexterity –20) for three hours unless the Character makes a successful **Challenging (+0) Endurance** Test or has an Immunity to poison. Conversely, a draught of Agurk is a potentially fatal toxin. This inflicts 2 *Poisoned* Conditions, resisted with a **Difficult (–10) Endurance** Test.

## THE ELF BALM

Though commonly called Agurk, in the Moot we call this herb *Shiverweed*. It is also known as *Zitterwort* in the Empire, *Trema* in Tilea, and *Gysenblat* in Norsca. The Elves call it *Echryddeillen*. It grows in open grasslands where the soil is well-drained but not too sandy.

To prepare it, pick the leaves, strip and discard the stalks, and hang up to dry beside the fireplace for at least a week. This herb is useful for improving the circulation, and also for helping a patient sweat out a heavy cold.

Never use it for a fever, since it can cause the patient's temperature to rise. To use the herb, add the leaves to a dish of boiling water, let stand for a minute or two until the water begins to take on a little colour, and then let the patient inhale the fumes for three or four minutes.

After this time, the patient should start to shake – make them comfortable, and keep an eye on them for three or four hours. If the trembling has not subsided by this time, you may safely administer a mild sedative. Dispose of the infusion carefully, and never let it be drunk – it can cause fatal convulsions if taken internally.



## GESUNDHEIT

### Preparations: Poultice

A poultice of Gesundheit leaves applied to a Festering Wound ( **WFRP**, page 187) affords the patient an **Average (+20) Endurance** Test, with each SL achieved reducing the duration of the Festering Wound by one day. This application can be repeated with a fresh poultice no more than once daily, until the Wound is no longer Festering.

### A FESTERING TREATMENT

Gesundheit, as everyone knows, means 'good health' in Reikspiel, and such a simple name leads me to believe that the knowledge of this plant is very ancient.

The Elves call it Leoleghas, and in Bretonnia it is known as Feuille de Blessure. In the Moot, we call it Heal-All. It is a very simple herb to use: simply bruise the leaves to release their sap, and create a poultice.

There are some who like to add various other healing herbs, according to the nature of the wound or the source of the infection, but I have never found this necessary.



## MAGE-LEAF

### Preparations: Raw

Mage-Leaf is eaten raw, with the leaves remaining potent for a week after picking. As its name suggests, it is used exclusively by spellcasters. One dose gives the caster a +10 bonus to their next **Casting Test**, but when each dose is taken, roll a d10. If the result is less than or equal to the number of doses already taken that day, the dose has no effect.



### WIZARD'S BOON

I was unsure at first as to whether to include this herb, since it has no known medicinal value. However, its magical properties are sufficiently well-known that I thought it might be useful at least to mention the different names by which this plant is known, to avoid any mistaken impression that there are several different plants with similar properties.

The elven name for Mage-Leaf is *Daionillyseiwyn*, which I am told means 'the good plant'. In Norsca it is known as Troldblat, in Bretonnia as Feuille Sorceiere, in Tilea as Folimaggi – a corruption of the Classical Folia Magii – and in Albion as *Draodill*, meaning 'the leaf of the Druids.'

