WARHAMMER
FANTASY ROLE·PLAY™

DEATH ON THE REIK COMPANION

Sample file

THE ESSENTIAL COMPANION FOR
CAMPAIGNING ON THE RIVERS OF THE EMPIRE

DEATH ON THE REIK
COMPANION CONTENTS

PREFACE 3
GUEST COMMENTARIES 4
CHAPTER 1: EASTER EGGS 7

CHAPTER 2: HERBS AND THEIR USES 8
- Locality and Season 8
- Gathering Herbs 9
- Poultices, Draughts, and Infusions 10
- Herbs of the Empire 10

CHAPTER 3: DELETED SCENES 17
- The Imperial Plenipotentiary 17
- The Maria Borger 19
- NPCs 20
- Ending the Encounter 22

CHAPTER 4: THE EMPIRE'S RIVERS 23
- The Reik 23
- The Talabec 23
- The Aver and Stir 23
- Locks and Tolls 24
- Lock Encounters 26

CHAPTER 5: RIVER NAVIGATION 28
- Boat Handling 28
- Weather Conditions 28
- Boat Damage 29
- Repairing Boats 30
- Hazards 30

CHAPTER 6: THE IMPERIAL RIVER PATROL 34
- History 34
- Bases 34
- Boats 35
- Profiles 35
- Encounters 37

CHAPTER 7: FELLOW TRAVELLERS 38
- Charlatans 38
- Grave Robbers 40
- Hunters 41
- Nobles 42
- Pit Fighters 44
- Stevedores 45
- Young Bloods 46
- Cooks 47
- Wizards 48
- Physicians 49

CHAPTER 8: RIVERFOLK 50
- River Encounters 50
- Wizards 60
- Physicians 61

CHAPTER 9: THE IMPERIAL SEMAPHORE SERVICE 61
- The Signal Towers 61
- Support and Supply 62
- Careers 62
- Adventure Seeds 62

CHAPTER 10: DECK IT OUT 64
- Hull 64
- Steering 65
- Superstructure 65
- Rigging 66
- Oars 67
- Weapons 67
- Propulsion 69

CHAPTER 11: TRADING RULES 70
- The Merchant Life 70
- Buying 71
- Selling 73

CHAPTER 12: WRECKERS, SMUGGLERS & PIRATES 79
- Wreckers 79
- Pirates 82
- Smugglers 84

CHAPTER 13: A RIVER BESTIARY 85
- Amoebae 85
- Giant Leeches 86
- Reik Eels 86
- Naiads 88
- River Trolls 89
- New Traits 90

CHAPTER 14: WATERBORNE DISEASES 91
- Exposure 91
- Diseases and Parasites 92
- New Symptoms 93

CHAPTER 15: THE RED CROWN: A GM'S GUIDE 94
- Organisation 95
- Methods 95
- Red Crown Cultists 96
- The Lore of Tzeentch 98

CHAPTER 16: THE EMPEROR LUITPOLD 102
- The Journey 102
- The Crew 104
- Travelling Companions 108

CHAPTER 17: VENGEANCE OF THE GRAVELORD 114
- Background 114
- Part 1: Carrion up the Reik 115
- Part 2: Death from Above 117
- Part 3: Brothers in Grief 119

Sample file

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise without the prior permission of the publishers.

Warhammer Fantasy Roleplay 4th Edition © Copyright Games Workshop Limited 2020. Warhammer Fantasy Roleplay 4th Edition, the Warhammer Fantasy Roleplay 4th Edition logo, GW, Games Workshop, Warhammer, The Game of Fantasy Battles, the twin-tailed comet logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence. Cubicle 7 Entertainment and the Cubicle 7 Entertainment logo are trademarks of Cubicle 7 Entertainment Limited. All rights reserved.

WARHAMMER OFFICIAL LICENSED PRODUCT

CUBICLE 7 SEVEN

First Printing, October 2020

PREFACE: A BIT OF HISTORY

Welcome to the **Death on the Reik Companion**, the second in a series of companion volumes for **The Enemy Within Director's Cut**. This book accompanies the second part of the campaign, **Death on the Reik**.

This series of books presents additional and supplementary material of various kinds: to continue the 'Director's Cut' metaphor, it might be regarded as the 'DVD Extras' that used to be found on special-edition DVDs, in the days before streaming. Grognards will remember them: they usually included commentaries from the director and other key personnel; extended and deleted scenes, 'behind the scenes' documentaries, and other material for the true fan and collector. This book does the same for **Death on the Reik**. Here is a brief summary of what you will find in these pages:

Guest Commentaries: James Wallis, the former head of Hogshead Publishing and the author of 'Carrion up the Reik,' and Martin McKenna, the illustrator of the original *Death on the Reik*, share some of their memories and give some behind-the-scenes insights into the campaign's early history.

Deleted Scenes: 'The Imperial Plenipotentiary' expands on a potential encounter from the original **Death on the Reik**, giving the PVs an insight into Imperial politics. 'The Maria Borger,' from the original 'River Life of the Empire' supplement, pits the Characters against a dangerous foe hiding aboard a barge.

Behind the Scenes: The Empire's waterways are arteries of trade and communication, and the original **Death on the Reik** included a supplement packed full of detailed information on the business of handling boats and the hazards facing inexperienced navigators. This material is reprinted here, updated for **WFRP** 4th edition. There is expanded information on locks, toll houses, riverside inns, the Imperial River Patrol, smugglers and pirates, and much more — everything the Gamemaster (GM) needs to add hours of play to the long river journeys of **Death on the Reik**, or to create detailed river-based adventures from scratch. Players will be particularly interested in 'Deck It Out,' whose customisation rules will allow them to make any vessel unique and deadly. GMs will appreciate 'A River Bestiary,' which presents several useful monsters, and 'Waterborne Diseases,' both of which can complicate the Character's lives in a quite satisfying manner.

Supporting Cast: The river of the Old World bustles with activity, and a wide range of Non-player Characters (NPCs) can be encountered there. Sample NPCs and encounter ideas ensure that the GM will never be short of possibilities to enliven a journey.

Bonus Shorts: Adapted from Jack Yeovil's classic Warhammer novel *Drachenfels*, the luxury river liner *The Emperor Luitpold*, first published for the 1st edition rules, and — along with its sister vessels — offers many opportunities for interesting encounters and adventures on the river routes between the Empire's great cities. 'Vengeance of the Gravelord' presents the first part of an ongoing adventure that can run parallel to the main plot of the **Enemy Within** campaign or form a separate adventure in its own right.

Graeme Davis

CREDITS

Compilation: Graeme Davis **Design and Writing:** Jim Bambra, Graeme Davis, Claus Thorn Ekström, Phil Gallagher, Andy Law **Thanks:** John Foody **Illustration**: Dave Allsop, Andrew Hepworth, Ralph Horsley, Josef Kucera, Safary Levente, Sam Manley, Ruxandra Onita, Jonathan O'Donoghue, Scott Purdy, Erin Rea, Alexandru Sabo, Matteo Spirito, Giacomo Tappainer, Tom Ventre **Cover:** Jonathan O'Donoghue **Cartography:** Dániel Kovacs **Layout:** Rachael Macken**Editors:** Jonathan Oliver, Síne Quinn, Christopher Walz **Proofreader:** Eoin Burke, Alexander Hafner, Charlotte Hamilton, Jay Rodrigo Peralta, Jacob Rodgers **Production Team:** Dave Allen, Anthony Burke, Emmet Byrne, Walt Ciechanowski, Elaine Connolly, Zak Dale-Cutterbuck, Donna King, Dániel Kovacs, Tim Korklewski, Andy Law, T.S. Luikart, Rachael Macken, Sam Manley, Rory McCormack, Dominic McDowell, Pádraig Murphy, Kieran Murphy, Eileen Murphy, Ceíre O'Donoghue, Jonathan O'Donoghue, Síne Quinn, Jacob Rodgers, Christopher Walz **Publisher:** Dominic McDowall

In Memory of Mike Brunton

Special thanks to: Games Workshop

Published by: Cubicle 7 Entertainment Ltd, Unit 6, Block 3, City North Business Campus, Co. Meath, Ireland

Sample file

Illustrating Death on the Reik

By Martin McKenna

Martin McKenna, the illustrator for the first edition of Death on the Reik, looks back on the early days of WFRP.

I started working for Games Workshop after two or three events aligned in some order that I'm no longer sure of. I met Steve Jackson and Ian Livingstone in 1986, and they suggested I do stuff for the Fighting Fantasy magazine, Warlock. Around the same time I met Marc Gascoigne, who was then editing Warlock. These encounters vaguely coincided with me sending in a drawing to a competition in The Citadel Journal – the prize: a £10 postal order!

I didn't win anything as far as I know; I certainly never received a postal order. But in response to my entry, I received a letter from John Blanche, the newly-appointed art editor at the newly-formed Games Workshop design studio. That led to work for Warlock, White Dwarf, another British roleplaying game, Green and Pleasant Land, the original Warhammer 40,000: Rogue Trader, The Enemy Within – and then, Death on the Reik. I remember John saying that he thought it'd be good experience for me to get a nice big job 'under my belt' – that was his phrase.

John sent the art briefs in manageable batches so as not to overwhelm me. He probably sent me photocopies of the layouts for each spread, with the full typeset text but with empty spaces where images were needed, and suggestions in the spaces for what they should contain: that was how some of the later books were handled. The brief was usually pretty loose, leaving me to interpret the text while keeping the look of the world we were trying to create. I remember John sent me a bumper package of Renaissance artwork references to help as a visual 'bible', though I'm sure I didn't make the most of it.

Being young and inexperienced, I was nervous taking on a project this large: around 150 illustrations with a fairly tight deadline. A few dozen illustrations in, I called John on the phone and told him that I didn't think I'd be able to get the job done. His response was something along the lines of 'Don't be daft.' I owe him a tremendous debt of gratitude for his faith.

I listened to the radio while I was drawing, and as I finished the first picture (I can't remember which one it was) and sat back to evaluate it, 'Rip It Up' by Orange Juice was playing. I didn't rip it up, but that did seem a bit portentous. So, while illustrating Death on the Reik I had John Blanche on one shoulder and Edwyn Collins on the other!

To handle the dozens of NPC portraits, I'd turn to the reference books I had to hand, many of which were movie related. Filling the empty spaces on the layouts was a bit like collecting those football stickers that were popular at the time: 'Got. Got. Need.' But instead of a star Spurs or West Ham striker, I'd create my own versions with a plucky looking sort wrestling a goblin.

After Death on the Reik came more work for WFRP, and a variety of other Games Workshop products: their growing novel ranges for Warhammer, Warhammer 40,000, and Dark Future, plus Necromunda and various other games. It amounted to a fair bit of work over several years, but it is those earliest projects working with John that I remember most fondly.

I couldn't tell you exactly when I stopped working for GW: it just sort of petered out, and I became busier with other projects. Over the years I've done a pretty wide range of things in publishing, some computer games, and production design for movies and television. Right now, I'm enjoying writing and illustrating my own books, mostly for children. At the time of writing this, I'm finishing up a new picture book.

Sample file

Yes, I Sank Your Barge

By James Wallis

James Wallis, the former head of Hogshead Publishing, recalls the controversy that erupted when he added a section to smooth over the transition between the first edition versions of Death on the Reik and Power Behind the Throne – including some not-too-subtle encouragement for the players to leave the river life behind.

When Hogshead Publishing republished the first edition Warhammer Fantasy Roleplay rulebook in 1995, getting The Enemy Within campaign back into print was always high on our list of things to do. At the same time, we wanted to take the opportunity to fix a few of the things about the series that we regarded as problematic. In no particular order, these were:

1. The gap between the end of the Death on the Reik and the start of Power Behind the Throne;
2. All of Empire in Flames.

The first one was the simpler fix. Death on the Reik ends with the Characters finding a letter hinting at dark deeds afoot in Middenheim; Power Behind the Throne begins, 'So you arrive in Middenheim.' Something was needed to give the characters a shove away from the river and towards the fabled city on the rock. Particularly if, as I'd often heard, players were growing rich and complacent as river-traders and barge-captains, and were inclined to stay that way.

So, I sank everybody's barge.

Well, I wrote *'Carrion Up the Reik'*, fourteen pages of new material that reintroduces the Oldenhaller family, torches the barge, gives the Characters a lucrative reason to go to Middenheim, and sets up some characters and plot threads that were going to reappear in my rewrite of Empire in Flames, which I was busy plotting. New artwork from the great Russ Nicholson, stick the thing at the start of the Hogshead reprint of Power Behind the Throne, and job done – or so I thought.

Two or three years later, one Jonny Nexus wrote an article called *'James Wallis Ruined My Character's Life'*, in which he detailed the downfall of his WFRP character Fat Gregor, and blamed it all on the barge-arson incident. The post was... somewhat vitriolic, to say the least. It was clear that Jonny – whom I knew slightly at the time – was miffed.

Obviously, as the author of the scenario that had caused such distress but also the director of the largest RPG publisher in the UK at the time, I had to do something. I penned a reply: a simple statement explaining why 'Carrion Up the Reik' existed and justifying my game-design choices. It opened with something like 'Yes I sank your barge', though perhaps more crudely worded, and continued in similar tone for seven hundred words, concluding with 'Go on. Buy another barge. I'll sink that one too.'

I am, as everyone will tell you, a master of diplomacy.

And Jonny put it up on the website, next to the original article. This was the late 1990s: the internet was still young, the idea of things going viral had not yet gone viral – but this exchange did. It's still kind of legendary in WFRP circles. If you'd wondered about the Boatman quote on page 93 of the 4th edition WFRP rulebook in which Jacob Walles explains how not to sink your barge, now you know.

Incidentally, this cameo means that I'm now an NPC in two major RPG worlds: the Warhammer Old World, and another, where my former co-writers Marc Gascoigne and the late Carl Sargent made me the owner of a disreputable East End flophouse. Carl, of course, also wrote Power Behind the Throne and Empire in Flames. What goes around comes around.

As for Empire in Flames and why my rewrite never appeared – that's a story for another time, and more alcohol.

Sample file

GUEST COMMENTARIES

Death on the Reik was originally published as a boxed set in 1987. Included in the box were an 86-page adventure booklet written mainly by Jim Bambra and Phil Gallagher, a 16-page 'River Life of the Empire' supplement written mainly by Graeme Davis, and various maps and handouts. Later reprints by Games Workshop and Hogshead Publishing were in book format.

Graeme Davis and Phil Gallagher contributed commentaries to the **Enemy in Shadows Companion**, the first book in this series. In this volume, we hear from two other contributors to the campaign: the artist Martin McKenna, who illustrated the first edition **Death on the Reik** and went on to contribute to many more Games Workshop titles; and James Wallis, who reprinted almost everything for WFRP first edition as head of Hogshead Publishing between 1995 and 2002, and created a storm of controversy that is still spoken of in WFRP fan circles when, in the supplementary adventure 'Carrion up the Reik,' he sank the Characters' barge.

The Director's Cut version of **Death on the Reik** includes a part of 'Carrion up the Reik,' but gives the GM several less controversial options for dealing with the barge.

FOR GROGNARDS

Grognard, n. From French grognard, 'grumbler'. An old soldier or other kind of veteran: originally, a member of the Old Guard in Napoleon's army, whose long and faithful service won them the right to complain, even in front of the Emperor. More recently, an experienced (and often opinionated) player of wargames and/or role-playing games.

Over the last 30 years or so, an awful lot of people have played the **Enemy Within** campaign. This new version includes some changes and, at key points in the story, boxes like this one offer new ideas and different events to make the campaign just as fresh and challenging for seasoned **WFRP** fans as it was when it first appeared in 1987. Those players who think their previous knowledge will give them an advantage may find the forces in the shadows and behind the screen more formidable and tricky than before.

Some of the material in this volume has also been reprinted from earlier sources, and grognard boxes are provided where appropriate with the same ends in mind. Of course, if the alternative options look better, feel free to use them instead of the originals!

ADVENTURE HOOKS

These boxes highlight adventure seeds that you might like to pursue in your campaign, or which could form the basis for separate adventures entirely.

THE SHADOW CAST

These boxes suggest ways to use the NPCs in this book through Death on the Reik, either to assist the Characters, frustrate them, or simply make their lives a little more interesting.

Sample file

CHAPTER 1
EASTER EGGS

Like **Enemy in Shadows**, **Death on the Reik** includes a number of funny names, jokes, and pop-culture references. The adventure's title is a reference to the Agatha Christie mystery *Death on the Nile*, whose 1978 movie version had been shown on British television just before the writing began. Here are some more:

TOWNS

The town names of the Reikland are worth a look. It's not easy to come up with a hundred or so place names at the drop of a hat, so gags, puns and pure stream of consciousness have played their part.

For example, you'll see the names of a lot of people who were at Games Workshop at the time. There's Anseldorf, Priestlicheim, Halheim, Merretheim, and the Hahnbrandt mine. There's also a series where someone must have been having a bad day: there's Braundorf, Naffdorf, Brasthof and Ripdorf (browned off, naffed off, brassed off, and ripped off: the first three are British slang terms for disgruntlement).

Others include Wurfel (German for dice), Stockhausen (named after the composer), Sprinthof (sprint off) and Barfsheim, but if you take a German dictionary to the rest, you'll find that most of them have some meaning or another.

NON-PLAYER CHARACTERS

While the NPC names in **Death on the Reik** are not generally as silly as those in **Enemy in Shadows**, there is a strong philosophical theme running through them: Wittgenstein is the most obvious, but you'll also find Schiller, Rousseaux, Eysenck and Hegel among the NPCs.

Of course, there are *some* silly names. Shif Doppler (Doppler shift) the lieutenant of the guard at Castle Wittgenstein, for example, and Aynjulls Isembeard, the Dwarf Engineer in charge of the semaphore device: not a very Dwarven name, but a pun on the great Victorian engineer Isambard Kingdom Brunel. The inspiration for the Wittgenstein Monster is obvious, as is the name of Luigi Belladonna the Tilean racketeer.

The seer Unserfrau (not strictly an NPC, perhaps, since the Characters only see his writings, and not the long-dead sage himself) is Nostradamus, translated from Latin into German.

The Chaos Warrior Ulfhednar the Destroyer gets his name from a group of berserkers — 'wolf-hide men' — from Norse saga. He was based on a Citadel miniature of the same name, released in 1987 as part of the CH3 *Champions of Chaos* line, and was originally named for the wolf-skin cloak he wore.

Loorbeer and Kuhn, the Purple Hand cultists who meet the Characters at Weissbruck, and Frau Blucher, Rosseaux's housekeeper, were an homage to certain beloved and quite funny characters from popular culture.

Ludwig, the cultured, part-cockroach head of the Wittgenstein family, is a tribute to Franz Kafka's *Metamorphosis*.

The encounter with Gutbag Stoat Throttler, the Goblin chief who put on the sorceress Etelka Herzen's gown hoping that it was the source of her magical power, is one of the definitive 'Warhammer humour' moments. It caused some friction at the time, though, since Games Workshop treated the first few *Enemy Within* adventures in the same way as their Warhammer battle packs, advertising a miniatures deal for each one. That meant that a miniature had to be made for poor, deluded Gutbag, and initially there was not much interest among the sculptors. Today, it is one of the rarer and more expensive finds online.

Sample file

CHAPTER 2
HERBS AND THEIR USES

The herbs published in the **WFRP** rulebook (see page 307) are a small sample of those which may be 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 book, *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.

Notes on herbs, collected from the original *The Enemy Within* and the Hogshead Publishing supplement *Apocrypha 2*, give the Characters something to discuss with Death on the Reik NPC Elvyra Kleinestun, as well as some useful resources if they have the Skills to make use of them. Notes by Mistress Hortensia Puddlefoot, one of the Moot's foremost herbalists, give important information on preparation and dosage, as well as the most common names by which each one is known.

LOCALITY AND SEASON

Each herb has an Availability rating, just like all the commodities in Chapter 11: The Consumers' Guide in the **WFRP** rulebook. In addition, many herbs are only found in certain environments, and are more plentiful in a certain season. The table below includes this information for all the herbs in the **WFRP** rulebook, as well as the new herbs described in these pages.

Seasonal Availability

Out of season, the Availability of any herb becomes one step rarer: Common becomes Scarce; Scarce becomes Rare; Rare becomes Exotic; and Exotic herbs cannot be found at all.

Herbs may be located and identified using the **Lore (Herbs)** Skill, but most complex preparations require the **Trade (Herbalist)** Skill and a suitable set of trade tools to create a useful poultice. Draughts can be brewed using the **Trade (Apothecary)** Skill. Correctly prepared herbal treatments, or poisons, can be administered by almost anyone and rarely require any special skill.

sample file

HERBS OF THE EMPIRE

Item	Cost	Enc	Availability	Locality	Season
Agurk	1GC	0	Rare	Grasslands	Autumn
Alfunas	1GC	0	Scarce	Coniferous forest	Summer, Autumn
Earth Root	3GC	0	Scarce	Grasslands	Summer
Faxtoryll	15/–	0	Exotic	Mountains	Spring
Gesundheit	15/–	0	Scarce	Mixed forest	Winter, Spring
Graveroot	5GC	0	Rare	Forest clearings, graveyards	Autumn, Winter
Juck	1GC	0	Scarce	Forest	Spring
Mage-Leaf	1GC	0	Exotic	Hills	Spring
Nightshade	3GC	0	Rare	Coniferous forest	Autumn
Schlafenkraut	10/–	0	Rare	Grasslands	Spring
Salwort	12/–	0	Common	Mixed forest	Autumn, Winter
Sigmafoil	5/–	0	Common	Marsh	Summer
Slowmind	2GC	0	Rare	Marsh	Autumn
Speckled Rustwort	2GC	0	Rare	Hills	Spring
Spellwort	3GC	0	Exotic	Forest	Summer
Spiderleaf	15/–	0	Common	Coniferous forest	Autumn
Tarrabeth	10/–	0	Common	Mixed forest	Summer
Trinkwort	1GC	0	Exotic	Forest	Autumn
Valerian	5/–	0	Common	Mixed forest	Spring
Vanera	2GC	0	Scarce	Hills	Spring
Vigwort	1GC	0	Scarce	Grasslands	Summer

GATHERING HERBS

Optional rules for foraging and gathering many natural materials, including herbs, have been provided on page 127 of **WFRP**. 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 a game (**WFRP**, page 192). While it still provides plenty of opportunity for profit, it will at least keep your adventures from being bogged 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 the creation of 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

Sample file

POULTICES, DRAUGHTS, AND INFUSIONS

While, to the lay person, the art of herbal preparations may seem to be a singular pursuit, this is not the case. Different herbs require differing preparations to extract their potential, while some herbs can simply be chewed, swallowed, or rubbed onto the skin to unlock their benefificial — or harmful — effects. Additionally, some herbs can have wildly different effects depending on how they are prepared. For example, an infusion of dried Valerian is said to neutralise the effects of an excess of alcohol, whereas the raw leaf induces mild nausea.

The appropriate preparation for each herb is included in it's description, as is the Skill required to prepare it. Note that for any preparation with a harmful effect, the Skill **Trade (Poisoner)** may be used in place of other **Trade** Skills.

Poultices

Poultices are carefully prepared pastes, usually made by griding up plant matter and mixing it with carefully chosen oils or other liquids. These can be stored for up to a month before losing their effect, or in some cases becoming toxic. Poultices are usually applied topically, often using a bandage or other covering to prevent the patient from rubbing the treatment away. Poultices require the **Trade (Herbalist)** Skill to prepare.

Infusions

Infusions are essentially teas, a mix of herbs and other ingredients added to boiling water. The trick is in carefully drying the materials while preserving the herb's useful properties. Infusions are created using the **Trade (Herbalist)** Skill, and if stored correctly will last for years.

Draughts

Draughts are carefully brewed and distilled mixes of herbal ingredients, preservative fluids, and other, more arcane ingredients. They are created using the **Trade (Apothecary)** Skill, and a properly prepared draught in a well sealed glass vial or bottle will last for at least a year.

Raw

Raw perperations are exactly what they sound like — one simply chews, slathers on, or otherwise ingests the raw ingredient to benefit from it's effects. Occassionally ingredients may be cooked in some way, but this is usually to make them more palatable and has little other effect. Raw ingredients must be used while still fresh, and raw preparations rarely last more than a few days before they spoil. No special skill is required to prepare such treatments, though use of the **Trade (Cook)** or **Trade (Poisoner)** Skill allows a Character to disguise the taste of unpleasant ingredients, for good or ill.

HERBS OF THE EMPIRE

What follows is a selection of comonly 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 repotoire 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.

Sample file