

## Herbalism in the AD & D Role-playing Game.

A search for herbs can be attempted once per 4 hour period, (max 2 x per day), by any character with Herbalism skill. In populated areas a penalty should be applied to any character with the Herbalism skill. This ranges from -1, (remote small village in the wilderness), to -8, (in close proximity to a city). For every 1,000 people in a settlement, (or portion thereof), assume that a 1 mile radius area around the habitation has been 'played out' of useful herbs, and a -1 cumulative penalty made to the searching herbalists skill. If an area has been searched previously by the herbalist, or NPC, a further penalty of -1 is made to the skill, for each time the area has been searched in the previous month.

Areas immediately surrounding settlements, as above, are searched a minimum of 1-4 times each month, by any resident Herbalists. Areas of open grassland, scrub, down land, meadows and deciduous woodland grant a +1 bonus to the Herbalist's skill. Mountains, tundra and deserts impose a penalty of -2. Other areas, such as marshland, coniferous woodland, hills and the margins of salt and freshwater have no penalty. Furthermore, the months of November through February or their equivalent impose -2 to skill, March and October -1, and all other month's +0. For every other herbalist, druid or ranger character in the party, to a maximum of 3, adds a further +1 to skill.

When making a search for herbs roll against the skill of the best herbalist in the group using a d 20. Next, add the difference between the skill and the result of the dice to a second d 20 roll - 10 and make a d 10 roll, and cross-index the results on the following table;

### D 10 roll

	1	2	3	4	5	6	7	8	9	10
<b>d 20 at -10</b>										
1	-	-	-	-	-	-	-	-	-	1H3
2	-	-	-	-	-	-	-	-	1H3	2H3
3	-	-	-	-	-	-	-	1H3	2H3	2A
4	-	-	-	-	-	-	1H3	2H4	2N	3H6
5	-	-	-	-	-	1H4	2H4	2R	3H4	3B
6	-	-	-	-	1H4	2H4	2S	3H3	3F	4P
7	-	-	-	1H4	1H6	2D	3H6	3O	4½	4H8
8	-	-	1H6	1H6	2A	3H4	3P	4P	4H6	4N
9	-	1E	1H8	2N	3H3	3T	4½	4½	4R	6H3
10	1M	1N	2E	3H6	3½	4P	4H3	4S	6H4	6P
11	1L	1M	3H4	3E	3½	4H6	4D	6H6	6B	8½
12	2L	3H3	2M	3P	4E	4A	6H8	6F	8B	8A
13	3H3	3L	3½	2M	4N	6E	6N	8D	8P	8½
14	3T	3P	4L	4R	3M	6T	8E	8S	8H6	10P
15	3½	4H4	4S	6L	6N	3M	8½	8H8	10½	12H6
16	4H3	4D	6H6	6½	6O	8T	4M	10A	12N	12H4
17	4A	6H4	6N	6H6	8H10	8S	10D	4M	12D	20H3
18	6H3	6½	6S	8R	8O	10T	10B	12R	6M	X2
19	6N	6P	8H8	8F	10R	10F	12A	20H4	X2	X3
20	6R	8½	8P	10½	10O	12T	20R	X2	X3	X4

The first number in each entry is the type of dice rolled to find the number of herbs found on each successful Herbalism roll, i.e. 1= only one dose found, 3 = d3 doses found. The last number is the dice rolled for a successful use of Herbalism skill when using the herb to alleviate damage taken from wounds, i.e. a 4 heals 1 d 4 hit points of damage. To find the value of each herb found multiply the result of d20 roll by the result of the d10 roll. Herbs will remain useful for a number of days after gathering. To find exactly how long each herb lasts, divide the result of the d20 roll by the result of the d10 roll. The entries marked X2, X3 and X4 indicate the number of additional rolls a herbalist can make on this table, where each number is equal to the type of dice rolled to find the number of rolls made, i.e. 4 = 1d4 additional rolls, 3 = 1d3.

A = antidote, P = poison, T = spice, O = olfactory enhancer, S = sedative, N = 1 day good nutrition, D = disease aid, R = insect/animal repellent, ½ = speedy wound healing, M = magic spell, E = stat or skill increase, L = life preserving