

HERB GENERATOR

Herbalism is an important part of *O.L.D. The Roleplaying Game*. The rulebook contains many herbs with interesting uses and effects, and any character is able to use herbs (although one who dedicates herself to traditions such as Herbalist or skills like *herbalism* and *healing* will be far more proficient). The following tables enable you to generate a very quick herb name on the fly.

1. Roll for the first part of the herb's name:

1d6	1	2	3	4	5	6
1	red	bitter	milk	devil's	lotus	abyssal
2	black	elder	pepper	dragon's	barnacle	wild
3	blue	blessed	passion	drake's	spirit	witch
4	gold	morning	thunder	king's	assassin	whistling
5	green	evening	frost	queen's	gilly	tangle
6	violet	horse	pipe	death's	flutter	stink

2. Roll for the second part of the herb's name:

1d6	1	2	3	4	5	6
1	mold	leaf	plant	wood	nut	fig
2	mushroom	bark	grass	fruit	acorn	bloom
3	tree	berry	orchid	bean	petal	pod
4	shrub	root	bud	vine	stem	foil
5	weed	seed	rose	bush	pollen	sap
6	herb	flower	stalk	spud	bulb	thorn

3. Roll 1d6. If you roll 4-6, roll again on Table 2 to generate a third part of the name. The initial two parts should be joined, and the second a separate word (e.g. *bitterleafpetal*, or *witchgrass tree*).

4. Roll 1d6 to determine the herb's preparation method, and roll again separately for the difficulty of preparation:

1d6	Preparation Method	Difficulty
1	water (tea)	Easy [10]
2	soup	Routine [13]
3	incense	Challenging [16]
4	smoked	Challenging [16]
5	poultice	Difficult [21]
6	ointment	Severe [25]