

# Apothecary v3.1

---

## Contents

The Apothecary Basics	3
Labelling	3
Identifying Concoctions	3
Gathering Components	3
Using Apothecary	3
Concoction Types	4
Healing	4
Enhance	4
Poison	4
Blade Venom	4
Contact Poison	4
The Apothecary Skill	5
Apothecary I	5
Apothecary II	5
Apothecary III	5
Apothecary Modus	7
Path Modus	7
The Path of Healing	7
The Path of Enhance	7
The Path of Poison	7
Hunter Gatherer (modus)	7
Oral Tradition (modus)	7
Apothecary Tools	8
Apothecary I Concoctions and Effects	9
Healing	9
Alleviate Pain	9
Heal Body	9
Heal Limb	9
Cure Disease	9
Enhance	9
Agility I	9
Strength I	9
Toughness I	9
Vigor I	9
Willpower I	9
Poison	9
Confusion Poison	9
Fear Poison	9
Apothecary II Concoctions and Effects	10
Healing	10
Death Sleep	10
Cure Blindness	10
Purge Poison (lesser)	10
Enhance	10
Agility II	10
Strength II	10
Toughness II	10
Vigor II	10
Willpower II	10
Poison	10
Blind Poison	10
Sleep Poison	10
Confusion Blade Venom	10
Fear Blade Venom	11
Sleep Blade Venom	11
Apothecary III Concoctions and Effects	11
Healing	11
All Heal	11

Regeneration	11
Enhance	11
Agility III	11
Strength III	11
Toughness III	11
Vigor III	11
Willpower III	11
Poison	11
Blind Blade Venom	11
Choke Poison	11
Death Fugue Poison	12
Paralysis Blade Venom	12
Paralysis Poison	12

## The Apothecary Basics

This skill is the art of using herbal and chemical preparations for the purpose of treating the injured or otherwise creating non-magical effects. These preparations are called concoctions. An apothecary is able to find and identify the herbs and minerals that they require to make these concoctions.

The concoctions made by an apothecary use fresh components found and collected from the wilderness of the Bladelands. This means that recipes have a short shelf-life and soon lose all benefits.

Unlike the magical skill of Alchemy, Apothecary does not require complex tools or a laboratory to produce concoctions. All that is required is a pestle and mortar, some fine gauze, a small fire, fresh water and a pot to put the end result in. The skill is knowing which common herbs and minerals can be combined together for the best results.

### Labelling

Any one playing an apothecary should label their bottles in such a way that the label shows the apothecary runes on the outside, and the effects are revealed to the drinker only once opened (and thus assumed to be used).

Two possible ways of doing this are:


1. use an empty bottle with a rolled up piece of paper as a phys rep for a potion and have the paper contain the effects of the potion; or
2. use a bottle with dark opaque liquid in and label it so that the effects can be read through the bottle once the liquid has been drunk.








Once a potion has been opened it is assumed to have been consumed.

The apothecary runes are an out-of-character reference so that any apothecary that could make that concoction can identify its true purpose, despite any other labels to the contrary.

### Identifying Concoctions

Each concoction will be labelled with 3 runes:

- 1 The first rune labels the liquid as an apothecary concoction.  

- 2 The second rune denotes its group (type). The common groups are listed below:
 

	Healing
	Path of Healing
	Enhance
	Path of Enhance
	Ingested Poison
	Blade Venom
	Contact Poison
- 3 The rune that denotes its exact nature

### Gathering Components

At the start of an event the Apothecary must go out in the surrounding area and collect a number of ingredients that they will use for the event. These ingredients are called bundles of components. This can only be done once per event. (You must inform the Refs before and after this takes place.)

### Using Apothecary

Once you have gathered components you are ready to use apothecary to produce concoctions. All apothecaries start with a few recipes that they have either worked out for themselves, or learnt from a mentor. Using these recipes and using their raw components, they can produce a concoction.

At the start it is difficult and time consuming to produce concoctions, as you get better in apothecary so the difficulty grows easier.

An apothecary cannot make a concoction unless they have the recipe in their recipe book, and cannot make concoctions without a recipe book.

## **Concoction Types**

This is a list of the concoction types that your character might come across in the Bladelands. It is not a complete list, but covers the main ones.

### **Healing**

Healing concoctions cure wounds to the body. 1<sup>st</sup> level Healing concoctions work instantaneous, 2<sup>nd</sup> level Healing concoctions take 30 seconds to work and 3<sup>rd</sup> level Healing concoction take 60 seconds to work.

### **Enhance**

An enhance concoction improves the body of the imbiber. These concoctions will improve; Strength, Agility, Toughness, Vigour or Willpower. These concoctions will last for one encounter.

### **Poison**

Poison is ingested and will cause harm or death. All poisons are instantaneous in effect, but the poison will stay in the victim's system until purged or dusk/dawn whichever comes first.

### **Blade Venom**

Blade Venom is poison that has been adapted to be used on a bladed weapon. Once a blade has been envenomed, the concoction will quickly lose potency, and must be used immediately. A weapon will last the one encounter that it was envenomed in. If a victim is wounded by the envenomed weapon, they will be poisoned as per the poison rules.

### **Contact Poison**

Contact poison is poison that has been adapted to be used without even a wound being necessary. Anyone coming in contact with a contact poison without the training to avoid it (Disarm Traps or Contact Poison Use) will be affected by it. Contact Poisons are so virulent that they will eat through gloves and non-masterwork or better equipment.

# The Apothecary Skill

The next section covers detailed information on the skill if you are an apothecary or as a guide to how the skills progresses.

Apothecaries are also able to assist in treating the injured both on the battlefield and with longer term treatment. Details of this are set out in the Surgery and Medical Treatment Appendix.

## Apothecary I

This is the very beginnings of the skill. Whether apprentice to a more skilled apothecary or just someone with natural flair of mixing herbs you have learnt recipes that can come to your aid.

Every starting Apothecary must select 4 recipes from the 1<sup>st</sup> order apothecary list, shown below:  
Agility I, Alleviate Pain, Confusion Poison, Cure Disease, Fear Poison, Heal Limb or Toughness I

These starting recipes are held in the apothecary's recipe book. If you do not have the recipe in your recipe book, then you cannot make the concoction. Similarly if you do not have your recipe book, you cannot make the concoction.

Once you have the recipes in your recipe book, please approach a Ref to be given the apothecary markings for your concoctions.

You cannot teach recipes to another Apothecary. You can produce a concoction in 10 minutes that will last 6 hours before degrading.

You can find 7 bundles of components to be used for a standard event. If you look for components with a master apothecary they will receive extra components. You may also use the services of a single forager and a single prospector.

## Apothecary II

More skilled than a basic apprentice you are self-taught or taught by a master apothecarist.

An apothecary that starts at this level may select 2 more 1<sup>st</sup> order apothecary from the full list, and 4 of the 2<sup>nd</sup> order apothecary from the list below:  
Agility II, Blind Poison, Confusion Blade Venom, Purge Poison (lsr), Sleep Poison, Strength II, Toughness II or Willpower II

Apprenticed apothecaries may be taught any 2<sup>nd</sup> order recipe by a 3<sup>rd</sup> level apothecary.

Any 1<sup>st</sup> and 2<sup>nd</sup> order recipes may be added to your recipe book and you may teach 1<sup>st</sup> order recipes to any apothecary. You are still required to have your recipe book with you to create any concoctions.

You can use 1 bundle of components to produce a salve that will last an event that will restore consciousness, waking people much more quickly from sleep spells and other unconsciousness in 5 seconds rather than 30. Only you can employ these herbs, they cannot be given to another to use.

You can produce a concoction in 7 minutes that will last 12 hours before degrading. You can find 14 bundles of components to be used for a standard event. If you look for components with a master apothecary they will receive extra components. You may also use the services of a single forager, a single prospector and either a single master forager or a single master prospector.

## Apothecary III

To learn Apothecary III you must be an apprentice to another level 3 apothecary.

Any 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> order recipes may be added to your recipe book and you may teach 1<sup>st</sup> and 2<sup>nd</sup> order recipes to any apothecary. You are still required to have your recipe book with you to create any concoctions.

You can use masterwork apothecary tools to improve the production of concoctions reducing the time they take to produce by 1 minute. You may take an apprentice to improve the production time of Apothecary recipes by 1 minute if they are helping you.

You can produce a concoction in 5 minutes that will last 24 hours before degrading. With masterwork tools and an apprentice working with you this cannot go below 3 minutes. You can find 24 bundles of components to be used for a standard event. If you look for components with another apothecary you will all find more; 2 extra for an Apothecary

I and 4 extra for an Apothecary II. You can take 1 apprentice. You may also use the services of a single forager, a single prospector, a single master forager and a single master prospector.

## Apothecary Modus

This section covers the various different apothecary modus that are available. This is not a complete list, as there are various secret modus to be found from relevant NPCs.

### Path Modus

The path modus can be taken at any level of apothecary but may not be taken at a higher level than the apothecary's base level. i.e. a second level apothecary can only buy up to the 2nd level of any path. Each path has specific teachers that must be found in game and convinced to trade that knowledge to your character. There is no automatic access to any of the extra recipes in the conferred by the paths. Different teachers will know one, two or all of a specific path recipe.

#### The Path of Healing

Masters in this path teach the recipes that allow amazing concoctions to be produced that can even bring back the dead. If a character progresses this path they will never be able to learn or teach recipes from the Path of Poison.

Level 1 - You can speed the recovery of poison victims cured by surgeons from 10 minutes to 1 minute, though you must spend the entire minute with the poison victim. If you are a surgeon then you can do this yourself.

Level 2 - When working with a surgeon to help long term care, your patients will double the amount of spirit strength recovered by the surgeon.

Level 3 - Blessing of Healing; the concoctions you make of Heal Limb, Heal Body and All Heal also infuse the spirit with strength. Access to improved Healing recipes: 3<sup>rd</sup> order.

#### The Path of Enhance

Masters in this path teach the higher order recipes that allow amazing concoctions to be produced that can even protect someone from all magic for a limited period of time. If a character progresses this path, they will have to choose to either never learn or teach the Paths of Poison or Healing recipes, this choice is sometimes made for them by the person teaching them the skill.

Level 1 – Any 1<sup>st</sup> order Enhance apothecary recipes last for 1 hour

Level 2 – Any 2<sup>nd</sup> order Enhance apothecary recipes last for 1 hour. Access to improved Enhance recipes: 2<sup>nd</sup> order.

Level 3 – Any 3<sup>rd</sup> order Enhance apothecary recipes last for 1 hour. Access to improved Enhance recipes: 3<sup>rd</sup> order.

#### The Path of Poison

Masters in this path teach recipes that allow amazing concoctions to be produced that can do much more than kill a victim. If a character progresses this path, they will never be able to learn or teach recipes from the Path of Healing recipes.

Level 1 – Poison Use

Level 2 – Access to the Path of Poison recipes: 2<sup>nd</sup> order. Contact Poison Use.

Level 3 – Any poison recipe known can be made as a contact poison (except where otherwise noted). Access to the Path of Poison recipes: 3<sup>rd</sup> order.

### Hunter Gatherer (modus)

*Requirements - This may be taken by any level 3 apothecary, you must also have foraging or prospecting.*

Your ability to get the most out of area when foraging or prospecting is enhanced. This ability only works the area you are most familiar with. If you are out of your area, a local scout may be employed to help with collections. Bundles of components = boc. If your master or apprentices do not gather with you the extra bundles are lost.

Level 1 – Gather 30 boc for an event, 6 boc for your master, and 2 boc for each apprentice.

Level 2 – Gather 36 boc for an event, 8 boc for your master, and 4 boc for each apprentice.

Level 3 – Gather 42 boc for an event, 10 boc for your master, and 6 boc for each apprentice.

### Oral Tradition (modus)

*Requirements – you may not take a better level of this modus than your apothecary level.*

Your master has taught you the oral tradition of learning recipes.

Level 1 – You do not need a recipe book to produce any 1st order recipes

Level 2 – You do not need a recipe book to produce any 2nd order recipes

Level 3 – You do not need a recipe book to produce any recipes.

## Apothecary Tools

There are various types of tools that are available for apothecary characters to use to improve their craft. Here are a few examples of that equipment:

Basic Apothecary Tools: needed to produce any level 1 or 2 recipe. All characters with apothecary are assumed to carry basic tools on them.

Masterwork Apothecary Tools: needed to produce any level 3 or Path recipes. These can be made by a jeweller or bought from a trader.

Superior Apothecary Tools: last longer than masterwork tools before they lose their shine.

Magical Apothecary Tools: are sparkly and shiny and could do pretty much anything!

Basic Apothecary Laboratory: allows one person to work in it, and the production of two of the same concoction, simultaneously.

Advanced Apothecary Laboratory: allows two people to work in it, and the production of three concoction, simultaneously.

Superior Apothecary Laboratory: allows three people to work in it, and the production of any amount of the same concoction, simultaneously. It also allows the production of two different concoctions, simultaneously.



# Apothecary I Concoctions and Effects

## Healing

### **Alleviate Pain**

The drinker of this concoction will not feel pain for one encounter. Whilst its effect they are immune to agony and their willpower and agility drop to 0.

### **Heal Body**

This concoction completely fixes injuries to one body wound. This effect takes 30 seconds to work, restoring full function. If the injured person was unconscious before application of the concoction, they must be awoken. This concoction does not cause lost spirit strength to be recovered.

### **Heal Limb**

This concoction completely fixes injuries to one limb. This effect takes 30 seconds to work, restoring full function. This does not cause lost spirit strength to be recovered.

### **Cure Disease**

This concoction eliminates all diseases from the patient's system. This effect takes 30 seconds to work; restoring the patient will take several minutes to recover and may be re-infected.

## Enhance

All Enhance concoctions are not cumulative with other enhancing magic or with existing abilities. I.e. if you take already have strength I and take Strength I Enhance concoction then there is no effect.

### **Agility I**

This concoction grants Agility I. The effect lasts for one encounter (approximately fifteen minutes).

### **Strength I**

This concoction grants Strength I. The effect lasts for one encounter (approximately fifteen minutes).

### **Toughness I**

This concoction grants Toughness I. The effect lasts for one encounter (approximately fifteen minutes).

### **Vigor I**

This concoction grants Vigor I. The effect lasts for one encounter (approximately fifteen minutes).

### **Willpower I**

This concoction grants Willpower I. The effect lasts for one encounter (approximately fifteen minutes).

## Poison

### **Confusion Poison**

The victim of this poison becomes completely confused about what is going on. They will be unable to identify their friends or know who their enemies are. This confusion will continue, notwithstanding that one group attacks them. While the victim may defend himself, he is too confused to pick a target apart from the person who is attacking him and if that person backs off he will not press the attack. The effect lasts for one encounter (approximately fifteen minutes).

### **Fear Poison**

The victim of this poison becomes terrified of everyone around him. The victim will probably run away, but will definitely not be able to attack him in any way. The victim must act appropriately considering the circumstances. In all cases, the players should have regard for safety first; if cowering on the ground would make more sense than charging off in the dark and possibly running off a cliff, the player should use their common sense. The effect lasts for one encounter (approximately fifteen minutes).

## **Apothecary II Concoctions and Effects**

### **Healing**

#### **Death Sleep**

This concoction places the target into a state of torpor. The body's functions are suspended. The clock stops until it is revoked, allowing a cure to be found. It cannot be used offensively. The effect lasts until the concoction is removed (by the apothecarist who used it, or a more advanced apothecarist) or until the next cycling of the nexus. Purge Poison will not remove Death Sleep from the target's system.

#### **Cure Blindness**

A concoction which restores sight (provided that the eyes are intact). It may take a little time to work if the patient has been blind for a long time. It will not work if the eyes have been damaged. It immediately corrects a 'Blind' spell or effect.

#### **Purge Poison (lesser)**

This concoction eliminates all poisons from the patient. It also removes all apothecary and alchemical effects, except Death Sleep, Path of Healing and tier III Path of Poison recipes. If a poisoned weapon is still in the body, it will re-poison immediately. It also treats all forms of blood poisoning. The patient recovers immediately but if unconscious remains so until woken.

### **Enhance**

All Enhance concoctions are not cumulative with other enhancing magic or with existing abilities. I.e. if you take already have Strength I and take Strength I Enhance concoction then there is no effect.

#### **Agility II**

This concoction grants Agility II. The effect lasts for one encounter (approximately fifteen minutes).

#### **Strength II**

This concoction grants Strength II. The effect lasts for one encounter (approximately fifteen minutes).

#### **Toughness II**

This concoction grants Toughness II. The effect lasts for one encounter (approximately fifteen minutes).

#### **Vigor II**

This concoction grants Vigor II. The effect lasts for one encounter (approximately fifteen minutes).

#### **Willpower II**

This concoction grants Willpower II. The effect lasts for one encounter (approximately fifteen minutes).

### **Poison**

#### **Blind Poison**

This concoction renders the victim partially blind. The effect of this is to prevent the victim from running, fighting or defending themselves in combat (parrying) or casting ranged spells. It does not prevent the victim from walking away from combat or healing themselves. The effect lasts for one encounter (approximately fifteen minutes).

#### **Sleep Poison**

This concoction causes the victim to fall into a deep sleep. The victim may be woken by vigorous shaking, which takes 30 seconds. If the poison is not cured first he will fall back to sleep immediately. The effect lasts for one encounter (approximately fifteen minutes).

#### **Confusion Blade Venom**

The victim/s of this poison become completely confused about what is going on. They will be unable to identify their friends or know who their enemies are. This confusion will continue, notwithstanding that one group attacks them. While the victim may defend himself, he is too confused to pick a target apart from the person who is attacking him and if that person backs off he will not press the attack. The effect lasts for one encounter (approximately fifteen minutes).

### Fear Blade Venom

The victim of this venom becomes terrified of the person who inflicted it upon them. The victim will probably run away, but will definitely not be able to attack him in any way. The victim must act appropriately considering the circumstances. In all cases, the players should have regard for safety first; if cowering on the ground would make more sense than charging off in the dark and possibly running off a cliff, the player should use their common sense. The effect lasts for one encounter (approximately fifteen minutes).

### Sleep Blade Venom

This concoction causes the victim to fall into a deep sleep. The victim may be woken by vigorous shaking, which takes 30 seconds. If the poison is not cured first he will fall back to sleep immediately. The effect lasts for one encounter (approximately fifteen minutes).

## Apothecary III Concoctions and Effects

### Healing

#### All Heal

Completely heals all wounds to all locations (as per Heal Limb and Heal Body), purges lesser poisons and cures diseases. This concoction does not cause lost spirit strength to be recovered.

#### Regeneration

This concoction lasts for the duration of an encounter. During this time the recipient will heal any wounds that they receive *after they drink the concoction*. It does not matter what the wounds are. The recipient may still be wounded and still takes the effects, but one minute after receiving any wound it will have healed (expelling any material left in the wound). This only applies to wounds not to poison or disease or to very serious damage including loss of limbs and **Lethal** which still have their normal effects. The recipient will not recover from damage received prior to the concoction being drunk, nor will they recover consciousness unless awoken. The effect lasts for one encounter (approximately fifteen minutes).

### Enhance

All Enhance concoctions are not cumulative with other enhancing magic or with existing abilities. I.e. if you take already have strength I and take Strength I Enhance concoction then there is no effect.

#### Agility III

This concoction grants Agility III. The effect lasts for one encounter (approximately fifteen minutes).

#### Strength III

This concoction grants Strength III. The effect lasts for one encounter (approximately fifteen minutes).

#### Toughness III

This concoction grants Toughness III. The effect lasts for one encounter (approximately fifteen minutes).

#### Vigor III

This concoction grants Vigor III. The effect lasts for one encounter (approximately fifteen minutes).

#### Willpower III

This concoction grants Willpower III. The effect lasts for one encounter (approximately fifteen minutes).

### Poison

#### Blind Blade Venom

This concoction renders the victim partially blind. The effect of this is to prevent the victim from running, fighting or defending themselves in combat (parrying) or casting ranged spells. It does not prevent the victim from walking away from combat or healing themselves. The effect lasts for one encounter (approximately fifteen minutes).

#### Choke Poison

This poison causes a character to be unable to breathe. Speech is impossible as is moving unaided as the victim will collapse to the ground clutching his throat. After one minute the character passes out with a

chest wound and immediately goes to life clock. It will not kill people capable of regeneration (although it will force them to collapse and need to regenerate). If the chest wound is cured before the poison is purged then, he will once more choke until he passes out and receives a chest wound. Every chest wound caused by this poison will also cause the loss of one spirit strength. The effect lasts for one encounter (approximately fifteen minutes).

**Death Fugue Poison**

This terrible poison causes the victim to imagine that he is dying in some horrible and immediate fashion. The victim should play out his death scene for thirty seconds and if still conscious at the end of this time the victim will collapse with a heart attack (immediately go to life clock with a chest wound and pass out cold). During the death fugue, the character is unable to interact with the world around him at all and is completely unable to defend himself, cast spells etc. If the chest wound is cured before the poison is purged then, he will immediately take the effect again. Every chest wound caused by this poison will also cause the loss of one spirit strength. The effect lasts for one encounter (approximately fifteen minutes).

**Paralysis Blade Venom**

This venom completely paralyzes the victim for one encounter (approximately fifteen minutes). Vigor III is the only protection to this poison.

**Paralysis Poison**

This poison completely paralyzes the victim for one encounter (approximately fifteen minutes). Vigor III is the only protection to this poison.