

Apothecary Appendix

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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
 -  Restorative
 -  Enhance
 -  Ingested Poison
 -  Blade Venom
- 3 The rune that denotes it's 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 Bladlands. It is not a complete list, but covers the main ones.

Healing

Healing concoctions cure wounds to the body. Most healing concoctions are instantaneous. It will take the Apothecary at least 1 minute to apply the concoction externally to the area trying to be healed.

Restorative

Restorative Concoctions cure physical afflictions and mental torments. All Restoratives are instantaneous.

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.

Venom

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.

Enhance

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

Contact Poison

Contact poison is venom 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) will be affected by it. Contact poisons are difficult to produce, but last for long periods of time before degrading.

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.

There are two methods of learning the skill to Apothecary III. Either you can be self-taught, or you are an apprentice to a more senior Apothecary.

As a self-taught apothecary you will potentially start with less recipes, but will be able to find more component bundles for them.

As an apprentice you could have any recipes that your master wishes to teach you, but some of the components found will automatically go to them.

Apothecary I

This is the very beginnings of the skill, and the only level that you can buy as a starting character. 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 1st order apothecary list, shown below:

Agility I, Alleviate Pain, Confusion Poison, Cure Disease, Fear Poison, Heal Limb, Revive, Strength I

These starting recipes are held in your 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 you 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 6 bundles of components to be used for a standard event.

Apothecary II

To learn Apothecary II you must be an apprentice to a higher level apothecary or, you can self teach it by having made every 1st order apothecary recipe, which must also be in your recipe book

Apprenticed apothecaries may be taught any 2nd order recipe by their master. Self taught apothecaries must select 4 recipes from the 2nd order apothecary list, shown below:

Blind Poison, Cure Blindness, Heal Body, Purge Poison, Sleep Poison, Toughness 1, Vigor 1, Willpower 1

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

You can produce a concoction in 10 minutes that will last 12 hours before degrading. As an apprentice you will always reduced the time your master takes to produce concoctions by 1 minute.

You can double the amount of patients that a surgeon can treat for long term care. If you are also a surgeon you may still use this skill to improve your long term care.

You can use one bundle of components to treat the symptoms of poisoning or disease. They will keep a poisoned person alive until the end of the encounter and will allow the diseased person to function normally for one hour.

If you are self taught in this skill you will find 12 bundles of components for a standard event.

If you are an apprentice to receive this skill, you must forage for components with your master and you will find 10 bundles of components, and find your master 4 bundles of components.

Apothecary III

To learn Apothecary III you must be an apprentice to a higher level apothecary or, you can self teach it by having made every 2nd order apothecary recipe, which must also be in your recipe book, from this list:

Agility II, Blind Poison, Confusion Blade Venom, Cure Blindness, Death Sleep, Fear Blade Venom, Heal Body, Purge Poison, Sleep Poison, Strength II, Toughness I, Vigor I, Willpower I

Apprenticed apothecaries may be taught any 3rd order recipe by their master. Self taught apothecaries must select 4 recipes from the 3rd order apothecary list, shown below:

Agony Poison, All Heal, Deadly Poison, Paralysis Poison, Toughness 2, Vigor 2, Willpower 2

Any 1st, 2nd and 3rd order recipes may be added to your recipe book and you may teach 1st and 2nd 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 can produce a concoction in 7 minutes that will last 24 hours before degrading. With masterwork tools and an apprentice working with you this cannot go below 5 minutes.

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 cure ingested poisons immediately although the victim spends the next ten minutes throwing up too ill to move and loses one spirit strength

If you are self taught in this skill you will find 18 bundles of components for a standard event.

If you are an apprentice to receive this skill, you must forage for components with your master and you will find 14 bundles of components, and find your master 8 bundles of components.

Beyond Apothecary III

Up to Apothecary III, the skill can be self-taught if the character does not want to be apprenticed. Beyond this point the skill is no longer able to be self-taught, and the character must make a decision as to how his skill will progress from this point forward.

There are three different type of advancement possible, requiring the character to find a master of the advancement type they wish to progress.

The Path of Healing and Restoration

Masters in this path teach the higher order 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 recipes from the Path of Poison.

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 from the Path of Poison or the Path of Healing and Restoration.

The Path of Poison

Masters in this path teach the higher order 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 recipes from the Path of Healing and Restoration

Apothecary IV

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

You can produce a concoction in 5 minutes that will last an entire event before degrading. With masterwork tools and an apprentice working with you this cannot go below 3 minutes.

As an apprentice you may forage for components with your master, if you do so you will find 20 bundles of components, and find your master 8 bundles of components. It is no longer a requirement that you forage together, but if you don't your master will not find the extra components, and these extra components are lost.

The Path of Healing and Restoration

You may be taught any 4th order Healing or Restoration recipes.

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.

When working with a surgeon to help long term care, your patients will recover one extra spirit strength.

The Path of Enhance

You may be taught any 4th order Enhance recipes.

The Path of Poison

You may be taught any 4th order Poison, Contact Poison or Venom recipes.

Apothecary V

You are not required to have your recipe book with you to create any 1st or 2nd order concoctions of your path.

You are required to use magical tools to produce any 5th order recipe or your own path, or 4th order recipes from another path.

You may have an apprentice working with you, but they cannot be of a different Path.

You can produce a concoction in 5 minutes that will last an entire event before degrading. With masterwork tools and an apprentice working with you this cannot go below 3 minutes.

You may forage for components with your master, if you do so you will find 24 bundles of components, and find your master 8 bundles of components. It is no longer a requirement that you forage together, but if you don't your master will not find the extra components, and these extra components are lost.

The Path of Healing and Restoration

You may be taught any 5th order Healing or Restoration recipes, and may teach 4th order recipes to members of this path. You may learn 4th order Enhance recipes.

When working with a surgeon to help long term care, your patients will double the amount of spirit strength recovered by the surgeon to a minimum of two extra.

The Path of Enhance

You may be taught any 5th order Enhance recipes, and may teach 4th order recipes to members of this path. You may learn either 4th order Healing and Restoration or Poison, Contact Poison and Venom recipes, depending upon your initial choice.

The Path of Poison

You may be taught any 5th order Poison, Contact Poison or Venom recipes, and may teach 4th order recipes to members of this path. You may learn 4th order Enhance recipes.

Apothecary VI

Learning this level of the skill is especially difficult. You can be helped by someone else of this level, but that is not enough. You must research or recover a lost recipe for your chosen path. This process proves you are a master in this craft.

You are not required to have your recipe book with you to create any 1st to 3rd order concoctions of your path.

You are required to use magical tools to produce any 5-6th order recipe of your own path, or 4th-5th order recipes of another path.

You may have an apprentice working with you, but they cannot be of a different Path.

You can produce a concoction in 5 minutes that will last an entire event before degrading. With masterwork tools and an apprentice working with you this cannot go below 3 minutes.

You may forage for components, if you do so you will find 36 bundles of components.

The Path of Healing and Restoration

You may research any 6th order Healing or Restoration recipes, and may teach 5th order recipes to members of this path. You may learn 5th order Enhance recipes.

Blessing of (shea of healing); The concoctions you make of Heal Limb, Heal Body and All Heal also restore one spirit strength.

The Path of Enhance

You may research any 6th order Enhance recipes, and may teach 5th order recipes to members of this path. You may learn either 5th order Healing and Restoration or Poison, Contact Poison and Venom recipes, depending upon your initial choice.

The Path of Poison

You may research any 6th order Poison, Contact Poison or Venom recipes, and may teach 5th order recipes to members of this path. You may learn 5th order Enhance recipes.

Beyond Apothecary VI

It is rumoured that there are those that have found ways of expanding their minds so that they can learn the one other path open to them. Such people would be true masters of the skill, but it's probably just rumour.

Apothecary Modus

There are a few other skills open to advanced apothecaries, if they can find a teacher of these skills.

Trader

Requirements; apothecary III

You may trade or sell any components found. The trade or sale of components is not possible without this skill, except for Foragers / Prospectors with the requisite ability.

Deft Hands

Requirements; apothecary III

You may make as many of the same concoctions at the same time. i.e. if an apothecary III was making five All Heal concoctions, they could make them all at the same time.

Excellent Memory I

Requirements; apothecary IV

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

Excellent Memory II

Requirements; apothecary V

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

Excellent Memory III

Requirements; apothecary VI

You only need a recipe book to produce 6th order recipes.

Preservation I

Requirements; apothecary IV

You can seal unused apothecary concoctions so that they can be used at the next event. A large amount of sealing agent is required to perform this. The sealing will not last over the winter period.

Preservation II

Requirements; apothecary V

You can seal unused apothecary concoctions so that they can be used at the next event. A lesser amount of sealing agent is required to perform this. The sealing will not last over the winter period.

Preservation III

Requirements; apothecary VI

You can seal unused apothecary concoctions. They will last until the seal is broken, but not over the winter period.

Apothecary I Effects

Alleviate Pain

(Healing)

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 Limb

(Healing)

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

Cure Disease

(Restorative)

This concoction eliminates all diseases from the patient's system. While it works immediately, the patient will take several minutes to recover and may be re-infected.

Revive

(Restorative)

This concoction will instantly wake the subject from unconsciousness or sleep, and will counter sleep poison, venom, contact poison, or the sleep spell. This is not to be confused with the salve produced by Apothecary IIIs.

Agility I

(Enhance)

This concoction increases the agility of the person on who uses it to Agility I. The effect is not cumulative with other agility enhancing magic or with existing agility. The effect lasts for one encounter (approximately fifteen minutes).

Strength I

(Enhance)

This concoction increases the strength of the person on who uses it to Strength I. The effect is not cumulative with other strength enhancing magic or with existing strength. The effect lasts for one encounter (approximately fifteen minutes).

Confusion Poison

(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

(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 Effects

Death Sleep

(Healing)

This concoction places the target into a torpid state. 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 apothecary who used it) or until the next cycling of the nexus.

Heal Body

(Healing)

As heal limb, but fixes a head or body wound. This concoction does not cause lost spirit strength to be recovered.

Cure Blindness

(Restorative)

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

(Restorative)

This concoction eliminates all poisons from the patient. It also removes all apothecary and alchemical effects. 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.

Agility II

(Enhance)

This concoction increases the agility of the person on who uses it to Agility II. The effect is not cumulative with other agility enhancing magic or with existing agility. The effect lasts for one encounter (approximately fifteen minutes).

Strength II

(Enhance)

This concoction increases the strength of the person on who uses it to Strength II. The effect is not cumulative with other strength enhancing magic or with existing strength. The effect lasts for one encounter (approximately fifteen minutes).

Toughness I

(Enhance)

This concoction increases the toughness of the person on who uses it to Toughness I. The effect is not cumulative with other toughness enhancing magic or with existing agility. The effect lasts for one encounter (approximately fifteen minutes).

Vigor I

(Enhance)

This concoction increases the vigor of the person on who uses it to Vigor I. The effect is not cumulative with other vigor enhancing magic or with existing strength. The effect lasts for one encounter (approximately fifteen minutes).

Willpower I

(Enhance)

This concoction increases the willpower of the person on who uses it to Willpower I. The effect is not cumulative with other willpower enhancing magic or with existing strength. The effect lasts for one encounter (approximately fifteen minutes).

Blind Poison

(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

(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

(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

(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).

Apothecary III Effects

All Heal

(Healing)

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

Regeneration

(Healing)

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).

Immunization

(Restoration)

The user of this concoction is protected from all forms of disease for one encounter (approximately fifteen minutes).

Inoculation

(Restoration)

The user of this concoction is protected from all forms of Poison and Venom (but not Contact Poisons) for one encounter (approximately fifteen minutes)

Agility III

(Enhance)

This concoction increases the agility of the person on who uses it to Agility III. The effect is not cumulative with other agility enhancing magic or with existing agility. The effect lasts for one encounter (approximately fifteen minutes).

Strength III

(Enhance)

This concoction increases the strength of the person on who uses it to Strength III. The effect is not cumulative with other strength enhancing magic or with existing strength. The effect lasts for one encounter (approximately fifteen minutes).

Toughness II

(Enhance)

This concoction increases the toughness of the person on who uses it to Toughness II. The effect is not cumulative with other toughness enhancing magic or with existing agility. The effect lasts for one encounter (approximately fifteen minutes).

Vigor II

(Enhance)

This concoction increases the vigor of the person on who uses it to Vigor II. The effect is not cumulative with other vigor enhancing magic or with existing strength. The effect lasts for one encounter (approximately fifteen minutes).

Willpower II

(Enhance)

This concoction increases the willpower of the person on who uses it to Willpower II. The effect is not cumulative with other willpower enhancing magic or with existing strength. The effect lasts for one encounter (approximately fifteen minutes).

Agony Poison

(Poison)

This poison causes the target to feel intense pain. If possible (and weather, safety etc. permitting) the victim will fall to the ground but in any event is incapable of taking any meaningful action for the duration of the effect. The effect lasts for one encounter (approximately fifteen minutes).

Deadly Poison

(Poison)

This concoction introduces a swift acting and highly virulent toxin into the victim's blood. The victim collapses to the ground immediately, unconscious and begins their life count. If not treated for poisoning before this ends the victim dies.

Paralysis Poison

(Poison)

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

Blind Venom

(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).

Sleep Venom

(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).

Confusion Contact Poison

(Contact Poison)

The victim/s 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).

Apothecary IV Effects

Greater Regeneration

(Healing)

Once drunk this concoction will last until activated or the nexus cycles. Once activated the recipient will heal any wounds they receive, heal any poisons, cure any diseases, re-grow serious damage and prevent the “**Lethal**” call from working. If unconscious for any reason, they will wake in 30 seconds. Once activated the effect lasts for one encounter (approximately fifteen minutes).

Restore Mind

(Restorative)

This concoction instantly cures any insanities, charms, dominate or obeys the victim might be suffering from.

Restore Spirit

(Restorative)

This concoction instantly restores any temporary spirit strength loss.

Improved Agility

(Enhance)

This concoction increases the agility of the person on who uses it to Agility III. The effect is not cumulative with other agility enhancing magic or with existing agility. The effect lasts for 12 hours.

Improved Strength

(Enhance)

This concoction increases the strength of the person on who uses it to Strength III. The effect is not cumulative with other strength enhancing magic or with existing strength. The effect lasts for 12 hours.

Toughness III

(Enhance)

This concoction increases the toughness of the person on who uses it to Toughness III. The effect is not cumulative with other toughness enhancing magic or with existing agility. The effect lasts for one encounter (approximately fifteen minutes).

Vigor III

(Enhance)

This concoction increases the vigor of the person on who uses it to Vigor III. The effect is not cumulative with other vigor enhancing magic or with existing strength. The effect lasts for one encounter (approximately fifteen minutes).

Willpower III

(Enhance)

This concoction increases the willpower of the person on who uses it to Willpower III. The effect is not cumulative with other willpower enhancing magic or with existing strength. The effect lasts for one encounter (approximately fifteen minutes).

Choke Poison

(Poison)

This poison causes a character to be unable to breath. 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

(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).

Agony Blade Venom

(Venom)

This venom causes the target to feel intense pain. If possible (and weather, safety etc. permitting) the victim will fall to the ground but in any event is incapable of taking any meaningful action for the duration of the effect. The effect lasts for one encounter (approximately fifteen minutes).

Deadly Blade Venom

(Venom)

This concoction introduces a swift acting and highly virulent toxin into the victim's blood. The victim collapses to the ground immediately, unconscious and begins their life count. If not treated for poisoning before this ends the victim dies.

Paralysis Blade Venom

(Venom)

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

Blind Contact Poison

(Contact 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).

Apothecary V Effects

Mind Regeneration

(Healing)

This concoction will instantly restore all power loss to any form of spell caster, mana or psychic strength.

Restore Limbs

(Restoration)

This powerful concoction will restore and re-grow any lost limbs on the patient. A bead draw is required for permanent spirit strength loss.

Enhanced Agility

(Enhance)

This concoction increases the agility of the person on who uses it to Agility III. The effect is not cumulative with other agility enhancing magic or with existing agility. The effect lasts for 48 hours.

Enhanced Strength

(Enhance)

This concoction increases the strength of the person on who uses it to Strength III. The effect is not cumulative with other strength enhancing magic or with existing strength. The effect lasts for 48 hours.

Improved Toughness

(Enhance)

This concoction increases the toughness of the person on who uses it to Toughness III. The effect is not cumulative with other toughness enhancing magic or with existing agility. The effect lasts for 24 hours.

Improved Vigor

(Enhance)

This concoction increases the vigor of the person on who uses it to Vigor III. The effect is not cumulative with other vigor enhancing magic or with existing strength. The effect lasts for 24 hours.

Improved Willpower

(Enhance)

This concoction increases the willpower of the person on who uses it to Willpower III. The effect is not cumulative with other willpower enhancing magic or with existing strength. The effect lasts for 24 hours.

Dominate Poison

(Poison)

This poison will cause the victim to be completely dominated by the next person who speaks to them. Dominate is the ultimate form of command. The victim of the poison will obey any instruction that they are given. They will follow the spirit of his wishes not the letter of what he says. This includes killing themselves if they are specifically ordered to do it (although they may struggle a bit to actually succeed). The effect lasts until the next dawn.

Mind Drain Poison

(Poison)

The victim of this poison temporarily loses all mana or psychic strength instantly. The poison will stay in the victims system for one encounter (approximately fifteen minutes). Any items or spells used to replenish this power loss whilst the poison is in the system will result in it being lost as well. If the poison is purged within one encounter (approximately fifteen minutes) the mana or psychic strength will return. If the poison is not purged within one encounter (approximately fifteen minutes) the loss is until it can return naturally. I.e. Nexus cycle for mages, long rest for psychics.

Spirit Drain Poison

(Poison)

The victim of this poison is assaulted by a brutal attack to the mind and body. The victim will be under the effect of agony for thirty seconds after which they lose all temporary spirit strength. The next wound they take will instantly kill them. No spirit strength may be recovered until the poison is cured.

Choke Venom

(Venom)

This venom causes a character to be unable to breath. 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 Venom

(Venom)

This terrible venom 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).

Choke Contact Poison

(Contact Poison)

This contact poison causes a character to be unable to breath. 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).

Apothecary VI Effects

Body & Mind Regeneration

(Healing)

[to be researched/found]

Restore Life

(Restoration)

[to be researched/found]

Body Protection

(Enhance)

[to be researched/found]

Enhanced Toughness

(Enhance)

[to be researched/found]

Enhanced Vigor

(Enhance)

[to be researched/found]

Enhanced Willpower

(Enhance)

[to be researched/found]

Mind Protection

(Enhance)

[to be researched/found]

Lethal Poison

(Poison)

[to be researched/found]

Lethal Venom

(Venom)

[to be researched/found]

Lethal Contact Poison

(Contact Poison)

[to be researched/found]

Mana Drain Contact Poison

(Contact Poison)

[to be researched/found]

Spirit Drain Contact Poison

(Contact Poison)

[to be researched/found]