

APOTHECARIST

Citizens & Unaffiliated

BACKGROUND

For as long as humans have known of the magical properties of plants, there have been apothecarists. They began solely as poison-makers, highly regarded by warriors and leaders for their great skill, but feared by the common person. Stories grew to folktales of the great and terrible things that they could concoct, and the deadly art that could fell friends and foe alike.

Collecting rare plants and creating poisons was not a risk-free process, and many apothecarists, especially early in the craft, fell prey to a wild animal or succumbed to one of their concoctions. The results, however, were a great motivator, and it wasn't long before they learned to treat their poisons and injuries through special bandages and tinctures. Once such knowledge spread, common people began to turn to them for healing and treatment. Soon, they were seen as more than just deadly crafters and poison makers and became trusted and valued members of the clans, though the stories and fear never quite went away.

Many visit apothecarists as their first stop for treatment in modern times, relying on their craft for the production of bandages and cures, the likes of which a magical healer can only provide in short bursts, if at all. Innovation among apothecarists has not slowed down, and they are often known to experiment and create new tinctures and remedies.

MECHANICS

Apothecarists harness the latent magical energies in plants and by isolating specific portions of the plants can combine effects to produce potent tinctures, poisons, and even create bandages. Apothecarists make use of all in-game plants and must have a working knowledge of the plants, their parts, and their associated effects. This information is available in the *Crafting with Plants* primer which is provided at purchase of the Novice rank.

All magical plants contain 2 components: essence and parts. Apothecarists may use either the *essence* or *parts* of plants in various crafts. Extraction of plant essence or parts destroys the plant unless otherwise stated. Any plants with black tape have lost their essence, and plants with white tape have lost their parts. Essence and parts are considered non-stealable, do not require physical representation, and expire if not used by the end of the event if prepared during game.

You may isolate and combine plant materials either during the between-game period or during game if an appropriate workstation, the Herbal Station, is available. Each plant takes 1 minute of roleplay to prepare and the final product takes an additional 1 minute per ingredient to complete unless otherwise noted in the skill. After completion, all expended plants must be placed in the expended props bin at the station. Further directions on use are available at the station.

Apothecarists will be provided a limited number of basic formulae for tinctures when they purchase the ability to produce them. If an apothecarist wishes to create a new tincture, they may experiment during the between-game period. The player must submit a detailed write-up of the plants used, desired effect, and rationale behind the use of the various plants. These will be reviewed by staff and any results will be included in a character's bag for the following event. All successful experiments may be crafted in-game once approved regardless of current skill level.

PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Create 2 of any combination of blade poison or bandage over 2 events.	<i>+2 events</i>	Information about in-game plants. All novice skills unlocked.
<i>Journeyman</i>	Undertake 2 experiments over each of 2 between-game periods.	<i>+2 events</i>	All journeyman skills unlocked. Three random basic tincture recipes. May experiment with basic tinctures.
<i>Master</i>	Undertake 2 experiments over each of 3 between-game periods.	<i>+3 events</i>	All master skills unlocked. May experiment with enhanced tinctures.
<i>Grandmaster</i>			All grandmaster skills unlocked. May experiment with potent tinctures.

SKILLS

Note: Each skill listed below is classified as an infinite-use skill, but it requires the material listed to make.

NOVICE

Prepare Plant (0) After 1 minute of roleplay, you may expend one magical plant and isolate one part or essence from that plant. You may then spend 1 minute per ingredient to combine all available parts into a finished product. Plant preparation can be performed as part of your between-game actions. Just indicate which intended plants you wish to isolate and combine.

Craft Blade Poison (1) Allows the crafting of blade poison. Blade poison requires the use of 1 Sanguinary essence and *either* 1 Climbing Fern essence *or* 1 Wings-of-Night essence.

Craft Bandage (1) Allows the player to create in-game *Bandages*. Bandages are created via the following method: the Apothecarist extracts the essence of a Climbing Fern. Afterward, furs are added to the essence and soaked for 5 minutes, each essence can be used only once. 2 points of fur are required to create 1 bandage, and each Climbing Fern essence can produce a maximum of 10 bandages. Thus, you may use up to 20 points of fur per 1 Climbing Fern essence. You may use the supplied bandage prop (a long strip of neutral colored cloth) or supply your own, but they must be rolled and tied to signify that they are ready to use.

Fur points are:

- Hair - 2 Points (Brown in Color)
- Hide - 4 Points (Grey in Color)
- Skin - 7 Points (White in Color)
- Pelt - 10 Points (Black in Color)

JOURNEYMAN

Craft Basic Tincture (2) Allows the use of 1 Climbing Fern part in conjunction with 1 other plant part to create a basic tincture. Basic tinctures replicate the effects of 3 CP and below skills with an immediate effect, but often come with side effects or possible dependency.

Craft Contact Poison (2) Allows the crafting of contact poison. Contact Poison requires the use of 1 Climbing Fern essence and 1 Sanguinary essence

MASTER

Craft Enhanced Tincture (2) Allows the use of 1 Climbing Fern Part in conjunction with 2 other plant parts to create an enhanced tincture. Enhanced tinctures replicate the effects of 4 CP skills with an immediate effect.

Craft Inhalation Poison (2) Allows the crafting of inhalation poison. Inhalation poison requires the use of 1 Climbing Fern essence, 1 Sanguinary essence, *and* 1 Wings-of-Night essence.

Reusable Bandage (3) For every *Bandage* crafted, the user gains one instance of *Reusable Bandage*, which allows the crafter to remove one bandage from the expended items bin and treat it as a usable bandage. The crafter must re-roll and tie the bandage to indicate the bandage has been cleaned and is ready for use.

Advanced Plant Preparation (0) Allows the Apothecarist to better extract the components of a plant. An Apothecarist may now extract the essence or parts of a plant without destroying the plant. Place the appropriate color of tape on the plant to indicate which components have been removed. Any plant with both white and black tape on it is considered expended and can be discarded.

GRANDMASTER

Advanced Bandaging (3) The apothecarist may expend one *bandage* and one use of *reusable bandage* to heal a patient up to full vitality. The healing must be completed in one uninterrupted session and if interrupted, both uses of *bandage* and *reusable bandage* are expended.

Craft Potent Tincture (2) Allows the use of 1 Climbing Fern Part in conjunction with 3 other plant parts to create a potent tincture. Potent Tinctures replicate the effects of 5 CP skills with an immediate effect.