Apothecarist

Citizen & Unaffiliated

Background

For so long as it's been known that some plants held magical properties, there have been apothecarists. The first apothecarists started out as the poison-makers for their clans and regions. They were highly regarded by warriors and leaders, but were often feared by common people, with many stories and folktales abounding about the terrible things they were capable of.

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

In modern times, many treat them as the first stop for treatment, looking to them for bandages and cures that a magical healer can only provide in short bursts. Innovation among apothecarists has not slowed down, and they are often known to experiment and create new tinctures and remedies.

Mechanics

Apothecharists harness the latent magical energies in plants and by isolating specific portions of the plants are able to combine effects to produce potent tinctures, poisons and even create bandages. Apothecharists 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 *Magical Plants* primer which is provided at purchase of the Novice rank.

You may isolate and combine plant materials either during the BGS period or during game if an apothecary station is available. Each plant takes 1 minutes 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 plants must be stored in an appropriate out of game bin.

Apothercarists will be provided a limited number of basic formulae for poisons and tinctures. If an apothecarist wishes to create a new tincture, they may perform an experiment during their BGS period. During this experiment the player must submit a detailed writeup of the plants used, desired effect and rationale behind the use of the various plants. Experiment success will be reviewed by staff and any results will be included in a character's bag for the following event. Experiments may only be performed on tinctures and poisons of your current level or lower.

Progression

Level	Cost	Requirement	Time	In-game Benefits
Novice		Create **2** of any combination of blade poison or bandage over the course of **2 Events**	*+2 events*	Information about in-game plants *Skills:* *Craft Blade Poison* *Craft Bandages*
Journeyman	2	Undertake **2 experiments** within your skill level over the course of **each of 2 between-game periods**.	*+2 events*	*Skills:* *Craft Basic Tincture* *Craft Contact Poison*
Master	2	Undertake **2 experiments** within your skill level over the course of **each of 3 between-game periods**.	*+3 events*	*Skills:* *Craft Enhanced Tincture* *Craft Inhalation Poison* *Reusable Bandage*
Grandmaster	2			*Skills:* *Advanced Bandaging* *Craft Potent Tincture*

Skills

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

Novice

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

Craft Bandage (1) Allows the player to create in-game *Bandages*. Bandages are created via the following method: The Apothecarist boils down the stalk of a Climbing Fern into a liquid. Afterwards, furs are added to the liquid and soaked for 5 minutes, each liquid can be used only once. 2 points of fur are required to create 1 bandage, and each Climbing Fern can produce a maximum of 5 bandages. Thus, you may use up to 10 points of fur per 1 Climbing Fern.

Fur points are:
Hide - 2 Points (Brown in Color)
Fur - 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 product in conjunction with 1 other flower to create a basic tincture. Basic tinctures replicate effects of 3 CP and below skills with an immediate effect, but often come with some form of side effect or possible dependency.

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

Master

Craft Enhanced Tincture (2) Allows the use of 1 climbing Fern product in conjunction with 2 other flowers to create an enhanced tincture. Enhanced tinctured 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, 1 Sanguinary *and* 1 Wings-of-Night

Reusable Bandage (3) For every *Bandage* crafted, the used gains one instance of *Reusable Bandage*. Reusable Bandage 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.

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 use of *bandage* and *reusable bandage* are expended.

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