

Arcadia
Crafting Book



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INTRODUCTION

Welcome to crafting in Arcadia. This book is an overall guide to all the crafting systems in Arcadia, where you will find how each area of crafting works, recipes and schematics for crafting. Here is a list of the areas covered in this book:-

- **Herbalists – Potions and Poisons**
- **Enchanting**
- **Blacksmith – Armour and Weapons**
- **Cooking Recipes**
- **Traps schematics**
- **First Aid and Physician supplies**

Once you have chosen your craft there are many different options available to you. Taking trained allows you access to a small number of recipes or schematics, whilst taking master allows you to take up to 5 recipes or schematics of master and trained level. This means you can specialise in a certain area like healing or just forge swords and daggers. This allows for more in-character role-play opportunities such as trying to find a blacksmith that can fix your weapon, instead of in other systems where everyone is able to craft anything in that skill area. So think of crafting as a skill tree, you take only the skills you want to learn. You can however learn new recipes or schematics through downtime spent researching, practising, or learning from another player who is willing to give up their downtime to teach you. There also may be in-game opportunities to learn a skill from NPC's or through role-play and plot.

Each area has different restrictions so please read them carefully when creating your character, and spending your points on skills. A range of item tokens are used for crafting, once an item has been crafted the item tokens must be handed over to a member of the Game Team who will then approve your crafted item on your character sheet. You will be given access to your chosen crafts resource book which helps you to identify components required for recipes and schematics. Once your character sheet has been approved, you will receive the approved sheet along with your craft resource book and chosen recipes or schematics in an email before the event. You may then print it off how you wish, make it into a book if you like for in-character references or even write them out in your own hand. When you learn new recipes or Schematics you will be sent that additional information to add to your book when approved.

It takes time and effort to craft an item and your character needs to have both of these things in order to produce results. Any significant disturbances could make you forget a step or miss a vital ingredient or even add too much. There are two options available to you when crafting:-

1. You may sit there and role-play for half an hour on your craft to complete the task, which could incur extra bonuses gifted by the games team for immersive role-play, although this could also go horribly wrong, as you might be distracted from your task such as by a fight, being knocked unconscious or engaging in a detailed conversation that involves or furthers plot.
2. Or take your character off to your tent to craft in private whilst you lend a hand to the Game Team and monster or NPC for a time, which can result in the Game Team providing you with an in-character reward for your help. After monsterring or NPCing for a time your character returns with the item crafted and ready for use.

HERBALIST

Herbalism is the foundation to a lot of crafting such as First Aid and Physician, Potions and Poisons. Being able to identify herbs is a vital skill to master, to enhance healing via medicine or potions, or to enhance battle skills with poisons. Herbs can be dried to allow them to last until the end of the next event, but this halves the potency thus requiring more to make a potion or poison. The Master skill allows Herbs to be distilled into an essence, however double the amount of herbs is needed to achieve this. The positive effect of making herbs into an essence means the essence can last until used.

When taking herbalist you are emailed the herb book, which you may print off and use at the events, you may wish to make your own herb book and add notes on different herbs it's up to you.

POTIONS AND POISONS

Potions are made to help heal, restore mana, and to cure poisons and disease. Potions like heals and cures have a single use effect. Whereas some potions gives you access to the skills until dawn such as the potion of Presence which requires 2 Stamina, Spirit talk requires 2 mana, Spirit walk requires 3 mana and Spirit sight requires 1 mana to activate. If you wish to take cure poison you must select a poison in which to cure, it is not a cure all potion. Same with cure disease you must pick a category which will let you cure all diseases that fall under that category.

Poisons are made to line weapons to give you the edge in battle or to poison the food of your enemies. If you ration your poison carefully you can get more than one use out of it, when applying it to weapons a poison can either tip 3 arrows or cover 3 thrown weapons or lace 2 daggers or apply an application to a large weapon such as one handed or two handed if applied with care. When slipping it into food, poison can be used in either 3 cookies or 2 drinks or in one large shared meal to poison multiple people.

The effects of Poisons remain until the Poison is removed, so a Poison of Strike down means the person who is affected cannot get off the floor until cured. You can die by poisoning; if a person is poisoned with a level of harm that is higher than their Hit Points they have 6 hours to receive a cure before suffering a Coup-de-graced. Harm poisons effects increase over time, so if you are not cured by dawn the next day you receive a second level of that harm poison and suffer the effect of the second level and continue to increase per day until healed. Both require particular amounts of herbs of various rarities and require time and effort to make. If you are using preserved herbs to make either, you are required to double the amount of dried ingredients needed to acquire the right amount for the recipe. You will **NEED** a physical representation for the potion or poison once created; we recommend potion bottles which can hold a liquid. Once the potion or poison is made you can then fill the bottle with a liquid representing that it has been crafted. If you want to use different coloured liquids to represent different potions or poisons so you don't take the wrong one by mistake please feel free to do so.

Only Herbalists can treat poisons or diseases that are caused by herbalists, they cannot cure magic induced poisons or diseases. At Trained you may learn up to 3 of any of the trained recipes and at Master you may learn up to 5 of any of the recipes, this is an additional 2 to the 3 you already learned at trained level. So pick wisely. You may learn other recipes by spending your down time doing research or learning recipes from other players or by in game means. You are required to take level 1 healing before being allowed access to take level 2 healing, also level having level 1 and 2 gives you access to level 3 this also applies to mana, stamina and harm.

POTIONS LIST

PRESENCE	Prerequisites: Herbalist Trained	Access: Skill
	Access to Skill / Spell Lasts: Until Dawn	2 S
Call "Charm"		
You have an air of charm around you that helps to sweeten deals with trader or you can get someone to help you with a task.		
Your presence can 'charm' a person you are talking to into doing something you want. However it cannot be used to make someone do something uncharacteristic to their character. Can be countered with the use of Strength of Will.		
TONGUES	Prerequisites: Herbalist Trained	Access: Spell
	Access to Skill / Spell Lasts: Until Dawn	1 M
Call "By my power In X" or " By the power of the Gods In X"		
Need to trade with a foreign trader and don't want to get swindled why not speak their language.		
You can speak in a language to someone or listen in to a conversation someone else is having, or make someone else speak a different language so no one else can understand them this spell last for 1 minute.		
ARIDIAN, AVALONIAN, GAUTISH, KERASIAN, NAKATAN, PRIMAL AND ABYSSAL		
SPIRIT SIGHT	Prerequisites: Herbalist Trained	Access: Spell
	Access to Skill / Spell Lasts: Until Dawn	1 M
Call "By my power Sight" or " By the power of the Gods Sight"		
You can see into the spirit world when you concentrate.		
You can see the spirit world this relates to anyone with a raised hand with an open palm and at night a blue lit hand, this spell lasts for 10 seconds.		
INVIGORATE	Prerequisites: Herbalist Trained	Access: Spell
	Access to Skill / Spell Lasts: Until Dawn	1 M
Call "By my power Strength " or " By the power of the Gods Strength"		
You feel very strong!		
You have improved your strength or the strength of another by 1 point to help move a heavy object or lift a person back to safety, this spell lasts for 1 minute.		
HEAL LEVEL 1	Prerequisites: Herbalist Trained	
	Single use Potion only	
Potion		
Been beaten up a little and taken some damage how about a fix me up potion?		
Heals 2 HPs		
HEAL LEVEL 2	Prerequisites: Herbalist Trained	
	Single use Potion only	
Potion		
Been in a fight up against some nasty bandits? Taken some damage how about an improved fix me up potion?		
Heals 3 HPs		

STAMINA LEVEL 1	Prerequisites: Herbalist Trained
	Single use Potion only
Potion	
Feeling a little tired today after that run in with a highway man? Why not take a tonic of Stamina and feel like your old self again?	
Gives you back 10 stamina	
STAMINA LEVEL 2	Prerequisites: Herbalist Trained
	Single use Potion only
Potion	
Feeling a bit fatigued after helping kill that bear so everyone can eat? Why not take a tonic of Stamina and feel like your old self again?	
Gives you back 15 stamina	
MANA LEVEL 1	Prerequisites: Herbalist Trained
	Single use Potion only
Potion	
Feeling a little drained after that firework display you just let off to try an boost the camps moral? Have yourself an elixir of mana.	
Gives you back 10 mana	
MANA LEVEL 2	Prerequisites: Herbalist Trained
	Single use Potion only
Potion	
Well that's another person healed, dear Goddess how many people suffered after that last attack? Time to top up with a tonic of Mana and get back to the healing.	
Gives you back 15 mana	
HEAL LEVEL 3	Prerequisites: Herbalist Master
	Single use Potion only
Potion	
Been beaten up very badly? Did you just barely come out of that fight with all your limbs? You needs a Heal all elixir!	
Heals All HPs	
STAMINA LEVEL 3	Prerequisites: Herbalist Master
	Single use Potion only
Potion	
Nothing like defending the camp from enemies in the morning but you still have to get through the rest of the day. Why not take a tonic of Stamina and feel like your old self again?	
Gives you back All stamina	
MANA LEVEL 3	Prerequisites: Herbalist Master
	Single use Potion only
Potion	
3 camp attacks in a row! I think you better be prepared and get yourself a mana potion something big might be coming!	
Gives you back All mana	

CURE POISON	Prerequisites: Herbalist Master
	Single use Potion only
Potion	
OH NO! They are frothing at the mouth they must be poisoned!	
You must chose a poison to cure each time you take this recipe, you may then be able to cure that poison if it is a herbalist based poison not mana based poison.	

CURE DISEASE	Prerequisites: Herbalist Master
	Single use Potion only
Potion	
No one likes being ill and it can spread if not kept under control.	
You must chose a category of disease to cure each time you take this recipe, you may then be able to cure that any disease in that category if it is a herbalist based disease not mana based disease. There may be diseases that are plot based and cannot be cured by conventional means.	

SPIRIT TALK	Prerequisites: Herbalist Master	Access: Spell
	Access to Skill / Spell Lasts: Until Dawn	2 M
Call "By my power Spirit Talk" or " By the power of the Gods Spirit Talk"		
You can talk to spirits from the other side.		
You can hear and communicate with the spiritual world anyone with a raised hand with an open palm and at night a blue lit hand, this spell lasts for 10 seconds.		

SPIRIT WALK	Prerequisites: Herbalist Master	Access: Spell
	Access to Skill / Spell Lasts: Until Dawn	3 M
Call "By my power Sight" or " By the power of the Gods Sight"		
You can interact with the spirit world and if it calls for it you many walk between worlds.		
You can see and interact with the spirit world this relates to anyone with a raised hand with an open palm and at night a blue lit hand, you can also walk with the spirits and go non corporeal for 10 seconds, you need a blue light at night. This means you take no damage dealt while in this state but you can also not deal any damage.		

SHADOW WALK	Prerequisites: Herbalist Master	Access: Spell
	Access to Skill / Spell Lasts: Until Dawn	2 M
Spell *Raised hand with closed fist*		
You can move through the shadows and be one with them.		
Where possible actually try going unseen, also taking into account where you are and what's around you. You cannot just walk across open ground using shadow walk, active until fist is lowered.		

POISONS LIST

HARM LEVEL 1	Prerequisites: Herbalist Trained
	Single use Poison only
Poison	
You are an evil person and don't like people very much or maybe you don't like yourself but you are harming others for your misfortunes.	
The reverse of heal, you cause nasty wounds, drain the life away and otherwise do horrific damage as you literally cause your opponent's body to start attacking and destroying itself. 2 HP's are removed unable to be healed until the poison is removed.	

HARM LEVEL 2	Prerequisites: Herbalist Trained
	Single use Poison only
Poison	
You like inflicting pain on others, but maybe they deserve it.	
3 HP's are removed and are unable to be healed until the poison is removed.	

ENFEEBLE	Prerequisites: Herbalist Trained
	Single use Poison only
Poison	
You feel weak and unsteady on your feet.	
You have weakened someone by reducing their strength by 1 point this immediately applies with regard to armour which makes the wearer become restrained and restraining them until the poison is removed.	

SHACKLE	Prerequisites: Herbalist Trained
	Single use Poison only
Poison	
Got someone that you don't want running away, why not give them a cookie of shackle, they won't be going anywhere fast.	
The poisoned person is slowed and cannot move faster than walking pace until the poison is removed.	

SILENCE	Prerequisites: Herbalist Trained
	Single use Poison only
Poison	
Someone know your secret and you don't want them telling but it would look to suspicious if they went missing, because you were the last person they talked to. Why not silence them until you can think of a plan.	
This person cannot talk or cast spells or finish a spell until the poison is removed. This does not affect skill calls or fast casting as they are an out of character call and cannot be silenced.	

HARM LEVEL 3	Prerequisites: Herbalist Master
	Single use Poison only
Poison	
Need to interrogate a bandit don't want them getting away how about a poison to knock the life right out of them until they are ready to talk?	
All HP's are removed and are unable to be healed until the poison is removed.	

COMMAND	Prerequisites: Herbalist Master
	Single use Poison only
Poison	
Always wanted to make someone do your washing or cook you dinner. Now you can with this simple poison just be careful it might backfire.	
The person is under your control until the poison is removed.	
IMMOBILIZE	Prerequisites: Herbalist Master
	Single use Poison only
Poison	
Got someone that keeps running away, why not give immobilize them that way they won't be going anywhere.	
This person cannot move or talk or defend themselves they are rooted to the spot until the poison is removed. Can be moved by being carried by using strength greater than the person that is immobilized. (Safety note:- do not stand out in the dark all night raise your hand and come into camp if left alone for a long period of time and talk to a member of the games team.)	
STRIKE DOWN	Prerequisites: Herbalist Master
	Single use Poison only
Poison	
Well learning from past experiences bandits and thieves are easier to kill when they are on the floor, so are a lot of other things.	
You have knocked a person down and they are to remain on the floor until the poison is removed.	
SPIRIT TALK	Prerequisites: Herbalist Master
	Single use Poison only
Poison	
Don't like the way someone talks to you? Why not make them talk to the spirits from the other side instead.	
This person can only spirit talk until the poison is removed and cannot talk to anyone without the spirit talk skill or spell ability.	
SPIRIT WALK	Prerequisites: Herbalist Master
	Single use Poison only
Poison	
Got someone who is useful but you can't have them interacting with anyone else? Maybe you could make them a spirit where they can't talk, be seen or interact with anyone else.	
This person is in permanent spirit walk mode until the poison is removed and cannot interact with anyone without spirit abilities. Requires a blue light for night.	



ENCHANTING

Anyone with Arcane gift can craft enchanted items such as food; books or weapons without the Enchanter perk as long as they have taken that spell. Although without Enchanter perk they only have access to the 'self' casting spells for enchanting. Each enchantment lasts until dawn and cost the amount of mana it would cost to cast the spell at selected range (Touch, Self or Ranged) unless crafted with items. A crafted enchantment requires the mana cost of the spell plus extra mana and the exact number of components for the enchantment to last until used or until the item is destroyed. Activating an Arcane enchanted item requires the use of an activation phrase which is bestowed upon it by the enchanter during the crafting process; an example would be "By the enchanted power of my sword Double Through". Once the enchantment has been activated it is then dispelled from the item. All enchantments are a onetime use, unless bound to a magical item through ritual with a rechargeable mana battery which can allow the enchantment to hold multiple charges/uses.

At trained level - you are skilled with arcane magic and can do more than just enchanting self-spell calls. Trained level allows the enchantment of a single use spell call, you can only enchant trained level spells.

At master level - you are a master of arcane magic and can do more allows the enchantment of a one use composite spell call as long as both spells use the same range (Touch, Self or Ranged). When enchanting composite calls it requires double the mana and components. Can enchant both trained and master level spells.

Types of Enchantment Effects

- Self effects can only be enchanted on items and consumables, not weapons. In the quick reference table from the rules book you will find only the gray self boxes work as self enchantments. Consumable items cannot be infused with mana batteries.
- Touch effects work on items, people and weapons not on consumables; these are classed as Woads or runes. Woads on people cannot be infused with mana batteries but magical Items and weapons can through rituals.
- Range effects work on items such as scrolls and wands though not on weapons or consumables. Range effect can be bound to magical items with mana batteries through rituals.
- Gems can be turned into mana batteries that can be ritually bound to master crafted item that infuse a permanent enchantment to the weapon.

Consumables – any cooked item can be enchanted with a self spell, these are activated once eaten; see the cooking recipe section for consumables. These allow you to make health cookies for yourself or a friend, or perhaps a cookie of maim to harm an unsuspecting victim. Enchanted consumables are a onetime only enchantment and once consumed the enchantment effects are activated, these do not require an activation phrase.

Items - such as books, wands, gems, Woads, runes, jewellery just to name a few can be enchanted with spells to help in combat or to help heal yourself in times of need as long as the activation phrase can still be said.

Weapons - can be enchanted to help people unskilled in weapons to use certain abilities that would otherwise be unattainable. Normally a person not trained in weapons can only do a single damage and defend themselves although an enchanted blade can do what it is enchanted with as long as you know the activation phrase.

Gems - are enchanted with mana there are different rarity of gems that can hold a varied amount of mana. It requires the Channel spell to make a mana battery and the correct amount of mana to be sacrificed upon creation.

	Range of Enchantment	Extra Mana Required	Number of Components required	Type of components required.
Consumables	Self	2	Trained Level Spells 1 Common	1 Salt Crystals
			Master Level Spells 1 Common and 2 Rare	1 Salt Crystals and 2 Chemical Elements
People	Touch	3	Trained Level Spells 1 Common	1 Chemical Element
			Master Level Spells 1 Common and 1 Rare	1 Chemical Element and 1 Metal
Items	Self	4	Trained Level Spells 2 Common	1 Chemical Element and 1 Metal
			Master Level Spells 1 Common and 2 Rare	1 Chemical Element, 1 Metal and 1 Gem
Items / Weapons	Touch	5	Trained Level Spells 3 Common	1 Chemical Element, 1 Metal and 1 Gem
			Master Level Spells 3 Common and 3 Rare	2 Chemical Element, 2 Metal and 2 Gem
Items	Range	6	Trained Level Spells 6 Common	2 Chemical Element, 2 Metal and 2 Gem
			Master Level Spells 4 Common and 4 Rare	3 Chemical Element, 3 Metal and 2 Gem
Mana Battery	Channel Spell only	5	Common = 5 Mana	Gem
		10	Uncommon = 10 Mana	Gem
		15	Rare = 15 Mana	Gem

BLACKSMITHING

Blacksmithing is a sought after trade by many a knight that will require working armour and weapons for the battles ahead. A blacksmith will always find trade even at the end of the world. It is a well paid trade for skilled workmen. There are two types of blacksmiths; those that fix and make armour and those that fix and make weapons. Most schematics require Coal or firewood and water, some require string and even feathers these are objects that can be found anywhere and are not supplied as crafting tokens, although you must have physical representations of these when crafting. An example would be the firewood / coal represents the need for a fire so crafting next to a fire would represent the use of fire during the crafting process, having a bucket of water next to you would also represent the use of water in the schematic which would be used to cool the item after being heated and shaped.

Deconstruction

One of the core abilities of a blacksmith is the ability to take a piece of weaponry, armour, or perhaps a shield or other item, and deconstruct it back into its components. The process of deconstruction does not normally preserve all of the ingredients, and as such anybody at the trained tier can only reclaim half of the components. Masters, however, can reclaim the full amount. Broken weapons can also be deconstructed, but only return half the ingredients that they would otherwise receive.

For example, a schematic shows that in order to craft a one handed sword, a weaponsmith requires; 3 x metal of the same marital as the physical representation of the sword, Smithing Tools, a fire and Water. A Trained blacksmith could reclaim 1x metal from this sword, whereas a Master would reclaim 3x metal. As the fire, water, and smithing tools are not actually components of the sword, they cannot be returned via deconstruction.

Armoursmithing

To repair or make armour, you will require components of the same material as the armour as well as a few other items. When picking the skill you must specify whether you are taking light or heavy armour, you will then be given all the schematics that fall under that amour type. You will be given a trained level or master level schematics once approved by the character ref; you can also learn other schematics from other players in your downtime.

Light armour

Pelts

Hide

Leather

Heavy armour

Chainmail

Plate-mail

Master Crafted

Impenetrable

Hardened

Gilded

Magical

Weaponsmithing

Weapons can be repaired if shattered only if the client manages to bring back the pieces. If the player returns with nothing, as they forgot to role-play picking up the broken pieces of the weapon after it was shattered (the Game Team will be watching) and asks for a repair, this must be denied and the weapon needs to be made from scratch. Only weapons made from wood and metal can be repaired or made by a weaponsmith, nothing from bone or other such unnatural materials for weapons.

When taking this skill you must pick a category in which you want to learn and then the schematics that fall under that category will be given to you. You will be given a trained level or master level schematics once approved by the character ref; you can also learn other schematics from other players in your downtime.

List of weapons

- Blades- daggers, one handed swords, two handed swords
- Axes – one handed, two handed
- Blunts – clubs, staffs
- Thrust – spears
- Crossbows
- Thrown weapons – daggers, axes

- Shield – small, large
- Bows – long, short, compact
- Guns – cap guns only (Only Dwarves can craft)
- Arrows and Bolts
- Master crafted - Weapons -Tempered, Sharpened and Magical. Shields – Tempered, Gilded and Magical. Bows Precision Shot, Gilded and Magical.

COOKING

Being able to cook food can have multiple benefits, such as making food more filling, or preserving the food in order to make it last longer. Cooking food through recipes increases the value of a meal, which can go towards appeasing your appetite and could help towards removing a level of starvation. When picking this skill you are given either Cook or Chef Recipes, you will be aloud 3 at Cook level and 5 at Chef Level this is an addition 2 to the 3 taken at trained level. You still add value to food as described in the skills but using a recipe incurs extra bonuses, you don't always have to use a recipe to cook food.

You could also learn how to cure or smoke meats to preserve them for a longer period of time although this can reduce the nutritional value of the food, at chef level you can half the value of a food token preserving the food which makes it last till the end of the next event without the need of preserving ingredients. You can share food with friends too; if you cook a meal and its value exceeds your appetite value, why not offer what you can't finish to a friend? Try to relate the dishes you pick with your culture, as there are recipes from different cultures. You can also learn new recipes in your downtime from other players.

Recipe Name	Level Required	Food Value	Last For
Cure Meats	Chef	-1/2	4 - 8 Years
Smoke Meats	Cook	-1/4	3 - 6 Months
Avalonian Honey Roasted Hog Trotters	Cook	42	
Avalonian Meat Parcel	Cook	28	
Avalonian Goulash	Chef	50	
Roast Meats	Chef	62	
Island Pie	Chef	64	
Islander seafood Chowder	Cook	38	
Islander Paella	Cook	32	
Nakatan 25-Spice	Chef	30	
Nakatan fried rice	Cook	26	
Nakatan nope rope	Cook	10	
Kebab Al-Kurasi	Cook	28	
Kurasi Spiced Stew	Chef	40	
Kurasi Flambé Potatoes	Cook	20	
Nettle Soup	Cook	6	
Gautlond "Surprise"	Chef	196	
Gautlond Turducken	Chef	168	
Gautlond Mystery Meat Stew	Chef	120	
Aridia Bread	Cook	8	
Aridia Salad	Cook	6	
Aridia Hummus	Cook	6	
Dwarf Bread	Chef	12	
Hog Roast	Chef	80	
Cookies	Cook	8	

TRAPPING

The art of trapping requires both a nimble hand and an innovative mind, but the produce of their labour can make many tasks, such as hunting, much easier than it would otherwise be. Of course, the imaginative mind of a trapper could turn their skills towards prey other than wild boars and bears.

The schematics only represent the cost of crafting the traps, setting the traps will require additional time spent role-playing. For example, setting a Pitfall trap will require digging and concealing a pit deep enough to be effective. Setting a trap requires a member of the Game Team to be present, or else you may find nothing springs your trap no matter how long you wait.

When taking this skill you can pick up to 3 schematics, which will be sent to you once your character has been approved.

Schematics List

- Bear Trap
- Snare
- Net – Small and Large
- Deadfall Trap
- Tripwire
- Pitfall
- Cage – Small and Large

FIRST AID AND PHYSICIAN

Being first aid trained can save the lives of those around you, provided you have the necessary equipment to deal with any given emergency. The table below lists a number of recipes for creating first aid equipment, and also lists the effects of using that equipment.

Though we encourage players to role-play calling for a first aider, it is important to realise the difference between an in-character and out-of-character medical emergency. A player should never use an out-of-character gesture for in-character reasons, and first aid trained characters should immediately call a Time Out and inform the Game Team if it looks like your “patient” has received a real injury.



Recipe	Effect	Level
Bandages	They are required to give back 1 hit point. If removed before the wound has time to heal (2 hours) then the hit point is lost again and they will require more first aid resetting the 2 hour timer unless they have received additional healing from a magic user or a Physician. Bandages must be re-sterilized before being used again, can only be used 5 times before needing to be re-crafted.	First Aid
Smelling Salts	Must be kept close to the patient's face at all times. Restores consciousness, though the patient is still subject to the restrictions of being on 0 hit points. This is useful if you have no bandages left to give them but you know their character has the strength of Will perk that means once conscious they can drag themselves to a safe place.	First Aid
Poultice	Got a bandage you haven't had time to re-sterilize put a Poultice on the wound site first before bandaging it helps to prevent Infections. Also reduces the risk of getting a disease when hit with diseased weapon or spell	First Aid
Stitches	Stitches are used on crippled limbs to remove any permanent effects, reduces the risk of gaining the crippled limb flaw.	Physician
Sedative	Once applied, causes unconsciousness for 5 minutes to be able to perform surgery on crippled limbs.	Physician
Antiseptic	Used to re-sterilize surgical equipment and bandages ready for use and helps prevent Infections.	Physician

LIST OF DISEASE AND THEIR CATEGORIES

This is the Disease list and their effects, each disease falls under a category that can be chosen when taking cure disease. Once you have chosen a category you can cure all disease that fall under that heading with your cure disease potion. Some disease can't be cured with conventional means and are plot driven, disease spread fast and need curing quickly, try not to catch it yourself when curing someone else.

Disease	Category	Effect
Complorxion	Skin Disease	Only affects Orcs. It turns their skin a pale gray, where it dries and cracks weeping a yellowish smelly liquid.
Scaletrix	Skin Disease	Only affects Naga. Their scales turn various different colours, and then they dry out and flake off leaving raw weeping skin.
Furmites	Skin Disease	Only affects beastkin with fur. Furmites are tiny insects that infest the fur of animals they can also be transferred to Mua and other such kin that have bonded with furry creatures. They cause itching and if untreated can lead to infected lumps and loss of fur.
Itchinnititus	Skin Disease	Affects everyone. An itching rash all over the body, can lead to skin rot.
Skin Rot	Skin Disease	Affects everyone. A flaking of the skin, which turns black and if untreated leads to Zombification.
Atchu / Malu	Plague	Affects everyone. It's like the common cold the main symptoms include: a sore throat, a blocked or runny nose, sneezing, a cough, a hoarse voice, generally feeling unwell. Can lead to Malu if not treated. Gain the Weakness flaw for the cold and the frail flaw for the Malu until cured.
Black Plague	Plague	Affects everyone. Symptoms: fever and chills, extreme weakness, abdominal pain, diarrhea and vomiting, bleeding from your mouth, nose or rectum, or under your skin, shock, blackening and death of tissue (gangrene) in your extremities, most commonly your fingers, toes and nose.
Esrever Plague	Plague	Affects everyone. The player must do everything that they possibly can in reverse, speaking, walking, fighting, maybe even reverse your personality (if you are nice maybe now your mean) until cured.
Furies	Plague	Only affects beastkin. A savage plague that turns them mental like rabies, the player enters a Berserker style frenzy from Rulebook until cured, knocked unconscious or killed.
Pustule Parasite Infection (PPI)	Sexually Transmitted Disease (STD)	Affects everyone. An STD that breaks the player out in foul smelling boils.
Claridia	Sexually Transmitted Disease (STD)	Only affects Elf's. An STD that makes Elf's infertile.
Herpfleas	Sexually Transmitted Disease (STD)	Only affects beastkin. Sexually transmitted pubic flea.
Pubic Under Beasts (PUB)	Sexually Transmitted Disease (STD)	Affects everyone. Sexually transmitted pubic Lice.
Luditis	Mental Disease	Only affects dwarf. Gives them a horrifying fear of technology.
Zombification	Mental Disease	Affects everyone. You are in a zombie like state that is fuelled by the need to eat; You gain starvation level 4 and enter a Berserker style frenzy from Rulebook until cured, knocked unconscious or killed.

Gorgonzola	Mental Disease	Affects everyone but Naga. Naga are immune to a delicacy of pudding that is made from the blood of lesser reptilian creatures. Anyone that is not a naga will slowly have their brain turn stone.
Entrapment	Mental Disease	Affects everyone. The play goes into a shut down state, not communicating with anyone and can't move except their eyes.