

THE APOTHECARIES' GUILD

SIGNS

" A ripe poppy proper. The colour of the background varies but is usually dark green."

[NOTE: In *Son of Cities*, **BADGES OF THE GUILDS OF HÂRN**, the apothecaries' badge is blazoned this way: "A pomegranate proper. The colour of the background varies but is usually dark green." I can't find any reason for choosing the pomegranate. This seems to be a mistake. As I recognize the shown plat being a poppy (a plant used to produce opium, a valuable drug), the badge should be blazoned correctly as mentioned above.]



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REFERENCES

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www.johalla.de/EHG
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Preface

This document is part of the "HÂRN-GUILD-TEAM"-project (HGT), initiated and coordinated by the EUROPEAN HÂRNMASTER GUILD (EHG). The goal of the HGT is to elaborate all the guilds and societies forming the Hânic Mangai.

If you have any kind of comments, please send an email to: xris@xris.de

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Changed layout of titlepage.

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HISTORY

In all times, herbs were used by mankind to cure illnesses and wounds, to spice meals and for arcane and religious means. Some of these herbs were of great potency, so careful use was essential to avoid deadly poisoning. Other herbs were extremely rare or had to be traded from distant regions. Many herbs needed to be prepared prior to their use. For these reasons, the use of a vary of herbs needed much wisdom and experience and thus was restricted to skilled and wise persons, such as shamans or priests.

Today, the Apothecaries' Guild performs some of these tasks. This guild evolved from various roots, the more important of them will be described in this section.

Since mankind uses trade to exchange local products, they exchanged spices, medicinal herbs and mineral products, whose production was restricted to certain geographical areas. Those products could be sold on markets with high profits for the involved merchants.

Some traders specialized in dealing with spices (e.g. salt, pepper, ginger, cardamom, cinnamon, tea) and other exotic substances (as incense, dyes, alum or petroleum), and sold them to a rich clientele, physicians, priests and arcanists, such as Shek-Pvar and alchemists.

Additionally, others tried to cultivate certain herbs and get independent from trade and gathering them in the wilderness.

The last was performed by the clerical orders, especially by the Peonian ones. The Peonian temples used to have a Lerovana (master of healing) whose primary task was to heal the ill and weak. Their education followed the traditional form of medicine found in Reksynia. This school primarily used herbal medicines prepared from local plants.

With increasing trade across the Venarian Sea and the caravan routes cross central Lythia between 600 BT and 400 TR, the number of available drugs increased dramatically. Hundreds of spices, substances and drugs were available to an increasing number of different specializing trades. Only specialist were able to obtain an overview about the use, supply and demand of these products. These specialized merchants (druggists and spice traders) established a loose network of trade to meet their clients' demands.

In parallel, the medicinal schools of Western Lythia undergone a change during the 3rd to 6th century TR. While from 6th century BT to 2nd century TR several different schools emerged, this process was reversed beginning with the late 3rd century TR: the medicinal schools were merged by Peonian missionaries and social processes, resulting in relatively homogenous societies with fixed structures and a broad variety of treatment.



Illustration 1: Apothecary testing drugs in his garden.

About 1500 BT

Traders specialize in spices and medicinal substances.

600 BT - 200 TR

Druggists and spice traders form loose networks

600 BT - 400 TR

Differentiation of medical schools around the Venarian Sea

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The enormous gain of wisdom and enlarged spectrum of medicines required the healers to distinguish between those who handled and prepared drugs and medicines from those who made diagnosis and treated the patients. Around 320 TR, the societies split up into two groups of experts, now known as the apothecaries and the physicians.

The apothecaries became experts in enhancing the medicinal effects of herbal, mineral and animal substances, combining them and preparing medicines.

The apothecaries soon mixed with the druggists and spice traders and adopted guild structures found with other trades. But due to their common history and cooperative work, they still held close ties to the physicians' societies.

The first "Apothecaries' Guild" was founded in 317 TR at the city of Janora. Soon, similar guilds were founded in the main centers of commerce and medicine throughout Western Lythia, and on the "First General Convention of the Apothecaries' Guilds" at Livelis, the "All-Lythian Apothecaries' Guild" was founded in 392 TR.

Since then, guild chapters were founded all over Western Lythia, the last ones on Hârn (founded 478 TR in Cherafir).

MONOPOLIES AND PRIVILEGES

"Apothecaries have a monopoly on the gathering, preparation, and sale of herbs and medicines for profit." (HÂRNDEX)

RANKS

The Apothecaries' Guild recognizes four ranks: apprentice, journeyman, master and guildmaster/syndic.

Apprentices

The lowest rank within the guild is that of the apprentice. Apprentices are apothecaries in training.

Requirements to apprenticeship

Apothecaries usually exchange their offspring to teach them the craft. Sometimes, an apothecary will accept an apprentice for a high premium paid in advance.

Additionally, most Peonian abbeys have resident clerical master apothecaries who train orphans or talented commoners in their art.

Apprenticeship

Apprentices accompany their masters when collecting herbs, work within the medicinal garden and assist within the laboratory. Thus, they learn to distinguish valuable medicinal herbs from poisonous or useless ones, to handle herbs and drugs (e.g. methods of drying and storing and preparing them), to operate within a laboratory, to interpret a physician's recipe and to prepare the prescribed medicines. They memorize herbs, their effects and correct dosages, as well as

200 TR – 500 TR

Medical schools unite, drastic increase of medicinal substances.

Around 320 TR

Healers split into physicians and apothecaries. Apothecaries unite with spice traders and druggists.

317 TR

First "Apothecaries' Guild" founded under this name at Janora.

392 TR

Convention of the Apothecaries' Guilds at Livelis. Foundation of the "All-Lythian Apothecaries' Guild".

Ranks within the Apothecaries' Guild:

- Apprentice
- Journeyman
- Master
- Guildmaster/Syndic

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basic skills of a physician and some hundred standard recipes of *simplica* and *composita*.

Besides this, they are at their master's will, working within their household as servants.

Within the Peonian abbeys, apprentices are also taught in Peonian theologie and in the Peonian virtues – diligence and devotion – resulting in the "*Peonian School*" being regarded the hardest, but also the best available on Hårn.

After six years of training, the apprentice gets examined by a board of a guild syndic, a second master apothecary and a master physician. S/he must answer questions on herblore, drugs, alchemy and medicine. After the questioning, they must prepare three recipes (usually *composita* of moderate complexity) on behalf of the physician. Having passed the exam, the apprentice gets promoted to the rank of a journeyman and receives his/her articles.

Journeyman

Journeyman apothecaries are expected to travel around to work for different masters. This way, they collect further experience with the preparation of drugs and recipes.

When employed with a master apothecary, a journeyman will grow medicinal herbs in her/his master's garden, treat herbs for conservation and work in the laboratory, preparing and refining the drugs. S/he may prepare simple medicines following a physician's recipe for her/his master.

The more usual method of earning money is to roam the outskirts of civilization in search of wild growing herbs, minerals or other ingredients, and to collect and sell them to a master apothecary. They have the right to collect any wild herbs found in the wilderness, but may only sell them to a master apothecary. Though the masters usually pay low, the guild regularly announces a list with minimal prices for raw herbs to ensure the journeymen's income.

Masters

Master apothecaries are the full members of their guild.

Examination for Master's Diploma

After at least three years, a journeyman may request at the apothecaries' guildmaster/board of syndics for her/his examination for the master craftsman's diploma. The exam takes place in public and the examining board consists of the local apothecaries' board of syndics and a syndic of the Physician's Society. The candidate must properly answer various questions on pharmacology, medicine and alchemy; afterward s/he must prepare a medicine following a complicated recipe, typically a *theriac*. Having passes the exam with success, s/he will be promoted to the rank of a master apothecary and receive a master's diploma signed by all members of the examination board.

Associated Masters

Alchemists, who are masters within of the Guild of Arcane Lore, will find it relatively easy to enter the Guild of Apothecaries and become a master apothecary. There will be accepted for direct examination for the Master's Diploma without an apprenticeship or journeymanhood.

Associated masters have all rights and duties of regular members, but obviously have to pay guild dues to both of their guilds.

Rights and duties of a Master Apothecary

Master apothecaries are entitled to prepare any recipe on prescription of a physician. Within most cities, and even many feudal lords, local laws regulate the medicinal system. First, they make various drugs and medicines available only on prescription by a physician. The prescription must be handed to a master apothecary, who will notice the prescriptions, recipe, physician and client within a special "prescription book". The apothecary will then prepare the medicine and sell it to the client. The prescription book will regularly checked by the board of syndics, the Physician's Society's Guildmaster and a representative of the government. Second, freemasters will be obliged to maintain a stock of various drugs and medicines to ensure the local supply in cases of accident or epidemics.

The masters of an area elect a guildmaster and a board of syndics among their number. Any master apothecary may appeal to the local board of syndics for the grant of a franchise.

Only freemasters (franchise-holders) are allowed to sell medicinal herbs, drugs and medicines to non-guild members. Bonded master apothecaries can be found among the entourage of the nobility, and in the staff of confessional institutions such as infirmaries and abbeys. Some masters have specialized in dealing with herbs, buying them from traveling apprentices and selling them to resident master apothecaries.

In rural areas, apothecaries will also be found acting as physicians and midwives. Within the towns, they also make their lives by selling spices and various kinds of "potions".

All resident masters must pay a guild due of a tenth of their gross income to the guild chapter.

Masters may take on as many journeyman and bonded masters as they please, but not more than three apprentices at a time.

Syndics

The syndics are elected by all resident masters within a certain area of their number. A master must stay within the area for at least a year to be recognized as a "resident". The syndics are responsible for the enforcement of the guild's privileges and rules. They regularly visit all resident masters to inspect their prescription books, check the quality of their preparations, their compliance with local laws and customs and they take part at examinations.

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Guildmasters

The guildmaster is elected by all resident masters of a guild chapter of their number. S/he presides the board of syndics, represents the guildchapter within the Council of the Mangai and negotiates with the government.

Unguilded craftsmen

Especially in rural settings, far from the large settlements, regular apothecaries' shops are seldom found. Here, midwives, herbwomen and traveling quacks supply the people with their more-or-less competent services. Since most clerics of Peoni have some experience with healing and curing illnesses and injuries, they are often the first ones addressed in cases of emergency.

Though some apothecaries employ unguilded craftsmen or obtain herbs from such persons, this practice is strongly discouraged by the guild. Journeymen apothecaries are regularly reported of waylaying and beating up so-called "poachers" and denunciate offending masters to the syndics.

Spicers

In the major towns and urban settlements, where the clientele is wealthy and large enough, the merchandise of exotic spices (like pepper, cloves, cinnamon, ginger) gets lucrative enough to support specialized merchants for spices, called spicers. Sometimes, a spicer is a master apothecary and thus a guild member, but more frequently, they are unguilded merchants. As one may expect, the latter kind of spicers is very unpopular with apothecaries, but may be found where no franchised apothecary is operated.

GUILD MEMBERS AS PLAYER CHARACTERS

A Player Character should start as a just appointed journeyman with the occupational skills from the **OCCUPATIONAL SKILLS TABLE**, found on the sidebar.

ORGANISATION

Guild chapters

A separate guild chapter is usually found within each shire or similar governmental district.

Board of Syndics

Each guild chapter is lead by a board of 3-5 elected syndics, among them the elected guildmaster, who presides and represents the board. Half of the syndics are usually elected every four years. The guildmaster is usually regarded as a syndic, but elected annually.

Occupational Skills

Rules in use	Occupational Skills
Hâm Master 1st Edition	Herblore/4, Alchemy/2, Mathematics/2, Physician/2, local Script; 5 option points
Hâm Master 2nd Edition (HM Core Rules)	Herblore/4, Alchemy/2, Mathematics/2, Physician/2, Script; 5 option points
Hâm Master 2nd Edition (HM Gold Player Edition)	Herblore 2/4, Alchemy 1/2, Mathematics 1/2, Physician 1/2, Script; 5 option points

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When applicable (in densely settled areas), the Board of Syndics meets monthly to discuss guild affairs. The board also announces and organizes the annual meeting of all resident masters. Since the guild normally does not maintain an own guildhall, the festival is normally held on the rooms of the local Mangai chapter, sometimes within a local Peonian abbey.

High Council

The High Council is the gathering of the representatives (guildmasters) of all chapters within a single kingdom. Additionally, advisory representatives of the Church of Peoni and the Society of Physicians are present. High Councils are usually held every four years.

General Convention of the Apothecaries' Guilds

The "General Convention of the Apothecaries' Guilds" meets every four years at Livelis, where the "All-Lythian Apothecaries' Guild" was founded in 392 TR. The High Councils of all guilds send a delegate to discuss topics of general interest.

Hârnic Guildchapters

Since the number of franchises is very small, the guild chapters cover large areas. Most kingdoms only have one or two chapters. Each chapter should have at least 5 resident franchise holders.

Chapter	Guildmaster	Size
Azadmere		?
Chybisa (Burzyn)		3
Northern Kanday (Menekod)		9
Southern Kanday (Aleath)		11
Orbaal		13
Rethem		20
Tharda		21
Melderyn		20
Kaldor		26
Evael		?

Known resident Masters

The following table contains information on all apothecaries known from HârnWorld publications.

Location	Name	Size	Quality/ Reputation	Prices
Araka-Kalai (f)	<i>Erech of Davys</i>	1	(?)	(?)

Table Notice

By now, information from the module *IVINA* has not been listed.

Table Key

LOCATION

Location/Kingdom/(type)

(f)reemaster

(b)anded

(u)nguilded

(t)emple

SIZE

The number equals employed personal.

STAR RATINGS (QUALITY)

* ML 51 – ML 60

** ML 61 – ML 70

*** ML 71 – ML 80

**** ML 81 – ML 100

***** ML 101 – ML 120

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<i>Location</i>	<i>Name</i>	<i>Size</i>	<i>Quality/ Reputation</i>	<i>Prices</i>
Bejist (t)	(Nalaka)	1+	(?)	(?)
Azadmere/Azadmere (f)	Clan Jerthier	6	***	average
Burzyn/Chybisa (f)	Merma of Chesand	1	****	high
Geda/Chybisa (f)	Dosye of Fross	3	****	average
Elshavel/Evael (f)	Clan Swaern, Clan Laelin	4	*****	very high+
Idain/Evael	Maeril Idain	?	*****	(?)
Ulfshafen/Evael (f)	Clan Garis	5	*****	very high+
Borin/Harbaal (f)	Veldsen	2	**	average
Hlen/Jarenmark (f)	Gelden	1	**	average
Gardiren/Kaldor (f)	Cadwallon of Tyve	2	****	average
Kiban/Kaldor (f)	Crinnida of Bassill	2	***	low
Olokand/Kaldor (f)	Vulen of Chasel	1	***	average
Qualdris/Kaldor (f)	Ael of Rex	3	***	average
Tashal/Kaldor (f)	Lorin of Lorinsen	3	****	high+
Trobridge Inn/Kaldor (f)	Bral of Sharain	2	***	high
Aleath/Kanday (f)	Ainela of Hindar	3	***	average
Chendy/Kanday (t)	Torold Yisgaraen	2	***	(?)
Dyrisa/Kanday (f)	Davel of Orte	2	***	average
Heroth/Kanday (f)	Merdan of Arven	3	*****	high
Menekod/Kanday (f)	Chiri of Gholab	1	**	average
Selvos/Kanday (t)	(temple of Peoni)	1+	(?)	(?)
Cherafir/Melderyn (f)	Garath of Lunen	2	****	high+
Cherafir/Melderyn (f)	Zabin of Buritta	2	***	average
Chyrefal/Melderyn (f)	Horl of Birien	3	****	high
Gelimo/Melderyn (f)	Sialin and Asial of Gevem	2	*****	(?)
Harden/Melderyn (b)	Dafurin of Hael	1	**** (?)	(?)
Harden/Melderyn (f)	Jolar of Cynthe	4	**	average
Karveth/Melderyn (f)	Gwedda	1	***	low
Nurisel/Melderyn (f)	Dannighan of Urael	2	****	high
Thay/Melderyn (f)	Kaisa of Demedsen	1	***	average
Froyaheim/Menglana (u)	Helga Maldar	2	****	low
Geldeheim/Orbaal (f)	Lyvan	2	***	high
Leriel/Orbaal (f)	Kryste of Methews	2	****	high
Golotha/Rethem (f)	Spalir of Banderia	1	***	high
Ithiko/Rethem (f)	Susyne of Larade	2	****	high
Shostim/Rethem (f)	Benyth of Ejeg	5	***	average
Techen/Rethem (f)	Pytrem of Shas	2	****	high
Tormau/Rethem (f)	Gweyn of Kesham	3	****	high+
Coranan/Tharda (f)	Fargil of Aebor	2	*****	high+
Coranan/Tharda (f)	Solina of Abarl	1	***	high
Coranan/Tharda (f)	Jond of Karin	3	***	high
Moleryn/Tharda (f)	Vlayz of Karin	3	**	average
Shiran/Tharda (f)	Lashta of Frisel	2	**	high
Telen/Tharda (f)	Jelen of Krunos	2	****	average
City of Nascent Visions (f)	Aton Saeth	8	***	average
City of Nascent Visions (f)	Serdis Evar	3	****	average

Guild politics

Franchising

Franchises are granted in a rather restrictive manner. In average, 1 freemaster apothecary supplies 1000 households. Additionally, nine out of ten freemaster apothecaries reside in urban settings. This phenomenon is due to the fact, that rural population is capable of treating most minor illnesses and injuries on their own (or too poor to afford the service of a physician or apothecary), and even several small villages being not profitable enough to support an apothecary. Normally, freemaster apothecaries will be found in all cities, most settlements with keeps or castles and wherever master physicians have settled down.

Connections to the Mangai

Due to their small number, the apothecaries guild has only small influence with the Mangai. In large cities, the influence is stronger, since their significance for the public health cannot be overlooked.

Connections to other guilds

GUILD OF ARCANE LORE

"There is a special relationship between the Apothecaries' Guild and those who study alchemy. The Apothecaries' Guild has a monopoly on the growing, gathering, mixing, buying and selling of herbs, medicines, potions, and the like. Guild masters operate franchises, train apprentices, hire journeymen, and otherwise behave in the normal manner of guildmen. Master apothecaries may also supply members of the Guild of Arcane Lore with material. Obviously, it behooves an alchemist member of the Guild of Arcane Lore to join the Apothecaries' Guild. This requires dues to be paid to both guilds, but enhances his professional reputation and legal position.

Apothecaries possess considerable alchemical expertise, although their emphasis on herbal, medicinal alchemy means that their knowledge does not overlap completely with that of the typical alchemist. Nevertheless, apothecaries and alchemists of the Guild of Arcane Lore do acknowledge each other. It is relatively easy for a member of either guild to obtain an equivalent rank in the other, although there is a limit in the number of apothecary masters' franchises available. Since there is no equivalent in their guild, apothecaries cannot obtain Virana rank by this means." (Melderyn, ARCANE LORE 5)

EMBALMERS' GUILD

The apothecaries provide different ingredients needed to produce inscents, mummifying tinctures or other preparations.

MERCANTYLERS' GUILD

Apothecaries often need strange herbal, animal and mineral substances. Most of these can be cultivated or collected in the close environment. All other materials have to be imported from more distant regions. This kind of long-distance trade is run by the Mercantylers' Guild.

A few apothecaries have specialized in the export of such valuable substances found near their locations. They treat the raw materials for conservation and sell them to a local mercantyleer to trade them far-off.

Itinerant master apothecaries, who try to profit from intermediate trade with herbs and drugs are a matter of concern to some mercantylers.

Other objects of dispute are spices (most of which are also of medicinal use) and various mineral substances, e.g. alum. The Apothecaries insist on their monopoly covering the trade with these items, but they have a weak position, opposing at least the mercantylers, perfumers, innkeepers and salters.

MILLERS' & MILLWRIGHTS' GUILD

The Millers' Guild holds the privilege to operate all mills and also owns nearly all Hârnic mills. Millers produce not only meal and flour, but also several oils pressed from olives, nuts various seeds or flowers and valuable to the apothecary's or perfumer's use. While millers may sell cereal products on their own account, products derived from herbs must be returned to an apothecary for merchandise. Usually, the miller will charge the apothecary for 5-15% of the treated substances' value.

PERFUMERS' GUILD

Perfumers have to acquire some of their most favored ingredients from apothecaries, who hold the privilege to raise and collect certain herbs. Since apothecaries try to profit from this arrangement, perfumers sometimes try to circumvent this monopoly by directly dealing with journeyman apothecaries or unguided herbalists. This practice is often criticized by the Apothecarie's Guild of the big cities of Tharda.

THE SOCIETY OF PHYSICIANS

The Society of Physicians is a very loose and weak organisation. Though, there exist strong connections with the Apothecaries' Guild. Master physicians and the physicians' syndics are involved in the activities of the guild: they attend examinations and councils. While in rural settings, the differences between apothecaries and physicians are not sharp, in large cities exists a strict separation concerning the fields of activity: Physicians make diagnoses and prescriptions, apothecaries prepare and sell medicines prescribed by physicians. This practice is controlled and enforced by the Mangai and/or city administration to guarantee a high standard of medical supply.

Connections to Churches/Clerical Orders

AGRIK

The church of Agrik supports various fighting orders, who naturally have a demand for medicines. Fighting orders often employ physicians and apothecaries.

HALEA

The church of Halea consumes large amounts of incense, aphrodisiacs, contraceptives, hallucinogens and other kinds of psychotropic drugs. As almost all Haelean temples are located in larger cities, most of these drugs and preparations have to be obtained from skilled apothecaries.

LARANI

Due to the martial aspects of their service, Laranians have constant need of medical treatment. Most abbeys have at least one Matakea (temple priest) skilled in medicine and herblore, who treats the wounds received in battle or ritual combat. Most chapter houses of the church's fighting orders employ bonded masters of both the Physicians Society and the Apothecaries' Guild to care for their wounded comrades. Especially in times of war, they can't collect enough herbs by their own, so journeymen refilling the stocks are usually welcome and paid better than elsewhere.

PEONI

The close historic bands between the church of Peoni and the Apothecaries' Guild have been mentioned in the *HISTORY* section.

The Peonian orders conduct a lot of hospitals and infirmaries, where large amounts of medicines are consumed. Most of these charitable institutions have a talented Ebasethe (temple priest) who acts as a de-facto-apothecary. S/he is usually acknowledged as a master apothecary by the local guild chapter. Her/his work will additionally be supervised by the temple's Lerovana (Master of Healing). The peonian temples and monasteries are rumored for their efforts on raising potent medical plants.

Most apothecaries are worshipers of Peoni. Their patron saint is Rasumonde, who was born 319 TR in Azeryan. She died 402 in Trierzon. The Second Tirrala of Cyhaon, Rasumonde was a pious herbalist who lived her entire life in monastic enclaves, codifying the works of earlier masters and teaching her art to many students. Her treatise known as "*Rasumondes Herbal Treasure*" is the de-facto standard on herbal medicine throughout Western Lythia.

Current guild heads

List of the Guildmasters and their residences

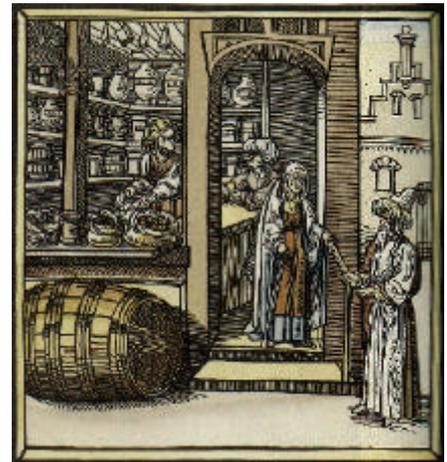


Illustration 2: Apothecary preparing a medicine for an old woman under the eyes of a physician.

Recipes

A recipe is a physician's written order to an apothecary to prepare a certain medicine and pass it to the owner of the recipe.

If a apothecary sells a medicine without prescription of a recipe, he is personally responsible for all the consequences that might occur.

The recipe has to satisfy the following form:

<i>inscriptio</i>	(physician's name and address)
<i>datum</i>	(date)
<i>invocation</i>	(invocation; dosage and manner of application)
"Recipe..."	
<i>praescriptio</i>	(description):
?	<i>remidium cardinale</i> (main ingredient)
?	<i>remidium adjuvans</i> (secondary ingredients)
?	<i>remidium constituens</i> (design and vehicular functional ingredients)
?	<i>remidium corrigens</i> (flavouring substances etc.)
<i>subscriptio</i>	(instruction for the apothecary to prepare the medicine and to pass it to the patient).
<i>subscriptio</i>	(physician's signature)

Wages

Rank	Day	Month	Year
Apprentice	Bread & board		
Journeyman	3-6f	18-36d	216-432d
(bonded) Master	12f	72d	864d

Political influence



FAMOUS APOTHECARIES

Rasumonde (327 - 402 TR) codified her wisdom on herblore and pharmacy in five tomes titled *"Five Books describing the Ways of the Lady's Blessings"*. These folios have been the first Western-Lythian collection on these topics. They contain descriptions of potent herbs, their assigned effects, the methods to harvest and way to conserve them, as well as recipes for the preparation of medicines. A shortened version known under the title *"Rasumonde's Herbal Treasure"* is popular with many apothecaries and physicians.



CRAFTSMANSHIP AND KNOWLEDGE

Pharmacies

Pharmacies, as we know them, have first been developed in the metropolis of the Azerian Empire. Regulations required the shop to be divided into two parts: a shop called *"officine"* and a laboratory. Only the office was allowed to be entered by clients. The laboratory (the place, where potions and medicines are treated and prepared) itself was restricted to the apothecaries only. This was to prevent foreign manipulation of the products. This pattern is still found around the Vearian Sea. On the westernmost part of Lythia, regulations for apothecaries are still weak. Most apothecaries here have just one room to act as laboratory, stockroom and shop.

The Laboratory

Apothecaries must apply different processes to various substances to prepare them for medicinal use. The basic processes and the appropriate tools/equipment are:

- pounding and grinding (pestle and mortar, hand mill)
- boiling/concentration (hearth, cauldron/pots)
- drying (hearth/oven, sacks,
- calcination/smelting (hearth, crucibles)
- fermentation (tubs, barrels, pots)
- distillation, sublimation (hearth, alembiques, pelicans, retorts)
- extraction (pots)

- weighing and measuring (balance, standardized vessels)

The equipment is almost equal to that found within an alchemist's workshop. Most equipment is pottery, stoneware, copper or iron. Glass is rare, therefore very valuable and seldom found.

The lab itself has a window to enable everyone to witness the apothecaries' actions. This is necessary to protect the apothecary from accusations of poisoning. A physician who prescribed and/or the client who has ordered some kind of medicine can easily observe the preparation from outside through the opened window.

The Officine

The officine is the apothecary's shop and is the only room open to the public. Often, it also functions as the stockroom. Usually, a counter separates the room into a public and a private part. The private part holds cupboards filled with signed pots and bags containing various drugs and frequently requested medicines and is usually connected with the laboratory. The apothecary's prescription book will be at hand to note the recipe of any medicine sold to a client.

The Stockroom

Large apothecaries will have extra rooms to store stocks of drugs, to dry fresh herbs and provide space for fermentation. These stockrooms are carefully constructed to provide sufficient ventilation and a regulated temperature to keep the delicate stocks from humidity and frost.

Medicinal Gardens

It is very expensive to collect wild herbs for medicinal purposes. Additionally, the uncertainty of supply is a problem. To avoid these problems, most apothecaries maintain a medicinal garden. Regularly demanded herbs are raised and harvested under the control of the apothecary. Some apothecaries even try to cultivate wild plants or to improve their medicinal potency by grafting, selection and crossing them. The daily care for the garden is usually assigned to an apprentice.

Medicinal gardens are also typical for Peonian temples and abbeys. Most plants prescribed by the Reksynan School of medicine are described by *"Rasumonde's Herbal Treasure"* and are raised in the Peonian gardens, some of which are famed for their amount and selection of herbs, but also for their artistic conception.

PRODUCTS

"Most freemasters operate shops where they purchase herbs from itinerant journeymen and other professional gatherers. These are sold to the general public as potions and remedies, or to physicians (who, technically, are not allowed to prepare their own concoctions), and to members of the Guild of Arcane Lore. Most herb prices range from 3d to 60d per ounce depending on rarity." (**HÄRNDEX, APOTHECARIES'S GUILD**)

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Herbs

Medicines

simplica, composita

The following table lists typical fees for an apothecary's services:

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Service/Product	Comment	Price
preparation (according to a recipe)	simple medicine e.g. a drug; <i>simplicum</i> complex medicine e.g. a cocktail; <i>compositum</i> exorbitant medicine e.g. <i>Theriak</i>	
herbs	common per ounce rare per ounce very rare per ounce exotic per ounce	 6d 60d
simplica	cough syrup etherial oil pressed oil tincture/elixir alcoholic extract laxative ointment seditative alum styptic; anesthetic, disinfectant	

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composita	Alanal	hallucinogen; per dose	6 p
	Arva	tonic; per dose	120 p
	Berelik	anesthetic and disinfectant; per dose	30 p
	Doshenkana	poison; per dose	15 p
	Elprequir	aphrodisiac; per dose	12 p
	Fanosel	sleeping drug; per dose	30 p
	Fletharane	hallucinogen; per dose	20 p
	Gaethipa	poison; per dose	60 p
	Habsulara	esoteric; per dose	6 p
	Hreyochor	fertility drug; per dose	30 p
	Joidraiven	interrogation drug; per dose	150 p
	Kargele	healing potion; per dose	150 p
	Lavaryctia	depressant and poison; per dose	30 p
	Leortevald	poison; per dose	8 p
	Metysso	ink; per dose	40 p
	Olroi	stimulant; per dose	26 p
	Perigwar	aphrodisiac; per dose	30 p
	Quessel	antidote; per dose	30 p
	Rasakile	contraceptivum; per dose	6 p
	Stiltrassa	emetic; per dose	3 p
Tasparth	interrogation drug; per dose	3 p	
Teranya	eye treatment; per dose	30 p	
Tirageyth	sleeping drug	15 p	
Wylorafina	poison; per dose	30 p	
Yulpris	antidote; per dose	600 p	

REFERENCES

100 page download containing a lot of real-world herbs and a bunch of fantasy herbs:
<http://www.columbiagames.com/Harn/Harnrelatedlinks.html>

33 Hârníc herbs:
<http://www.columbiagames.com/-HarnPage/-harnmaster/-magic/-herbs.html>