



Hooke's Exploration of the Natural Medicines:

A study in the medicinal
applications of floral and
mineral samples and the
properties of their numerous
combinations

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Foreword by Robert Hooke

Dearest Reader,

I trust that you must be one of the finest medical minds of your time, after all, you have had the good sense to purchase my manual. Inside, you will find detailed descriptions of how to make even the most complex medical compounds. The hospitals that you draw your pay at will be astounded as you are suddenly able to cure even the most frustrating illnesses.

However, worry not dearest reader. I have not left you completely unprepared for life on the wilder side of Ayos either. You will also find enclosed many formulas used for self defense, only as a last resort of course. We must remember that, as the medical community, we must hold ourselves to a higher ideal than the common riffraff. I beseech you dearest reader to strive to that goal as you set forth into the wilderness. If you do not, I fear that many of my formulas could be used for vile purposes, as you could cause illness in the general population, only to ride to glory with the antidote. Such deception would surely be followed by monetary gains and great fame, however at what cost?

So in closing, dearest reader, I say welcome to the fascinating world of Pharmacology. Prepare to expand your mind and your wallet.

A handwritten signature in cursive script that reads "Robert Hooke". The signature is written in black ink and is positioned in the lower right area of the page.

A Glossary of Terms

Acrimony - Corrosive sharpness.

Acute - A disease, the symptoms of which are violent, and tend to a speedy termination, is called acute.

Adust - Dry, warm.

Ailment - Any disease or affection of the body, usually referring to slight or mild disorder.

Amputation - The removal of a limb or other appendage or outgrowth of the body.

Chyle - A milky fluid separated from the aliment in the intestines, and conveyed by the absorbents into the blood to supply the waste of the animal body.

Chronic - A disease whose progress is slow, in opposition to acute.

Decumbiture - Confinement to a sick bed, or time of taking to one's bed from sickness. --Boyle.

Effusion - The seeping of serous, purulent, or bloody fluid into a body cavity or tissue.

Emanation - That which is given off.

Eructation - The casting up of wind from the stomach through the mouth. Called also belching.

Excrement - Waste material, especially fecal matter that is expelled from the body after digestion.

Excrecence - An outgrowth or enlargement, especially an abnormal one, such as a wart.

Febrile - Pertaining to fever. Characterized by fever. Called also feverish, pyretic, pyretic, and pyrexial.

Festering - To generate pus; suppurate.

Fetid - Having a rank or disagreeable smell.

Flatulence - The presence of excessive gas in the digestive tract.

Metastatic - A secondary cancerous growth formed by transmission of cancerous cells from a primary growth located elsewhere in the body.

Morbific - Causing disease, or diseased.

Mucus - The matter discharged from the nose, lungs, etc.

Puerperal - Relating to, connected with, or occurring during childbirth or the period immediately following childbirth.

Pus - Matter contained in a boil.

Remittent - Any disease which presents remissions.

Somnolence - A state of drowsiness; sleepiness.

Stigma - A mark, spot, or pore on the surface of an organ or organism.

A List of Ailments

Aspergillosis - 1: severe respiratory disease of birds that takes the form of an acute rapidly fatal pneumonia in young chickens and turkeys [syn: brooder pneumonia] 2: an opportunistic infection by a fungus of the genus *Aspergillus*; characterized by inflammation and lesions of the ear and other organs 3: disease especially in agricultural workers caused by inhalation of *Aspergillus* spores causing lumps in skin and ears and respiratory organs.

Army Itch - A form of scabies thought to be peculiar to camp and army life.

Baker's Asthma - A usually mild form of occupational asthma seen in bakery workers, caused by the inhalation of flour; some cases are due to contaminants such as mites in the flour.

Barber's Itch - Inflammation of the hair follicles in a shaved area of the face and neck caused by a fungus; ringworm of the beard. Also called *tinea barbae*.

Brass Founder's Ague - A series of morbid phenomena, resembling ague, in those who are exposed to the fumes of deflagrating zinc in brass foundries.

Bricklayer's Itch - An eczema of the hands attended with much itching, occurring among bricklayers; *Psora*.

Byssinosis - A variety of pneumoconiosis due to inhalation of cotton fiber.

Cadmium Lung - An occupational disease similar to metal fume fever, caused by inhalation of cadmium dust or fumes; severe cases can be fatal.

Caisson Disease - An affection of the spinal cord produced either by anemia or passive congestion, due to a sudden transition from a condensed to a comparatively rarefied atmosphere. It occurs in persons who have worked in caissons or tunnels

Erysipeloid - Bacterial cellulitis due to infection with *Erysipelothrix rhusiopathiae*, usually occurring as an occupational disease associated with the handling of infected fish, shellfish, meat, or poultry. It presents in three forms: in a usually self-limited, mild localized form manifested by an erythematous and painful swelling at the site of inoculation, which spreads peripherally with central clearing; in a generalized or diffuse form, which may be accompanied by fever and arthritis symptoms, and resolves spontaneously; and in a rare and sometimes fatal systemic form associated with endocarditis.

Fibroid Phthisis - A form of pulmonary consumption associated with the formation of fibrous tissue in the lungs, and the gradual atrophy of the lungs, from the pressure due to the contraction of this tissue.

Grain Fever - A syndrome of malaise, fever, chills, and myalgia, occurring in grain elevator workers and others who have heavy exposure to grain dust; the cause is usually inhalation of endotoxins or contaminants such as mites. In some workers there is chronic asthma.

Grinder's Asthma - The aggregate of functional phenomena, induced by the inhalation of particles thrown off during the operation of grinding metallic instruments, etc. The structural changes induced are enlargement of the bronchial tubes, expansion of the pulmonary tissue, and phthisis.

Mad Hatter Syndrome - Gastrointestinal and central nervous system manifestations of chronic mercury poisoning, including stomatitis, diarrhea,

ataxia, tremor, hyperreflexia, sensorineural impairment, and emotional instability; previously seen in workers in lead manufacturing who put mercury-containing materials in their mouths to make them more pliable.

Phosphorus Necrosis - Necrosis of the jaw, sometimes associated with deposition of new subperiosteal bone, occurring in workers exposed to yellow phosphorus fumes.

Printer's Palsy - A condition observed in printers due to chronic antimony poisoning, and marked by neuritis with paralysis, pain in the pelvic region, and papular eruption.

Rag Sorter's Disease - An acute infectious disease observed in women sorting rags in paper factories. It begins with chills and high fever; loss of appetite, cephalalgia, small pulse, fatiguing cough, and moderate expectoration are among the symptoms.

Railway Brain - A neurosis resulting from shock in railway employees. In a case reported by Thomsen, of Alden, the leading symptoms were anesthesia, impaired sensory perception, subsequently insomnia, cranial and spinal hyperaesthesia, paresis, and spasms of the region supplied by the facial nerve.

Railway Spine - An abnormal condition due to severe concussion of the spinal cord, such as occurs in railroad accidents. It is characterized by ataxia and other disturbances of muscular function, sensory disorders, pain in the back, impairment of general health, and cerebral disturbance, -- the symptoms often not developing till some months after the injury.

Shoemaker's Paralysis - A condition resulting from functional inhibition or injury of the lower motor neurons of the pyramidal tract caused by exposure to hexane adhesives. Hexane: A colorless flammable liquid alkane derived from petroleum and used as a solvent.

Siderosis - Fibroid phthisis caused by the inhalation of steel, iron or iron oxide particles.

Suberosis - A type of hypersensitivity pneumonitis seen in those who work with cork, caused by inhalation of moldy cork dust containing spores of various species of *Penicillium*; called also cork handler's disease.

Tabacosis - Pulmonary atrophy caused by the inhalation of tobacco dust.

Trench Back - A condition characterized by pain and stiffness in the dorsal and lumbar regions as a result of hardships undergone in the trenches.


Trench Foot - A condition of the foot resembling frostbite, caused by prolonged exposure to cold and dampness and often affecting soldiers in trenches.

Writer's Cramp - A cramp or spasm of the muscles of the fingers, hand, and forearm during writing.

Zinc Ague - An acute malaria-like syndrome of chill, fever (sometimes) and sweat, appearing a few hours after inhalation, for a few minutes or longer, of zinc fumes, whether pure or, as is the usual rule, in the form of brass fumes, after affecting only, or mostly, those unaccustomed to such exposure; further characterized by the development of a form of temporary immunity, and absence of immediate serious or fatal consequence. Definite chronic symptoms due to the presence of zinc probably do not occur, but the morbidity and mortality rates of workmen constantly exposed to breathing of the fumes are high, with respiratory diseases especially in evidence.

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Bloom, Blood	
<h1>Blood Bloom</h1>	<h2>Ingredients:</h2>
<i>For pests.</i>	Giant Hogweed
<i>Trim the spines from 2 nettle pods and mix with 5 hogweed blossoms.</i>	Stinging Nettle
<i>Crush in mortar and add 4 ampoules of strychnine and allow to set.</i>	Strychnine
<i>Apply paste to bladed trap apparatus or knife.</i>	

Blood Bloom

Rank 1 Formula

Components:

At a lab combine:


- Giant Hogweed
- Stinging Nettle
- Strychnine

All component tags must be disposed of in the drain of the lab after the item is created.

Blood Bloom is a Single-Use Item.

Effect:

To use Blood Bloom you must have the Poison Use skill. You may RP applying the Bloom Bloom to a weapon. On the next strike with that weapon, you must call "5 Damage by Poison".

Coagulant	
<p><i>For bleeding.</i></p> <p><i>Thoroughly wash and shred 1 ginseng and 1 mandrake root</i></p> <p><i>Add 1/4 measure of zeolite ground in a ceramic mortar and store resulting paste in a glass jar.</i></p> <p><i>Apply to bandage before wrapping wound.</i></p>	<p><i>Ingredients:</i></p> <p><i>Ginseng</i></p> <p><i>Mandrake</i></p> <p><i>Zeolite</i></p> <hr/>  <p><i>Ginseng</i></p>

Coagulent

Rank 1 Formula

Components:

At a lab combine:


- Ginseng
- Mandrake
- Zeolite

All component tags must be disposed of in the drain of the lab after the item is created.

Coagulent is a Single-Use Item.

Effect:

If you use Coagulent you may touch a packet to a target and call "Stabilize by Medicine."

Colchicine	
<p><i>For irregularity.</i></p> <p><i>Crush 4 crocus flowers into a solution of 2 parts alembic and 4 parts alkaloid.</i></p> <p><i>Let rest for 15 minutes, then strain the clear liquid from the spent solids and bottle.</i></p> <p><i>Two teaspoons to be taken before bed.</i></p>	<p><i>Ingredients:</i></p> <p><i>Alembic</i></p> <p><i>Alkaloid</i></p> <p><i>Autumn Crocus</i></p> <hr/>  <p><i>Crocus</i></p>

Colchicine

Rank 1 Formula

Components:

At a lab combine:

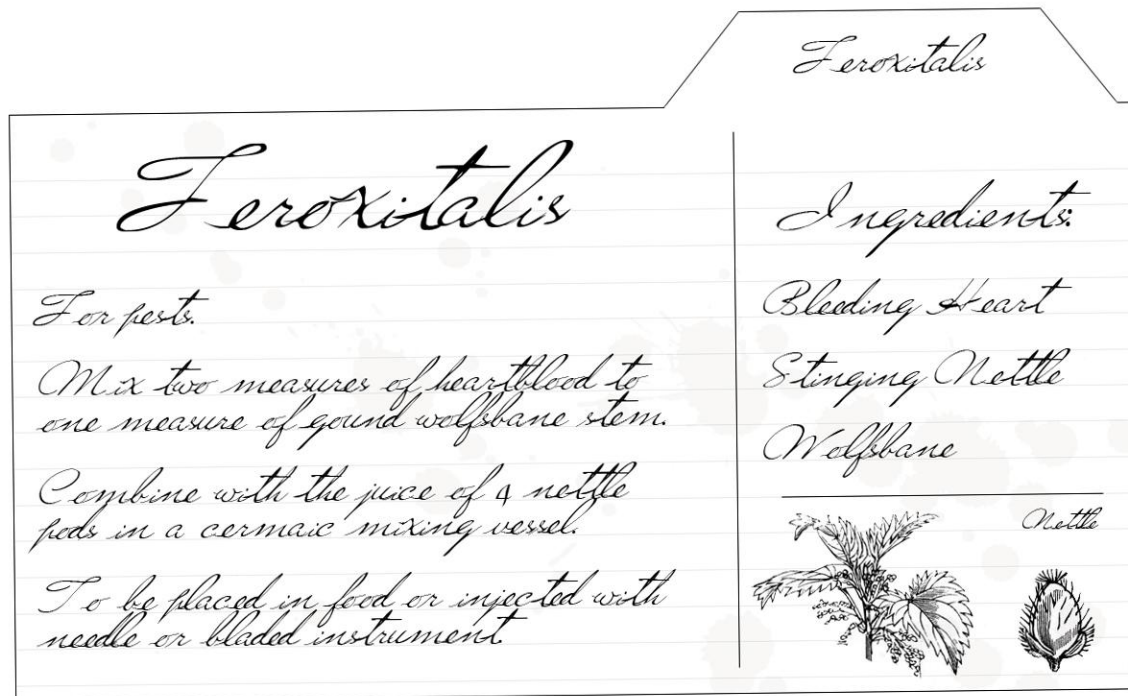
- Alembic
- Alkaloid
- Autumn Crocus

All component tags must be disposed of in the drain of the lab after the item is created.

Colchicine is a Single-Use Item.

Effect:

If you imbibe or administer Colchicine you may RP drinking or pouring the potion into the target's mouth for 3 seconds and call "Agony and Purge Poison by Medicine"



Feroxitalis

Rank 1 Formula

Components:

At a lab combine:

- Bleeding Heart
- Stinging Nettle
- Wolfsbane

All component tags must be disposed of in the drain of the lab after the item is created.

Feroxitalis is a Single-Use Item.

Effect:

To use Feroxitalis you must have the Poison Use skill. You may RP applying the Feroxitalis to a weapon. On the next strike with that weapon, you must call "Agony by Poison".

Salts, Smelling

Smelling Salts

For revivification (of the still living.)

Two ampoules of horn to be crushed in an aged iron mortar and pestle.

Add crushed horn to one measure of acid and three measures of glycol.

Store in flask. To use apply to cotton and wave gently under nose.

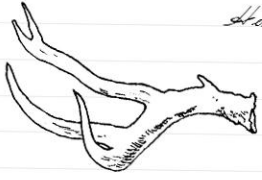
Ingredients:

Glycol

Horn

Hydrochloric Acid

Horn



Smelling Salts

Rank 1 Formula

Components:

At a lab combine:


- Glycol
- Horn
- Hydrochloric Acid

All component tags must be disposed of in the drain of the lab after the item is created.

Smelling Salts is a Single-Use Item.

Effect:

If you use Smelling Salts you may touch a packet to a target and call "Cure Stun by Medicine."

<p><i>Tranquilizer</i></p>	
<p><i>Tranquilizer</i></p> <p><i>An anesthetic.</i></p> <p><i>Peel one small mandrake tuber and crush to a fine paste.</i></p> <p><i>Grind in 7 valerian flowers using a mortar and dilute with 1 ampoule of distilled alembic.</i></p> <p><i>Administer through needle or dart.</i></p>	<p><i>Ingredients:</i></p> <p><i>Alembic</i></p> <p><i>Mandrake</i></p> <p><i>Valerian</i></p> <hr/>  <p><i>Valerian</i></p>

Tranquilizer

Rank 1 Formula

Components:

At a lab combine:

- Alembic
- Mandrake
- Valerian

All component tags must be disposed of in the drain of the lab after the item is created.

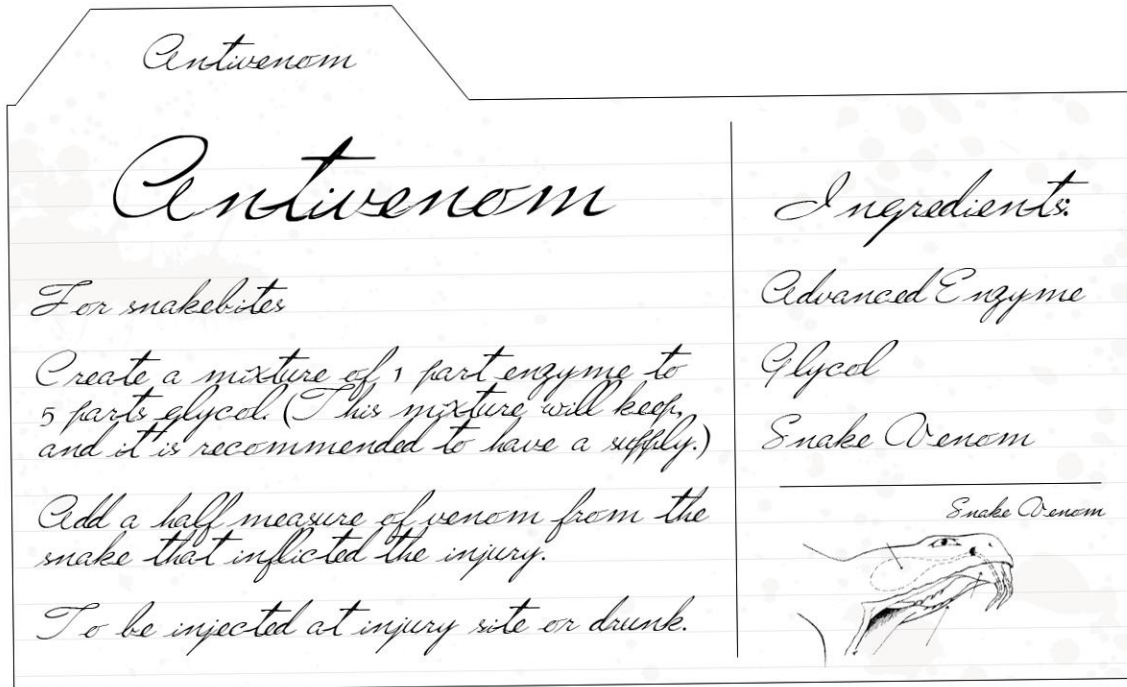
Tranquilizer is a Single-Use Item.

Effect:

If you use Tranquilizer you may shoot a firearm at a target and call "Slow and Cure Frenzy by Medicine". You must have the appropriate skill to shoot the firearm.

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Antivenom

Rank 2 Formula

Components:

At a lab combine:


- Advanced Enzyme
- Glycol
- Snake Venom

All component tags must be disposed of in the drain of the lab after the item is created.

Antivenom is a Single-Use Item.

Effect:

If you use Antivenom you may touch a packet to a target and call "Cure Poison by Medicine."

Debilitant	
<p><i>For calm.</i></p> <p><i>Squeeze the juice from 3 foxglove flowers.</i></p> <p><i>Add to the paste of 12 ground crocus blossoms.</i></p> <p><i>Stir with 3 ampoules of alembic and reduce to 1/4 volume.</i></p> <p><i>To be inhaled</i></p>	<p><i>Ingredients:</i></p> <p><i>Alembic</i></p> <p><i>Autumn Crocus</i></p> <p><i>Foxglove</i></p> <hr/>  <p><i>Foxglove</i></p>

Debilitant

Rank 2 Formula

Components:

At a lab combine:

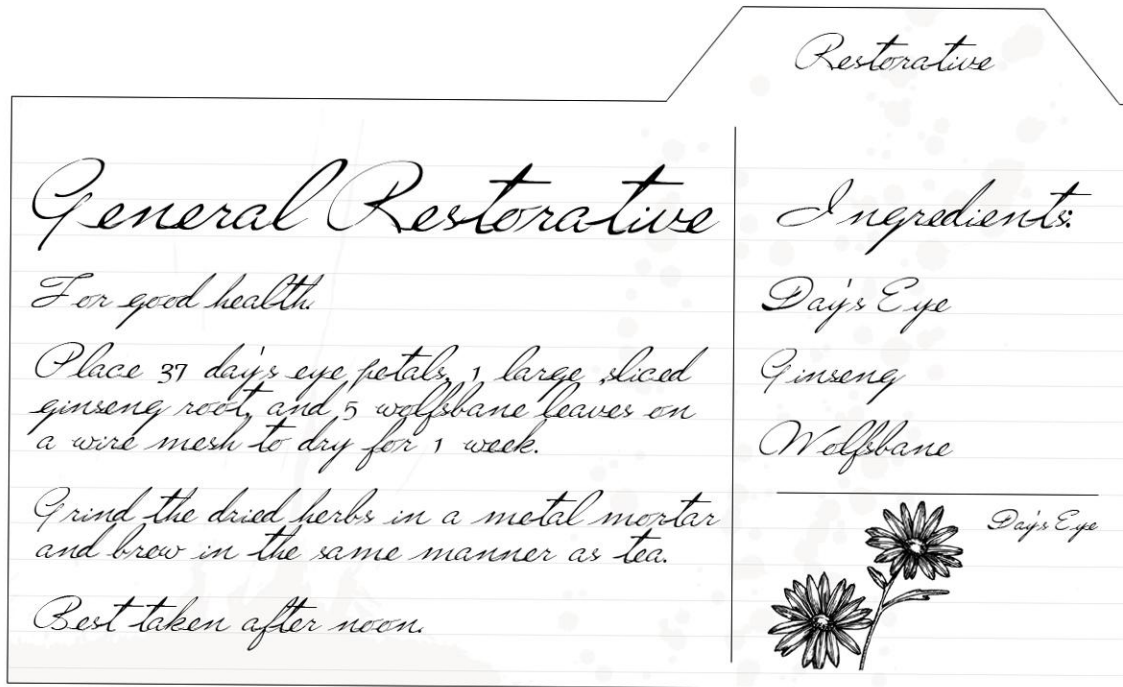
- Alembic
- Autumn Crocus
- Foxglove

All component tags must be disposed of in the drain of the lab after the item is created.

Debilitant is a Single-Use Item.

Effect:

If you use Debilitant you may throw a packet at a target and call "Weakness by Poison."



General Restorative

Rank 2 Formula

Components:

At a lab combine:


- Day's Eye
- Ginseng
- Wolfsbane

All component tags must be disposed of in the drain of the lab after the item is created.

A General Restorative is a Single-Use Item.

Effect:

If you imbibe or administer a General Restorative you may RP drinking or pouring the potion into the target's mouth for 3 seconds and call "Heal 1 by Medicine"

<p><i>Ragweed</i></p>	
<p><i>Ragweed</i></p> <p><i>For allergenic diagnosis.</i></p> <p><i>Grind 14 crocus flowers with 12 laburnum flowers and 3 wolfsbane leaves in a cast iron mortar until a paste is formed.</i></p> <p><i>Let dry thoroughly and sift into a fine powder.</i></p> <p><i>Administer through inhalation.</i></p>	<p><i>Ingredients:</i></p> <p><i>Autumn Crocus</i></p> <p><i>Laburnum</i></p> <p><i>Wolfsbane</i></p> <hr/>  <p><i>Laburnum</i></p>

Ragweed

Rank 2 Formula

Components:

At a lab combine:

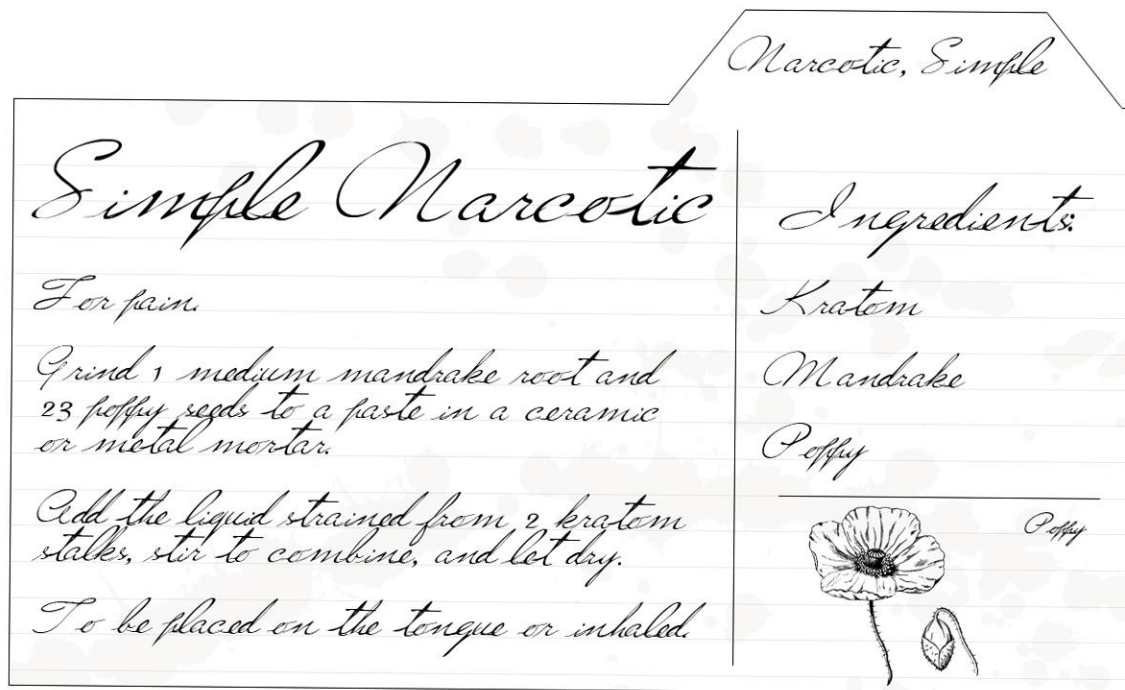
- Autumn Crocus
- Laburnum
- Wolfsbane

All component tags must be disposed of in the drain of the lab after the item is created.

Ragweed is a Single-Use Item.

Effect:

If you use Ragweed you may throw a packet at a target and call "Frenzy by Poison."



Simple Narcotic

Rank 2 Formula

Components:

At a lab combine:

- Kratom
- Mandrake
- Poppy

All component tags must be disposed of in the drain of the lab after the item is created.


A Simple Narcotic is a Single-Use Item.

Effect:

If you imbibe or administer a Simple Narcotic you may RP drinking or pouring the potion into the target's mouth for 3 seconds and call "Grant Defense: Resist Pain and Slow by Medicine"

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Chloroform	
<p>Chloroform</p> <p>An anesthetic.</p> <p>Combine 3 measures of chlorine with 4 measures of liquid methanol.</p> <p>Under low temperatures, dissolve 3 measures of calcium into mixture and bottle immediately.</p> <p>To be inhaled.</p>	<p>Ingredients:</p> <p>Calcium</p> <p>Chlorine</p> <p>Methanol</p> <hr/> <div style="display: flex; align-items: center;">  <div style="margin-left: 10px;">Calcium</div> </div>

Chloroform

Rank 3 Formula

Components:

At a lab combine:

- Calcium
- Chlorine
- Methanol

All component tags must be disposed of in the drain of the lab after the item is created.

Chloroform is a Single-Use Item.

Effect:

To use Chloroform you must have the Poison Use skill. You may RP applying the Chloroform to a weapon. On the next strike with that weapon, you must call "Stun by Poison".

Chlorpromazine

Chlorpromazine

For hysterics.

Dissolve 10 grams of copper in 4 measures of silver nitrate.

Add 5 measures of phenyl and boil mixture until only solids remain

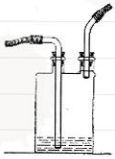
Compress solids into pill form for easy consumption.

Ingredients:

Copper II

Phenyl

Silver Nitrate



Chlorpromazine

Rank 3 Formula

Components:

At a lab combine:

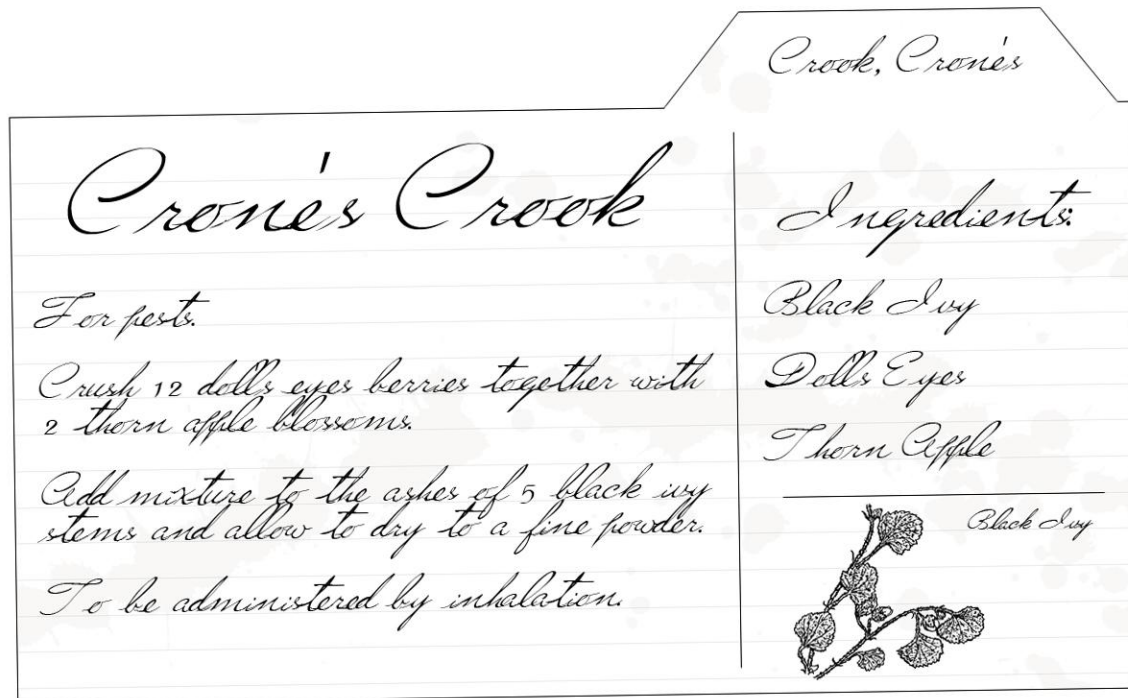
- Copper II
- Phenyl
- Silver Nitrate

All component tags must be disposed of in the drain of the lab after the item is created.

Chlorpromazine is a Single-Use Item.

Effect:

If you imbibe or administer Chlorpromazine you may RP drinking or pouring the potion into the target's mouth for 3 seconds and call "Refresh 1 Sanity by Medicine."



Crone's Crook

Rank 3 Formula

Components:

At a lab combine:


- Black Ivy
- Doll's eyes
- Thorn Apple

All component tags must be disposed of in the drain of the lab after the item is created.

Crone's Crook is a Single-Use Item.

Effect:

If you use Crone's Crook you may throw a packet at a target and call "Drain by Poison."

<i>Rattle</i>	
<i>Rattle</i>	<i>Ingredients:</i>
<i>For pests.</i>	<i>Arsenic</i>
<i>Grind 2 thorn apple seedpods in a metal mortar.</i>	<i>Strychnine</i>
<i>Separately, carefully combine 2 measures of arsenic to 3 measures of strychnine, then add to thornapple paste.</i>	<i>Thorn Apple</i>
<i>Administer by injection or blade.</i>	 <i>Thorn Apple</i>

Rattle

Rank 3 Formula

Components:

At a lab combine:

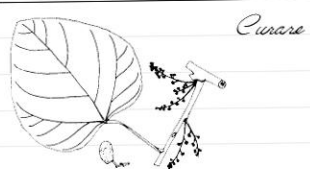
- Arsenic
- Strychnine
- Thorn Apple

All component tags must be disposed of in the drain of the lab after the item is created.

Rattle is a Single-Use Item.

Effect:

If you imbibe or administer Rattle you may RP drinking or pouring the potion into the target's mouth for 3 seconds and call "Death by Poison."

Tubocurarine	
<p><i>Tubocurarine</i></p> <p><i>For pests.</i></p> <p><i>Mix 3 doses of alembic with the liquid from 14 curare berries.</i></p> <p><i>Boil mixture in 3 cups of metubine until it reduced to 1/2 volume, then let sit until viscosity appears.</i></p> <p><i>To be administered by needle or blade.</i></p>	<p><i>Ingredients:</i></p> <p><i>Alembic</i></p> <p><i>Curare</i></p> <p><i>Metubine</i></p> 

Tubocurarine

Rank 3 Formula

Components:

At a lab combine:

- Alembic
- Curare
- Metubine

All component tags must be disposed of in the drain of the lab after the item is created.

Tubocurarine is a Single-Use Item.

Effect:

If you use Tubocurarine you may either throw a packet at a target and call "Paralyze by Poison", or RP applying the Tubocurarine to a weapon. On the next strike with that weapon, you must call "Paralyze by Poison". To use the second method requires the Poison Use skill.