

A
CURE
FOR
WHAT
AILS
YOU

PHARMACIST ROLE GUIDE

PHARMACIST

The Pharmacist gains a bonus for meeting a patient's requirements without substitutions, and can combine Ingredients to make that easier. They also have access to a variety of medicines that can substitute for requirements, treat specific ailments, and improve a patient's odds of recovery.

SCORING

| | |
|----------------|-----------------------|
| Cured Patients | 5 victory points each |
| Clout | 3 victory points each |
| Money | 2 victory points each |
| Faith | 1 victory point each |

The Pharmacist was easy to find; ostentatious show globes resided proudly at the storefront window, resplendent in the sunlight. The wild apothecaries of old, now licensed by mandate, changed into stores of shelved medicines, carefully dispensing treatments as required and crafting new ones as needed. — Howe, A., PhD. (n.d.). The Wise Woman's Garden: A Suffragette's defense of Herbal Remedies (3rd ed.). Brown Bottle Press.

STRATEGY

- Choose Patients with high Clout rewards.
- Aim for Perfect Cure to increase odds of success.
- Use Over the Counter drugs when falling behind.
- Keep an eye out for Patients who will benefit from Prescription Medications.

SUBSTITUTION ACTIONS

PERFECT CURE (SPECIAL RULE)

When curing a patient with an Exact Match to the requirements (i.e., using no substitutions), you get a +1 bonus to curing rolls.

OVER-THE-COUNTER DRUGS

(Suitable for Basic play)

The pharmacist's go-to for swift treatment, these drugs often do more to suppress a patient's symptoms than to address the underlying malady. But if the patient has no more complaints, isn't that just as good?

You can substitute Alcohol and Cocaine for Ingredients. You can use Morphine to prevent patients from gaining Severity.

Pay 1 Clout to place an Over-the-Counter Drug token on a patient. Your supply is limited to the number of available tokens.

If a Patient has any Over-the-Counter Drug tokens on them (of any type), attempts to cure them are not an Exact Match, but you gain 1 extra Faith if you successfully cure them.

ALCOHOL

Anesthetic and antiseptic, all in one bottle. Effective for all ages.

Alcohol substitutes for 1 required Ingredient and imposes a -1 penalty on the curing roll. You can only use Alcohol in the place of 1 ingredient per patient, but it remains in place and can be used again after a failed curing roll.

COCAINE

Portable and potent, this is sure to replace everything else in your medicine cabinet.

Cocaine substitutes for 2 required Ingredients and imposes a -3 penalty on the curing roll. You can only use Cocaine in the place of 2 ingredients per patient, but it remains in place and can be used again after a failed curing roll.

MORPHINE

If the end draws near, ease their suffering in those last moments and hope for the best.

You can use Morphine to prevent a Severity token from being placed on a Patient in your Waiting Room. Place a Morphine token instead. You can use this ability any time a Patient would gain a Severity token. A Patient with 3 Morphine tokens dies immediately.

BOARD ACTIONS

PRESCRIPTION MEDICATIONS

(Suitable for Intermediate play)

These time-tested treatments have been used by learned healers for centuries. Results may vary.

You can apply medications to treat specific ailments and bolster your patients' vitality.

Pay 2 Money to place a Prescription Medication token on an eligible Patient in your Waiting Room. Your supply is limited to the number of available tokens.

If a Patient has any Prescription Medication tokens on them (of any type), you gain 1 extra Clout if you successfully cure them.

ANTIMONY PILL

This small ball of metal can be collected after it passes through the patient's digestive tract, cleaned, and given to the next patient in need.

An Antimony Pill gives a +4 bonus to your attempts to cure any of the Patients listed below. The Antimony Pill can be reused; when a Patient with an Antimony Pill is cured or dies, set the token aside instead of discarding it. You can apply it to another Patient for free as a Board Action.

- Wave 1** Unending Diarrhoea, Little Timmy's Tummy Ache, Feeling Rather Phlegmy, Strong Case of the Winds, I'm Awful Sweaty
- Wave 2** I'm All Swole Up!, Dropsy, Little Timmy's Tapeworm
- Wave 3** Worryingly Constipated, Bleeding Portraits
- Wave 4** The Grunch Ate Little Timmy, Contagious Skin Putrefaction

BEZOAR

A mass of undigested fibers retrieved from an animal's stomach— and a potent curative.

A Bezoar gives a +3 bonus to your attempts to cure any Patient card that requires Arsenic or has the word "Poisoned" in its Ailment. It also substitutes for Arsenic and still counts as an Exact Match.

STRYCHNINE

The perfect stimulant to fill your patients with vim and vigor. Just don't get the dose wrong...

When you give a patient strychnine, roll the die: on a result of 6–20, you get a +2 bonus to your attempts to cure them. On a 1–5, you get a -2 penalty instead. If a Patient has any Strychnine tokens on them, attempts to cure them are not an Exact Match.

CRAFTING ACTIONS

CREATE COMPOUNDS

(Suitable for Advanced play)

Sometimes, you need to create your own solutions.

Compounds allow you to substitute ingredients by combining two Ingredient Cards with the correct properties. If you successfully cure a Patient using a compound, you gain 1 extra Money.

To create a compound, choose one ingredient from each of two Ingredient Cards and stack them so both ingredients are showing. Pay 1 Faith and place a token of the appropriate type (infusion or decoction) on the stack, covering the unused ends of the cards. The two cards now count as a single card with the combined properties of both.

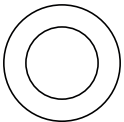
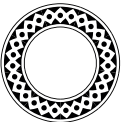






Once combined into a compound, the cards cannot be separated. You can play the compound as one of its original ingredients, discarding both cards after use. You can only have 3 compounds of each type at a time.



INFUSION

No, we're not merely dyeing substances to fool you.

You can use the color from one card with the substance from another.









| Warm | | Cool | |
|--------|--|--------|--|
| White |  | Black |  |
| Yellow |  | Purple |  |
| Orange |  | Blue |  |
| Red |  | Green |  |

If both ingredients are warm colors (red, orange, yellow, or white) or both are cool colors (green, blue, purple, or black), the infusion counts as an Exact Match; if one is warm and one is cool, it does not.

EXAMPLE: An infusion of Red Leeches and Orange Blood can be played as Red Blood. It can also still be played as Red Leeches or Orange Blood. Because both ingredients are warm colors, the infusion counts as an Exact Match. (Note that there will always be at least one combination of color and substance—in this example, Orange Leeches—that is legal but useless.)

While the study of human physiology is revered, the acquisition of cadavers to study is considered profane. Would the end truly justify their means? — “Doc” Cheetum, T. (n.d.). New Orleans Bound (1st ed.). Brown Bottle Press.

DECOCTION

| Root Family | Icon | Substance |
|-------------|---|-------------------------------|
| Body |  | Blood, Bone, Leeches |
| Burning |  | Camphor, Charcoal, Turpentine |
| Flower |  | Hyssop, Pleurisy, Valerian |
| Fragrant |  | Garlic, Lavender, Rosemary |
| Leaf |  | Aloe, Horny Goat Weed, Lotus |
| Metal |  | Arsenic, Mercury, Rusty Nails |
| Pain |  | Jimsonweed, Nettle, Venom |
| Powder |  | Alum, Salt, Sulphur |

Substitute two ingredients from the same Root Family for any other ingredient from that Root Family, regardless of color. If one of the ingredients has the correct substance, the compound counts as an Exact Match.

EXAMPLE: A patient needs Green Leeches. A decoction of Red Leeches and Orange Blood can be played (as they all belong to the Body Family.) Because one of the cards is Leeches, it counts as an Exact Match.

DARK ACT

BODY SNATCHING

(Suitable for Intermediate play)

You can dig up a cadaver for anatomical study.

Destroy a dead Patient card in your Morgue or the Graveyard (flip it face-down). Place a Cadaver token in the appropriate space on your Role Board. Add 1 Severity to each Patient card in your Waiting Room and in the Community.

Each Cadaver token gives you an additional +1 bonus to Perfect Cure rolls, to a maximum of +5.