

LIVE LIVING HISTORY

Live living history is the silver lining between living history and Live Action Role Playing. It's an immersive experience and a moment of confrontation between ourselves and the others. It's an experience that "lightens our hearts", conceived to give and express the greatest freedom and breathtaking experience ever.

Living a life from another time and place in which everyone chooses "who to be", delving deep in the breathing and living atmosphere of that age. The choice on who to be shouldn't depend on fantasy alone, but must be connected to our physical attitudes and to our will to challenge ourselves. All of this shall be followed by an equipment that follows adequately the historical figure chosen – a noble, for instance, can't be dressed as a peasant, a knight or a squire must have the right equipment and so on.

The events played can be of diverse nature: a feast, a night in a tavern, a tournament, a siege, a battle and so on. During the vents everyone is free to live more or less actively the situations taking place – thus called *Scene* – as protagonists or non-protagonists in a theatrical play with no written script.

Every action must be done, there's no faking it: if there's a locked chest and you don't have the right key to open it up, you must pick the lock, break it, or give up on finding its treasures...the choice is yours and yours only, and yours will be just one of many, many possible approaches!

The only boundaries set in this otherwise completely free environment, are some rules to settle physical confrontation and some fighting mechanics: Warfare is disciplined by some simple rules that give the possibility to recreate real battles; the few boundaries existing are given only to preserve its participants well-being and health.

Anyone is free to take in the event every knowledge, every skill or talent that he's capable of and, following the same philosophy, you can't fake any knowledge or skill for the sake of representation because it's useless to play a blacksmith if you can't even create the simplest of trinkets.

The boundaries are self-imposed by the choice of the character you wish to play, from self-consciousness and from the historical age your characters live in - for example, a peasant may be a total illiterate while a noble may have some fancy knowledge of music and art.

Character growth comes from the activities you choose to do and, expressing your skills and talents, comes learning new things and skills because...“if you feel like being a knight, but you aren't...you can always train to become one!”

Have fun and....let the “game” begin!

RULES OF PLAY

Scene is a defined space where a person plays its character without ever “**going out of character**” from the start of the event until its end. During a Scene you shouldn’t have any modern themed conversation or, at least, you should talk without using completely out of setting words or gestures.

At the beginning of the event you can choose between being a Protagonist or a Non-Protagonist

Protagonist have total freedom of interaction in any given **Scene** and can’t leave or ignore what’s happening unless they reach a “**FREE ZONE**”

Non-Protagonists can’t take part in the events happening in a **Scene**; for example they can’t fight or speak with **Protagonists** about what’s happening in the **Scene** or about the decisions taken. Just like in a movie, they surround the protagonists, bringing the environment, or the situation, to life without taking part in it.

In any case a **Protagonist** or **Non-Protagonist** can’t talk about topics out of Scene or have behaviors that may cause himself or others to go “**out of character**”.

If a **Non-protagonist** is hit by mistake, he must **fall to the ground and play dead**, declaring himself a Non-protagonist if someone tries to search his body. (He may get up as soon as there is no one around or when he is sure he won’t disturb the scene and go back playing as normal)

PLAY SIGNALS

AZIONE E STOP!: The scene begins when a **Host** says “**AZIONE!**” (“**Action!**”) so that every participant knows that the **Scene is starting**, or **restarting** in some cases. The word “**STOP!**” is used to **stop the Scene: everyone must stay right where they are, stay silent and listen** to the motives that led to the interruption of the Scene. The motivations behind a STOP are exclusively connected to security matters. **STOP!** may be called by a **Host** or a **Participant** in case of **serious incidents or if there’s a fire**.

YELLOW COLOUR, Out of Scene Signal

Yellow Band: when a person wears a **yellow band as a shoulder strap**, it means that it is “**Out of Scene**”. Anyone that sees that person must **ignore its presence and act as if it wasn’t there**. This band can be used **only to move after the “death” of the character or in case of dire emergency**.

Yellow Bracelet: **Non-Protagonists have a yellow bracelet on their arm**. This identifies them as Non-Protagonists and must not become involved in any fight or event happening during a scene.

Yellow Satchel: A **yellow satchel** will be given to all participants. This **satchel is considered to be “out of scene”** and use it to store any small personal effect to be considered out of scene. This satchel **can’t be touched or stolen during a scene**, in this case, the **person responsible** will be **expelled from the event permanently**.

Personal tents are considered in Scene and, for instance, **can't contain any object or material considered to be out of scene**. Access to a tent can't be forbidden.

In case a participant wants to keep its **tent out of scene**, he must **mark it with a well visible Yellow Ribbon on each side**; in this case **no in-game Item can be kept inside** (coins included).

In case of attack, whoever is inside an Out of scene tent, must **immediately come out in whichever condition he's in** - yes, even wearing underwear only – **and get ready and equipped outside his tent**.

If the person doesn't come out at the beginning, he can't come out during the fight. He will then have to wait until the fight is over. We suggest to all participants to keep their tents in scene, to live the full Live living History Experience!

In some cases it is possible to create a partition inside a tent by signaling the "out of scene area" with a yellow ribbon.

It is forbidden to cut or damage other players or Association's tents.

Green Ribbon (or stamp)

If a Green Ribbon is attached to any structure, lock, chest or anything that item must be considered to be IN SCENE: for example, if a green ribbon is attached to a chest, a lock or a door, the item is **completely destroyable** and can be used in the most imaginative ways. If an object isn't marked with a green ribbon, it mustn't be damaged or broken in any way.

This rule is set to protect personal items and historical buildings found in the location where the event takes place.

If the green ribbon or stamp is found on an item on a merchant's shelf, the item can be stolen or it can be bought.

No object connected to the Scene (coins included) must be locked in a personal chest if it's marked with a green stamp, as personal chests can't be opened in any way. If a personal chest has no lock, it can be opened by anyone.

RED LED LIGHT: STAFF

The **staff** will be dressed in unique and **recognizable clothes and will be wearing a Red light** as a necklace to make sure you can find them, even in the dark.

FREE ZONE

Some areas are called "**FREE ZONES**", in these areas you can **stay out of the Scene:** Bathrooms, Showers or some particular areas where you must go if you "die on a scene". Free zone areas must be reached while playing, so, you must go to the showers dressed as your character!

THE REAR LINE

During some events, a **Rear line will indicate the respawn point in case a character dies**. The Rear line can be in Scene or Out of Scene, just like a Free Zone specifically created for this sole purpose. Depending on the type of event, coming back in a Scene may follow different rules, times and approaches - for example during a War, you may come back from the Rear line only if a messenger comes from the scene and pays for new troops!

If you move willingly outside of the Scene, declaring yourself Out of Scene, you can't go back and play that particular scene. The only exception to this rule is if you go into a Free Zone. Moreover you can't go out of scene to escape if someone is following you.

MONEY AND PERSONAL EFFECTS

PERSONAL EFFECTS

All items and objects taken in game, are considered to be “in Scene”.

Anyone is completely free to use any object but these must be only used for reasons connected to the Scene.

The same rule applies for weapons, armors and shields: It is forbidden to take someone else's equipment; someone else's equipment can be taken only in dangerous situations and, when the scene is over, must be put back EXACTLY where it was found.

No personal item can be taken or used by other participants without direct consent from the owner. Always remember: you may use someone else's item, be it a weapon or an armor, but be careful! If you break it, you must refund its owner for the damage!

All weapons and equipment are labeled with a personal code issued by the Hosting Association, making them always recognizable to their respective owners.

At the beginning of the event, everyone is free to choose if he wants to put a green stamp on his equipment thus making it free for others to steal.

For every piece of equipment marked with a green stamp you receive “Coins” equal to their value, in addition to your starting coins.

COINS

Every participant receives a default quantity of starting coins, depending on his wealth, military rank and role played. Coins can be bought out of scene from the Hosting Association. At the end of the event these coins can't be exchanged back in Euro but you can give them back to the Hosts to receive coupons or discounts on tickets for the events or for events hosted by sponsoring associations.

TOKENS

Before the start of the event you can exchange Money for in-game currency. You can spend these Tokens inside the Scene to buy personal items. This type of currency is different from Coins as they have a real life value and, as such, must be kept safe inside the aforementioned “Yellow Satchel”. This exchange of currencies from Real world currency to in-game currency is done to preserve every participant from theft. Every exchange done will be registered, and it will make the game more immersive.

At the end of the event you can change any coins left in back in real life currency, and you cannot exchange a sum larger than the one registered.

The tokens have their value in real life currency written on one side: 1,5,10.

SEARCHING

In the event you have to search on a person, especially if fainted or “dead”, it must be done without touching any private parts. The fainted protagonist chooses how thoroughly you can search on his body, given that you cannot hide anything in places you don't want to be touched. In any case, you cannot receive items out of scene.

KIDNAPPING AND RANSOM

If someone is taken prisoner and offered a ransom equal to his daily wage, he must be freed. When a Ransom is payed, the Ransom is comprehensive of whatever equipment he is wearing. A ransom cannot be refused in any case; in case the kidnapped person doesn't have any money on him, a "Bill of exchange" can be issued.

If a participant decides to rob someone of his equipment or weapons, he cannot physically keep it but he must sell it to a specific Merchant. This merchant is authorized to "Trade-in" personal items. It is the robbed items owner's task to find out where the items are, and how to retrieve them.

Only items marked with Green Stamps can be stolen and sold on the market. The Green stamp isn't always easy to see, so the action to search someone thoroughly is an act of evaluation on what is, and what isn't sellable, as this information can't be asked out of Scene.

All siege weapons can be lost in battle. It is not compulsory to accept any ransom for these weapons.

Under no circumstances, if not for health issues, an "out of scene freedom" can be given for personal reasons.

READING, WRITING, COUNTING

Everyone speaks the language they can speak in real life and can count to 10. Only few people will be able to read and do complex mathematic. Everyone was illiterate at the time.

All disputes must be reported to the Hosting Association at the end of the day, so that they can be solved. The Host's Judgement is unquestionable.

SPECIAL ROLES

In the scene there are some characters that are able to do specific actions, connected to a specific role. The Protagonist that chooses to play one of these professions must have a specific equipment connected to that role be authorized to play that specific role.

We suggest that if you want to take one of these specific roles, you should have real knowledge in that specific field. You are not playing a character, you are living real life situations that may require you to confront with specific knowledges about the particular profession of your choice.

Medic

To be considered a medic you must have with you: Bandages, needles, thread scissors, some historically accurate medical equipment, soothing balms and fake blood to spread on the bandages while healing the wound.

Engineer

An Engineer is capable of repairing and destroying structures and siege weapons. He can use non-black powder siege weapons and discover weak spots in palisades and fortified structures. To be considered an engineer you must have: a compass, a wooden square, a wooden hammer, a plumb line and some paper with projects written on them, and some various equipment (nails, saw...)

Artificer

The Artificer is the only one capable of using and destroying weapons that use black powder. He can use explosives to mine and destroy structures –walls, palisades...- marked with a green stamp. To be considered an Engineer you must be capable of operating siege weapons such as cannons and have everything you need to operate them. The items capable of exploding will be supplied by the Hosts.

Sapper/Artisan

To be considered an Artisan/Sapper you must have the “right tools for the right job”. You must have the right equipment to break or repair structures, objects or weapons: Sledgehammers, Saws, Pickaxes and so on. You must have two copies of such item: A real one and a Scene Replica.

Apothecary

To be considered an apothecary, you must possess everything you need to create a Compound or an Antidote: A small pot, oil, lighter, a beaker of any size and shape, quill and ink. He is the only one able to recognize poisons: he can taste food or drinks to find out if they are poisoned, all without any harm to himself. He can do so by declaring the action of tasting food to find out if it was poisoned.

An Apothecary can buy Poisons and Antidotes from the Hosts before the start of an event using Coins.

Priest

To be a priest you must choose an Order and a Religion, you must have appropriate dressing and garments and know all the rules pertaining to the chosen order. Once a day, the priest can Pray and make everyone hearing him immune to **Stun on the first blow received on any part of the body**. Be careful, the role of a priest is very sensible, we suggest you live it properly, respecting faith and beliefs of everyone present in Scene.

COMBAT RULES

Combat must be lived as if it was a martial sport activity, having particular care in not hurting others or themselves. Blows must be real but they must hold no intention of hurting other players. Intentions hurt more than sheer strength alone. If during a combat someone is hurt, he must move out of combat to check his condition and call “STOP” only in case of severe injuries.

It is not possible to stop a Scene if you have received a hit to the face, as it is something that can happen. For your own security it is forbidden to fight while wearing eyeglasses.

Women can participate in combat too, following the historical canon or dressing up as men, giving them total freedom on how to live this experience. We suggest every women to weigh accurately the level of realism of the scene before joining combat.

You cannot take part in a combat while riding a Horse. You cannot hit or be hit also while moving a horse with bridles or while tending to it.

If, while riding a horse, you are surrounded by 4 or more people, you must dismount, secure the horse and face the situation on foot. However you may run away if you are facing people with two or more ranged weapons.

Following the same rules, you cannot bring your horse inside a combat scene.

THE 10 GOLDEN RULES OF COMBAT

How many hits a character must take before falling to the ground or before a limb breaks, is left to each player common sense. Obviously if you are wearing a full plate armor you can resist much better than someone who is going to a fight without wearing anything.

Here are 10 simple rules for combat:

Any hit directed to private parts or to the face (if not protected by a full helmet) is FORBIDDEN. Full contact is also forbidden: kicks, punches, throwing people or any other action taken without Scenical Weapons is strictly Forbidden. You can apply full and direct contact towards Scene Items (you can push someone away with your shield, or you can kick someone's shield and so on). There is only one exception to this rule and it is the "Block" action. Head can be hit only with a cleave, but we suggest not to hit too hard, especially if you are hitting someone who is unprotected, having special care not to hit your target's face.

You can hit and push away your target with your shield, but any charge action with your shield is forbidden

If you receive a full hit on an unarmored limb, you will suffer from a Stunned Limb: A stunned limb means you can't use it properly, for example, if you are hit on a leg you will be limping, if you are hit on your arm you will have trouble wielding your sword and fighting. If you have a shield, however, you can defend yourself.

If you are hit on your chest or on your head you are Stunned.

Stun effects disappear after an hour of full rest and after you get properly healed and have your limb bandaged.

Contrast: in the event of a contest for the ownership of any item held by two or more participants, real strength must be used, without using any physical contact (no pushing or violence). If someone receives a hit, the action must be immediately interrupted.

Pushing: You can push with your full strength only with your shield; if you are wounded while pushing, you must immediately interrupt your action and take at least a step back. For safety reasons you can't charge while running; Before pushing someone you must slow down, almost to a stop.

Take by Surprise: holding a person with a free hand and hitting him to chest/neck/head will send him unconscious to the ground. This kind of action can be done only with one-handed bladed/piercing weapons and declaring "STUCK". This action doesn't work on armored parts, leaving free interpretation on what happens to the players.

A second "STUCK" results in target's death.

Block: To stop someone, you must use BLOCK. You stop a person with both your arms by holding at least an arm and his neck or bust.

The action must be done with a single movement and declaring "BLOCK". Once held, the target mustn't move or apply real strength to free himself.

You cannot block someone who is running and we suggest to be extra careful while blocking someone. A Blocked person can be killed with a “STUCK” as if it was on the ground unconscious. Blocking must be considered a fast, technical action, that takes the target by surprise, not an action of brute force and violence.

Alternatively, if two persons hold each one arm of a target with both their arms, the target cannot resist and must be considered BLOCKED.

Siege weaponry: If you are struck by rocks thrown from the walls or by projectiles thrown from siege weapons, you will fall unconscious. (Effects don't change if you take a direct hit or are hit by a ricochet). Siege Weapons can be only used by Engineers and artificers.

Bows and Firearms bypass armor, take this into consideration if you are hit by one and act properly.

Last but not least...HAVE FUN IN WHAT YOU DO, BE THRILLED BY WHAT YOU SEE, ENJOY EVERY MOMENT AND MAKE SURE EVERYTHING YOU DO, WILL LET OTHERS LIVE THE SAME MEMORABLE MOMENTS YOU ARE LIVING!

DEATH AND WOUNDS

A protagonist cannot die, if not by direct will of another protagonist.

When you are in a combat scene and you receive enough hits, you will fall to the ground unconscious. You must fall to the ground slowly and in complete safety. If you are in the midst of combat, you have to move out of the scene before falling to the ground. You must wait at least 15 minutes before waking up and dragging on the ground begging for help, while in this state you can't fight or take any other particular action.

If a protagonist wants to kill another protagonist, he must hit him on his head when he's on the ground and unconscious or while he's dragging himself seeking for help. If he hits him on the head while declaring “STUCK”, it's a DEATHBLOW. If you hit someone unconscious without declaring anything, the person hit will just stay unconscious or, if he was dragging himself, will become unconscious once again.

If you are “dead” you cannot leave the scene if you have some items connected to the scene, except for coins. In this case you have to stay on the ground and play... your dead body. It's strictly forbidden to talk or take any other action while “playing dead”, remember: you are part of the scene!

Once dead, you can come back from the Rear lines or by going to the designated Free Zone. If no one recovers your body, you may get up and wear your yellow band after 30 minutes. You may do so only if there are no other participants around.

If your body is taken by someone to simulate your burial, you have just to cover the body with a white blanket and plant a cross (or any other symbol depending on the faith of the Protagonist). Once the burial has ended and when there is no one else around the area, the dead can raise from its burial place, wear its yellow band and go to the Rear line.

All of the “dead” protagonists must be registered with their Name and Surname by the Rear Line Officer (a designated staff member), before going back to the Scene (this procedure takes place every time someone dies) and will be marked with a sign on its face, so that it can be clearly seen by other participants (for example a scar on his cheek or on his eye)

The participant can play the same role he played before but he must change his Name or Surname and, obviously, will have no recollection of what happened: In case the new protagonist is mistaken for the dead, you just have to tell the other person that he may have mistaken you for someone else, and show him your scar, with no need to go out of character.

AMPUTATION

Amputation can't happen during combat, but can be executed voluntarily on blocked or unconscious subjects. Amputation causes “Stunned Limb”; Only arms, fingers and hands can be amputated. If you don't get proper medical treatment, you will fall unconscious in the next 15 minutes and, consequently, you will die because of blood loss.

HEALING WOUNDS

Any healing must be done with bandages directly on body and has no effect if placed over armor. To Heal someone, you must at least wrap the wound with three layers of bandages. Bandages must be held with needle and thread, simulating stitches. A bandaging must be done to emulate every single wound. Healing has effect after an hour of full rest. We suggest you heal someone directly on his naked body or, at most, on his shirt. We also suggest you use healing balms, containing Aloe or something similar, for bruises. At the end of the treatment, red liquid must be used on the bandage to emulate the blood loss from the wound, possibly a red liquid that won't stain any clothing.

WEAPONS AND EQUIPMENT

Hand to hand weapons are copies of real blades, with similar weight and balancing. Made in safe materials, they can be used in fights without causing any harm to the participants. For this mean, the weapons of choice are: Historical LARP weapons replicas.

Bows have a maximum weight of 40pounds, and mustn't have steel arrow heads. Arrow heads must be made with safe, soft materials that can resist the impact and with a diameter of at least 4cm.

You can use any type of arrow or bolt that can fit your weapon but, at the end of combat, you can only take your arrows or bolts.

Improper weapons: Inside the scene you can use Stones, Sticks, bottles and so on, only if they are made in Scene materials.

To use Firearms in scene, these must have 4 main features:

- They must make the sound of explosion by the means of a firecracker or something similar, fitted in the firing chamber. By no means the Chamber has to be connected to the barrel.
- The Ammunition must be shot only by gas or spring-action.

- They must shoot safe ammunitions, preferably an ammunition that leaves a red sign on anyone hit. Only red gel ammunition is allowed. Ammunition must have a diameter of at least 2cm.
- They must make a puff of smoke when shot.

SHIELD

Shields are made with a wooden core and at least a 2cm layer of padding on the front and 4cm on the edges. This shield is finished with leather, canvas or something similar. Every shield is signed with a personal code, so it can be recognized immediately in every scene.

IT IS STRICTLY FORBIDDEN TO TAKE ANY TYPE OF REAL WEAPON AT ANY OF OUR EVENTS

ARMOR

Armors protect their user from hits and blows, depending on the type and construction materials. Damaged armors, to restore their protective effectiveness, must be taken off, checked and, if necessary, repaired. The repairing isn't something fake, but it's something created to keep the equipment and armor in good shape and feel the reality of the events that follow a challenging battle you may have survived.

Every Armor is labeled with a personal code to ensure you can recognize it inside the Scene.

FIRE AND EXPLOSIVES

Smoke bombs are used to simulate the action of setting something on fire, but you must have a torch to start the fire. Explosions can be created by using firecrackers. These explosions can be created only by artificers only following the authorization of the Hosts and using authorized material given by the Association.

SIEGE WEAPONS

Siege weapons must use fake Ammunitions made with safe materials, and solid structures to guarantee every player safety.

Siege weapons must recreate the real structure of a siege weapon and take into consideration the safety of use. Every Siege weapon has some weak points: The Organization will evaluate the Weapon and will give it some Resistance Points, shown by some yellow stakes.

To render a Siege Weapon useless, you must break all the "Yellow Stakes". The Yellow stakes are inserted inside the siege weapon's structure, simulating its structural weaknesses. If you break the wheels, you can't move the siege weapons, or, if you cut the rope, identified by a "Yellow Rope", it may not work at all.

Only Sappers or an Engineer can recognize and break the yellow stakes, or give orders to others on how to break them, on the other hand, everyone can cut the Yellow Rope. To Fix a broken siege weapon you must build new yellow stakes to put in each designated part.

If a siege weapon is hit by another siege weapon, it is automatically broken and all yellow stakes must be repaired.

Siege weapons must be checked and authorized from the Staff and can be used only by those authorized from the Staff.

BUILDINGS AND FORTIFICATIONS

DOORS

In-Scene Doors (with a Green Stamp) can be taken down or you can pick the lock.

There are some cases in which the door can't be destroyed or picked, in those case a lock (with a green stamp) will be applied on the door. (The lock will have a green stamp, you can either pick the lock or break the lock, putting special care in not damaging the door.)

GATES

To take down a gate you need a battering ram; the gate must be hit until the wooden board inside breaks. Once the board is broken you can push the gate open to enter (you cannot keep the doors closed by forcing them closed from the inside). The broken wooden boards can be created by an Artisan or an Engineer but first they must find them! The Boards are hanged to trees and can be taken only if the artisan or engineer can cut the ropes with an axe or a saw.

LADDERS

We advise you not to use ladders in a siege as they may be dangerous for everyone in a scene. If on there are some people a ladder, the ladder can't be touched or taken down by any means. At the same time you can't place a ladder if there are some people that may take it down. You can't fight on a ladder. If someone is climbing a ladder you must allow him to reach safely its top and get off before starting the fight. You can't place a ladder if there is no one holding it while you are climbing, and only two persons at a time can be on a ladder.

WINDOWS AND GRATING

Real Windows and Gratings mustn't be broken. Scene Gratings, made in wood or other painted materials and highlighted with a green stamp, can be broken with ropes pulling away that grating. Every resistance point of the grating equals a man pulling a rope so, if a Grating has 5 Resistance points, you need 5 men pulling and so on. A horse equals to ten men.

Only an Engineer or an Artisan can spot a breakable Grating.

PALISADES

Palisades built to protect camps are real, although some areas can be destroyed using Siege weapons or two-handed axes. Only an Engineer or a Sapper can spot these areas. These weak spots are held by woods of different hardness and can be broken after some damage done to the outside of the structure. Only a Sapper or someone guided by the engineer can destroy the wooden boards from the inside of the structure.

The destroyable palisades can be, alternatively, completely made in light wood and marked with a Green Stamp on the palisade.

WALLS

A Scenery Wall is made with polystyrene bricks, painted to look real. This wall can be destroyed with siege weapons, two-handed axes, sledgehammers and pickaxes.

Only a Sapper, an Artisan or an Engineer can spot a destroyable wall, but it can be destroyed only by a Sapper or by someone guided by an engineer. The wall can be rebuilt using the original stones, and it can be broken again except that, this time, anyone can notice that the wall can be broken.

HERBS AND COMPOUNDS

The ancient art of healing, or hurting, someone thanks to what nature has to offer has always been a vivid part of history of mankind. During a Scene decoction or herbal compounds can be used only by those who has the appropriate knowledge and received previous authorization by the organization.

It is, obviously, forbidden to use real Poisons and Drugs, they are just scenic representations.

Only an Apothecary can buy, out of scene, Poisons and Antidotes using Prop Coins. The effects are only applied with ingestion.

The components can be used in any form an Apothecary wishes. To have effect, the poison, must be inside a food or beverage that has been eaten or drunk. Only a bite or a sip is needed for the poison to have effect. The poison's effects last until the target receives adequate medical help or until he takes the antidote. In any other case, the effects end at sunset, or at sunrise if the poison was taken at night. If the poison had the effect of "DEATH" its effect is immediate.

Antidotes heal only poisons of the same Rank. Antidotes don't have truly specific components as they are coded specifically with a label on their vial and can be only identified by an Apothecary. An Apothecary may find some Poisonous herbs in the Scene, that will be marked with the same code as the antidote written on their Green Stamp.

At the end of the event, all herbs can be transformed into Compounds; alternatively the Apothecary can create a Scenic compound, transforming all the components from their natural form into a different state, ready to be joined to boiling water or oil.

You can't mix various components to obtain a compound with more than one effect.
You can alternatively obtain an antidote of the same rank of the component used.

You can identify a poison through some specific tastes:

I-Extremely Sweet

II-Extremely Salty

III-Extremely Bitter

If you feel one of these tastes while eating or drinking something, you must behave accordingly to the poison's effect. A poison has no effect if used in dishes of beverages that share the same taste of the effect. (e.g. Rank I Poison on a cake)

The Apothecary must use only edible substances to create a compound.

Rank	Component	Effects happen in...	Effect
I Poison	Sweet	15 minutes	Stun
I Antidote	Code: A-I	15 minutes	Antidote Rank I
II Poison	Salty	Instant	Unconsciousness
II Antidote	Code: A-II	15 minutes	Antidote Rank II
III Poison	Bitter	15 minutes	Death
III Antidote	Code: A-III 1	15 minutes	Antidote Rank III

We are more than aware that this is very different from what it really is, be it logically or historically, but we chose these simple rules just to avoid something else that would have been outright fake and Historically incorrect: to ban poisons from this event, pretending they never

existed in the first place, was something so terrible and unforgivable that this, at least we thought, was more than a good compromise.