

Hospitals



Welcome to the Hospitals Mod
Documentation, Here you can find all the
information about the mod that you could
ever need!

Table Of Contents

Table Of Contents	Page 1
General Information (Getting Started)	Page 2
Progression Guide	Page 3
In-Game Documentation Books	Page 4
Crafting Progression (Steel Items, Computer Parts, etc.)	Pages 5-6
Blood System	Pages 7-9
Machines & Equipment (Functional Blocks)	Pages 10-11
Pharmacology (Pills, Pharmacy Structures, Pharmacist Villagers)	Pages 12-15
NPCs (Doctors & Nurses)	Page 16
Functional Items (Surgical Tools, Testers, etc.)	Pages 17-18
Issues & Suggestions (Discord Server, Google Form, Github Issues)	Page 19
Credits & Technical Info (Creator, Licensing, Source Code)	Page 20
Changelog / Version History	Page 21

General Information

Introduction To Hospitals:

Welcome To Hospitals! This is honestly one of my favorite creative projects ever. There are so many different features in this mod to be used by anyone, from builders to role players. There are tons of blocks and items to play with, whether you are progressing through survival or messing around in creative. I hope you enjoy this mod! If you have any issues or suggestions, PLEASE feel free to reach out! (See [Issues & Suggestions](#))

- DerpyMeow, The Hospitals Mod Developer

Getting Started (Creative):

When using creative mode, I would recommend going to the “Hospitals” tab with the medical cross icon and reading the textbooks in order. (See [In-Game Documentation Books](#)) Then, I would recommend just placing blocks down, seeing what you like, and thinking of how you can add that to a build. If you want a more chaotic approach, I would recommend going into the “Pills” tab and messing around with the pills. (See [Pharmacology](#)) If you build anything cool, I would LOVE to see it! Feel free to join our Discord server! (See [Issues & Suggestions](#))

Getting Started (Survival):

When using survival mode, I would recommend crafting the “Hospital Chemistry: Fundamentals” book to get a good start to progressing. (See [In-Game Documentation Books](#)) After you begin to understand some of the basics of the mod, such as steel production, I would start to research the blood mechanics, as it can be good to heal quickly. Once you get further in the game, I would then begin to research pills and pharmacists, or maybe even go hunting for a pharmacy building. This will allow you to start trading for pills, which can give you strong effects that could be very beneficial. If you build anything cool, I would LOVE to see it! Feel free to join our Discord server! (See [Issues & Suggestions](#))

Progression Guide

Outline:

This is a general outline of how you should typically progress in this mod

- Craft the “Hospital Chemistry: Fundamentals” Book (See [In-Game Documentation Books](#))
- Craft the other books using the recipes in the fundamentals book
- Start by progressing through the game as normal until you discover iron
- Once you have obtained iron, you can combine coal and raw iron to begin creating advanced crafting items used in all blocks and items (See [Crafting Progression](#))
- Start researching the blood mechanics (See [Blood System](#))
- Use blood to heal efficiently once you understand compatibility
- Start researching pharmacy and pill mechanics (See [Pharmacology](#))
- Rule the world!!!!

In-Game Documentation Books

Outline:

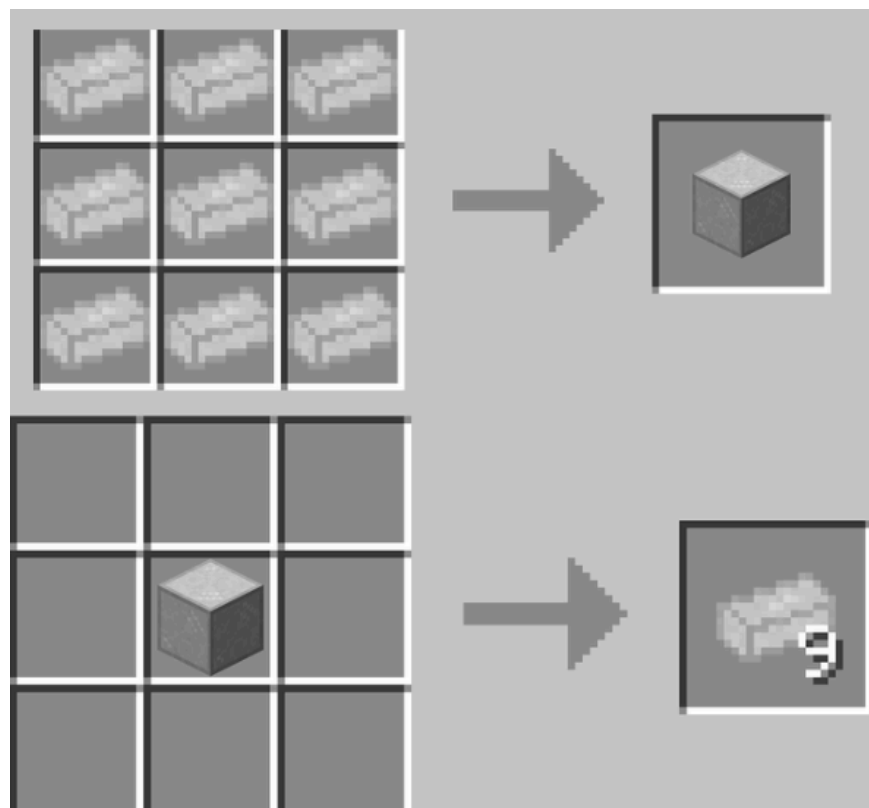
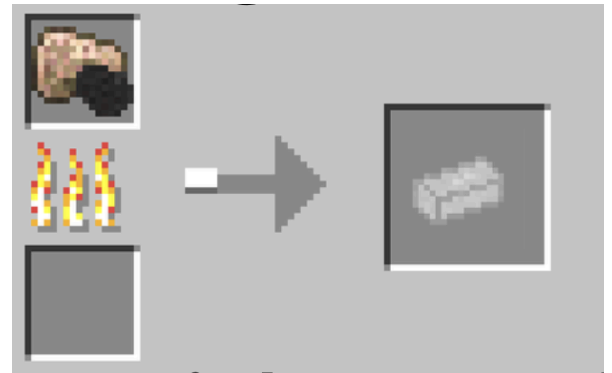
In this mod, there are in-game books that are written as how-to books for various mechanics of the mod. They do not go as in-depth as this wiki, but they are a simple way to learn the different aspects of the mod. As of now, there are 5 different books in the game; here they are in their recommended crafting/reading order:

#1	Hospital Chemistry: Fundamentals	Introduces the mod and shows the recipes for the other books. It can be crafted with a book and a dandelion.
#2	Hospital Chemistry: Steel Synthesis	Introduces the stainless steel items and their uses in crafting
#3	Hospital Chemistry: Foundations of Hematology	Introduces the blood mechanics and how to use each part
#4	Hospital Chemistry: Machines & Processing	Introduces different machines used by other mechanics to convert items (primarily blood-related items)
#5	Hospital Chemistry: Pharmacology	Introduces the pharmacy villager who trades pills. This also introduces the pharmacy structure and pill bottle crafting. (For a list of all the trades, PLEASE See Pharmacology)

Crafting Progression

Stainless Steel Basics:

In this mod, there is a metal known as stainless steel. This is fundamental in crafting almost every other block and item in this mod. Just like real life, steel is not found naturally; it is an alloy made of iron and carbon. In this mod, it can be made with coal and raw iron, making unprocessed steel, which can be smelted down to produce stainless steel. Furthermore, this stainless steel can be turned into stainless steel blocks just like iron blocks. Here are the steps to acquiring steel:

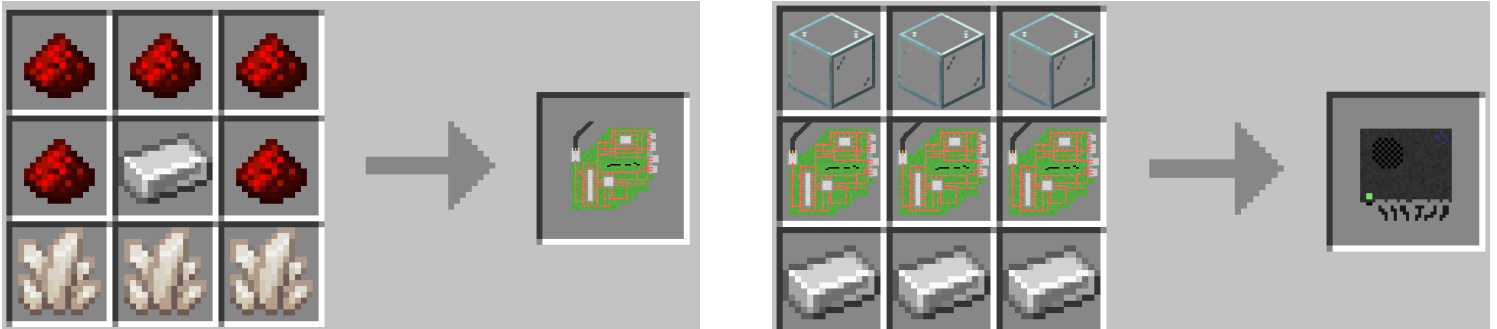


Continues Below

[Return To Table of Contents](#)

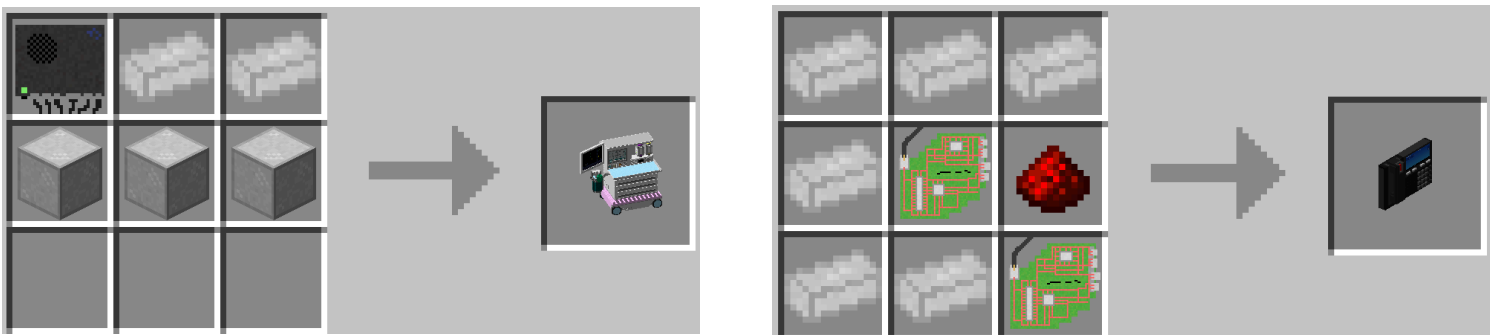
Semi-Advanced Crafting:

Additionally, you can craft other items that can go on to craft more technically difficult blocks and items. An example of this would be the computer chip and the computer. Here are the crafting recipes for those:



Advanced Crafting:

Finally, you can craft advanced, technically difficult blocks and items. Due to the complexity of some of these crafting recipes, I would HIGHLY recommend the use of "[Just Enough Items \(JEI\)](#)" by mezz, but it is not required, as you can also use the in-game recipe book. Here are two examples of advanced crafting recipes:



Blood System

Overview:

Blood. Without it, your body wouldn't work. In this mod, blood is not just a simple item; it's a whole system, but that does not mean it's hard. Once you get used to it, you'll love blood. So what does blood look like in this mod? Well, here's a simple overview:

- Every player is assigned a permanent blood type upon first joining
- Blood can be collected from players and mobs with syringes
- Blood can be stored in syringes, bags, and buckets
- Blood compatibility determines healing outcomes

Why Use Blood?:

The use of blood in this mod is for healing and roleplay. You get a little bit of a boost depending on whether you have a matching or compatible type, if you give yourself the wrong type, you get negative effects. It can be quickly used with the IV Kit, allowing for faster administration than food.

Blood Types/Donation Logic:

The first time a player joins the world, they are given a blood type. This is assigned by getting a random number between 1 and 8 inclusive, then matching that with a type. One could say you have an advantage based on the blood type you get, but it makes it realistic because some blood types can receive more types than others. To find out your blood type, you can use the "Blood Type Tester".

Type	O-	O+	B-	B+	A-	A+	AB-	AB+
Gives	All	All Positive	Any B and Any AB	B+, AB+	Any A and Any AB	A+, AB+	AB-, AB+	AB+
Receives	O-	O-, O+	B-, O-	Any B and Any O	A-, O-	Any A and Any O	All Negative	All

Note: O- can give to any other type, and AB+ can receive from any other type.

[Return To Table of Contents](#)

Collecting Blood:

Blood can be collected using syringes. You can punch (left-click typically) a player with the syringe to get a filled syringe of their type. You can use (right-click typically) it to fill a syringe of your blood type. You can punch (left-click typically) a mob with the empty syringe to get a mixed syringe. Doing any of these will inflict half a heart of damage on the targeted entity. You cannot collect blood with blood bags, as those are sanitary.

Bagging & Unbagging Blood:

You can turn two filled syringes into a blood bag using the centrifuge and an empty blood bag. (See Machines & Equipment) Doing this allows it to be used with the IV kit to give yourself blood. If you wish to convert a bag of blood back into two syringes and an empty blood bag, you can also use the centrifuge. (See Machines & Equipment)

Giving yourself blood (Blood Transfusions):

Currently, you can only give yourself blood; this is to prevent players from spamming other players with incompatible blood to insta-kill them. To transfuse blood to yourself, you use an IV kit item and right click (or whatever you have "use" set to). You cannot directly give yourself blood with a bag; you MUST use the IV kit (20 durability). This will use a logic that decides which bag to give you based on what gives the best effects. If you have an exact match, you will get strong effects; if you have a non-exact but compatible match, you will still get some good effects; if you have incompatible blood, you will receive some negative effects. You cannot transfuse blood when you are in full health. Reference the chart below for exact effect details:

Matched Blood	Instant Health: 5 hearts, 2 minutes of regeneration, and resistance, a short burst of saturation
Compatible Blood	Instant Health: 2 hearts, 1 minute regeneration
Incompatible Blood	Instant Damage: 1 heart, 1 minute of weakness, and slowness

Converting Blood Between Forms:

You can convert between syringes and bags using the centrifuge. (See [Machines & Equipment](#))
You cannot convert mixed syringes into blood bags using the centrifuge; you must use the purifier to convert two mixed syringes into two random syringes of the same type. (See [Machines & Equipment](#))
Additionally, you can also turn blood bags back into syringes using the centrifuge. The “Mixed Blood Bucket” can be turned into a random blood bag by inputting it and an empty blood bag into the purifier. The visual recipes for these can all be found in the in-game book. (See [In-Game Documentation Books](#))

Common Mistakes:

Here are some common mistakes made with the blood system:

- Trying to use blood bags without an IV Kit
 - Use an IV Kit
- Expecting mixed blood to be sterile
 - Use the purifier
- Using incompatible blood repeatedly
 - Use compatible blood

Spilled Blood Block:

This is unrelated to the blood system; despite the name, this is just decoration.

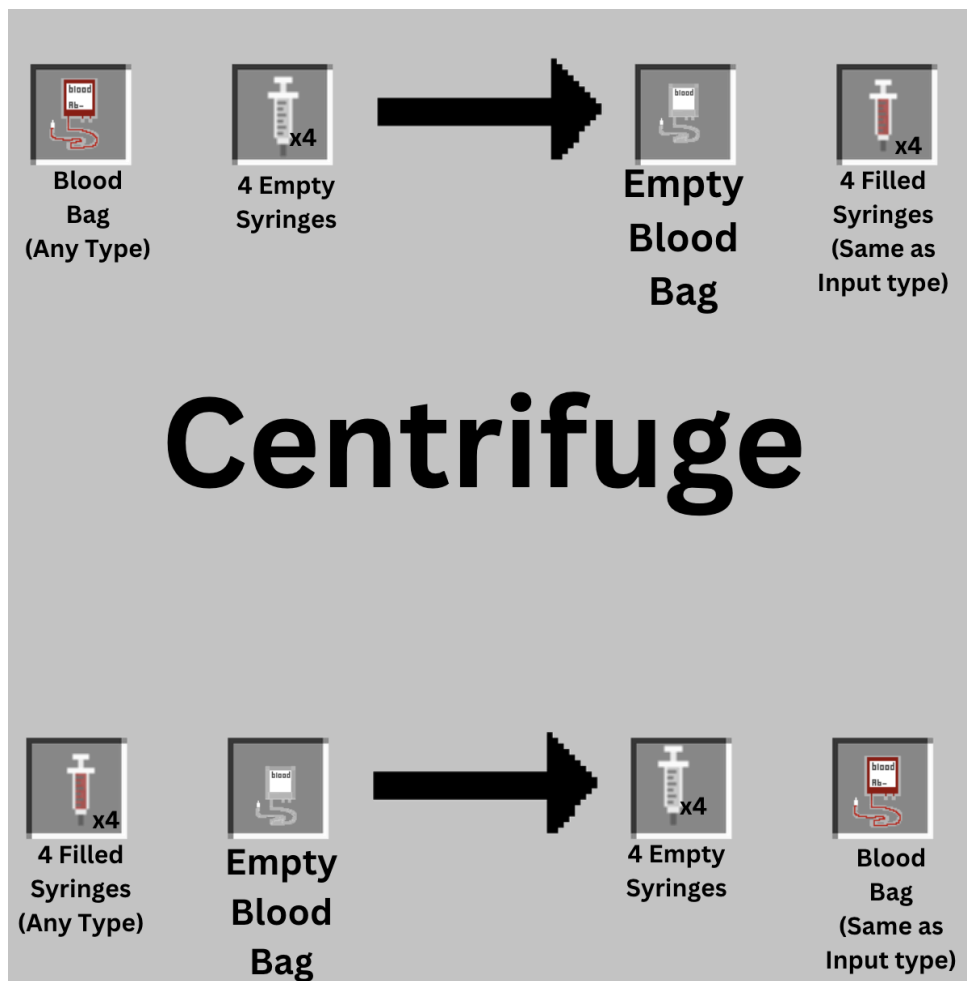
Machines & Equipment

Overview:

This section is explicitly for block-based machines; for item tools/machines like the blood type tester, see Functional Items. There are two machines in the mod so far that are crucial to the blood system, and one that is important for Pharmacist villager trading. (See [Pharmacology](#))

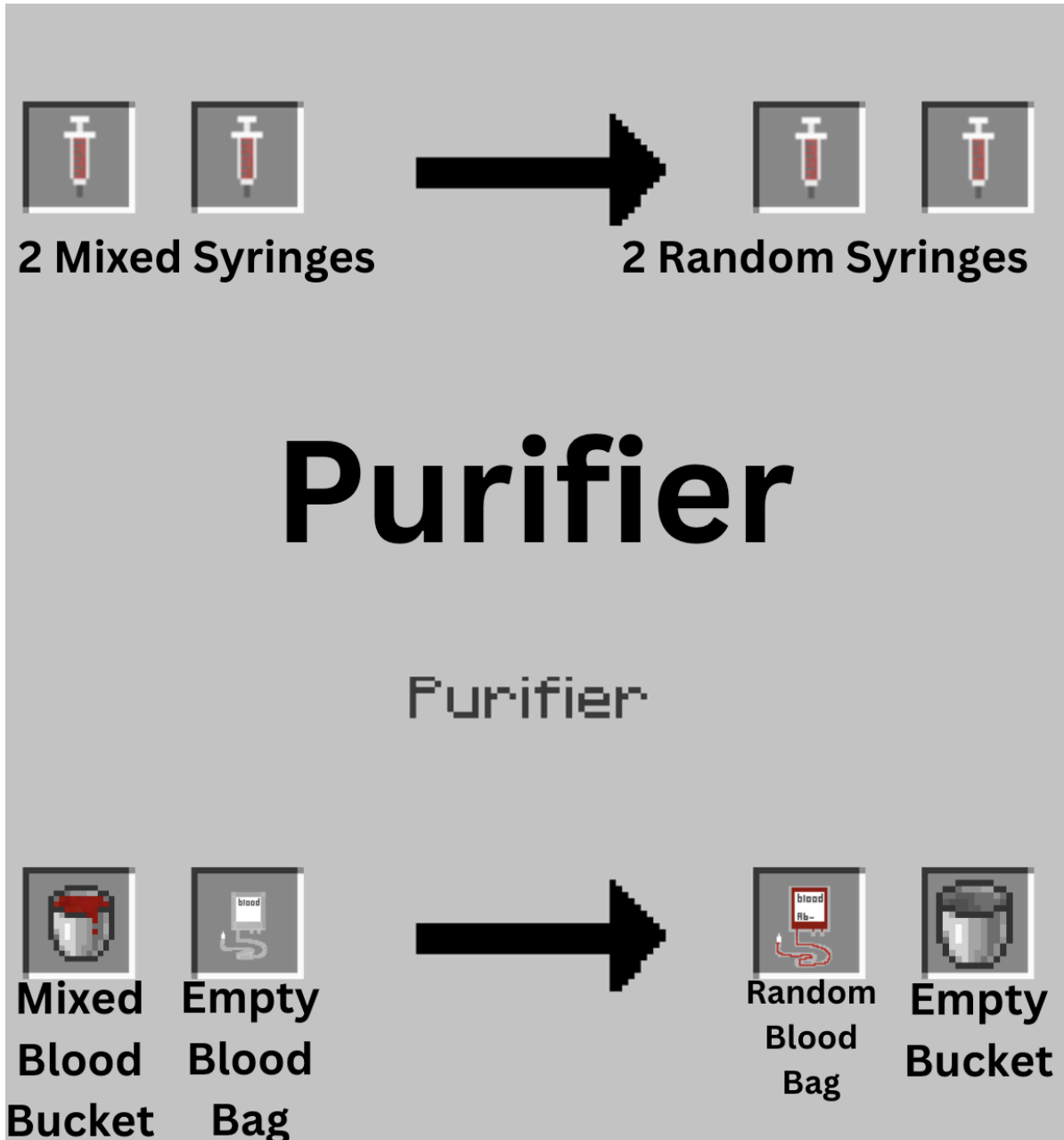
Centrifuge:

This machine allows for blood to be converted from syringe form to bag form and back. It is fairly intuitive to use as long as you know the blood system. (See [Blood System](#)) Here are the 2 main recipes for it so far:



Purifier:

This machine allows for mixed syringes to be turned into two random syringes of the same type. This also allows for mixed blood buckets to be turned into blood bags. This machine is also fairly intuitive if you know the blood system. (See [Blood System](#)) Here are the two main recipes for the purifier:



Pharmacology

[Return To Table of Contents](#)

Overview:

In real life, the definition of “Pharmacology” is: “The branch of medicine concerned with the uses, effects, and modes of action of drugs.” This can have different meanings to some people, but in the context of this mod, it refers to the mechanics surrounding pills, pharmacist villagers, and pharmacy structures. I would recommend reading this section closely to understand this system in its entirety, as it’s more on the difficult side.

Pills:

In this mod, there are 45 different pills, 44 of which can be obtained in survival, and the other one is a creative-only pill for permanent effects. Pills can be obtained by trading with pharmacist villagers, who can be obtained by crafting the “ePOS Cashier System” and using it as their workbench. Here is the full list of pills in the mod, currently, along with their pill id:

0 Generic Pill / Placebo	9 Linagliptin	18 prednisone	27 Metformin	36 Vitamin B1 (thiamine)
1 Acetaminophen	10 Ashwagandha	19 hydrocort	28 Fluoxetine	37 Vitamin B2 (riboflavin)
2 Ibuprofen	11 Amoxicillin	20 Omeprazole	29 Methylphenidate	38 Vitamin B3 (niacin)
3 Fexofenadine	12 azithromycin	21 Pantoprazole	30 Risperidone	39 Vitamin B5 (Pantothenic acid)
4 Loratadine	13 cephalexin	22 Oxycodone	31 Vitamin A	40 Vitamin B6 (pyridoxine)
5 Dextromethorphan	14 Lisinopril	23 Hydrocodone	32 Vitamin C	41 Vitamin B7 (Biotin)
6 Pseudoephedrine	15 atorvastatin	24 Sertraline	33 Vitamin D	42 Vitamin B9 (Folate/Folic Acid)
7 Bismuth subsalicylate	16 amlodipine	25 Alprazolam	34 Vitamin E	43 Vitamin B12 (cyanocobalamin)
8 Diphenhydramine	17 Levothyroxine	26 Gabapentin	35 Vitamin K	Creative Pill

Pharmacist Villager:

The Pharmacist Villager is the **ONLY** way to get pills in this mod. To give a villager the Pharmacist job, you need to craft the “ePOS Cashier System” and place it as its workbench. These villagers are supposed to generate in Pharmacy structures, but sometimes regular villagers will spawn. You can fix this by picking up their workbench and re-placing it. The full list of trades possible is below:

Table Formatting:

Emeralds - Pill

E - P

Emeralds # Diamonds - Pill

E # D - P

Novice	30 E - P 13	40 E - P 24	100 E - P 3	64 E 32 D - P 35
10 E - P 0	25 E - P 19	45 E - p 29	55 E - P 16	64 E 32 D - P 36
15 E - P 8	45 E - P 23	Expert	128 E - P 17	64 E 32 D - P 37
128 E - P 27	Journeyman	35 E - p 11	128 E - P 20	64 E 32 D - P 38
Apprentice	45 E - P 1	40 E - P 12	128 E - P 22	64 E 32 D - P 39
40 E - P 2	25 E - P 6	50 E - P 14	35 E - P 28	64 E 32 D - P 40
15 E - P 4	25 E - P 10	64 E - P 25	64 E 32 D - P 31	64 E 32 D - P 41
15 E - P 5	84 E - P 15	50 E - P 26	64 E 32 D - P 32	64 E 32 D - P 42
20 E - P 7	64 E - P 18	64 E - P 30	64 E 32 D - P 33	64 E 32 D - P 43
20 E - P 9	55 E - P 21	Master	64 E 32 D - P 34	1 Glass Block & 8 Orange Dye = 8 Empty Pill Bottles

Pharmacy Structures:

These are structures that can be found in plains and snowy_plains biomes only. The main purpose of this structure is to introduce the players to the pharmacology system through exploration. Two villagers can be found in this structure. If they do not automatically have the Pharmacist profession, break their workbench and place it again. Here is a picture of the building:



Pill Bottles / Filling:

The Pharmacist villager will sell you pills in a bottle. When you use the bottle, it will put an empty pill bottle and 8 of that pill type in your inventory. Additionally, you can take an empty pill bottle in the center slot of a crafting table and surround it with 8 pills to craft the filled pill bottle again. You can get the empty pill bottles by emptying a filled bottle or by trading with a master level Pharmacist villager.

Pill Effects:

Each pill has its own effects that are defined exactly in the item's tooltip. You can hover over the item in the trade menu or in your inventory to see what it does. The generic/placebo pill has no effect. The creative pill is not obtainable in survival, but gives permanent effects instead of a time-based one. One important pill to note is "Fexofenadine", this pill will clear every effect from you except for the wither effect. Some pills may have some side effects that are also listed; make sure to take note of that. Lastly, the vitamin pills are more powerful than the other pills, but can only be bought from a master level Pharmacist villager.

Pharmacology Footnotes:

The decision to make pills uncraftable was made to retain realism, as in real life, medication is a controlled substance. The pill system actually came along fairly early in the creation of this mod, but it still plays an important role in the mod to this day. Pills are actually a really powerful system in this mod when used right, and who knows, maybe one day we will have more pills!

NPCs

Overview:

There are two NPCs in this mod, this system is not as developed as other things like pills or blood, but these mobs are still cool to have in your hospital. As of now, we have a doctor and a nurse.

Doctor / Nurse:

- Both the doctor and the nurse work the same
- Walk 3x faster when hit
- Avoid Hostile Mobs
- Looks At Players
- Wanders
- 20 Health (Same As Player)
- Picture:



Functional Items

Small & Large Medkits:

- Small Medkit
 - Heals 4 Hearts to self on use
- Large Medkit
 - Heals 8 Hearts to self on use

Scrubs & Surgical Mask:

- Scrubs are armor that has similar properties to leather armor
- The surgical mask goes in your head slot

Blood Type Tester:

- 8 Uses
- Use it on yourself or punch others to test them
- Cannot test non-player mobs

Syringes, Blood Bags, IV Kit, & Mixed Blood Bucket:

- See [Blood System](#)

Scalpel:

- Works like a sword
- 10 attack damage
- 0.2 attack speed

ID Cards:

- Use on ID Card Reader to provide redstone power within a 1 block x and z radius
- The 3 Variants have no difference besides the crafting recipe and texture

Patient Wristband:

- Equipped into offhand slot
- Will show in 3rd person
- Will not interfere in the 1st person

Room Flags:

- Technically a block
- Click the block to change which flag is out between none and 1-4

Issues & Suggestions

Issues:

Uh-oh! If you are here, that means something is wrong! Please use one of these methods to report this issue to me, and I will help you as soon as possible:

- Discord: <https://discord.com/invite/5fP6zsbccb>
- Github: <https://github.com/DerpyMeow/Hospitals/issues>
- Google Form: <https://forms.gle/ZAmk9u7KYx9XLcwR6>

Suggestions:

Hey! I would love to hear what ideas you have for the future of Hospitals, let me know on any of the methods below (you can create a GitHub issue, even just for a suggestion!):

- Discord: <https://discord.com/invite/5fP6zsbccb>
- Github: <https://github.com/DerpyMeow/Hospitals/issues>
- Google Form: <https://forms.gle/ZAmk9u7KYx9XLcwR6>

Credits & Technical Info

Credits:

- This mod was created by DerpyMeow on March 22nd, 2025
- This mod contains blocks, models, and texture assets from Leon90's "The Hospital Mod", which is no longer maintained
 - These resources are used with permission under the original MIT license

License:

- This mod is under an MIT license, with some additional non-enforceable reuse recommendations
- The most accurate and updated licensing information can be found on GitHub here: <https://github.com/DerpyMeow/Hospitals/blob/release/LICENSE>

Source Code:

- If you guys want to fork or port my mod in any way, feel free to!
- Feel free to join the Discord, create a GitHub issue, or fill out the Google form if you need help getting a specific asset, texture, model, or element
- This mod was created within the MCreator environment

Changelog / Version History

Overview:

- The latest version history can be found on the [mod's website](#)
 - The changelog can be found in the subsections of each version on the version history
-

The End?