

C – Herbs and Poisons

This chapter lists a number of example herbs and poisons for use in a campaign.

C.1 Laboratories

Some herbs require a degree of preparation, some of which may require specialist equipment. Lab requirements are classified as follows:

Raw	No equipment required.
Basic	Only the minimum of equipment is needed.
Simple	A simple laboratory will suffice, though equipment needed is generally not something that can be easily improvised.
Good	A good quality laboratory is required, which will cost a fair bit to set up.
Advanced	Very high quality equipment of specialist nature is needed in order to prepare the herb for use.

If equipment of lower quality than that needed is being used, then +10 is added to the difficulty to prepare the herb for each category lower than the required.

C.2 Herb Descriptions

The descriptions of each herb or poison follow the same format. The line directly following the name of the herb is of the form:

potency; cost; availability; difficulty;

The potency is the strength of the poison or drug – the difficulty number which must be made with a CON check in order to resist its effects. The letter code for the potency gives the form of administration. D are digested poisons (put in food or drink), I are injected (via pointed or sharp edged instrument such as a weapon), R are respiratory (normally of the form of a gas or powder which is inhaled) and C are contact poisons. The number following the letter code is the CON difficulty needed. More than one potency may be given.

Following the potency is the cost of the drug. This is per dose, and can of course be much higher in rural or other out of the way regions.

The availability of the drug or poison is given next. These can be *very rare*, *rare*, *uncommon* or *common*, and gives a general guide to how easy they are to find on the

market. In general, *common* poisons will be available about 80% of the time, *uncommon* poisons about 50%, *rare* around 25% and *very rare* about 10%. These chances may be higher at a place renowned for stocking such supplies (an assassins guild for instance), or lower.

Finally, there is the KNO+*herb lore* difficulty to know about or recognise a poison. Generally depends on the availability of the herb (more common ones are easier to know about), though rare but famous ones also tend to have lower difficulties.

The appearance of the herb describes what it looks like *after* it has been prepared, which is often very different from its original form. The preparation entry gives the KNO+*herb lore* difficulty and time required to prepare the poison, as well as a brief description of what needs to be done.

Resisting the Effects

There are four possible results from a resistance roll. The first is if the CON roll was double the roll required. In this case, the poison has no effect at all. If the CON roll was a success (but less than double that required), then the effect is as under the *resist* entry. Normally, this is also “no effect”, but not always.

If the resistance roll was failed, then use the effects as described under *affected*. This is considered the main effect the poison has. If the CON roll was really low, less than half the difficulty required, then use the *overcome* entry. Generally, this is slightly worse than as for *affected*, though sometimes there is no difference.

Finding Herbs

The penultimate entry says where the herb can be found, and how easy it is to find. The percentage chance is the chance of it actually being in the area that is being searched, and the difficulty is the difficulty of finding it if it is there.

Addiction

Some herbs can be addictive. If this is so, then it is mentioned under the description for the herb. The three percentages are the chances of becoming addicted after taking a dose for the *resist*, *affected* and *overcome* effects described previously.

C.3 Herb Lists

Amphis

D50; 25 silds; rare/illegal; 30;

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Appearance: Prepared from the dark green bitter tasting leaves of small desert bush, found generally in southern lands.

Preparation: Boiled, dried and crushed. Basic lab, difficulty 25 and takes two days. Herb is generally mixed with food or drink.

Resist: No effect.

Affected: Fills the imbiber with strength and vitality. STR is increased by 2 points, CON by 5 points and BOD by 3 points. Lasts for ½ hour for each point resistance was failed by. Multiple doses in that period have no effect.

Overcome: As for *affected* above, but after the time, lose one point of CON (including potential) permanently.

Finding: 15% chance in desert areas. Herb lore 30 to know where to look. One plant will yield 1d8 doses. One plant is found.

Addiction: 5%/20%/55%. Each day make a CON check. Starts at 15, increases by 5 each day until a dose is taken (and addict is *affected*). Failure means point of CON and WIL is lost. Critical overcomes addiction, fumble kills.

Notes: Amphis is a rare herb which is not often used, but its beneficial effects are sometimes employed by members of warrior cults. Every dose taken gives imbiber +1 to CON to resist further doses.

Arrathias

D50; 10 silds; uncommon/illegal; 20;

Appearance: Insoluble black powder. Tasteless.

Preparation: Crushed and ground. Basic lab, difficulty 20 and takes an hour. Put in food.

Resist: 10 minutes to affect, sick and dizzy for 1d3 hours, being at -1D.

Affected: Become ill after about 5 minutes with a splitting headache, dizziness and vomiting. Incapacitated for 2d4 days (x¼ skills).

Overcome: As if *affected*, but lose 1d4 points of STR and CON each day until sickness passes. If either reaches zero, then die. Takes a day of bedrest to recover one point of each.

Finding: A short dark green fern of the same name found in woodland undergrowth. 40% chance, herb lore 25 to find. d4+1 doses.

Notes: Incapacitating poison which rarely causes death, except in the young or elderly.

Bassif (Numbweed)

C50; 5 tsk/10 tsk/1 sld; common; 15;

Appearance: Thick white paste.

Preparation: Simple lab, takes one week. Crushed dried and stewed in water. Difficulties 10/20/40.

Resist: Half effect and time as *affected*.

Affected: Bassif reduces injury penalties by acting as a local anesthetic. Lasts d4+8 hours, and takes effect within 10 seconds. Three strengths of bassif, reducing injuries by 1D, 2D or 3D.

Overcome: As for *affected*.

Finding: Found in wet temperate areas such as swamps or marsh. 40% chance of being present, difficulty 25 to find, 5d4 doses. Uses the small black berries of a stringy, light green bush.

Notes: Used commonly by anyone who can afford it. Middle strength numbweed uses two doses of original plant, and the strongest form uses four doses. Further doses in same time period have no extra effect.

Belladonna (Deadly Nightshade)

D30; 5 tsk; uncommon; 20;

Appearance: Pale roots or small black berries.

Preparation: As found, roots eaten raw.

Resist: Acts as a pain killer after one to two minutes. Reduces injury penalties by 1D for two to five hours after imbibing.

Affected: As above for *resist*, plus because belladonna is slightly poisonous, at half skills for all actions for next hour, feeling sick and suffering stomach pains.

Overcome: Incapacitated for 2d4 hours, unable to do anything. For about an hour afterwards, *all* pain penalties are ignored.

Finding: A flower having dull purple bell shaped flowers and small black berries. Found in temperate climes, 40% chance and difficulty 25 to find 1d3 doses of roots, and 1d2 doses of berries.

Notes: Generally only used if desperate. The berries of the deadly nightshade have none of the healing properties of the roots, but are just as poisonous. Rumours that belladonna is a cure for lycanthropy have never been proven.

Carneyar

D35; 10 sld; uncommon; 30;

Appearance: Thick white petals, about 2cm long

Preparation: Basic lab 15, dried and then crushed just before use. Takes 3 days.

Resist: No effect

Affected: +5 to CON and +3 to WIL for 1d4 hours after onset, which takes 3d6 minutes. At the end of the time, character must make a CON check (at same difficulty) or gain 1D long term fatigue. Further checks are required each hour until the character succeeds, at which point fatigue can be lost in the normal way.

Overcome: As affected, except that 2D of fatigue is gained each time, and 1D if a success is made.

Finding: Comes from the petals of a large white flower said to grow on battle fields in temperate climes. 15% chance of being there, difficulty 30 to find 3-30 doses.

Notes: Useful for a brief advantage, but has a nasty side effect afterwards.

Cronis Honey

see below; 1 sld; uncommon; 15;

Appearance: Thick golden syrup. Acrid odour.

Preparation: As found. Often placed on weapons, especially

edged ones.

Affected: Not a poison as such, but an acid. Does 1D A10 damage to skin on contact, or 2D damage if it gets into a wound. If digested, does 2D A20 damage to stomach, and causes 1d6 points of internal bleeding. Person will probably die.

Finding: Found in the nests of the cronis snake. 40% chance of being in temperate woodlands, difficulty 30 to find 2d6 doses.

Notes: A single application on a weapon will generally be wiped off after a single hit – damage it does is reduced by 1d4 points. Up to three applications can be placed on a sword sized weapon, in which case maximum damage is still as above, but takes longer to be wiped off. Lasts for 2–3 days after being produced, about four times that if it is properly sealed.

Dahr Vold (“Dry Food”)

see below; 5 tsk; rare; 35;

Appearance: Dry brown mushrooms, which are practically odourless. Sometimes formed into biscuits.

Preparation: Basic lab, difficulty 15, one week. Mushrooms are heated and dried.

Finding: Found in subterranean areas. 5% chance, difficulty 30. They are small mushroom like fungi.

Notes: Simply, Dahr Vold is used as food. Once prepared, it lasts seemingly forever, and though it tastes awful, about ¼kg will suffice for one meal. The duergar of Norvenia are thought to grow this fungi especially for use as trail rations.

Dorias

D35; 5 sld; common; 30;

Appearance: Soluble white powder.

Preparation: Basic lab, four days. Difficulty 15. Needs to be dried and crushed.

Resist: No effect.

Affected: Imbiber falls asleep for 2d4 hours. Takes about five minutes to have effect.

Overcome: Takes only two minutes to have effect, and imbiber sleeps for 6d4 hours.

Finding: Taken from the petals of small white flowers found along the banks of rivers. 25% chance of existence, difficulty 25 to find 1d3 doses of the drug.

Notes: A drugged individual can be woken with a lot of effort (CON+*stamina* check of original difficulty, but still at half skill and will fall asleep at first opportunity) before the drug runs its course.

Drosantha (Tears of the Moon)

C60; 1 ryl; very rare/illegal; 25;

Appearance: A milky liquid with a sweet odour.

Preparation: As found.

Resist: Skin becomes swollen and painful after a few seconds. Lasts about a day, and individual is at -1D if tight clothing is worn over affected area due to pain. Use of

affected hand is at -2D anyway.

Affected: Skin blisters after about a second, becoming numb and unusable. Unless the poison is quickly washed off (within d4+1 seconds), the nerves and skin cells in the affected region are permanently destroyed. Region becomes useless and will begin to rot (as a corpse) in a day or so.

Overcome: As for affected, except the permanent effect happens within a second.

Finding: Secreted by the leaves of a rare tree found only in Drendora and Seldor (the Tree of the Moon), which is secreted only at night. A single tree secretes 1d3-1 doses a night. 10% chance, difficulty 20, of finding 2d4 trees.

Notes: Remains effective for a day, unless kept in a sealed container where it will last up to two weeks.

Ebenar

D40; 20 sld; rare; temperate; 25;

Appearance: A clear odourless liquid.

Preparation: A good lab, takes five days to extract and process. Difficulty 30 to do so.

Resist: Tired and apathetic (trait of lazy +4) for the next 1d4 hours. At -1D to all actions.

Affected: Unconscious for 4d6 hours. Onset time is about five minutes.

Overcome: Takes 10–60 seconds to take affect, and character is unconscious for 1d4 days, then suffers the same effect as for *resist* (above) for the whole of the following day.

Finding: Comes from the green-white berries of a bush found in marsh lands, principally in Atharia. The bush grows just above the water level. 30% chance of being existent, difficulty 30 to find and recognise d4+1 doses.

Notes: Drug lasts for three to four months, or double that if stored carefully.

Errianish

D35, 10 sld; uncommon/illegal; 20;

Appearance: Small red crystals, soluble in water.

Preparation: Three days to prepare in a simple lab, difficulty 30. Crystallized out of the juice of certain berries.

Resist: No effect.

Affected: Death after 1d3 minutes.

Overcome: Death in 10–60 seconds.

Finding: Obtained from the sweet juices of berries of a parasitic bush which grows on trees in temperate forests, generally in Atharia, Lhorone or Thembia. Berries are found only in late spring through to early summer. 10% chance, difficulty 30 to find 4d6 doses.

Notes: Normally placed in drinks. Takes about a second to dissolve in hot drinks, five in warm drinks and up to 20 to 30 seconds on cold drinks. Crystals, once prepared, can keep their effectiveness for up to a year (lose 5 off the potency each year after that).

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Farohl

D35/I35; 5 ryl; very rare/illegal; 30;

Appearance: Clear slightly viscous liquid.

Preparation: Advanced lab, one week, difficulty 30. Extracted from several plants found in southern lands.

Resist: No effect.

Affected: Acts as a truth drug. Onset time of about thirty minutes, lasts two hours. Character gains a trait of honest +4 whilst it is in effect, and must make a WIL roll to avoid telling the truth to questions, difficulty equal to the potency of the drug.

Overcome: As affected, but has honest +5 instead.

Finding: 20% chance, difficulty 30 in southern forests. Comes from several plants.

Notes: Lasts about a year if properly sealed. Illegal, but even the law finds it has uses on occasion, which means they tend not to crack down on its availability *too* hard.

Fey Black

D40; 1 sld; common/illegal; 15;

Appearance: White paste.

Preparation: A basic lab, takes about an hour difficulty 10. Mushrooms are ground and water added.

Resist: No effect.

Affected: Acts as a hallucinogenic. Takes about 10 to 30 minutes to have an effect, after which effects last for about three hours. Characters feels wonderful and happy, has no worries or fears, and simply wants to sit around and not do very much at all, though it does act as an aphrodisiac to a lesser extent (+1 lustful trait).

Overcome: Character is totally apathetic and refuses to do anything for next four hours.

Finding: Comes from a mushroom said to grow in enchanted faerie forests. Mushroom is in fact white, and no-one is quite sure how it got its name. Found in temperate forests, 45% chance, difficulty 30 to find, 2d4 doses.

Addiction: 0%/2%/5% chances of addiction. Every morning, WIL check of 20 (increases by 5 each morning until failure) or apathetic feeling returns until drug is taken again, or critical is rolled. Fumble means permanent apathetic stupor. After a failure, effects last a day, and difficulty returns to 20 for the next day.

Notes: Generally illegal, though the law doesn't generally bother about it too much unless they have nothing else to do, or use is getting too common or well known. Paste lasts about three weeks.

Gort (Sleeping Scent)

R30; 1 sld; common; 20;

Appearance: Bright yellow powder.

Preparation: A basic lab, difficulty 20 over two days. Taken from the concentrated pollen of certain buttercup-like flowers.

Resist: No effect.

Affected: Takes 1d2+1 seconds, and then victim is asleep for

10 to 60 minutes.

Overcome: Takes one second, and then asleep for one to four hours.

Finding: Found in temperate hills and meadows, 20% chance of being there, difficulty 20 to find 2–5 doses.

Notes: Best way to employ it is in a rag held over the nose so it is breathed in. Not as potent as naphtha, but lasts a lot longer, so usually higher dosages are used to increase chance of success. Powder remains effective for five to ten years.

Harrias

I30; 1 ryl; very rare; 20;

Appearance: A clear odourless liquid.

Preparation: A good lab, takes one week and difficulty 35 to produce. The cure is difficulty 45 to prepare but is otherwise the same as the poison.

Resist: No effect.

Affected: Starting a 1d4 hours after injection, the victim becomes 'drunk', first being loud, happy and boisterous, then gradually sinking into a moody stupor over four or five hours. Every hour after the onset of the poison, the victim loses 1D from KNO and WIL (including potential). When 0D is reached, the victim is a vegetable. After about three days, the last of his brain functions stop working and he dies.

Overcome: As *affected*, but times are halved.

Finding: Comes from the venom of the Blue Eyed spider found in many high mountainous areas around Atharia. 10% chance of being there, and difficulty 45 to find a single spider, which yields 1d3-1 doses (ie chance of none).

Notes: Once prepared, loses 5 from its potency every five years if properly stored. There is a cure, which comes from the same source. Does not restore lost KNO or WIL, but will halt the process.

Heaven's Walk

R45; 5 ryl; uncommon; 20;

Appearance: A white powder which is burnt.

Preparation: A good lab, two days difficulty 30.

Resist: Very mild form of *affected*.

Affected: Individual becomes euphoric for a period of 20–60 minutes, being generally inactive and useless during this time.

Overcome: Individual is totally overwhelmed by the drug, and must make a WIL+*stamina* roll of 40 or die. Loses 1D of WIL (not potential) anyway.

Finding: Taken from the leaves of plants in warm temperate climates. 20% chance, difficulty 30 to find 2–16 doses.

Addiction: 5%/25%/75%. Once addicted, and each time addiction is rolled, individual gains a trait of lust +1 for the drug (this increases each time, until lust +5 is reached). Each full day without the drug requires a WIL+*stamina* check of difficulty 5, modified by the lust trait above. Difficulty increases by 5 each day until the drug is taken again. Failure means individual is morose and violent. Two criticals in a row mean the habit is kicked, but the trait takes time to go

down.

Notes: Used voluntarily for its pleasure value, but can turn out to be a very expensive past time.

Kolandor (Night Watch)

D35; 1 sld/10 sld; common/rare; 25;

Appearance: A thick syrupy pink juice.

Preparation: A good lab, 3 days difficulty 25. For the advanced form of the drug, one week with an advanced lab at difficulty 40.

Resist: As for *affected* below, but 2 hours.

Affected: Character can ignore the effects of tiredness for the next eight hours (fatigue still mounts up, it is just ignored).

Overcome: As for *affected*.

Finding: Found in forests 30% of the time. Difficulty 30 to find the small kolandor bush with its bright pink berries (tends to grow underneath other foliage). 1d8 doses per bush.

Notes: Each dose of the drug taken gives the user a +3 bonus to CON to resist the effects of the next dose. If no doses are taken for a week, this bonus drops by one point each day. A form of the drug can be made which only grants a +2 bonus to CON each time, and which starts decreasing after only three days. Difficult to make and hence rare.

Korridis

R50; 2 ryl; rare/illegal; 30;

Appearance: A clear sweet liquid.

Preparation: In a simple lab takes 2–3 hours, difficulty 20.

Resist: Ill and vomiting for 2d10 seconds. Individual is at half skill during this time.

Affected: Death within 1d2 seconds. Victim feels incredibly ill in the second or so before death, and is at half skill.

Overcome: Death within 1d4 segments. Victim incapacitated before death sets in.

Finding: Take from the sap of a tree of the same name, a swamp dwelling relative of the willow which grows with its branches literally floating on the water. 20% chance of being present, difficulty 20 to find. Supplies enough to 2d4 doses.

Notes: Lasts for several years if properly sealed (lose 5 off its potency each year), else a few weeks (loss is each week).

Lammath (Morning Drink)

D50; 1 sld; common; 15;

Appearance: A clear liquid which smells strongly of aniseed.

Preparation: A basic lab, takes two hours. Difficulty 15 to prepare. Extracts the juices of certain berries diluted in water.

Resist: No effect.

Affected: A cure for most poisons whose potency is 30 or less. Also cures hangovers (hence its common name). Takes about five minutes to work, so is useless against fast acting poisons.

Overcome: As for *affected* above.

Finding: Found in temperate forests 35% of the time.

Difficulty 25 to find and recognise d6+1 doses. Comes from a large bush.

Notes: Used extensively by the wealthy for cures for hangovers, stomach upsets, cramps and headaches.

Lembark

D50/I40; 3 ryl; very rare/illegal; 20;

Appearance: A clear sticky liquid.

Preparation: An advanced lab, takes 8 hours and is difficulty 35 to prepare.

Resist: No effect.

Affected: Onset time is 3d6 minutes. Victim starts hallucinating. Inanimate objects seem to come alive, strange creatures hide in shadows etc. Lasts for two to three hours. Some victims have been known to commit suicide or kill themselves while trying to escape from the horrors which they see.

Overcome: The experience is particularly awful, and the victim must make a CON+*stamina* check of 25 or die from the shock (heart attack).

Finding: Obtained from mosses found on tundra lands during summer. 25% of being present, and difficulty 40 to find. Each batch produces d4+1 doses of the drug.

Notes: An exotic drug which is difficult to obtain and of only small practical use. A few cults use it as their trademark before killing a victim. Once prepared, the drug lasts about a year.

Mailar

D40; 15 sld; very rare/illegal; 35;

Appearance: A clear liquid, with a lemon taste.

Preparation: A good lab, takes one week to extract, difficulty 40.

Resist: No effect.

Affected: Temporarily suspends all emotional feelings. Individual becomes totally logical, unaffected by such things as love, greed, fear or hate. Effects last a day. Takes an hour for onset.

Overcome: Individual loses all interest in life. Becomes morose and apathetic, even possibly suicidal. Difficult to persuade to do anything.

Finding: From the leaves of trees found growing in tropical forests. 10% chance, difficulty 40 to find d6+1 doses.

Notes: A person affected by the drug is immune to fear and totally incorruptible. Many employers who use the drug on hirelings tend to overlook the fact that users also lose any loyalty they previously felt. Lasts four to six months properly stored.

Memmis

I35; 25 sld; rare/illegal; 30;

Appearance: A thick black paste

Preparation: A basic lab, difficulty 25, takes half an hour to extract.

Resist: No effect.

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Affected: Instant effect, paralysed for d4 hours.

Overcome: Instant effect, paralysed for 2d6 hours.

Finding: Comes from the venom of a tropical spider. 35% chance of being present and difficulty 40 to find. Each spider gives 1d3 doses.

Notes: Lasts five to six weeks if properly sealed, a few days otherwise.

Na Kator (“No Pain”)

D35; 10 tsk; uncommon; 25;

Appearance: Flakes of dried herb normally mixed with a drink. Distinctive bitter taste and smell.

Preparation: Basic lab, four days, difficulty 15. Leaves are dried and crushed.

Resist: No effect.

Affected: Ignore all pain and fatigue penalties for the next hour.

Overcome: As for *affected* above.

Finding: 35% chance of finding in temperate mountains, difficulty 25. Leaves of a yellow berried bush found principally in the Dragon Reaches and surrounding regions.

Notes: Lose 5 potency every decade. Na Kator (a name given by the orcs of the region, which means “No Pain”) is also a poison. The poison difficulty is originally 0, but goes up by 1d4 each time a dose is taken. If the (same) CON roll is less than this when the drug is taken, the imbiber slips into a coma and dies within the hour. This difficulty goes down one point each month without taking it.

Naptha

R40; 3 sld; common/illegal; 15;

Appearance: A clear, sweet smelling, liquid.

Preparation: A simple lab, difficulty 15 to prepare and takes about ten minutes.

Resist: No effect.

Affected: Victim falls instantly unconscious for 2d6 minutes.

Overcome: As *affected*, but for 5d6 minutes.

Finding: Taken from the nectar of a plant found in most temperate plains. 30% chance, difficulty 25 for 2d8 doses.

Notes: Lasts about a day unsealed, a couple of weeks otherwise.

Purple Death

I50; 1 ryl; very rare/illegal; 30;

Appearance: A blue liquid, which is normally made into a viscous paste to allow for better appliance to weapons. Smells of vomit.

Preparation: Requires a good lab, and takes two days at difficulty 35.

Resist: Apart from some painful purplish swelling around the area of entry, which starts 5 minutes after injection and lasts about two hours, no effect.

Affected: As for *resist* above, accept that individual starts to lose all control over muscles, until painful paralysis results after about half an hour. After an hour or so, the individual

dies.

Overcome: As for *affected*, accept half the time.

Finding: Comes from the far west, where it is extracted from the sting of the jellyfish known as the Purple Queen. 2d4 doses are extracted from a single jellyfish, but not much else is known.

Notes: Rare but distinctive effect for those who know about it. Once extracted, the poison loses 5 potency every day, unless it is properly sealed, when this is increased to every week.

Raitha

C50; 10 ryl; very rare/illegal; 20;

Appearance: A thick white syrup.

Preparation: As found.

Resist: Numbness in the region of body that came into contact with the poison. lasts 3d4 hours.

Affected: Numbness, followed by paralysis, which spreads through the entire body. Death occurs in 5–20 seconds when heart and lungs stop working.

Overcome: As *affected* above.

Finding: Comes directly from the sap of desert cacti found in the Omah Desert. 10% chance, difficulty 35 for 5d4 doses.

Notes: A powerful contact poison. Unsealed, it loses 5 potency every month. If properly sealed, it loses 5 every decade. Very useful for smearing on door handles etc.

Red Ash

D60; 5 ryl; very rare; 20;

Appearance: A rusty red powder.

Preparation: Simple lab, difficulty 30, one week.

Resist: No effect.

Affected: Character dies a painless death after one minute for each point of CON she has.

Overcome: Time is halved, but otherwise as for *affected* above.

Finding: Comes from a red coloured fungus which sometimes grows on ash trees. 5% chance of being present, difficulty 40 to find 1d2 doses.

Notes: Powerful poison, which isn't actually illegal (though possession is highly suspicious if you haven't a good (provable) excuse). Used sometimes by the wealthy for a painless death if they are dying slowly and painfully.

Sardwik

D50; 5 ryl; rare/illegal; 30;

Appearance: Clear sickly sweet liquid.

Preparation: Requires a good lab, and takes five days. Difficulty 35.

Resist: Stomach cramps for 1d4 hours, at half skill during this time.

Affected: Neutralises and destroys the acids in the stomach which make digestion possible, amongst other things. Takes d4+1 hours to work, and after that, the victim cannot digest food or drink so will eventually die. Suffers stomach cramps

as for *resist* until the poison has done its work.

Overcome: As for *affected*, but also causes internal bleeding. Victim loses 1 hitpoint a minute. Cannot be healed by normal means.

Finding: From the juices of a tropical fruit found on forested mountain slopes. 15%, difficulty 35. Produces 2d4 doses.

Notes: A particularly nasty way to die, with food rotting undigested in your stomach until you die of starvation. Difficult to detect, and favoured as an assassination tool. Lasts three months, however it is stored.

Sarm (“Life”)

D55; 25 ryl; *very rare/illegal*; 40;

Appearance: Translucent blue liquid. Has a sweet, cloying smell and tastes of sugared water.

Preparation: Unknown.

Resist: Induces a dream state almost immediately, unlocking the psychic potential of the user allowing greater self-awareness, and sometimes prophetic visions. This state is not truly understood, accept maybe by the makers of the poison (see below under notes).

Affected: Instantaneous death.

Overcome: Instantaneous death.

Finding: Origins of the drug are unknown. The only people who are known to make it are the Northern Witches, and they aren't telling. Occasionally available elsewhere, but never by chance.

Notes: Used for its dream inducement not for the fact that it is a poison. Since the Witches are thought to have great psychic skill anyway, it is probably used to boost their powers. Maybe.

Sithias (Drow Poison)

I50; 10 ryl; *very rare/illegal*; 25;

Appearance: A clear sticky liquid.

Preparation: An advanced lab, takes three days and is difficulty 40 to prepare.

Resist: No effect.

Affected: Instantly unconscious for 4d6 hours.

Overcome: Instant death.

Finding: Certain rare mushrooms found in deep subterranean caverns. 10%, difficulty 40 for 2d4 doses. Very hard to find.

Notes: A poison used extensively by the drow, it is generally held in high regard. Lasts a year before losing all potency. This poison is fatal to illithid, the *affected* result becomes instant death for them.

Talok Root

D50; 3 sld; *uncommon*; 20;

Appearance: A slightly off white root, two to five centimetres long. Has a bitter taste.

Preparation: As found, except for a bit of washing. Sometimes ground and put in with other food.

Resist: Gain +0D+4 to next natural healing roll. Needs to be

taken at least six hours before hand.

Affected: Gain a +1D bonus to next natural healing roll, though root must be eaten at least six hours before hand. About three hours after eating the root, until about 24 hours after eating, individual feels sleepy and tired, suffering 1D of fatigue which can be lost through sleep *after* the 24 hours is up.

Overcome: As for *affected* above, except the bonus is 1D+4, and 2D of fatigue is gained.

Finding: Comes from the root of a southern shrub found in many places around the Aeron Sea. 40% chance of finding, difficulty 25 for 1d4+1 doses.

Addiction: 1%/2%/3% chances of addiction. Each week, make a WIL roll difficulty 35. Failure means at -1D for following week or until root is eaten again. Feel tired and apathetic. Critical breaks addiction, fumble reduces WIL (including potential) by 1 point.

Notes: Used for medicinal purposes, being of most use when individual is resting up. Lasts two months before losing its effectiveness (10 off of potency each month thereafter).

Tariella

I40; 3 ryl; *uncommon/illegal*; 20;

Appearance: A clear liquid.

Preparation: A good lab, difficulty 25, one day.

Resist: 1d4 stuns.

Affected: Instant death.

Overcome: Instant death.

Finding: Comes from the venom of a small predatory saurial found in cold regions, mainly Gorthan. 15%, difficulty 40, 1d3 doses.

Notes: One of the most favourite poisons of assassins, which accounts for its availability. If properly looked after, it lasts about a month.

Tharm

C50; 2 sld; *uncommon*; 20;

Appearance: A thick, foul smelling, white paste.

Preparation: A simple lab, takes two hours, at difficulty 20.

Resist: No effect.

Affected: Stings like hell for the first few minutes, then fades to a mild numbness. Skin covered by this gains resistance to cold, getting a +20 armour bonus versus cold attacks. Lasts for 3–5 hours.

Overcome: As for affected above, but stinging lasts for 5 minutes, and numbness is slightly greater (-1D to DEX & AGI).

Finding: From the pulped remains of a specially prepared fungus found growing around the roots of trees found in temperate forests, being extracted from several fruits. 30% chance, difficulty 30, for 2–9 doses.

Notes: Since it is waterproof (to some degree), it can even allow a character to wade through lakes in the depth of winter! The awful odour of this paste wears off after about 10-15 minutes.

Appendix C : Herbs and Poisons

Udara's Tears

D40; 1 ryl; uncommon/illegal; 20;

Appearance: A sweet smelling spice.

Preparation: A good lab, takes three days and is difficulty 25 to prepare.

Resist: No effect.

Affected: Basically, a rather powerful aphrodisiac. Victim becomes very predatory towards members of the other sex, gaining a trait of lustful +5, replacing any previous lustful traits, but chaste traits remain. Duration lasts 3–8 hours, or until satisfied (which isn't easy).

Overcome: Victim can become violent if needs are not met. Loses any sense of dignity, even in public.

Finding: From a certain tropical fruits. 20% chance of finding in tropical forests, difficulty 35, and 2d4 doses.

Notes: Named for the goddess of love and fertility, it is very popular amongst unscrupulous young men with more money than sense. This drug is as illegal as death dealing poisons in many places.