

# POISONS OF JOLRHOS

NAME	COST	EFFECTS	LOC	FORM	PREP	RAR	TYPE	STAGE
Aarbenshand	185	4D6 KA	DE	INS	POW	-4	INH	2/S/S
Aconite	75	1/2D6 KA	LS	FUN	PAS	+3	COM	5/M/S
Aethnard	120	2D6 KA	SY	INS	POW	+1	COM	4/T/P
Aldlac	105	3D6 SPD, DEX Drain	LS	PLA	LIQ	+3	COM	1/M/-
Arsenic	95	1D6 KA	MO	MIN	POW	-2	ING	5/M/M
Ancarak	155	2D6 KA	SY	ANI	GEL	-4	INS	5/P/T
Anemone	190	1D6 KA, 10D6 Paralyze	SW	ANI	PAS	-1	COM	2/M/H
Angurth	35	1D6 REC Drain	OW	INS	LIQ	+2	INS	2/T/P
Ansoth	70	2D6 BOD Drain	UR	MIN	POW	-3	COM	3/T/M
Antimony	85	1D6 KA	UR	MIN	LIQ	-1	ING	3/M/M
Arachne	75	1D6 BOD Drain	UR	ANI	LIQ	-2	INS	4/I/P
Arrowhead	40	1/2D6 KA	PL	ANI	LIQ	-1	COM	2/10M/10 M
Avens	80	1/2D6 KA	UN	MIN	CRY	-2	INS	3/5M/5M
Bistort	100	2D6 STN Drain	UN	FUN	PAS	-1	COM	5/S/P
Black Cap	165	3D6 KA	CV	FUN	PAS	-4	COM	3/M/S
Black Mead	65	1D6 DEX Drain	MO	FUN	LIQ	-1	COM	3/S/T
Black Spurge	75	1D6 DEX Drain	LS	FUN	LIQ	0	ING	4/M/P
Black Widow	105	2D6 KA	UR	INS	LIQ	0	COM	2/5M/5M
Blacksnake		5D6 Drain Body (rec/day)	FO	ANI	LIQ	-1	INS	5/10M/10 M
Blue Ars	150	2D5 REC, END Drain	SW	FUN	PAS	-2	COM	2/5M/P
Bone Spider	170	D6 STR/CON/DEX Dr	SW	INS	LIQ	-2	ING	2/S/T
Brithcam	75	2D6 STR Drain	TI	PLA	LIQ	0	ING	3/S/S
Burnfang		3D6 STR, 2D6 DEX	FO	ANI	PAS	-2	ING	2/30M/30 M
Celandine	75	3D6, 1DEF Paralyze	CV	ANI	PAS	+1	COM	4/M/P
Cubald	120	2D6 KA	BG	INS	PAS	-3	COM	2/S/H
Culfuin	85	2D6 STN Drain	PL	INS	GEL	-2	ING	6/S/T
Curth	65	1D6 BOD Drain	FO	MIN	PAS	-2	COM	2/S/T
Curarae	110	2D6 KA	SY	ANI	LIQ	-1	COM	2/S/S
Cyanide	90	1D6 KA	UR	MIN	LIQ	-1	COM	3/T/T
Cynnleaf	135	2D6 KA	CV	ANI	CRY	-4	COM	3/5M/S
Demonblood	164	2D6 KA	UR	ANI	LIQ	-6	CON	4/S/T
Delesgal	85	2D6 CON Drain	SY	FUN	LIQ	-2	CON	3/S/P
Demonstool	205	4D6 KA	SY	FUN	LIQ	-6	ING	3/5M/P
Dewberry	105	1D6 KA	DE	PLA	POW	-2	COM	4/T/P
Dwale	35	1/2D6 KA	SW	INS	GEL	+3	ING	1/M/-
Eadburg	155	3D6 KA, DEX Drain	PL	PLA	GEL	+1	COM	2/H/5M
Egclae	60	1D6 KA	PL	PLA	GEL	+1	COM	1/I/-
Eamwith	145	3D6 KA	FW	FUN	LIQ	0	INS	3/5M/S
Faerie Breath	70	12D6 STN Drain	MO	FUN	GAS	+1	INH	1/5M/S
Feeblewater	55	2D6 STR Drain	FO	ANI	LIQ	-1	COM	2/S/T
Foxglove	140	1D6 STR, BOD Drain	FO	MIN	LIQ	+1	ING	3/5M/S
Frithgar	125	3D6 INT, DEX Drain	SW	MIN	POW	+3	ING	3/T/H
Gorfang	110	(6D6) or 2D6 KA	CV	PLA	LIQ	-1	COM	2/P/S
Gorlith	170	1D6 Unluck	PL	INS	LIQ	-5	ING	3/P/5M
Great Spider (lethal)		KA	CV	ANI	LIQ	-1	COM	3/P/P
Great Spider (paralyze)		D6, DEF paralyze	CV	ANI	LIQ	-1	COM	1/I/-
Gurthcir	120	5D6 END Drain	MO	FUN	PAS	-3	INS	1/M/-
Haethlid	80	1D6 KA	MO	INS	PAS	+1	COM	3/S/5M

Haress	60	1D6 KA	CV	FUN	CRY	+3	INH	2/T/P
Hellbore	65	1D6 KA	BG	PLA	GEL	0	INS	1/I/-
Hemlock	80	1D6 KA	FO	PLA	POW	+1	ING	3/5M/T
Hildman	130	3D6CON, STR Drain	FW	INS	CRY	0	COM	2/T/M
Hildwict	115	2D6 STR, DEX Drain	SW	ANI	PAS	-2	ING	1/S/-
Hroth	190	2D6 KA, 1D6 CON DR	DE	MIN	LIQ	+2	COM	1/T/-
Iarunoth	85	2D6 KA	OS	FUN	GEL	-2	COM	1/H/-
Iocane	140	3D6 KA	DE	PLA	POW	-3	ING	1/M/-
Jeth	120	1D6 KA, 1D6 COM Dr	OS	PLA	GAS	+1	CON	2/M/M
Joef	140	5D6 STR, CON Drain	CV	PLA	LIQ	-2	ING	1/T/-
Joseph	60	1D6 BOD Drain	PL	ANI	LIQ	+3	INS	4/P/T
Kanard	105	Age 10 years	MO	FUN	CRY	-4	COM	1/D/-
Kaoptis	40	1D6 BOD Drain	TI	MIN	CRY	+1	ING	2/M/5M
Kellesk	45	1D6 EGO Drain	IN	PLA	PAS	0	COM	2/5M/P
Klagul	50	2D6 BOD Drain	CV	PLA	LIQ	+1	ING	1/S/-
Koren	90	2D6 KA	DE	INS	POW	0	INS	1/5M/-
Ksarth	25	x2 effect poison	SW	ANI	POW	-1	COM	1/I/-
Laure	95	4D6 KA	CV	MIN	GEL	-3	COM	1/M/-
Laurel	60	1D6 KA	FO	PLA	LIQ	+2	COM	2/M/M
Lleant	145	3D6 KA	SY	INS	PAS	-6	INS	3/5M/P
Lomering	170	x2 Flashes -2 PER	LS	FUN	PAS	-4	COM	1/S/-
Lothgalen	160	D6 DEX, STR Drain	CV	PLA	LIQ	-1	INS	3/T/P
Magewort	80	3D6 magic roll Drain	CV	PLA	CRY	-1	ING	2/5M/S
Mandrake	245	4D5 KA	PL	PLA	PAS	-3	CON	2/S/P
Melar	100	2D6 KA	SW	PLA	GEL	0	COM	3/S/M
Mercury	140	1/2D6 KA, D6 BOD Dr	MO	MIN	LIQ	-1	COM	8/D/D
Mezereon	65	D6 STR Drain	UN	INS	POW	+2	COM	4/S/T
Mienwort	80	Cannot reproduce	TI	PLA	LIQ	+1	ING	1/H/-
Milkweed	45	1D6 CON Drain	FO	PLA	LIQ	+2	COM	2/T/M
Moer	125	3D6 KA	OS	FUN	CRY	-4	COM	1/T/-
Mothsereg	110	2D6 CON Drain	MO	PLA	POW	+1	COM	1/5M/-
Narth	55	1D6 PRE Drain	BG	INS	GEL	-1	COM	2/5M/5M
Nettel	70	1D6 KA, 1D6 DEX Drain	FO	PLA	LIQ	+1	COM	1/S/-
Nightshade	75	1/2D6 KA	FO	PLA	POW	+1	COM	4/M/M
Ochre	35	1D6 PD Drain	FO	ANI	PAS	+1	INS	2/P/M
Orchid	60	1D6 KA	BG	PLA	GEL	-3	COM	1/S/-
Oxalic	250	1D6 KA, 1D6 STR Dr	UR	MIN	CRY	0	COM	5/5M/5M
Phoem	55	1D6 CON Drain	PL	INS	GEL	-2	INH	2/T/M
Plasion	180	Flu, 10D6 STN Drain	FO	PLA	POW	-2	COM	2/5M/5M
Poison Ivy	80	1D6 KA, 1D6 CON Drain	FO	PLA	PAS	+1	COM	2/S/S
Puck	30	1D6 COM Drain	BG	INS	GEL	+2	COM	1/T/-
Qamas	110	No Senses	FW	MIN	GEL	-2	COM	1/T/-
Quence	170	2D6 INT Dr, Berserk	FW	PLA	POW	-2	ING	1/T/-
Red Bryony	105	1D6 KA	FW	ANI	LIQ	0	CON	5/T/M
Red Clois	200	2D6 CON/5D6 STN Dr	FO	PLA	POW	-1	COM	2/P/S
Saklorn	105	2D6 KA	MO	MIN	LIQ	-2	CON	2/P/T
Scapolis	110	Psych: insane C/T	BG	PLA	GEL	0	INH	1/M/-
Silthaur	125	1D6 KA	FW	ANI	LIQ	-2	COM	6/P/S
Skullcap	145	2D6 KA	UN	FUN	POW	0	COM	6/T/5M
Snakeroot	80	1D6 CON Drain	SY	PLA	CRY	-1	ING	2/M/H
Spidervenom		1 1/2D6 BOD Drain	var.	ANI	LIQ	-1	INS	3/P/P
Spoes	30	1D6 ED Drain	LS	FUN	POW	+3	ING	2/S/5M
Strychnine	300	2D6 KA, 11D6 Paral	UR	PLA	POW	-2	COM	3/5M/5M
Tewik	80	1D6 KA	UN	ANI	PAS	+1	COM	3/M/S
Thoth	80	2D6 PER Drain	MO	FUN	POW	-4	INS	1/S/-
Tilwiw	135	3D6 KA	UN	MIN	POW	-2	COM	1/M/-
Trogg Glue		3D6 STR Drain	CV	ANI	PAS	-2	INS	3/P/P
Trollblood	110	3D6 KA	CV	ANI	LIQ	0	COM	2/M/5M
Umras	60	-1DC weapon	DE	PLA	PAS	+1	CON	3/T/T
Uolech	150	3D6 KA, 6D6 STN Dr	CV	MIN	CRY	-3	COM	3/H/5M
Urlath	180	1 1/2D6 Magic Drain	FO	ANI	PAS	-3	ING	1/5M/-
Veinfire	160	3D6 DEX, 2D6 CON Dr	CV	FUN	PAS	-2	ING	2/T/M
Vineblood		3D6, 2 DEF paralyze	FO	ANI	LIQ	-3	INS	1/I/-
Viper	130	4D6 KA	FO	ANI	LIQ	-2	COM	1/5M/-
Vleth	195	1D6 Drain all	MO	PLA	POW	0	COM	2/T/T

Waldgeld	160	1D6 KA, 1D6 CON Dr	SY	ANI	POW	+1	INH	2/H/H
White Scream	90	12D6 Mind Control	TI	ANI	LIQ	-2	COM	1/P/-
Wignoth	290	2D6 KA, 2D6 CON Dr	FW	PLA	PAS	-4	INS	2/P/P
Witch Hand	230	3D6 KA, 2D6 CON Dr	DE	PLA	LIQ	+2	COM	1/M/-
Wyngeld	120	1D6 KA, 2D6 CON Dr	MO	FUN	GEL	0	COM	2/5M/M
Wynswid	85	1D6 KA	FW	FUN	CRY	-2	INS	2/5M/P
Xast	95	1D6 EGO, PRE Dr	TI	PLA	POW	-2	COM	4/M/T
Xomarti	90	Cannot eat	CV	INS	LIQ	-1	ING	1/P/-
Yast	125	1/2D6 KA	TI	INS	LIQ	-1	ING	8/P/M
Ysarlien	75	Blinds	SY	PLA	PAS	+1	ING	1/P/-
Ythiess	55	10D6 Vertigo	SW	PLA	POW	-1	INH	1/S/-
Zafens	160	1D6 COM, PRE Drain	UN	FUN	POW	+1	COM	4/M/T
Zeiss		2D6 Drain BOD	DE	ANI	POW	-2	COM	2/P/T
Zeflon	55	1D6 INT Drain	PL	FUN	POW	-2	COM	2/P/S

**POISON NAME**

This is the common name of poisons used in many countries. Some races and countries have variations on these names. Most of the names of these poisons are Elven in origin, or a humanization of elven terms.

**COST IN COPPER**

The cost listed is in Copper pieces in Morien. This cost is an average, and varies widely based on location and economy. The price will almost always be higher for many of these poisons.

**LOCATION OF POISON**

The Poison given will rarely be found in more than one type of climate or environment. The code given is an abbreviation for the primary area the poison can be found.

BG: Bog or swamp

CV: Caves

DE: Deserts

FW: Fresh water

IN: Inhabited areas, urban

LS: Lakeshore

MO: Mountainous areas

OS: Ocean shore

PL: Plains

FO: Sylvan, forests

TI: Timberline, peaks

UN: Underdeeps

SW: Salt Water

SY: Deep forest, wilds

**RARITY**

Finding these poisons is not always an easy task. The chance for someone without Poison or Herbalist skill, assuming they know where to look, is 8-. The chance of finding a poison is modified by the Rarity factor (-3, +0, +2), which indicates how rare and unusual this poison is. Each person assisting in the search of a poison adds one to this chance, until +3 is achieved, when the number doubles (+1 per six people). This continues to double each +3 achieved (100 people gives a +14 chance).

Each three under the required roll discovers an additional dose of the poison desired. A three would probably also find another poison (roll luck unluck for fortune). The chance is to find a single dose of the poison. It takes a turn of looking to find a poison, and each step up the time chart taken looking gives a +1 to the roll as well.

**FORM**

The form code is an abbreviation for the form the poison will be found in. This code is described below:

PLA Plant

ANI Animal

INS Insect

FUN Fungus

**DOSAGE**

The weight is given in kilograms, for easier listing, and is the dosage for full effects. The effects can be adjusted by percentage given in most cases, so 75% of a full dose will give 75% of the full effects. The poison will have no effect under 50% dosage. Many must be taken in the full dosage for any effect at all.

## **PREPARATION**

The form given is the manner the given poison is to be taken. Poisons are generally applied in some manner to a person, although some are given to other targets, such as a campfire or a weapon. The individual descriptions following give the full explanation of use and subject. The original form of the poison may not be the final form, as some simple preparation is usually required.

**LIQ:** Liquid. This poison is either in liquid form or must be melted, dissolved, or stewed into a liquid. This is typically prepared by distilling the juices of the source material or dissolving the raw poison. Liquid poisons usually have a long shelf life, of months or years.

**PAS:** Paste. The poison must be smashed into a pasty substance, which may take a few minutes to prepare. The paste is either applied directly, put into food, eaten, or can be smeared on a weapon. Paste has a shorter lifespan than most forms, losing effectiveness in a few weeks.

**POW:** Powder. This is one of the hardier form of poison preparations. The poison is either pounded into a powder like flour, or is in that form (pollen), or is dried and crumbled. The poison is then snorted, dissolved in food or liquid, its usual use, or applied directly. Powder may retain its effectiveness for many years

**GEL:** This is the usual form for contact and insinuating poisons, a gelatinous mixture that can be dried for powder or crystal, or diluted for liquid. The gel clings like paste to items, and although the shelf life is usually short, a few weeks at most, it is convenient.

**CRY:** Crystals of poison are the most hardy of poison forms, lasting for decades without losing potency. The crystal is usually dissolved in liquid, although some are cut and rubbed on weapons.

## **TYPE**

The type of a poison determines how it is used. All poisons act on the bloodstream of the target, and thus all poisons are technically insinuating and will work if introduced to the bloodstream. However, the primary use of the poison is not always insinuating. There are four types of poisons, as defined below.

**COM:** Combination. This poison can be used in a variety of ways. Most poisons are this type, as they are not limited to a single application. Many are at lesser effectiveness if used in a certain type.

**CON:** Contact. Contact poisons transmit through the skin of the target, and are very dangerous to work with for this reason. Contact poisons have no effect if the character has resistant defense of any kind on the area touched.

**ING:** Ingested. The poison is eaten or drank, and works through the digestive system or lining of the stomach. Normally a slower type, ingested is the easiest and safest to use. Most types are flavorless or odorless.

**INH:** Inhaled. This type is usually breathed, either the vapors or powder of the poison, taking effect by the lungs and mucous membranes. These typically take effect very quickly. Treat gaseous versions of this as an explosion for area of effect.

**INS:** Insinuating. This type is used on a weapon, and acts on the body through a wound. The poison must enter the blood directly to have effect.

## STAGE

Many poisons take effect over a period of time, the whole effect drawn out over time. The stage of the poison determines this time. The cryptic numbers and letters under Stage gives three items, how many stages the poison has, how long it is before they take effect, and how long between each stage. Some poisons do not have all of these, and a dash is given for the stage data there. The codes are given below, with an example for clarity.

- |       |  |
|-------|--|
| 3/M/T | 1. The number of times the poison takes effect |
| ^ ^ ^ | 2. How long before the first effects           |
| 1 2 3 | 3. The time between effects                    |

The above poison takes place in three stages, after a minute delay, each stage a turn apart. As you can see, even the weaker appearing poisons can be quite deadly.

I: Instantaneous  
P: Phase  
M: Minute  
H: Hour  
D: Day

S: segment  
T: Turn  
5M: Five minutes  
5H: Five hours  
W: Week

## EFFECTS

The effects of many poisons are much deadlier than they appear. All killing effects are without any defense whatsoever. Only Life Support vs poison will protect the character, and certain magics. The other effects are self-explanatory or are defined in the descriptions. Note that insinatory poisons are given a number of hits they last. This does not mean one dose can take effect more than once, rather that's how many hits it clings to the weapon until it falls, is wiped, or shook off.