

POISONS

Not every danger comes from long claws and sharp teeth. The Gods have an odd sense of humor, as they find it pleasing to make some of the smallest creatures, or the most beautiful flowers, the most deadly.

First, the nomenclature, the term “Poison” is generic and refers to any venom, poison, toxin, or concoction that causes damage via a material, liquid, powder, or gas. Furthermore, as it pertains to game mechanics, the terms, venom, poison, or toxin are all interchangeable.

HOW DO POISONS WORK

Poisons attack various internal systems, organs, or processes of the victim’s body. These attacks and the damage they cause can vary wildly based on the poison’s toxicity. Although there might be exceptions, generally, poisons will work the same against any humanoid. Many poisons will also be toxic to animals and other creatures. However, this book will concentrate on how poisons interact with humanoids.

DOSAGE

The number of doses needed to affect a creature is based on the creature’s size.

DOSAGE	SIZE OF TARGET
1/4	Tiny
1/2	Small
1	Medium
2	Large
4	Giant
8	Colossal

Not all creatures are affected by poisons. The **Undead** and creatures without internal organs or normal organic processes (slimes, beings of energy, Immortals, etc.) are **Immune** to all poisons.

The Mechanics

Most Poisons and their Antidotes are created using the **Skill: Alchemy** in the same manner as any other item. To create the Poison or Antidote, a **Recipe**, and **Ingredients** are required. As well as the proper equipment provided by a **Location**, and the needed **Time**.

All poisons have four components that define their effectiveness, potency, and behavior. These components are **Class**, **Onset**, **Duration**, and **Toxicity**.

Class

Poisons are separated into groups based on how the poison is introduced to the victim. This is known as the Poison’s **Class**. For a Poison to be effective, its introduction to the victim must be according to its Class. Thus, a poison classed as ‘Ingested’ cannot be sprinkled on a sword and be introduced by ‘Injection’. There are four classes of Poison, **Ingested**, **Injected**, **Inhaled**, and **Contact**.

INGESTED

This poison must be eaten or imbibed. This often occurs when the victim ingests edibles that have been tainted or are naturally toxic.

INHALED

The poison hangs in the air as a particulate that enters the victim through the lungs.

INJECTED

This poison enters the bloodstream of the victim through a break in the skin. This often occurs when the victim is bitten, stung, pierced by a thorn, or cut by a blade.

CONTACT

This poison must enter the victim by coming in contact with the skin. This poison is the most toxic of substances, as it only requires the victim to simply touch the poison for a brief amount of time for it to be effective.

Exposed

After a victim is exposed to poison, there's a chance it will not have any effect. Or more accurately, the victim wasn't exposed to enough Poison for it to have an effect, or by luck, the poison itself lacks potency. After exposure, the victim makes a **CR: Resist**. If successful, the victim has not been poisoned, and they will be free from any effects or consequences.

Being Poisoned

Failing the **CR: Resist** results in the victim being poisoned. When this occurs, the 'clock' starts running. Any poison can be survived. However, it requires the victim to outlast the duration and effects of the poison. This normally requires constant and specific care that is unavailable to many.

After being poisoned, three key factors of the poison will determine the effects suffered by the victim. These are known as the Poison's **Onset**, **Duration**, and **Toxicity**. These give details on how fast the poison will begin to affect the victim, how long it will last, and how much damage is done to the victim.

Onset

This refers to how fast the poison begins to affect a victim after the victim has been exposed. The onset of a poison's effects can vary greatly, ranging from **1 minute** to **24 hours**.

Duration

This number represents the consecutive days that the poison's effects will be applied to the victim. This is the length of time it will take the victim's body to nullify or remove the poison through natural means. It's important to remember that the complexity of poison doesn't necessarily define its lethality. Simple poisons may be difficult for a victim's body to remove, causing a long and annoying recovery. The duration of poison can range from **1** to **24 days**.

Toxicity

This represents the amount of damage a poison will have on the victim. Poisons are separated into four categories of severity, **Weak**, **Mild**, **Strong**, and **Deadly**.

Poison harms a victim by greatly lowering their Endure points, and Fatigue points, and placing a penalty on every Challenge roll made by the victim.

	WEAK	MILD	STRONG	DEADLY
DAMAGE	1d6	1d8	2d6	2d8
FATIGUE	-25%	-50%	-75%	-75%
PENALTY	-1	-2	-3	-4

These effects are applied **once immediately when the victim is poisoned** and then once per day immediately after the victim has Rested (Full), for as many days as the Poison's duration dictates.

**It should be noted that the Penalty applied from poisoning, is in addition to any other active Penalty from Exhaustion.

SPECIAL EFFECTS

Some rare poisons do not cause damage or any of the normal effects of a poison. Instead, they subject the victim to unique and strange “special” effects. These special poisons are typically source and environment-specific. They typically have very short Durations and a very short Onset.

Some examples of these special effects would be;

- Sleep
- Paralysis
- Deafness
- Blindness
- Temporary Insanity

Surviving Poison

Every poison has an Antidote. However, the difficulty of finding and retrieving the components for the antidote is quite a different matter. The more powerful the poison, the least likely its antidote will be available at your local Apothecary.

An Antidote works by preventing the poison to apply any further damage or penalty beyond the **initial poisoning that’s been immediately applied**. This means the Duration of the poison ends immediately after taking its antidote. The Antidote cannot restore any losses that have already been applied to the victim. Those losses would be returned naturally through Rest and Healing. Antidotes, once administered, take effect immediately.

FATE: After drinking the potion, the wizard laughs maniacally and exclaims, “You’ve sealed your own doom” then vanishes through a secret door behind him. Bob, make a **CR: Resist** with a **-2 Penalty**.

PLAYER: Noooo. The CR failed.

FATE: Suddenly your Hero feels a biting pain in their stomach. You fear poison. Remove **5 points of damage**, and **50%** of your current **Fatigue** points, and every **CR** made will be with a **-1 Penalty** while poisoned.

Finding Poison

If a Hero cannot create poison using Alchemy, finding it in settlements (to be bought) will not be easy. The local shops like Apothecaries, or Alchemists, would not have Poison for sale to the general public.

They may have some “under-the-counter” for locals and friends, but would never sell it to an outsider. Nor would they allow a Hero to cook one up with their equipment. Poisons are not considered “good” and are typically illegal in most domains. A Hero that even asks about them might raise suspicion and rumor. This would almost certainly lead to the authorities being notified of the Hero’s intention.

A Hero that’s adamant about obtaining poison would need to find some connection to a merchant of ill repute, a crime syndicate, or an Alchemist that lived outside of society.