

VI. Poisons of Dárdūnah



Poison Types and Delivery Methods

The inhabitants of Dárdūnah make their homes in small regions of relative civilization surrounded by the wilds of a very alien, and sometimes dangerous, natural environment filled with all manner of toxic, caustic, and poisonous minerals, flora, and fauna. Poison damage can occur when one is affected by any of the five generic types of poisons found in the world, the types of which are sleep, psychoactive, paralytic, necrotic, and systemic. Poisons can be fabricated from numerous animal, vegetable, and mineral sources, and a wide variety are commonly known on Dárdūnah, a few of which (the most common) will be listed shortly. In addition to the generic effects of each type, the individual varieties of poisons may have certain additional specific effects (listed later) that should be noted. Poisons can be delivered into the system of a victim in one of four ways, insinuation (a puncture or cut in the skin), ingestion (eating, drinking), inhalation (breathing it in), and contact (touching with bare flesh). There are also certain poisons that can be delivered in multiple ways, with varying effects depending on delivery method. Armor does nothing to prevent the effects caused by poisons if ANY damage from the weapon delivering the poison actually gets past the victim's armor, or if armor is meaningless to whatever delivery method is being used. Poisons drawn directly from either plants or animals will remain effective, even if in a sealed container, for only a few days before their organic components begin to break down and become inert, unless those with the specific Poison knowledge and Create Poisons craft skill compound those poisons successfully with other appropriate herbs or minerals used to stabilize and preserve the organic components. This process requires a number of hours to perform equal to the points of damage the specific poison causes per round, and requires successful roles in both skills mentioned above. Poison damage is always considered to be of the Fatal variety. The table below cross-references the delivery method with the poison type, displaying the specific names of the poison varieties that pertain to both categories. These specific poisons and all of their attributes are described below the Poison Table, which illustrates and cross-references the various poison types with their method of delivery.

Poison Table

POISON TYPE	DELIVERY METHOD				
	Inhaled	Ingested	Insinuated	Contact	Multiple
Sleep	Kidachála Musk (sleep)		Püshatakita Toxin, Trombártu Beetle Poison		Curanya
Psychoactive	Kidachála Musk (sleep), Sepra Powder	Kramah's Milk, Viyúgma's Hood	-	Oil of Nayám	Sihkün, Toad Venom
Paralytic	-	Kyarku Poison, Sorhéyah	Deadly Snake, Lethal Serpent, Makri Venom, Poisonous Mammal, Venomous Lizard	Visháila Venom	Kyarku Poison, Poison Dart Frog, Poisonous Bird
Necrotic	Kidachála Musk (reeking)	-	Dangerous Viper, Makri Venom, Platypus Venom, Udisa Venom	Kidachála Musk (reeking)	-
Systemic	Djinmür Dust	Ashama, Kramah's Milk, Regáli (Sarpah only)	Komodo Dragon	-	Goláhn, Toad Venom

Delivery Method

Inhaled - Poisons that must be breathed in to be effective. In the form of powders, spores, gases, or smoke. A single dose must be used in the delivery method to affect each person, and strong air currents may make the use of this type of poison difficult or even impossible. A roll (including dice penalties as per poison description) of less than a full success, when making a Characteristic roll of ½ Vigor after inhalation, means they have breathed in a significant amount of the poison and will suffer from its full effects, while a full success indicates the poison's effects are halved. Characters with the Hold Breath Animal Ability may make a roll (including dice penalties as per poison description) to escape the effects entirely.

Ingested - Poisons that must be consumed to be effective. In the form of liquids, powders, spores, crystals, resins, gums, pastes, jellies, leaves, and stems. It takes one dose to effectively poison one person's portion of food or drink, though several people consuming that food could be affected, depending on its particular strength, and can sometimes leave behind a residue that may identify its properties to the trained eye (using a Poisons knowledge roll). A roll (including dice penalties as per poison description) of less than a

full success, when making a Characteristic roll of ½ Vigor after ingestion, means they have consumed or drunk a significant amount of the poison and will suffer from its full effects, while a full success indicates the poison's effects are halved.

Insinuated - Poisons that must enter through a penetration in the skin, thus entering the bloodstream. In the form of liquids, resins, gums, pastes, and jellies. Such poisons placed on weapons used to pierce the skin use a single dose to coat the weapon and will last for a limited number of successful, cumulative-damage strikes before wearing off. Depending on the nature of the specific poison, an observer may even be able to see the fact that something coats the weapon. A roll (including dice penalties as per poison description) of less than a full success, when making a Characteristic roll of ½ Vigor after exposure to poison through a break in the skin (such as caused by fangs, a poison dart tip, a blade, etc.), means that a significant amount of the poison has entered their bloodstream such that the victim will suffer from its full effects, while a full success indicates the poison's effects are halved.

Contact - Poisons that require mere skin contact to be effective. In the form of liquids, powders, spores, resins, gums, pastes, and jellies.

A single dose must be used to sprinkle on or coat an area to be touched in order to affect an individual, and will last for a limited number of touches before wearing off. A roll (including dice penalties as per poison description) of less than a full success, when making a Characteristic roll of $\frac{1}{2}$ Vigor after direct skin contact, means they have absorbed a significant amount of the poison through their skin and will suffer from its full effects, while a full success indicates the poison's effects are halved.

Multiple - Poisons that can be effectively delivered into the body in several different ways. In the form of liquids, powders, spores, gases, smoke, crystals, resins, gums, pastes, jellies, leaves, and stems. Regardless of the delivery method, a single dose must be used to achieve its effect on a single target. A roll (including dice penalties as per poison description) of less than a full success, when making a Characteristic roll of $\frac{1}{2}$ Vigor after whatever effective delivery methods are successful, means they have been introduced to a sufficient amount of the poison to suffer from its full effects, while a full success indicates the poison's effects are halved.

Poison Type

Sleep - These poisons can be delivered in a variety of ways. They are typically quick to take effect (within seconds or minutes). Depending on their particular potency, they can cause feelings of grogginess, light-headedness, or faintness. The victim might begin to swoon, feel the need to lie down, or simply collapse. This type of poison affects the brain so that the victim must sleep and from there possibly fall into deeper unconsciousness, coma, and depending on its strength, even death. These types of poisons have the effect of lowering all Characteristics to some extent, and causing deep sleep (or worse) for one or more hours. Damage taken is considered Fatal, though not to any particular part of the body.

Psychoactive - These poisons are generally delivered through ingestion, inhalation, or skin contact. They are typically quick to take effect (within seconds or minutes), though there may be very rare exceptions. Depending on their particular potency, their use can produce misleading, humorous, or dangerously terrifying hallucinations. The victim's senses either awake or asleep will begin to be affected by false information, according to the specific descriptions, causing them to experience things that aren't actually there. This type of poison also affects the thought processes so that the victim begins to seem incoherent and from there possibly behaving erratically, displaying signs of hysteria, and engaging in potentially dangerous actions. These types of poisons often effect one or more of a victim's Characteristics in some way, either raising or lowering them, for one or more hours at a time (or longer, in some cases). Damage taken is considered Fatal, though not to any particular part of the body, and rarely to any extreme amount.

Paralytic - These poisons are generally delivered through insinuation, though sometimes are ingested, or inhaled. The insinuated varieties are usually quick to take effect (within seconds or minutes), while the ingested or inhaled versions usually react more slowly (within minutes, hours, or even days in rare cases). These poisons affect the nervous system, causing an uncontrollable tightening of the muscles. Depending on the specific variety, symptoms sometimes include a tingling numbness of the limbs or affected areas, loss of feeling altogether, or even sudden dull pain or stabs of soreness before the onset of true, rigid paralysis. If delivered through insinuation, paralysis spreads from the location of the wound outward, whereas ingestion or inhalation of the poison tends to paralyze from the extremities inward. Either method could eventually cause death if vital organs (such as the heart and lungs) become paralyzed. Movement is greatly, or entirely, reduced, depending on the variety of poison used, for one or more days, with the victim suffering from weakness and loss of coordination, with Strength, Agility, and Dexterity being mostly affected. Damage taken is considered Fatal, and is spread throughout notably affected areas.

Necrotic - These flesh-damaging poisons are often delivered through insinuation, though some may be ingested or received through contact. The insinuated varieties are usually quick to take effect (within seconds or minutes), while the ingested or contact versions usually react more slowly (within minutes, hours, or even days), though there are some exceptions. Necrotic poisons cause tissue death, and sometimes even the breakdown of flesh in the area around the site of delivery. Such necrosis of the skin and organs is incredibly painful, often described like an intensive, severe burning sensation around that area, often accompanied by variably serious amounts of swelling, and even splitting or rupture of the skin in extreme cases. Once the tissue dies, it loses all sense of feeling. A character's death under such circumstances is usually due to shock or even heart attack resulting from the stresses of the mental and physical trauma. Damage taken is considered Fatal, tends to be localized to the specific area of introduction into the body, and can lead to long-term reductions in Presence, Dexterity, Agility, Strength, and even Perception, depending on the variety of poison, and where it was delivered into the system. Special treatments are usually required to heal such damage, and often terrible scarring can still be the result.

Systemic - Poisons that affect the digestive and respiratory system are generally delivered through ingestion or inhalation, and occasionally are insinuated. The ingested or inhaled varieties are usually slow to take effect (one or more hours, days, or even weeks), while the insinuated versions usually react more quickly (within seconds or minutes). These poisons attack either system, and then proceed to spread to the other. The specific variety of the poison determines the symptoms, which are usually quite severe, causing various debilitations

and incapacitations, such as extreme aches and pain, weakness, hot and cold sweats, labored or rattled breathing, severe temperatures, hideous sores, phlegm, bile, or other foul excreta, and many other symptoms of extreme illness. Eventual death is often the result, due to physical exhaustion or internal hemorrhaging. A character's Vigor, Strength, Dexterity, and Agility will be decreased to some extent for one or more days. Damage taken is considered Fatal.

Common Dárdüni Poisons, Venoms, and Harmful Drugs

Poisonous Plants and Minerals

– **Toxins that are derived from plant or mineral sources.**

Djinmür Dust – A type of rare lethal systemic toxin, naturally occurring as a crumbly mineral deposit that has the deceptive look of a powdery brown spice (like cinnamon) when finely ground. Miners excavating crystal first discovered this poison accidentally, not realizing what was causing their terrible “Scarlet Curse”. It is tasteless, and harmless if ingested; its sinister nature only becomes evident if inhaled. Each tiny fragment of this dust is actually a fragile, living crystal, whose growth is eventually activated by any moist conditions combined with temperatures as warm, or warmer than, a living body. If swallowed, the digestive system will quickly break these crystals down, like salt, but if breathed in by a hapless victim, the crystals will lodge in the lungs and some will eventually work their way into the blood stream. Within the body, these tiny crystals grow into shapes resembling extremely sharp, miniature caltrops, causing the bloody destruction of the tissues of the lungs, the slow clogging and laceration of arterial walls, and eventually some amount of damage to most internal organs. The initial effects begin to manifest within an hour or so of inhalation, with the potential for death after days or weeks of suffering. Unless steps are taken to arrest the growth of the crystals entirely, death is always the result. Attempting to heal without performing these proper steps merely delays the inevitable.

Symptoms include: Initial sore throat followed by sharp chest pains. Then, hacking cough with bloody expectoration, eventually manifesting in extremely labored breathing. Joint and muscle pains begin within 24 hours and will soon cause extreme agony throughout

body as the bloodstream crystallizes. Hardening of the arteries can actually be externally perceived in the extremities within 3 days (a “crunchy” feeling in the blood vessels when the limb is grasped). Towards the end, blood will appear in urine, feces, sweat, and even tears, thus giving it the nickname “Scarlet Curse”.

Statistics: Causes 5 extra damage levels each day for 10 days, cumulative per successful delivery into the victim's system. Causes Pain (victim must succeed in a Characteristic roll of ½ Will at -1 die, cumulative per day, or suffer -1 die cumulative to all Actions taken throughout the duration of its effects). Causes loss of 1 point each per half-day period, of Vigor, Strength, Dexterity, and Agility for the duration of its effects. Reaching zero in Dexterity or Agility means the victim is bedridden with pain. Reaching zero in either Vigor or Strength results in death. The poison is usually delivered by blowing it into the face of an opponent, with each application kept in a small, egg-sized bag, good for one use.

Treatment: To truly arrest the growth of the crystals, the victim's body temperature must be significantly lowered at least three times a day (morning, noon, and night), either through exposure to cold conditions or through



immersion in cool liquids for at least an hour each time. To restore lost Characteristics and Stamina (see the Recovery Table for rates of recovery), an antidote of Sersa (see Medicines) must be fashioned, and then boiled to allow the character to inhale the steam from it three times a day, after which the concoction is allowed to cool and then is drunk. In addition, through this entire process, the character's diet must be restricted primarily to acidic fruits. Some healers also prescribe bloodletting to help purge the crystals from the bloodstream, generally once a day (causing two levels of damage), though this can be dangerous if the victim has already lost a considerable amount of blood. Bloodletting will give them back one more Characteristic point of Agility and Dexterity per day. Once the Characteristics return to normal the crystals have been neutralized and no more cold exposures are necessary to avoid further damage. The character may then finish healing normally (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Viyúgma's Hood – A bright green poison derived from the plant of that name, which has a purplish flower resembling a cobra jánah's hood, with a near-fluorescent greenish-yellow barbed stamen. Crushing the stamen and distilling the juice through a somewhat dangerous process produces a deadly poison whose additional telltale effects are fevered dreams that become sexual nightmares that often involve screaming fits of both pleasure and pain while in an unconscious stupor. The whites of the eyes of the victim become yellow and jaundiced in appearance.

Symptoms include: The victim slowly begins feeling drowsy and usually within the hour starts to feel feverish. Eventually, the victim loses consciousness but will continue with a steady rise in temperature. While unconscious, the victim experiences excessively vivid dreams usually of an extremely earthy nature, accompanied by fits of thrashing and calling out in their sleep. Ultimately, the victim's high fever will burn for so long that tissue damage results within the body and, if left untreated, will cause the victim to die.

Statistics: Causes loss of 4 points of Vigor per day for 3 days. Reaching zero in Vigor means the victim is dead. Causes Full Knockout (unconscious for 3d6 days) at the end of each hour unless the victim succeeds in a Characteristic roll of ½ Vigor at -4 dice. The poison is usually delivered by ingesting, with each application being a clear liquid contained in a small vial to be mixed in with food or drink. One vial is usually good for 4 doses before it is used up.

Treatment: A mixture of stimulants with a few calming herbs coupled with a regimen of fever reduction and antiseptic medicines is generally the best course. Viyúgma's Hood has been known to create an imbalance of the Humors so that the victim has an overabundance of cholera, thus causing the high fevers and the disturbing dreams. Anything that can be given to help retain that balance will aid in the recovery of the patient. Anything chosen should also be in the form of a cool liquid or inhaled as steam as the patient is usually unconscious. Once the fever breaks, the recovery of the patient is most likely. Recovery would then happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Suthra Venoms – Toxins either derived or directly applied from suthra.

Kidachála Musk (sleep) – A strong sleep/psychoactive poison that is inhaled and leaves the victim unconscious. The poison is expelled from the posterior of the kidachála when they are threatened or it can be collected directly from the glands of the creature and put through a process of distillation. The rendered liquid is placed within a shallow reservoir where most of the liquid will evaporate, leaving behind a thick resin that is then molded into small balls and left to dry and harden. These resin balls are then crushed into a fine powder, which can be carried in containers, to be thrown or blown into the victim's face.

Symptoms include: The victim's pupils immediately dilate as a sickly, sweet aroma of rotting flowers fills their nostrils and a glowing warmth quickly spreads throughout their body. Within seconds the victim will usually crumple to the ground in a cataleptic state with nothing but a pulse and shallow breathing as any signs of life. An examination of the victim will show their eyes rolled up to expose only the whites and they may emit some incoherent grunts with the occasional bodily twitch. Eventually the victim will awaken with no serious ill effects.

Statistics: Causes loss of 3 points of Perception per round for three rounds. Reaching zero in Perception means the victim is in a deep hallucinatory state. Causes Full Knockout (unconscious for 2d6 x 10 minutes) at the end of one round unless the victim succeeds in a Characteristic roll of ½ Vigor at -3 dice. The poison is usually delivered by inhalation, with each application the user flakes some resin from the ball and crushes it into a powder, each resin ball is good for approximately 3 applications.

Treatment: Besides the obvious solution of letting them sleep it off, there are a few stimulants

that can be applied either through inhalation or insinuation that can awaken the victim. Also a short regimen of calming herbs can be used to ease any hallucinations that may be still in effect. Recovery of lost characteristics would happen at the rate of 1 point for every hour of full sleep the victim gets after the effects have worn off.

Kidachála Musk (reeking) – A mild necrotic poison that leaves the victim in pain and temporarily blinded. Plus it stinks enormously. This poison can be prepared in much the same way that the sleep variety is; rendered into resin balls that are dried and then crushed into a fine powder. The effects however are different.

Symptoms include: A stinging, burning sensation on all of the exposed areas of skin, followed by a stinging within the nose, mouth, and eyes. Immediately thereafter, the powerful stench is noticed causing the victim to retch. Eventually, the toxin will break down leaving the victim uncomfortable and with a bad taste in their mouths.

Statistics: Causes 2 extra damage levels each round for 2 rounds, cumulative per successful delivery. Causes Pain (victim must succeed in a Characteristic roll of ½ Will at -2 die, or suffer -2 die to all Actions taken) for those 20 minutes. Causes Nausea for 20 minutes. Victim must succeed in a Characteristic roll of ½ Vigor at -2 dice each 10 minutes, or suffer vomiting for 10 minutes. A vomiting character is considered Stunned out of 2 Actions each round for the duration of the poison's effects. A partial success on the Characteristic roll of ½ Vigor means the victim is queasy, causing -1 die for all Actions per round for the duration. Victim must make a Characteristic roll of ½ Agility or be Blinded for 20 minutes from the spray getting into their eyes. The poison is usually delivered by spray or blown powder, with each application the user flakes some resin from the ball and crushes it into a powder, each resin ball is good approximately 3 applications.

Treatment: The victim should wash themselves as soon as possible with the strongest scented oils, soaps, and salts they can stand, but the most important part of the wash is to remove the residue of the poison from the skin. A topical salve of Solinbórhee or Goláhn should then be applied directly to the skin to ease the pain and sterilize any wounds it may have caused, as well as a dose of Solinbórhee as a tea to help heal the interior soft tissues that may have been damaged. An anti-nauseant tea of Thoda Vamána can be prepared for a victim if vomiting is persistent.

Kyarku Poison – Kyarku poison is a lethal paralytic toxin derived from the ground shell of the Kyarku Beetle, a small scarab-like suthra with a dark iridescent carapace.

Symptoms include: Within moments, the victim begins to experience abdominal cramping which quickly become a whole body convulsion that produces foaming spittle, spraying from the mouth and nose. Shortly thereafter, the victim will be seized by whole body wracking shakes that last for minutes before they finally gasp and expire.

Statistics: Causes 5 extra damage levels each minute for ½ hour, cumulative per successful delivery into the victim's system. Causes Pain (victim must succeed in a Characteristic roll of ½ Will at -5 dice, or suffer a -5 die to all Actions taken) for that round. Note: cumulative, since Pain will build up each round. Causes loss of 5 points each per round, of Agility and Strength for 3 rounds. Reaching zero in Agility means the victim is immobilized by muscular cramping that encompasses the entire body. Reaching zero in Strength results in victims beginning to choke on their own tongue and they must make a Characteristic roll of ½ Vigor at -5 dice or death results. The poison is usually delivered by ingestion, with each application being a small amount of powder sprinkled on food or in a drink. Each beetle shell can be ground up into enough powder for 5 doses.

Treatment: As soon as possible, a full dose of Kramah's Milk must be consumed to help halt the poison's progression followed by some muscle relaxants and pain killers to help comfort the patient. Constant observation is needed to keep the victim alive since the poison is so volatile and fast acting; in addition, care must be taken to ensure that the patient does not overdose on the medication itself. If the patient survives the first day, a daily dose of Kramah's Milk for a period of no less than a week and a diet rich in melancholer would be prescribed to rebalance the body's humors. Recovery from such a toxin is slower than most other forms of damage or disease with characteristics returning at 1 point every 2 weeks of natural rest or 1 point for every 2 successes rolled on a Medical skill roll.

Makri Venom – A strong necrotic/paralytic poison that leaves the victim in excruciating pain. The venom is usually injected directly from the stinger of the makri, but can be harvested and applied to a blade. While the toxin generally isn't fatal, it is quite painful as it attacks its surrounding environment and begins to dissolve the flesh around it. The makri will use the venom as an aid to eating, injecting it into a joint to

Chapter VI: Poisons of Dárdūinah

weaken it, thus making it easier to tear the limb free, regardless of whether the victim is alive or dead.

Symptoms include: The victim feels a sudden sharp, burning pain followed by an almost immediate swelling of the area of insinuation. A feverish quality is then felt as the swelling continues. The venom will dissolve much of the interior flesh around the wound, leaving the victim in excruciating pain and the inability to use the muscles attacked.

Statistics: Causes 3 extra damage levels each round for 3 rounds, cumulative per successful delivery into the victim's system. Causes Pain (victim must succeed in a Characteristic roll of $\frac{1}{2}$ Will at -3 dice, or suffer -3 die to all Actions taken) for that hour. Note: can be cumulative if Pain is intended to build up over a period of time. Causes loss of 3 point each per round of Agility for the duration of its effects. Reaching zero in Agility means the victim is paralyzed. The poison is usually delivered by insinuation, with each application either directly from the stinger of the makri or on an assailant's blade, good for 3 applications from a blade before it must be reapplied.

Treatment: A Goláhn mudpack for the healing and antiseptic qualities must be wrapped around the afflicted area and dosages of Lángü should be administered to ease the pain. Once the poison has run its course, normal treatments for damaged tissue should then be administered. The character may then finish healing normally (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Trombártu Beetle Poison - A strong sleep poison that is delivered through ingestion. The horn of the beetle is baked and crushed into a powder that when mixed with food or drink puts the victim into a weakened coma that often results in slow death.

Symptoms include: The victim begins to feel drowsy and uncomfortable within half hour of ingestion, generally becoming irritable and bullish. Shortly after, they may pass into a deep sleep that slowly begins to shut their system down, possibly resulting in a slow death.

Statistics: Causes 3 extra damage levels each day for 8 days, cumulative per successful delivery into the victim's system. Causes Full Knockout (unconscious for 3d6 days) at the end of each hour unless the victim succeeds in a Characteristic roll of $\frac{1}{2}$ Vigor at -3 dice. If



victim falls unconscious, then after each 3 days of unconsciousness they must make another Characteristic roll of $\frac{1}{2}$ Vigor at -3 dice or the result is death. The poison is usually delivered by ingestion, with each application mixed into the victim's food or drink. Each beetle horn can be crushed into 3 dosages before it is used up.

Treatment: The victim should be immersed in a room full of Jali smoke to keep them from drifting too far into dream. Care must be taken to allow the patient a normal sleep cycle, so periods of wakefulness are desired. When the patient is awake, a strong tea of Solinbórhee should be administered to counter the damage given by the poison. If patience and care are given correctly, the toxin should work its way through the victim's system within a few weeks. Recovery would then happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Püshtakita Toxin - A strong sleep poison that is delivered through insinuation by a tiny, tick-like parasite, called a püshtakita, burrowing into the unsuspecting victim and releasing a cloud of toxin and eggs into their bloodstream and leaving them unconscious.

Symptoms include: Initially, there is no feeling when the minute creature burrows into the victim's flesh. After a short while, the victim begins to feel a little groggy and slightly intoxicated. Soon, the victim will develop slurred speech

and will begin to stagger unless settled into one place. Eventually, there will come a great desire for sleep and the victim will pass out becoming impossible to revive. The victim remains in this state until the eggs of the püshtakita hatch and the tiny larvae emerge and begin to cocoon the body before consuming it.

Statistics: Causes extreme lethargy for 8 days before the eggs hatch. Causes Full Knockout (unconscious for 2d6 days) at the end of each hour unless the victim succeeds in a Characteristic roll of $\frac{1}{2}$ Vigor at -3 dice. If victim falls unconscious, then after 3 days of unconsciousness they must make another Characteristic roll of $\frac{1}{2}$ Vigor at -3 dice or the result is death. The poison is usually delivered by insinuation, with further applications being released in the blood stream by the püshtakita larvae that have hatched inside the victim.

Treatment: Stimulants can be used to try and revive the patient, but the most important thing is to make sure that the eggs and larvae are killed, otherwise the victim will keep falling into a cataleptic state. Every day for 8 days the patient should inhale the smoke of the stimulant Jali mixed with some roots of the Goláhn and ritual incense. This smoke stimulates the blood, thus becoming toxic to the larvae. Once purged of these larvae, the patient will awaken up to 2 days later feeling refreshed and talking of odd dreams.

Udisa Venom – A strong necrotic poison created by the termite-like udisa, that is insinuated through biting, and leaves the victim in excruciating pain.

Symptoms include: There is a sudden searing pain where the bite occurs followed by slight swelling. The pain lasts for many hours.

Statistics: Causes 1 extra damage level each round for 3 rounds, cumulative per successful delivery into the victim's system. Causes Pain (victim must succeed in a Characteristic roll of $\frac{1}{2}$ Will at -3 die, or suffer -3 die to all Actions taken) for that round. Note: can be cumulative if Pain is intended to build up over a period of time. The poison is usually delivered by insinuation, with each application coming directly from the bite of a soldier udisa or having been applied to an assailant's blade. Applications on a blade are good for 3 uses before it must be reapplied or it is used up.

Treatment: A tourniquet should be applied to stop the spread of the toxin followed by an application of a Goláhn mudpack to the afflicted area. A dosage of miraht may be given to offset the pain. Recovery would then happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Vishaila Venom – A strong paralytic poison that and is delivered by contact from the trailing tendrils of the swimming Vishaila and, swiftly attacking the nerves, stuns the victim leaving them immobile and in excruciating pain.

Symptoms include: The victim feels a quick stinging jolt originating from the area of contact that swiftly spreads throughout the body. The muscles around the afflicted area stiffen, leaving the victim paralyzed with pain.

Statistics: Causes Pain (victim must succeed in a Characteristic roll of $\frac{1}{2}$ Will at -3 die, or suffer -3 die to all Actions taken) for that round. Note: can be cumulative if Pain is intended to build up over a period of time. Causes loss of 3 point each per round of Vigor and Agility, for 3 rounds. Reaching zero in Agility means the victim is paralyzed (and potentially drowning). Reaching zero in Vigor results in victim falling unconscious (and potentially drowning). The poison is usually delivered by contact, with each application coming from the dangling tendrils of the floating Vishaila. Although extremely hard to harvest, this toxin can be purchased and applied to a blade good for 3 uses before it must be reapplied or it is used up.

Treatment: A topical salve of Hanáhgri should be used to cover the afflicted area and dull the pain. Recovery would then happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Jánah Venoms – The venom of any poisonous jánah.

Lethal Serpent – cost 5 (Mamba, Krait, Taipan, Tiger Snake, Fer-de-lance) – A type of lethal paralytic venom insinuated through biting. This toxin is usually fast acting, attacking the nervous system of the victim, and can leave the target incapacitated in a short amount of time. Considered the most dangerous of the snake venoms.

Symptoms include: Poisons of this kind begin by numbing the area of insinuation and quickly spreading throughout the body, followed by stiffening of the limbs and the eventual loss of all motor functions. Death will result from either heart failure or suffocation from the inability to breathe.

Statistics: Causes 5 extra damage levels each round for 5 rounds, cumulative per successful delivery into the victim's system. Causes Paralysis for 5 minutes. Victim must succeed in a Characteristic roll of $\frac{1}{2}$ Vigor each round, or suffer stun that round. A paralyzed character is considered Stunned out of 5 Actions each round for 5 minutes. A partial success on the Characteristic roll of $\frac{1}{2}$ Vigor means the victim

Chapter VI: Poisons of Dárdūinah

is dazed, causing -1 die for all Actions per round for 5 minutes. Causes loss of 5 points each per round of Agility and Dexterity for 5 rounds. Reaching zero in Agility or Dexterity means the victim is completely paralyzed at which time a Characteristic roll of $\frac{1}{2}$ Vigor must be made. A failed roll results in death. Causes numbness (victim must succeed in a Characteristic roll of $\frac{1}{2}$ Will, or suffer -5 die to all Actions taken) for 5 rounds. Note: can be cumulative if numbness is intended to build up over a period of time. The poison is usually delivered by biting. With each application, a single dosage of the poison is injected into the victim. A jānah who has this poison as an Animal Ability can generate a number of applications equal to their Stamina \div 3 rounded up per day. Venom applications are recovered at the rate of half their Vigor per day rounded up.

Treatment: Seek medical attention immediately. An antivenin of the appropriate kind must be applied as soon as possible to begin counter affects of the toxin. While this class of toxin does have a universal antidote, an antivenin specific to the venom type would be stronger and work much more effectively and quickly. As soon as the antivenin is applied, the character must make a Characteristic roll of $\frac{1}{2}$ Vigor (-1 die if using the universal antidote) in order to counteract the venom and begin healing. In addition, if a character with the Dress Wounds skill does the application, any successes rolled are then added as dice to the dice pool for the Characteristic roll of $\frac{1}{2}$ Vigor. Recovery would then happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204). If an antivenin is not available, removal of the limb where the bite occurred must happen within (Vigor minus 1d3) rounds or the venom will have spread to such an extent that death can occur. If an individual with the Dress Wounds skill applies a tourniquet to the afflicted limb, the damage taken by the victim is reduced by the number of successes rolled divided over the length of time that damage is delivered.

Deadly Snake – cost 4 (Cobra, Asp, Adder, Coral Snake, Sea Snake) – A type of deadly paralytic venom insinuated through biting. This toxin is fast acting, attacking the nervous system of the victim, and can leave the target incapacitated in a relatively short amount of time.

Symptoms include: Poisons of this kind begin by numbing the area of insinuation and quickly spreading throughout the body, followed by stiffening of the limbs and the eventual loss of all motor functions. Death will result from either heart failure or suffocation from the inability to breathe if treatment is not found.

Statistics: Causes 4 extra damage levels each minutes for 4 minutes, cumulative per successful delivery into the victim's system. Causes Paralysis for 4 minutes. Victim must succeed in a Characteristic roll of $\frac{1}{2}$ Vigor each round, or suffer stun that round. A paralyzed character is considered Stunned out of 4 Actions each round for 4 minutes. A partial success on the Characteristic roll of $\frac{1}{2}$ Vigor means the victim is dazed, causing -1 die for all Actions per round for the duration. Causes loss of 4 points each per round of Agility and Dexterity for 4 rounds. Reaching zero in Agility and Dexterity means the victim is completely paralyzed at which time a Characteristic roll of $\frac{1}{2}$ Vigor must be made. A failed roll results in death. Causes numbness (victim must succeed in a Characteristic roll of $\frac{1}{2}$ Will, or suffer -4 die to all Actions taken) for 4 rounds. Note: can be cumulative if numbness is intended to build up over a period of time. The poison is usually delivered by biting. With each application, a single dosage of the poison is injected into the victim. A jānah who has this poison as an Animal Ability can generate a number of applications equal to their Stamina per day. Venom applications are recovered at the rate of half their Vigor per day rounded up.

Treatment: Seek medical attention immediately. An antivenin of the appropriate kind must be applied as soon as possible to begin counter affects of the toxin. While this class of toxin does have a universal antidote, an antivenin specific to the venom type would be stronger and work much more effectively and quickly. As soon as the antivenin is applied, the character must make a Characteristic roll of $\frac{1}{2}$ Vigor (-1 die if using the universal antidote) in order to counteract the venom and begin healing. In addition, if a character with the Dress Wounds skill does the application, any successes rolled are then added as dice to the dice pool for the Characteristic roll of $\frac{1}{2}$ Vigor. Recovery would then happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204). A character with the Dress Wounds skill can attempt to apply a tourniquet to the afflicted limb. The damage taken by the victim is reduced by the number of successes rolled divided over the length of time that damage is delivered.

Dangerous Viper – cost 3 (Rattlesnakes, Copperheads, Water Moccasins, Bushmaster) – A type of strong necrotic venom insinuated through biting. This toxin is fast acting, attacking the blood stream of the victim and damaging the organs and soft tissue around the area of the wound, as well as weakening the vital essences throughout the body.



Symptoms include: The victim will experience great pain centered around the area of insinuation as the venom destroys blood cells, skin tissues, sometimes causing internal hemorrhaging. Shortly thereafter, the victim's breathing becomes labored, sometimes stopping, as the venom attacks the nervous system and begins shutting down the internal organs functions. Eventually, if left untreated, the venom can kill the victim.

Statistics: Causes 3 extra damage levels every 10 minutes for 30 minutes, cumulative per successful delivery into the victim's system. Causes Pain (victim must succeed in a Characteristic roll of $\frac{1}{2}$ Will, or suffer -3 die to all Actions taken) for 3 hours. Note: can be cumulative if Pain is intended to build up over a period of time. Causes loss of 3 points each per 10 minutes, of Vigor and Strength for the duration of its effects. Reaching zero in Vigor means the victim is unconscious and will die unless another Characteristic roll of full Vigor is made. Reaching zero in Strength results in immobility due to weakness. Causes Nausea for 30 minutes during which time the victim must succeed in a Characteristic roll of $\frac{1}{2}$ Vigor every 10 minutes, or suffer vomiting during that period of time. A vomiting character is considered Stunned out of 3 Actions each round for 30 minutes. A partial success on the Characteristic roll of $\frac{1}{2}$ Vigor means the victim is queasy, causing -1 die for

all Actions per round for the duration. The poison is usually delivered by biting. With each application, a single dosage of the poison is injected into the victim. A jánah who has this poison as an Animal Ability can generate a number of applications equal to their $\frac{1}{2}$ Stamina rounded up per day. Venom applications are recovered at the rate of half their Vigor per day rounded up.

Treatment: Seek medical attention immediately. An antivenin of the appropriate kind must be applied as soon as possible to begin to counter affects of the toxin. While this class of toxin does have a universal antidote, an antivenin specific to the venom type would be stronger and work much more effectively and quickly. As soon as the antivenin is applied, the character must make a Characteristic roll of $\frac{1}{2}$ Vigor (-1 die if using the universal antidote) in order to counteract the venom and begin healing. In addition, if a character with the Dress Wounds skill does the application, any successes rolled are then added as dice to the dice pool for the Characteristic roll of $\frac{1}{2}$ Vigor. Recovery would then happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204). A character with the Dress Wounds skill can attempt to apply a tourniquet to the afflicted limb. The damage taken by the victim is reduced by the number of successes rolled divided over the length of time that damage is delivered.

Komodo Dragon - cost 4 - Saliva causes Deadly Systemic Bacterial Infection and is insinuated through biting. While not really a poison, the nature of the saliva causes a massive infection that builds over time, eventually killing the victim over a period of days.

Symptoms include: The wound begins as a regular bite that doesn't heal and is incredibly painful. After a few hours the wound becomes feverish with an infection that slowly begins to spread throughout the body causing burning fever, aching muscles and joints, and a general discomfort. After a few days, the victim will become too weak to function and will most likely die.

Statistics: Causes 4 extra damage levels each day for 4 days, cumulative per successful delivery into the victim's system. Causes Pain (victim must succeed in a Characteristic roll of $\frac{1}{2}$ Will, or suffer -4 die to all Actions taken) for that day. Note: can be cumulative if Pain is intended to build up over a period of time. Causes loss of 4 points each per day of Vigor and Strength for 4 days. Reaching zero in Vigor means the victim is unconscious and

Chapter VI: Poisons of Dárdúinah

will die unless another Characteristic roll of full Vigor is made. Reaching zero in Strength results in immobility due to weakness. Causes Full Knockout (unconscious for 3d6 hours) at the end of each day unless the victim succeeds in a Characteristic roll of $\frac{1}{2}$ Vigor. If victim falls unconscious, then after 4 rounds of unconsciousness they must make another Characteristic roll of $\frac{1}{2}$ Vigor or the result is death. The poison is usually delivered by biting. Unlike the other poisonous jánah, a character that has this poison as an Animal Ability is actually injecting their saliva into the wound. So, the number of applications is entirely dependant on the amount of saliva in the characters mouth, and as such, is essentially limitless. If the character finds itself exceptionally parched, GM's discretion, they may find their poison a little weaker than normal.

Treatment: While this toxin is slow in its build, it is deadly nonetheless and medical treatment should be sought. A compress of Goláhn should be applied directly to the wound to ease the pain and sterilize it. The victim must then be observed for a day with care taken to balance the body's humors and ease any pain and fevers that may be exhibited. Any tinctures or teas, such as Solinbórhee or Kramah's Milk, should be prepared to combat the internal infection and given to the victim as soon as possible, with multiple doses continuing as needed for the duration of the poisons effects. While health is recovered at the rate stated in the Combat section (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204), a Characteristic roll of $\frac{1}{2}$ Vigor must be made or there is a permanent loss of 2 characteristic points chosen either by the player or Game Master. It is not unknown for a victim to die of complications from the bite several years later.

Venomous Lizard – cost 2 (Gila Monster, Beaded Lizard) – A mild paralytic venom that mimics several symptoms of a necrotic poison insinuated through biting. Though this is considered a paralytic poison, it doesn't actually cause paralysis except maybe a loss of effective activity through extreme pain and nausea. While it has similar effects to a necrotic poison, it doesn't actually cause any tissue damage other than a slightly feverish swelling. This poison is as strong as the Dangerous Viper category; however, only a small portion of it is actually injected into the wound. Thus, the effects generally prove not to be fatal.

Symptoms include: The victim experiences a swelling pain around the area of insinuation.

Statistics: Causes 2 extra damage levels each day for 2 days, cumulative per successful delivery into the victim's system. Causes Pain (victim

must succeed in a Characteristic roll of $\frac{1}{2}$ Will, or suffer -2 die to all Actions taken) for that $\frac{1}{2}$ hour. This check must be made every $\frac{1}{2}$ hour for the duration of the poison's effects. Causes loss of 2 points each per day of Vigor and Strength for the duration of its effects. Reaching zero in Vigor means the victim faints into unconsciousness, requiring a successful Characteristic roll of $\frac{1}{2}$ Vigor or the character goes into cardiac arrest and will die if not treated right away. Reaching zero in Strength results in immobility due to weakness. Causes Nausea for 2 days. Victim must succeed in a Characteristic roll of $\frac{1}{2}$ Vigor each hour, or suffer vomiting that hour. A vomiting character is considered Stunned out of 2 Actions each round for the duration of the vomiting. A partial success on the Characteristic roll of $\frac{1}{2}$ Vigor means the victim is queasy, causing -1 die for all Actions per round for the duration. The poison is usually delivered by biting. With each application, a single dosage of the poison is injected into the victim. Jánah who have this poison as an Animal Ability can generate a number of applications equal to $\frac{1}{2}$ their Stamina rounded up per day. Venom applications are recovered at the rate of $\frac{1}{2}$ Vigor per day rounded up.

Treatment: While the poison is not considered fatal in the sense that it will kill one outright, it is generally a miserable experience and should be dealt with for the victim's comfort and well-being. That being said, treatment is usually centered on swelling and fever reduction, pain relief, and any anti-nauseants that can be administered to keep the body and mind balanced. The victim's health will recover at the standard rates as described in the Combat section (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Toad – cost 1 – This toxin, exuded through the pores of the jánah is both a weak systemic and psychoactive poison that is insinuated, ingested, or even inhaled.

Symptoms include: Vomiting, excessive drooling, intestinal distress, cramping, delirium in larger doses. In smaller doses can cause minor delirium or mental confusion that develops quickly and usually fluctuates in intensity depending on dosage. May cause a reduced awareness of and responsiveness to the environment, which may be manifested as disorientation, incoherence, and memory disturbance. Delirium is often marked by hallucinations, delusions, and a dream-like state.

Statistics: Causes 1 extra damage level, cumulative per successful delivery into the victim's system. Causes Pain from cramping and diarrhea (victim

must succeed in a Characteristic roll of $\frac{1}{2}$ Will, or suffer -1 die to all Actions taken) for that hour. Note: can be cumulative if Pain is intended to build up over a period of time. Upon successful delivery, it causes the loss of a number of points of Perception equal to 1 plus any extra successes made at the time of delivery every hour for a number of hours equaling delivery successes. The victim then makes a Characteristic roll of $\frac{1}{2}$ Vigor each hour and subtracts the number of successes made from the total Perception loss that hour. If the number of successes made by the victim exceeds the number of points lost in the hour, then there is no Perception loss. Reaching zero in Perception means the victim is entirely enthralled within a hallucinatory state and must make a Characteristic roll of full Vigor or go into cardiac arrest, where they will die without proper medical attention. Causes the victim's Essence to rise by 1 point for the duration of the poisons effects. Causes Nausea for 30 minutes. Victim must succeed in a Characteristic roll of $\frac{1}{2}$ Vigor every 10 minutes, or suffer vomiting those 10 minutes. A vomiting character is considered Stunned out of 1 Action each round for the duration of the poison's effects. A partial success on the Characteristic roll of $\frac{1}{2}$ Vigor means the victim is queasy, causing -1 die for all Actions per round for the duration. The poison is usually delivered by ingesting, but can be insinuated with a dart or blade breaking the skin, or even by drying the poison, burning it and inhaling the smoke and fumes. With each application, the poison is secreted from glands in the skin and either applied directly to a weapon, placed into a food or drink item, or put through the process of drying where it becomes a fine powder that may be burned along with incense. Each application is good for 1 use before it must be reapplied or it is used up. The poison stays in the victim's system a number of hours equal to the number of successes made on the initial delivery.

Treatment: The only treatments available for this toxin would be anything that would help in the easing of the nausea, diarrhea, and cramping. The Perception loss due to the hallucinatory effects would then have to run their natural course until the toxin broke down and left the victims system, where they could find treatment to help in the recovery of any Characteristic loss. With no treatment, Characteristics would return at the normal rate as described in the Combat section (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Platypus - cost 2 -A mild but very painful necrotic poison delivered through insinuation with the spur on the back of their legs or a sharp instrument.

Symptoms include: An initial acidic burning sensation followed by excruciating pain and heavy bruising near the wound. Within minutes, shock and fainting could be the result as some tissues near and around the wound dissolve and blood vessels become damaged, allowing the poison to spread more rapidly. While not generally lethal, its effects, which include swelling and continuing pain, can last for months.

Statistics: Causes 2 extra damage levels, cumulative per successful delivery into the victim's system. Causes Pain (victim must succeed in a Characteristic roll of $\frac{1}{2}$ Will each day, or suffer -2 die to all Actions taken) for 2 weeks. Note: can be cumulative if Pain is intended to build up over a period of time. Causes loss of 2 point per hour of Dexterity due to swelling for 2 hours. Reaching zero in Dexterity means the victim's limb has swollen to the point of becoming immobile. Causes Full Knockout (unconscious for 1d6 hours) from pain at the end of each hour for the first 2 hours unless the victim succeeds in a Characteristic roll of $\frac{1}{2}$ Vigor. If victim falls unconscious, then after 10 rounds of unconsciousness they must make another Characteristic roll of full Vigor or the result is death. The poison is usually delivered by insinuation with a spur on the back of the leg, or can be applied to a blade or other sharp instrument. With each application, a single dosage of the poison is injected into the victim. Jánah who have this poison as an Animal Ability can generate a number of applications equal to their Stamina per day. Venom applications are recovered at the rate of half their Vigor per day rounded up.

Treatment: An antivenin is applied to counter this toxin, at which point the character must make a Characteristic roll of $\frac{1}{2}$ Vigor in order to counteract the venom and begin healing. In addition, if a character with the Dress Wounds skill does the application, any successes rolled are then added as dice to the dice pool for the Characteristic roll of $\frac{1}{2}$ Vigor. Recovery would then happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204). The pain can be treated with medicine of sufficient strength, such as Lángü or miraht, while the swelling can be controlled or brought down slightly on a successful Medical Knowledge skill roll by any individual with that skill.

Poison Dart Frog - cost 5 - This lethal paralytic poison is delivered through contact, ingestion, or insinuation with an instrument. This toxin is a very fast acting poison that attacks the nervous system of the

Chapter VI: Poisons of Dárdūinah



victim and is considered some of the most lethal poison in the world.

Symptoms include: It begins with a slight twitching of the muscles that come in contact with the poison that grows into uncontrollable muscle spasms that spread through the entire body. It builds fairly quickly into convulsions that lead directly to the shutting down of the entire blood and breathing apparatus. There are very few survivors.

Statistics: Causes 5 extra damage levels each round for 5 rounds, cumulative per successful delivery into the victim's system. Causes Muscle Spasms (victim must succeed in a Characteristic roll of $\frac{1}{2}$ Will, or suffer -5 die to all Actions taken) for that round. Note: can be cumulative if Spasms are intended to build up over a period of time. Causes loss of 5 point per round of Agility for 5 rounds. Reaching zero in Agility means the victim is racked with convulsions and can attempt nothing for the duration of the poison's effects. Causes Full Knockout (unconscious for 4d6 hours) at the end of each round unless the victim succeeds in a Characteristic roll of $\frac{1}{2}$ Vigor. If victim falls unconscious, then after 5 rounds of unconsciousness they must make another Characteristic roll of $\frac{1}{2}$ Vigor or the result is death. Causes Nausea for 5 rounds. Victim must succeed in a Characteristic roll of $\frac{1}{2}$ Vigor each minute, or suffer vomiting that minute. A vomiting character is considered Stunned out of 5 Actions each round for 5 rounds. A partial success on the Characteristic roll of $\frac{1}{2}$ Vigor

means the victim is queasy, causing -1 die for all Actions per round for the duration. The poison is usually delivered by insinuation with a dart or blade breaking the skin but can be ingested or even rubbed onto the victim through contact with the frog's skin. With each application, the poison is secreted from glands in the skin and either applied directly to a weapon, placed into a food or drink item, or wiped onto the victim. Each application is good for 1 use before it must be reapplied or it is used up.

Treatment: Care must be taken to make sure the victim remains as comfortable as possible. Any medicines available to ease the convulsions and muscle spasms, i.e. muscle relaxants, must be applied as soon as possible. A character making a Dress Wounds skill roll with each application of these medicines can reduce the amount of damage taken by 1 point for every success. There is no known antivenin available, so the poison itself will have to run its course. Recovery would happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Poisonous Bird - cost 2 - A mild paralytic poison delivered through ingestion, or insinuation with an instrument. This toxin is identical to the poison of the Poison Dart Frog, just a weaker version, which is excreted from the skin and feathers.

Symptoms include: Initial sensations include a numbing and tingling in the area of ingestion or insinuation, followed by a slight twitching and loss of function. This toxin rarely results in death, but can seriously immobilize a target.

Statistics: Causes 2 extra damage levels each round for 2 rounds, cumulative per successful delivery into the victim's system. Causes numbness (victim must succeed in a Characteristic roll of $\frac{1}{2}$ Will, or suffer -2 die to all Actions taken) for 1 hour. Note: can be cumulative if numbness is intended to build up over a period of time. Causes loss of 2 points per round of Agility for 2 rounds, cumulative per successful delivery into the victim's system. Reaching zero in Agility means the victim is paralyzed and must wait for the toxin to run its course (1 hour). Causes Full Knockout (unconscious for 1d6 rounds) at the end of that round unless the victim succeeds in a Characteristic roll of $\frac{1}{2}$ Vigor. If victim falls unconscious, then after 1 round of unconsciousness they must make another Characteristic roll of $\frac{1}{2}$ Vigor or the result is death. The poison is usually delivered by insinuation with a dart or blade breaking the skin, but can be ingested,

or even rubbed onto the victim through contact with the bird's feathers. With each application, the poison is secreted from the skin and feathers and either applied directly to a weapon, placed into a food or drink item, or wiped onto the victim. Each application is good for 1 use before it must be reapplied or it is used up.

Treatment: Care must be taken to make sure the victim remains as comfortable as possible. Any medicines available to ease the convulsions and muscle spasms, i.e. muscle relaxants, must be applied as soon as possible. A character making a Dress Wounds skill roll with each application of these medicines can reduce the amount of damage taken by 1 point for every success. There is no known antivenin available, so the poison itself will have to run its course. Recovery would happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Poisonous Mammal – cost 1 (Shrew, Solendon)

– A weak paralytic poison insinuated through biting. While not a killer, this poison will incapacitate a victim relatively quickly, leaving them immobile and helpless.

Symptoms include: A burning pain begins in the wound followed by a swelling and numbness that renders the injured limb useless. Eventually the pain falls to a constant throbbing as all motor functions fail.

Statistics: Causes 1 extra damage level, cumulative per successful delivery into the victim's system. Causes Pain (victim must succeed in a Characteristic roll of $\frac{1}{2}$ Will, or suffer -1 die to all Actions taken) for 2 days. Note: can be cumulative if Pain is intended to build up over a period of time. Causes loss of 1 point per round of Agility for 10 rounds, cumulative per successful delivery into the victim's system. Reaching zero in Agility means the victim is completely paralyzed. The victim will remain immobile for a number of days equal to $\frac{1}{2}$ the Vigor of the creator of the poison. The poison is usually delivered by biting. With each application, a single dosage of the poison is injected into the victim. A jánah who has this poison as an Animal Ability can generate a number of applications equal to $\frac{1}{2}$ Stamina rounded up per day. Venom applications are recovered at the rate of $\frac{1}{2}$ Vigor per day rounded up.

Treatment: While the poison is not considered fatal in the sense that it will kill one outright, it is generally a miserable experience and should be dealt with for the victim's comfort and well-being. That being said, treatment is usually centered on swelling and fever reduction,

and any pain relief that can be administered to keep the body and mind balanced. The victim's health will recover at the standard rates as described in the Combat section (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Poisonous Medicines – toxins derived from medicinal overdoses or allergic reactions.

Sorhéyah - Also called Muhjibh's Flask, the Sorhéyah is a carnivorous plant with tapered flask-shaped blooms laden with sweet smelling digestive fluids that grow in swampy and lush wet regions from Visedhârah to Kütta. Used as a medicine, the processed fluids of the Sorhéyah has mild pain relieving properties, however, prolonged dosage will build up in the limbs causing numbness in fingers and toes that can take up to two days to fade and an overdose will cause an arresting of the heart and lungs.

Symptoms include: With an overdose, the victim feels a numbing sensation spread through their entire body followed by a slight constriction and tightening of the chest. Breathing becomes labored and vision becomes slightly blurred as a wave of fatigue washes over the victim. Soon, the breath comes in raspy gasps as the victim has the feeling of banded straps wrapped around their torso squeezing the air from them. The victim finally collapses with their heartbeat and breathing potentially sputtering to a stop.

Statistics: Overdose causes loss of 2 points per round of Vigor for 2 rounds. Reaching zero in Vigor means the victim is dead. Causes Full Knockout (unconscious for 1d6 hours) at the end of two rounds unless the victim succeeds in a Characteristic roll of $\frac{1}{2}$ Vigor at -2 dice. If victim falls unconscious, then after 5 rounds of unconsciousness they must make another Characteristic roll of $\frac{1}{2}$ Vigor at -2 dice or the result is death. The poison is usually delivered by ingestion, with overdose occurring when more than three small drops are placed in the mouth and swallowed or absorbed.

Treatment: The victim should be made to inhale the steam of jhataka mixed with sadjah tea for a period no shorter than 6 hours. If the victim falls unconscious, a strong stimulant such as chala na nidra should be given to quickly bring the individual back into the waking world. As soon as the drug has run its course, recovery would happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Chapter VI: Poisons of Dárdūnah

BOOK THREE

Regáli - Regáli is a common apothecary supply found growing in profusion across most parts of Dárdūnah, and when used as a medicine has the qualities of an antiseptic and mild sedative. When ingested by Sarpah, however, Regáli is very deadly.

Symptoms include: At first, the sarpah begins to feel a slight swelling within the joints and a tightening in the throat, and almost immediately thereafter, an overwhelming nausea followed by cramping pains in the abdominal region. As the victim succumbs to the vomiting, a fine white froth fills the mouth and hard convulsions wrack the stomach. Eventually, the swelling will become so extensive that the victims' throats will close causing them to suffocate, if they don't drown on their own vomit first.

Statistics: If ingested by any sarpah it causes Pain (victim must succeed in a Characteristic roll of $\frac{1}{2}$ Will at -4 dice, or suffer -4 die to all Actions taken) for that day. Causes loss of 1 point per hour of Vigor for the next 20 hours. Reaching zero in Vigor results in death. Causes Nausea for 4 hours. Victim must succeed in a Characteristic roll of $\frac{1}{2}$ Vigor at -4 dice each hour, or suffer vomiting that hour. A vomiting character is considered Stunned out of 4 Actions each round for the duration of the poison's effects. A partial success on the Characteristic roll of $\frac{1}{2}$ Vigor means the victim is queasy, causing -1 die for all Actions per round for the duration. The poison is usually delivered by ingestion, with each application being a spoonful of the medicine mixed in a beverage and consumed.

Treatment: A topical salve of Solinbórhee should be applied to the victim's torso and they should be made to breath in the smoke of burning borūsh mixed with bark from a hoda tree for 2 days. The smoke will aid in the opening of the throat and lungs and easing the pain, while the salve heals the damage. If available, Vrata's silk should be wrapped around the torso after the salve is applied to help the muscles of the victim relax. After the drug has run its course, recovery would happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Curanya - In the steamy rainforests of Visedhārah grows the cura vine. From this, the inner meat of young runner shoots are pulped and mixed with Sorhēyah (see Pain Killers) and then cooked down very slowly into a thick syrup. When ingested in small amounts, Curanya is considered a strong sedative and causes an almost immediate restful sleep. If consumed in greater

quantities, or introduced into the blood directly, such an overdose will produce a coma-like sleep that usually ends in death.

Symptoms include: Within seconds of an overdosed consumption or insinuation, the victim feels an overwhelming drowsiness that usually forces them into a deep slumber. While in this slumber, the bodily functions slowly shut down, leaving the victim dead. On rare occasions, there have been survivors and they tell of amazing visions and perceived wonders.

Statistics: Overdose causes loss of 1 point each per hour of Perception and Vigor for 20 hours. Reaching zero in Perception means the victim is in a coma and cannot be revived by conventional methods. While in this coma, many individuals will experience very rich hallucinations. Reaching zero in Vigor results in Death. Causes Full Knockout (unconscious for 1d6 hours) at the end of the first round unless the victim succeeds in a Characteristic roll of $\frac{1}{2}$ Vigor at -3 dice. If victim falls unconscious, then after 1 hour of unconsciousness and each hour after they must make another Characteristic roll of $\frac{1}{2}$ Vigor at -3 dice or the result is death. The poison is usually delivered by ingestion and occasionally through insinuation, with each application being more than 2 doses of the syrup consumed. It can be coated upon a blade, dart, or arrowhead with enough syrup for 3 uses before it must be reapplied or it is used up.

Treatment: Chala na nidra should be administered as soon as possible to keep the victim awake. Burning an incense combined with any stimulant would also be advised to help counterbalance the overabundance of phlegm in the system. If the toxin was delivered into the blood stream, a tourniquet and the application of Solinbórhee tea or Kramah's Milk would be needed to stop the drug's advance. Once the drug had finished its course, recovery would happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Goláhn - Goláhn is a mudpack made from the various pieces harvested from the plant of the same name and mud collected from around the plant. It has almost immediate sterilization and pain relief when applied directly to the damaged area of flesh, forming a scabrous-like covering that falls off when the wounded area is mostly healed, leaving a thin layer of new flesh that will heal normally with minimal scarring. Overdose can occur when the application is mixed too rich in plant matter.

Symptoms include: Symptoms of overdose can include an incoherent or comatose state, seizures, severe allergic reactions, and sometimes, permanent degradation of vision or complete loss of sight. Each individual reacts differently.

Statistics: (GM's discretion as to what symptoms occur) Overdose causes 3 extra damage levels each hour for 3 hours, cumulative per successful delivery into the victim's system. Causes Pain (victim must succeed in a Characteristic roll of $\frac{1}{2}$ Will at -3 die, or suffer -3 die to all Actions taken) for that day. Note: can be cumulative if Pain is intended to build up over a period of time. Causes loss of 3 points each per hour of Perception for 3 hours. Reaching zero in Perception means the victim is Blind. Causes Full Knockout (unconscious for 1d6 hours) at the end of 10 minutes unless the victim succeeds in a Characteristic roll of $\frac{1}{2}$ Vigor at -3 dice. If victim falls unconscious, then after 3 rounds of unconsciousness they must make another Characteristic roll of $\frac{1}{2}$ Vigor at -3 dice or the result is death. Causes Nausea for 3 hours. Victim must succeed in a Characteristic roll of $\frac{1}{2}$ Vigor at -3 dice each hour, or suffer vomiting that hour. A vomiting character is considered Stunned out of 3 Actions each round for the duration of the poison's effects. A partial success on the Characteristic roll of $\frac{1}{2}$ Vigor means the victim is queasy, causing -1 die for all Actions per round for the duration. The poison is usually delivered by a combination of contact and insinuation, with each application consisting of a mudpack being placed directly on the open wound.

Treatment: Treatment would always depend on what symptoms the victim exhibited. Bear in mind the nature of the drug is based upon melancholer, and so, would require treatments that helped balance toward more blood. Once that balance was achieved, recovery would happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Ashama - Ashama is a tiny ivy with red streaked leaves that grows in the cracks of rocks in the Mountains of Kthah that make up the borders between the Rákbar Amín and the Hardazi Khanate. The leaves are commonly rendered into a syrup used in

the treating of burns. Accidental ingestion can cause loose stool (diarrhea) and sometimes vomiting.

Symptoms include: After accidental ingestion, within an hour or so, the victim begins to have an upset stomach or distress within the lower bowel region. Shortly afterward, they generally begin to vomit or diarrhea commences, sometimes both.

Statistics: Ingestion causes the loss of 1 point of Strength per day while Nausea occurs. Reaching zero in Strength results in the victim passing out from exhaustion. Causes Nausea for 1d6 days. Victim must succeed in a Characteristic roll of $\frac{1}{2}$ Vigor at -2 dice each hour, or suffer vomiting or diarrhea or both (GM's discretion) that hour. A vomiting character is considered Stunned out of 2 Actions each round for the duration of the poison's effects. A partial success on the Characteristic roll of $\frac{1}{2}$ Vigor means the victim is queasy, causing -1 die for all Actions per round for those 1-6 days of Nausea. The poison is usually delivered by ingestion, with each application being accidentally swallowed during the preparation process.

Treatment: Vamána Na Jyada may be given as an anti-nauseant while a coagulant such as vayu jada may be used to offset the effects of the diarrhea. Administer plenty of liquids. Once the symptoms go away, recovery would



Chapter VI: Poisons of Dárdūinah

happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Kramah's Milk - Kramah's Milk is a healing potion and topical application. A modern adaptation from a legendary, lost recipe that existed before the Twilight Wars, it is currently made as a side process during the creation of living suthra armor. The milk is either drunk as much as a cup a day, or applied to scrapes, cuts, and burns every 13 hours. The topical applications cause extra scarring. Imbibed, the potion causes a flush and fever. Overdose of the potion (consumption of more than a cup within a 26 hour period) is quite deadly.

Symptoms include: Shortly after the overdose the victim begins to have violent hallucinations and a burning, irreducible fever that eventually culminates with the death of the individual.

Statistics: Causes 5 extra damage levels each hour for 10 hours. Causes loss of 5 point each per hour, of Perception and Vigor for the duration of its effects. Reaching zero in Perception means the victim is reduced to a hallucinatory state. Reaching zero in Vigor results in death. The poison is always delivered by ingestion, with each application administered by drinking.

Treatment: An overdose of Kramah's Milk is untreatable as of this writing.

Narcotics and Magical Herbs -

Overdoses of narcotics and herbs used for ritual enhancement.

Oil of Nayám - The Oil of Nayám is an exotic oil of mysterious origin, which many historians and priests attribute to the devah Amasúrah, who gifted this concoction to a favored alchemist during the Thousand Years of Darkness. Those few who have been taught to make it have kept its preparations secret and handed this information down throughout the generations. The effect it has, however, is widely known. If just the slightest amount were to contact any area of flesh, the recipient is catapulted into a hallucinatory state that is so real and intense, that the victim has no basis with which to judge the reality around them. Many jánah have told stories of being taken to another world or even into the realm of dream and spending the many hours doing things that never happened. Some tales tell of entire lifetimes passing within the hallucination. Many times the hallucinations take on a more simple nature with candle flames adopting a jánah-like form and dancing across the table alighting everything it touches with flame. However the visions appear, the one unifying factor is a definite shift toward the darker aspects of life. The delusions appear detrimental to the victims;

the victims believe they can fly when in actuality they cannot and so they hurl themselves from a great height, the victim perceives their body covered by hundreds of tiny scurrying suthra intent on burrowing into them so they do anything they can to remove them including hacking at the creatures with a blade. Nayám is said to be the demon that brings nightmares.

Symptoms include: The victim starts to feel slightly euphoric as they watch the world around them begin to seemingly unravel. Soon, a feeling of paranoia encroaches and the visions take on a dark, nightmarish quality that generally taunts the victim. After many hours of delusion, the victim will slowly come to their senses feeling very drained and achy.

Statistics: Causes loss of 5 points each per round of Perception and Will for 5 rounds. Reaching zero in Perception means the victim is incapacitated due to heavy hallucinations. Reaching zero in Will results in the victim becoming ruled entirely by their emotions as well as being highly susceptible to suggestion from others. Causes the victim to succumb to a vision and injure themselves somehow every hour unless the victim succeeds in a Characteristic roll of ½ Will at -5 dice. Each injury becomes more heinous with each failure, possibly (GM's discretion) leading to the victims killing themselves. The poison is usually delivered by contact, with each application quickly wiped or dripped onto the unsuspecting victim, a jar of the oil is usually good for 5 uses before it is used up.

Treatment: There is no cure or magical drug that counters the effects of the oil. The only thing one can do is administer a few calming herbs, such as sadjah tea or Kohán, and a sedative, like curanya, and let the patient sleep off the effects. Sleeping patients will still have nightmarish visions and may need to be talked to throughout their sleep to help keep them calm. Lost characteristics will return at the rate of 1 point per hour of full sleep following the last effects of the drug.

Septra Powder - An illegal and potent narcotic sold in brick form through the black market. It is highly addictive and can be dangerous if taken in large amounts. Chalky Septra bricks are sold at a rate of eight thousand dalán each (or higher) and are then scraped into individual portions of powder, which are always applied to quantities of Martú smoking herb before ingestion. Though it causes euphoria and a state of excited stimulation when carefully used, overdoses can prove incredibly damaging and even fatal.

Symptoms include: If overdosed the victim begins to feel an increasing fever accompanied

by severe shaking and minor delirium, sometimes a bloody nose will also occur. Eventually, this may culminate in a stroke, brain hemorrhage, or heart attack with death or permanent damage usually the result.

Statistics: Causes 3 extra damage levels each round for 3 rounds, cumulative per successful delivery into the victim's system. Causes loss of 3 points each per hour, of Vigor and Wit for the next 2 hours. Reaching zero in Wit means the victim suffers a stroke or other permanently brain damaging ailment. Reaching zero in Vigor results in death. Causes Full Knockout (unconscious for 2d6 hours) at the end of the first hour unless the victim succeeds in a Characteristic roll of ½ Vigor at -3 dice. If victim falls unconscious, then after 1 round of unconsciousness they must make another Characteristic roll of ½ Vigor at -3 dice or the result is death. The poison is usually delivered by inhalation, with each application sprinkled on quantities of smoking herb, good for 3 doses per bowl of herb.

Treatment: As soon as possible, the patient should chew some dratha gum to act as a calming agent and be given a strong sedative such as bulani or curanya to put them to sleep. A coagulant such as Aynam or Kicháda should be administered in the event of any internal hemorrhaging. Any treatment for the reduction of fevers should be administered throughout the recovery period to keep the patient as comfortable as possible. They should be awakened every two hours to administer a tea of Solinbórhee until the toxin has run its course. Recovery would happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Sihkún - An extremely illicit and powerful ritual drug used mainly by Klin sir'hibasi. It is said to induce a state of intoxication that can amplify the power of a sir'hibas who uses it. It comes in a powder form and is usually mixed with other substances when used to help cut its lethal intensity. Regardless, however, it is highly addictive and will eventually cause total dependency. Little is known of this drug outside of the isle of Klinráh, with the exception of the few who deal in it and use it in secrecy.

Symptoms include: Within seconds of intake, the individual experiences a full-bodied humming sensation that tingles through every extremity. Shortly after, their personal awareness becomes internalized and the rest of the world seems to drop away. Eventually, this awareness slowly returns and the buzzing sensation ebbs leaving the user physically

and mentally spent. Individuals overdosing will slide into a coma-like state; eventually their bodies' functions will shut down.

Statistics: Overdose causes 5 extra damage levels each hour for 1 day. Causes Full Knockout (unconscious for 4d6 hours) at the end of one hour unless the victim succeeds in a Characteristic roll of ½ Vigor at -5 dice. If victim falls unconscious, then after 5 rounds of unconsciousness they must make another Characteristic roll of ½ Vigor at -5 dice or the result is death. The drug is usually delivered by ingestion or inhalation, with each application powdered and prepared in a tea or other consumable or sprinkled on incense or smoking herb and burned.

Treatment: A topical salve of Solinbórhee should be rubbed on the chest of the victim once every hour and they should be forced to chew on some Bala Jagána to keep them awake. If the patient continues to drift into sleep, a stronger stimulant should be chosen. When the drug has run its course, the victim should rest. Recovery would happen at the normal rate (see Recovering Lost Stamina and Characteristics, Basic Compendium pg. 204).

Generic Poisons

There will be many situations where the Gamemaster will want to randomly come up with or generate "on the fly" poisons that could apply to any number of different situations, including chance encounters of plants, suthra, and minerals in the wild, as well as specific situations where the various living suthra weapons are used. In such cases when the specific poisons listed above are not employed, we have created a simple random table that will allow for a poison to be generated swiftly with specific effects and damage using either a few dice rolls or a couple of quick choices. In all such cases the poison is not highly specialized or as specifically detailed (or necessarily as dangerous) as those listed above, and can usually be treated with two successful skill rolls, the first being either a Poison Knowledge, Suthra Lore, or Medical Knowledge roll, and the second being either a Dress Wound or Surgery Performance roll. Success at these rolls will stop damage from continuing and will begin to ease the specific effects at the GM's option.

The table on the following page can be chosen from, or rolled for, as desired (using two separate rolls of a 1d6) to help quickly generate a poison and to determine its effects. Use the left-hand column first to determine the type of poison being dealt with, and then reference the top row to determine the extra damage levels caused by the poison. Where the two chosen (or rolled) rows intersect will be found the basic statistics for that poison's effects.

Chapter VI: Poisons of Dárdûinah

Generic Poison Generation Table

POISON TYPE	EXTRA DAMAGE LEVELS		
	1d6 levels/round for 1 round (1, 2, or 3)	1d6 levels/round for 2 rounds (4 or 5)	1d6 levels/round for 3 rounds (6)
Necrotic (1 or 2)	<p>Pain: Characteristic Roll of ½ Will at -1 or suffer -1 die to all actions taken for 1 round due to painful tissue damage and swelling.</p>	<p>Pain: Characteristic Roll of ½ Will at -2 or suffer -2 die to all actions taken for 2 rounds due to painful tissue damage and swelling.</p> <p>Nausea: Characteristic Roll of ½ Vigor at -2 or be Stunned out of 2 Actions each round for the next 2 rounds due to nausea and/or vomiting.</p>	<p>Pain: Characteristic Roll of ½ Will at -3 or suffer -3 die to all actions taken for 3 rounds due to painful tissue damage and swelling.</p> <p>Nausea: Characteristic Roll of ½ Vigor at -3 or be Stunned out of 3 Actions each round for the next 3 rounds due to nausea and/or vomiting.</p> <p>Characteristic Loss: Victim loses 3 points total, per round, from Vigor, Agility, or Strength (or a combination thereof, GM's choice) for the next 3 rounds due to pain and swelling. If any Characteristic reaches zero make a roll of ½ Vigor to avoid death.</p>
Paralytic (3)	<p>Paralysis: Characteristic Roll of ½ Vigor at -1 or be Stunned out of 1 Actions each round for the next 1 rounds due to paralysis.</p>	<p>Paralysis: Characteristic Roll of ½ Vigor at -2 or be Stunned out of 2 Actions each round for the next 2 rounds due to paralysis.</p> <p>Numbness: Characteristic Roll of ½ Will at -3 or suffer -3 die to all Actions taken for the next 3 rounds.</p>	<p>Paralysis: Characteristic Roll of ½ Vigor at -3 or be Stunned out of 3 Actions each round for the next 3 rounds due to paralysis.</p> <p>Numbness: Characteristic Roll of ½ Will at -3 or suffer -3 die to all Actions taken for the next 3 rounds.</p> <p>Characteristic Loss: Victim loses 3 points total, per round, from either Agility or Dexterity (or a combination thereof, GM's choice) for the next 3 rounds. If any Characteristic reaches zero make a roll of ½ Vigor to avoid death.</p>
Sleep (4)	<p>Grogginess: Characteristic Roll of ½ Vigor at -1 or suffer Full Knockout for 1d6 rounds. If still standing, victim loses 1d6 Actions for one round due to disorientation.</p>	<p>Grogginess: Characteristic Roll of ½ Vigor at -2 or suffer Full Knockout for 1d6 rounds. If still standing, victim loses 2d6 Actions for one round due to disorientation.</p>	<p>Grogginess: Characteristic Roll of ½ Vigor at -3 or suffer Full Knockout for 1d6 rounds. If still standing, victim loses 3d6 Actions for one round due to disorientation.</p>

BOOK THREE

<p>Psychoactive (5)</p>	<p>Characteristic Loss: Victim loses 1 point of Perception during that round, which creates minor disturbing visual and distance distortions. All rolls utilizing vision and movement are made at a -1 for that round.</p>	<p>Characteristic Loss: Victim loses 2 points total, per round, from Perception or Will (or a combination thereof, GM's choice) for the next 2 rounds due to disorientation. If any Characteristic reaches zero make a roll of ½ Vigor to avoid death due to cardiac arrest. All rolls utilizing vision and movement are made at a -2 for that round. Nausea: Characteristic Roll of ½ Vigor at -2 or be Stunned out of 2 Actions that round due to vomiting.</p>	<p>Characteristic Loss: Victim loses 3 points total, per round, from either Perception or Will (or a combination thereof, GM's choice) for the next 3 rounds due to disorientation. If any Characteristic reaches zero make a roll of ½ Vigor to avoid death due to cardiac arrest. All rolls utilizing vision and movement are made at a -3 for that round. Nausea: Characteristic Roll of ½ Vigor at -3 or be Stunned out of 3 Actions that round due to vomiting.</p>
<p>Systemic (6)</p>	<p>Pain: Characteristic Roll of ½ Will at -1 or suffer -1 die to all actions taken for 1 round due to painful tissue damage and swelling.</p>	<p>Pain: Characteristic Roll of ½ Will at -2 or suffer -2 die to all actions taken for 2 rounds due to painful tissue damage and swelling. Characteristic Loss: Victim loses 2 points total, per round, from Strength, Vigor, Dexterity, or Agility (or a combination thereof, GM's choice) for the next 2 rounds. If any Characteristic reaches zero make a roll of ½ Vigor to avoid death.</p>	<p>Pain: Characteristic Roll of ½ Will at -3 or suffer -3 die to all actions taken for 3 rounds due to painful tissue damage and swelling. Characteristic Loss: Victim loses 3 points total, per round, from Strength, Vigor, Dexterity, or Agility (or a combination thereof, GM's choice) for the next 3 rounds due to painful internal tissue damage and swelling. If any Characteristic reaches zero make a roll of ½ Vigor to avoid death. Knockout: Characteristic Roll of ½ Vigor at -3 or suffer Full Knockout for 1d6 rounds due to extreme internal pain. If still standing, victim loses 3d6 Actions for one round due to painful disorientation.</p>