

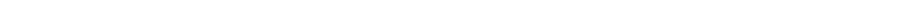
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Name: Purge nut (Latin - *Jatropha curcas*)

Reaction Time: 15-25 minutes, empty stomach to full stomach.

Cures/Antidotes/Treatments: None known except magical means.

1 dose = drowsy
2 doses = unconscious
3 doses = dead
4 doses = dead



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Reaction Time: almost instantaneous - easily one of the most dangerous.

Poisonous Parts: It is well known the sap is fatal, but the rest of the plant is as well.

Effects/Symptoms: Harmless when swallowed. Intravenous or as blade poison causes paralysis beginning with facial muscles. From there, the poison works on the ability to swallow and lift one's head. Then the diaphragm is affected (all this happens within seconds). Quick drop in pulse rate with paralysis of the lungs - death of respiratory failure. Victim turns blue in the meantime.

Cures/Antidotes/Treatments: None - poison commits too fast.

Uses: Used largely on arrow, spear, and dart tips for battle and hunting. Can be spread on a sword, axe, or knife blade. Physicians use the poison to relax stomach and throat muscles for delicate surgery, but the dose must be extremely accurate (1 dose).

1 dose: unconscious

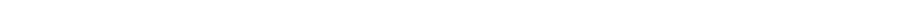
2 doses: dead

3 doses: dead

4 doses: dead

Relevant Skills: identify plant, prepare poison, and manufacture drugs (herbal). If a Physician were using the drug for surgery, then a surgery skill would be nifty (and obvious). As well, a Pharmacist should make a test to see if the dose for surgery is adequate.

Preparation Difficulty: low to extremely high. For surgery, the dose has to be perfect to render the patient unconscious for a random number of rounds, therefore it is high in that respect. Someone just wanting to off someone else, then anything above that dosage will get the job done. Modifiers will change according to the GM, but in respect to surgery, if the character has never done it, the Int curve should be pretty steep. If he does it quite a bit, then it should be at normal. Use purge nut as a template.



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Name: Hemlock (Latin - *Conium maculatum*) (also water hemlock & Mushquash root) a.k.a. muskrat weed

Location/Found: Native to the Old World and Dark Lands, but has become naturalized in many parts of the world. Actually quite common compared to other poisonous plants.

Physical Description: multiple varieties, so descriptions will differ.

Reaction Time: First symptoms start within 30 minutes, but death won't occur for at least 2 hours.

Poisonous Parts: All parts, but primarily the fruits at flowering time. The root seems to be harmless during spring, but deadly at other times, especially during its initial year of growth. The leaves can be tossed into a nice salad without the victim noticing (unless a skill is applicable).

Effects/Symptoms: Slow weakening of muscles with decreased and weakened pulse. As the muscles atrophy, there is quite a bit a pain. Often, sight is lost, but the mind remains alert until the time of death. Death comes from paralysis of the lungs.

*water hemlock causes convulsions

Cures/Antidotes/Treatments: for gaming purposes, meat from a quail which has not eaten hemlock for 2 days (they seem to like it). Meat from a quail that has digested hemlock causes vomiting, diarrhea, and

Name: Estalian Yew (Latin - *Estalia baccata*)

Uses: Since it resembles garlic, it can easily be used to "flavor" soup.

1 dose - nausea
2 doses - unconscious
3 doses - dead
4 doses - dead

Relevant Skills: identify plant, prepare poison, manufacture drugs (herbal), cook. If a character cooks often and by chance notices the plant they're adding to their kids' soup isn't garlic (Int test +10%, up to the GM), herb lore.

Preparation Difficulty - low

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Name: Baneberry (Latin - (white) *Actaea alba*, (red) *A. Rubra*, (black) *A. Spicata*), a.k.a. Doll's Eyes, snakeberry, herb-Christopher.

Location/Found: Found in heavily wooded areas of the New and Old Worlds.

Physical Description: The plant reaches a height of about 3 feet. Leaves are large and spread out with saw-toothed edges with an underbelly of hairy, long veins. The plant itself bears small blue-white or pure white flowers. Black and red berries are shiny and appear usually in summer and fall.

Reaction Time: Several hours to days. An average time is about two days, but cases have been recorded of symptoms beginning within 30 minutes.

Poisonous Parts: Some say the entire plant is toxic, while others quote the berries and roots only. In any case, the plant's poison affects the heart, and the roots are known to be extremely purgative.

Effects/Symptoms: When ingested, 1 dose will cause burning in the stomach (like an ulcer), dizziness, eyespots, and an increased pulse rate. Larger doses (2-3) propose incoherency, nausea, bloody diarrhea, vomiting, convulsions and then shock. Basically, electrolytes and bodily fluids are depleted and kidneys may fail, and eventually death if not treated immediately. Prolonged skin contact produces skin rashes.

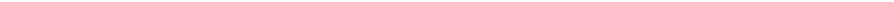
Cures/Antidotes/Treatments: Mike, egg whites, and other demulcents void the poison.

Uses: Watch out what's in a pie you may be eating because the black berries tend to be confused with blueberries, especially in elevated forests.

- 1 dose - nausea
- 2 doses - unconscious
- 3 doses - unconscious
- 4 doses - dead

Relevant Skills: identify plant, prepare poison (to locate in food also), manufacture drugs (herbal), cook, herb lore.

Preparation Difficulty: low



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Name: Monkshood (Latin - Aconitum napellus, A. Columbianum, or A. Vulparia), a.k.a. wolfbane

Location/Found: Everywhere. Abundant in the New World coast to coast, Estalia Kingdoms, Bretonnia, has been cultivated in all other parts including The Elven Kingdoms, though rare unless under artificial conditions in the extreme wastes.

Uses: Is often used as rat/small rodent poison. Honey from bees that have sucked nectar from Oleander is most likely poisonous. In rare cases, it has been used to treat leprosy (that's something I'll have to look into). Goats are immune to its effects.

- 1 dose: hallucinations
- 2 doses: hallucinations
- 3 doses: coma and possible death

4 doses: dead

Relevant Skills: Identify plant, prepare poison, manufacture drugs, herb lore, possibly cook (for the berries).

Preparation Difficulty: low to high. Tossing some berries into a blue or blackberry pie would not be so difficult, but a cook may tell the difference through taste or sight. Preparing a powder to remedy other ailments would take the knowledge of a physician or pharmacist (or druid or herbalist). Since high doses are necessary to kill a victim, Belladonna isn't a favorite of professional assassins, but for a mere game of hallucinatory "now you see it, now you don't" it works rather well.

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Name: Devil's Trumpet (Latin - *Datura stramonium*), a.k.a. Jimsonweed (Salzenweed), thorn apple, stinkweed, mad apple.

Location/Found: Found in most warm climates of the world, especially southern Estalia.

Physical Description: White or purple, funnel-shaped flowers, and entire plant retains a lousy smell. Autumn fruits are prickly, globular, and contain many black, wrinkled seeds. Part of the large Datura family, all are poisonous. Fragrance varies in each plant depending on the season.

Reaction Time: 5-7 hours.

Poisonous Parts: Whole plant is deadly, primarily in leaves, roots, and seeds of the fruit. Even more poisonous are the wilted leaves and fruit juices.

Effects/Symptoms: Headaches, extreme thirst and dry burning skin, vertigo, dilated pupils with blurred vision and eventual sight loss, drowsiness, weakened pulse, involuntary motions, mania, delirium, convulsions and coma which can end in death. Rubbing the eyes after handling its leaves can cause dilation of pupils.

Cures/Antidotes/Treatments: Purgatives (in our world, magnesium sulphate), and sedatives (or a carefully calculated dose of Curare) can calm convulsions (but I don't know the risk of mixing the two poisons - be creative with this one).

Uses: Leaves and seeds can be used to poison tea. Can be used to treat asthma by burning the leaves and then inhaled, but only as a last resort.

1 dose: drowsiness

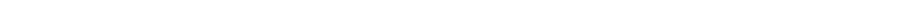
2 doses: unconscious

3 doses: coma with possible death

4 doses: death

Relevant Skills: Identify plant, prepare poison, manufacture drugs, cook, herb lore.

Preparation Difficulty: low to high. Used in tea or eating the berries is fairly simple, meanwhile using the burnt remnants to treat asthma is very undependable and extremely chancy. A physician or pharmacist should roll a seriously disabled Int check while attempting this, as would a herbalist attempting the same trick.



Effects/Symptoms: The poison blisters the mucous membranes in the mouth and causes chronic diarrhea, stomach pains, vomiting, numbness in some limbs, and death due to cardiac arrest.

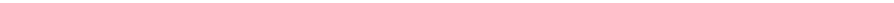
Uses: Of course, castor oil, the colorless laxative oil, comes from the castor tree, which is sticky and clear when fresh. Basically it irritates the walls of the intestines and causes them to work (but can cause constipation if used too frequently). Castor oil is taken from the seed, which leaves the residual poison behind, in a process known as ‘cold pressing’. The oil can also be used in the making of certain varnish, dyes, and paint. The plant (tree) is sometimes used for ornamental purposes.

1 dose: ($\frac{1}{2}$ - 1 bean) nausea/vomiting, stomach cramps, burning mouth.
2 doses: (1 $\frac{1}{2}$ - 3 beans) convulsions and coma, possible death.
3 doses: (3 $\frac{1}{2}$ - 5 beans) dead (roll T -20).
4 doses: (more than 5 $\frac{1}{2}$ beans) dead.

Again, the effect depends on the toughness of the victim. The amount of poison that can be applied to a dart or arrowhead are somewhere in the 1 dose category, but a very liberal spreading may be considered 2 doses.

Relevant Skills: Identify plant, prepare poison, manufacture drugs (herbal), herb lore.

Preparation Difficulty: At one dose, a physician or pharmacist would have to be exact for inducing labor for a high preparation difficulty. The actual poisoning difficulty would be low. Applying it to weaponry is also low.



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I researched a little further into water hemlock because I found out it is located in some different places than regular hemlock, lives in a different environment, and has some more things for ideas, plus it's a vicious one.

Name: Water Hemlock (Latin - *Cicuta maculata* and many others), a.k.a. beaver poison, cowbane, locoweed and others.

Location/Found: Found in eastern New World and southeast Naggaroeth. A few minor varieties can be found in the northern New World. Grows mainly in marshy or wet, swampy ground, mostly along streams or in swales in pastures (where the plant is greener than the rest of the pasture). Also found in seepage basins and ditches in the eastern New World and Naggaroeth. Some can be found in the small islands in ocean west of the New World.

Physical Description: An herb with a sectioned (jointed) stem and violet spots that can grow to eight feet tall. The small flowers are white. When the rootstock is split, off-yellow odorous oil seeps out, which is what gives the plant its specific smell.

Reaction Time: Twenty minutes to an hour or two for death.

Poisonous Parts: The whole plant is poisonous, but the rootstock and root contain the most. The plant contains a brown and sticky, resin-like substance called cicutoxin (named after *Cicuta*, which is the most violent poison found in plant form in the US (New World)), which is soluble in alcohol, chloroform, ether, and most diluted alkalies.

Effect/Symptoms: Anxiety and restlessness, stomach pains, nausea and projectile vomiting, diarrhea, difficulty breathing, dilated pupils, frequent frothing at the mouth, weakened, yet increased pulse, then severe convulsions followed by, you guessed it, death via respiratory failure.

Cures/Antidotes/Treatments: Emetics (something causing vomiting) and cathartics (a purgative or laxative (hey, castor oil) which loosens the bowels) void poison. Intermuscular injections of morphine can control convulsions as well as short-acting barbiturates (possibly an small exact dosage of curare could work). There is a small chance cold water may lessen the effects, depending on the dosage.

Uses: Other than poisoning, not much. Possibly ornamental.

1 dose: nausea
2 doses: dead
3 doses: dead
4 doses: dead (this is a potent one, eh?)

Relevant Skills: Identify plant, prepare poison, manufacture drugs (herbal), herb lore, cook (the plant is often mistaken for parsnips, artichokes, and some other roots).

Preparation Difficulty: low, by digestion. Most cases of poisoning occur in early spring when the plant first grows. Children have poisoned themselves by making whistles and peashooters from the stems. Cows who have consumed the water contaminated with the juice from a crushed plant can be poisoned, though it would have to be a large dose because the poison is not as soluble in cold water.

Name: Corn Cockle (Latin - *Agrostemma githago*), a.k.a. purple cockle

Location/Found: Native to the Old World, but has been transplanted to the New World. Found primarily in wheat fields, but also in cornfields. It is an annual winter flower.

Physical Description: Tall, gray, and silky. Petals are purple-pink and the single flowers are pink. The surface of its black seeds is pitted.

Reaction Time: ½ hour to an hour after ingestion.

Poisonous Parts: The whole plant, but the seeds are the most potent, especially if they are ground up in cereal. It is difficult to screen the seeds from the wheat, and often gets through.

Effects/Symptoms: Sore throat, nausea, extreme gastroenteritis, fever, delirium, headaches, acute stomach pains, weakness, slowed breathing, sharp spinal pains, coma, and death from respiratory arrest.

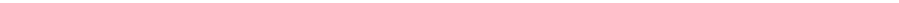
Cures/Antidotes/Treatments: Gastric lavage.

Uses: Is sometimes used ornamentally (the plant, that is).

- 1 dose - nausea
- 2 doses - more extreme nausea
- 3 doses - coma, possible death
- 4 doses - dead

Relevant Skills: Identify plant, prepare poison, manufacture drugs (herbal), herb lore, cook.

Preparation Difficulty: low - grinding it up in cereal is relatively easy. A cook may be able to tell the difference between wheat and the seeds when making wheat bread or cereal. A loaf of bread or two helpings of cereal can be considered about 2 doses. More than that would result in the other effects. Corn cockle is relatively easy to find considering all the wheat and cornfields in existence.



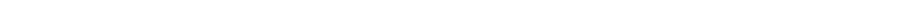
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Name: Fool's Parsley (Latin - *Aethusa cynapium*)

Cures/Antidotes/Treatments: Gastric lavage, but could worsen injuries as mucous membranes are often effected.

- 1 dose: a few berries - nausea, burning face, vomiting.
- 2 doses: convulsions, shock, coma, possible death.
- 3 doses: dead
- 4 doses: dead

Relevant Skills: Identify plant, prepare poison, manufacture drugs (herbal), herb lore, cook, an artisan who works with plants ornamentally would most likely recognize the plant, which goes for just about any ornamental plant currently on the list and up-coming.



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Location/Found: Mostly in the Naggaroth and the New World except the most southeastern area. Also found on small islands off the west coast of the New World. Can be found in my left shoe.

Reaction Time: An hour at the least.

Effects/Symptoms: Increased salivation, equal dilation of pupils, weakness featured by staggering or prostration, breathing difficulty, coma, and death.

Uses: Mainly used as a cattle poison (just in case you want to assassinate some cows).

Relevant Skills: Identify plant, prepare poison, manufacture drugs (herbal), herb lore, cook.

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Effects/Symptoms: Slows the action of the heart, weakens muscles, and depresses the nerves. After extreme vomiting and thirst, there will be great burning and soreness in the throat and mouth, trailed by chest heaviness with breathing difficulties, dilation of pupils, coldness of skin, lightheadedness, then cardiac paralysis, and then death.

Relevant Skills: Identify plant, prepare poison, manufacture drugs (herbal), herb lore.

Reaction Time: Within thirty minutes and must be taken on an empty or near empty stomach. Also, sometimes prolonged time in the sun negates the effects. Could last for up to four hours, depending on dosage.

Effects: Increased alertness and energy, increased heartbeat, pulse, and sweat glands, insomnia, nervousness, dry mouth, loss of appetite, tremors, facilitates easier breathing (it's also a bronchodilator), possible nausea, decreased sexual stimulation, yellowing of the teeth. Possible 'come down' effects of drowsiness, fatigue, and laziness.

Uses: Can be used for asthma, which includes tightness of chest and shortness of breath. Used by many warriors for battle or night watches. Some academics, especially wizards and sages, use the drug for long nights hovering over books. Physicians and pharmacists have prescribed light doses for asthma.

- Depending on the amount over 10, could result in stroke, heart failure, and death. The amount taken and how it reacts should also depend on weight of the user as well as affinity to stimulants through either natural or acquired (if one does an abundance of) means (i.e. 6 pills for a 110 pound woman may have the effects of a large, four doser, meanwhile a 300 pound human would probably not feel the effects of one pill). For the GM to arrange.

Relevant Skills: Identify plant, manufacture drugs (herbal and pharm), chemistry, herb lore.

Note - I, myself, take as much as 5-7 on a normal basis at once and have lived for around eight or nine years since I've discovered it, so three doses will not kill someone, though, in time, this amount could have considerable effects (my \$'s on a stroke. I'll let you all know).

Moving onward and away from plant poisons, these are chemically manufactured drugs.

Common names will list names that are most used as well as other non-technical slang in non-human/demihuman languages (dark tongue, goblinoid...). Of course, these can be toned to geographical dialect, which I believe can be found in detail in the archives by Ben Fabian.

An Anticoagulant

Stimulant

Common Names: snowsnicker, snowsnigger, moondust, tuskdust (Old Worllder), mujer, perico (Khazalid), polvo (Eltharin).

Scholarly Names: Methyl benzoylecgonine, benzoylmethylecgonine.

Form/Physical Description: White, though sometimes colorless, crystal or white powder. The drug is absorbed through the mucous membranes or through skin abrasions, can be injected, inhaled, ingested, or smoked when made into solid, rock-like form (when mixed with a pasty substance, then dried). Ingestion is least toxic, meanwhile injection is most potent.

Component/Ingredient Rarity: The concoa plant (latin - Erythroxyon concoa) can be found in mountain ranges in Lustria, but now is widely manufactured.

Uses: Has been used by surgeons as an anesthetic for facial surgery where it constricts the blood vessels and lessens bleeding, but very diminutive amounts are used for this purpose. It's widely used purpose is as a stimulant to the central nervous system, but later has depressive effects. It is very addictive and is also used for weight loss.

Effects/Symptoms: hyperactivity, dilated pupils, possible abdominal pain, quickened heart and pulse rate, muscular spasms, nose bleeds, numbness, and possible irregular respiration. At higher dosages, could provoke vomiting, hallucinations, paranoia, convulsions, coma and death via heart failure. A very small percentage of uses become lethargic instead of hyperactive. Chronic effects are mental deterioration, confusions, powerful hallucinations and delusions, psychotic behavior, severe character changes (personality and disposition), and possible deterioration of nasal passages if snorted. Not advisable to internally mix with large quantities of alcohol.

Reaction Time: Is absorbed immediately in any form. A fatal dose will cause death in minutes to a half-hour, but has been known to take 2-3 hours. Fatality could be three or four doses, depending of hypersensitivity of user.

Cures/Antidotes/Treatments: If ingested, charcoal dust will counter the effects as will gastric lavage. Washing the mucous membranes or skin can delay absorption if done quickly enough. For injections, a tourniquet or ice application may slow absorption. After thirty minutes, the drug has most likely taken effect and cannot be slowed or removed.

1 dose: all those listed before "at higher dosages" (+10I, +10CL).

2 doses: hallucinations and paranoia, increased hyperactivity (+1S, +20I, +2W (not actual))

3 doses: convulsions, coma, and possible heart failure (+2S, +1M, +3W, +20CL, -10 DEX, -10LD)

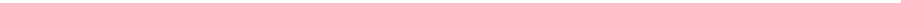
4 doses: same as three doses with more frequent heart failure (-20 DEX, -20LD,)

*All ability score raises are non-cumulative.

**Actual wounds are the wounds that have been taken by the body. The effect of the drug allows the user to take that many more wounds before being critically hit, even if they actually are critically hit. The user really doesn't know when this happens and will take more damage as a result. Normally, he/she would be put down and wouldn't receive these wounds unless static. That's why it doesn't affect the Toughness rating. In essence, roll on critical hits at three less wounds than the user actually has.

Relevant Skills: Identify plant, chemistry, prepare poison, manufacture drugs (herbal and chemical), herb lore, surgery.

Preparation Difficulty: For ingestion, smoking, or other methods other than surgery - medium because the drug has to be extracted from the plant. For surgery, very high for exact dosage.



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Common Names: Vacor (Khazalid, Orc, Goblinoid), Rat Killer, Ratbait, Mouse Tracker (Old Worlder), Urea (Eltharin). It is unknown if skaven have developed a name for it yet.

Form/Physical Description: Two varieties – one resembles yellow corn meal and the other is pale green powder. Kills skaven and rodents in one dose, but requires repeated ingestion by all other races to become toxic.

Uses: Deadly to skaven, rat ogres, rodents, and beasts.

Reaction Time: Within thirty minutes.

1 dose – (skaven and their like) – dead; (human and like) no effect.
2 doses – (human) – no effect.
3 doses – (human) – nausea.
4 doses – (human) vomiting.

Relevant Skills: chemistry, prepare poison, manufacture drug (chemical).

Preparation Difficulty: medium high to high. Having to mix the correct chemical to produce the yellow or green variety is the work of a chemist or versatile pharmacist.

The poison received its Old Worlder name Mouse Tracker when a group of Estalian knights met and forced back a clan of skaven, using the moistened powder on their blades and long-range weapons. The joke after the battle was that the trail of dead skaven could almost be backtracked to Skavenblight.

One for elves:

Scholarly Name: Octachlorocamphene, polychlorocamphene.

Form/Physical Description: A waxy, yellow solid with a nice piney odor that is soluble in fatty substances, but not in water.

Components/Ingredients: Chloride and Ulthuan camphene (a crystalline, colorless compound prepared from pinene. Also can be found in the putrefied oil of turpentine, obtainable by distilling the oil over quicklime to free it from resin). If camphene cannot be found, camphor is a suitable substitute (another volatile crystalline substance derived mainly from the wood of the camphor tree). Sometimes these are laced with elfbane for good measure.

Uses: Fatal to the central nervous system to Elves either by ingestion, inhalation or skin absorption, it can also get rid of plant-raping parasites.

Effects/Symptoms: Causes convulsions, vomiting, auditory hallucinations, brain and lung congestion, respiratory failure, coma, and death.

Reaction Time: Begins within four hours. Death occurs anytime after that up to 24 hours.

Cures/Antidotes/Treatments: none known.

1 dose: vomiting, hallucinations, and confusion.

2 doses: convulsions and coma.

3 doses: death

4 doses: death

Relevant Skills: Prepare poison, manufacture drugs (chemical), chemistry.

Preparation Difficulty: Like all chemical experiments, it takes the skill to execute the mixture. It is often added to foods that would have a piney scent already. Pinecones, pine trees, and the needles, or any ornamental figurines made from these things can be coated in the mixture. Burning the chemical will kill large quantities due to inhalation, and even in its solid state releases highly toxic chloride fumes. The life of this poison after application is about two weeks and about two years when in solid form.

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Scholarly Names: Dimethyl sulfoxide

Components/Ingredients: Ethane (an odorless, colorless, gaseous hydrocarbon of the methane series and is found in natural gas) and sulfur.

Effects/Symptoms: Applicant will feel relief of pain and inflammation, will kill most diseases (and those from fungi), cures mild cases of paralysis, increased immune system, and quicker wound recovery. Cures warts and cysts, also. Does not affect goblinoids, skaven, lizardmen, or beastmen, though it is possible half orcs can benefit from their non-orc blood. Is a decent pain blocker for surgery or injuries.

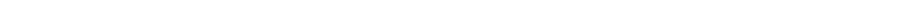
Cures/Antidotes/Treatments: Must be applied topically to let the skin absorb the lotion and can be distilled in water for a lighter concentrate.

- 1 dose: cures 1 wound/day
- 2 doses: cures 2 wounds/day. Affects most diseases at this dosage.
- 3 doses: cures 3 wounds/day. Diseases will show positive signs of curing after prolonged use and also is preventative at this dosage.
- 4 doses: cures 4 wounds, but recipient could develop a rash or redness of skin. Continued usage of the lotion will cure disease in 2d6 days.

Relevant Skills: Manufacture drugs (chemical), chemistry, surgery (if using it for pain blockage), possibly heal wounds, demon lore (see below).

Preparation Difficulty: medium to high. The actual chemical composition (the making of) is the work of a physician, chemist, or alchemist, meanwhile applying it only requires a hand to rub it on with. It is not necessary for to have the heal wounds skill, but it couldn't hurt.

Situations: Nurglites HATE this compound because it works very well against what has infected their bodies - Nurgle's Rot. Nurglites should roll a fear test if they know this compound is near. Apparently, it burns on contact with their diseased skin (and causes d4 damage to the Nurglite when recently applied). The mixture received its common Old Worlder name Ternax's elixir when it was named after the human alchemist (it is said he lived in Nuln) who seemingly founded and introduced it to some physicians who went on to herald it as a great, non-magical healing compound. The alchemist was assassinated some time later, but is unknown who his assassins were (and they did not use poison). Some believe that Nurgle himself, in his rage, killed Ternax, but is still speculation and makes for a good yarn for those with the storytelling skill.



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Common Names: Troll Acid

Scholarly Name: none really, but consists of many powerful acids.

Form Description: Always in liquid form. Has been attempted to make into paste form, but everything added so far is destroyed, and dries within metallic ores when mixed.

Components/Ingredients: Sulfuric, hydrochloric, boric, acetic, and phosphoric acids. It is argued whether finding a troll and extracting its digestive fluids or combining all of these acidic agents is easier.

Uses: To destroy just about anything that comes in contact with it. Has been known to destroy some enchanted armor and weapons, as well as regular iron, steel, stone, and mythrill substances. It is known it has no effect on adamantite.

Effects/Symptoms: The acid causes d3 strength damage and armor provides no protection from the damage and are automatically ruined. Ingestion is basically death in 2-3 minutes after the acid has a chance to burn away everything in its way going down, including major organs and bone.

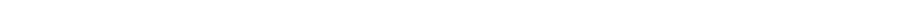
Reaction Time: Automatic.

Cures/Antidotes/Treatments: Flushing with large quantities of water to lessen overall effects of the acid, but there will be a scar with each contact. Only magical healing will reverse its effects. Doses are irrelevant in this case.

Relevant Skills: To mix acids – chemistry, perhaps prepare poison and manufacture drugs (chemical). To extract from a troll – battle skills would be likely.

Preparation Difficulty: low to high. Extracting from an actual troll is dangerous to the extractor for obvious reasons. To mix the actual agents making up troll acid, a chemist, alchemist, or perhaps pharmacist would be needed, though the actual mixture isn't as difficult as finding the acids themselves.

Situations: Mercenaries, bounty hunters, and troll slayers can be paid to seek out trolls and retrieve the acid, either by extracting it themselves the best they can, having someone who can with them, or bring the whole troll carcass back without rupturing the stomach cavity (after several attempts to capture trolls, it was found to be easier to perform the aforementioned). Some wizards have been able to capture the creatures through magical means, though.



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Form/Description: A silver-white, slightly malleable, metallic chemical element administered by ingestion or inhalation. Soluble in water.

Uses: Barium has a few uses. It can be found in some paints (barite - white tabular crystals) and has been known to kill pests. Barium sulfate is sometimes used for hair removal (which can be a fun prank). Even more fun is that it was found that, when ingested, soluble barium sulfate "illuminates" the intestinal wall and stomach cavity bright enough to be seen faintly in sunlight and better at night (overcast or starlit). Basically what it does is that the barium ion induces an alteration in permeability/polarization of the cell membrane resulting in indiscriminate stimulation of those muscle cells. Also used to color conventional 'fireworks' of the time.

Reaction Time: One hour.

1 dose: glowing stomach and first side effects.
2 doses: the above as well as nausea, diarrhea, and stomach pains.
3 doses: the above as well as anxiety, weakness and breathing difficulties.
4 doses: the rest of the effects and eventual death unless the antidotes are administered.

Preparation Difficulty: high. Has to be extracted from paint (barite) or found in its natural form (somewhere). Dosage has to be accurate so as not to overdose. Also, depending on what you want to do with it, you'd have to know which component does what (carbonate/sulfate).

Let your imaginations run wild with what a glow-in-the-dark abdomen can do for night ambushes and assaults.

Common Names: Caffeine (Old Worlder- just to make it easy), lots of slang in all three main languages.

Form/Physical Description: Solid pill, liquid, or soluble solid.

Uses: Caffeine is used mainly as a stimulant to the central nervous system. It has also been used to treat heart disease, shock, and asthma, and is a good diuretic. Can be ingested, injected intravenously, or taken rectally through suppositories or a good ol' enema solution.

Effects/Symptoms: Caffeine can stimulate the central nervous system into hyperexcitability, convulsions, and possibly death. Taken orally, it can produce gastric irritation, projectile vomiting, muscle twitching, alternating states of consciousness, sweating, sleeplessness, walking impairment, rapid heartbeat and

Effects/Symptoms: At normal dosages (1-2 doses), heals ulcers and internal stomach wounds, heartburn (but not acid reflux as that is a valve problem), stomach flu and viruses, and negates ingested poisons, drugs, and alcohol.

Preparation Difficulty: Low. Blood directly from the bodies of rakshasa is all that's needed for the desired affects, no preparation necessary.

Components/Ingredients: phenocryst - a crystalline substance found imbedded in porphyritic rock that can be found in some remote sections of the World's Edge Mountains as well as some other mountain ranges.

Uses: Can be ingested, smoked, snorted, and injected intravenously with the powder form the purest and most effective. The man-made drug both stimulates and depresses the central nervous system.

Effects/Symptoms: 1 dose is all you need for effects to set in. It will cause hyperactivity, finger and toe numbness, rigidity, visual and audio hallucinations and delusions, most notably of being a god, a major demon, or a powerful creature or animal, crossed eyes, lack of coordination, ataxic gait, hypertension, loss of sensation, unconscious facial grimaces, anxiety, supreme hostility, feelings of drunkenness and disorientation, amnesia of experiences, lack of pain perception, delusions of superhuman strength and invincibility causing wild, unprovoked acts and movements. Larger doses (2-3) will produce stupor and coma where a high fever burns and muscle rigidity produces rigor mortis-like effects, increased and uncontrollable salivation, and seizures. 4 doses increase blood pressure dangerously, produce convulsions, decreased or non-existent reflexes, grand mal seizures, renal failure, apnea, and respiratory arrest = death. Mixing it with other drugs, including alcohol, could be deadly at one dose, especially with other stimulants and/or depressants. Despite its deadly dosages, users seek its effects of increased toughness due to loss of pain sensation (+2T), massive increases in strength (+2S), and loss of fear of death (+30 CL)

Reaction Time: Rapid, perhaps 15-25 minutes, especially if taken intravenously or snorted. Symptoms could last for days as the drug excretes itself into the stomach and is then absorbed through the intestines.

Cures/Antidotes/Treatments: Ammonium chloride may remove the drug from the user's central nervous system depending on the user's toughness (roll T -20 for humans and elves, -30 for dwarves, +10 for halflings). It also works against convulsions and respiratory problems. Other symptoms are treated as they occur. With 1 or 2 doses, users have been known to shatter shackles, snap rope and some chains, and attack large groups armed or unarmed.

Relevant Skills: prepare poison, manufacture drugs (chemical), chemistry.

Preparation Difficulty: Medium. Since there's only one component, one must find it work with it from there by grinding into a powder or liquefying for either ingestion or injection, which is of a higher difficulty.

Situations: A favorite amongst warriors, especially slayers and norsemen, this drug can make one unconsciously suicidal. Lone warriors charging into bevvies of chaos beastmen unarmed, jumping off cliffs to attack an outlaw band 100 feet below, attempting to stop boulder traps by standing in front of them. Imagine a demon slayer on this stuff with +’s to strength, toughness, and coolness - death personified.

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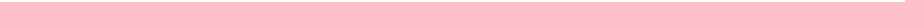
Along with the natural/chemical compounds and elements, I'm listing a fictional reagent with the components/ingredients that causes the special, fanciful effects...for a twist you might say.

Common Name: Pharoah's serpent, sidewinder.

Scholarly Name: mercuric thiocyanate

Form/Description: Gray, salt-like granules that can be mixed with a little water for a terrible-tasting sandy liquid.

from morphine overdose occurs within six to twelve hours and is almost always fatal due to respiratory failure.



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