Class 1: Death Poisons		
Death Poison: The victim is mortally wounded and will die in little or no pain. Plant: Foxglove, Hemlock, Monkshood 5 minutes - 3 SP	Death Poison: The victim is mortally wounded and will die in little or no pain. Animal: Coneshell, Arrow frog, Asp 10 minutes - 6 SP	Death Poison: The victim is mortally wounded and will die in little or no pain. Supernatural: Wyverntail, Dragon claw Immediate - 24 SP
Death Poison: The victim is mortally wounded and will die in little or no pain. Plant: Foxglove, Hemlock, Monkshood 5 minutes - 3 SP	Death Poison: The victim is mortally wounded and will die in little or no pain. Animal: Coneshell, Arrow frog, Asp 10 minutes - 6 SP	Death Poison: The victim is mortally wounded and will die in little or no pain. Supernatural: Wyverntail, Dragon claw Immediate - 24 SP
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Class 2: Paralysis Poison		
Paralysis Poison: The victim is conscious, but cannot move or speak. All muscles are completely limp Plant: Birdsfoot, woodbine 5 minutes - 1 SP	Paralysis Poison: The victim is conscious, but cannot move or speak. All muscles are completely limp Animal: Spider venom 10 minutes - 2 SP	Paralysis Poison: The victim is conscious, but cannot move or speak. All muscles are completely limp Supernatural: Ghoul's tongue 20 minutes - 2SP
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Class 3: Agony Poisons		
Agony Poison: The victim is racked by unspeakable pain and is completely incapacitated Plant: Avenging angel mushroom 5 minutes - 2 SP	Agony Poison: The victim is racked by unspeakable pain and is completely incapacitated Animal: Lion fish, Scorpion 10 minutes - 4 SP	Agony Poison: The victim is racked by unspeakable pain and is completely incapacitated Supernatural: Harpy claw 20 minutes - 8 SP
Agony Poison: The victim is racked by unspeakable pain and is completely incapacitated Plant: Avenging angel mushroom 5 minutes - 2 SP	Agony Poison: The victim is racked by unspeakable pain and is completely incapacitated Animal: Lion fish, Scorpion 10 minutes - 4 SP	Agony Poison: The victim is racked by unspeakable pain and is completely incapacitated Supernatural: Harpy claw 20 minutes - 8 SP
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Class IV: Halluciantion Poisons		
Hallucination Poison: The victim goes temporarily insane. He cannot think or control actions, and will not remember the experience afterwards Plant: Ergot, Nightshade 5 minutes - 1 SP	Hallucination Poison: The victim goes temporarily insane. He cannot think or control actions, and will not remember the experience afterwards Animal: Any venom causing fear 10 minutes - 2 SP	Hallucination Poison: The victim goes temporarily insane. He cannot think or control actions, and will not remember the experience afterwards Supernatural: Banshee shroud 20 minutes - 5 SP
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