

11.2.3 POISON EFFECT DESCRIPTIONS

These general effects are to be used in *addition* to the specific poison descriptions in the Complete Herb list, unless N/A is stated under Max Effect (in that case only the specific poison description applies). The time/duration stated in the Complete Herb list applies only to the specific descriptions mentioned there. The general effects shown here have their own time tables. Thus it is fully possible that a nerve poison that paralyzes after 2-20 rnds according to the specific poison description also causes mild loss of thought and motor coordination (-30) after 1-10 rounds, according to the general effects described here.

Note: remember that all effects are cumulative.

DISEASE/POISON SEVERITY CHART	
RR Failure	Effect Severity
01-25	mild
26-50	moderate
51-100	severe
101+	extreme

CIRCULATORY POISONS

Mild — Beginning in 1-50 rounds and lasting 50 (minus constitution bonus, minimum 1) hours; swelling around the point of injection or ingestion; drowsiness (-15 to all activity) and slightly blurred vision (-20 to visual perception).

Moderate — Beginning in 3-30 rounds; lessening of motor coordination in arms and legs (-25 for moving maneuvers and combat); mild euphoria causes all perception rolls to be at -10.

Severe — Beginning in 5-50 rounds; discoloration and chills; incapacitating headaches (all activity, including spell casting, performed at -40); 1 hit per minute until unconsciousness.

Extreme — Beginning in 10-100 rounds; death due to circulatory failure (i.e., oxygen starvation and associated waste poisoning).

CONVERSION POISONS

Mild — Beginning in 5-50 rounds and lasting 50 (minus constitution bonus, minimum 5) hours; queasiness and an upset stomach (2-20 hits; victim acts at -15 due to nausea and ache).

Moderate — Beginning in 10-100 rounds; painful vomiting (3-30 hits); victim runs 10% risk of being incapacitated each round.

Severe — Beginning in 2-200 rounds; partial conversion of bodily tissue (1-100%) to another form (with associated disability; death if area affected is a critical organ); victim is at -50 and will lapse into unconsciousness 1-50 rounds after initial severe effect unless either a Way of the Warrior [Will] or [Unconsciousness] roll is made (101+).

Extreme — Beginning in 20-200 rounds; complete transformation of bodily tissue to another form; death if area affected critical to survival.

MUSCLE POISONS

Mild — Beginning in 3-30 rounds and lasting 30 (minus half the victims constitution bonus, minimum 3) hours; light-headedness and swelling; all activities performed at -10; initial pain causes 1-2 hits per round for 3-30 rounds.

Moderate — Beginning in 5-50 rounds; moderate loss of overall coordination (-20); in any given round, there is 5% chance that muscles necessary to given action will not operate. That rule can be translated in an increased fumble range, i.e moving maneuvers fumble at UM 01-10 and a dagger attack fumble at UM 01-06.

Severe — Beginning in 1-10 hours; fever and sweating. The victim will lapse into unconsciousness for 1-10 days.

Extreme — Beginning in 1-50 hours; death due to overall muscle failure (e.g., cessation of heart activity).

NERVE POISONS

Mild — Beginning in 1-10 rounds and lasting 1-10 hours; mild loss of thought and motor coordination. Victim is at -30 for all physical activity. Spell casting and theoretical skills (GM discretion) is at -10.

Moderate — Beginning in 2-20 rounds; nervous system shock causes convulsions; victim take 5-50 hits; all physical actions is at -40 while spell casting and theoretical actions are at -20.

Severe — Beginning in 2-20 rounds; victim suffers a stroke and is incapacitated. All temporary stats are reduced by 3-30. If any stat should fall below or equal to zero, the victim dies.

Extreme — Beginning in 5-50 rounds; death due to brain failure.

REDUCTION POISONS

Mild — Beginning in 10-100 rounds and lasting for 10-100 hours; victims suffers great pain (1 hit/round) while moving. All physical actions performed with a -10 penalty.

Moderate — Beginning in 20-200 rounds; victim goes pale, bleeding through pores at a rate of 3 hits/round while moving. The only way to keep the pain and bleeding down is to be still.

Severe — Beginning in 30-300 rounds; total incapacitation; victim is unable to move. After 1-100 minutes the victim lapses into coma lasting 1-100 days.

Extreme — Beginning in 1-10 hours; death due to dissolution of vital tissue and destruction of associated organs (e.g., liver reduced to fluid).

RESPIRATORY POISONS

Mild — Beginning in 2-20 rounds and lasting 2-20 hours; mild euphoria and discomfort. Physical activity performed at -20. Spell casting and theoretical skills suffer a -10 penalty.

Moderate — Beginning in 2-20 rounds; significant euphoria and choking pain. Victim coughs blood; take 1-5 hits/round for 3-30 rounds (or until unconscious). Physical activity suffer -30 while spell casting and theoretical skills suffer a -15 penalty.

Severe — Beginning in 1-100 rounds; uncontrollable coughing; victim take 1-10 hits/round for 1-10 rounds (or until unconscious).

If the victim slips into unconsciousness there is a 50% chance that he will fall into coma, lasting for 1-10 days.

Extreme — Beginning in 2-200 rounds; death due to respiratory failure and associated oxygen starvation.