

# Poisons

## Avarice Tears

Prick someone with it. The victim will begin to feel compelled to do whatever is necessary to see and hold the physical object they value above all else. If it is not present, they will feel a strong urge to travel to see it. The effect lasts for about an hour.

## Bloodweed

Prick someone with it. They have disadvantage on damage rolls until they are cured.

## Elder's Lament

Get someone to eat or drink it. They won't remember anything about the last hour or the next hour.

## Eyeblight

Get someone to eat or drink it, or prick them with it. They become blind over the course of the next minute. The effects wear off in about an hour.

## Fumblethumbs

Can be applied by skin contact. Numbs the extremities, especially fingers and toes. Two doses restrict blood flow, possibly leading to gangrene.

## Ginblossom

Get someone to eat or drink it. Alone, it produces a mild headache. However, it greatly reduces tolerance to alcohol, causing severe intoxication effects after only one or two drinks.

## Goldenroot

Get someone to eat or drink it. They will treat the next person they see as a trusted ally until proven otherwise.

## Jilting Rose

Get someone to eat or drink it. The love and trust they have for family and friends is slowly transformed into disdain and hatred, which lasts for around 24 hours from a single dose. Repeated daily doses over longer periods of time gradually create an overwhelming sense of paranoia, eventually leading to hysterics and self-imposed isolation. Some victims have been recorded as dying from starvation or dehydration as they stop trusting sources of food and water.

## Kosher's Slip

Get someone to inhale it (either powder or vapours). For the next few moments, they will answer any questions truthfully.

## Malyss Root Paste

Can be applied by skin contact. The victim develops severe cramps in their arms and legs for an hour or so.

## Moonkiss

Get someone to inhale it (either powder or vapours). They become confused and hallucinate for the next few hours.

## Oil of Tagit

Get someone to eat or drink it, or prick them with it. They fall into a light sleep.

## Rageroot

Get someone to eat or drink it, or prick them with it. They enter a blinding rage, attacking everything on sight for a few crucial moments.

## Ravener's Reek

Warm the oil to give off vapours which are undetectable to humans, but will attract nearby rats and other rodents and drive them into a ravening hunger frenzy.

## Satyr's Titter

Get someone to eat or drink it. They will find everything extremely amusing for the next few minutes.

## Serpent's Tears

Coat an edged weapon or sharp object with it. The next wound inflicted by that weapon burns painfully. The victim takes 2d4 damage a few seconds later.

## Shadow Essence

Used by necromancers and warlocks. Its exact effects are unclear, but it is rumoured to bypass the body and attack the soul directly. Repeated doses can separate the soul from the body, leaving a void that demons or dark magic can fill.

## Trailbane

You need two doses of this (mark two uses). Get a victim to eat or drink one dose, and drink the other dose yourself or give it to an ally. For the next few hours, the victim's body odour will become subtly but distinctively sweeter, in a way that can clearly be smelled by someone who has taken the other dose.

## Widow's Bite

Get someone to eat or drink it. Their health is unaffected, but their sweat and saliva becomes toxic to others for about 24 hours. Brief contact will cause itching and irritation, whereas sustained exposure can be deadly.

## Widow's Milk

Get someone to eat or drink it. They will grow ill over the next hour, incapacitated within a few hours, and deathly ill within a day. It can be treated by a doctor, but if it goes untreated, they will die within 1–2 days. The poison can be detected by a doctor while the patient is alive, but after their death, no evidence remains.

## Witchbane

Prick someone with it. They will be unable to use magic for the next few hours. Magic that would normally affect them is diminished or halved (the GM says how).

## Wolfsbane

Get someone to eat or drink it. If they are in the course of transforming into a lycanthrope, the effect is cancelled. If they are a wolf or lycanthrope already, they are rendered slow, clumsy and confused for an hour or so.