

APPENDIX : Poisons and Venoms

Venom of the White Naga

Delay: Instantaneous
Duration: 15 Minutes
Damage: -3 Body points/minute
Cost: 1000 P
Price: 2000 P
Resist Roll: Stamina -45%

A toxin that is uncommon in the snake world, the Venom of the White Naga is so potent that it brings immediate pain at the slightest touch. Failure of a Stamina roll of victims with a con 16 or less will incapacitate the victim. The initial failure of the Stamina roll causes -8 points of initial damage. The venom will inflict an additional -3 points of damage for as long as the venom is within the victim's system. As a contact poison, the venom inflicts -3 initial damage if not injected into the flesh and -2 points of damage per minute the contact venom is on the victim.

Venom of the Black Naga

Delay: Instantaneous
Duration: 20 Minutes
Damage: -3 Body points/minute
Cost: 1200 P
Price: 2400 P
Resist Roll: Stamina -50%

Another toxin uncommon in the snake world, the Venom of the Black Naga is so potent that it brings immediate pain at the slightest touch. Failure of a Stamina roll of victims with a con 17 or less will incapacitate the victim. The initial failure of the Stamina roll causes -9 points of initial damage. The venom will inflict an additional -4 points of damage for as long as the venom is within the victim's system. As a contact poison, the venom inflicts -4 initial damage if not injected into the flesh and -3 points of damage per minute the contact venom is on the victim.

Poison of the Large Octopi

Delay: 1 minute
Duration: 30 minutes
Damage: -2 Body Points/5 minutes
Cost: 20 P per quantity
Price: 40 P per quantity
Resist Roll: Stamina

A toxin characteristic of Large Octopi. It brings immediate Severe Pain and a failure of a stamina roll will fully incapacitate victims with less than a CON of 12. Incapacitation lasts one hour or until death. The poison will do -3 Body points of damage on initial contact and on a failure of a stamina roll will do an additional -2 Body points per 5 minutes of additional damage.

Poison of the Giant Octopi

Delay: 15 seconds
Duration: 30 minutes
Damage: -3 Body Points/5 minutes
Cost: 25 P per quantity
Price: 50 P per quantity
Resist Roll: Stamina -13%

A toxin characteristic of Giant Octopi. It brings immediate Severe Pain and a failure of a stamina roll will fully incapacitate victims with less than a CON of 13. Incapacitation lasts one hour or until death. The poison will do -4 Body points of damage on initial contact and on a failure of a stamina roll will do an additional -3 Body points per 5 minutes of additional damage.

Poison of the Giant Octopi

Delay: 10 seconds
Duration: 30 minutes
Damage: -5 Body Points/5 minutes
Cost: 50 P per quantity
Price: 100 P per quantity
Resist Roll: Stamina -23%

A toxin characteristic of Giant Octopi. It brings immediate Severe Pain and a failure of a stamina roll will fully incapacitate victims with less than a CON of 16. Incapacitation lasts one hour or until death. The poison will do -6 Body points of damage on initial contact and on a failure of a stamina AR roll will do an additional -3 Body points per 5 minutes of additional damage.

ORDINARY SCORPION VENOM:

Over 1300 different species of Scorpions have been discovered over the years. What is surprising is that most of the Scorpion species' venom has little effect upon animals over 5 lbs in weight. There are, however, exceptions. If the Game Master decides that the Scorpion the party member(s) encounters is one of these exceptions, then the venom of the Scorpion is one of the following:

Venom of the Ordinary Scorpion I

Delay: 30 seconds
Duration: 15 minutes
Damage: -3 Fatigue Points/5 minutes
Cost: 2 P per quantity
Price: 4 P per quantity
Resist Roll: Stamina

A toxin characteristic of ordinary Scorpions. It brings immediate discomfort to the effected area (contact area) and failure of a Stamina roll of victims with a CON of 9 or less doubles the amount of fatigue loss. On initial contact, this venom does -6 points of fatigue damage and on a failure of a Stamina roll, does an additional -3 points of damage for every 5 minutes the toxin remains in the victim's system.

Venom of the Ordinary Scorpion II

Delay: 20 seconds
Duration: 20 minutes
Damage: -7 Fatigue Points/5 minutes
Cost: 4 P per quantity
Price: 8 P per quantity
Resist Roll: Stamina

A toxin characteristic of ordinary Scorpions. It brings immediate discomfort to the effected area and failure of a Stamina roll of victims with a CON of 10 or less doubles the amount of fatigue loss. On initial contact, this venom does -10 points of Fatigue damage, and on a failure of a Stamina roll, does an additional -7 points of Fatigue damage for every 5 minutes the toxin remains in the victim's system.

Venom of the Ordinary Scorpion III

Delay: 15 seconds
Duration: 25 minutes
Damage: -10 Fatigue Points/5 minutes
Cost: 5 P per quantity
Price: 10 P per quantity
Resist Roll: Stamina -3%

A toxin characteristic of ordinary Scorpions. It brings immediate discomfort to the effected area and failure of a Stamina roll of victims with a CON of 12 or less doubles the amount of fatigue loss. On initial contact, this venom does 15 points of Fatigue damage, and on a failure of a Stamina roll, does an additional -10 points of Fatigue damage for every 5 minutes the toxin remains in the victim's system.

Venom of the Ordinary Scorpion IV.

Delay: 15 seconds
Duration: 30 minutes
Damage: -1 Body Points/5 minutes
Cost: 8 P per quantity
Price: 16 P per quantity
Resist Roll: Stamina -3%

A toxin characteristic of ordinary Scorpions. It brings immediate discomfort to the effected area and failure of a Stamina roll of victims with a CON of 12 or less doubles the amount of Body loss. On initial contact, this venom does -3 points of Body damage and on a failure of a Stamina roll, does an additional -1 point of Body damage for every 5 minutes the toxin remains in the victim's system.

GIANT SCORPION VENOM:

The venom of the Giant Scorpion is much deadlier than that of ordinary Scorpions. The venom of the Giant Scorpion I is also known as "Aqua Scorpionis: The Venom of the Scorpion"

Venom of the Giant Scorpion I "Aqua Scorpionis"

Delay: 15 Seconds
Duration: 30 minutes
Damage: -2 body points/ 5 minutes
Cost: 25 P
Price: 50 P
Resist Roll: Stamina -5%

A toxin characteristic of Giant Scorpions, other highly poisonous insects and other arachnids. It brings immediate pain to the effected area (contact area) and failure of a Stamina roll of victims with a CON of 13 or less incapacitates the victim. The incapacitation lasts one hour or until death. As a contact poison, some venoms do -4 Body points of initial damage on failure of a Stamina roll, then -2 additional points of damage are done every 5 minutes the toxin remains in the victim's system

The larger Giant Scorpions have the potential of administering the toxin "Venom of the Giant Scorpion II." This toxin is more concentrated than that of Aqua Scorpionis: The Venom of the Scorpion.

Venom of the Giant Scorpion II

Delay: 10 Seconds
Duration: 45 minutes
Damage: -3 body points/ 5 minutes
Cost: 35 P
Price: 70 P
Resist Roll: Stamina -7%

A toxin characteristic of Giant Scorpions, other highly poisonous insects and other arachnids. It brings immediate pain to the effected area (contact area) and failure of a Stamina roll of victims with a CON of 14 or less incapacitates the victim. The incapacitation lasts one hour or until death. As a contact poison, some venoms do -6 Body points of initial damage on failure of a Stamina roll, then -3 additional points of damage are done every 5 minutes the toxin remains in the victim's system

KING SCORPION VENOM:

The King Scorpion venom is at the least life threatening. It is easy to understand why King Scorpions have a lethal reputation. The venom of the King Scorpion comes in two varieties:

Venom of the King Scorpion I

Delay: 10 Seconds
Duration: 45 minutes
Damage: -4 body points/ 5 minutes
Cost: 40 P
Price: 80 P
Resist Roll: Stamina -13%

A toxin characteristic of Giant Scorpions, other highly poisonous insects and other arachnids. It brings immediate pain to the effected area (contact area) and failure of a Stamina roll of victims with a CON of 15 or less incapacitates the victim. The incapacitation lasts one hour or until death. As a contact poison, some venoms do -8 Body points of initial damage on failure of a Stamina roll, then -4 additional points of damage are done every 5 minutes the toxin remains in the victim's system

Venom of the King Scorpion II

Delay: 5 Seconds
Duration: 1 hour
Damage: -6 body points/ 5 minutes
Cost: 80 P
Price: 160 P
Resist Roll: Stamina -25%

A toxin characteristic of Giant Scorpions, other highly poisonous insects and other arachnids. It brings immediate pain to the effected area (contact area) and failure of a Stamina roll of victims with a CON of 16 or less incapacitates the victim. The incapacitation lasts two hours or until death. As a contact poison, some venoms do -10 Body points of initial damage on failure of a Stamina roll, then -4 additional points of damage are done every 5 minutes the toxin remains in the victim's system

Venom of the Great Scorpion I

Delay: 5 Seconds
Duration: 1 hour
Damage: -10 body points/ 5 minutes
Cost: 2 Cr.
Price: 5 Cr.
Resist Roll: Stamina -50%

A toxin characteristic of Giant Scorpions, other highly poisonous insects and other arachnids. It brings immediate pain to the effected area (contact area) and failure of a Stamina roll of victims with a CON of 18 or less incapacitates the victim. The incapacitation lasts two hours or until death. As a contact poison some venoms do -15 Body points of initial damage on failure of Stamina roll, then -10 additional points of damage are done every 5 minutes the toxin remains in the victim's system

Venom of the Great Scorpion II

Delay: None
Duration: 2 hour
Damage: -13 body points/ 5 minutes
Cost: 5 Cr.
Price: 15 Cr
Resist Roll: Stamina -75%

A toxin characteristic of Giant Scorpions, other highly poisonous insects and other arachnids. It brings immediate pain to the effected area (contact area) and failure of a Stamina roll of victims with a CON of 18 or less incapacitates the victim. The incapacitation lasts two hours or until death. As a contact poison some venoms do -15 Body points of initial damage on failure of Stamina roll, then -13 additional points of damage are done every 5 minutes the toxin remains in the victim's system

VENOM OF SMALL (TYPE I) ORDINARY VIPERS:

These types of Vipers are venomous snakes like asps, coral snakes, kraits, etc., some of which are actually extremely dangerous because their poisons are surprisingly powerful. Fortunately, their supply of venom is limited.

Venom of the Ordinary Viper I "Venom of the Serpent"

Delay: 1 minutes
Duration: 30 minutes
Damage: -2 Body Points/5 minutes
Cost: 20 P per quantity
Price: 40 P per quantity
Resist Roll: Stamina

A toxin characteristic of most ordinary Vipers. It brings immediate severe pain, and a failure of a Stamina roll will fully incapacitate victims with less than a CON of 12. Incapacitation lasts one hour or until death. The venom will do -4 Body points of damage on initial contact, and on a failure of a Stamina roll will do an additional -2 Body points for every 5 minutes the venom remains in the victim's system.

VENOM OF AVERAGE ORDINARY VIPERS:

These types of Vipers are venomous snakes like rattlers, copperheads, and the like, many of which have dangerous but rarely lethal poisons.

Venom of the Ordinary Viper II

Delay: 1 minutes
Duration: 15 minutes
Damage: -5 Fatigue Points/5 minutes
Cost: 18 P per quantity
Price: 40 P per quantity
Resist Roll: Stamina

A toxin characteristic of some ordinary Vipers. It brings immediate severe pain, and a failure of a Stamina roll will fully incapacitate victims with less than a CON of 9. Incapacitation lasts one hour or until death. The venom will do -15 Fatigue points of damage on initial contact, and on a failure of a Stamina roll will do an additional -5 Fatigue points for every 5 minutes the venom remains in the victim's system.

VENOM OF LARGE ORDINARY VIPERS:

These types of Vipers are venomous snakes like cobras, king cobras, bushmasters, etc. They deliver bites that are deadly to most small animals (up to 100 pounds) and may prove fatal to humans. Fortunately, many survive unless bitten more than once.

Venom of the Ordinary Viper III

Delay: 1 minutes
Duration: 30 minutes
Damage: -15 Fatigue Points/5 minutes
Cost: 19 P per quantity
Price: 45 P per quantity
Resist Roll: Stamina

A toxin characteristic of some ordinary Vipers. It brings immediate severe pain, and a failure of a Stamina roll will fully incapacitate victims with less than a CON of 12. Incapacitation lasts one hour or until death. The venom will do -20 Fatigue points of damage on initial contact, and on a failure of a Stamina roll will do an additional -15 Fatigue points for every 5 minutes the venom remains in the victim's system.

Venom of the Ordinary Viper IV

Delay: 1 minutes
Duration: 30 minutes
Damage: -15 Fatigue Points/5 minutes
Cost: 24 P per quantity
Price: 50 P per quantity
Resist Roll: Stamina

A toxin characteristic of some ordinary Vipers. It brings immediate severe pain, and a failure of a Stamina roll will fully incapacitate victims with less than a CON of 12. Incapacitation lasts one hour or until death. The venom will do -5 Body points of damage on initial contact, and on a failure of a Stamina roll will do an additional -15 Fatigue points for every 5 minutes the venom remains in the victim's system.

VENOM OF LARGE (TYPE IV) ORDINARY VIPERS:

These types of Vipers are venomous like fer-de-lance, boomslangs, black mambas, or sea snakes, are the most dangerous; their bites often prove fatal.

Venom of the Ordinary Viper V

Delay: 1 minutes
Duration: 45 minutes
Damage: -5 Body Points/5 minutes
Cost: 2 Cr per quantity
Price: 5 Cr per quantity
Resist Roll: Stamina

A toxin characteristic of some ordinary Vipers. It brings immediate severe pain, and a failure of a Stamina roll will fully incapacitate victims with less than a CON of 14. Incapacitation lasts one hour or until death. The venom will do -8 Body points of damage on initial contact, and on a failure of a Stamina roll will do an additional -5 Body points for every 5 minutes the venom remains in the victim's system.

VENOM OF ORDINARY SPIDERS

Venom of the Ordinary Spider I

Delay: Instantaneous
Duration: 5 minutes
Damage: -1 Fatigue Point if victim fails the stamina roll
Cost: NA
Price: N/A
Resist Roll: Stamina

Venom of the Ordinary Spider I is a paralyzing toxin characteristic of most Spiders. Small Spiders inject so little that creatures larger than insects are unaffected, but a few produce a "sting" felt by larger creatures.

Venom of the Ordinary Spider II

Delay: Instantaneous
Duration: 10 minutes
Damage: -5 Fatigue Points
Cost: NA
Price: N/A
Resist Roll: Stamina -3%

Venom of the Ordinary Spider II is a paralyzing toxin characteristic of most Spiders. It brings immediate discomfort to the affected area. A Stamina roll failure of victims with a CON of 7 or less doubles the amount of Fatigue loss. On initial contact, this venom does -6 points of Fatigue damage and on a Stamina roll failure, does an additional -5 points of damage for every 5 minutes the toxin remains in the victim's system. If Fatigue reaches 0, the victim must make a Stamina roll -13%. If the roll fails, the victim is paralyzed for 1D10 minutes.

Venom of the Ordinary Spider III

Delay: Instantaneous
Duration: 15 minutes
Damage: -7 Fatigue Points
Cost: 3 P
Price: 6 P
Resist Roll: Stamina -5%

Venom of the Ordinary Spider III is a paralyzing toxin characteristic of most Spiders. It brings immediate discomfort to the affected area. A Stamina roll failure of victims with a CON of 9 or less doubles the amount of Fatigue loss. On initial contact, this venom does -9 points of Fatigue damage and on a Stamina roll failure, does an additional -7 points of damage for every 5 minutes the toxin remains in the victim's system. If Fatigue reaches 0, the victim must make a Stamina roll -25%. If the roll fails, the victim is paralyzed for 3D10 minutes.

Venom of the Ordinary Spider IV

Delay: Instantaneous
Duration: 20 minutes
Damage: -11 Fatigue Points
Cost: 8 P
Price: 16 P
Resist Roll: Stamina -13%

Venom of the Ordinary Spider IV is a paralyzing toxin characteristic of most Spiders. It brings immediate discomfort to the affected area. A Stamina roll failure of victims with a CON of 9 or less doubles the amount of Fatigue loss. On initial contact, this venom does -13 points of Fatigue damage and on a Stamina roll failure, does an additional -11 points of damage for every 5 minutes the toxin remains in the victim's system. If Fatigue reaches 0, the victim must make a Stamina roll -50%. If the roll fails, the victim is paralyzed for 6D10 minutes.

Venom of the Ordinary Spiders V (Black Widow)

Delay: Instantaneous
Duration: 5 + 1D10 Minutes
Damage: -3 Body Point
Cost: 12 P
Price: 25 P
Resist Roll: Stamina -25%

Venom of the Ordinary Spider V is a deadly toxin characteristic of Black Widow Spiders. It brings immediate discomfort to the affected area. A Stamina roll failure of victims with a CON of 12 or less doubles the amount of damage. On initial contact, this venom does -4 points of Body damage and on a Stamina roll failure, does an additional -5 points of damage for every 5 minutes the toxin remains in the victim's system. It should be noted that a great deal of the human population has an allergic reaction to Black Window Spiders (more the 75%).

Venom of the Ordinary Spiders VI (Shadow's Embrace)

Delay: Instantaneous
Duration: 20 + 2D10 Minutes
Damage: 8 Body Points
Cost: NA
Price: N/A
Resist Roll: Stamina -50%

Venom of the Ordinary Spider VI is a deadly toxin. It brings immediate pain to the victim; the victim's body will feel as though it is on fire. A Stamina roll failure of victims with a CON of 16 or less doubles the amount of damage. On initial contact, this venom does -9 points of Body damage and on a Stamina roll failure, does an additional -8 points of damage for every 5 minutes the toxin remains in the victim's system. This is one of the deadliest of all the Ordinary Spider Toxins.

VENOM OF THE GIANT WEB SPINNER**Venom of the Giant Web Spinner I**

Delay: Instantaneous
Duration: 10 Minutes
Damage: 10 Fatigue points
Cost: 5 P
Price: 10P
Resist Roll: Stamina -13%

Venom of the Giant Web Spinner I is a paralyzing toxin characteristic of most Giant Web Spinner Spiders. It brings immediate discomfort (numbness) to the affected area. A Stamina roll failure of victims with a CON of 7 or less doubles the amount of Fatigue loss. On initial contact, this venom does -15 points of Fatigue damage and on a Stamina roll failure, does an additional -10 points of damage for every 1 minute the toxin remains in the victim's system. If Fatigue reaches 0, the victim must make a Stamina roll -25%. If the roll fails, the victim is paralyzed for 1D10 minutes. The victim is aware of his/her surroundings while paralyzed

Venom of the Giant Web Spinner II

Delay: Instantaneous
Duration: 15 Minutes
Damage: 15 Fatigue points
Cost: 15 P
Price: 30P
Resist Roll: Stamina -25%

Venom of the Giant Web Spinner II is a paralyzing toxin characteristic of most Giant Web Spinner Spiders. It brings immediate discomfort (numbness) to the affected area. A Stamina roll failure of victims with a CON of 13 or less doubles the amount of Fatigue loss. On initial contact, this venom does -15 points of Fatigue damage and on a Stamina roll failure, does an additional -10 points of damage for every 1 minute the toxin remains in the victim's system. If Fatigue reaches 0, the victim must make a Stamina roll -45%. If the roll fails, the victim is paralyzed for 2D10 minutes. The victim is aware of his/her surroundings while paralyzed.

Venom of the Giant Web Spinner III (The Living Death)

Delay: Instantaneous
Duration: 20 Minutes
Damage: 20 Fatigue Points
Cost: 50 P
Price: 100 P
Resist Roll: Stamina -50%

Venom of the Giant Web Spinner III is a paralyzing toxin characteristic of most Giant Web Spinner Spiders. It brings immediate discomfort (numbness) to the victim's entire body. A Stamina roll failure of victims with a CON of 18 or less doubles the amount of Fatigue loss. On initial contact, the venom does -20 points of Fatigue damage, and on a Stamina roll failure, does an additional -15 points of damage for every round the toxin remains in the victim's system. If Fatigue reaches 0, the victim must make a Stamina roll -75%. If the roll fails, the victim is paralyzed for 1D10 hours. The victim is aware of his/her surroundings while paralyzed, but remains unable to do anything at all, even scream. This complete and total incapacitation is what has earned this venom its name.

Venom of the Giant Web Spinner IV (The Burning Death)

Delay: Instantaneous
Duration: 30 Minutes
Damage: 10 Body Points
Cost: 100 P
Price: 1 Cr.
Resist Roll: Stamina -75%

Venom of the Giant Web Spinner IV is also known as the Burning Death. This venom is a very deadly toxin combined with digestive juices. A creature unfortunate enough to come in contact with this venom can feel its internal organs dissolving, thus bringing immediate pain to its entire body. A Stamina roll failure of victims with a CON of 25 or less doubles the amount of Body loss. On the initial contact, this venom does -12 points of Body damage and on a Stamina roll failure, does an additional -10 points of damage for every round the toxin remains in the victim's system.

VENOM OF THE GIANT AMBUSH SPIDERS**Venom of the Giant Ambush Spider I**

Delay: Instantaneous
Duration: 15 Minutes
Damage: 10 fatigue points
Cost: 3 Cr
Price: 8 Cr.
Resist Roll: Stamina -50%

Venom of the Giant Ambush Spider I is a paralyzing toxin characteristic of many Giant Ambushers. On initial contact, this venom does -7 + Crit Die points of Fatigue damage (-27 on Crit Die 9-10). A Stamina roll -21% will reduce the damage by ½. A Stamina roll failure of victims with a CON of 13 or less will reduce the PSF of their physical abilities by ½, and will do an additional -10 points of Fatigue damage every round that the toxin remains in the victim's system. If Fatigue reaches 0, the victim must make a Stamina roll -50%. If the roll fails, the victim is paralyzed for 1D10 hours.

Venom of the Giant Ambush Spider II

Delay: Instantaneous
Duration: 15 Minutes
Damage: 4 Body Points
Cost: 6 Cr
Price: 15 Cr.
Resist Roll: Stamina -13%

Venom of the Giant Ambusher Spider II is a toxin characteristic of some Giant Ambushers. It brings instant pain to the affected area. The toxin will reduce the PSF of the physical abilities of all victims with a CON of 11 or less by ½, and a Stamina roll failure of those victims will cause complete incapacitation. On initial contact, this venom does -3 + Crit Die points of Body damage (-21 on Crit 9-10), and an additional -4 points of Body damage per minute the toxin remains in the victim's system. A Stamina roll -13% will reduce the damage by ½.

Venom of the Giant Ambush Spider III

Delay: Instantaneous
Duration: 15 Minutes
Damage: 6 Body Points
Cost: 6 Cr
Price: 15 Cr.
Resist Roll: Stamina -21%

Venom of the Giant Ambush Spider III is an extremely deadly toxin characteristic of very few Giant Ambushers. It brings instant pain to the entire body. The effects will reduce the PSF of all abilities by ½ in victims with a CON of 15 or less, and will completely incapacitate victims with a CON of 14 or less. On initial contact, this venom does -7 + Crit Die points of Body damage (-27 on Crit Die 9-10), and an additional -6 points of Body damage per minute the toxin remains in the victim's system. A Stamina roll -21% will reduce the damage by ½.

VENOM OF THE GIANT HUNTING SPIDER

Venom of the Giant Hunting Spider I

Delay: Instantaneous
Duration: 15 Minutes
Damage:
Cost: 4 Cr.
Price: 10 Cr.
Resist Roll: Stamina -45%

Venom of the Giant Hunting Spider I is a paralyzing toxin characteristic of many Giant Hunters. On initial contact, this venom does -12 + Crit Die points of Fatigue damage (-30 on Crit Die 9-10). A Stamina roll -45% will reduce the damage by ½. A Stamina roll failure of victims with a CON of 17 or less will reduce the PSF of their physical abilities by ½, and will do an additional -10 points of Fatigue damage every round that the toxin remains in the victim's system. If Fatigue reaches 0, the victim must make a Stamina roll -75%. If the roll fails, the victim is paralyzed for 2D10 hours.

Venom of the Giant Hunting Spider II

Delay: Instantaneous
Duration: 15 Minutes
Damage: 3 Body Points
Cost: 7 Cr.
Price: 18 Cr.
Resist Roll: Stamina -21%

Venom of the Giant Hunting Spider II is a deadly toxin characteristic of many Giant Hunters. It brings instant pain to the affected area. The effects will reduce the PSF of all abilities by ½ in victims with a CON of 11 or less, and on a Stamina roll failure, will completely incapacitate victims with a CON of 14 or less. On initial contact, this venom does -3 + Crit Die points of Body damage (-21 on Crit Die 9-10), and an additional -3 points of Body damage per round the toxin remains in the victim's system. A Stamina roll -21% will reduce the damage by ½.

Venom of the Giant Hunting Spider III

Delay: Instantaneous
Duration: 15 Minutes
Damage: 4 Body Points
Cost: 10 Cr.
Price: 25 Cr.
Resist Roll: Stamina -33%

Venom of the Giant Hunting Spider III is an extremely deadly toxin characteristic of very few Giant Hunters. It brings instant pain to the affected area. The effects will reduce the PSF of all abilities by ½ in victims with a CON of 17 or less, and a Stamina roll failure of those victims will cause complete incapacitation. On initial contact, this venom does -9 + Crit Die points of Body damage (-27 on Crit Die 9-10), and an additional -4 points of Body damage per round the toxin remains in the victim's system. A Stamina roll -33% will reduce the damage by ½.

Venom of the Giant Web Spinner III (The Living Death)

Delay: Instantaneous
Duration: 20 Minutes
Damage: 20 Fatigue Points
Cost: 50 P
Price: 100 P
Resist Roll: Stamina -50%

Venom of the Giant Web Spinner III is a paralyzing toxin characteristic of most Giant Web Spinner Spiders. It brings immediate discomfort (numbness) to the victim's entire body. A Stamina roll failure of victims with a CON of 18 or less doubles the amount of Fatigue loss. On initial contact, the venom does -20 points of Fatigue damage, and on a Stamina roll failure, does an additional -15 points of damage for every round the toxin remains in the victim's system. If Fatigue reaches 0, the victim must make a Stamina roll -75%. If the roll fails, the victim is paralyzed for 1D10 hours. The victim is aware of his/her surroundings while paralyzed, but remains unable to do anything at all, even scream. This complete and total incapacitation is what has earned this venom its name.

Venom of the Giant Web Spinner IV (The Burning Death)

Delay: Instantaneous
Duration: 30 Minutes
Damage: 10 Body Points
Cost: 100 P
Price: 1 Cr.
Resist Roll: Stamina -75%

Venom of the Giant Web Spinner IV is also known as the Burning Death. This venom is a very deadly toxin combined with digestive juices. A creature unfortunate enough to come in contact with this venom can feel its internal organs dissolving, thus bringing immediate pain to its entire body. A Stamina roll failure of victims with a CON of 25 or less doubles the amount of Body loss. On the initial contact, this venom does -12 points of Body damage and on a Stamina roll failure, does an additional -10 points of damage for every round the toxin remains in the victim's system.

VENOM OF THE GIANT AMBUSH SPIDERS

Venom of the Giant Ambush Spider I

Delay: Instantaneous
Duration: 15 Minutes
Damage: 10 Fatigue points
Cost: 3 Cr
Price: 8 Cr.
Resist Roll: Stamina -50%

Venom of the Giant Ambush Spider I is a paralyzing toxin characteristic of many Giant Ambushers. On initial contact, this venom does -7 + Crit Die points of Fatigue damage (-27 on Crit Die 9-10). A Stamina roll -21% will reduce the damage by ½. A Stamina roll failure of victims with a CON of 13 or less will reduce the PSF of their physical abilities by ½, and will do an additional -10 points of Fatigue damage every round that the toxin remains in the victim's system. If Fatigue reaches 0, the victim must make a Stamina roll -50%. If the roll fails, the victim is paralyzed for 1D10 hours.

Venom of the Giant Ambush Spider II

Delay: Instantaneous
Duration: 15 Minutes
Damage: 4 Body Points
Cost: 6 Cr
Price: 15 Cr.
Resist Roll: Stamina -13%

Venom of the Giant Ambusher Spider II is a toxin characteristic of some Giant Ambushers. It brings instant pain to the affected area. The toxin will reduce the PSF of the physical abilities of all victims with a CON of 11 or less by ½, and a Stamina roll failure of those victims will cause complete incapacitation. On initial contact, this venom does -3 + Crit Die points of Body damage (-21 on Crit 9-10), and an additional -4 points of Body damage per minute the toxin remains in the victim's system. A Stamina roll -13% will reduce the damage by ½.

Venom of the Giant Ambush Spider III

Delay: Instantaneous
Duration: 15 Minutes
Damage: 6 Body Points
Cost: 6 Cr
Price: 15 Cr.
Resist Roll: Stamina -21%

Venom of the Giant Ambush Spider III is an extremely deadly toxin characteristic of very few Giant Ambushers. It brings instant pain to the entire body. The effects will reduce the PSF of all abilities by ½ in victims with a CON of 15 or less, and will completely incapacitate victims with a CON of 14 or less. On initial contact, this venom does -7 + Crit Die points of Body damage (-27 on Crit Die 9-10), and an additional -6 points of Body damage per minute the toxin remains in the victim's system. A Stamina roll -21% will reduce the damage by ½.

VENOM OF THE GIANT HUNTING SPIDER

Venom of the Giant Hunting Spider I

Delay: Instantaneous
Duration: 15 Minutes
Damage:
Cost: 4 Cr.
Price: 10 Cr.
Resist Roll: Stamina -45%

Venom of the Giant Hunting Spider I is a paralyzing toxin characteristic of many Giant Hunters. On initial contact, this venom does -12 + Crit Die points of Fatigue damage (-30 on Crit Die 9-10). A Stamina roll -45% will reduce the damage by ½. A Stamina roll failure of victims with a CON of 17 or less will reduce the PSF of their physical abilities by ½, and will do an additional -10 points of Fatigue damage every round that the toxin remains in the victim's system. If Fatigue reaches 0, the victim must make a Stamina roll -75%. If the roll fails, the victim is paralyzed for 2D10 hours.

Venom of the Giant Hunting Spider II

Delay: Instantaneous
Duration: 15 Minutes
Damage: 3 Body Points
Cost: 7 Cr.
Price: 18 Cr.
Resist Roll: Stamina -21%

Venom of the Giant Hunting Spider II is a deadly toxin characteristic of many Giant Hunters. It brings instant pain to the affected area. The effects will reduce the PSF of all abilities by ½ in victims with a CON of 11 or less, and on a Stamina roll failure, will completely incapacitate victims with a CON of 14 or less. On initial contact, this venom does -3 + Crit Die points of Body damage (-21 on Crit Die 9-10), and an additional -3 points of Body damage per round the toxin remains in the victim's system. A Stamina roll -21% will reduce the damage by ½.

Venom of the Giant Hunting Spider III

Delay: Instantaneous
Duration: 15 Minutes
Damage: 4 Body Points
Cost: 10 Cr.
Price: 25 Cr.
Resist Roll: Stamina -33%

Venom of the Giant Hunting Spider III is an extremely deadly toxin characteristic of very few Giant Hunters. It brings instant pain to the affected area. The effects will reduce the PSF of all abilities by ½ in victims with a CON of 17 or less, and a Stamina roll failure of those victims will cause complete incapacitation. On initial contact, this venom does -9 + Crit Die points of Body damage (-27 on Crit Die 9-10), and an additional -4 points of Body damage per round the toxin remains in the victim's system. A Stamina roll -33% will reduce the damage by ½.

Venom of the Giant Hunting Spider IV

Delay: Instantaneous
Duration: 15 Minutes
Damage: 5 Body Points
Cost: 18 Cr.
Price: 40 Cr.
Resist Roll: Stamina -40%

Venom of the Giant Hunting Spider is a virulent toxin characteristic of a very small number of Giant Hunters. It brings instant pain to the entire body. The effects will reduce the PSF of all abilities by ½ in victims with a CON of 18 or less, and a Stamina roll failure of those victims will cause complete incapacitation. On initial contact, this venom does -11 + Crit Die points of Body damage (-33 on Crit Die 8-10), and an additional -5 points of Body damage per round the toxin remains in the victim's system. A Stamina roll -40% will reduce the damage by ½.

Venom of the Giant Hunting Spider V (Shadow's Firestorm)

Delay: Instantaneous
Duration: 15 Minutes
Damage: 8 Body Points
Cost: 25 Cr.
Price: 75 Cr.
Resist Roll: Stamina -50%

Venom of the Giant Hunting Spider V is a lethal toxin characteristic of the deadliest Giant Hunting Spiders. It brings instant pain to the entire body. The effects will reduce the PSF of all abilities by ½ in victims with a CON of 19 or less, and a Stamina roll failure of those victims will cause complete incapacitation. On initial contact, this venom does -13 + Crit Die points of Body damage (-39 on Crit Die 7-10), and an additional -6 points of Body damage per round the toxin remains in the victim's system. A Stamina roll -50% will reduce the damage by ½. The victim unfortunate enough to be affected by this venom will instantly feel that its body is engulfed in *Holocaust Fire*, while its vision becomes clouded, and it is only able to discern large or bright outlines of shapes, thus earning the venom the name Shade's Firestorm.