

Poisons

In the world of Eventyr, there are two distinct types of poison, combat and situational poisons.

- Combat poisons are ones that convey an advantage during combat; they are applied overtly (usually by contact through weapon hits) and produce an immediate effect.
- Situational poisons are ones that are applied in non-confrontational, covert ways. They can either be offensive, causing negative effects (including death) or manipulative, causing effects that can be utilised by the poisoner.

The two types of poison specifically require different mechanisms of application. The combat poisons are simple; the poison is applied to a weapon, which is then used to introduce the poison to the target via a wound. This method is fine in combat situations but is not appropriate for social interactions. The whole point of poisoning is to cause an effect to the target without them realising that they have been poisoned and more specifically, who has poisoned them.

As such, a covert mechanism for introducing poisons into their target is required. The following sections cover a method for poisoning that can cover contact, injection, ingestion or inhalation vectors.

THE APPLICATION OF POISON

To make the poisoning process fair to both the poisoner and their target, the system requires a degree of skill and stealth, akin to the pick-pocket skill already in the system. In order to successfully poison another individual, either another player character (PC) or a non-player character (NPC), the poisoner needs to attach a coloured sticker to their desired target. If a plate of food or a tankard of drink is to be poisoned, the sticker needs to be affixed to the outside of the plate or tankard. If an individual is to be poisoned directly (using a contact or injected poison), then the sticker needs to be affixed to the target location. After a period of 5 minutes (or less, depending upon the skill of the poisoner), a referee will inform the target that they have been poisoned and hand them a poison card, detailing the effects of the poison used.

This approach presents opportunities for roleplay on the part of the poisoner; distraction techniques may be required to allow them to apply the sticker discretely and stealth may be needed to approach and retreat from the target undetected. It also gives the target a chance to take remedial action if they discover the sticker before being handed a poison card; if they spot the sticker, it can be assumed that the poisoning effort was not successful (an unusual smell was detected in the food or the approach of the poisoner was marked and any contact poison washed away before it took effect). Poisoning other PCs is a PvP action (player-versus-player) and whilst such actions are not banned in this system, they are not actively encouraged as the system has not been written to openly support it; nevertheless, the actions of players sometimes warrants the direct intervention of others!

Any character can attempt to use a poison if they acquire one. Characters that are trained in the use of poisons will however have a greater chance of success and access to different routes of application.

Poisons can be found as loot inside treasure chests, created through alchemical rituals or bought from merchants of ill-repute. All poisons will have trade cards associated with them; the trade card will describe the colour and texture of the poison.

When a character wants to attempt to use a poison, they need to take the poison to GOD. Depending upon the skill of the character in the art of poisoning, they will be given a number of coloured stickers, representing the number of doses (or attempts) can be made from the poison and the skill of the poisoner. The size and colour of the sticker will also change with the skill of the poisoner; larger, brightly coloured stickers will be easier to spot on a target, whilst smaller, darker stickers will be more subtle and easier to conceal. An apprentice poisoner will only receive one large diameter, brightly coloured stickers, whereas a master poisoner will receive three small diameter, dark coloured stickers.

METHODS OF APPLICATION

As mentioned previously, there are four vectors or methods by which situational poisons can be administered to their intended targets; ingestion, contact, injection and inhalation.

Ingestion is the simplest vector; the target consumes the poison either through eating or drinking something laced with the poison. To roleplay this method, the poisoner must place a sticker on a plate or tankard that is then used by the target, within the five minute window from application of the sticker. The downside to this method of application is that due to the need for a poison to be digested, a delay period is applied before the poison takes effect; the attending referee will inform the target that they feel unwell, five minutes before handing them the poison card. This allows the target to take remedial steps if they realise that they may have been poisoned. Ingestion is the only method of application that can be used by poisoners with no skill or skilled to apprentice level.

Contact is a more skilled vector; it requires the poison to be applied to the skin of the target. It is more difficult to apply a sticker to the exposed skin of a target, but this method does not suffer from a delay period in the way that ingestion does. This method can be used by expert poisoners.

Injection is the most skilled vector; it involves applying the poison to the target through a small wound, roughly similar to the crude application of combat poisons. To roleplay this method, the poisoner must place a sticker on the skin or a layer of fabric on the target and then prod the sticker with a small knife, stick or other pointed implement. This method does not have a delay period and can only be used by master poisoners.

Finally, a grand master of poisons may be able to poison their target by making the poison airborne and having them breathe in the poison. This is exceptionally difficult to achieve and so requires detailed planning and discussion with the attending referees before it is even considered.

SUMMARY OF POISON LORE SKILL LEVELS

| Skill level | Poisoner's stickers | | | Methods of application available to poisoner | Duration of situational effects |
|--------------|---------------------|-------|--------|--|---------------------------------|
| | Number | Size | Colour | | |
| No skill | 1 | Large | Shiny | Ingestion | 10 minutes |
| Apprentice | 2 | Large | Bright | Ingestion | 30 minutes |
| Expert | 3 | Large | Dark | Contact | 1 hour |
| Master | 4 | Small | Bright | Injection | 3 hours |
| Grand Master | 5 | Small | Dark | Inhalation | 6 hours |

The XP costs of the Poison Lore skill are shown in the following table.

| Skill | Apprentice | Expert | Master | Grand Master |
|-------------|------------|--------|--------|--------------|
| Poison Lore | 3 | 4 | 5 | 6 |

List of Poisons

The following is a sample list of poisons, their effects and the level of expertise a poisoner requires in order to successfully create the poison through an alchemical ritual (with the relevant recipe). This list is not exhaustive; other poisons may exist in the world.

| Type | Name | Effect | Level required to create |
|-------------|--------------|--|--------------------------|
| Combat | Bleed | Any regenerative effects the target may have are negated | Apprentice |
| Combat | Sleep | The target falls asleep and cannot be woken by any means for 10 seconds | Expert |
| Combat | Pain | The target is wracked with agonising pain for the duration, preventing normal activity | Expert |
| Combat | Frenzy | The target loses their mind and attacks everyone (and everything) around them, as per the Barbarian skill | Master |
| Situational | Truth | The target cannot tell lies when questioned | Apprentice |
| Situational | Weakness | The target's encumbrance limit is reduced by half; cannot carry anything above this new limit | Apprentice |
| Situational | Lethargy | The target's maximum offensive point (OP) pool is reduced by half; any points in excess of this are lost | Expert |
| Situational | Recklessness | The target's maximum defensive point (DP) pool is reduced by half; any points in excess of this are lost | Expert |
| Situational | Confusion | The target's maximum spell point (MP or PP) pool is reduced by half; any points in excess of this are lost | Expert |
| Situational | Frailty | The target's base hits are reduced by a level, to a minimum of 1/1 | Master |
| Situational | Necrosis | Any damage suffered by the target cannot be healed | Master |
| Situational | Doom | The target takes a point of damage to the chest every hour; this damage cannot be healed until the poison is negated | Grand Master |

Combat poisons last for 30 seconds per application; applications do not stack but a target can be poisoned more than once in any given combat encounter. Situational poisons last as long as dictated in the previous table.

CREATING POISONS

As has been noted previously, poisons are created through alchemical rituals. When a character has the appropriate recipe and ingredients, they can create as many doses of poison as their skill level dictates.

Poisons are very volatile in nature and as such cannot be stored for long before they lose their potency. To represent this, poisons cannot be stored or carried over from one event to the next; effectively they must be created at the event in which they are to be used. If poisons are found as loot on deceased monsters or NPCs, it can be assumed that the poison was made recently and will become useless at the end of the event.

Despite this, there are some individuals in the world that are sufficiently skilled to make their poisons more stable and long-lasting; they will have skills that specifically increase the duration of poisons, allowing the poison to last from one event to the next.