

EXTRAS

AQUILONIAN ADVENTURES

Though as tame a land as any in this rough era, Aquilonia is also a hub of adventure. Be it searching out lost ruins, hunting enemies of the king, or scheming in the corridors of power for more influence, Aquilonia provides a broad palette of stories in the making.

The City of the Dead

This could take place in Tarantia or a city of the game-master's invention. In either case, the city is a living city, no necropolis. The dead don't arrive until night. What's going on? Below the city are ancient crypts filled with the victims of a forgotten plague. The nobles were buried well, the peasants in mass graves. Almost everyone forgot about the epidemic, as it happened so long ago. However, there is one hermit scholar who knows a legend of this ancient plague.

It seems that the city, according to the legend, was cursed by an old, now forgotten god. This god sent a comet over the city which caused disease. For the week the comet was visible in the sky, the dead piled up. Whatever the city did to anger the god, the god would revisit ten-fold on the city.

The city nearly disappeared, with casualties nearing half the city. It was a horrific time to be alive. Yet the god was not done. Her anger was so great she cursed the city's descendants, proclaiming the dead would rise when the comet reappeared. These arisen corpses would revisit horror upon the city as they killed the inhabitants whilst emerging from the ground like tainted trees. Nowhere would be safe.

The player characters are unfortunate enough to be visiting the city when the comet is supposed to reappear. The citizens are eager to see the comet for, over the course of ages, they have come to believe it is a good omen. It is not.

The player characters experience a zombie plague in the middle of a large city. They probably think of cutting their way out of the city limits, but the Aquilonian army surrounds the town. It seems the plague is infectious, known about by the crown, and the only solution they see is to quarantine the city, possibly to burn it with all inside. If not, the plague could sweep the land.

Of course, this doesn't help the player characters, but the strange old hermit knows another tale. One that

says the god was buried without ceremony beneath the city. If they find that corpse and give it a ritual burial, all this will end.

What the hermit doesn't know is that there was no god. This is the work of an Acheronian-era wizard who was indeed buried improperly and brought a curse to the city by using certain alignments of the stars, and the Outer Dark, which coincide with comet's appearance. To save the town, or even just themselves, the player characters must go into the crypts, find the dead wizard, and ritually reinter him. Simple, right?

The Binding

Shamar is not just a city, it's a prison. The planned roads leading to the central hub are part of an old sigil of binding. Thousands of years ago (3,000 to be exact), an Acheronian city sat where Shamar now lays. Shamar was built on its ruins and kept the same design.

The Acheronian city was a wonder. It had lights which never went out, food that came from seemingly nowhere, many of the things associated with Old Kosalan ruins. However, the Acheronians achieved this all not by super-science but through dark magic.

They enslaved a creature of the Outer Dark — a very powerful one. Beneath the city that creature still lurks, though its power is no longer tapped by man. Yet the sigil remains unbroken and, as sorcerers are wont to do, opening the lock seems like a good idea to a certain sorcerer. The sorcerer's goals and abilities are up to the game-master, but they believe that they can control the beast. Alternatively, the sorcerer may wish to release it, so it destroys the city and, hopefully, all Aquilonia.

The beast is no beast, as it happens, but an intelligent, malevolent creature. It will want revenge, but it may have further goals. How was it caught? What sorcerer bound it? What does it want after all these years once it slakes its thirst for vengeance?

This event could disrupt the entire nation, if not prevented. It could lead to the fall of not only Shamar but Aquilonia, too. Possibly, it could lead to the rule of the Great Old Ones on the Earth once again. Who knows what plans and forces the Acheronians meddled with? This could be a genuine catastrophe to bring a premature end to the Hyborian Age!

SWAMP WITCH (TOUGHENED)

In the depths of fens and bogs lurk hags who prey upon unwary folk. They take shapes pleasing to their prey, be it a beautiful woman or lost love. Such is their power that they can plumb a victim's mind for deep desire and manifest it in the flesh. But that flesh turns cold and necrotic in the coupling, rending the body of the would-be lover, should the witch so desire.

Yet such swamp witches also have sorcerous powers at their disposal, having once been human and tutored by demons. They live in these remote locales because their involvement with the Outer Dark corrupts them so dramatically that they cannot stand to dwell amongst the living. Likewise, they cannot forever hold a pleasing shape, and their droopy, rugose skin, covered in leprous sores, quickly gives them away.

Yet they also possess the secrets of demonology and foretelling. Their cold, pupil-less eyes grant them true sight, a form of prophecy. If a seeker needs an answer, and if that seeker can discover what it is the witch will accept, a deal is struck. The deal is never easy and often involves the trading of life, one way or another.

An old Nemedian folktale speaks of a man who swore revenge on the unknown man who killed his father. It was his only desire in this life. The son found a witch dwelling in a hut surrounded by white cats. To her he pledged his soul. She gave him the knowledge he needed to enact his revenge. The vengeful son slew the murderer who had killed his father, and then died a moment after, returning to the witch, forever in her thrall in the form of a white cat. Of course... this is just a story.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
9	12	10	9
Agility	Brawn	Coordination	
8	8	8	




FIELDS OF EXPERTISE

Combat	1	Movement	—
Fortitude	2	Senses	3
Knowledge	3	Social	—

STRESS & SOAK

- **Stress:** Vigor 8, Resolve 9
- **Soak:** Armor 1 (Rotting Flesh), Courage 2

ATTACKS

- **Thrice-poisoned Dagger (M):** Reach 1, 3 , 1H, Vicious 2, Intense, Persistent 3
- **Bitter Curses (R):** Range M, 4 , 2H, Persistent 2
- **Poisonous Eye (T):** Range C, 4 , mental, Persistent 1, Stun

SPECIAL ABILITIES

- **Hideous Form:** Anyone that looks at the witch for long enough to attack her suffers damage as if they had been hit with her Poisonous Eye attack. This only affects a character once per scene.
- **Sorcerer:** Most witches know one or two spells which should be selected by the gamemaster as needed

DOOM SPENDS

- **Deathly Vengeance:** When killed, the swamp witch can pay 3 Doom to reanimate as an Undead creature. When it does so, it loses this ability. The gamemaster may choose which type of Undead creature the witch becomes
- **Hellish Knowledge:** Anyone who seeks and gains her council can spend 1 Doom to gain 3 bonus Momentum which much be used on the Gather Information spend.

VARNEU, WERE-WOLF (NEMESIS)

Once, they were a tribe of Hybori, but that was very long ago. In the time before time, when the echoes of the Cataclysm might still be felt beneath the bare foot, this tribe made a deal with something unnatural, something from the Outer Dark. Legend holds they were among those tawny-haired barbarians that would later found Nemedica, though this cannot be proven, save that the color of their fur tends toward that same hue.

They, too wanted to become the most powerful tribe in the land and, for a while, they were. But one does not make such deal idly, and the Varneu, for such was their tribe's name, turned into wolves, or people who look like wolves. The details of encounters are not clear, for few survive to relay them.

They live only in the deep forests. Whether they are as old as the original tribe, or offspring, is not known but more than one scholar has disappeared trying to find out. Once per month, when the moon is full, they turn back into women and men. Those nights they feast and celebrate and, perhaps, sneak into nearby villages or appear on the porches of farms, seeking some sliver of their former life.

Locals tell their children to beware strangers on a full moon. This became something of common warning among the rural folk of Nemedica, though only the oldest families know its root.

The wolf-folk, the Varneu, must feast on human flesh when in their altered form. This is part of their curse, and a fine reason for avoiding the forests of Nemedica altogether.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
13(1)	8	10	9
Agility	Brawn	Coordination	
12	13	13	




FIELDS OF EXPERTISE

Combat	3	Movement	3
Fortitude	3	Senses	2
Knowledge	1	Social	1

STRESS & SOAK

- **Stress:** Vigor 16, Resolve 12
- **Soak:** Armor 3, Courage 3


ATTACKS

- **Tearing Bite (M):** Reach 1, 6 , Unforgiving 2
- **Twin Claws (M):** Reach 2, 7 , Vicious 1
- **Snarling Menace (T):** Range C, 6  mental, Vicious 1

SPECIAL ABILITIES

- **Fast Healing**
- **Fear 2**
- **Inhuman Awareness 1**
- **Inured to Disease, Poison**
- **Keen Senses (Scent)**
- **Night Vision**
- **Savage:** A werewolf may use the Swift Strike Momentum spend for the cost of only 1 Momentum, so long as it uses a different attack for each attack. It has two distinct Claw attacks and a Tearing Bite attack, and it may use Swift Strike up to twice each turn, rather than once as is normally the case.
- **Spiritual Curse:** A werewolf slain in human form continues to exist as a feral spirit which will possess the bodies of innocents and transform them into werewolves. Only by slaying the creature in its bestial form will prevent this. The gamemaster should determine the effects of this possession.

DOOM SPENDS

- **Bestial Howling:** The howl of a werewolf is terrifying to hear, a fearsome noise that eclipses even the howling of dire wolves. When attempting a Threaten Action, the werewolf can spend 2 Doom and gain the *Bestial Howling* display: 8  mental, Area and Piercing 1 Qualities. The benefits of the Fear 2 ability have already been included.

WHITE LADY (TOUGHENED)

When death is near the White Lady appears in the homes of nobles and peasants alike, if she has the yen to do so. Perhaps she only does this when drawn by a secret like her own. It is unknown if there is only one of these beings, or several.

The White Lady was once human and knew some great secret. What this secret was, who knows, but it inevitably led to her death — murder or suicide.

Her curse is she cannot move to the gray worlds of death. Instead, she is trapped in this world, or some form of it, until she can pass on her secret. Once she does so to a beguiled listener, she finally 'dies' and dissipates. Afterward, that listener becomes marked for death, and all manner of trouble follows them. It haunts them until the unlucky listener redresses the secret in some way, making up for the torment and injustice that led to the lady's death.

There are tales of folks who became mad trying to unlock the totality of the White Lady's secret. Their end was usually by their own hand.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
8	9	9	9
Agility	Brawn	Coordination	
6	6	6	



FIELDS OF EXPERTISE

Combat	—	Movement	1
Fortitude	—	Senses	1
Knowledge	3	Social	2

STRESS & SOAK

- **Stress:** Vigor 6, Resolve 9
- **Soak:** Armor 4 (Insubstantial), Courage 2

ATTACKS

- **Ghostly Touch (M):** Reach 1, 2 , Stun
- **Cold Place (T):** Rance C, 4 , ARea, Mental, Stun

SPECIAL ABILITIES

- **Insubstantial 4**

DOOM SPENDS

- **Ghostly Whispers:** The White Lady can spend 1 Doom to attempt a Struggle of her Social Field of Expertise versus a target's Discipline. If the White Lady is successful in the struggle that character learns the White Lady's secret, and afterward is compelled to act upon it as if victim to the spell *Enslave* (**Conan** corebook, pages 177–179).



POISONS



*But now I am a great king, the people hound my track
With poison in my wine-cup, and daggers at my back.*

— “The Road of Kings”

The courts of the age are awash in treachery, and no method of murder is as common as poison for those who reach the height of power. Whether it be the Stygian adder’s fanged kiss, the sweet, numbing aroma of the yellow lotus, or the vile, oily sheen coating an assassin’s blade, nothing elicits fear quite so much as the threat of poison. It can fell the mightiest warrior, or with but a touch leaves them as weak and debilitated as a mewling infant.

Several poisons and the means for acquiring them have been detailed in the *Conan: Adventures in an Age Undreamed Of* corebook, as well as *The Book of Skelos* and *Conan the Thief*. The rules presented here expand and supersede those where necessary.

While poisons may potentially be acquired from natural sources such as venomous beasts and poisonous plants (utilizing the Survival skill, at the gamemaster’s option), in their pure form they do not last long and must be distilled and preserved for future use. Crafting poisons in this way requires use of the Alchemy skill and either the *Alchemist*, *Herbalist*, or *Poisoner* talents as deemed appropriate by the gamemaster.



USING RESISTANCE AGAINST POISON



A hardy constitution can sometimes stave off the worst of a poison’s effects, or even negate it entirely. At the gamemaster’s discretion, characters may be allowed a Resistance test in a Struggle versus a Difficulty equal to the number of ingredients used in the poison. Depending on the virulence of the poison used, a successful Resistance test may lessen the damage by half or prevent it completely, on a case-by-case basis.

TYPES OF POISON

- The three types of poison are Contact, Ingested, and Inhalation.
- Contact poisons may be delivered via injury with a bladed or piercing weapon, or simply by touch at higher dosages.
- Ingested poisons, as the name implies, must be consumed in order to be effective.
- Inhalation poisons take effect when breathed in, whether by powder or gas.
- Persistent poisons apply their effects at the same intervals as their Onset Time (i.e., a poison which acts in minutes will apply the Persistent damage once per minute, while one which acts immediately will apply damage every round).

POISONS OF THE AGE

The following poisons expand those found in other books, giving player characters and the gamemaster new and more subtle ways of ending life clandestinely, or without confrontation.

Ingredients	Difficulty	Skill	Talent	Vigor	Resolve	Effects
Number of Ingredients	DX	Skill used	Required talent(s)	X 	X 	Effects (<i>Conan</i> corebook, page XX)

Various derivations of the lotus, most dreaded of the signature poisons of the Hyborian Age, are described at length in the *Conan* corebook and *The Book of Skelos* (pages XX-XX). Each poison is described in the following terms:

COMMON NAME (OTHER NAMES OR EQUIVALENTS)

Description.

Type: How the poison is administered

Affected Organs: Bodily systems affected

Onset Time: How quickly the poison takes effect

APRICOT (CYANIDE)

For thousands of years, travelers have enjoyed the sweet aroma and taste of a fresh Argossean or Zingaran apricot. But the clever alchemist gathers with enthusiasm what the traveler throws away. With proper preparation, a few apricot kernels yield a poison with a certain deadly effect. As this is an ingested poison, the determined alchemist need not worry of an accidental exposure. The final poison is both fast-acting and resembles a sudden heart attack. Only the bitter flavor and aroma can give away the presence of foul play.

Type: Ingested

Affected Organs: Heart and respiratory

Onset Time: Immediate

ARSENIC



Since humanity has been mining for precious metals, the people of the Hyborian Age have been exposed to arsenic in contaminated mines. As arsenic poisoning resembles many common ailments, arsenic poisoning was originally attributed to evil spirits or other ill omens. Long ago, a clever alchemist or learned scholar discovered the strange element and its toxic properties. Depending on the concentration, arsenic poisoning can take days or even weeks if one is systematically exposed over a long period of time. Arsenic is easily hidden in food or drink.

Type: Contact, ingested, and inhaled

Affected Organs: Organ Failure

Onset Time: 1-20 days

ATROPA BELLADONNA (NIGHTSHADE, DWALE)

All parts of the plant are toxic with the root containing the most toxins. The berries can and have been mistaken for blueberries to deadly effect. In small doses the plant is used by witches as a hallucinogen but must be prepared by an experienced herbalist (the *Herbalist* talent) with a Challenging (D2) Healing test or the concoction could prove deadly, causing 2  Vigor and Resolve with Persistent 4 if the hallucinogen was improperly prepared. As a poison, the base version of belladonna does 3  Vigor and Resolve with Persistent 4. Atropa belladonna is found throughout the west.

Type: Contact and ingested

Affected Organs: Brain and central nervous system

Onset Time: 15 minutes to two hours (base); Immediate (two or more ingredients)

BUSHMAN POISON (POISON BULB, SORE-EYE FLOWER)

Bushman poison is commonly used in the Kingdoms of the Black Coast as a hallucinogen. Improper preparation or too much of the bulb can lead to paralysis or death. The first symptoms are hallucinatory followed by slowed motor function and paralysis at higher doses.

Type: Ingested

Affected Organs: Brain and muscular

Onset Time: One to four hours



“But I was a girl once, and a priest of Stygia loved me, and gave me the secret of immortality and youth everlasting. He died, then some said by poison.”

— Tascela, “Red Nails”

COWBANE (WATER HEMLOCK, HEMLOCK, DEAD MAN’S FINGERS)

All parts of the plant are poisonous, but it is the root that has the highest concentration of lethal toxin. The effects of hemlock poison are vomiting, diarrhea, dilated pupils, respiratory impairment, coma and muscle breakdown. Hemlock can and has been mistaken for parsley and parsnip to deadly consequences. The handling of hemlock is relatively safe. Hemlock can be found throughout anywhere in the continent that receives regular rainfall.

Type: Ingested

Affected Organs: Brain and central nervous system

Onset Time: One to four hours (base); Immediate (two or more ingredients)

CASTER BEAN (PALMA KERNEL)

Caster bean can be cultivated throughout the Thurian continent but is found naturally along the Black Coast. The toxic contents are contained within the hard-shell seed of this plant. Swallowing a whole kernel has little impact on someone so foolish, as the hard-shell of the seed is strong enough to pass through a person without releasing the deadly contents of the seed.

The preparation of this poison requires great skill and a Daunting (D3) Alchemy test for the base poison. Any failure will require a comparative Resistance test, or the preparer will be subject to their own poison.

Type: Ingested, inhaled

Affected Organs: Organ failure

Onset Time: 30 minutes to six hours; one to four rounds (two or more ingredients)

CURARE VINE (PAREIRA BRAVA)



The seeds of the vine are prepared to make a contact poison by the aboriginal peoples of the Black Coast and throughout the Black Kingdoms to kill their prey through respiratory failure. The process of preparing the poison is not particularly dangerous providing the preparer does not have an open wound. Symptoms include a rapid onset of paralysis.

Type: Contact, ingested

Affected Organs: Muscle

Onset Time: 5–15 minutes; one to four rounds (three or more ingredients)

HELMET FLOWER (MONKSHOOD, WOLFSBANE)

All parts of the plant are deadly with the highest concentration of lethal toxin contained in the roots. Found throughout the west, the oils from the plant are used to coat arrows for the purpose of killing wolves, werewolves, and other living beasts of four or two legs. Handling the plant without gloves requires an Average (D1) Resistance test or the user suffers 1  Vigor with Persistent 2. Symptoms are numbness, tingling, and paralysis, and can lead to heart arrhythmia and death. As a prepared poison it does 2  Vigor with Persistent 3 in its base form.

Type: Contact, ingested

Affected Organs: Heart

Onset Time: One to four hours (base); Immediate (two or more ingredients)

KOMBE (STROPHANTHUS KOMBE, DOGSBANE)

The seeds are the most poisonous and are found and used throughout the Black Coast, the Black Kingdoms, and all points between. The poison is used by aboriginal races of the south to poison their arrows and spears to great effect.

Type: Contact

Affected Organs: Heart

Onset Time: 5–20 min. (base); Immediate (two or more ingredients)



MANDRAKE ROOT (PARALYSIS POISON)

Mandrake root has been used as a medicinal poultice and in numerous concoctions for everything from muscle and joint pain to more sinister intentions. Mandrake is found from Shem to Zingara enjoying the warm sea air. In a concentration of three ingredients or more (*Book of Skelos*, page 92) up to five ingredients, the draught has the effect of complete paralysis. If four or five ingredients are used and the subject fails their Resistance test (D4 or D5, respectively), then the subject is immediately overcome with paralysis and no test can be made to allow movement until the effects of the draught wear off.

Type: Ingested

Affected Organs: Brain and central nervous system

Onset Time: 1–5 minutes; or immediate (three or more ingredients)

Lotus Pollens (Varied)

Lotus and its derivatives are described fully on page 166 of the *Conan* corebook.

STRYCHNINE (POISON NUT)

Strychnine is found primarily from Iranistan in the East. The tree produces a hard-shell round fruit encasing a soft seed that is poisonous when inhaled or ingested. The inner seed can be dried and ground into a powder for inhalation.

The effects of strychnine poisoning can be most horrific as the subject will immediately begin to convulse and death is either by respiratory arrest or exhaustion. The subject of the poisoning is in a hyper-sensitive state making this form of death all the more horrific.

Type: Inhalation, ingestion

Affected Organs: Brain and central nervous system

Onset Time: Immediate (base); Immediate (two or more ingredients)

YEW (AQUILONIAN YEW)













The yew has been around for thousands of years and probably predates the Cataclysm. While the yew is synonymous with Aquilonia it is found throughout the continent where regular rainfall is present. Some grazing animals such as sheep have been known to consume yew without any discernable effect. Cows, horses, dogs and humans will find the consumption of any part of the yew to be disastrous and at the very least extremely painful. Handling of the yew bush is not particularly dangerous, but the consumption of the leaves or seeds can lead to extreme gastrointestinal disorders and heart arrhythmia.

Type: Ingestion

Affected Organs: Heart

Onset Time: 2–12 rounds (base); one to four rounds (two or more ingredients)

POISONS OF THE HYBORIAN AGE

APRICOT (CYANIDE)						
Ingredients	Difficulty	Skill	Talent	Vigor	Resolve	Effects
One (base)	D2	Alchemy	Alchemist or Herbalist	3 	—	Persistent 2, Vicious 1
Two	D3	Alchemy	Alchemist or Herbalist	6 	—	Persistent 3, Vicious 2, Intense
Three	D4	Alchemy	Alchemist or Herbalist	9 	—	Persistent 4, Vicious 3, Intense
Four (maximum)	D5	Alchemy	Alchemist or Herbalist	12 	—	Persistent 5, Vicious 3, Intense
ARSENIC						
Ingredients	Difficulty	Skill	Talent	Vigor	Resolve	Effects
One (base)	D2	Alchemy	Alchemist	2 	2 	Persistent 2, Vicious 1
Two	D3	Alchemy	Alchemist	4 	4 	Persistent 3, Vicious 2, Intense
Three	D4	Alchemy	Alchemist	6 	6 	Persistent 4, Fearsome 1, Vicious 3, Intense
Four (maximum)	D5	Alchemy	Alchemist	8 	8 	Persistent 5, Fearsome 2, Vicious 3, Intense

ATROPA BELLADONNA (NIGHTSHADE, DWALE)

Ingredients	Difficulty	Skill	Talent	Vigor	Resolve	Effects
One (base)	D2	Alchemy	Herbalist	3	3	Persistent 3
Two	D3	Alchemy	Herbalist	6	6	Persistent 4
Three	D4	Alchemy	Herbalist	9	9	Persistent 5, Vicious 1, Intense
Four (maximum)	D5	Alchemy	Herbalist	12	12	Persistent 5, Vicious 2, Intense

BUSHMAN POISON (POISON BULB, SORE-EYE FLOWER)

Ingredients	Difficulty	Skill	Talent	Vigor	Resolve	Effects
One (base)	D2	Alchemy	Alchemist or Herbalist	—	2	Persistent 2, Stun, Fearsome 1
Two	D3	Alchemy	Alchemist or Herbalist	—	3	Persistent 3, Stun, Fearsome 1
Three	D4	Alchemy	Alchemist or Herbalist	—	4	Persistent 4, Stun, Fearsome 2, Grapple
Four (maximum)	D5	Alchemy	Alchemist or Herbalist	3	5	Persistent 5, Stun, Fearsome 2, Vicious 1, Grapple, Intense

COWBANE (WATER HEMLOCK, HEMLOCK, DEAD MAN'S FINGERS)

Ingredients	Difficulty	Skill	Talent	Vigor	Resolve	Effects
One (base)	D2	Alchemy	Alchemist or Herbalist	2	—	Persistent 2
Two	D3	Alchemy	Alchemist or Herbalist	3	—	Persistent 3, Vicious 1
Three	D4	Alchemy	Alchemist or Herbalist	4	—	Persistent 4, Vicious 1, Grapple
Four (maximum)	D5	Alchemy	Alchemist or Herbalist	6	—	Persistent 5, Vicious 2, Grapple, Intense

CASTER BEAN (PALMA KERNEL)

Ingredients	Difficulty	Skill	Talent	Vigor	Resolve	Effects
One (base)	D2	Alchemy	Alchemist or Herbalist	4	—	Persistent 5, Vicious 2, Intense
Two	D3	Alchemy	Alchemist or Herbalist	8	—	Persistent 5, Vicious 3, Intense
Three	D4	Alchemy	Alchemist or Herbalist	12	—	Persistent 5, Vicious 3, Intense

CURARE VINE (PAREIRA BRAVA)

Ingredients	Difficulty	Skill	Talent	Vigor	Resolve	Effects
One (base)	D1	Alchemy	Alchemist or Herbalist	2	2	Persistent 3, Vicious 1, Grapple
Two	D2	Alchemy	Alchemist or Herbalist	4	4	Persistent 3, Vicious 1, Grapple
Three	D3	Alchemy	Alchemist or Herbalist	6	6	Persistent 3, Vicious 2, Grapple
Four	D4	Alchemy	Alchemist or Herbalist	8	8	Persistent 5, Vicious 2, Grapple, Intense
Five (maximum)	D5	Alchemy	Alchemist or Herbalist	10	10	Persistent 5, Vicious 3, Grapple, Intense

HELMET FLOWER ((MONKSHOOD, WOLFSBANE)						
Ingredients	Difficulty	Skill	Talent	Vigor	Resolve	Effects
One (base)	D2	Alchemy	Alchemist or Herbalist	2 	—	Persistent 3
Two	D3	Alchemy	Alchemist or Herbalist	4 	—	Persistent 3
Three	D4	Alchemy	Alchemist or Herbalist	6 	—	Persistent 3, Vicious 1
Four (maximum)	D5	Alchemy	Alchemist or Herbalist	8 	—	Persistent 5, Vicious 2, Intense
KOMBE (STROPHANTHUS KOMBE, DOGSBANE)						
Ingredients	Difficulty	Skill	Talent	Vigor	Resolve	Effects
One (base)	D1	Alchemy	Alchemist or Herbalist	2 	—	Persistent 2
Two	D2	Alchemy	Alchemist or Herbalist	4 	—	Persistent 4
Three	D3	Alchemy	Alchemist or Herbalist	6 	—	Persistent 5, Vicious 1, Intense
Four	D4	Alchemy	Alchemist or Herbalist	8 	—	Persistent 5, Vicious 2, Intense
Five (maximum)	D5	Alchemy	Alchemist or Herbalist	10 	—	Persistent 5, Vicious 3, Intense
STRYCHNINE (POISON NUT)						
Ingredients	Difficulty	Skill	Talent	Vigor	Resolve	Effects
One (base)	D1	Alchemy	Alchemist or Herbalist	3 	—	Persistent 2, Fatigue 1
Two	D2	Alchemy	Alchemist or Herbalist	6 	—	Persistent 4, Fatigue 2, Grapple
Three	D3	Alchemy	Alchemist or Herbalist	9 	—	Persistent 5, Fatigue 2, Grapple, Intense
Four	D4	Alchemy	Alchemist or Herbalist	12 	—	Persistent 5, Fatigue 3, Grapple, Intense
Five (maximum)	D5	Alchemy	Alchemist or Herbalist	15 	—	Persistent 5, Fatigue 4, Grapple, Intense
YEW (AQUILONIAN YEW)						
Ingredients	Difficulty	Skill	Talent	Vigor	Resolve	Effects
One (base)	D1	Alchemy	Alchemist or Herbalist	2 	—	Persistent 2, Fatigue 1
Two	D2	Alchemy	Alchemist or Herbalist	3 	—	Persistent 2, Fatigue 2, Grapple
Three	D3	Alchemy	Alchemist or Herbalist	4 	—	Persistent 3, Fatigue 2, Grapple, Intense
Four	D4	Alchemy	Alchemist or Herbalist	5 	—	Persistent 3, Fatigue 2, Grapple, Intense
Five (maximum)	D5	Alchemy	Alchemist or Herbalist	6 	—	Persistent 4, Fatigue 2, Grapple, Intense