

GEMSMITH/LAPIDARY

The Other Enchanter

Note: The material here Has been modified from its original form, due to material found during the compilation of the errata in the *Mythus Complete* volumes. This section is mostly an extrapolation based on information in the *Mythus* and *Mythus Magick* books. To reiterate, the description of the K/S Area in the *Mythus* rulebook says:

This Knowledge/Skill Area generates Heka at the rate of 1 point per point of STEEP of the persona. The possessor of this Knowledge/Skill is able to work with precious stones and create items of jewelry, infusing them with Heka (and possibly Castings). Such items will contain an amount based in part on the innate power contained by the materials used, as well as the amount channeled by the caster during the enchantment process. Castings may be linked to these items, if the persona is a Dweomercrafter.

This is something in the past that people read, and either didn't think any more about it, or probably looked for more information – that wasn't there. But it tells us that this skill should be able to cast, or at least infuse an item with Heka, just like a caster. In any case, merely having this K/S would not provide enough Heka for castings unique to the K/S, however, the book goes on to say:

These skills are very important for those who wish to create magickal devices such as *Charms, Amulets, et al.* In addition to Gemsmith/Lapidary skills, a master craftsman will need to have the Dweomercraeft and Heka-Forging K/S Areas to produce a complete range of items. The Alchemy and Mysticism K/S Areas will also be of use.

Now it becomes a big deal, because we not only have a K/S Area that has a specialty which can infuse Heka, it can combine with other K/S areas with access to enough that an item of quality is possible. Not only that, personas who also have Dweomercraeft can also link castings! All those players that thought Heka-Forging was the *only* way to create magickal items now have another avenue of doing so. This is limited to precious stones and jewelry, but consider the sub-areas:

Engraving/Enameling covers the embellishment of an object by inscribing or painting *runes, patterns, designs, and other permanent decorations* in or on the item.

Gemcutting work involves cutting and polishing rough stones to increase their value and beauty.

The **Metalsmithing** Sub-Area is concerned with working malleable metals (usually of precious sort) into *rings, bracers, chains, etc.*

Jewelry involves designing and creating attractive pieces of jewelry which might contain gems and other precious stones.

This implies that pretty much anything in sub-table 11 (Jewelry) in the *Mythus Magick* section on random magickal devices (p. 368) could be made and enchanted by a skilled Gemsmith with Dweomercraeft and other K/S Areas. Unfortunately, the *Mythus* rulebook did not assign a grade to the K/S area, but that's easily accomplished. And while we are at it, let's go ahead and extrapolate a little more. The Sub-Areas Table in the rules indicates that by 41 STEEP, a persona would have all four sub-areas. Although there is no specific order in which the sub-areas must be learned, the column in the following table follows a logical progression.

Gemsmith/Lapidary Table

STEEP	Grade	Heka Max*	Abilities	Cut/Improve DR
under 21	1	35	Cut, prepare, improve Item Quality**, & infuse	+1
21-30	2	45	Create Charm/Aegis	-
31-40	3	55	Create General Purpose Reservoirs	-
41-50	4	65	Create Dedicated Purpose Reservoirs	-1
51-60	5	75	Craft Amulets	-1
61-70	6	85	Erase Existing Glyphs from an item	-2
71-80	7	95	Store Casting	-2
81-90	8	105	Store multiple castings w/ recharging pool	-3
91-up	9	115	Create Rechargeable item with up to 3 castings	-3

*According to *Mythus Magick*, the amount of Heka generated by the Gemsmith/Lapidary K/S is equal to STEEP + PMPc. The amount shown assumes a PMPow score of 15. A higher or lower score would modify this number.

**Item quality is improved by one step, similar to the Heka-Forging casting Resiliency.

Abilities

At Grade I, the Gemsmith is able to:

- Cut, polish, and repair a gem or piece of jewelry
- Inscribe or Engrave Glyphs using their personal tools. Any item may be inscribed, as listed in *Mythus Magick* on page 15.
- Prepare an item for infusion or an enchantment
- Improve an item's value by Increasing the Item Quality of a gem or piece of jewelry
- Infuse an item with Heka. The amount they may personally apply to the infusion depends on their maximum Heka, of course.

Any Gemsmith is able to cut, polish, repair, prepare and infuse a gem or piece of jewelry, as well as increasing its BUC value and applying an Item Quality bonus of +1 to the item. The finished item will only ever have the item quality of the least item – if a gem is of exceptional quality, and it is set in a ring of above average quality, the resulting ring should be considered above average. But if gemsmith first applies a Quality bonus to the ring before mounting the stone, then the resulting ring would be considered Exceptional. Because of the limit of +2 to adjusting an item's quality, the Gemsmith is only able to attempt to improve pieces of jewelry once for each piece (stone, ring, finished jewelry). A starting Gemsmith may also infuse an item with Heka, but only on a limited basis – starting with their Inscription and Enameling kit. Because a novice gemsmith is limited in Heka from this K/S Area, they must either infuse items over time, or use a dedicated Heka reservoir (a conduit, see Infusion, below) designed for the purpose of infusion.

As with Heka-Forging, before gems and other items may be infused or have enchantments applied, they must first be cleansed, prepared, cut, and have Item Quality bonuses applied (with a maximum of +1 for any single part, such as a ring with gems). It can be a lengthy process, and the higher the quality, the more expensive, but also the better the chance of success for infusion once the ring is done.

At Grade II, the Gemsmith is capable of crafting Aegis - protective talismans from the CMG (Crystals, Minerals, and Gems) method adopted from *Mythus II* by Ed Anderson, which we will cover shortly. These are *not enchanted items*, rather they are prepared using a process which activates the innate protective properties within the mineral materia in these items. Also note that charms and amulets of this sort have a more limited use than a Heka-Forged item – but, *they can be rechargeable and have multiple uses*. You will see an example in a moment. If the Gemsmith also possesses another Heka-generating K/S, they can create enchanted charms, as well. These are limited to single use items, or items which expire after a period of time, and are limited to minor castings from the other K/S. The difference is that they may possess offensive capabilities.

At Grade III, the Gemsmith is able to create and infuse General Purpose Reservoirs, such as pentacles and pyramids, as discussed in *Mythus Magick* on page 15. Such Reservoirs require the Gemsmith to possess the Dweomercræft or Mysticism K/S areas as well.

At Grade IV, the ability to create Dedicated Reservoirs is gained. Again, the K/S Areas above are required. Also, the Gemsmith's skill at cutting gems and improving Item Quality begins to improve the DR for these abilities, reducing it by 1 point for every two additional Grades.

At Grade V, the Gemsmith is able to craft true Amulets, such as those made through Heka-Forging. An amulet created this way uses self-recharging reagents, similar to an Aegis, and long as they are not completely drained, will recharge over time.

At Grade VI, Gemsmiths gain the ability to erase existing glyphs on items by performing a combination of Disjunction and erasing or removing enamel and engravings.

At Grade VII, the ability to store castings of any sort on an item such a gem or piece of jewelry. These are semi-permanent, and may be created and infused with the item's own dedicated pool. Such an item requires a roll whenever activated, and if a special failure occurs, it will cease to function until reactivated by a gemsmith rolling a success against the K/S.

At Grade VIII, the Gemsmith is able to store two concurrent castings of any sort on an item, with each able to be used twice per day. These are semi-permanent, and may be created and infused with the item's own shared, dedicated pool. Such an item requires a roll whenever activated, and if a special failure occurs, it will cease to function until reactivated by a gemsmith rolling a success against the K/S Area.

Finally, at Grade IX, the persona gains the ability to enchant items with up to three spells, each active up to three times per day, from a shared, regenerating Heka pool. Enchanted items are permanent in nature.

Tools

Before we go any further, let's talk about the tools of the trade. Just like Alchemy and Heka-Forging, a Master Gemsmith will require some specialized equipment on their workbench. The collection of all of the items is similar in value and DR bonuses to an Alchemy or Heka-Forging Lab, and they range in value as do the others. In addition to grinders, sanders, polishing equipment & cloths, pliers, cutters, files, magnifiers, molds, and metal casting and shaping equipment, there are two particular items that are crucial to their success with this K/S Area, and each of these should be created and infused by the Gemsmith for best results.

I'm speaking, of course, about the Gemsmith's highly-valued Inscription/Enameling kit that is used to apply glyphs and create reservoirs (q.v. the Section on Heka Storage in this document, and *Mythus Magic*, pp. 15-16). A typical kit contains the following:

Inscription/Enameling Kit

Item	Cost	Infusion	Description
☆ <i>Inscribing tool</i>	100 BUCs	100*	A very fine quality tool used for scribing Glyphs used in reservoirs (+1 DR easier when scribing Glyphs if it was made by the HP)
☆ <i>Enameling Brush</i>	100 BUCs	100*	A brush of very fine quality, used for enameling Glyphs used in reservoirs (+1 DR easier when scribing Glyphs if made by the HP)
☆ <i>(8) Small Vials (2 oz.)</i>	20 BUCs@	25@**	For holding enamels & inks. These are sold (Prepared) separately, and do NOT need to be made by the HP.
☆ <i>Case, padded/lined</i>	100 BUCs	---	Contains slots for the scribing tool and enameling brush. Is padded, To help prevent damage and breakage of the contents.

* These items are considered Dedicated Reservoirs

** Must be used for creating other Dedicated Reservoirs

Both the inscribing tool and brush MUST BE infused with Heka (using either the higher of Gemsmith or Alchemy K/S STEEP to properly prepare them for scribing Glyphs. Again, this MUST be done by the HP to gain the DR bonuses! In a method similar to that which activates innate Heka in Crystals, Gems, and Minerals, the Gemsmith painstakingly prepares these items as a journeyman as part of his training, for these tools are the bread and butter of the craft.

As far as the ink or enamel is concerned, each of the following eight colors is associated with different influences, and are traditionally used when scribing Glyphs. Color is not mandatory, but could serve as an indication if the purpose of the glyphs. You do not need to use Heka-Infused enamel/ink for General-Purpose reservoirs, but you MUST use it for Dedicated Reservoirs.

Glyph Color Table

Color	Purpose
Black	General or Casting
Red	Warnings or instructions
Green	Evil or malevolence
Blue	Spiritual or Astral workings, Good
Brown	Elemental or Nature
Purple	Death or Darkness
Gold	Sun, light, or life
Silver	Moon, weather, or twilight

Inscription is covered in Mythus Magick, on page 15

Determining the Value of Gems

Gems are valuable for more than just easily transported money. Since they can be infused, enchanted, placed into sockets in Heka-Forged items, crafted into protective charms, and even ground and powdered for Materia, gems are one of the most important commodities in Mythus. Which keeps the prices high and maintains a steady demand for even poorer quality stones. And two of the most useful skills of someone with this K/S Area are the abilities to enhance the BUC value of the stone through cutting and preparation, and to increase the Item Quality of a stone.

Before we discuss the specifics of those, the first thing to do is help set a standard for value based on the quality of the stones, with a table very much like the one in the Mysticism K/S description. The tables below each include a column for quickly determining random availability and attributes of each stone– though choosing the specifics of the stones gives the JM more control of the quantity and type of precious Reagents within their campaign. Some of the tables are rich in information to avoid duplicating information, but all will be made clear, as we generate example gemstones using them. The following applies to stones either purchased for their Heka content, or those found through the Gemology or Geology K/S Areas.

First, Roll d% on the **Availability of Stones by Quality Table**. Note the Quality, Class, Base Values, and Regeneration values. I have a column listing for Description as well, but it's not exactly accurate – just because a stone may be semi-precious doesn't make it an average stone, but separating the common types helped me fix a relative value in my mind. For purposes of creating crafted charms and amulets using the CMG rules, all stones should be considered to be *uncut* and *unprepared*. I'll explain those terms soon. *In this example, we rolled the most common result, a Class V Average quality stone.*

Availability of Stones by Quality

d%	Quality	Class	Description	Base Value*	Base Heka*	Regen**	DR
01-04	Poor	I	Ornamental	0.25	0.25	-	Easy
05-20	Below Avg	III	Fancy	0.5	0.5	1	Moderate
21-72	Average	V	Semi-Precious	1	1	1	Hard
73-88	Above Avg	VII	Precious	2	2	2	Difficult
89-96	Exceptional	IX	Gems	4	3	2	Very Difficult
97-00	Unsurpassed	X	Jewels	8	4	3	Extreme

* Per carat. The average unprepared stone holds 1 Heka per carat

** Per carat per day

Assuming we are not making a charm at the moment (covered shortly), we'll use the **Gem Cut Table** to determine if the stone is cut or not. It is possible that the stone is not only cut, it could also be prepared, infused and/or enchanted.

Then, to determine the size of the stone, see the **Gem Size Table**. The gem in this example is an uncut 1 carat stone. Referring to the previous table, we see that the base value in BUCs is 1 BUC for the most common size. After working through a number of calculations I've determined that not only does the method for Mystic crystals severely devalue gems, we need to apply the amount of Heka from that table to all gems for consistency, and I've found what seems to satisfy both. Consider stones larger than ten carats to be extremely rare and outside the HPs' purview. Such would be unique and incredibly valuable – and not an item one could purchase from a gemsmith or collector.

Gem Cut Table

d%	Variations
01-15	Uncut (rough)
16-55	Native Cut (plain)
56-98	Fine Cut (fancy)
99-00	Enhanced (special)*

* The stone is already prepared, infused, and/or enchanted. If poor quality, roll again.

Gem Size Table

d%	Size	Carats
01-04	Very Small	.25 or less
05-20	Small	.5 or less
21-72	Average for	1
73-88	Above Avg	2-5 (1D4+1)
89-96	Large	6-9 (1D4+5)
97-00	Very Large	10-13 (1D4+9)

In order to have gems of a reasonable monetary value, and fit in a consistent range for Heka, I've held to a couple of constant rules. First, using some modifiers for price, the size and cut improves the BUC value, and place them in a reasonable price range. Second, Gemsmithing can reasonably improve the Item Quality but only by the maximum of two steps. I'll explain that in a moment. Third, size and cut are immaterial to Heka content, only Quality matters. What initially took four tables has been simplified to just one. I used a sliding modifier to increase the base value of gemstones. To find the Base Value of a gem, first find the carat weight based on the size table, then multiply that times the Quality and Cut in the table below:

BUC Value per carat by Cut

Quality	Uncut	Cut Native	Cut Fancy	Infused ^{1 2}
Poor	10	25	50	100
Below Avg	25	50	100	250
Average	50	100	250	500
Above Avg	100	250	500	1000
Exceptional	250	500	1000	2500
Unsurpassed	500	1000	2500	5000

¹ Poor quality stones cannot be infused or enchanted, but they can be attuned by Mystics or activated as an Aegis

² If infused, use Heka amount from capacity table. If Enchanted, BUC value = 100 x number of CG

The result for our 1 carat average uncut stone is 50 BUCs. The sweet spot in the table is for cut, average-sized stones, giving a typical value between 100-250 BUCS. If you think that is too much, or you want more uncut stones, simply adjust the percentages in the **Gem Cut** and **Gem Size** tables. Or reduce the chance and number of gems found.

Now let's talk about Heka capacity. When Ed and I took our first crack at this, and especially with regard to CMGs, we found that we were winding up with large stones with an enormous amount of Heka potential, enough that the amount made for some incredibly overpowered Reservoirs – just by cutting the stones. So, going back and looking at the Crystal table, I found that the amount of Heka made more sense if it was tied to the *Quality of the stone* – and that activating, preparing or infusing a gemstone is what gives it the amount of Heka that is found in the Crystals table. So, after all of the calculations, it became clear: *The BUC value of a stone has nothing to do the amount of Heka it can hold, only the Item Quality and Cut.*

This final table gives us all we need to know about gems and Heka.

Heka Capacity of Stones

Quality	Uncut	Cut (Native)	Cut (Fancy)	Infused
Poor	0.25	6.25	12.5	25*
Below Average	0.5	12.5	25	50
Average	1	25	50	100
Above Average	4	50	100	200
Exceptional	12	75	150	300
Unsurpassed	32	120	200	400

* While poor quality stones may not be infused, they may be prepared or attuned as crystals, in which case treat them as having 25 Heka

Using the Base Heka per carat in the very first table gives us the Heka value of an Uncut stone, which really isn't much. But if we build a progression between that column and the last one (which is the same amount found in the Crystal table used by Mysticism), we get a nice, linear (and reasonable) amount of Heka from cutting a stone. And something that works well for improving the Item Quality.

Increasing BUC Value with Gemcutting

As mentioned before, an important skill of this K/S Area is the ability to cut, polish and prepare a rough, uncut stone, making a thing of beauty and increasing its value manyfold. For the trader, collector, and admirer of fine jewelry, this is a great boon. This K/S goes well with many Vocations, and is a valuable addition to those who are Dweomercraefers, Heka-Forgers, and Alchemists, among others.

To cut the 1 carat average gem from the last example, the Gemsmith rolls against their STEEP, at a DR corresponding to a combination of the *Item Quality of the stone*, and the *Gemsmith's grade*. It makes sense that the higher quality, the harder it is to cut, and it also makes sense that the more skilled the Gemsmith, the easier it is to cut the stone. The most common cut is what is normally referred to as a *Native* cut. A *Fancy* cut has more facet, is more complex and harder to accomplish. In the real world, when a gem is cut, there is always waste – in fact, the average yield from cutting stones is around 25%, with a generous yield closer to 50%. If we assume that if a gemsmith can have magickal inscription tools, they should probably have similar tools for cutting, and we are going to ignore the waste if the cut is successful. Cutting a stone increases the stone's BUC value by double in most cases, and up to quadruple if it's a fine cut. To cut a stone, find the target roll by looking up the DR for the Quality of the stone in the **Availability table**, add that to the DR for the **Gemsmith's Grade** and apply the result to the Gemsmith's STEEP for a simple, *Native* cut. If you want a fine, *Fancy* cut, it's 1 DR harder. A Successful roll changes the value of the stone to that of the applicable column (and don't forget that is the value per carat). Remember the waste I mentioned earlier? If you Fail the roll, the stone's *size is reduced by 50% and it's still uncut*. A Special Failure results in a ruined stone, but a Special Success both *cuts the stone AND increases the Item Quality!* Cutting a gem may only be attempted twice, after which any further attempt will result in a ruined stone

In the case of cutting a large or very large stone into smaller stones, the HP states the size they wish to cut from the stone, and if successful, will result in one stone of the desired size, and a *25% reduction in carats from the remainder*, which they may then attempt to cut into other stones. Example: the HP has a massive 10 carat stone of Exceptional Quality they wish to cut a 1 carat stone from. If they succeed, they will have a 1 carat Exceptional stone. If they fail, the result will be a *0.5 carat unfinished stone*. Either way will leave them with a remaining 6.75 carats (9-2.25), which they can further cut. If they cut from this large remainder, success will result in another one carat Exceptional stone and failure leaves another 0.5 carat unfinished stone. There will be a remainder of

4.25 carats left (round down to the nearest quarter of a carat). A Special Failure will *destroy* the stone they are cutting, but they will still have whatever remains, minus 25%. In any case, shards from a ruined stone may still be powdered and used as reagents.

Increasing Item Quality

For those in need of the preparation and crafting of charms, and those who wish to have an item infused with Heka, it is an essential skill to maximize the Heka used by these items. The best way to do this is to increase the Item Quality. As mentioned before, an item has a limit to the number of times that its Quality may be increased. Because the lapidary work involves crafting and construction of several pieces which may make up the whole of a piece of jewelry (such as a ring with an inset gem and inscription, or a fine brooch with several inset stones). *No specific piece may have its Quality increased more than once*, and the overall quality of any item can never be higher than the least of its component parts. And while a craftsman may use fine tools – some of which bearing enchantments of their own, such as the inscription kit, the overall process is made up of several operations: cleaning, repairing, sanding and grinding, polishing, etc. These operations use the same method of determining success or failure – a roll versus STEEP with an applicable DR from the tables above.

The process of enhancing the Item Quality of a stone often includes cutting a stone to enhance its BUC value, but the two are separate processes. When an uncut, raw stone comes to the Gemsmith, one of the first things that happens is the stone is cleaned and examined to determine the best cut for the stone, which is then cut using the method shown above. Once the stone is cut, the Gemsmith may then wisely attempt to increase the Item Quality. It is always better to wait until after cutting the stone, otherwise if the Quality is increased first, the DR for cutting the stone will be 1 DR harder.

Increasing the Item Quality is accomplished the same way as the cutting process - by a roll against STEEP with a combined DR corresponding to the *current Item Quality* and the DR modifier for the *Gemsmith's STEEP*. Success *adds one to the Item's Quality*, (and increasing BUC value). A Failure does not change anything, but there is no further chance to increase the quality. A Special Failure *reduces the Item Quality*, but a Special Success *actually increases the Quality by 2*.

Using Joss

Note: When attempting to either cut a stone or increase its Item Quality, the HP may spend up to 4 Joss Points to decrease DR by an equal amount.

Crafting charms and amulets

*This material is adapted from playtest rules in Mythus II by Ed Anderson. The moment we spoke about it, I felt it would work very well as an additional ability for the Gemsmith/Lapidary K/S Area (although to follow his design, these charms and amulets may be **prepared** by any persona with Dweomercraeft, Heka-Forging, Alchemy, or Priestcraeft.*

A quote from page 191 in the *Mythus* book states:

"Crystals, minerals, and gems (gems, precious stone, fancy stones, and ornamental stones) can be used alone or in combination as *amulets et. al.*, ...The mystic can also make use of crystals and gems as follows..."

The following rules regarding the use of Crystals, Minerals and Gems (aka CMG) as Reagents for creation of simple protective devices (a charm, such as an **aegis**) are well within the purview of an HP with the Gemsmith/Lapidary K/S Area, as *these are NOT enchanted items*. They are using the *activated* natural Protective properties of a particular class of CMGs – and only those stones of *Protection* will work. I've included a list of such at the end of this section, and a list of Protective effects. These lists are subsets of those in *Dalthor's Guide to Reagents* spreadsheet. Links to this document and more are included in the appendix, or may be found on the website, <https://mythus.abervon.com>.

The method of preparing an item is as follows:

- 1) Locate the Quality of the uncut, unprepared stone on the **Availability of Stones by Quality Table** above to know the Class and Base Value per Carat and other basic information.
- 2) The aegis must be cut before it can be Prepared. If the stone is already cut, it must be cleansed and purified – returning it to a pristine state before preparing it from scratch as an aegis. Cut the stone by rolling against the Gemsmith's STEEP, at a DR corresponding to the Item Quality.
- 3) Prepare the stone, activating the protective power(s) allowed by the JM. Roll once for each activated Protection vs Gemsmith STEEP, at the indicated DR for the Item Quality. An aegis can have *one Protection per 10 full STEEP of the maker*, to a limit of five Protective powers. For example, a maker at STEEP 27 could create an aegis using two (2) CMGs, each having a single protective Effect and Heka, or one CMG having 2 Protective powers. It takes one hour per Class to activate each property on the device, so if an aegis has 3 forms of Protective powers, it will take 3 hours times the mineral Class to activate.
- 4) Once the aegis is prepared, determine the new BUC value, the Heka capacity, and STR rating of the aegis. The STR of the aegis is used to determine the relative strength of the aegis, and is found in the table of protective properties (see table at the end of this section).
 - BUC Value of the aegis = Base Value x Prep Mod x carats.
 - Heka Amount = Base Value x Prep Mod x carats x number of protective powers.

For example, an Above Average 2-carat aegis with one protective power would be Class VII, and take 7 hours to activate. The resulting charm would have 80 Heka, regenerate 4 Heka per day, and be worth 80 BUCs – twice the value if it were only cut. Since these are specific powers, the aegis should be treated the same way a dedicated reservoir would be, in other words, when a protective power is used consider the Heka per carat available as double (160 Heka).

- * Note that the quartz gleaned from sand will be Clear Quartz, having no Protective powers. Clear Quartz cannot be used as an aegis, but is useful as generic Materia and Mystic Crystals, including Crystal Balls.
- * The aegis is NOT attuned or linked to the creator -- it will function for whoever is wearing it.
- * Only one aegis may be actively worn or used by an individual. It is NOT usable as a Mysticism Crystal.
- * The Heka is usable only for the Protective Powers of the aegis, and may not be otherwise drawn from the amulet. No CMG stone may ever exceed 25 carats – it will shatter due to harmonics as the Preparation process rearranges the crystalline structure of the material.
- * Whenever the aegis provides protection, the Heka is reduced accordingly by the amount and duration of the engendered effect (determined during preparation by referring to the table at the end of this section).
- * Activated charms and amulets may regenerate Heka. However, if there is insufficient Heka to activate the Protection, the stone is drained, and the effect will not activate. If the stone does not regenerate Heka (i.e., is of poor quality), it will be destroyed instantly, *and all active protections will be lost*.

- * The aegis may be recharged, as long as it hasn't been destroyed, by concentrating on the task and providing Heka at a rate of 10 Heka to 1 point of charge, up to the maximum storage allowed for that charm. An amount up to the wearer's Aperture points can be recharged, taking 1 CT per 10 Heka, and the charging process may be performed no more than once per hour.
- * The JM may decide which protections are always on, which are "triggered" by an event, and which might be activated by act of will or command word from the wearer.
- * Prices are based on the BUCs in the table above, plus the cost of the Reagent Preparation, at a minimum.

Infusing Heka

Gemsmith/Lapidary is a unique K/S Area in that, while someone with this K/S is able to produce Heka and use it to infuse items, they have no castings from it. What they can do with the Heka the K/S produces is still quite useful. As with Heka-Forging, the steps to create, embellish and infuse don't need to be done all at once, just the stage where an item is enchanted. Infusion is the next to last step in the process of creating a magickal piece of jewelry.

Using the information for Glyphs (Mythus Magick, p15), and Alchemy (Mythus, pp175-176), along with the typical range of Max Heka generated by the Gemsmith (around 35-115) as a base, we can determine the requirements and limitations for infusion. Gemsmiths may infuse a cleansed and properly prepared item, whether they are charging a Reservoir, or infusing a piece of jewelry. When infusing an item, that Heka becomes a permanent part of that item, and may be used to power Castings subsequently stored on the item. The following table is the same as that shown for Alchemy.

Heka Infusion

Heka to be Infused	Base DR
1-10	Easy
11-25	Moderate
26-50	Hard
51-90	Difficult
91-150	Very Difficult
151+	Extreme

When infusing, the Gemsmith uses the brush or inscribing tool from the kit they use for glyphs. This personal conduit and acts as a Dedicated Reservoir providing up to 100 points *in addition to their personal maximum* toward infusion and reducing the DR by 1.

On a successful roll versus STEEP, the Gemsmith may infuse an item with an amount of Heka *equal to or less than their Max Heka, plus the value of the tool each day*. Thus, it would take a Gemsmith with 65 Max Heka two consecutive days to infuse a ring with 200 points of Heka. A Failure means the infusion does not work, the Heka is spent, and no further attempts can be made that day. A special Failure means all infused Heka is lost and requires the Item be cleansed, and the whole process must be started over. But a Special Success fully charges (or recharges) the Item, up to a maximum of 400 points.

Table of Gemsmith Items & Services

The table below lists the typical items and services that are available from someone with the Gemsmith/Lapidary K/S Area. It is assumed the person providing these services possesses Dweomercraeft and/or Heka-Forging for inscribing glyphs and storing castings. The cost of the gems or jewelry to be enchanted is not included here.

Table of Gemsmith Items & Services

Item	Cost (BUCs)	Typical Price
Increase Item Quality of gem or jewelry	50 x Item Grade	100 x Item Grade
Jewelry Making (mount gems in jewelry)	25 x Item Grade	50 x Item Grade
Engraving/Inscription of Glyphs	25 each @ Easy	100 each @ Easy
Infuse Gem/Jewelry/Item with Heka	10 / pt	25 / pt
Create Charm (Single Use/Temporary)	20 x Item Grade	40 x Item Grade
Create General or Dedicated Pool	30/Glyph (10 Heka)	60/Glyph (10 Heka)
Create Amulet (Multi-stone Aegis)	35 x Item Grade	75 x Item Grade
Disjoin Glyph	100 x CG	200 x CG
Store Casting in Jewelry	100 x CG	200 x CG



Mineral Reagents With Protective Properties

Adamite	Protection from Fear
Agate, Crazy Lace	Protection from Evil
Agate, Dendrite	Protection from Fear
Amazonite	Protection from Magick
Amethyst	Protection from Negative Heka, Thievery
Ammonite (Fossil)	Protection
Aquamarine	Protection from Fear, Protection from Drowning
Arfvedsonite	Protection from Nightmares
Astarlite, Common*	Protection from Curses
Astarlite, Unsurpassed*	Protection from Dark Magick, Magick, Negative Heka, Witchcraft
Bloodstone	Protection from Fear
Calcite, Orange	Protection
Carnelian	Protection from Fear
Cat's Eye	Protection
Diamond	Protection from Fear
Diopase	Protection from Paralysis
Dumortierite	Protection from Confusion, Insanity
Emerald	Protection from Negative Heka
Gagates*	Protection from Evil
Halotrichite	Protection from Divination, Scrying
Hematite	Protection while Traveling
Holey Stones (Fairy stones)	Protection
Jade	Protection from Disease, Infection
Jasper, Rainbow	Protection from Nightmares
Jasper, Red	Protection from Evil, Nightmares
Jasper, Yellow	Protection
Jet	Protection from Evil, Nightmares
Malachite	Protection from Electricity
Marble	Protection
Moonstone	Protection from Dark Magick
Moqui Ball (Shaman Stone)	Protection from Negative Heka
Mother-of-Pearl	Protection
Nummite	Protection
Obsidian, Aqua Blue	Protection from Electricity
Obsidian, Black	Protection from Possession
Obsidian, Gold Sheen	Protection from Magick
Obsidian, Mahogany	Protection from Possession, Spirits
Onyx, Green	Protection from Disease
Opal, Black	Protection
Opal, Fire	Protection from Possession, Spirits
Opal, White	Protection from Nightmares
Pearl	Protection
Petalite	Protection from Dark Magick, Negative Heka
Pumice	Protection from Drowning

Pyrite	Protection, Protection from Negative Heka
Pyrite, Russian Rainbow	Protection from Magick
Quantum Quattro Silica	Protection from Disease, Poison
Quartz, Cactus	Protection from Negative Heka
Quartz, Lithium	Protection from Harm
Quartz, Rutilated	Protection from Fear
Quartz, Smoky	Protection
Quartz, Spirit	Protection from Links
Quartz, Tangerine	Protection from Possession, Links
Quartz, Tibetan	Protection
Quartz, Tourmalinated	Protection
Rhodonite	Protection from Insanity
Rhyolite	Protection from Paralysis
Sardonyx	Protection
Sardonyx	Protection from Fear
Septarian (Dragonstone)	Protection from Divination, Scrying
Shungite	Protection from Magick
Stilbite	Protection from Spirits
Sunstone	Protection from Spirits
Tauterite (Sphene)	Protection from Negative Heka
Tiger's Eye	Protection from Curses, Hexes
Topaz, White	Protection from Divination, Scrying
Tourmaline, Black	Protection from Negative Heka
Tourmaline, Red	Protection from Fear
Zircon, Gray	Protection from Thievery

* Mineral unique to Phaeree

Reagents - Protective Effects

Effect	Base STR	Min Heka	Duration	Description	Similar Casting Effect
Protection	25	75	10 ATs or special	User gains STR points of Heka armor, usable against Mental, Physical and Spiritual damage, usable until STR points of damage are taken, or until the duration expires, whichever comes first	Armor, Heka Cantrip (40)
Protection	30	60	10 ATs or special	User gains STR points of Heka armor, divided equally between M, P, and S, usable until STR points of damage are taken against that TRAIT, or until the duration expires, whichever comes first. For example, at STR 30, it applies 10 points to M, 10 to P, and 10 to S. If the user takes 15 points of PD, the P armor is gone, the persona took 5 points of PD, and the M and S armor is still intact.	Armor, Full Personal Heka Cantrip (41)
Protection	25	75	1 AT/STR	Creates an invisible barrier around the user, radius 1 foot per STR; any creature ENTERING the radius takes 1d3+1 Physical damage (or M- or S- depending on the creature) and must check DR Hard vs the relevant Pow; failure mean the creature recoils from the barrier; success means they penetrated the barrier.	Barrier Formula (40)
Protection (Amulets)	25	75	Special	Used only with Organic or Wood amulets. Provides STR points of Heka armor; Damage of any sort is applied against this armor first. Once all points are used, the Amulet disintegrates. Only one Amulet of this type may be worn at any time.	Armor, Heka Cantrip (40)
Protection from Acid	25	75	1 BT/STR	Provides STR points of Heka armor; Acid damage of any sort is applied against this armor first. Lasts until reduced to STR 0, or the duration expires.	
Protection from Animals	15	35	1 BT/STR	Wild natural animals will ignore the user, and will be repelled from the presence of the user	Protection from Animals Cantrip (85)
Protection from Animals	10	20	1 AT/STR	Wild natural animals will ignore the user, as if the user were not present	Protection from Animal Attack Spell (171)
Protection from Animals	30	100	1 Hour/10 STR	Wild predatory animals, as well as Netherrealms and Lower Planes/Spheres Beasts and Brutes will ignore the user, and be repelled from the presence of the user.	Beast Repellant Spell (226)
Protection from Canines	15	35	1 BT/STR	Canines, including weres such as Werewolves, will ignore and avoid the user for the duration of the effect, as if the user was not present	Protection from Animals Cantrip (85)
Protection from Curses	Special	Special	1 BT/STR	User is immune to non-Witchcraft Curses of up to 1 Grade per 5 STR; for example, 5 STR protects against curses of Grade I. Usable once or until duration expires, whichever occurs first. Min STR is 5 per Grade of protection; Min Heka is 30 per 5 STR. For example, at STR 30, protects against Curses up to Grade VI, and requires at least 180 Heka. (STR = Grade * 5, HEKA = Grade * 30)	Protection from Curses Spell (173)
Protection from Dark Magick	10	20	1 BT/STR	User gains an Avoidance roll versus Castings based on Dark Magick or Shadow Magick	
Protection from Detection	50	150	1 AT/STR	User is protected from Heka-enabled Magick or Powers that can scry for, or otherwise detect, the persona for the duration of the effect. This includes effects like Detect Invisibility and Detect Life. The user may still be seen by normal non-Heka means, i.e. normal vision or smell.	Invisibility to Heka Spell (174)

Reagents - Protective Effects

Effect	Base STR	Min Heka	Duration	Description	Similar Casting Effect
Protection from Disease	20	50	1 hour/STR	Protects against diseases of STR or less potency for the duration listed	Resist Disease Formula (224)
Protection from Disease	40	75	1 AT/STR	Reduces Disease STR by the STR of the Reagent(s); disease is fully cured if reduced to STR 0 or less. Unused STR remains until used or the duration expires.	Protection from Disease Spell (173)
Protection from Divination	10	20	1 BT/STR	The user is invisible to divinatory Magick for the duration of the effect; their intentions cannot be Magically known for the duration of the effect	
Protection from Drowning	40	75	1 Day/10 STR	The user is able to breathe in water or other liquids as if breathing air, for the duration of the effect. Liquids that cause damage, such as Acid, have their normal effect, the user simply cannot drown while immersed.	Protection from Drowning Charm (173)
Protection from Drowning	10	20	1 AT + 1 BT/STR	The user is able to breathe in water or other liquids as if breathing air, for the duration of the effect. Liquids that cause damage, such as Acid, have their normal effect, the user simply cannot drown while immersed.	Airbubbles Charm (50)
Protection from Electricity	25	75	1 BT/STR	Reduces electrical damage by 1 die (regardless of die type!) per STR until STR reduced to 0 or the duration elapses, whichever occurs first. For example, a 10d3 bolt removes 10 STR; a 3d6 attack would remove 3 STR.	Protection from Lightnings Spell (113)
Protection from Elemental Damage	10	20	1 BT/STR	User has a base 10 points of Armor protection as well as an additional bonus or penalty based on the type - Air, Earth, Fire or Water - determined at the time of creation: Air is +15 vs Air & Lightning, but -15 vs Earth; Fire is +15 vs Fire, but -15 versus Cold & Water; Water is +15 versus Cold, but -15 versus Fire; Earth is +15 versus Earth-based, but -15 versus Air and Lightning.	Elemental Shield Formula (60)
Protection from Elemental Damage	15	35	1 BT/STR	User has STR points of Armor protection as well as an additional bonus or penalty based on the type - Air, Earth, Fire or Water - determined at the time of creation: Air is +10 vs Air & Lightning, but -10 vs Earth; Fire is +10 vs Fire, but -10 versus Cold & Water; Water is +10 versus Cold, but -10 versus Fire; Earth is +10 versus Earth-based, but -10 versus Air and Lightning.	Elemental Armor Cantrip (60)
Protection from Elemental Damage	25	75	1 BT/STR	Reduces elemental damage affecting the user by one point per STR, until the STR is reduced to zero, or the duration expires.	Dissipate Spell (64)
Protection from Elemental Damage	35	125	1 BT/STR	Reduces elemental damage such as fire or electricity by 1 die (regardless of die type!) per STR until STR reduced to 0, or the duration expires, whichever comes first. For example, a 10d3 fireball removes 10 STR; a 3d6 attack would remove 3 STR.	
Protection from Elemental Damage	45	200	1 AT/STR	The user is immune to one single type of Elemental damage (Air, Earth, Fire, Water or Heka) for the duration. The type of protection is determined by the form of the item - liquid is Water, perfume is Air, balm/lotion is Earth, pill is Fire, and solid (similar to an amulet) is Heka.	Elemental Oil Formula (227)
Protection from Evil	20	35	1 AT/STR	Evil or malign beings will ignore the user for the duration of the effect, as if the user were not present at all	
Protection from Evil	40	75	Instant	If Evil or Malign beings did not declare when asked, upon use this reagent causes 5d3 damage to EACH of M-, P-, and S-TRAIT	Abjure Spell (173)
Protection from Fae	20	35	1 AT/STR	Beings native to the Plane of Phaeree will ignore the user for the duration of the effect, as if the user were not present at all	

Reagents - Protective Effects

Effect	Base STR	Min Heka	Duration	Description	Similar Casting Effect
Protection from Fear	40	75	1 BT/STR	The user is immune to Fear, unease, mistrust, suspicion, apprehension, nervousness, panic, terror, etc. for the duration of the effect.	Protection from Fear Spell (173)
Protection from Fire	10	20	1 Day/10 STR	User is alerted to the presence of any new fire within 1 chain, created while this is in effect, and therefore cannot be caught unawares. Once alerted the dweomer dissipates; however, if alerted and subject to attack by fire-based means, user gains an Avoidance roll with a +10 bonus	Protection from Fire Cantrip (171)
Protection from Harm	10	20	10 ATs	User gains STR points of Heka armor, usable against Physical damage, usable until STR points of damage are taken, or until the duration expires, whichever comes first	Armor, Physical Cantrip (34)
Protection from Harm	35	125	1 BT/STR	Absorbs damage done to the user, from both Physical and area attacks, up to 6d6 damage total.	Heka Shield Spell (44)
Protection from Harm	10	20	1 BT/STR	User gains an Avoidance roll versus deadly Physical peril which could cause death in a single hit, rolled before the attack itself.	Avoid Deadly Attack Formula (34)
Protection from Harm	10	20	1 BT/STR	Adds temporary P-TRAIT equal to Reagent STR; damage is taken against temporary P first	Resist Physical Harm Cantrip (111)
Protection from Harm	10	20	1 BT	Reduce impact damage by 50% in a fall, or by 100% from a non-falling hard impact (a catapult boulder, for example)	Bounce Charm (34)
Protection from Harm	40	200	1 BT/STR	Reduce impact damage by 1 point per STR	Protection from Impact Charm (176)
Protection from Hexes	Special	Special	1 BT/STR	User is immune to Witchcraft and similar Hexes of up to 1 Grade per 5 STR; for example, 5 STR protects against hexes of Grade I. Usable once or until duration expires, whichever occurs first. Min STR is 5 per Grade of protection; Min Heka is 30 per 5 STR. For example, at STR 30, protects against Hexes up to Grade VI, and requires at least 180 Heka. (STR = Grade * 5, HEKA = Grade * 30)	
Protection from Infection	10	20	1 AT/STR	Prevents infection in wounds caused by Physical Damage; does not prevent other Disease	
Protection from Insanity	50	150	1 BT/STR	User is immune to the effects of Insanity, Derangement or Madness, and automatically succeeds in all rolls or checks for the duration	Protection from Madness Spell (175)
Protection from Insects	10	20	1 BT/STR	Normal insects ignore the user for the duration of the effect, as if user was not present	
Protection from Links	40	125	1 BT/STR	The user is immune to Mental and Spiritual Links attempted for combat purposes for the duration of the effect. This does NOT affect spells like Wound, Mental (q.v.) since that is not persona-to-persona mental or spiritual combat.	
Protection from Lunar Magick	10	20	1 BT/STR	User gains an Avoidance roll versus Castings based on Night, Darkness, or the Moon	
Protection from Magick	10	50	10 ATs/10 STR	User gains an Avoidance roll against any Heka attack or Heka-related attack affecting the user or the area which they are in. This includes Castings, Heka-engendered power, devices, traps, etc. See the related Casting for additional information.	Avoid Heka Attack Ritual (39)
Protection from Magick	25	75	10 ATs or special	User gains STR points of Heka armor, usable against Magickal damage, usable until STR points of damage are taken, or until the duration expires, whichever comes first	Armor, Heka Cantrip (40)

Reagents - Protective Effects

Effect	Base STR	Min Heka	Duration	Description	Similar Casting Effect
Protection from Magick	50	250	1 AT/STR	User is immune to Casting or Heka-engendered powers of a Mundane (Preternatural) sort; however, the user also cannot use Castings or Heka-engendered power for that same duration.	Magick Resistance Spell (49)
Protection from Negative Heka	10	20	1 BT/STR	User gains STR points of Heka armor, usable against Negative Heka damage, usable until STR points of damage are taken, or until the duration expires, whichever comes first	Protection from Netherforces Charm (152)
Protection from Nightmares	10	20	1 AT/STR	User is not subject to Magickal or non-Magickal nightmares	
Protection from Non-Magickal Weapons	10	20	1 AT/STR	User has STR points of armor against normal unenchanted weapons only. Damage is applied to this armor first.	Armor, Physical Cantrip (34)
Protection from Paralysis	20	35	1 BT/STR	User gains resistance to paralysis for the duration; base is 20% + 10% of Reagent STR; normal roll is vs DR Moderate; if a very potent source of paralysis, JM may upgrade roll to DR Hard	Protection from Paralysis Charm (171)
Protection from Paralysis	20	50	1 BT/STR	User gains resistance to paralysis for the duration; grants 1% Resistance per point of STR; roll vs DR Hard	Resist Paralysis Spell (112)
Protection from Poison	20	50	1 AT/STR	User is immune to a specific type of poison (rattlesnake venom, for example) for the duration	Resist Poison Formula (224)
Protection from Poison	30	50	1 BT/STR	Poison is reduced by 30 + STR points, and fully negated if reduced to Poison STR 0 or less. Unused STR remains until used or duration expires	Protection from Poison Spell (172)
Protection from Possession	30	50	1 AT/STR	User is immune to Magickal or non-Magickal (caused by spirits, for example) possession for the duration of the effect	
Protection from Scrying	20	35	1 BT/STR	The user is immune to the effects of scrying Castings, including Clairaudience, Clairvoyance and similar Castings.	
Protection from Scrying	35	125	1 AT/STR	The user is immune to the effects of magickal detection or scrying Castings, including Detect Life, Clairaudience, Clairvoyance and similar Castings.	Sphere of Secrecy Formula (45)
Protection from Shapeshifters	50	100	1 AT/STR	Shapeshifters of any sort, including Weres, ignore the user for the duration of the effect, as if user was not present at all.	Invisibility to Werethings Cantrip (173)
Protection from Spirits	40	200	1 BT/STR	Spirits of any sort ignore the user for the duration of the effect, as if user was not present at all.	Protection from Evil Spirits Spell (175)
Protection from Thievery	50	150	1 AT/STR	Thieves of any sort ignore the user for the duration of the effect, as if user was not present at all. If an attempt is somehow made while this is in effect, the attempt automatically fails - this generally is part of an ongoing scam which would otherwise take effect while this dweomer is active, for example.	Protection from Theft Charm (175)
Protection from Transmutation	40	75	1 AT/STR	The user is immune to Magicks or Effects that transform, polymorph, or otherwise change the physical body for the duration of the effect.	
Protection from Undead	30	50	1 CT/STR	Undead/unliving and creatures damaged by sunlight/ultraviolet light suffer 3d6 PD, plus 3d6 each additional CT.	Divine Light Cantrip (152)
Protection from Undead	30	50	1 AT/STR	Undead of any sort ignore the user for the duration of the effect, as if user was not present at all. Partial protection from Unliving - Roll DR Hard at (100% - STR) for protection	Invisibility to Undead Cantrip (173)

Reagents - Protective Effects

Effect	Base STR	Min Heka	Duration	Description	Similar Casting Effect
Protection from Undead	90	125	1 BT/STR	Undead and Unliving with S-TRAIT less than or equal to Reagent STR are repelled and must leave the radius of effect; in addition, all Undead/Unliving, regardless of S-TRAIT, within 1 Rod per 10 STR take 1d3 Physical Damage if in Physical Form (or Spiritual Damage if in PPM or NPM form) per CT they remain within 1 Rod per 10 Reagent STR.	Invisibility to Undead Cantrip (173)
Protection from Vampires	30	50	1 CT/STR	Undead/unliving and creatures damaged by sunlight/ultraviolet light suffer 3d6 PD, plus 3d6 each additional CT.	Divine Light Cantrip (152)
Protection from Vampires	50	125	1 BT/STR	Vampires with S-TRAIT less than or equal to Reagent STR are repelled and must leave the radius of effect; in addition, all Vampires, regardless of S-TRAIT, within 1 Rod per 10 STR take 1d3 Physical Damage if in Physical Form (or Spiritual Damage if in PPM or NPM form) per CT they remain within 1 Rod per 10 Reagent STR.	
Protection from Venomous Creatures	35	50	1 AT/STR	Venomous mundane creatures such as reptiles, scorpions, arachnids, etc. ignore the user for the duration of the effect, as if user was not present at all.	Protection from Venomous Creatures Spell (172)
Protection from Witchcraft	40	75	1 BT/STR	Eyebite Castings are turned back on the Caster at 1% per STR; the portion not turned is dissipated. Lasts until used or duration expires, whichever comes first	Backbiting Cantrip (172)
Protection from Witches	15	35	1 BT/STR	Witches and Warlocks ignore the user for the duration of the effect, as if user was not present at all.	
Protection while Traveling	30	100	1 Hour/STR	Generic; user gains STR as a bonus on one Surprise Avoidance roll while under this effect. These do NOT stack - only one is usable at a time; STR goes down by 1 point per hour.	

TOXICOLOGY

Poisons & Antidotes

Before we start, as you know from the original Mythus FRPG, poisons use a few terms when talking about how they work in the game. I'm going to stick to the framework as much as possible, while expanding it so as to be easier and more useful in context.

First, you should be familiar with poisons enough to know they have a *STR* rating that indicates the overall Strength of the poison. Also, you should know that an antidote must have a STR rating equal to or greater to a poison to be effective. I'm going to add a term called *Toxicity*, which also relates to the relative strength of a poison in humanoid terms. Poisons can bring unpredictable results in gameplay. For that reason, when creating a poison for a specific purpose you should always choose what suit the situation. But for encounters developed on the fly – if you must use a poison, you can roll on the following table.

Poison/Antidote STR table

Roll	STR Range	Toxicity	DR to Create
01-10	01-20	Weak	Easy
11-25	21-30	Mild	Moderate
26-55	31-40	Moderate	Hard
56-80	41-50	Strong	Difficult
81-95	51-60	Dangerous	Very Difficult
96-00	61-up	Deadly	Extreme

The DR mod is simply a base modifier for creating a poison or antidote – or in the case of an OP, their chance of having access to one.

Note that this table is weighted slightly towards Mild and Moderate poisons. This is for playability, because introducing easily-acquired and dangerous poisons can lead to instability in a campaign. It's always the JM's prerogative to increase the level of deadliness, but harder to come back from that precipice. Again, I believe in novelty, not overuse. I would caution you not to insert any deadly poisons at random, simply because they are lethal, if the HPs are not expecting one, and have no way to find treatment before it runs its course.

The next thing you should remember is that poisons have a *Longevity* and an *Effect Rate* (or ER). Longevity is how long a poison will be viable for its purpose, and the ER determines how fast it takes effect. In general, each one could be measured in minutes to months or years (or even indefinite, if Heka was involved in creating it).

However, there are a couple of things to note about the extremes, one is that a poison with a short longevity become useless too quickly, and a person under the effects of poison with an extended ER might lose any sense of urgency. Poisons should always instill a sense of urgency. If someone knows they have been poisoned with something that will take a long time to harm them, they may decide to just carry on, and maybe even go on one last quest... (and that is absolutely a great idea, if that's the whole point!)

Poison Longevity and Effect Rate (roll once for each)

Roll	Longevity	Longevity DR	Effect Rate	Effect Rate DR
01-10	Minutes ¹	-3	Instant - CTs	+2
11-25	Hours	-2	Minutes - BTs	+1
26-55	Days	-1	Hours - ATs	0
56-80	Weeks	0	Days	0
81-95	Months/Years	+1	Weeks	+1
96-00	Indefinite ²	Special	Months/Activated	+2

¹ A potion with a short Longevity could be kept in a benign form waiting for an activation caused by exposure to air, or water or something completely unknown.

² A poison with an extremely high Longevity could be dormant. It could also be Heka-engendered and designed to last indefinitely.

Another thing about very short or very long Longevity and Effect rates is that it could be designed that way - due to a Heka-induced activation or delay. If you are rolling randomly, you can determine precise units of time by rolling a die – I prefer a d12.

Finally, you should remember that poisons have a *Form*, and a *Purpose*. After reading about the other consumables for Herbalism and Alchemy, you'll see how these forms are all related– especially in terms of how they are created or delivered. And this will become apparent in a moment. Consider all the pieces that make up a poison or an antidote to be *components* – just like an Alchemist builds a potion from materia. The only difference is components for a poison may or may not be Heka-engendered. It should be reiterated that Alchemists can create capsule versions of poisons, though for purposes of this document they are not listed as one of the *typical* poison forms, unless you count the powder inside them.

Poison Form & Use Table

Roll	Form	Typical Use
01-25	Powder	Ingested, or inhaled. Basic form from which others are derived
26-50	Liquid	Ingested or injected by needle - a common form for traps
51-70	Paste	Blade or contact poison. Can be sticky or dried
71-85	Oil	Contact poison, absorbed through skin. Often difficult to see
86-95	Gas	Damage via inhalation or skin contact. Difficult to make
96-00	Bomb	A deadly form of rapidly expanding, often incendiary gas

Special Note: Blade poisons may not be combined, no matter what form they take.

For a larger variation of available poisons, you may choose to allow toxicologists to create poisons in any of the forms they are capable of working in (with the exceptions of those that are classified as Gas or Special due to the difficulties of delivery). In other words, a toxicologist able to refine Black Lotus Extract – an oil – would also be able to create a paste, liquid or powder version as well.

In the original Mythus rules, we didn't elaborate much with the Purpose, except to say *the purpose of a poison was to either injure or incapacitate*. While this is true, there are so many devious additions to this that you could tie to a poison to make it feel more personal. A poison may incapacitate, but the different poisons do it in different ways. Some inflict minimal damage while the victim is incapacitated, some inflict none at all. As far as incapacitation, some example conditions that might be achieved with poisons are listed below.

Incapacitating Effects		
Blinded	Hypnotized	Sleeping
Comatose	Paralyzed	Stunned
Controlled	Petrified	Unconscious
Enchanted	Sensory Loss	Weakened

Because there is no hard, fast rule on what constitutes incapacitation, it will be up to the JM to determine the level of inability of the victims while under the effects of the poison. We should look instead to the *goal* of using such a poison – is it to slow the progress of the HP, to delay pursuit, to disable them in some way, or perhaps, using the infamous Drow poison as an example, to render the victim unconscious and unable to resist for a period of time. There might even possibly be no effect whatsoever, for example, if the victim were already blind and otherwise capable, a poison which caused blindness would likely have little to no effect at all!

As usual, it requires judicious reasoning on the JM's part to determine the level and length of an incapacitating poison. Use caution, especially with poisons such as area effect gasses – or bombs – that could potentially lead to the annihilation of an entire adventuring party while unable to defend themselves. *(The reader is urged to review the Rules & Errata section later on for the handling and use of gas or incendiary bombs, as it could very well be a member of the party who causes the annihilation by dropping or inadvertently breaking one.)*



To all this I'm going to add two more terms: *Damage Type* and *Total Damage Amount*, and these will help finish building the logic behind poisons in your campaign.

From the ER, we can determine the Total Damage Amount. Unless the poison is treated as Special, a poison with the purpose of injury will cause *two and one-half times the STR rating in some form of damage*, while a poison designed to incapacitate might do little or no damage at all, unless stated in the description, but it's effects will last for *one hour per STR point* after the initial period of time in the Effect Rate. Again, Special poisons are *Special for a reason, as many of them have unique qualities granted by infused Heka and casting tied to the poison base*.

As with incapacitation, potions made for the purpose of injury can also come in a wide variety of forms. Many, if not most, are aimed at immediate physical harm. With the influence of exotic components from distant realms, and the influence of various schools of spellcasting, poisons can do far more than just immediate damage to the victims P Trait. Witches can pair curses with poisons. Herbalists can pair wasting disease with them. Dweomercraefsters can pair spell-like effects. At higher grades, the poisons from toxicology begin to incorporate not only chemicals from chemistry, they also can incorporate actual materia from alchemy – and all of these give a creative JM a way to introduce new and interesting poison effects – Lingering damage to the senses, madness, phobias, even skill loss, which might lead to other adventures or quests. But put simply, we determine the Damage Type by identifying one or more Trait scores it will affect. In the table of poisons is a column labeled Damage Type, and it contains one or more traits affected by the listed poisons.

Given the typical Trait totals of a Heroic Persona (usually near or exceeding 100 points), we can quickly figure out that while a Mild poison might cause severe discomfort, and a Moderate one is bad news, Severe poisons are likely lethal to HPs, and Deadly poisons are an almost guaranteed death. For this reason, you may want to limit poisons in your campaign. Any thug with a decent blade poison can lay a persona low, and traps become a major concern. For this reason, you can do one of two things. Decide that they are of a low enough STR on average, hard to make, or difficult to find. Or you could decide they have a more limited longevity, and allow the person in a remote dungeon to take a lesser amount of damage due to age or exposure. Another consideration would be to make antidotes both reasonably priced and readily available, everyone winds up carrying some, and you defeat the whole purpose. It becomes like an arms race, with the bad guys constantly inventing new and more strange and dangerous poisons. Smart players will (and should) take precautions if they know deadly poisons are a possibility in your campaign setting, but I'm careful not to bring them into mine so often that they lose neither novelty *nor* the threat.

Finally, you might make them expensive enough that only the most unscrupulous of personas and assassins will have them. And of course, those capable of making gas poisons or bombs would rather not face the consequence of hanging because you brought a bomb to the market for revenge, and happened to kill innocent bystanders. If he is the only person for miles around known to be capable of creating poison, guess who will be swinging from the gibbet when they come looking for the source of that tragedy. So, finding someone willing to trust a stranger who is seeking a dubious mixture could prove to be an adventure in itself. We will talk about price in a moment. Just be aware that there are ways to reduce the use of poison.

But now, for the penultimate question... Who makes this stuff? And what about antidotes? Where do you find it? Who do you go to for exotics? Enter *the Toxicologist*.

The Toxicologist

Toxicologist is not a Vocation, but it *could* be. A persona with the Toxicology K/S Area can make poisons and antidotes from the simplest herbal poison to a complex concoction combining Chemistry, infused Heka, and exotic components from animals, monsters, and creatures rare and dangerous. In fact, the Toxicology skill is the only non-Heka generating profession that can do so. Paired with skills in Alchemy, Herbalism, Mysticism *and* Dweomercraeft, this vocation will have a very good base in Skills that will be needed for Toxicologists, as they gain proficiency in their profession. Gaining cross-feeding K/S Areas of Alchemy and Chemistry that

If there *were* a Toxicologist vocation, it would probably look like this:

Toxicologist Vocation (Mental)

K/S Area Name	STEEP	Bonus STEEP
Toxicology	24	MMCap
Alchemy*	20	SMCap
Botany	20	MMCap
Chemistry	20	MMCap
Herbalism*	20	SMCap
Geology/Mineralogy	16	MMCap
Biology	12	MMCap
Dweomercraeft: Elemental*	12	MMCap
Magick*	12	MRCap
Mysticism*	12	SPCap
Criminal Activities, Mental	8	MMCap
Ecology/Nature Science	8	MMCap
Education	8	(MMCap + MRCap) * 0.5
First Aid	8	PNCap
Language: Classic Greek	8	MMCap
Language: Hiero-Ægyptian	8	MMCap
Medicine: Oriental	8	(SMCap + SPCap) * 0.5
Metaphysics*	8	SMCap
Survival	8	PMCap
Combat: Hand Wpn, Missile	4	(PMCap + PNCap) * 0.5
STEEP Total:	244	Total K/S areas: 20

A few optional skills like Surveying/Topography, and Geography can help find components, as can having knowledge of places like Phaeree, Subterranean Ærth, and even Multiversal Planes & Spheres.

They can make antidotes at the same grade as poisons, so it's possible they could be agathocacological. [I have literally waited years to use that word in a sentence again] For antidotes, K/S Areas like Apotropaism, or even Priestcræfting might be helpful. Be careful not to mix K/S Areas too freely however. Toxicologists who work with poisons are squarely aligned with malign force, and you will never find a White mage or Priest of the Sun among them.

There are some great advantages to working with toxicology:

They can work with others, just like casters, to devise particularly nasty poisons, or potent cures. Use the same rules as those for combined effort for others working together regarding DR reduction and such. There is a catch – *This only applies if the others all have Toxicology as well.*

Starting at grade 4, Toxicologists begin to refine and extract oils and later, gases. *Chemistry cross-feeds Toxicology, lending 10 % of Chemistry STEEP toward attempts to create poisons and antidotes.*

At grade 8, Toxicologists begin working with gases, and can infuse materia with Alchemy. This likewise allows Alchemy to cross-feed Toxicology, lending 10% of Alchemy STEEP

As with the Alchemical Vocation, access to a laboratory decreases DR, which is useful as the Toxicologist begins working with more sophisticated components. This makes it an expensive skill to pursue, because once they are able to work with gases, the Toxicologist *must have a lab* with a minimum value of 10,000 BUCs to even create gasses.

Toxicology Lab Facilities

Lab Value (BUCs)	DR Modifier
No lab	+2
500 - 1,000	+1
1,001 - 5,000	0
5,001 - 10,000	-1
10,001 - 20,000	-2
20,001+	-3

And finally, finding, identifying, and gathering materia is something they are good at. They get to cross-feed *10% of their toxicology STEEP toward Perception* when it comes to seeing and identifying usable components.

Making Poisons & Antidotes

On page 267 of the *Mythus* rule book, it says that both poisons and antidote may be mixed or known by those with the *Toxicology*, *Herbalism*, *Botany*, and *Chemistry* K/S areas. *Alchemy* can be added to that list as well. Any of these K/S areas can mix either at a STR equal to their STEEP. Considering the number of vocations which have Toxicology as a starting Vocational skill, that's a lot. It *could* be possible, if the JM agrees, for someone to prepare an antidote at a higher grade, at +1 DR harder for every 10 STEEP above their skill. In no case may a Toxicologist create a poison beyond their grade in Toxicology. Likewise, a person without the particular K/S Area required to create a particular Heka-engendered poison will be unable to successfully concoct it.

While someone with *First Aid* can reduce the STR rating of a poison, there are two conditions. First, the person applying *First aid* must be able to guess the type of poison – plant-based, mineral-based, or animal based (venom). Second, the poison must not be Heka-engendered, unless the person also has some way to dispel the effects. If not, the poison cannot be treated effectively.

Toxicology Table

STEEP	Grade	STR Max	Forms
under 21	1	20	1 - 2
21-30	2	30	1 - 2
31-40	3	40	1 - 3
41-50	4	50	1 - 4
51-60	5	60	1 - 4
61-70	6	70	1 - 5
71-80	7	80	1 - 5
81-90	8	90	all
91-up	9	100	all

Materia Cost and Selling Price

I spent countless hours trying to find a good formula for determining cost, but in the end, it really depends on the economy of your campaign – based on how difficult to obtain and/or how expensive you want poisons to be. You could make them so expensive, HPs wouldn't want to find or buy them, or ineffective enough that it wouldn't be worth it. In the end, I wanted to include the skill level represent part of the cost of making them, whether from finding and acquiring herbs and other components which would provide the relative damage to the basic cost for anything that would do *significant* damage at the higher Toxicology STEEPS.

The factors involved are enough to make the price vary. The cost to make poisons and antidotes, based on the preceding factors would first take both the grade of the creator and the STR of the desired product into account. Form is also a factor, and the majority of typical poisons are ingested or insinuated (powder, liquid, and blade), so I determined the ease, and lesser effort for creating powder, as opposed to gas. ER and Longevity are also part of the process, with more variations to consider. And of course, the cost of infusing a poison with Heka could affect it greatly. Which means before we can determine the cost, we need to establish the constants.

Form	Modifier	Effect Rate	Modifier	Longevity	Modifier
Powder	1	Instant / CT	3	Hours	3
Liquid	2	BTs	2	Days	2
Paste	4	Hours / ATs	3	Weeks	0
Oil	8	Days	3	Months	0
Gas	10	Weeks	1	Years	3
Bomb	20	Activated	3	Indefinite	3

Knowing these, here is the formula in BUCs that I decided would be a reasonable cost to make:

- * The grade of the creator x STR, added to
- * The Form multiplied by 10, multiplied times
- * The modifiers for desired ER and the desired Longevity
- * Plus, if there is Heka involved, add Casting Grade of that caster x 100
- * (Optional) Your JM may choose to have the cost of an antidote be as little as one-half, or as much as twice that of making the poison itself.

This looks like: $(CG \times STR) + (Form \times 10) \times (ER + Long \text{ modifiers}) + \{Caster \text{ CG} \times 100, \text{ if Heka-infused}\}$

For a Mild Liquid Incapacitation poison made by a confident Toxicologist with 31 STEEP (grade 3) with target values of 25 STR, 2-hour ER, and a Longevity of a week, the cost for creating one dose would be –

$$(3 \times 25) + (2 \times 10) \times (3 + 0) \text{ or } 275 \text{ BUCs.}$$

Once they know the cost, all they need to do is gather the components and roll against their STEEP, adding any applicable DRs from the tables above.

25 STR is at DR moderate for a grade three tox with no adjustments for either ER or Longevity. Our toxicologist has a 62% chance of success. With access to a lab, that would increase to a 93% chance, easily done. But what happens if they fail? Why simply put, that batch of materials are all ruined, and they will have to acquire more and try again. And yes, invest the money again.

Assuming they succeed, they would likely (depending on the JM's economy) be able to sell the poison for a rather nice markup. The formula is:

Cost to make + (Grade x 50) + Cost to Make/2 for an incapacitating poison, or $275 + (3 \times 50) + 138$ or 563 BUCs, rounding up. Not bad at all. They can buy more beakers.

To pay for the extra risk they will assume, if it were a potion made for injury, the formula would be: Cost to Make + (Grade x 50) + Cost to Make, or an even 700 BUCs.

Listing of Toxicology Poisons

Each of the poisons listed here have been adjusted for balanced effect and both the cost to make and the typical price have been recalculated. Any Heka-engendered poisons in this list have titles displayed in **green type**. More are to be found in the compiled errata of *Mythus Complete*.

GRADE I

Name Arsenic

STR: 30 Toxicity: Mild Purpose: injure

ER: Days Longevity: Years Dmg Type: P

Form: Powder

Other K/S : None

Materia: 430 Price: 910

Effect: Symptoms of immediate arsenic poisoning include nausea, vomiting and diarrhea. Long-term exposure can cause skin changes such as darkening and lesions. A sufficient amount of concentrate introduced into the system can lead to death within a month, preceded by general ill-health and declining ability.

Name: Assassin's Juice

STR: 20 Toxicity: Mild Purpose: Injure

ER: 1 BT Longevity: Days Damage Type: P

Form: Liquid

Other K/S: None

Materia: 420 Price: 890

Effect: This poison causes extreme dizziness in the subject, and after the damage accrues in the first minute and a half, the after-effects make any kind of movement requiring balance impossible for the next twenty minutes.

Name: Madness Spores

STR: 10 Toxicity: Weak Purpose: Incapacitate

ER: 6 AT Longevity: Months Damage Type: -

Form: Powder

Other K/S: None

Materia: 210 Price: 365

Effect: Madness spores cause strong hallucinations for 4-12 (4d4) hours, losing the ability to speak or act in a coherent fashion until the effects wear off.

Name: Strangleweed

STR: 20 Toxicity: Mild Purpose: Injure

ER: 3 BT Longevity: Months Damage Type: P

Form: Liquid

Other K/S: None

Materia: 620 Price: 1290

Effect: A victim under the effects of Strangleweed has difficulty breathing, and cannot catch their breath for 12 hours. During that time, they may not exert themselves physically, and movement beyond walking speed is not possible.

Name: Viper Venom - Tiny

STR: 10 Toxicity: Weak Purpose: Incapacitate

ER: 3 AT Longevity: Days Damage Type: -

Form: Powder

Other K/S: None

Materia: 110 Price: 215
 Effect: Victim is wracked with stomach cramps, pain and nausea, inhibiting normal actions for up to 1 and a half hours. Fighting and spellcasting is at +2 DR

GRADE II

Name: Belladonna/Nightshade

STR: 30 Toxicity: Moderate Purpose: Injure
 ER: 1 Week Longevity: Days Damage Type: P
 Form: Powder

Other K/S: None

Materia: 560 Price: 1220

Effect: Symptoms include hallucinations coupled with extreme thirst and nausea. If untreated, the victim will experience a severe disruption in cognitive function and begin to lose 1/4 of their P Trait per each day until dead.

Name: Drow sleep poison

STR: 20 Toxicity: Mild Purpose: Incapacitate
 ER: Instant Longevity: Days Damage Type: -
 Form: Liquid

Other K/S: None

Materia: 640 Price: 1060

Effect: Used by the Drow and their underground allies, the infamous sleep poison instantly renders its target unconscious for 2 hours after being struck by a dart or quarrel on which it has been applied.

Name: Hellebore

STR: 30 Toxicity: Mild Purpose: Injure
 ER: 1 AT Longevity: Days Damage Type: P
 Form: Liquid

Other K/S: None

Materia: 260 Price: 620

Effect: An ingested poison, victims of Hellebore suffer from severe abdominal pain, Nausea, and drowsiness as the liquid finds its way through their system.

Name: Locoweed

STR: 20 Toxicity: Mild Purpose: Incapacitate
 ER: 2 CT Longevity: Months Damage Type: -
 Form: Powder

Other K/S: None

Materia: 440 Price: 760

Effect: Ubiquitous in some parts of the world, this apparently harmless weed emits a mildly hallucinogenic smoke when burned, the smoke is highly toxic, causing the victims to become drowsy, slightly nauseous, and confused for 1d4 days, while the PD from the smoke continues to cause damage.

GRADE III

Name: Black Adder Venom

STR: 40 Toxicity: Moderate Purpose: Injure
ER: 2 AT Longevity: Weeks Damage Type: P

Form: Paste

Other K/S: None

Materia: 520 Price: 1190

Effect: This deadly blade poison stuns the subject as it begins to take effect, and they find it hard to make conscious decisions. After ten minutes, they are overtaken with chills and fever, and begin to slip from consciousness. They make not even be aware of the final damage from the poison, which makes its course through their body.

Name: Malice Powder

STR: 20 Toxicity: Moderate Purpose: Injury
ER: 2 BT Longevity: Indefinite Damage Type: -

Form: Powder

Other K/S: None

Materia: 560 Price: 990

Effect: After ingesting Malice Powder, the victim is immediately struck blind. Blindness lasts for 5 hours, during which time, the victim takes continual damage of 10 PD points per hour)

Name: Night Dreams

STR: 20 Toxicity: Mild Purpose: Incapacitate
ER: 1 BT Longevity: Indefinite Damage Type: -

Form: Liquid

Other K/S: Dweomercraeft

Materia: 1360 Price: 2190

Effect: This sleep-inducing poison causes the victim to fall into a deep, dream-filled slumber which they cannot avoid for 3d4 hours. Full recovery is only reached once they have had a full 12 hours of rest.

Name: Viper Venom - Small

STR: 20 Toxicity: Mild Purpose: Injure
ER: 4 AT Longevity: Days Damage Type: P

Form: Paste

Other K/S: None

Materia: 460 Price: 1070

Effect: up to an hour after the wound is inflicted. The first indication that poison is present is the site of the wound grows puffy and tender, and within twenty minutes begins to redden, and the damage begins to accrue.

Name: Viper Venom - Medium

STR: 30 Toxicity: Mild Purpose: Injure
ER: 3 AT Longevity: Days Damage Type: P

Form: Paste

Other K/S: None

Materia: 490 Price: 1130

Effect: This blade poison is similar to others of its ilk, acting within 15 minutes. The victim initially takes 30 PD points, coupled with pain and nausea. After another 15 minutes, they take a like amount of damage, also struck by vomiting, and labored breathing. After 15 more minutes, the remaining 15 points of PD is applied and the victim is practically helpless, for 3 hours.

GRADE IV

Name: Black Widow Venom

STR: 40 Toxicity: Moderate Purpose: Injure
 ER: 2 AT Longevity: Weeks Damage Type: P, M
 Form: Paste
 Other K/S: None
 Materia: 560 Price: 1320
 Effect: Black widow venom causes hallucinations and nightmares, followed by intense sweating, difficulty breathing, violent convulsions and loss of consciousness. If the victim survives, the effects last for 8 hours.

Name: Carrion Crawler Extract

STR: 20 Toxicity: Mild Purpose: Incapacitate
 ER: Instant Longevity: Weeks Damage Type: -
 Form: Oil
 Other K/S: Chemistry
 Materia: 2480 Price: 3920
 Effect: An instant poison, the victim suffers from full paralysis for twenty minutes, and reduced motor function (no acrobatics or nimble movements for two hours afterwards).

Name: Couatl Venom

STR: 40 Toxicity: Strong Purpose: Incapacitate
 ER: 2 BT Longevity: Months Damage Type: -
 Form: Paste
 Other K/S: None
 Materia: 1360 Price: 2240
 Effect: This poison is generally applied to needle traps, darts and other sharp surfaces. Within the span of a minute, the victim begins to experience a pronounced ringing in their ears, and such a pronounced temporary penalty to their neural capacity, cannot maintain proper balance or perform anything requiring manual dexterity.

Name: Mindcloak

STR: 20 Toxicity: Special Purpose: Incapacitate
 ER: 2 CT Longevity: Indefinite Damage Type: M, S
 Form: Liquid
 Other K/S: Dweomercraeft
 Materia: 1680 Price: 2720
 Effect: The Mindcloak poison is a Heka-engendered one. It makes MR and SM based actions difficult, possible only at a DR of -2. Effects set in within 3 CTs, and cause the victim to appear highly intoxicated for up to 2 hours. Should the victim not obtain an antidote 25 points of damage to both M and S Trait will occur within 24 hours. This damage is not permanent.

Name: Quicksilver

STR: 40 Toxicity: Moderate Purpose: Injure
 ER: 4 BT Longevity: Indefinite Damage Type: P
 Form: Liquid
 Other K/S: Chemistry
 Materia: 1160 Price: 2520
 Effect: This shiny liquid causes weakness, numbness, vomiting, lack of coordination, and difficulty in breathing. While this substance is relatively easy to see if one is alert, it is heavier than most liquids, so it is often used in mugs of ale or shots of alcohol, in situations where the drinker may not be paying close attention

Name: Ungol Sap

STR: 20 Toxicity: Mild Purpose: Injure
 ER: 3 CTs Longevity: 20 years Damage Type: P
 Form: Paste
 Other K/S: Chemistry
 Materia: 2080 Price: 4360
 Effect: This nasty contact poison takes effect almost instantly, causing 50 points of PD at once

Name: Viper Venom - Large

STR: 40 Toxicity: Moderate Purpose: Injure
 ER: 4 BT Longevity: Days Damage Type: P
 Form: Paste
 Other K/S: None
 Materia: 960 Price: 2120
 Effect: A more powerful version than other venoms, this blade poison is not only stronger, but acts more quickly, making it more suitable for a blade poison.

GRADE V

Name: Aboleth Sap

STR: 20 Toxicity: Mild Purpose: Injure
 ER: 1 BT Longevity: Weeks Damage Type: P
 Form: Oil
 Other K/S: None
 Materia: 1700 Price: 3650
 Effect: The victim of this fast-acting contact poison may feel as though they are underwater. The effects are pronounced, though short lived, lasting only 20 minutes - but during that time, the victim cannot walk, speak, fight or cast, as they struggle for breath.

Name: Malice Sap

STR: 50 Toxicity: Strong Purpose: Injure
 ER: 1 AT Longevity: 100 years Damage Type: P
 Form: Paste
 Other K/S: None
 Materia: 1450 Price: 3150
 Effect: Often used in needle traps and other mechanical devices, Malice Sap has an extended longevity, its efficacy measured in decades. Its effects cause numbness in the place it contacts, spreading to other limbs and digits. Damage occurs over time, beginning approximately 5 minutes after contacting it, and after twice that amount of time, it begins a steadily increasing spread. 45 minutes, the damage is complete, spreading through the victim's body.

Name: Pseudodragon Poison

STR: 40 Toxicity: Moderate Purpose: Incapacitate
 ER: 1 CT Longevity: Months Damage Type: -
 Form: Liquid
 Other K/S: None
 Materia: 1000 Price: 1750
 Effect: Upon ingesting this poison, the subject falls unconscious, and lies in a fitful delirium for three days, unless given an antidote.

Name: Reaver Dust

STR: 50 Toxicity: Strong Purpose: Injure
 ER: 3 BT Longevity: Indefinite Damage Type: P
 Form: Powder
 Other K/S: None
 Materia: 750 Price: 1750

Effect: This powder can either be ingested or inhaled from gas traps. Designed to damage any within a five-foot radius, it is a skin irritant as well. Its touch causes welts on the skin, a breath of it is a strong irritant, and ingestion damages the stomach and intestines. In addition to the damages caused during the E periods, Reaver Dust causes permanent damage to the anatomy it contacts - it scars the skin, makes breathing harder and if ingested, cause periodic bleeding from the throat.

Name: Toadstool

STR: 50 Toxicity: Strong Purpose: Injure
 ER: 2 Hours Longevity: 1 year Damage Type: P
 Form: Powder
 Other K/S: Witchcraft:51
 Materia: 1050 Price: 2350

Effect: A preferred component in many Witchcraft poisons, dried and powdered toadstool is infused with Heka, and can be mixed in with many spices without altering the taste. A sufficient quantity will at first cause a feeling not unlike heartburn, followed by intense pain and death within 2 hours.

Name: Viper Venom - Huge

STR: 50 Toxicity: Strong Purpose: Injure
 ER: 1 BT Longevity: Days Damage Type: P
 Form: Paste
 Other K/S: None
 Materia: 1050 Price: 2350

Effect: The most powerful of viper derivatives, this blade poison only takes a matter of minutes to take full effect, inflicting 50 PD points each minute for the first two, and 25 after the third.

Name: Zombie Dust

STR: 50 Toxicity: Strong Purpose: Injure
 ER: 1 BT Longevity: Indefinite Damage Type: M
 Form: Powder
 Other K/S: None
 Materia: 750 Price: 1750

Effect: Zombie Dust is a fine grayish powder that could either be ingested or inhaled - though inhaling it will lead to much faster effects - 1 BT instead of 1 AT. The victim can feel his or her mind slipping away, and within minutes, they become a stumbling, mindless automaton, able to understand the most basic commands. While under the effects, movement is one half normal, and the subject can take no actions of their own choosing, while the damage from the power causes internal damage to the lungs and other organs, including damage to the brain, a percentage of which might become permanent, should the victim drop below 5 percent of their M Trait. Although damage is counted against the person's P Trait, the JM should compare that amount with the victim's M Trait once the effects are complete.

GRADE VI

Name: Aconite Sap

STR: 60 Toxicity: Severe Purpose: Injure
ER: 1 Hour Longevity: Years Damage Type: P

Form: Oil

Other K/S: None

Materia: 2760 Price: 5820

Effect: Aconite Sap, in its oil form is remarkably clear and lacks any sort of shine that might detect its presence. A very dangerous contact poison, it slowly eats into skin and soft or porous material it comes into contact with, causing 5 PD per hour until the subject is dead or 150 PD of damage has been inflicted. because of its viscous nature, it is extremely hard to remove from soft tissue as it eats its way through. It does no harm to non-porous surfaces like metal, stone or glass.

Name: Aether Extract

STR: 10 Toxicity: Weak Purpose: Incapacitate
ER: 3 CTs Longevity: 1 month Damage Type: -

Form: Gas

Other K/S: Chemistry

Materia: 4060 Price: 6390

Effect: Inhalation of this gas in any quantity will render one or more subjects in a 10-foot radius unconscious for 8 hours, awakening to a powerful headache.

Name: Lich Bone Powder

STR: 60 Toxicity: Severe Purpose: Incapacitate
ER: 3 BT Longevity: Indefinite Damage Type: M, S

Form: Powder

Other K/S: None

Materia: 860 Price: 1590

Effect: Subject turns gray and cannot speak. Thereafter, they begin to visibly wither, dying from a wasting affliction within a matter of minutes.

Name: Night Crawler Poison

STR: 60 Toxicity: Severe Purpose: Injure
ER: 1 BT Longevity: Days Damage Type: P

Form: Paste

Other K/S: None

Materia: 1160 Price: 2620

Effect: a fast-acting blade poison, the victim first becomes nauseous and dizzy after one minute with a severe headache, followed by fever and loss of consciousness within the next.

Name: Opium Extract

STR: 50 Toxicity: Strong Purpose: Incapacitate
ER: 2 AT Longevity: Months Damage Type: -

Form: Gas

Other K/S: Chemistry

Materia: 2300 Price: 3750

Effect: Not the same as the smoke consumed in the Orient, this manufactured poison has much the same effect. Subject is Lethargic and experiences vivid hallucinations for 8 hours

Name: Royal Murder Spice

STR: 60 Toxicity: Severe Purpose: Injure
 ER: 3 BT Longevity: Years Damage Type: P
 Form: Powder
 Other K/S: Herbalism
 Materia: 1360 Price: 3020
 Effect: Ingested in food or drink, is colorless, odorless, and tasteless. Victim first begins choking, followed closely by facial discoloration and blood from their eyes. While the first two periods of the ER are filled with pain and realization, it is the last thirty seconds when the damage from the poison is delivered, all at once.

Name: Slithervine Spores

STR: 20 Toxicity: Mild Purpose: Injure
 ER: 1 AT Longevity: Months Damage Type: P
 Form: Gas
 Other K/S: Chemistry
 Materia: 2120 Price: 4540
 Effect: Victims of the spores carried in this gaseous poison are struck blind for 4 ATs - and double that length of time, unless they are able to wash their eyes.

GRADE VII

Name: Brainweed Spores

STR: 40 Toxicity: Moderate Purpose: Injure
 ER: 1 BT Longevity: Months Damage Type: M
 Form: Gas
 Other K/S: Dweomercraeft
 Materia: 3980 Price: 8310
 Effect: The victim(s) of this gas poison suffer from particularly gruesome hallucinations and are prone to self-mutilation for up to 1 hour

Name: Gloomtears

STR: 60 Toxicity: Severe Purpose: Injure
 ER: Special Longevity: Special Damage Type: P
 Form: Oil
 Other K/S: Witchcraft:71
 Materia: 4320 Price: 8990
 Effect: This is a unique and dangerous curse paired with a poison. The victim instantly takes 150 PD points at midnight on the new moon. There is no antidote for this magickally crafted poison, nor is it detectable; this poison must be defeated with a disjunction

Name: Puffer Fish

STR: 70 Toxicity: Deadly Purpose: Injure
 ER: 2 CT Longevity: 24 hours Damage Type: P
 Form: Liquid
 Other K/S: None
 Materia: 1090 Price: 2530
 Effect: A liquid, ingestible poison causes paralysis within 3 minutes, followed by death in under 5 minutes.

Name: Torpor Gas

STR: 40 Toxicity: Moderate Purpose: Injure
 ER: 3 BT Longevity: Years Damage Type: P
 Form: Gas
 Other K/S: Dweomercraeft
 Materia: 4980 Price: 10310
 Effect: Often used in dungeon traps, this pressurized gas spreads rapidly when released to fill a ten-foot diameter space. Anyone caught within its area are Incapacitated for 4d6 hours

Name: Viperflower Concentrate

STR: 80 Toxicity: Deadly Purpose: Injure
 ER: 1 AT Longevity: Months Damage Type: P
 Form: Liquid
 Other K/S: Chemistry
 Materia: 960 Price: 2270
 Effect: The essence of the viperflower smells lovely, it's faint but delicate fragrance could pass as perfume. Aristocrats pay handsomely to have their gardeners cultivate it. What toxicologists know is that when that essence concentrated, it is one of the deadliest poisons on Ærth. Once the concentrate is processed, it loses its distinctive scent, and a single drop causes weakness, agony and horrible death within 15 minutes. Requiring great skill, the concentrate retains full potency for but a single hour, after which, it becomes inert by the second. Victims are easily identified by the total tightening of the muscles during their final throes, a grisly grin of a death's head on their agonized face.

Name: Wyvern Poison

STR: 60 Toxicity: Severe Purpose: Injure
 ER: 5 AT Longevity: Indefinite Damage Type: P
 Form: Paste
 Other K/S: None
 Materia: 2020 Price: 4390
 Effect: Often used as blade poison, a wound from such a weapon first appears as a red welt with an angry line of infection that slowly spreads toward the victim's chest. Once it reaches the heart, the victim suffers the final system shock, causing a heart attack

GRADE VIII

Name: Black Lotus Extract

STR: 60 Toxicity: Severe Purpose: Incapacitate
 ER: 1 BT Longevity: Weeks Damage Type: -
 Form: Oil
 Other K/S: Chemistry
 Materia: 2080 Price: 3520
 Effect: Black Lotus Extract is a contact poison that causes extreme weakness and nausea in its victims. Any form of rapid movement is extremely disorienting.

Name: Death Cap Spores

STR: 60 Toxicity: Severe Purpose: Injure
 ER: 1 hour Longevity: Months Damage Type: P
 Form: Gas
 Other K/S: Herbalism
 Materia: 3280 Price: 6960
 Effect: Ingesting this gas causes uncontrollable coughing, choking and death, with damage delivered over a 3-hour period

Name: Deathblade

STR: 70 Toxicity: Deadly Purpose: Injure
 ER: 4 CT Longevity: Years Damage Type: P
 Form: Paste
 Other K/S: None
 Materia: 2560 Price: 5520
 Effect: A blade poison preferred by assassins throughout the world, to feel the bite of an envenomed dirk is to feel a burning wound, and the excruciating pain will last until the death of the victim.

Name: Insanity Mist

STR: 60 Toxicity: Severe Purpose: Injure
 ER: 1 CT Longevity: Months Damage Type: M
 Form: Gas
 Other K/S: Dweomercraeft
 Materia: 5280 Price: 10960
 Effect: Another gas poison infused with Heka, this is particularly damaging to spellcasters. Once exposed, the victim will take one point of M trait damage every AT until the full amount of damage has accrued. If the victim is reduced to less than 10 percent of their M Trait, there is a 50% chance that they will suffer irreparable harm, losing d6+2 points EACH from MRCap and MMCap Permanently. In addition, there is an additional 20% chance that they will suffer from some form of Insanity - Roll on Mental Aberration table (p. 270).

Name: Phase Spider Venom

STR: 60 Toxicity: Severe Purpose: Injure
 ER: 4 AT Longevity: 12d6 days Damage Type: P
 Form: Paste
 Other K/S: None
 Materia: 880 Price: 2160
 Effect: The full effects from Phase Spider poison do not take effect quickly, but they are drastic. In the first twenty minutes after exposure to the poison, the subject takes 60 PD, as the area near the wound begins to swell, muscle lose their definition, and the swelling spreads until the skin surrounding the area begins to blister and split. After the second segment of the Effect rate, the subject takes another 60 points, and the muscles and organs start to liquify. Twenty minutes later, if the subject is still alive, another 30 points of damage are dealt.

Name: Puffer Fish

STR: 80 Toxicity: Deadly Purpose: Injure
 ER: 1 BT Longevity: Days Damage Type: P
 Form: Paste
 Other K/S: None
 Materia: 1440 Price: 3280
 Effect: A contact poison derived from the deadly Puffer fish, this poison cause paralysis followed by death within a half hour

GRADE IX

Name: Blackcloud Extract

STR: 60 Toxicity: Severe Purpose: Injure
 ER: 2 BT Longevity: Months Damage Type: P, M
 Form: Gas
 Other K/S: Dweomercraeft
 Materia: 4440 Price: 9330
 Effect: This is a particularly nasty gas poison, combining a gas irritant infused with Heka from a Dweomercraeft - any caught in its area of effect will suffer lung damage and long-term madness over time (roll on the Mental Aberration Table).

Name: Demon Venom

STR: 90 Toxicity: Deadly Purpose: Injure
 ER: 1 Hour Longevity: 600 years Damage Type: P
 Form: Paste
 Other K/S: Sorcery
 Materia: 2910 Price: 6270
 Effect: Gathered by sorcerers from the bodies of unfortunate demons, this poison is exceedingly rare. Once a subject has come into contact with this paste, they begin to act menacing, and begin to foam at the mouth, with random seizures. They become aggressive, attacking anyone nearby.

Name: Purple Worm Poison

STR: 60 Toxicity: Severe Purpose: Incapacitate
 ER: 3 AT Longevity: Months Damage Type: -
 Form: Paste
 Other K/S: None
 Materia: 1340 Price: 2460
 Effect: This relatively rare blade poison originates from the subterranean realm, and is made from ichor extracted from the poison gland of a purple worm. For the duration of the poison, the Victim cannot stand or walk, and loses all motor function

Name: Shadowcoat

STR: 60 Toxicity: Severe Purpose: Injure
 ER: 4 BT Longevity: Weeks Damage Type: P
 Form: Oil

Other K/S: Dweomercraeft

Materia: 3040 Price: 6530

Effect: The dread Shadowcoat poison is an oil often applied to daggers and darts. A victim first loses their vision when it takes effect in two minutes, and after two more, they lose consciousness, likely never to awaken.

Name: Umber Madness

STR: 100 Toxicity: Deadly Purpose: Injure
 ER: 3 AT Longevity: 1 month Damage Type: All 3
 Form: Paste

Other K/S: None

Materia: 1700 Price: 3850

Effect: Extremely rare ichor from an Umber Hulk is used to formulate this poison - which can either appear as contact or blade poison. This poison affects all three TRAITS of the victim - first they lose their sanity and become incoherent, followed by visions, often of those who have died before them, and finally, they fall into a deep comatose state, at which point the final amount of damage occurs.

Table of Poisons

Below is a compiled table of a variety of poisons of different strengths, with Heka-engendered poisons in **green**. Feel free to create and add to these, adding a variety of STR and ER values. One type not included here are specialty poisons that have two or more activating ingredients: The first one is the poison, benign until the second is introduced. Powerful and deadly, and nearly impossible to detect.

Grade	Name	STR	E/R	Form	Toxicity	Longevity	Purpose	Dmg	Materia	Price
1	Arsenic	30	Days	Powder	Mild	Years	injure	P	430	910
1	Assassin's Juice	20	1 BT	Liquid	Mild	Days	injure	P	420	890
1	Madness Spores	10	6 AT	Powder	Weak	Months	Incap	-	210	365
1	Strangleweed	20	3 BT	Liquid	Mild	Months	injure	P	620	1290
1	Viper Venom - Tiny	10	3 AT	Powder	Weak	Days	Incap	-	110	215
2	Belladonna/Nightshade	30	1 Wk	Powder	Mod	Days	injure	P	560	1220
2	Drow sleep poison	20	Instant	Liquid	Mild	Days	Incap	-	640	1060
2	Hellebore	30	1 AT	Liquid	Mild	Days	injure	P	260	620
2	Locoweed	20	2 CT	Powder	Mild	Months	Incap	-	440	760
3	Black Adder Venom	40	2 AT	Paste	Mod	Weeks	injure	P	520	1190
3	Malice Powder	20	2 BT	Powder	Mod	Indefinite	Injury	-	560	990
3	Night Dreams	20	1 BT	Liquid	Mild	Indefinite	Incap	-	1360	2190
3	Viper Venom - Medium	30	3 AT	Paste	Mild	Days	injure	P	490	1130
3	Viper Venom - Small	20	4 AT	Paste	Mild	Days	injure	P	460	1070
4	Black Widow Venom	40	2 AT	Paste	Mod	Weeks	injure	P, M	560	1320
4	Carrion Crawler Extract	20	Instant	Oil	Mild	Weeks	Incap	-	2480	3920
4	Couatl Venom	40	2 BT	Paste	Strong	Months	Incap	-	1360	2240
4	Mindcloak	20	2 CT	Liquid	Special	Indefinite	Incap	M, S	1680	2720
4	Quicksilver	40	4 BT	Liquid	Mod	Indefinite	injure	P	1160	2520
4	Ungol Sap	20	3 CTs	Paste	Mild	20 years	injure	P	2080	4360
4	Viper Venom - Large	40	4 BT	Paste	Mod	Days	injure	P	960	2120
5	Aboleth Sap	20	1 BT	Oil	Mild	Weeks	injure	P	1700	3650
5	Malice Sap	50	1 AT	Paste	Strong	100 years	injure	P	1450	3150
5	Pseudodragon Poison	40	1 CT	Liquid	Mod	Months	Incap	-	1000	1750
5	Reaver Dust	50	3 BT	Powder	Strong	Indefinite	injure	P	750	1750
5	Toadstool	50	2 Hrs	Powder	Strong	1 year	injure	P	1050	2350
5	Viper Venom - Huge	50	1 BT	Paste	Strong	Days	injure	P	1050	2350
5	Zombie Dust	50	1 BT	Powder	Strong	Indefinite	injure	M	750	1750
6	Aconite Sap	60	1 Hr	Oil	Severe	Years	injure	P	2760	5820
6	Aether Extract	10	3 CTs	Gas	Weak	1 month	Incap	-	4060	6390
6	Lich Bone Powder	60	3 BT	Powder	Severe	Indefinite	Incap	M, S	860	1590
6	Night Crawler Poison	60	1 BT	Paste	Severe	Days	injure	P	1160	2620
6	Opium Extract	50	2 AT	Gas	Strong	Months	Incap	-	2300	3750
6	Royal Murder Spice	60	3 BT	Powder	Severe	Years	injure	P	1360	3020
6	Slithervine Spores	20	1 AT	Gas	Mild	Months	injure	P	2120	4540

Poisons, continued

Grade	Name	STR	E/R	Form	Toxicity	Longevity	Purpose	Dmg	Materia	Price
7	Brainweed Spores	40	1 BT	Gas	Mod	Months	injure	M	3980	8310
7	Gloomtears	60	Special	Oil	Severe	Special	injure	P	4320	8990
7	Puffer Fish	70	2 CT	Liquid	Deadly	24 hours	injure	P	1090	2530
7	Torpor Gas	40	3 BT	Gas	Mod	Years	injure	P	4980	10310
7	Viperflower Concentrate	80	1 AT	Liquid	Deadly	Months	injure	P	960	2270
7	Wyvern Poison	60	5 AT	Paste	Severe	Indefinite	injure	P	2020	4390
8	Black Lotus Extract	60	1 BT	Oil	Severe	Weeks	Incap	-	2080	3520
8	Death Cap Spores	60	1 Hr	Gas	Severe	Months	injure	P	3280	6960
8	Deathblade	70	4 CT	Paste	Deadly	Years	injure	P	2560	5520
8	Insanity Mist	60	1 CT	Gas	Severe	Months	injure	M	5280	10960
8	Phase Spider Venom	60	4 AT	Paste	Severe	12d6 days	injure	P	880	2160
8	Puffer Fish	80	1 BT	Paste	Deadly	Days	injure	P	1440	3280
9	Blackcloud Extract	60	2 BT	Gas	Severe	Months	injure	P, M	4440	9330
9	Demon Venom	90	1 Hr	Paste	Deadly	600 years	injure	P	2910	6270
9	Purple Worm Poison	60	3 AT	Paste	Severe	Months	Incap	-	1340	2460
9	Shadowcoat	60	4 BT	Oil	Severe	Weeks	injure	P	3040	6530
9	Umber Madness	100	3 AT	Paste	Deadly	1 month	injure	All 3	1700	3850

