

# Guide to Poisons

Together with their Classification,  
Symptoms and Emergency Treatment

# Guide to Poisons

Whether by malicious intent or accidental exposure, poisons are a scourge upon the Empire and all citizens should be familiar with the basics and know how to act in emergency situations.

As part of its ongoing commitment to the health of the Empire, the Anvil Hospital hereby presents an informative leaflet on poisons and how to identify and cure them.

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## Classifications of Poisons

Contact poisons enter the body by contact with, or a break in, the skin. This may be due to minor trauma such as the prick of a thorn, or major trauma such as a slash with a corrupted blade.

Contact poisons can act in two distinct ways; either as the poison enters a break in the skin, or by being ingested. Typically, the former will cause the patient to be subjected to conditions of **Venom** or **Weakness**, whilst the latter commonly results in painful aches and cramps whilst the body reacts.

Ingested poisons are those which must be eaten or drunk in order to be effective. These may include accidental poisons such as those in some rotting foods, or malicious poisons such as those found within the **Winter Moon** or **Assassins Gate** recipes. Ingested poisons can vary in their symptoms and severity but will almost always include painful aches (often found in the joints, and sometimes in the head and neck) and cramps (almost always found in the stomach and digestive system). There may also be a sharp change in temperature, resulting in the patient sweating or shivering uncontrollably.

Inhaled poisons are those which are drawn into the lungs, either in the form of a noxious vapour or by breathing in minute spores. Aspects of the **Vallorn** threat are an example of an Inhaled poison.

Inhaled poisons commonly cause pain to the throat and lungs of the patient, especially during the drawing in of breath. Often the nose, and in especially bad cases the mouth also, may bleed and the patient may find breathing laboured and difficult.

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## Action

In all cases of poisoning or suspected poisoning, time is of the essence and you should endeavour to get the patient to a reputable **Physick** as quickly as possible.

If the circumstances are such that you cannot access a **Physick**, you can use the information on the reverse of this pamphlet to identify and apply a cure.

Take great care in cases where a poison from the **Assassin's Gate** or **Winter Moon** recipes are suspected, if you do suspect either of these poisonings seek help immediately. Application of herbal remedies or the **Bloodharrow Philtre** will not cure these poisonings, but they will not harm the patient either, however application of the wrong poison cure (**Silver Key** or **Feast for Crows**) will be fatal for the patient.

NEVER attempt to cure a patient unless you are a competent **Physick** or **Apothecary**.

**Important Note** // While we endeavour to be available at all times, we are not able to guarantee that there will always be a **Physick** attending at the Anvil Hospital itself, as this is staffed on a purely voluntary basis. Always seek your nearest **Physick** first; your calls for help will not be ignored.

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## Symptoms

Gutwrench (Legacy of Thorns) // Moderate poison. Causes Venom and Weakness

As long as the patient suffers from either Weakness or Venom they feel as if their stomach is on fire

Patient may experience other symptoms including severe sweating, feverishly elevated temperature, throbbing aches in the head and joints, tiredness, agonizing stomach cramps, nausea, dizziness and painfully heightened senses that make bright lights or loud noises almost unbearable

These effects last until the Weakness and Venom are both cured.

Oil of Blackthorn (Legacy of Thorns) // Minor poison. Does not cause Venom or Weakness

Whilst principally a blade venom, the Oil can be ingested. This will cause nausea and painful stomach cramps of the next half hour, after which the body recovers naturally

These effects last for half an hour (natural recovery), until patient vomits, or until anything is applied which can cure Weakness or Venom.

Redwillow Paste (Legacy of Thorns) // Minor poison. Does not cause Venom or Weakness

Whilst principally a blade venom, the Paste can be ingested. This will cause the sudden onset of a feverish temperature accompanied by severe sweating, headache, tiredness and other flu-like symptoms that last for the next half hour, after which the body recovers naturally

These effects last for half an hour (natural recovery), until patient vomits, or until anything is applied which can cure Weakness or Venom

The Black Gate (Assassins Gate) // Deadly poison

From one to fifteen minutes

The patient suffers dizziness and confusion, random aches and pains, becomes aware of their own death, may hallucinate loved ones or dead relatives

After ten minutes

The patient cannot move under their own power

Effects last for half an hour (death), or until cured by The Silver Key

The Crimson Gate (Assassins Gate) // Deadly poison

From one to fifteen minutes

The patient feels warm and thirsty, suffers a raging fever, agonising pain in their joints and muscles, may begin to cough up blood

After ten minutes

The patient cannot move under their own power

Effects last for half an hour (death), or until cured by The Silver Key

Hunger of the Wolf (Winter Moon) // Deadly poison

From one to fifteen minutes

The patient feels heat throughout their body, becomes short tempered and angry, may become violent, may hallucinate voices urging them to kill

After ten minutes

The patient cannot communicate and is extremely violent

Effects last for half an hour (death), or until cured by Feast for Crows

Virus Lunatae (Winter Moon) // Deadly poison

From one to fifteen minutes

The patient feels growing chills and numbness, shivers uncontrollably, loses all sensation in their extremities, may become incoherent and babble

After ten minutes

The patient cannot move under their own power

Effects last for half an hour (death), or until cured by Feast for Crows

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## Emergency Treatment

### Contact Poisoning

If the patient has been struck by an envenomed blade:

Herbal .. ..	Apply Imperial Roseweald
Potions ..	Use either one Bloodharrow Philtre, one Maledicts Medicament, or one Sovereign Specific
Spells .. ..	Purify or Purge

### Ingested Poisoning

If the poison is known, one of the treatments should be applied as below:

#### Gutwrench

Herbal .. ..	Apply both Imperial Roseweald and Bladertoot
Potions ..	Use both Bloodharrow Philtre and Feverfail Elixir, or one Maledicts Medicament, or one Sovereign Specific
Spells .. ..	Purify or Purge

#### Oil of Blackthorn

Herbal .. ..	Apply either Imperial Roseweald or Bladertoot
Potions ..	Use either one Bloodharrow Philtre, one Feverfail Elixir, one Maledicts Medicament, or one Sovereign Specific
Spells .. ..	Purify or Purge

#### Redwillow Paste

Herbal .. ..	Apply either Imperial Roseweald or Bladertoot
Potions ..	Use either one Bloodharrow Philtre, one Feverfail Elixir, one Maledicts Medicament, or one Sovereign Specific
Spells .. ..	Purify or Purge

#### Hunger of the Wolf

Potions ..	Feast for Crows
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#### Virus Lunatae

Potions ..	Feast for Crows
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#### The Black Gate

Potions ..	The Silver Key
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#### The Crimson Gate

Potions ..	The Silver Key
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If the Ingested poison is not known, it is recommended the patient first be treated according to the Gutwrench treatment. This will cure the vast majority of the common poisons and will do no harm to the patient if a rarer poison is in effect. If the symptoms persist, seek help as quickly as possible.

### Inhaled Poisoning

With any inhaled poison, including Vallorn spores, you should cover your nose and mouth, then seek help as quickly as possible. You should try to ensure the patient comes into contact with as few people as possible before they are declared healthy by a Physick.

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