

Medicinal Plants and Poisons of The Empire

The purpose of this article is to provide information on the various plants that grow within The Empire and surrounding mountains from which herbal remedies and poisons can be extracted. A number of the herbs described below were first described in either Shadows Over Bögenhafen (Hogshead version), pages 36-37, or Apocrypha Two: Charts of Darkness, pages 79-81. The various toxins and deleriants have not been described in a similar fashion, other than Nightshade and Graveroot.

With respect to deleriants (WFRP1e, page 82), these poisons share one common effect. After consuming one or more doses of this type of herb, a character suffers from mild hallucinations and must pass a **WP** test. Failure means that the character picks up 1D6 **Insanity Points**. Other effects are described with the appropriate entry below.

Toxins extracted from particular plants can be deadly to specific types of creatures as detailed below. If these are used on other creatures, the victims will suffer stomach cramps and nausea, the severity of which depends upon the dosage ingested or the GM's whim. Plant toxins are usually added to food or drink, but they can be rendered into a resin to be used as blade venoms.

Caves

Madman's Cap

Availability: Very rare, Summer

Single Dosage Price: 4 GCs (in season) and 8 GCs (out of season)

Method of Application: Ingest

Preparation: 3 weeks

Time between Dosage: Not applicable

Skills: Prepare Poison

Tests: Int

Effects: After consuming one to three doses of this deleriant based on a mushroom that grows in the mouths of caves, a character must make a successful **Poison** test or become groggy and disoriented (drowsy) with all percentage characteristics reduced by 10 for a number of hours equal to 1D8+4 minus the creature's **T** attribute (with an additional hour for each dose over the first). If more than three doses are taken, then a **Poison** test must be passed or the character is rendered unconscious for a number of hours equal to 1D8+4 minus the character's **T** attribute, after which the character is drowsy for an additional 1D6 hours.

Forests, Coniferous

Alfunas

Availability: Scarce, Summer & Autumn

Single Dosage Price: 1 GC (in season) and 10 GCs (out of season)

Method of Application: Smear

Preparation: 2 weeks

Time between Dosages: 1 week

Skills: Heal Wounds

Tests: Int

Effects: Halves the healing time for breaks and dislocations.

Nightshade

Availability: Rare, Autumn

Single Dosage Price: 2 GCs (in season) and 8 GCs (out of season)

Method of Application: Ingest

Preparation: 4 weeks

Time between Dosage: Not applicable

Skills: Prepare Poison

Tests: None

Effects: After consuming one dose of this deleriant, a character must make a successful **Poison** test or be drowsy for a number of hours equal to 1D8+4 minus the character's **T** attribute. If more than one dose is taken, then a **Poison** test must be passed or the character dies.

Spiderleaf

Availability: Common, Autumn

Single Dosage Price: 15/- (in season) and 5 GCs (out of season)

Method of Application: Smear (external)/ Brew (internal)

Preparation: 3 weeks

Time between Dosage: 1 week

Skills: Heal Wounds

Tests: Int and see below

Effects: Characters suffering the effects of critical wounds may be treated to stop further bleeding, both internally and externally. If the character administering the does makes a successful **Int** test, all bleeding stops immediately. If failed, the bleeding continues for another 1D4+1 rounds before stopping.

Zharroot

Availability: Scarce, Winter

Single Dosage Price: 3GCs (in season) and 14 GCs (out of season)

Method of Application: Smear, Ingest, Blade Venom

Preparation: 3 weeks

Time between Dosage: I week, unless used as a poison

Skills: Heal Wounds or Prepare Poison, depending on purpose

Tests: Int

Effects: If used on the extremities in cold weather, a poultice of Zharroot can either prevent frostbite or alleviate the effects of it, restoring 1D3 **W** of damage cause by the cold. This herb is also the main ingredient in the poison Trollbane, which affects Ogre, Troll, Giants, and Treemen. After ingesting or being infected with one dose of the poison, a **Poison** test must be passed or the creature is conscious, but groggy and disoriented (drowsy) with all percentage characteristics reduced buy 10 for a number of hours equal to 1D8+4 minus the creature's **T** attribute. If two or

three doses are taken, then a **Poison** test must be passed or the creature is rendered unconscious a number of hours equal to 1D8+4 minus the character's **T** attribute, after which the character is drowsy for an additional 1D6 hours. Should four doses be taken then a **Poison** test must be passed or the creature dies.

Forests, Mixed

Demonleaf

Availability: Very Rare, Summer

Single Dosage Price: 12 GCs (in season) and 24 GCs (out of season)

Method of Application: Ingest, Blade Poison

Preparation: 5 weeks

Time between Dosage: Not Applicable

Skills: Prepare Poison

Tests: Int

Effects: This herb is the main ingredient of Demonbane (or Daemonbane, to the socially sensitive). After ingesting or being infected with one or two doses of the poison, the demon must move away from the source of the poison for one round and may (at the GM's discretion) pass a **WP** test to approach that source again. Should three doses be taken then the demon must pass a **Poison** test or be paralysed for a number of hours equal to 1D8+4 minus the demon's **T** attribute, after which the demon is drowsy for an additional 1D6 hours. If four doses are taken, then a **Poison** test must be passed or the demon dies.

Gesundheit

Availability: Scarce, Winter & Spring

Single Dosage Price: 15/- (in season) and 3 GC (out of season)

Method of Application: Smear

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: Cure Disease

Tests: Int

Effects: The preparation halts the effects of infection when applied to an infected wound (**WFRP1e**, page 82). It restores all lost **Dex** points in 1D6 x 10 game turns, but does not restore any **Wounds**.

Juck

Availability: Scarce, Spring

Single Dosage Price: 1 GC (in season) and 13 GCs (out of season)

Method of Application: Smear

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: Chemistry

Tests: Int

Effects: Used to restore sensation in cases of numbness caused by cold (including frostbite) or injury. Causes the treated area to horribly itch within 1D6+4 minutes of application. The affect

lasts for 1D20+40 minutes, with the patient suffering a -20 modifier on all tests (halved on a successful **WP** test) from the distraction.

Mandrake

Availability: Rare, Summer

Single Dosage Price: 10 GCs (in season) and 30 GCs (out of season)

Method of Application: Brew, Ingest, Blade Venom

Preparation: 4 weeks

Time between Dosage: 1 week (unless used as Poison)

Skills: Manufacture Potion, Herb Lore, or Prepare Poison (depending upon usage)

Tests: Int

Effects: In small amounts, mandrake is an aphrodisiac and used in love potions. An imbiber of the potion will view members of their preferred sex as if they have a +10 modifier to their respective **Fel**. In slightly larger amounts, mandrake can be used to enhance the visions of those who have the *Divination* skill by adding a +10 modifier to their roll. This herb is also the main ingredient in the poison Manbane, which affects Humans, Dwarfs, Halflings, and Gnomes. After ingesting or being infected with one dose of the poison, a **Poison** test must be passed or the character is rendered unconscious for a number of hours equal to 1D8+4 minus the character's **T** attribute, after which the character remains drowsy for an additional 1D6 hours. Should two doses be taken then the characters must pass a **Poison** test or be paralysed for a number of hours equal to 1D8+4 minus the character's **T** attribute, after which the character remains drowsy for an additional 1D6 hours. If more than two doses are taken, then a **Poison** test must be passed or the character dies.

Salwort

Availability: Plentiful, Autumn & Winter

Single Dosage Price: 5/- (in season) and 1 GC (out of season)

Method of Application: Inhale

Preparation: 2 weeks

Time between Dosage: 12 hours

Skills: None

Tests: Patient's T

Effects: When held under the nostrils of a stunned/concussed character, the patient must make a successful **T** test in order to regain consciousness in 1D4 rounds.

Spellwort

Availability: Very rare, Summer

Single Dosage Price: 10 GCs (in season) and 20 GCs (out of season)

Method of Application: Brew

Preparation: 4 weeks

Time between Dosage: 3 days

Skills: None

Tests: Int

Effects: A spellcaster imbibing the mixture of Spellwort loses 1D4 **Magic Points** (which may be regained as normal). Anyone else drinking the concoction gains a +10 modifier to all **WP** tests against spells and magical effects for the next 1D4 hours.

Tarrabeth

Availability: Average, Summer

Single Dosage Price: 10/- (in season) and 3 GCs (out of season)

Method of Application: Smear

Preparation: 3 weeks

Time between Dosage: 1 week

Skills: Heal Wounds

Tests: Int

Effects: When treated, heavily or severely wounded characters fall asleep for 24 hours, recovering 1 **W** if severely wounded or 1D3 **W** if heavily wounded upon waking. The wounded character is thereafter treated as if lightly wounded (assuming the previously severely wounded character is not suffering from broken bones, etc. – the herb has no effect on this type of injury).

Trinkwort

Availability: Very rare, Autumn

Single Dosage Price: 1 GC (in season) and 3 GCs (out of season)

Method of Application: Ingest

Preparation: 1 week

Time between Dosage: 3 days

Skills: None

Tests: None

Effects: Neutralises the effects of alcohol. A character eating one onion-like bulb suffers half the normal characteristics reductions as a result of alcohol. The effects of this herb is cumulative with the *Consume Alcohol* skill.

Valerian

Availability: Common, Spring

Single Dosage Price: 5/- (in season) and 1 GC (out of season)

Method of Application: Brew

Preparation: 1 week

Time between Dosage: 1 day

Skills: Heal Wounds

Tests: Int

Effects: Restores 1 **W** point to lightly wounded characters.

Grasslands

Avermanni Blueleaf

Availability: Scarce

Single Dosage Price: 2 GCs (in season) and 10 GCs (out of season)

Method of Application: Brew, Ingest, Blade Venom

Preparation: 3 weeks

Time between Dosage: 3 days to neutralise effects of deleriants, not applicable when used as a poison.

Skills: None or Prepare Poison (depending upon the applications)

Tests: Int

Effects: One dose of this herb steeped in hot water neutralises the effects of an equal dose of a drug, such as deleriants (addicts will need regular applications, one every three days). This herb is also the main ingredient in the poison Beastbane, which affects most animals and monsters (including Beastmen and Skaven). After ingesting or being infected with one dose of the poison, a **Poison** test must be passed or the creature becomes groggy and disoriented (drowsy) with all percentage characteristics reduced by 10 for a number of hours equal to 1D8+4 minus the creature's **T** attribute. Should two doses be taken then the creature must pass a **Poison** test or be paralysed for a number of hours equal to 1D8+4 minus its **T** attribute, after which it remains drowsy for an additional 1D6 hours. If more than three doses are taken, then a **Poison** test must be passed or the creature dies.

Earth Root

Availability: Average, Summer

Single Dosage Price: 1 GC (in season) and 10 GCs (out of season)

Method of Application: Ingest

Preparation: 3 weeks

Time between Dosage: 1 day

Skills: Cure Disease

Tests: Int

Effects: This herb is an effective treatment for Black Plague (WFRP1e, page 82). For each day during the disease's active period that a patient receives a dose, that character gains a +10 modifier on all tests to determine the effects of the Black Plague. In addition, application of the herb at the start of the recovery period gives a modifier of +20 to both **Risk** tests.

Lady's Mantle

Availability: Common, Spring/Summer

Single Dosage Price: 5/- (in season) and 1 GC (out of season)

Method of Application: Brew

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: None

Tests: Int

Effects: In a brew, the leaves of this herb restore 1 **W** as well as settle upset stomachs.

Oxleaf

Availability: Scarce, Autumn

Single Dosage Price: 5 GCs (in season) and 10 GCs (out of season)

Method of Application: Ingest

Preparation: 4 weeks

Time between Dosage: Not applicable

Skills: Prepare Poison

Tests: Int

Effects: After consuming one dose of this deleriant, a character must make a successful **Poison** test or become drowsy for a number of hours equal to 1D8+4 minus the character's **T** attribute. If more than one dose is taken, then the characters must pass a **Poison** test or become paralysed for a number of hours equal to 1D8+4 minus the character's **T** attribute, after which the character remains drowsy for an additional 1D6 hours.

Schlafenkraut

Availability: Rare, Spring

Single Dosage Price: 10/- (in season) and 10 GCs (out of season)

Method of Application: Brew

Preparation: 2 days

Time between Dosage: 3 days

Skills: None

Tests: Int

Effects: When brewed, this herb is a very good sedative and sleeping draught. It takes effect 2D10+10 minutes after drinking, bringing on normal sleep. For the first four hours, the patient falls into a deep sleep with only half the chance of being awoken by noise. If the patient is awakened during this time, she remains drowsy (as if poisoned) for 2D10 minutes unless she makes a successful **T** test (+10 for *Immunity to Poison*). The patient can test every half hour to shake off the effects of drowsiness. After four hours, the effects of the herb wear off and the patient sleeps normally.

Vigwort

Availability: Scarce, Summer

Single Dosage Price: 1 GC (in season) and 5 GCs (out of season)

Method of Application: Brew

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: None

Tests: Int

Effects: A mild stimulant, this herb increases a character's **I** score by +10 for 1D6+4 minutes. When this time elapses, the character must pass a **T** test (+10 for *Immunity to Poison*) or become drowsy for 2D6 – **T** hours.

Yarrow

Availability: Common, Summer

Single Dosage Price: 5/- (in season) and 1 GC (out of season)

Method of Application: Brew, Smear

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: Heal Wounds

Tests: Int

Effects: In a poultice, the herb can reduce swelling and bleeding, restoring 1 **W**. In a brew, the herb lowers fever, even those caused by infections.

Zitterwort (or Agurk)

Availability: Rare, Autumn

Single Dosage Price: 1 GC (in season) and 5GCs (out of season)

Method of Application: Inhale

Preparation: 1 week

Time between Dosage: 1 week

Skills: None

Tests: Int

Effects: This herb is useful for improving circulation and sweating out a heavy cold (though it should not be used when the patient has a fever). Inhaling fumes causes mild shaking (**Dex-20**) for 1D4 hours unless a successful **T** test is made (+10 for *Immunity to Poison*).

Graveyards

Graveroot

Availability: Very rare (also found in forest clearings), Autumn & Winter

Single Dosage Price: 5 GCs (in season) and 20 GCs (out of season)

Method of Application: Blade Venom, Brew, Smear

Preparation: 2 weeks

Time between Dosage: not applicable against Undead, 1 week to treat disease

Skills: Herb Lore or Prepare Poison, depending on purpose

Tests: Int

Effects: Halves healing time when used in treating infected wounds and adds a +20 bonus to a patient's **T** test against a permanent **W** loss. When used to combat Tomb Rot, adds a +20 modifier to all tests made by the patient. After an Undead creature ingests or is infected with one dose of the poison, that creature must move away from the source of the poison for one round and may (at the GM's discretion) pass a **WP** test to approach that source again. If two or more doses are administered, then the Undead creature crumbles into dust.

Hills

Hawthorn

Availability: Common, Spring

Single Dosage Price: 10/- (in season) and 2 GCs (out of season)

Method of Application: Brew

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: None

Tests: Int

Effects: A brew made from the flowers of this herb normalises the blood pressure of the imbiber: lowering if too high, increasing if too low. It also has the side effect of making wizards dizzy and unable to focus on casting spells for 1D6 minutes. It has no such affect on priests.

Mage-Leaf

Availability: Very rare, Spring

Single Dosage Price: 10 GCs (in season) and 60 GCs (out of season)

Method of Application: Ingest

Preparation: None (eaten raw)

Time between Dosage: see below

Skills: None

Tests: Int

Effects: This herb remains effective for three days after picking. Each dose allows a spellcaster to restore one **Magic Point** up to the character's power level. The spellcaster should roll 1D6 with each dose consumed; if the number is less than dosages already taken that day, the dose has no further effect.

Speckled Rustwort

Availability: Rare, Spring

Single Dosage Price: 2 GCS (in season) and 8 GCs (out of season)

Method of Application: Ingest

Preparation: 4 weeks

Time between Dosage: 1 day

Skills: Cure Disease

Tests: Int

Effects: This plant is used to treat Red Pox (**WFRP1e**, page 83). So long as the patient receives one dose per day while the disease lasts, the period of illness is reduced by 50%.

Thyme

Availability: Common, Summer

Single Dosage Price: 5/- (in season) and 1 GC (out of season)

Method of Application: Brew

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: None

Tests: Int

Effects: In addition to being a cooking herb, Thyme can be used in a brew as an effective medicine for cough, whooping cough, and bronchitis. In addition, the brew promotes sweating and helps bring down fever.

Vanera

Availability: Scarce, Spring

Single Dosage Price: 2 GCs (in season) and 4 GCs (out of season)

Method of Application: Ingest

Preparation: 2 weeks

Time between Dosage: 3 weeks

Skills: Heal Wounds

Tests: Int

Effects: This herb is a stimulant and allows the patient to gain the benefits of resting (such as regaining 1 W) for the next 8 hours when undertaking any activity other than combat. If the

patient actually rests for the 8 hours, then the benefits are doubled. When the dose wears off, the patient suffers a splitting headache for 1D4 hours with a –10 modifier to both **Int** and **Fel**.

Marsh (Bogs, Swamps), Riverbanks

Adder's Root

Availability: Rare, Autumn

Single Dosage Price: 5 GCs (in season) and 10 GCs (out of season)

Method of Application: Ingest

Preparation: 4 weeks

Time between Dosage: Not applicable

Skills: Prepare Poison

Tests: Int

Effects: After consuming one dose of this deleriant, a character must make a successful **Poison** test or become drowsy for a number of hours equal to 1D8+4 minus the character's **T** attribute. Should two doses be taken then the characters must pass a **Poison** test or become paralysed for a number of hours equal to 1D8+4 minus the character's **T** attribute, after which the character remains drowsy for an additional 1D6 hours. If more than two doses are taken, then a **Poison** test must be passed or the character dies.

Frog-Tongue Water Lily

Availability: Rare, Spring and Summer

Single Dosage Price: 5 GCs (in season) and 20 GCs (out of season)

Method of Application: Smear, Ingest, Blade Venom

Preparation: 4 weeks

Time between Dosage: 1 day to heal wounds, not applicable when used as a poison.

Skills: Heal Wounds

Tests: Int

Effects: If used on burns, a poultice of this herb used on Human, Dwarf, Elf, Halfling, and Gnome characters can heal 1D3 **W** of damage caused by fire. This herb is also a main ingredient in the poison known as Lizardbane, which affects reptiles (including the various races of Lizardmen). After ingesting or being infected with one dose of the poison, a **Poison** test must be passed or the reptilian creature becomes groggy and disoriented (drowsy) with all percentage characteristics reduced by 10 for a number of hours equal to 1D8+4 minus the creature's **T** attribute. If two doses are taken, then a **Poison** test must be passed or the creature is rendered unconscious for a number of hours equal to 1D8+4 minus the character's **T** attribute, after which the character remains drowsy for an additional 1D6 hours. Should three or four doses be taken then a **Poison** test must be passed or the creature dies.

Horsetail

Availability: Common, Summer

Single Dosage Price: 10/- (in season) and 2 GCs (out of season)

Method of Application: Ingest, Smear

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: Cure Disease

Tests: Int

Effects: If used twice a day for two weeks, this herb increases the **T** test for a victim of consumption by +20 in resisting the effects of the disease. As a poultice, this herb can be used to treat infected wounds and rash, modifying the chance of infection by -10%.

Sigmafoil

Availability: Common, Summer

Single Dosage Price: 5/- (in season) and 1 GC (out of season)

Method of Application: Inhale

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: Heal Wounds

Tests: None

Effects: When treated, lightly wounded characters recover 1 **W** point that day, provided that they do not lose any more wounds. This is in addition to natural healing rates.

Slowmind

Availability: Rare, Autumn

Single Dosage Price: 10 GC (in season) and 15 GC (out of season)

Method of Application: Brew

Preparation: 4 weeks

Time between Dosage: 2 weeks

Skills: Chemistry or Prepare Poisons

Tests: Int

Effects: This herb is a mild nerve toxin with a distinctive bitter taste when added to drink (+10 if character tasted it before). This herb is generally used for those who need to overcome the pain of infected wounds so they can sleep. Any character drinking a mixture of Slowmind must pass a **T** test (+10 for *Immunity to Poison*) or suffer -10 modifier to **Int** and **WP** for 2D10+4 hours.

Willow

Availability: Common, Autumn

Single Dosage Price: 10/- (in season) and 2 GCs (out of season)

Method of Application: Brew

Preparation: 2 weeks

Time between Dosage: 1/2 day

Skills: None

Tests: Int

Effects: The bark is used to make a brew that relieves pain (including rheumatic) and fever. If the imbiber is lightly wounded, then this herb has the effect of temporarily restoring 1 **W** for half a day.

Mountains

Arnica

Availability: Common, Summer

Single Dosage Price: 5/- (in season) and 1 GC (out of season)

Method of Application: Smear, Brew

Preparation: 3 weeks

Time between Dosage: 1 day

Skills: Heal Wounds

Tests: Int

Effects: In a poultice, the herb can restore 1 **W**. For burn injuries, this herb can restore 2 **W**. As a brew, the flowers of the herb increase the blood circulation of the heart. An overdose of the herb causes dizziness and a change of heartbeat.

Blackroot

Availability: Rare, Summer and Autumn

Single Dosage Price: 4 GCs (in season) and 16 GCs (out of season)

Method of Application: Smear, Ingest, Blade Venom

Preparation: 4 weeks

Time between Dosage: 1 day to heal wounds, not applicable against Orcs, Goblins, Hobgoblins, or Snotlings

Skills: Heal Wounds or Prepare Poison, depending on purpose

Tests: Int

Effects: This is a healing herb for Humans, Dwarfs, Elves, Halflings, and Gnomes while functioning as a poison for the Goblin races (Orcs, Goblins, Hobgoblins, and Snotlings). In the first case, the herb can restore 1D3 **W** to lightly wounded characters when smeared on the wound. Greenskins ingesting or being infected with one dose of the poison must pass a **Poison** test or fall unconscious for a number of hours equal to 1D8+4 minus their **T** attribute, after which the creature remains drowsy for an additional 1D6 hours. Should two doses be taken then the creature must pass a **Poison** test or become paralysed for a number of hours equal to 1D8+4 minus its **T** attribute, after which it remains drowsy for an additional 1D6 hours. If more than two doses are taken, then a **Poison** test must be passed or the creature dies.

Faxyryll

Availability: Very rare, Spring

Single Dosage Price: 5 GCs (in season) and 20 GCs (out of season)

Method of Application: Smear

Preparation: 4 weeks

Time between Dosage: 3 days

Skills: Heal Wounds

Tests: None

Effects: Application of herb stops all bleeding automatically. Should the patient require surgery, the herb will keep the character in stable condition for up to 48 hours.

Mountain Pansy

Availability: Very Rare, Autumn

Single Dosage Price: 6GCs (in season) and 25 GCs (out of season)

Method of Application: Ingest, Blade Venom

Preparation: 4 weeks

Time between Dosage: 1 day to heal wounds, not applicable as a Poison

Skills: Heal Wounds, Prepare Poison (depending upon usage)

Tests: Int

Effects: If administered within 5 rounds of ingesting Manbane (one round if a fatal dosage is taken), this herb neutralises an equal dosage of the poison taken by Human, Dwarf, Halfling, or Gnome characters. This herb is also the main ingredient in the poison Elfbane, which affects Elf characters. After ingesting or being infected with one dose of the poison, a **Poison** test must be passed or the Elf character becomes paralysed for a number of hours equal to 1D8+4 minus the character's **T** attribute, after which the character remains drowsy for an additional 1D6 hours. If more than two doses are taken, then a **Poison** test must be passed or the Elf character dies.

Sage

Availability: Common, Summer

Single Dosage Price: 5/- (in season) and 1 GC (out of season)

Method of Application: Brew

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: None

Tests: Int

Effects: In addition to being a cooking herb, a brew of Sage can be used to cure a sore throat, infected gums and even tonsillitis.

Wolfsbane (Monkshood)

Availability: Scarce, Summer

Single Dosage Price: 15 GCs (in season) and 30 GCs (out of season)

Method of Application: Ingest, Blade Venom

Preparation: 4 weeks

Time between Dosage: Not applicable

Skills: Prepare Poison

Tests: Int

Effects: The presence of this plant repels wercreatures, forcing them to make a **WP** test to come within 5 yards of it. This herb is also the main ingredient in the poison Truefoil. After ingesting or being infected with one dose of the poison, the wercreature must move away from the source of the poison for one round and may (at the GM's discretion) pass a **WP** test to approach that source again. If two or more doses are administered, then the wercreature reverts to its human form and must make a **WP** test to change form again.