

POISON EFFECTS (8/27/2001)	
Berserker Madness I	+STR 6 (L1) to 47 (L42); +AC from 0 (L1) to 6 (L42); -HP from 11 (L1) to 52 (L42); DoT for 30 (L1) to 235 (L42); 30 seconds
Berserker Madness II	+STR 6 (L1) to 55 (L50); +AC from 0 (L1) to 8 (L50); -HP from 11 (L1) to 60 (L50); DoT for 30 (L1) to 275 (L50); 30 seconds
Berserker Madness III	+STR 26 (L1) to 80 (L55); +AC from 0 (L1) to 17 (L55); -HP from 11 (L1) to 65 (L55); DoT for 155 (L1) to 425 (L55); 30 seconds
Berserker Madness IV	+STR 41 (L1) to 100 (L60); +AC from 0 (L1) to 18 (L60); -HP from 11 (L1) to 70 (L60); DoT for 305 (L1) to 600 (L60); 30 seconds
Blind Poison I	-ATK by 5 (L1); Blinds; 42 seconds
Blind Poison II	-ATK by 5 (L1); Blinds; 72 seconds
Blind Poison III	-ATK by 5 (L1); Blinds; 102 seconds
Brittle Haste I	+10% Attack Speed; -AC from 2 (L1) to 14 (L40); -STR from 11 (L1) to 55 (L45); 60 seconds
Brittle Haste II	+15% Attack Speed; -AC from 2 (L1) to 16 (L48); -STR from 11 (L1) to 58 (L48); 72 seconds
Brittle Haste III	+20% Attack Speed; -AC from 2 (L1) to 18 (L54); -STR from 11 (L1) to 69 (L59); 84 seconds
Brittle Haste IV	+25% Attack Speed; -AC from 2 (L1) to 20 (L60); -STR from 11 (L1) to 70 (L60); 96 seconds
Contact I	-HP from 5 (L1) to 141 (L35)
Contact II	-HP from 5 (L1) to 177 (L44)
Contact III	-HP from 13 (L1) to 221 (L55)
Contact IV	-HP from 13 (L1) to 445 (L55)
Dizzy I	-AGI from 5 (L1) to 25 (L40); -AC from 3 (L1) to 15 (L40); 180 seconds
Dizzy II	-AGI from 5 (L1) to 29 (L45); -AC from 3 (L1) to 17 (L48); 180 seconds
Dizzy III	-AGI from 5 (L1) to 32 (L54); -AC from 3 (L1) to 19 (L54); 180 seconds
Dizzy IV	-AGI from 5 (L1) to 35 (L60); -AC from 3 (L1) to 21 (L60); 180 seconds
Feeble Mind I	-Mana from 7 (L1) to 217 (L36)
Feeble Mind II	-Mana from 7 (L1) to 265 (L44)
Feeble Mind III	-Mana from 7 (L1) to 301 (L50)
Feeble Mind IV	-Mana from 7 (L1) to 355 (L59)
Flesh Rot I	-HP by 5 (L1); DoT 152 HP (38 ticks); -DEX from 6 (L1) to 43 (L38); 228 seconds
Flesh Rot II	-HP by 5 (L1); DoT 184 HP (46 ticks); -DEX from 6 (L1) to 51 (L46); 276 seconds
Flesh Rot III	-HP by 5 (L1); DoT 232 HP (58 ticks); -DEX from 6 (L1) to 63 (L58); 348 seconds
Injected I	-HP from 2 (L1) to 38 (L37); DoT 10 (L1) to 190 (L37) in 5 ticks; 30 seconds
Injected II	-HP from 2 (L1) to 46 (L45); DoT 10 (L1) to 230 (L45) in 5 ticks; 30 seconds
Injected III	-HP from 2 (L1) to 49 (L48); DoT 10 (L1) to 245 (L48) in 5 ticks; 30 seconds
Injected IV	-HP from 2 (L1) to 59 (L58); DoT 10 (L1) to 295 (L58) in 5 ticks; 30 seconds
Injected V	-HP from 3 (L1) to 121 (L60); DoT 35 (L1) to 625 (L60) in 5 ticks; 30 seconds
Liq. Silver I	-HP from 16 (L1) to 250 (L40); Undead
Liq. Silver II	-HP from 16 (L1) to 298 (L48); Undead
Liq. Silver III	-HP from 16 (L1) to 370 (L60); Undead
Low. Resist I	-All Resists EXCEPT Poison from 3 (L1) to 10 (L14); 180 seconds
Low. Resist II	-All Resists EXCEPT Poison from 3 (L1) to 15 (L24); 180 seconds
Low. Resist III	-All Resists EXCEPT Poison from 3 (L1) to 20 (L34); 180 seconds
Low. Resist IV	-All Resists EXCEPT Poison from 3 (L1) to 30 (L54); 180 seconds
Muscle Lock I	-Movement from 31% (L1) to 40% (L10); 1 tick/level
Muscle Lock II	-Movement from 31% (L1) to 50% (L20); 1 tick/level
Muscle Lock III	-Movement from 31% (L1) to 55% (L25); 1 tick/level
Muscle Lock IV	-Movement from 31% (L1) to 60% (L30); 1 tick/level
Paralyzing I	-Movement by 95%; -Attack Sped by 50% (L1); 42 seconds
Paralyzing II	-Movement by 95%; -Attack Sped by 50% (L1); 72 seconds
Paralyzing III	-Movement by 95%; -Attack Sped by 50% (L1); 102 seconds
Poison Animal I	-HP from 16 (L1) to 250 (L40); Animal
Poison Animal II	-HP from 16 (L1) to 298 (L48); Animal
Poison Animal III	-HP from 16 (L1) to 370 (L60); Animal
Poison Summoned I	-HP from 16 (L1) to 250 (L40); Summoned
Poison Summoned II	-HP from 16 (L1) to 298 (L48); Summoned
Poison Summoned III	-HP from 16 (L1) to 370 (L60); Summoned
Syst. Shock I	-HP from 5 (L1) to 149 (L37); Push target back 1 foot; Stun 0.0 seconds?
Syst. Shock II	-HP from 5 (L1) to 181 (L45); Push target back 1 foot; Stun 0.0 seconds?
Syst. Shock III	-HP from 5 (L1) to 233 (L58); Push target back 1 foot; Stun 0.0 seconds?
Syst. Shock IV	-HP from 5 (L1) to 241 (L60); Push target back 1 foot; Stun 0.0 seconds?
Syst. Shock V	-HP from 15 (L1) to 555 (L55); Push target back 1 foot; Stun 0.0 seconds?
Weaken. I	-STR from 2 (L1) to 34 (L33); 1 tick/level
Weaken. II	-STR from 2 (L1) to 43 (L42); 1 tick/level
Weaken. III	-STR from 2 (L1) to 54 (L53); 1 tick/level
Weaken. IV	-STR from 2 (L1) to 61 (L60); 1 tick/level