Vendor Poison List
(Printable version 1.4.1, A)

Vendors name: AL: Name of Thieves Guild/Temple (if):

Country: City :   Population: Date (ingame):

Class: *poison class*   **Method**: *Contact, injected, ingested, inhaled* **Onset**: *time delay* **Strength**: *poison effect*
Mod: *saving throw mod.* **Type**: *creature, plant* **Climate**: *habitat* **Rarity**: *Common, uncommon, rare, very rare*

Subtable A*: COMMON POISON TYPES

#	Class	Method	Onset	Strength	Mod	Type	Climate	Rarity	gp Cost
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									

Subtable B*: UNCOMMON POISON TYPES

#	Class	Method	Onset	Strength	Mod	Type	Climate	Rarity	gp Cost
1									
2									
3									
4									
5									
6									
7									
8									
9									

Subtable C*: RARE POISON TYPES

#	Class	Method	Onset	Strength	Mod	Type	Climate	Rarity	gp Cost
1									
2									
3									
4									
5									
6									
7									
8									
9									

Subtable D*: VERY RARE POISON TYPES

#	Class	Method	Onset	Strength	Mod	Type	Climate	Rarity	gp Cost
1									
2									
3									
4									
5									
6									

* Roll %-die on Table 51.5 and subtables A,B,C,D or define the poison types found at the NPC/guild/ temple.

The poison table revisited, Ver. 1.3.1   - For use with AD&D 1st & 2nd Edition - *by Talivar, 10/24/2012*