

# Vendor Poison List

(Printable version 1.41, B)

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.