

# The Poison table revisited

(AD&D 1<sup>st</sup> & 2<sup>nd</sup> Edition, Ver. 1.4.1)

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Below you will find an expanded version of the poison table from the Dungeon Masters Guide, 2<sup>nd</sup> edition, Table 51. It was enhanced with descriptions of poison found in the *Monster Manual* but still is not complete – and wasn't supposed to be. There are hundreds of different poison types out there, so printing all of them would be too much of a work – possibly the work for someone else or a Complete manual. But still you will be able to find enough informations in the tables to enhance your gameplay. **In this version (1.3.1) the Heucuva poison has been dropped and the new NWP Poison handling rebalanced. Also some errata has been done and a more convenient table for available poisons in towns for Thief guilds has been added. Finally two new magical weapons have been provided in chapter 6: new magical items.**

Table 51 is the original table found in the DMG, slightly expanded. The lists below also offer new informations

about the regions the poisons can be found and an estimated gold piece value, when found at a vendor (which was calculated using the spell scroll cost of similar powerful spells). Of course, the information given is partly canon and partly self-made, using official sources. With this Thieves, Assassins and similar PCs and NPCs can be given another "edge". Also characters whose good-alignment prohibited the usage of poison and who were on the lookout for non-lethal poisons (e.g. sleeping contact poison, etc.) will be more happy with the dozens and more of new paralyze, sleep, blindness and other kinds of poison found below....

One last information: Originally the table was expanded in my private campaign when I had pity with my hobbit thief player, who was not able to use poison as a chaotic good character. So here we go, have fun with a new experience in backstabbing and exploration...

**Table 51: Poison Strength**

Class	Method	Onset	Strength	Mod.	Type	Climate	Rarity	Cost
A	Injected	10-30 minutes	15/0	0	Hunting/Flying spiders	Non-arctic	Common	120 gp
B	Injected	2-12 minutes	20/1-3	0	<i>unknown</i>	<i>unknown</i>	Common	195 gp
C	Injected	2-5 minutes	25/2-8	0	<i>unknown</i>	<i>unknown</i>	Rare	450 gp
D	Injected	1-2 minutes	30/2-12	0	<i>unknown</i>	<i>unknown</i>	Rare	620 gp
E	Injected	Immediate	Death/20	0	<i>unknown</i>	<i>unknown</i>	Very Rare	1600 gp
F	Injected	Immediate	Death/0	0	Giant water spider	Fresh water	Uncommon	720 gp
G	Ingested	2-12 hours	20/10	0	<i>unknown</i>	<i>unknown</i>	Rare	300 gp
H	Ingested	1-4 hours	20/10	0	<i>unknown</i>	<i>unknown</i>	Rare	335 gp
I	Ingested	1-4 minutes	Death/20	0	<i>unknown</i>	<i>unknown</i>	Very Rare	1520 gp
K	Contact	2-8 minutes	5/0	0	<i>unknown</i>	<i>unknown</i>	Common	80 gp
L	Contact	2-8 minutes	10/0	0	<i>unknown</i>	<i>unknown</i>	Common	160 gp
M	Contact	1-4 minutes	20/5	0	<i>unknown</i>	<i>unknown</i>	Uncommon	504 gp
N	Contact	1 minute	Death/25	0	<i>unknown</i>	<i>unknown</i>	Very Rare	3300 gp
O	Injected	2-24 minutes	Paralytic for 2-12 hours/0	0	<i>unknown</i>	<i>unknown</i>	Rare	705 gp
P	Injected	1-3 hours	Debilitative for 1-3 days/0	0	<i>unknown</i>	<i>unknown</i>	Rare	885 gp

**Suggestion:** Poisons marked *unknown* could come from special spider variants, subspecies or older and bigger versions (and more dangerous) of those already listed. Also some of them could be magical or alchemical enhanced versions (possibly in the case of poisons of Type D, E, I, N). Also, mother nature offers different poisonous plants and herbs.

**Table 51 B: Poison Strength II (New)**

Class	Method	Onset	Strength	Mod.	Type	Climate	Rarity	Cost
D	Inhaled	1-2 minutes	30/2-12	0	<i>unknown</i>	<i>unknown</i>	Rare	1125 gp
Per turn breathed; poison gas lasts 2-12 turns in a closed room, 2-12 minutes in an open room								
J	Inhaled	1-4 minutes	Death/20	0	<i>unknown</i>	<i>unknown</i>	Very Rare	2640 gp
Per turn breathed; poison gas lasts 2-12 turns in a closed room, 2-12 minutes in an open room								
Q	Contact	Immediate	2-8/1-4	0	Catfish, giant	Sea	Uncommon	310 gp
	Injected	1-6 turns	Death/ or -2 to attack rolls for 1-12+4 hours	-4	Dragonfish	Sea	Uncommon	1065 gp
	Injected	1-4 minutes	Death/0	0	Eel, weed	Sea	Uncommon	670 gp
R	Contact	Immediate	Death/0	0	Pungy Ray	Sea	Rare	1800 gp
	"	"	Paralytic for 5-20 turns/0	0	Sting Ray	Sea	Rare	1530 p
S	Injected	2-12 minutes	2-8/0	+1	Poisonous Snake	Any land	Uncommon	45 gp

	Injected	1-6 minutes	3-12/0	0	“	“	Any land	Uncommon	120 gp	
	Injected	1 minute	1-3 + 2-16 the following 2 rounds / ½ damage		Winged serpent		Tropical	Rare	545 gp	
	Contact*	1 minute	Blindness/0	0	Spitting snake		Tropical	Rare	485 gp	
	Injected	Immediate	Paralytic /0	0	Fire Snake		Fires	Uncommon	600 gp	
	Injected	1-4 turns	Incapacitated/0	+3	Poisonous Snake		Any land	Uncommon	610 gp	
	Injected	2-8 minutes	Incapacitated/0	-1	“	“	“	Uncommon	640 gp	
	Injected	1-4 minutes	Incapacitated/0	-2	“	“	“	Uncommon	1330 gp	
	Injected	Immediate	Death/0	0	Amphisbaena (Snake)		Temperate	Very Rare	1200 gp	
	Injected	1-4 minutes	Death/0	0	Giant sea snake		Sea	Uncommon	670 gp	
	Injected	1-4 minutes	Death/0	-4	Elder snakes		Temperate	Very Rare	1520 gp	
	Injected	2-8 minutes	Death/10	-2	Giant cobra		Any land	Uncommon	1330 gp	
	Injected	1 minute	Death/0	-3	“	“	“	Uncommon	870 gp	
	Injected	Immediate	Death/0 (10%)	0	Giant poison snake		Any land	Uncommon	730 gp	
			do 3-18 damage on successful save)							
T	Injected	Immediate	Coma	-2	Gargantuan Spider/ Whisper spider		Non-arctic	Very Rare	1400 gp	
	“	“	1-6/0	0	Giant trapdoor spider		Non-arctic	Uncommon	95 gp	
	Injected	10-30 minutes	15/0	+1	Huge spiders		Non-arctic	Common	65 gp	
	Injected	10-30 minutes	15/0	+2	Large spider		Non-arctic	Common	15 gp	
	Injected	1 minute	-1 to AC & -1 to hit, -3 to Dex-checks (not complete Dexterity); for 1d4 rounds	+2	Hairy spiders		Non-arctic	Common	25 gp	
	Injected	1-2 minutes	Paralytic	+2	Watch spiders		Non-arctic	Uncommon	440gp	
	Injected	Immediate	Death/0	0	Giant spider		Non-arctic	Uncommon	720 gp	
	“	“	“	0	Giant marine spiders		Sea	Very Rare	1200 gp	
	“	“	“	-2	Phase spiders		Any climate	Rare	1050 gp	
U	Injected	Immediate	Paralytic /0	+4	Giant Centipede		Any climate	Common	350 gp	
	“	“	Paralytic /0	+4	Huge Centipedes		Any climate	Common	515 gp	
	“	“	Death/2-8	0	Megalo-Centipede		Any climate	Very Rare	1300 gp	
Z	see Table Z below		...	...	...	...	...	...	...	

\* The poison must be splashed towards the eyes of the victim

**Table 51 C: Exotic venoms & poisons (New)**

Class	Method	Onset	Strength	Mod.	Type	Climate	Rarity	Cost
Z	Injected	Immediate	Unconscious & sleep. 2-8 hours /0	-4	Drow	Subterranean	Very Rare	1450 gp
	“	“	Paralytic 1-2 turns/0	-2	Drow, Drider	Subterranean	Very Rare	1200 gp
	Injected	1-4 turns	Death/0	0	Ettercap	Heavy Forest	Rare	780 gp
	Contact	2-8 minutes	5/0	+4	Greater Basilisk	Any land	Uncommon	24 gp
	Inhaled	2-8 minutes	Death/0	+2	Greater Basilisk	Any land	Uncommon	525 gp
	Contact	Immediate	Death/0	-1	Greater Medusa	Any land	Rare	1950 gp
	“	“	Death/0	0	Guardian Naga	Any land	Very Rare	2400 gp
	Injected	Immediate	Comatose & sleep for 5-30 rounds/0	0	Homunculous	Any land	Very Rare	1200 gp
	“	“	Immobile for 2-12 turns (save vs. paralysis) /0	-2	Jungle Giants	Tropical jungle	Rare	900 gp
	Contact	Immediate	Paralytic /0	0	Ooze, Crystal	Dimly lit water	Rare	1200 gp
	Injected	Immediate	Catalepsy for 1-6 days, after that, the victim wakes up (75%) or dies (25%)/0	0	Pseudodragon	Temperate or subtropical forests and caves	Very Rare	1900 gp
	Inhaled	Immediate	Stunned for 1 round plus slowed next 4 rounds / 0	0	Svirfneblin	Subterranean	Very Rare	900 gp
	Contact	Immediate	Paralytic for 1-4 rounds then death follows / 0	0	Tenebrous Worm	Forests	Uncommon	1200 gp
	Contact	1 round	Rots flesh (one body part)/0; healable with a “cure disease” spell	0	Violet fungi	Subterranean	Rare	1425 gp
Z	Eaten, Ingested	4-40 minutes	* Sedative(s.b.) Duration 2-12 hours; first comes a period of weakness (1-6 rounds) which halves all ability scores and the movement rate. After that a	0	unknown	unknown	Uncommon	780 gp

			<i>poison save must be made. Failure renders the victim unconscious, success means that the weakness lasts for another hour up to 12 hours.</i>			
Drunk, Ingested	2-12 minutes	* Sedative(s.b.) 0	<i>Duration 1-4 hours; first comes a period of weakness (1-6 rounds) which halves all ability scores and the movement rate. After that a poison save must be made. Failure renders the victim unconscious, success means that the weakness lasts for another hour up to 4 hours.</i>	unknown	unknown	Uncommon 780 gp

\* At the end of the article another table is included, sorted by applications (contact, injected, ingested, inhaled)

## 1. General Informations

### Following are informations from the official handbooks

(AD&D 2<sup>nd</sup> edition, Dungeon Masters Guide)

#### Method:

The method is the new way in which the poison must normally be used to have full effect. Injected and ingested have no effect on contact.

**Contact poisons** have full effect even if swallowed or injected, since both are forms of contact. **Injected or ingested poisons** have half their normal effect if administered in the opposite manner, resulting in the save damage being applied if the saving throw is failed and no damage occurring if the saving throw is successful.

#### Onset:

Most poisons require time to work their way through the system to reach the areas they affect. Onset is the time that elapses before the poison's effect is felt. The effect of immediate poisons is felt at the instant the poison is applied.

#### Strength:

The number before the slash lists the hit points of damage suffered if the saving throw is failed. The number after the slash lists the damage taken (if any) if the saving throw is successful. Where "death" is listed, all hit points are immediately lost, killing the victim. Note that in some cases a character may roll a successful saving throw and still die from the hit point loss. Not all poisons need cause damage. Two other common effects of poison are to paralyze or debilitate a victim.

**Paralytic poisons** leave the character unable to move for 2d6 hours. His body is limp, making it difficult for others to move him. The character suffers no other ill effects from the poison, but his condition can lead to quite a few problems for his companions.

**Debilitating poisons** weaken the character for 1d3 days. All of the character's ability scores are reduced by half during this time. All appropriate adjustments to attack rolls, damage, Armor Class, etc., from the lowered ability scores are applied during the course of the illness. In addition, the character moves at one-half his normal movement rate. Finally, the character cannot heal by normal or magical means until the poison is neutralized or the duration of the debilitation is elapsed.

#### Treating Poison Victims

Fortunately, there are many ways a character can be treated for poison. Several spells exist that either slow the onset time, enabling the character the chance to get further treatment, or negate the poison entirely.

However, cure spells (including heal) do not negate the progress of a poison, and the neutralize poison spell doesn't recover hit points already lost to the effects of poison. In addition, characters with the herbalism proficiency can take steps to reduce the danger poison presents to player characters.

#### Creating New Poisons

Using the three basic characteristics--*method*, *onset*, and *strength*--and bearing in mind the debilitating and paralyzing effects of some poisons, it is possible to create new varieties.

However, always introduce poisons and poisonous creatures with great care, especially when dealing with low-level characters. Unlike most other ways a character can be hurt, the life or death of a poisoned character often depends on a single die roll. It is essential that characters be treated fairly, or their players will quickly lose interest in the game.

### Quantity and application (New)

Upon paying the price the buyer gets one dose of poison usable for one application (which holds **enough poison for three poison attacks**; e.g. 3 injections, 3 hits/contacts or 3 ingestions). So the thief/buyer uses up the dose upon a sword, 3 darts or on 3 different meals (food) and may attack three times (till the poison evaporates/is rubbed off, wears off or the poison turns out to be too weak or is detected (in the case of food)). When eating poisonous food, a successful saving throw vs. poison indicates that the poison is detected as poison or tastes strangely in which case the victim hesitates or denies the food and possibly complains (20%).

Contact poison is placed on a weapon and can be used for three successful hits. If the attack is a miss, the poison is still intact. After three hits the poison has been rubbed from the blade and must be replaced. Each time a successful attack hits the victim a poison save must be made, which counts as one of the three applications (independent if the save is successful or not). If the victims saves, only two other attacks may be made till the poison must be renewed on the weapon.

**When the poison is applied from its container (a bottle, viol, etc.) it remains active about an hour, else otherwise stated. After this, the poison must be renewed.** Of course, the DM can rule that some of the listed poisons may hold longer (raising their cost) or create new variants.

### Durability (New)

**When not otherwise stated, poison bought from the vendor can be kept up to 5 years in a container else especially sealed with wax or magic.** Once the container is opened the duration is halved or reduced randomly (rolling a 100%-die).

There are rumours about sealed containers holding poisons which date more than 100 years. If these poisons are even stronger or loose their powers has still to be found out.

### Other uses of the poison (New)

Beside it's use for thieves, the poison types mentioned above, are necessary in the

manufacture of antipoisons and sometimes also in the *herbalism* skill. So, someone with the necessary knowledge of the animal habitat can search for the above noted kind of animal and try to extract some of the poison. Therefore hunting poisonous animals is sometimes a source of income for cunning thieves and assassins, specialised in hunting. But also normal hunters, rangers or druids can make a living from it (being adept in the natural surrounding, protected by magic like *Slow poison*, *Hold poison* or *Neutralize poison* after using traps or spells to get some of the poison. Afterwards they sell the venom in town to healers, temples or guilds (dependant on their alignment) or use it for themselves (in the creation of antidotes or as an addition to combat (nonlethal poison in the case of druids and rangers).

### Poison categories for new poisons (New)

Frequency	Worth
Common*	10-500 gp
Uncommon*	501-1.000 gp
Rare*	1.001-2.000 gp
Very rare*	2.001-5000 gp (deadly poisons mostly)

\* When a new poison is created or used from another official source, apply the following factors to the basic costs of a normal poison: Common 0 (100%), Uncommon 120%, Rare 150%, Very Rare 200%. This means, that the same poison would cost 500gp as a **common** poison and 1.000gp as a **very rare** one. Try to evaluate a poison using the given poison lists or the spell scroll cost of a similar powerful spell.

The prices above are only for new poisons, not found on the list and shall give a hint at the possible price of a new poison. There are four kinds of poison categories as with the categories for monsters in the manual. So how common a poison is, depends on the climate and of course how common or rare the creature or plant itself is, the poison is derived from. The listing above can be applied to new poison types not included in the Tables 51 etc. Very rare poisons can be very expensive and also dangerous to acquire (except in greater cities with pop. 50.000+, see below). Sometimes they must be ordered or lead to special transports, expeditions, adventures and or trades in other cities or even countries. (s.b. "poison at thieves guild").

Even if the rarity tells how difficult it is to find a poison type, it also is of importance, when a healer tries to identify or heal a poison. If a

healer with the healing & herbalism skill tries to treat a poisonous wound, there is a penalty of -1 on his proficiency check for uncommon poisons, -3 if the poison is rare and a halved check, if the poison is of a very rare type. Characters who have access to the new NWP poison handling have better chances (s. description).

### Climate (New)

Never forget that the existence of poison also depends on the climate or region the poison is sold or looked for (e.g. a thieves hideout/guilds in a tropical setting won't have (or only on rare occasions) arctic poison types).

## 2. Availability of poison in towns

Of course, poison can't be sold or bought everywhere and often only in hidden places like thieves guilds. Seldom in apothecaries, hospitals or at some hermits, shamans, healers, alchemists, druids, rangers, or other explorers. In most cases it can be found and bought in temples (because they need small amounts themselves for their healing and herbalism skills) or at thieves guilds.

Below, an orientation help for poison found and sold at **thieves guilds** is presented. Other sources are up to the DM (special NPCs etc.).

### 2.1 Poison at thieves guilds

Small villages won't hold a thieves guild which sells poison. Only cities with 1000 and more

### Names (New)

*"Wanna poison? Which one? <Angaras Tooth> is a sure kill, but takes time till it works in the veins. A victim still could call for help. Better take <Black Oroth>. It comes from the jungles to the south. No one uses it here. And it's victim will be completely paralysed, when it falls to the ground..."*

Of course poisons may have also other names in the game and are not just called "the giant spider poison". Names can indeed add more flavour to the game and can be worked out by the DM. Possibly a later version will also have names for the different types of poison.

Greater temples of greater gods or temples of healing gods (independent of size and status of the god) will also have and sell some amount of poison, too, but not every type and to everyone (keep an eye on alignment). In the first place priests want to use poison for healing purposes (except they're evil), so selling it to an unknown person should be roleplayed out carefully and is sometimes overviewed by priests of higher standing (casting *know alignment*) or even by the city watch (which is sometimes informed of strangers buying poison).

people have a chance to have poison at their disposal.

City size	Common poisons	Uncommon poisons	Rare poisons	Very rare poisons
1-999	-- (1%, 1 poison)	--	--	--
1.000 - 2.500 pop.	1-3 poisons	30 % (1 poison)	-- (1%, 1 poison)	--
2.501 - 5.000 pop.	2-5 poisons	1-3 poisons	30% (1 poison)	-- (1%, 1 poison)
5.001 - 10.000 pop.	3-6 poisons	2-5 poisons	1-3 poisons	30 % (1 poison)
10.001-20.000 pop.	70% (at least 5)	3-6 poisons	2-5 poisons	1-3 poisons
21.001-50.000 pop.	80% (at least 7)	70% (at least 5)	3-6 poisons	2-5 poisons
51.001+ pop.*	100 % (all**)	80% (at least 7)	70% (at least 5)	3-6 poisons

\* Also, in greatest towns access to even more exotic and other magical poisons from alchemists or creatures or places is possible.

\*\* 100% of all listed common poison (but not automatically also all not listed yet).

Please use the subtables A, B, C, D in chapter 5 (“Poison types according to their frequency”) for determining the exact nature of the poison found at the vendor. In this case please ignore

table 51.5. Also a vendor list for Thieves guilds selling poison has been added at the end of the document.

### 3. Poison and Sedatives

(The following originates from the original “The Complete Thief’s Handbook”, 2<sup>nd</sup> edition.)

The DMG provides detailed rules on poison types and effects. The following rules add several types of non-lethal poisons, introduce poison gases, and describe some poison antidotes.

**Sedatives are ingested poisons** that disable, rather than injure, a character. A sedative can be administered in food or drink, with different rates and effects:

Method	Onset	Weakness	Duration
Eaten	4-40 min.	1-6 min.	2-12 hours
Drunk	2-12 min.	1-6 min.	1-4 hours

#### *Sedatives*

are treated as regular poisons, except that their first effect is a period of weakness when all ability scores and the character's movement rate are reduced to half. This lasts 1d6 rounds, after which the character saves vs. poison. **Failure renders him unconscious.** Success means that the weakness lasts for another hour. The character then saves each hour, with the weakness remaining until a successful save is made.

#### *Poison Gases*

are rare, expensive, and highly dangerous. A typical dose is a clay or glass jar weighing 5 pounds. If the jar is shattered or opened, gas fills a 10' x 10' x 10' cube. It disperses after one round unless contained on all sides. The gas lasts for 2d6 turns in an enclosed room; 2d6 rounds in a room with at least one open door, window, arrow slit, etc.

It might be possible for creative players to create larger doses of poison gas, but such lethal devices are left to the DM's discretion.

**Poison gases generally have the effects of poison type D**, taking effect after one or two minutes, inflicting 30 points of damage (2d6 with a successful save). The damage is inflicted each turn the character breathes the gas.

An extremely lethal poison gas is reputed to exist, similar to poison type J (onset in 1d4 minutes, causes *death* or 20 points of damage with save).

Unlike injected or ingested poisons, however, poison gas does not remain in a character's system after death. Thus, attempts to raise characters who have perished this way do not have to contend with the venom in the character's system.

#### **Poison Antidotes (Optional Rule from the Thieves handbook)**

In AD&D® 2nd Edition rules, a character with healing proficiency is able to aid poisoned individuals. This is described in Chapter Five of the *Player's Handbook*. We reproduce those rules here with additional options, including ones for those campaigns that are not using nonweapon proficiency rules.

#### **Healing Proficiency and Poison**

The basic healing proficiency rules for poison, from the *Player's Handbook*, are as follows.

A character with healing proficiency can attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended immediately (the round after the character is poisoned) and the care continues for the next five rounds, the victim gains a +2 to his saving throw (delay his saving throw until the last round of tending). No proficiency check is required, but the poisoned character must be tended to immediately (normally by sacrificing any other action by the proficient character) and cannot do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal saving throw for the poison. This result is unalterable by normal means (i.e., more healing doesn't help). Only characters with both healing and herbalism proficiencies can attempt the same treatment for poisons the victim has swallowed or touched (the character uses his healing to diagnose the poison and his herbalist knowledge to prepare a purgative.)

Note that these rules concern antidotes only obliquely, through the herbalism proficiency in instances of ingestive and contact poisoning.

#### **Antidote Effects**

Antidotes can be manufactured for most poisons. To use an antidote you must match it with its poison (see the assassin

kit), or just administer an antidote and hope that by chance it is the right one. (The DM may permit the existence of some antidotes that counter more than one poison, e.g., both types A and B injected.) An antidote will take effect if administered immediately or at least before the toxin's onset time. It then either negates the poison entirely (if the poisoned character made his saving throw in the first place) or reduces its effect to saving throw level.

### Producing Antidotes

Most of the time an antidote has not been prepared in advance, and a character with herbalism proficiency will attempt to produce an antidote from scratch.

Doing this presupposes an assortment of herbs, mosses, and such necessary materials, already selected and close at hand (e.g., gathered, dried and stored in a pouch). If the herbalist needs to gather the materials as well (and there are materials around to be gathered—not the case in most dungeons), at least half an hour is required to do so. When materials are available, putting together and administering an antidote takes 1d6+4 (5-10) minutes.

If time for gathering materials and making the antidote turns out to be greater than the poison's onset time, the efforts are in vain. If not, a proficiency check must be made to determine the antidote's success or failure. The check suffers a -10 penalty if the poison has not been identified. If the check is successful, the antidote takes effect.

### Example

For example, the assassin Therius is adventuring with his companion, Orlene, when she is struck by a poisoned blade. The opponent is swiftly dispatched and Therius turns his attention to her wound. Orlene, meanwhile, has failed her saving throw. The DM knows that the poison is Type O, injected, with an onset time of 20 minutes; he notes this information secretly. One minute has already gone to finishing combat. If the poison is not successfully treated, Orlene will be left paralyzed for nine hours.

Therius is a 7th level thief (assassin kit) with herbalism proficiency and Intelligence 14; he does have a kit of useful herbs with him just for such emergencies as this.

He first sets out to identify the poison. His base chance is 35% (7th level) + 5% (Int 14) = 40%. This is his chance of learning from Orlene's symptoms. He rolls a 48 on percentile dice and fails. His next attempt is by sight, examining the slain opponent's blade, with a 20% chance of success. This also fails. Concerned about time (three minutes have already ticked by), Therius puts a dab on his tongue. He needs to roll 35 or lower . . . and gets a 26! He spits out the poison, recognizing it as type O. The DM doesn't bother to see if the poison affects Therius, since a paralytic poison at half strength would have no effect.

Therius works to produce an antidote with the materials in his pouch. This takes him six minutes. He then makes a proficiency check, needing a 12 or lower (because herbalism has a -2 modifier—see *Player's Handbook*, Chapter Five) for success. He rolls a 13—failure! Nine minutes have ticked by. He hurriedly attempts again to concoct the antidote. This time it takes a full 10 minutes . . . Therius rolls a 9 this time, however, so he succeeds just in the nick of time.

The antidote totally halts the paralytic poison, since that is what the result of a successful saving throw would have been.

## 3.1 New Proficiency

<b>Rogue</b>	<b>Requirement</b>	<b># of Slots Required</b>	<b>Relevant Ability</b>	<b>Check Modifier</b>	<b>Optional (Skills&amp;Powers) CP/Init.Rat/Ability</b>
<b>Poison Handling (New)</b>	Level 5+	2* (1)	Intellig./Knowl.	0	CP 3*(0), Priest, Rogue, Wizard

### Poison Handling (Priest, Rogue, Wizard)

(New, 2(1) Slots\* (s.b.), CP6/3\* (s.b.), Initial rating 6, Intelligence 0, Level 5+)

Because of the risks poison and its usage bears some knowledge and techniques were collected and developed over the time by different healers, druids, alchemists and rogues which led to this new side skill. The proficiency not only provides knowledge about the handling, usage and different aspects of the poison types. It also confers abilities to apply it in the various situations, to analyze and identify it, to treat it and to create antidotes. Also, the owner of the

skill learns of the different creatures, herbs and plant types, knows how to identify them, what attributes each of them possesses, where to look for them and how to hunt and collect them more safely (but this doesn't safe him completely). So, the proficiency is similar to the NWP's *Healing*, *Herbalism* and *Hunting* but focuses completely on all kind of poisons and their aspects. In addition, the owner of the skill is able to detect poison on a *halved proficiency check*, if there are signs (e.g. poisonous plants, herbs or animals, a shimmering fluid on an object or blade, a smell in the air, a strange taste

of food but *not* on a needle which secures a lock or food which smells and tastes normally (in the case of very rare poison)).

In spite of the knowledge, someone with the skill is not able to heal or treat normal wounds, diseases or infects. But if the character or NPC also possesses the NWP's *Healing* or *Herbalism* a bonus of +4 is applied to the check when dealing with poisons (and only then).

Since some of the poisons are very rare, it is sometimes very difficult to identify it and to use the correct herbs to neutralize or heal it. If

the character tries to identify or heal a poisonous wound there is no penalty if the poison is of the common or uncommon type. If the poison is a rare one, the penalty is -2 and for very rare -4. If not otherwise stated use the creature's frequency in the "Monster Manual" description as the poison type frequency.

**Recommended for:** *Alchemists, Assassins, Bounty hunters, Druids, Healers (specialized in poison), evil priests and wizards, (Rangers)*

**DMs Option:** The skill can be bought and learned at thief guilds or special NPCs for about 250gp as a *sideskill* with the normal cost of **one** proficiency point at level 5+ (requirement) or as a *normal NWP* for **two** points/slots (6 CPs) and the **gp cost and training times as stated in the DM (without the level restriction).**

#### 4. Poison types according to their application

Finally, the different types of poison are presented here once again, sorted by their application *contact, injected, ingested, inhaled*. The tables should help in finding a fitting poison for all kind of situations. Contact poison can be used on all kind of objects, injected poisons are

used mainly on melee and range weapons, ingested poisons are used more in subtle assassination attempts when the victim is eating or drinking and gas poison types (inhaled) are used often when the victim is not moving (sleeping, handicapped or ill), etc.

**Table 51.1: CONTACT POISON**

Class	Method	Onset	Strength	Mod.	Type	Climate	Rarity	Cost
K	Contact	2-8 minutes	5/0	0	<i>unknown</i>	<i>unknown</i>	Common	80 gp
L	Contact	2-8 minutes	10/0	0	<i>unknown</i>	<i>unknown</i>	Common	160 gp
M	Contact	1-4 minutes	20/5	0	<i>unknown</i>	<i>unknown</i>	Uncommon	504 gp
N	Contact	1 minute	Death/25	0	<i>unknown</i>	<i>unknown</i>	Very Rare	3300 gp
S	Contact*	1 minute	Blindness/0 for 2-12h	0	Spitting snake	Tropical	Rare	485 gp
Y	Contact	Immediate	2-8/1-4	0	Catfish, giant	Sea	Uncommon	310 gp
Z	Contact	2-8 minutes	5/0	+4	Greater Basilisk	Any land	Uncommon	24 gp
	Contact	Immediate	Death/0	0	Pungy Ray	Sea	Rare	1800 gp
	Contact	Immediate	Paralyze/0 for 5-20 turns	0	Sting Ray	Sea	Rare	1530 gp
	Contact	Immediate	Death/0	-1	Greater Medusa	Any land	Rare	1950 gp
	Contact	Immediate	Death/0	0	Guardian Naga	Any land	Very Rare	2400 gp
	Contact	Immediate	Paralysis for 1-4 rounds then death follows / 0	0	Tenebrous Worm	Forests	Uncommon	1200 gp
	Contact	1 round	rots flesh (one body part) /0; healable with a "cure disease" spell	0	Violet fungi	Subterranean	Rare	1425 gp
	Contact	Immediate	Paralysation/0	0	Crystal Ooze	Dimly lit water	Rare	1200 gp

\* *poison must be splashed towards the eyes of the victim*

**Suggestion:** Poisons marked *unknown* could come from special spider variants, subspecies or older and bigger versions (and more dangerous) of those already listed. Also some of them could be magical or alchemical enhanced versions (possibly in the case of poisons of Type N). Also, mother nature offers different poisonous plants and herbs.

**Table 51.2: INJECTED POISON**

Class	Method	Onset	Strength	Mod.	Type	Climate	Rarity	Cost
A	Injected	10-30 minutes	15/0	0	Hunting/Flying spiders	Non-arctic	Common	120 gp
B	Injected	2-12 minutes	20/1-3	0	<i>unknown</i>	<i>unknown</i>	Common	195 gp
C	Injected	2-5 minutes	25/2-8	0	<i>unknown</i>	<i>unknown</i>	Rare	450 gp
D	Injected	1-2 minutes	30/2-12	0	<i>unknown</i>	<i>unknown</i>	Rare	620 gp



E	Injected	Immediate	Death/20	0	<i>unknown</i>	<i>unknown</i>	Very Rare	1600 gp
F	Injected	Immediate	Death/0	0	Giant water spider	Fresh water	Uncommon	720 gp
O	Injected	2-24 minutes	Paralytic/0	0	<i>unknown</i>	<i>unknown</i>	Rare	705 gp
P	Injected	1-3 hours	For 2-12 hours Debilitative/0	0	<i>unknown</i>	<i>unknown</i>	Rare	885 gp
Q	Injected	1-4 minutes	Death/0	0	Eel, weed	Sea	Uncommon	670 gp
R	Injected	1-6 turns	Death/ or	-4	Dragonfish	Sea	Uncommon	1065 gp
S	Injected	Immediate	Death/0	0	Amphisbaena (Snake)	Temperate	Very Rare	1200 gp
	Injected	1-4 minutes	Death/0	0	Giant sea snake	Sea	Uncommon	670 gp
	Injected	1-4 minutes	Death/0	-4	Elder snakes	Temperate	Very Rare	1520 gp
	Injected	2-8 minutes	Death/10	-2	Giant cobra	Any land	Uncommon	1330 gp
	Injected	Immediate	Paralysis/0	0	Fire Snake	Fires	Uncommon	600 gp
	Injected	1-4 turns	for 2-8 turns Incapacitated/0	+3	Poisonous Snake	Any land	Uncommon	610 gp
	Injected	2-8 minutes	for 2-8 days Incapacitated/0	-1	“ “ “	“	Uncommon	640 gp
	Injected	1-4 minutes	for 1-12 days Incapacitated/0	-2	“ “ “	“	Uncommon	1330 gp
S	Injected	2-12 minutes	2-8/0	+1	“ “ “	“	Uncommon	45 gp
	Injected	1-6 minutes	3-12/0	0	“ “ “	“	Uncommon	120 gp
	Injected	1 minute	Death/0	-3	“ “ “	“	Uncommon	870 gp
	Injected	Immediate	Death/0 (10%	0	Giant poison snake	Any land	Uncommon	730 gp
	Injected	1 minute	do 3-18 damage on successful save) 1-3 + 2-16 the		Winged serpent	Tropical	Rare	545 gp
T	Injected	Immediate	Coma / 0	-2	Gargantuan Spider/ Whisper spider	Nona-arctic	Very Rare	1400 gp
U	Injected	Immediate	1-6/0	0	Giant trapdoor spider	Non-arctic	Uncommon	95 gp
	Injected	10-30 minutes	15/0	+1	Huge spiders	Non-arctic	Common	65 gp
	Injected	10-30 minutes	15/0	+2	Large spider	Non-arctic	Common	15 gp
V	Injected	1 minute	-1 to AC &	+2	Hairy spiders	Non-arctic	Common	25 gp
W	Injected	1-2 minutes	-1 to hit, -3 to Paralysis /0	+2	Dex-checks (not complete Dexterity); for 1d4 rounds Watch spiders	Non-arctic	Uncommon	440 gp
	Injected	Immediate	Death/0	0	Giant spider	Non-arctic	Uncommon	720 gp
	“ “ “	“ “ “	“ “ “	0	Giant marine spiders	Sea	Very Rare	1200 gp
	“ “ “	“ “ “	“ “ “	-2	Phase spiders	Any climate	Rare	1050 gp
Z	Injected	Immediate	Unconscious.	-4	Drow	Subterranean	Very Rare	1450 gp
	Injected	Immediate	& sleep. 2-8 hours /0 Paralyzed	-2	Drow, Drider	Subterranean	Very Rare	1200 gp
	Injected	1-4 turns	1-2 turns/0 Death/0	0	Ettercap	Heavy Forest	Rare	780 gp
	Injected	Immediate	Comatose &	0	Homonculous	Any land	Very Rare	1200 gp
	Injected	Immediate	sleep for 5-30 rounds / 0 Immobile	-2	Jungle Giants	Tropical jungle	Rare	900 gp
	Injected	Immediate	for 2-12 turns (save vs. paralyssation) /0 Catalepsy	0	Pseudodragon	Temperate or subtropical forests and caves	Very Rare	1900 gp
			for 1-6 days, after that, the victim wakes up (75%) or dies (25%) / 0					

**Table 51.3: INGESTED POISON**

Class	Method	Onset	Strength	Mod.	Type	Climate	Rarity	Cost
G	Ingested	2-12 hours	20/10	0	<i>unknown</i>	<i>unknown</i>	Rare	300gp
H	Ingested	1-4 hours	20/10	0	<i>unknown</i>	<i>unknown</i>	Rare	335gp
I	Ingested	1-4 minutes	Death/20	0	<i>unknown</i>	<i>unknown</i>	Very Rare	1520gp
Z	Eaten, Ingested	4-40 minutes	*Sedative (s.b.)	0	<i>unknown</i>	<i>unknown</i>	Uncommon	780gp
			Duration 2-12 hours; first comes a period of weakness (1-6 rounds) which halves all ability scores and the movement rate. After that a poison save must be made. Failure renders the victim <i>unconscious</i> , success means that the weakness lasts for another hour up to 12 hours.					
	Drunk, Ingested	2-12 minutes	*Sedative(s.b.)	0	<i>unknown</i>	<i>unknown</i>	Uncommon	780gp
			Duration 1-4 hours; first comes a period of weakness (1-6 rounds)					

which halves all ability scores and the movement rate. After that a poison save must be made. Failure renders the victim *unconscious*, success means that the weakness lasts for another hour up to 4 hours.

**Table 51.4: INHALED POISON**

Class	Method	Onset	Strength	Mod.	Type	Climate	Rarity	Cost
D	Inhaled	1-2 minutes	30/2-12	0	<i>unknown</i>	<i>unknown</i>	Rare	1125 gp
			Per turn breathed; poison gas lasts 2-12 turns in a closed room, 2-12 minutes in an open room					
J	Inhaled	1-4 minutes	Death/20	0	<i>unknown</i>	<i>unknown</i>	Very Rare	2640 gp
			Per turn breathed; poison gas lasts 2-12 turns in a closed room, 2-12 minutes in an open room					
Z	Inhaled	2-8 minutes	Death/0	+2	Greater Basilisk	Any land	Uncommon	525 gp
	Inhaled	Immediate	Stunned	0	Svirfneblin	Subterranean	Very Rare	900 gp
			for 1 round plus slowed next 4 rounds/0					

## 5. Poison types according to frequency - usable for vendors and treasury

In the following you'll find the poison tables sorted by *common*, *uncommon*, *rare* and *very rare* poisons. You can use a 1d100 to determine what kind of poison types are available at a vendor in a thieves guild or at a NPC. Also, you can roll for random poison phials when searching treasury or the equipment of rogues, bounty hunters or other NPCs which could have

venom with them (see table 5.4). When creating NPCs and their magical equipment count one phial of *rare* or *very rare* strong poison (e.g. D, N or Z rare paralyze/0) as one magical potion and two *common* or *uncommon* weaker poisons (e.g. K, L) as one magical potion. You'll find the thieves guild percentages first, followed by the tables for determining treasury.

### 5.1 Thieves guilds & poison availability

City size (pop.)	Common poisons	Uncommon poisons	Rare poisons	Very rare poisons
1-999	-- (1%, 1 poison)	--	--	--
1.000 - 2.500 pop.	1-3 poisons	30 % (1 poison)	-- (1%, 1 poison)	--
2.501 - 5.000 pop.	2-5 poisons	1-3 poisons	30% (1 poison)	-- (1%, 1 poison)
5.001 - 10.000 pop.	3-6 poisons	2-5 poisons	1-3 poisons	30 % (1 poison)
10.001-20.000 pop.	70% (at least 5)	3-6 poisons	2-5 poisons	1-3 poisons
21.001-50.000 pop.	80% (at least 7)	70% (at least 5)	3-6 poisons	2-5 poisons
51.001+ pop.*	100 % (all**)	80% (at least 7)	70% (at least 5)	3-6 poisons

\* Also, in greatest towns access to even more exotic and other magical poisons from alchemists or creatures or places is possible.

\*\* 100% of all listed common poison (but not automatically also all not listed yet).

Please use the subtables A, B, C, D below for determining the exact nature of the poison found at the vendor. In this case please ignore table 51.5. Also, for your convenience a simple vendor list for Thieves guilds and temples has also been provided at the end of the document.

## 5.2 Magic Items & Treasury table

Upon looting treasury or enemies, characters may also stumble over some unusual items like oil, holy water or even poison. So there is a chance to find containers of poison, using the normal potion and oil tables in the DMG (see table 89, C). **Upon rolling 7-8, “poison” on the DMG table a poison container is found.**

About 50% of them are plain, 25% bear a description (name or picture), 15% bear strange symbols (a coding, or possibly foreign letters of another language) and 10% bear a wrong label (often with purpose, e.g. “healing potion!”, etc.). First use table 51.5. Then roll further on the subtables.

## 5.3 Tables

**Table 51.5: Treasury: Poison Type determination (1d100)**

d100 Roll*	Poison category
01-50	The poison found is of the <i>common</i> type. Please use subtable A
51-75	The poison found is of the <i>uncommon</i> type. Please use subtable B
76-90	The poison found is of the <i>rare</i> type. Please use table C
91-96	The poison found is of the <i>very rare</i> type. Please use table C
97-99	DM’s choice
100	DM’s choice. Roll again for a second poison.

\* Apply +1 % per level of thief or rogue or NPC after the fourth level to the roll if the poison was found at a NPC.

Poison found or sold is usually filled in small bottles, phials or flasks. Sometimes other masked containers are also possible (e.g. small jars or other temporary substitutes) but this is up to the DM. When found on bodies or as part of a

treasure the XP value is equal to the gp cost given in the table. As stated earlier, the tables below are both for determining poison types in city guilds or as part of treasury.

### Subtable A: COMMON POISON TYPES

d100 Roll	Class	Method	Onset	Strength	Mod.	Type	Climate	Rarity	Cost
01-10	K	Contact	2-8 minutes	5/0	0	<i>unknown</i>	<i>unknown</i>	Common	80 gp
11-20	L	Contact	2-8 minutes	10/0	0	<i>unknown</i>	<i>unknown</i>	Common	160 gp
21-30	T	Injected	1 minute	-1 to AC	+2	Hairy spiders	Non-arctic	Common	25 gp
				& -1 to Hit, -3 to Dex- checks (not complete Dexterity); for 1d4 rounds /0					
31-40		Injected	10-30 minutes	15/0	+2	Large spider	Non-arctic	Common	15 gp
41-50		Injected	10-30 minutes	15/0	+1	Huge spiders	Non-arctic	Common	65 gp
51-60	A	Injected	10-30 minutes	15/0	0	Hunting/Flying spiders	Non-arctic	Common	120 gp
61-70	B	Injected	2-12 minutes	20/1-3	0	<i>unknown</i>	<i>unknown</i>	Common	195 gp
71-80	U	Injected	Immediate	Paralytic /0	+4	Giant Centipede	Any climate	Common	350 gp
81-90	“	“	“	Paralytic /0	+4	Huge Centipedes	Any climate	Common	515 gp
91-100	DM’s Choice								

### Subtable B: UNCOMMON POISON TYPES

d100 Roll	Class	Method	Onset	Strength	Mod.	Type	Climate	Rarity	Cost
01-05	Z	Contact	2-8 minutes	5/0	+4	Greater Basilisk	Any land	Uncommon	24 gp
06-10	Y	Contact	Immediate	2-8/1-4	0	Catfish, giant	Sea	Uncommon	310 gp
11-14	M	Contact	1-4 minutes	20/5	0	<i>unknown</i>	<i>unknown</i>	Uncommon	504 gp
15-19	Z	Contact	Immediate	Paralysis for 1-4 rounds then death follows / 0	0	Tenebrous Worm	Forests	Uncommon	1200 gp
20-24	U	Injected	Immediate	1-6/0	0	Giant trapdoor spider	Non-arctic	Uncommon	95 gp
25-28	S	Injected	2-12 minutes	2-8/0	+1	Poisonous Snake	Any land	Uncommon	45 gp
29-32		Injected	1-6 minutes	3-12/0	0	“ “	“	Uncommon	120 gp
33-36	S	Injected	Immediate	Paralysis/0	0	Fire Snake	Fires	Uncommon	600 gp
37-40	W	Injected	1-2 minutes	Paralysis /0 for 2-8 turns	+2	Watch spiders	Non-arctic	Uncommon	440 gp
41-44	S	Injected	1-4 turns	Incapacitated/0 for 2-8 turns	+3	Poisonous Snake	Any land	Uncommon	610 gp
45-48		Injected	2-8 minutes	Incapacitated/0 for 2-8 days	-1	“ “	“	Uncommon	640 gp

49-52		Injected	1-4 minutes	Incapacitated/0 for 1-4 days for 1-12 days	-2	“	“	“	Uncommon	1330 gp
53-56	W	Injected	Immediate	Death/0	0	Giant spider	Non-arctic	Uncommon	720 gp	
57-60	F	Injected	Immediate	Death/0	0	Giant marine spider	Fresh water	Uncommon	1200 gp	
61-64	S	Injected	Immediate	Death/0 (10% do 3-18 damage on successful save)	0	Giant poison snake	Any land	Uncommon	730 gp	
65-68	Q	Injected	1-4 minutes	Death/0	0	Eel, weed	Sea	Uncommon	670 gp	
69-72	S	Injected	1-4 minutes	Death/0	0	Giant sea snake	Sea	Uncommon	670 gp	
73-76	S	Injected	1 minute	Death/0	-3	Poisonous Snake	“	Uncommon	870 gp	
77-80		Injected	2-8 minutes	Death/10	-2	Giant cobra	Any land	Uncommon	1330 gp	
81-83	R	Injected	1-6 turns	Death or	-4	Dragonfish	Sea	Uncommon	1065 gp	
84-87	Z	Eaten, Ingested	4-40 minutes	-2 to attack rolls for 1-12+4 hours/0 * Sedative(s.b.)	0	<i>unknown</i>	<i>unknown</i>	Uncommon	780 gp	
				Duration 2-12 hours; first comes a period of weakness (1-6 rounds) which halves all ability scores and the movement rate. After that a poison save must be made. Failure renders the victim <i>unconscious</i> , success means that the weakness lasts for another hour up to 12 hours.						
88-91		Drunk, Ingested	2-12 minutes	*Sedative(s.b.)	0	<i>unknown</i>	<i>unknown</i>	Uncommon	780 gp	
				Duration 1-4 hours; first comes a period of weakness (1-6 rounds) which halves all ability scores and the movement rate. After that a poison save must be made. Failure renders the victim <i>unconscious</i> , success means that the weakness lasts for another hour up to 4 hours.						
92-95		Inhaled	2-8 minutes	Death/0	+2	Greater Basilisk	Any land	Uncommon	525 gp	
96-100	DM's Choice									

### Subtable C: RARE POISON TYPES

d100 Roll	Class	Method	Onset	Strength	Mod.	Type	Climate	Rarity	Cost
01-06	S	Contact*	1 minute	Blindness/0 for 2-12h	0	Spitting snake	Tropical	Rare	485 gp
07-12	Z	Contact	Immediate	Paralyze/0 for 5-20 turns	0	Sting Ray	Sea	Rare	1530 gp
11-18		Contact	Immediate	Paralysation/0	0	Crystal Ooze	Dimly lit water	Rare	1200 gp
17-24		Contact	1 round	Rots flesh	0	Violet fungi	Subterranean	Rare	1425 gp
25-30		Contact	Immediate	(one body part) /0; healable with “ <i>cure disease</i> ”	0	Pungy Ray	Sea	Rare	1800 gp
31-35		Contact	Immediate	Death/0	-1	Greater Medusa	Any land	Rare	1950 gp
36-41	S	Injected	1 minute	1-3 + 2-16 the following 2 rounds / ½ damage		Winged serpent	Tropical	Rare	545 gp
42-47	C	Injected	2-5 minutes	25/2-8	0	<i>unknown</i>	<i>unknown</i>	Rare	450 gp
48-53	O	Injected	2-24 minutes	Paralytic/0 for 2-12 hours	0	<i>unknown</i>	<i>unknown</i>	Rare	705 gp
54-59	P	Injected	1-3 hours	Debilitative/0 for 1-3 days	0	<i>unknown</i>	<i>unknown</i>	Rare	885 gp
60-65	W	Injected	Immediate	Death/0	-2	Phase spiders	Any climate	Rare	1050 gp
66-71	Z	Injected	1-4 turns	Death/0	0	Ettercap	Heavy Forest	Rare	780 gp
72-77		Injected	Immediate	Immobile for 2-12 turns (save vs. paralysation) /0	-2	Jungle Giants	Tropical jungle	Rare	900 gp
78-83	H	Ingested	1-4 hours	20/10	0	<i>unknown</i>	<i>unknown</i>	Rare	335 gp
82-89	G	Ingested	2-12 hours	20/10	0	<i>unknown</i>	<i>unknown</i>	Rare	300 gp
90-95	D	Inhaled	1-2 minutes	30/2-12 Per turn breathed; poison gas lasts 2-12 turns in a closed room, 2-12 minutes in an open room	0	<i>unknown</i>	<i>unknown</i>	Rare	1125 gp
96-100	DM's Choice								

\* The poison must be splashed towards the eyes of the victim

### Subtable D: VERY RARE POISON TYPES

D100 Roll	Class	Method	Onset	Strength	Mod.	Type	Climate	Rarity	Cost
01-07	Z	Contact	Immediate	Death/0	0	Guardian Naga	Any land	Very Rare	2400 gp
08-13	N	Contact	1 minute	Death/25	0	<i>unknown</i>	<i>unknown</i>	Very Rare	3300 gp
14-19	E	Injected	Immediate	Death/20	0	<i>unknown</i>	<i>unknown</i>	Very Rare	1600 gp
20-26	Z	Injected	Immediate	Paralyzed 1-2 turns/0	-2	Drow, Drider	Subterranean	Very Rare	1200 gp
27-33		Injected	Immediate	Unconscious & sleep. 2-8 hours /0	-4	Drow	Subterranean	Very Rare	1450 gp
34-40		Injected	Immediate	Comatose &	0	Homonculous	Any land	Very Rare	1200 gp

				sleep for 5-30 rounds / 0					
41-47	T	Injected	Immediate	Coma / 0 for 2-8 turns	-2	Gargantuan Spider/ or Whisper spider	Non-arctic	Very Rare	1400 gp
48-55	Z	Injected	Immediate	Catalepsy for 1-6 days, after that, the victim wakes up (75%) or dies (25%) / 0	0	Pseudodragon	Temperate or subtropical forests and caves	Very Rare	1900 gp
56-62	S	Injected	Immediate	Death/0	0	Amphisbaena (Snake)	Temperate	Very Rare	1200 gp
63-69	W	Injected	Immediate	Death/0	0	Giant marine spiders	Sea	Very Rare	1200 gp
70-75	S	Injected	1-4 minutes	Death/0	-4	Elder snakes	Temperate	Very Rare	1520 gp
76-81	I	Ingested	1-4 minutes	Death/20	0	<i>unknown</i>	<i>unknown</i>	Very Rare	1520 gp
82-88	Z	Inhaled	Immediate	Stunned/0 for 1 round plus slowed next 4 rounds	0	Svirfneblin	Subterranean	Very Rare	900 gp
89-95	J	Inhaled	1-4 minutes	Death/20 Per turn breathed; poison gas lasts 2-12 turns in a closed room, 2-12 minutes in an open room	0	<i>unknown</i>	<i>unknown</i>	Very Rare	2640 gp
96-100	DM's Choice								

## 5.4 NPCs & Poison probability

The base chance of finding a container of poison in the possession of a thief or assassin is about 10% per level after the fifth. For other types of

NPCs (mercenaries, bounty hunter, etc.) just half the given %-chances.

**Table 5.4.1: Poison possession**

LV of Thief or Assassin	%-Chance for having a poison	%-Chance for having a 2 <sup>nd</sup> poison	%-chance for having 1-3 additional poisons (max.5)
5	5 %	-	-
6	10%	-	-
7	20 %	-	-
8	30 %	-	-
9	40 %	-	-
10	50 %	25 %	-
11	60 %	30 %	-
12	70 %	35 %	-
13	80 %	40 %	-
14	90 % *	45 %	-
15	90 %	50 %	25 %
16	90 %	60 %	30 %
17	90 %	70 %	35 %
18	90 %	80 %	40 %
19	90 %	90 % *	45 %
20	90 %	90 %	50 %

\* 90% is the maximum (sometimes alignment play a role, the NPC run out of venom, etc.)

## 5.5 Poison found at Thieves & Assassins

Using poison is dangerous for the thieves themselves, so keep an eye to it, how it is handled, kept or applied. High level rogues get used to it and use it more frequently (also having more funds for it). So it is not uncommon for very high level rogue masters or assassins to have up to five different kinds of poison with them to be more versatile.

Of course in rare situations even younger rogues of LV1-4 could have some poison with them but

this is rare indeed (~ 1% per level) and possibly only because of a special mission or transport in behalf of the thieves guild. One last info: some guilds or NPCs sell poisons only to experienced characters (LV5+) to avoid trouble with the government. **Also thieves of LV 5+ also are more experienced to hide them away and keep them safe before unwanted eyes.**

## 6. New magical items

### Boromir's Antidote (NEW)

This potion is known to cure all kinds of poisons and two variants are supposed to exist. The first one known simply as "*Boromir's Antidote*" cures all types of poisons independent of their strength, except poisons of poison type Z. So poison of mystical or exotic creatures (non-animal and non-plant) are excluded. The major version, "*Boromir's greater antidote*" even cures poisons of Type Z. So with the major antidote all poisons known in existence can be cured (up to the poison of demigods, except the poison of lesser gods, intermediate or greater gods). If not otherwise

stated about 25% of poison types encountered are of poison type Z (exotic). Half the potion will cure the drinker of all poisons in or on his body, even if he is the victim of more than one poison effect. So one phial has two applications and can be taken in two different situations. Boromir was known as a great healer, adventurer and good aligned priest of renown and high standing and the potions are part of his legacy.

**Boromir's Antidote**                      **350 xp**  
**Boromir's greater Antidote**        **500 xp**

### Wine-glass of delight (NEW)

This infamous non-permanent magical item has been known to have many different colours and forms but most often looks like a beautiful crystal-clear wine glass with many different ornaments (worth about 500gp, but even cheaper or more valuable glasses have been found). When detected for magic a feint combination of enchantment and conjuration magic can be determined. Filling the glass at least half full with any kind of fluid activates the magic of the item and a poison is conjured into the fluid and the charge is lost. When a single drop has been drunk, the

victim feels very easy and good at first (as with a "*friends*" spell (Wiz2) without save). But against its name, the magical glass does grant only one delightful gulp which then often leads to a mishap, demise or even death with the second sip. Worse still, the poison effect is only recognized after the elapsed time in the moment the saving throw becomes necessary (see onset Time, below). The type of the poison usually conjured by the *Wine-glass of delight* can be determined as follows using a d100. But other trinkets are supposed to exist, too.

D100 roll	Onset	Strength*	Mod.	Rarity	XP / gp Cost**
01-15	5-50 minutes	<i>Tasha's Uncontr. Hid. Laughter/0</i>		Common	100 gp**
16-30	10-100 minutes	<i>Sleep/0</i>	+2	Common	25 gp**
31-45	1-10 minutes	<i>Charm Person/0</i>	0	Common	60 gp**
46-60	5-20 minutes	<i>10/5</i>	0	Common	
61-67	4-40 minutes	*Sedative (s.b.)	0	Uncommon	1170 gp**
		Duration 2-12 hours; first comes a period of weakness (1-6 rounds) which halves all ability scores and the movement rate. After that poison save must be made. Failure renders the victim <i>unconscious</i> , success means that the weakness lasts for another hour up to 12 hours.			
68-74	2-12 minutes	*Sedative s.b.)	0	Uncommon	1170 gp**
		Duration 1-4 hours; first comes a period of weakness (1-6 rounds) which halves all ability scores and the movement rate. After that a poison save must be made. Failure renders the victim <i>unconscious</i> , success means that the weakness lasts for another hour up to 4 hours.			
	10-100 minutes	<i>Disease/0</i>	0	Uncommon	240 gp**
	10-100 minutes	<i>Hypnotism/0</i>	+2	Uncommon	60 gp**
75-81	10-100 minutes	<i>Paralytic/0</i>	+2	Uncommon	240 gp**
82-86	2-12 hours	<i>20/10</i>	0	Rare	300 gp**
83-87	1-4 hours	<i>20/10</i>	0	Rare	270 gp**
88-92	5-20 minutes	<i>Paralytic/Slow</i>	0	Rare	600 gp**
93-94	5-20 hours	<i>Death/0</i>	0	Very Rare	900 gp**
95-96	1-4 minutes	<i>Death/20</i>	0	Very Rare	1520 gp**
97-98	Empty (The magic of the glass is able to absorb one type of poison the owner possess as a charge for a future assassination attempt, holding it to the glass.) **				
99-100	DMs choice. (choose one effect above or apply a new one)				

\* In the cases where the effect of a poison is a spell effect (e.g. *Sleep*, *Charm Person*, etc.) please refer to the spell description of the wizard spell with the same name. In the case where it says "*Paralytic*" the effect is either similar to a hold person or hold monster spell (but can

effect both). For all spells mentioned, the effect should be treated as if cast by a level 12 wizard. Of course, all poisons can be cured or slowed with "Slow poison", "Hold poison" or "Neutralize poison". If not otherwise stated, the duration of a poison is 2 hours.  
\*\* To the poison cost also the worth of the glass must be added ( about 500gp: If the glass can be recharged multiply the cost \*10).

Often, the glass is used as a present for a future victim of an assassination attempt or for invited guests. In some cases the victim is made laughing, becomes charmed or hypnotised to be more communicative or cooperative (to get more secret informations from it about guards, passages, battle plans, magic items, etc.) Also it is used to kidnap persons (making the victim sleepy, paralyzed, etc.) or for a subtle assassination without evidences (using the more deadly variants which work after hours, when the assassin has already gone). Anyway, because the magic of the item works and then fades instantly there is seldom evidence that the victim was manipulated or killed and how it happened.

### **Beaker of Plentiful Poisons (NEW)**

This item resembles in many aspects the famous *beaker of plentiful potions*. It is a magical container which has the form of a jug or flask. The item alchemically creates 1d4+1 doses of 1d4+1 different types of poisons (determined randomly using table 51.5). The different sorts of poison are layered in the container and each pouring takes one round and results in one dose of one poison type.

First the number of poison types the beaker contains is determined, then the number of

### **Sword +1,+3 vs. Poisonous Creatures (NEW)**

This sword acts as a normal sword +1 and has a +3 bonus when attacking creatures with poisonous abilities (bite, sting, breath, etc.).

**Sword +1, +3 vs. Poison. Creatures XP: 700**

The saving throw applies *once* after the determined "Onset" time. If the saves is successful the poison was not strong enough. Independent what happens to the victim, the glass still exists afterwards, keeping it's value of about 500 gp (10% are cheaper, 5% are more valuable). So the glass is always a remembrance for a very delicious drink. There is rumour that similar decanter, tablets or spoons like the *Wine-Glass of delight* exist, similar in power. The origin of the first *Wine-glass of delight* is unclear but hints lead to the direction of an evil multi-classed half-elf, drow elf or elven thief-mage who fell in love and gave birth to the item out of envy or revenge using it as a last present.

**Wine-glass of delight 500(glass) +25-1520 xp**

doses. The beaker produces every poison once per week, so using a dose, leaves the layer empty for seven days. After that, the dose is produced again till all doses are used up. It is also possibly that a poison type is produced two or even three times. One opened it loses it's power after one year. In all other regards it is similar to the Beaker of plentiful items (s. DMG, 2<sup>nd</sup> edition).

**Beaker of Plentiful Poisons XP: 1.500**

### **Sword +2, Poison Creature Hunter (NEW)**

This sword has a bonus of +2, but when used against creatures with poison abilities, it's bonus is raised to +3 and it's damage is doubled (e.g. 2d8+3 / 2d12+3). In addition to this, the sword grants a bonus of +3 on saves vs. poison and has a special detection ability which lets the blade glow in a slightly sick green, when a poison using creature is within 100 yards.

**Sword +2, Poison Creature Hunter XP: 2.100**

Both weapons are valued by rogues and rangers when hunting to retrieve poison.

# Vendor Poison List

(Printable version 1.3.1)

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.