

# The Net Book of Poisons

revised and expanded  
by  
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## Introduction/Foreward

I'll begin with the obvious: this is a gaming accessory. It is NOT meant as primer for would-be poisoners. While most of the tinctures and toxins in this work are fictional, there are a few that exist in the real world.

This document is based upon the work entitled Poisons of the Realms, and is a correction, expansion and overall revamping of that work. Additional sources that I have drawn upon include; The Writer's Guide to Poisons by Serita Deborah Stevens and Anne Klarner (Writer's Digest Books, 1990), The Vault of the Drow, E. Gary Gygax, 1978, and several Dragon Magazine articles, primarily Taking the Sting out of Poisons, by Chris Landsea, Dragon Magazine January 1984.

The antidote section of this guide is primarily information from 'The Guide to Herbs for RPGs' by Shaun Hatley. These sections are (c) 1996 Shaun Hatley and are used with permission.'

I have made changes to the poisons listed in the original work "Poisons of the Realms" these are as follows:

- 1) I have made the ruling that no poison will have a saving throw modifier greater than +4/-4.
- 2) All poisons have saving throws, even if the saving throw results in half damage.
- 3) I have removed or rewritten poisons which I felt were either too weak or too powerful, bringing the work into balance.
- 4) I have included the categories of poisonous plants, which may be used by druid and herbalists, and magical poisons.
- 5) Provided a "quick reference" chart for DM & Player at the back of the book, cross indexing the type and method of application for the various poisons.
- 6) Where possible, I have included a rough estimate of cost for a single dose of venom. This is intended as a "ballpark" figure to aid DM's in creating their own pricing system for the various poisons.

Due to the length of this work, I've chosen to leave out the "generic" poisons from the 1st and 2nd edition DMG, though details of these poisons appear in the reference lists. Also, copyrighted poisons, such as Dreambliss and Soultravel, have not been included in this work, though there are references provided for them.

I would like to thank Desmond Reid, author of "The AD&D Guide to Drugs", Shaun Hatley, author of the Net Herb Guide, and the author or authors of the "Netbook: Poisons of the Realm", whoever they are. Special thanks to Steve Mills, Gene Crawford and Ezra Van Everbroeck for proofreading and critique.

Questions? Criticisms? Contributions? Corrections? I can be e-mailed at:  
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## Who Can Use Poisons?

This is up to the individual GM. Technically, anyone can use poisons. However, there are a few quick guidelines. I prefer the alignment theory of poison usage;

Lawful Good characters, such as paladins, will not use poisons- no matter the circumstances.

Characters of Neutral Good and Chaotic Good alignment may use Sleep and Paralyzation poisons.

Characters of Neutral alignments may use Sleep, Paralyzation and Damage poisons.

Characters of Evil alignments may use whatever poisons they can get their hands on.

Cavaliers, are unlikely to use poisons, as the use of poison is considered dishonorable, and by most societies, cowardly.

However, being able to use poisons doesn't mean you're proficient in their use. Characters without the Venom Handling non-weapon proficiency run a risk of poisoning themselves as well as granting bonuses to their intended victim's saving throw.

Remember, poison is a tool. Tools themselves aren't evil, the uses to which they are put are.

## Who Can Make Poisons?

Druids can extract and use natural poisons (animal venoms) and herbal poisons (see list) without having to make a skill check. Trained assassins (9th level or higher in the AD&D 1st Edition) can create mixtures, complex combinations of plant and animal toxins. Alchemists and individuals possessing the Toxicology NWP can create mixtures, only alchemists (or characters with the Alchemy NWP can create poison gasses).

## Did I make my saving throw, or what?

The Gm should make the character's saving throw in secret. Only in cases where the character noticed the poison (as per table #) or has prior knowledge of the poison, should the GM allow the player to make his own saving throw. In normal cases, the player shouldn't know that his character has been poisoned until the poison takes effect at the end of the onset time.

### **Definitions:**

Mixture: A substance used as a poison, but must be made and produced by alchemy or magic.

Onset Time: This is the amount of time that will elapse between initial contact with the poison (ingestion, wounding, etc.) and the first symptoms. All of the poisons in this guide have onset times listed. The DM keeps the roll for onset time a secret.

Result: This is the general effect of the poison. Examples are; damage, death, debilitation, sleep, etc.

Run Time: The amount of time the poison takes to run its course. This can be expressed as a length of time, or as a number of hit points per round. On some poisons, the run time is

determined by the amount of damage taken; for example type AAA ingestive poison causes 3-18 (3d6) points of damage per dose ingested and has a run time of 3 hp/round. The victim is determined to take 7 points of damage from one dose, the damage will be subtracted at the rate of 3 points per round for two rounds, with the final point being lost in the third round after the poison takes effect. Some venom will not have a run time, or will have a run time of "instantaneous". Poisons with symptoms or effects like vertigo or hallucinations have a run time, a set amount of time in which the victim suffers the effects.

Type: The poison's method of administration. For the purposes of this guide all poisons have been classified as Inhalants, Ingestive, Insinuatives or Contact.

## - The Types of Poisons -

**Ingestive poisons**: These are poisonous substances in a liquid or powder form that are only dangerous when swallowed. Normally they are added to food or drink. Occasionally characters use them as missiles and attempt to throw the poison containers into the mouths of monsters (as detailed below). Ingestive poison comes in one-dose containers - about 4 o-z. apiece. -This type of poison, in comparison to the others, is relatively inexpensive. Generally, they have a long onset time, and some damage is done even if a saving throw is successful.

Most ingestive powders placed in food or drink leave telltale signs. These signs, no matter how slight, give the targeted creature a chance to detect the poison before he is affected (as detailed below).

Each type of "generic" poison (AAA, C, S, etc.), has three different strengths, for which are given various adjustments on the victims saving throw (See the Ingestive poison table; Appendices #). Most unique poisons (named poisons) have a single, set strength.

Ingestive poisons have different characteristics, making some fairly easy to detect, while others are nearly colorless, odorless, and tasteless. Generally, ingestive poisons of relatively weaker potency are easier to detect.

The chance to detect poisoned food, if actively searching for the poison, is usually twice as great as the chance to accidentally discover poisoned food or drink. The intelligence of the person or creature being poisoned is also a factor in being able to detect the poison, as spelled out in the following paragraph. The more intelligent the creature, the more likely it is to notice and wonder about a slight change in the taste of food.

<b><u>Creature's Intelligence:</u></b>	<b><u>Bonus/Penalty</u></b>
Non- (0)	-40%
animal (score of 1)	-30%
semi-intelligent (2-4)	-20%
low (5-7)	-10%
average intelligence (8-10)	0
very intelligent (11-12)	+5%
high intelligence (13-14)	+10%
exceptional (15-16)	+15%
genius (17-18)	+20%
supra-genius (19-20)	+30%
Godlike (21+)	+40%.

Any creature that has encountered the same poison before, regardless of intelligence, gains an additional 25% to detect. (Treat all results of 0% or less as no chance to detect, and all results of 100% or more as automatic detection.)

**Insinulative poisons:** Also known as blade venom, these poisons are also used to coat weapons such as darts, arrowheads and javelins. Envenomed blunt weapons are not very effective. Insinulative poison is bought in 4-oz. doses, and comes in three forms; liquid, oil, or as a thick resin-like paste.

Insinulative poisons are usually water-based, and can be washed off. However, prolonged use of this poison can be dangerous. Each time an envenomed weapon is sheathed or unsheathed and during every round the weapon is used in combat, there is a chance, depending on the wielder's dexterity, that the character could be nicked by his own weapon and affected by his own poison. If a character using blade venom is determined to have nicked himself accidentally, then a normal saving throw vs. poison is required - and accidental poisoning does count as one full usage of the poison (see below).

When a character draws an envenomed weapon, in every round when the weapon is being used, and when a character puts the weapon back in its sheath or scabbard, the DM should roll to see if accidental poisoning occurs. The chance is:

<b>Dexterity Score:</b>	<b>Chance of Poisoning</b>
3 or less	15%
4	12%
5-9	9%
15-16	3%
17-18	2%
19+	1%

Each Vial of Insinulative poison is assumed to be about 6-oz., and each vial holds 6 doses and can coat a number of different types of weapons; in some cases, multiple doses are required to completely cover a blade. The table below should be used as a general guide:

<b>Weapon</b>	<b>Dose</b>	<b>Weapon</b>	<b>dose</b>
Dart	1	Short sword	6 (1 vial)
Arrow	1.5	Scimitar	6 (1 vial)
Dagger	2	Broad sword	9 (1 vial)
Pole arm	3	Long sword	9 (1 vial)
Hand ax	3	Bastard sword	12 (2 vials)
Spear head	3	2-hd. sword	18 (3 vials)

Any weapon that requires one dose or less to be fully envenomed must be completely covered, or it will provide no poison damage whatsoever. For weapons that require more than one dose to fully coat them (i.e., the broad sword through the 2-handed sword), partial coating does the following:

- 1) If less than half of the blade is covered, the weapon is so ineffectively envenomed that the poison will have no effect.
- 2) If half or more of the blade is coated, but it is not completely covered, the victim of a hit from this weapon gains an additional +4 on his saving throw, and the poison will be used up after just one hit (or evaporated after one full day).

On normal weapons (steel or iron, not magical), insinulative poison evaporates quickly; on the first day the poison is in use, very little evaporates and it does full damage. After one full day, evaporation loss takes its toll, and the poison does only half damage.

After two full days, the poison and its extra damage are completely gone. Each hit on an opponent by an envenomed weapon has the same effect as one day of evaporation: The first hit does full damage, the second hit half damage, and the third hit no damage. No damage would occur from the poison after partial evaporation and partial usage (such as after one full day and one hit). Partially evaporated or used E, F, G, or S insinuating poisons would not give half damage (what would be a half-death?), but instead the victim receives a bonus of +4 on his saving throw.

As stated in the Players Handbook (First Edition, page 29), "Poisoned weapons used run the risk of being noticed by others". Normal envenomed weapons have a 10% cumulative chance per round of being

**Contact:** This form of poison will effect a creature just by coming in contact with the poison. This is one of the most expensive and dangerous forms. NOTE: This form of poison is easily bypassed by thick gloves. Contact poisons are prepared in one-dose applications (a six oz. vial is considered a single "dose").

**Gas:** This form of poison is very dangerous. It will effect EVERYTHING within range. You will have to pay a pretty gold piece for any alchemist to add an oxidizing agent to a poison and it's EXPENSIVE to ask someone to risk their life for that. The normal effect is a sealed vial which when broken will produce a 20' x 20' x 20' cloud of gas. Poison gases are packaged in single dose vials.

**Inhalants:** These poisons are similar to poison gases. Inhalants are usually powders and can be hurled in vials, expelled in capsule form from a blow tube (range: twenty feet), or dispersed into the air by hand (range: 5 feet. This is a risky proposition and could result in the user having to make a saving throw vs. his own poison). Inhalants are commonly packaged in waxed paper packets, one application per packet, although other arrangements can be made.

**Antidotes:** Antidotes are available if a sample of the poison is made available. The antidote usually cost 120% of the purchase price of the poison. Antidotes take approximately one week to create, and must be administered within 2 rounds of the poison's onset to be effective. If no sample of the toxin is available, one can be distilled from a blood sample, but that will take approximately a month and a 1,000 extra gold (by then it's too late anyway).

## Errata

**Holy and unholy waters:** Holy water and unholy water are known for their special corrosive effect upon the enforcers of evil (such as undead, demons and devils) and the minions of good (such as paladins, devas and lammasu) respectively. The DMG adds in the glossary (page 228), almost as an afterthought, that these waters are "useful... to slow the effects of poison." The following details will be helpful in defining that statement in game terms.

Holy and unholy waters have separate, but not opposite, effects on poisoned creatures who drink them. Holy water acts as if the imbiber were the beneficiary of a slow poison spell cast by a 1st level cleric, and the effect has an onset time of 2-5 (d4+1) segments. (In other words, the effect has a duration of 1 hour, and the holy water must be administered within 1 turn minus 2-5 segments of the time of poisoning to have the desired effect.) Effects of multiple applications of holy water are cumulative with respect to duration; a double dose will make a creature poison-resistant for 2 consecutive hours, as long as the second dose is administered before the first wears off.

This beneficial effect works on evil creatures as well as non-evil ones; however, the holy water will also have its usual harmful effects on an evil creature who touches it or consumes it; thus, evil characters and creatures will not voluntarily use it and will avoid it if possible.

Unholy water acts as a poison enhancer. If one vial of unholy water is ingested by a poisoned creature before the poison has taken effect, it will cause the remaining amount of the onset time of the poison (any type) to be halved. Additional vials of unholy water consumed before the onset time expires will cause the poisoned creatures saving throw to be taken at a -1 penalty (cumulative) for each vial ingested beyond the first. Characters of good alignment will not use unholy water and will avoid it if possible. Even though their effects are not opposites, holy and unholy waters will neutralize each other on a vial-for-vial basis when being used to affect a poisoned creature in the above-described manner.

### **Creature size (Optional rule)**

The size of a creature to be affected by a poison is a factor. Creatures of size L or greater gain a bonus of +1 for each category beyond M.

<b><u>Creature Size:</u></b>	<b><u>Bonus/Penalty:</u></b>
Tiny	-2
Small	-1
Man-sized	+0
Large	+1
Giant	+2
Huge	+3

### **A Note on Elves & Sleep Poison:**

Elves and half-elves can be put to sleep by these poisons. They do not get to roll their resistance to sleep, as these poisons are organic, as opposed to magical and their resistance is mainly against forms of magical sleep.

## **Relevant Non-Weapon Proficiencies**

**Venom Handling:** This non-weapon proficiency is detailed on page 23 of The Complete Book of Necromancers, TSR 1995

**Herbalism:** This non-weapon proficiency is detailed on page # of the Player's Handbook. This non-weapon proficiency enables an herbalist to manufacture herbal poisons with a successful proficiency check.

**Toxicology (Revised):** (3 slots, Check: Int. -2 Rogue) A character with this skill is an expert on poisons, both natural and manufactured. The toxicology proficiency includes elements of herbalism, animal lore, brewing and minor alchemy.

A skilled toxicologist can:

- Identify poisons from samples
- Identify poisons from a victim's symptoms
- manufacture complex poisons & their antidotes (naturally occurring poisons cannot be manufactured.)
- knows the proper use of the various types of poison, ingestive, inhalant, insinuate, etc.



In addition, the toxicologist gains a +1 when combining this skill with any healing proficiency check dealing with poison, therefore granting the poison victim an additional +1 to save.

**Concoct Poisons:** (Rogue, Wizard 2 slots, int. +0) The ability to concoct various toxic powders and poisons. Powders may be contained in fragile capsules and propelled by the use of a blowtube (area of effect: five foot radius circle) or added to food or drink. Venoms are usually used to coat blades or other sharp objects. Time required to mix and prepare is eight hours. Possession of this skill also allows a character to make powder or contact poisons. Time required to mix and refine is one day. Ingredients per single, four-dram dose are as indicated. Powders may be added to food or drink, hurled in vials, expelled in capsule form from a blow tube (range: twenty feet), or dispersed into the air by hand (range: 5 feet a risky proposition). Duration of non-lethal powders is as indicated. The effects of most powders can be resisted by making a successful saving throw vs. poison. Area of effect for propelled/dispersed powders is a five foot diameter cloud, which subsides in 1-4 minutes. (Adapted from The Talislantan Handbook, Games Workshop)

## Poison Cost

The DMG gives no cost guide for poisons. What follows is the system I use to calculate the basic cost of poisons in my own campaign. This is not necessarily the cost paid by a character trying to obtain poison, merely a starting point.

Each “type” of poison has a base cost, ingestive being the lowest due to the relative lack of risk involved in creating it. Inhalants and gases have the highest base cost because of the dangers involved in working with them. The GM should feel free to reset these base costs to reflect the economics and conditions of their own campaign.

### **Base cost:**

Insinulative 50 gp  
Ingestive 20 gp  
Contact 50 gp  
Inhalant/gases 100 gp

### **Modifiers:**

- c A “death” poison adds +100 gp to the base price
- c +5 gp per point of potential damage for a failed saving throw
- c +10 gp per point of potential damage for a successful saving throw (i.e. a poison that does half damage with a successful save).
- c Sleep & Paralysis poisons add +5 gp for each round of effect, 50 gp for each turn or 100 gp for each hour of effect.
- c Poisons with “instantaneous” onset times add 100 gp. to the cost.
- c +10 gp for every point below +4 on saving throw; i.e. a +3 poison costs an additional 10 gp, a -4 poison cost +80 gp
- c +50 gp for any “bonus” effects, such as blindness, vertigo, etc. If the poison has more than one “bonus” effect this cost addition is doubled or tripled, depending on the number of additional effects.(i.e. four effects = +200 gp)

Note that poisons created by an alchemist will generally cost more than poisons created by someone with the herbalism proficiency (such as a wisewoman or assassin).

Example: Ajida is an ingestive “damage” poison (base cost 20 gp), with a saving throw penalty of -4 (80 gp), a damage potential of 30 hit points (150 gp) and the added affect of blindness (50 gp). This adds up to a cost of 300 gp/dose.

Many of the poisons do not have cost/dose ratings. In the case of herbal and natural poisons it is often a simple matter of knowing what to pick and where to find it. (Herbalist/Animal Handling)

Monster venoms are generally not available for sale in cities and the GM is free to attach whatever price he deems fitting upon such commodities. There is a listing of monster venoms and prices included in the appendices of this guide, but it is not all-inclusive.

## Antidotes

The following herbs have been reprinted, with permission, from Shaun Hatley's *Herb Guide*, Ver. 4. This is not meant to be a complete list. For more information- download the Herb Guide, it's worth the effort.

### **Alkanet** (Shaun Hatley)

Available: Summer 30%

Preparation: none

Uses: 1

Locale: Temperate Rural

Cost: 2 gp/ 2 gp

Ability Check: Intelligence -4

This plant has a thick red root, narrow hairy leaves, and small red or Blue flowers. The root can be eaten directly upon being drawn out of the Ground but will only keep for a week or so. The herb allows a +1 bonus To any saving throw vs. ingested poisons for 1d8 hours after eating.

### **Entriste** (Druann Pagliasotti)

Available: Summer 30%

Preparation: none

Uses: 1

Locale: Desert

Cost: 25 gp/ 25 gp

Ability Check: Intelligence -3

A small-leafed ivy that hugs the ground. Entriste's leaves absorb liquid And, when crushed, may be used to draw poison from a wound. (1 leaf Absorbs a quarter- pint of liquid. Causes 1d4 damage but draws 100% of Poison from a wound if applied within 5 rounds of insinuating poisoning, -25% for each round thereafter. Does not work against gases or "instant-death" poisons. Most poison effects are weakened if the poison Is at least partially removed.)

### **Fennel**

Available: Autumn

Preparation: 1 week

Uses: 1

Locale: Marsh

Cost: 2 gp

Ability Check: INT.

Description: Green herb, with a big white root. This herb is a stimulant and very effective against poisons. The person drinking the brew made from this herb is allowed another saving throw against any poisons that have entered his/her body within the last 30 min.

### **Goat's Rue** (Shaun Hatley from Alexander Scott's "Maelstrom" RPG)

Available: Summer 60%

Preparation: 2 weeks

Uses: 1

Locale: Temperate Forest

Cost: 6 gp/ 15 gp

Ability Check: Intelligence -10

This herb will cure poison if ingested within one hour of the poisoning. Any damage already taken, including death, remains. Goat's Rue grows to About 3 feet tall. It has hollow branches and pale whitish blue flowers That hang down in spikes. The flowers must be dried before use.

### **Henbane** (Shaun Hatley from Alexander Scott's "Maelstrom" RPG)

Available: Summer, Autumn 90%

Preparation: 1 week

Uses: 3

Locale: Temperate Rural

Cost: 1 gp/ 3 gp

Ability Check: Intelligence

This herb will reduce the effects of poison weapons, but only if taken Before the weapon strikes. In the case of non fatal poisons the effect is completely nullified, but in the case of fatal poisons, the only Benefit is a +3 to Saving Throws. Henbane has large, thick, soft woolly Leaves, and thick stalks about 2 to 3 feet tall. It has hollow pale Yellow flowers at the top of the stalk. Either the seed or the flowers Must be dried and then eaten. The effect last 1d8 hours.

**Horehound** (Shaun Hatley from Alexander Scott's "Maelstrom" RPG)

Available:	Summer 90%	Locale:	Coastal Regions
Preparation:	4 weeks	Cost:	1 gp/ 5 gp
Uses:	3	Ability Check:	Intelligence -2

This plant has angular grayish stems and grows to a height of three feet. It has oval shaped tooth edged, ash green leaves. It has small creamy white flowers which group at the base of the leaves. This herb Will cause the recipient to vomit up any poison in their system. It is effective only against ingested poisons. The person will be Incapacitated by nausea for 1-3 days. In the case of an 'instant death' poison, the person can be saved if the herb is successfully administered within one round, but they will be incapacitated for the full three day period.

**Land Caltrops** (Shaun Hatley from Alexander Scott's "Maelstrom" RPG)

Available:	Summer 60%	Locale:	Tropical Forest
Preparation:	2 weeks	Cost:	2 gp/ 5 gp
Uses:	1	Ability Check:	Intelligence -1

If applied to a snake bite within one turn, it will draw out the poison. Some very venomous snakes give bites that are incurable by this method, and so the herb has no effect against 'instant death' poisons. It may (at the GMs discretion) provide protection against other, non-fatal animal poisons.)

**Makebate** (Shaun Hatley from Alexander Scott's "Maelstrom" RPG)

Available:	Always 35%	Locale:	Desert
Preparation:	2 weeks	Cost:	1 gp/2 gp
Uses:	2	Ability Check:	Intelligence -3

This herb will counteract the poison of scorpions if taken within 2 turns of the bite. Any damage, including death, already taken will remain.

**Navew** (Shaun Hatley from Alexander Scott's "Maelstrom" RPG)

Available:	Winter 60%	Locale:	Rivers
Preparation:	5 weeks	Cost:	4 gp/ 12 gp
Uses:	3	Ability Check:	50%

The seeds of Navew dropped in a drinks or on to food before it is eaten. Acts as counteragent to ingested poisons. It prevents the death of a person poisoned in that meal, though they may still be very ill.

**Nelthadon**

Available:		Locale:	
Preparation:		Cost:	10 gp/dose
Uses:	Emetic	Ability Check:	

Nelthadon is used to treat ingested poisons. If administered within 1d10 rounds the victim gains a second saving throw at +2, success indicating that he/she has vomited up the poison before it could take full effect.

**Tempin** (Druann Pagliasotti)

Available: Summer 20%

Preparation: none

Uses: 1

Locale: Temperate Forest

Cost: 5 gp/ 5 gp

Ability Check: Intelligence -2

A bushy climbing vine with tubular yellow flowers, the leaves and flowers of tempin can be boiled and made into a poultice that will draw out poisons from bites and stings and allow the wound to heal cleanly And without complications. (When poultice is applied promptly, gives an Additional +2 save vs. Poison, once on any particular poison attack. Also gives back 1 extra hp/day for the first 2 days after poultice is Applied.)

**Wolfsbane (Wholesome)** (Shaun Hatelly)

Available: Summer 25%

Preparation: 1 day

Uses: 2

Locale: Temperate Rural

Cost: 5 gp/ 10 gp

Ability Check: Intelligence -7

This is a small plant, about 1 foot tall with pale, divided green leaves and hooded yellow flowers. The stem is rather hairy. The root must be boiled in water and then applied to a bite from a venomous creature within 5 rounds of the bite. If used successfully, the damage caused by The venom will be reduced by half.

## ----- The Poisons -----

**A**

Save: +4	Type: Insinuitive
Onset: 1-3 turns	Run: 15 rnds
Result: Nil/Damage	Cost Per Dose: 70 gp

**AA**

Save: +4	Type: Insinuitive
Onset: 2-5 rnds	Run: 1 rnd
Result: Nil/Damage	Cost Per Dose: 80 gp

**Ajida:**

Save: -4	Type: Ingestive
Onset: 1-6 rounds	Run Time: 1-3 turns
Result: Nil/damage, blindness	Cost Per Dose: 260 gp

Appearance: Odorless, colorless liquid. Effect: Does 5-60 (5d12) damage, starts in 1-6 rounds, runs it's course in 1-3 turns. Vision grows dim after victim takes 10 points of damage, continues to dim until 30 points of damage is taken, at which time victim is functionally blind. Only a CURE BLINDNESS spell will neutralize this effect. If blindness does not occur, victim's vision will clear in 2-5 turns.

**Alanal**

Save: +2	Type: Ingestive
Onset: 4-24 rounds	Run: 7-12 hours
Result: Nil/Euphoria, see below	Cost Per Dose: 150 gp

A crystalline powder, a single dose is mixed with water, wine or beer. The drug has a faint, bitter taste. Effects: after 4-24 mins. Euphoria, vivid illusions for 7-12 hours. Susceptibility to suggestion. Overdoses result in brain damage. Prolonged use causes addiction and personality modification: moodiness, irritability, etc. Antidotes: Large quantities of water taken within 5 minutes of original dose may (60% chance) flush out stomach. (Adapted from Harn) Characters dosed with Alanal are incapable of spellcasting during the drug's run time.

**Amber death:**

Save: -4	Type: Ingestive
Onset: 1-4 rounds	Run: 2-20 rounds
Result: Damage	Cost Per Dose:

Appears as a thin amber colored carbonated liquid or amber gel. Starts in 1-4 (1d4) rounds, and runs it's course in 2-20 (2d10) rounds. Damage is equal to the total hit points of the victim divided by the number of active rounds of the poison. (Round \*ALL\* fractions up!)

**Arashni**

Save: +0 to -4	Type: Ingestive
Onset: 1-6 rounds, dependent upon dose	Run: 1d10
Result: Euphoria, addiction/death	Cost Per Dose: 100 gp/dose

Arashni is a powdered herb and is usually added to whiskey and taken in "shots". Technically a drug, Arashni has lethal properties that allow it to be classified as a poison. 1) Arashni is highly addictive and brings on a sense of Euphoria. It is so powerful that there is a 15% chance of becoming addicted to the drug upon the first use. Additionally there is a 10% chance of dying of an arashni overdose the first time one takes it. As one becomes used to the drug's effects more must be taken to achieve the same results. Death becomes inevitable. As a poison, Arashni is simply added to the victim's food or drink in larger quantities. Each dose of Arashni above the initial causes the victim to save at -1. A saving throw indicates that the drug has taken effect, but is not fatal- the victim must roll versus the drug's addictive properties. (Adapted from the Lejentia Campaign Book One: Skully's Harbor, Task Force Games, 1989)

**Archer bush poison:**

Save: +0	Type: Insinuitive
Onset: Instantaneous	Run: Instantaneous
Result: damage/death	Cost Per Dose:

Save vs. poison or die. If save is made, victim loses half their remaining hit points

**Asarabacca (Shaun Hately)**

Save: +0	Type: Ingestive
Onset: 2-8 rounds	Run: 3-8 hours
Result: Nil/Docility	Cost Per Dose: 3 gp/7 gp

Asarabacca is a creeping vine with many small leaves each on their own small stalk. It also has small purple flowers. Found in temperate forests in the Springtime, the flowers are harvested and brewed. The resulting tea is left to stand for a day. When administered successfully to Someone, they must save vs. poison or be rendered docile, and incapable Of violence for 3d8 hours. The brew has a distinctive purple color, and Bitter taste, so to be given secretly in food, the food must be able to Hide these attributes.

**Ascomoid spores**

Save: +0	Type: Inhalant
Onset: Instantaneous	Run: 1-4 rounds
Result: see below/Death	Cost Per Dose: 300 gp

Save vs. poison or die in 1-4 (1d4) rounds. If save is made, the victim is blinded and stunned for 1-4 (1d4) rounds. Blinded victims gain no shield or dexterity bonus and attacks against them are made at +4.

**Askume:**

Save: -3	Type: Inhalant
Onset: 1-2 rounds	Run: See below
Result: Debilitating	Cost Per Dose: 320 gp

Askume is a reddish-orange lichen that grows on warm cavern walls. Askume is crushed and used as a poison. When blown into someone's face, it causes an allergic reaction. The victim's tongue and windpipe swell within 1-2 rounds of exposure, causing death if a save vs. poison (at -3 is failed. If the save is successful, the victim is merely incapacitated for 1 turn, and suffers a -2 penalty on all strength and constitution rolls for 24 hours.

**Assassin bug poison:**

Save: +0	Type: Insinulative
Onset: 1 round	Run: 1 turn
Result: slow/paralysis	Cost Per Dose: 165 gp

Save vs. poison or be paralyzed for 7-12 rounds, a save indicates that it effects the recipient as a SLOW spell for 1 turn

**Assassin snake toxin:**

Save: Varies	Type: Insinulative
Onset: 1-3 rounds	Run: Varies
Result: Varies	Cost Per Dose: Varies

Created from a mixture of snake venoms. Due to the numerous variants of this toxin, the save and damage results must be rolled for at time of purchase:

Rolled #	Save	Result
01 - 04	+3	Incapacitated
05 - 08	+2	Death
09 - 11	+1	2-8 (2d4) damage
12 - 14	0	3-12 (3d4) damage
15 - 17	-1	Incapacitated 4 days
18 - 19	-1	Incapacitated 12 days
20	-3	Death

**Assassin's venom:**

Save: Varies	Type: Insinulative
Onset: 1-4 rounds	Run: 1-4 rounds
Result: Varies	Cost Per Dose: Varies

A standard poison for assassins, it does 1d20 per day of brewing time (an average dose does 1d20 to 4d20, but cannot exceed 10d20 in damage).

**Ayala:**

Save: -3	Type: Insinulative
Onset: 2 rnds	Run: 1-3 rnds
Result: Damage	Cost Per Dose: 360 gp

Scarlet fluid. Does 4-24 (4d6) damage, starts in 2 rounds, runs it's course in 1-3 rounds. Save for half damage at -3





## B

Save:	Type: insinulative
Onset: 2-12 rnds	Run:
Result: Damage	Cost Per Dose:

1-3 hit points with a successful save, 20 hit points if failed.

### **Babblejuice:**

Save: +2	Type: Ingestive
Onset: 1-4 rounds	Run: 1-4 hours
Result: See Below	Cost Per Dose: 420 gp

The imbiber must save vs. poison, or he will start speaking of anything that comes to mind. Questions may be answered truthfully, but the answers may be difficult to understand. This potion is very rare and has a duration of 1-4 hours. (Not really a poison, but baneful enough to be included.)

### **Banelar**

Save: +0	Type: Insinulative
Onset: 1 rnd	Run: 2-5 turns
Result: Nil/Unconsciousness/Damage	Cost:

Save vs. poison or suffer unconsciousness and 2-12 hp additional damage, with skin turning blue, for 2-5 turns).

### **Baneberry**

Save: -2	Type: Ingestive
Onset: 4-24 Hours	Run: 24-48 hours
Result: Debilitating/Death	Cost Per Dose:

Baneberry is native to temperate woodlands. The plants grow to three feet in height with large spreading leaves with sharp, toothed margins. The plants have small white or bluish flowers. The berries are shiny and are found in summer and autumn. Effects: A small dose (1-4 berries) is enough to cause a burning in the stomach, dizziness and increased pulse. Larger amounts cause nausea, vomiting, bloody diarrhea, convulsions and shock followed by kidney failure and death. A save indicates that the victim will recover, the symptoms however, are the same. Prolonged contact with the plant causes skin rashes. The berries are often confused with blueberries in mountain forests.

### **Barba amarilla**

Save: -2	Type: Insinulative
Onset: 2-8 rounds	Run: 1-4 days
Result: Nil/Paralysis	Cost Per Dose:

Save vs. poison or all voluntary muscles will cease to function for 1-4 (1d4) days. Save at -2

### **Basidirond Spores**

Save: +0	Type: Inhalant
Onset: 2-5 rounds	Run: 1-4 rounds +2
Result: Nil/Hallucinations	Cost:

A failed saving throw results in vivid hallucinations. These hallucinations generally take the form of the character's fears. A character with a fear of spiders would suffer the hallucination of thousands of spiders crawling on him/her, a character fearing disease would perceive everyone around him as diseased and shy away from them, etc. The GM should tailor the hallucinations produced by the spores to fit the individual characters.

**Basilisk's Eye**

Save: +0	Type: Insinulative
Onset: 1 round	Run: 1-4 turns
Result: Nil/Damage & Paralysis	Cost Per Dose: 1000 gp

A mixture of nerve toxins doing 3-24 hp of damage upon a failed saving throw and causing paralysis for 1-4 turns. (Palladium Role Playing, P. 138)

**Belladonna** (Nightshade)

Save: -4	Type: Ingestive
Onset: 3 turns	Run: 1-24 hours
Result: Debilitating/Death	Cost Per Dose: Common

Fruits are purple-black berries; flowers (June-September) are dull, pale purple-blue. All parts of the plant are poisonous, particularly the roots, leaves, and berries. Effects are listed in order of appearance: Dilated pupils; blurred vision (-2 to hit with missile weapons); increased heart rate; dry mouth; disorientation (-4 to all attack rolls, +4 to armor class); hallucinations; impaired vision; loud heart beat (audible at several feet); aggressive behavior; rapid pulse and respiration; convulsions; coma; and death. Belladonna takes its name from the practice of certain women who would use eye drops of the substance to dilate their pupils. This was thought to enhance their beauty, hence "bella donna" or beautiful woman. It is a common cosmetic in large cities, and can be purchased there without comment for about 5 gp a dose.

**Belbol d'Elghinn** ("Gift of Death")- Susannah Redelfs

Save: +0	Type: Insinulative
Onset: Instantaneous	Run: ?
Result: Nil/Death	Cost Per Dose: 300 gp/1400 gp

Type: F, Injected, Hemotoxin. This powerful poison, greatly prized by drow nobles for assassination, is also known as Elash Elghinn, "Silent Death", after the venomous water serpent of the same name. The venom takes effect immediately, causing damage to the victim's blood vessels and causing dramatic and extensive hemorrhaging. Within minutes, the victim will gush blood from his mouth, eyes, nose and ears. He will have time to develop bruises all over his body before he mercifully dies. Drow find death caused by this venom to be particularly entertaining. However, there are certain individuals who seem to be immune to Belbol d'Elghinn, and upon whom it has no effect at all. However, when it does work it causes a spectacular (if regrettably short) show. Frequency of Active Ingredient: Very Rare. Cost per Dose: 300 gp in Underdark, as much as 1,400 gp elsewhere

**Belpren:**

Save: -4/+0	Type: Contact/Ingestive
Onset: Instantaneous	Run: 1 round
Result: See below	Cost Per Dose:

This is a luminescent blue acidic substance does 1-12 (1d12) damage instantly upon skin and internal tissues. Further applications of Belpren will not cause any more damage to the effected area, but the damage given above is for a roughly hand-sized area of exposure; for each additional area exposed, add an additional 1-12 (1d12) damage. However, no damage will be taken if used internally (As Ingestive poison), it will cause only immediate and involuntary vomiting. Belpren will not corrode metal, nor will it harm cloth or cured leather. It dries and becomes ineffective in but a single round when exposed to open air, so it cannot be used as a blade venom. Belpren is neutralized by lamp oil. Belpren is effective on all creatures

**Black mead:**

Save: -4	Type: Ingestive
Onset: 1 rnd	Run: 15 rnds
Result: Damage	Cost Per Dose:

Clear liquid or gel, smells like honey. Does 10-80 (10d8) damage, starts in 1 round, runs it's course in 15 rounds. Causes disorientation (-2 to hit, damage, 30% chance of spell failure) after 20 points of damage are taken; Disorientation increases in steps of 10 points (Additional -1 to hit, damage, +5% to spell failure). This effect wears off 1-3 turns after poison has run it's course. Save for half damage at -4

**Bleeding heart:**

Save: +2	Type: Ingestive
Onset: 1-2 hours	Run: Instantaneous
Result: Nil/Death	Cost Per Dose:

This plant toxin causes erratic muscle spasms causing the victim to roll a system shock successfully or die immediately on the spot

**Bloodfire**

Save: +0	Type: Ingestive
Onset: 1 round	Run: 1 hour
Result: Nil/Damage	Cost Per Dose: 350 gp

Bloodfire is an unusual poison. When the victim fails his saving throw vs. poison, he feels a strange warmth run through his veins. In a matter of seconds, his inside surge with an incredibly painful burning sensation. All rolls, including attack, damage, reaction, proficiency, saving throws, ability and morale checks, are made at a -3 penalty. In addition, the victim suffers a +3 penalty to his armor class. Affected individuals cannot cast, as the pain caused by this poison disrupts concentration. Movement is reduced to 1/3 of normal. Speech is possible, though often short and not very communicative.

**Bloodflower**

Save: +0	Type: Inhalant
Onset: Instant	Run: 2-12 turns
Result: Nil/Sleep	Cost Per Dose:

The flower exudes a fast-acting narcotic perfume that is effective within a 5' radius. Victims must save vs. poison or fall asleep immediately. This sleep lasts 2-12 turns and the victim cannot be awakened without the use of a neutralize poison spell or similar magic.

### **Bloodroot**

Save: -1	Type: Ingestive
Onset: 1-2 hours	Run: 2-3 hours
Result:	Cost Per Dose:

Bloodroot is a perennial herb with thick roots and red juice. The flowers are shiny, white, and poppy-like in shape with eight petals. The plant blooms in early spring and is commonly found in rich woodlands. All parts of the plant are poisonous. Contact with the plant's red sap can cause skin rashes. Effects: reduction in heart function and muscle strength (-2 to strength). Death occurs from overdoses after violent vomiting, extreme thirst, pain and soreness, followed by heaviness in the chest and difficulty in breathing, dilation of the pupils, faintness, coldness of the skin. Death results from heart failure. Bloodroot has a bitter and acid taste.

### **Bloodrot:**

Save: -1	Type: Insinuate
Onset: 1-4 rounds	Run: 3-18 rounds
Result: debilitating/death	Cost Per Dose:

Bloodrot toxin causes nausea, vomiting, faintness, vertigo, and insensibility. It reduces the body's physical strength to the point where the victim has to concentrate to keep their heart beating. Save at -1 or die in 3-18 (3d6) rounds

### **Bloodthorn:**

Save: -1	Type: Insinuate
Onset: 1-4 rnds	Run: 3-6 rounds
Result: Nil/Paralysis	Cost Per Dose:

This elixir is derived from the thorns and stalks of the bloodthorn vine. If a save vs. poison is failed the victim is paralyzed for 3-6 (1d4+2) rounds. Save is made at -1

### **Blowfish poison:**

Save: -4	Type: Ingestive
Onset: 1 turn - 4 Hours	Run: 1-2 Hours
Result: Debilitating/death	Cost Per Dose:

Effects: Difficulty speaking, paralysis spreading into respiratory system, nervous system. Death results from convulsions or respiratory arrest within 1-2 hours. Note: venom is found in the fish's ovaries and is NOT destroyed by cooking.

### **Blueback mushroom poison:**

Save: -0	Type: Ingestive
Onset:	Run: 48 hours
Result: Debilitating	Cost Per Dose:

Causes the victim to become dizzy and light-headed, as if under a FUMBLE spell for 48 hours.

### **Braylock:**

Save: -1	Type: Ingestive
Onset: 1-2 rounds	Run: 1 turn
Result: Damage	Cost Per Dose:

An odorless, syrupy, amber liquid. Does 5-40 (5d8) damage, starts in 1-2 rounds, runs it's course in 1 turn. Save for half damage at -1

**Breek:**

Save: 0	Type: Ingestive
Onset: 1-8 rnds	Run: 1-4 turns
Result: Nil/Damage	Cost Per Dose:

An odorless colorless liquid. Does 5-40 (5d8) damage, starts in 1-8 rounds, runs it's course in 1-4 turns. Save for no damage

**Buckeye honey:**

Save: +2	Type: Ingestive
Onset: 1 turn	Run: 2-12 days
Result: Nil/Coma/death	Cost Per Dose:

The honey from this rare plant will cause vertigo, confusion, and if a save is not made, the victim will go into a coma for 2-12 (2d6) days. At the end of the 2-12 days, the victim must make a system shock roll, failure means death.

**Buluka:**

Save: -2	Type: Contact
Onset: 1-6 rnds	Run: 1 turn
Result: Damage	Cost Per Dose:

Bluish paint-like substance. Contact does 3-30 (3d10) damage, starts in 1-6 rounds, runs it's course in 1 turn. Save for half damage at -2. Leaves a blue discoloration after being applied

**Bryony**

Save: -1	Type: Ingestive
Onset: 4-16 hours	Run: 2-12 hours after onset
Result: /death	Cost Per Dose:

Bryony is primarily a healing plant, and its use as a poison assumes that there is a delay in treatment. Poisonous parts of the plant include berries and roots. Effects: burning of the mouth after ingestion, followed by nausea and vomiting. Other symptoms are diarrhea, convulsive coma, and paralysis. Death results from respiratory arrest. Bryony juice is also a skin irritant, causing blisters.



**C**

Save:	Type: Insinulative
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Onset: 2-5 rnds  
Result: Damage

Run:  
Cost Per Dose:

2-8 hit points of damage with a successful saving throw, 25 hit points if the saving throw is failed.

**Cascabel venom:**

Save: -0  
Onset: Instantaneous  
Result: Damage/Death

Type: Insinuating  
Run: 1 turn  
Cost Per Dose:

Save or die else take 2 points of damage per round for 1 turn, or until the venom is neutralized. There is an antidote to this venom, but it only works 35% of the time

**Catfish, Giant**

Save: +0  
Onset: Instant  
Result: 1/2/Damage

Type: Contact  
Run: Instant  
Cost:

The feelers of the giant catfish secrete a toxin that causes 2d4 points of damage on contact. A save vs. poison limits the damage to 1d4 points.

**Caustar**

Save: Special  
Onset: Instantaneous  
Result: Nil/Damage/Pain

Type: Contact  
Run: Instant/3 rounds  
Cost Per Dose: 50 gp

Caustar is brewed from very toxic herbs, and is used by many mercenaries. One dose coats a medium-sized slashing or piercing weapon, or two small weapons of the same type, and lasts for 2d4 successful hits. When the weapon hits and does damage to an opponent they must save vs. poison. Failure means that the hit does 2 extra points of damage. The caustar enters the wound and slows its closing, also causing extreme pain. A successful save means that only the caustar's pain factor affects its target. The victim suffers a -1 penalty to all rolls for 3 rounds.

**Chak:**

Save: -0  
Onset: 1 round  
Result: Damage

Type: Contact ?  
Run: 1-3 rounds  
Cost Per Dose:

White chalky fluid. Does 2-16 (2d8) damage, starts in one round, runs its course in 1-3 (1d6/2) rounds. This actually reduces the creature's dexterity by one point per six points of damage taken. Save for no damage at -4.

**Chayapa:**

Save: 0  
Onset: Instantaneous  
Result: Nil/Sleep

Type: Insinuating  
Run: 3-7 rounds  
Cost Per Dose:

A blue liquid, used on arrows, darts, needles, and sometimes in daggers of venom. It must be injected and works only on humanoids, and it sets in immediately. Its effect is to cause a deep sleep for 3-7 (1d4+2) rounds. This poison will effect elves. Save for no effect

**Choke weed poison:**

Save: +0	Type: Inhalant
Onset: Instantaneous	Run: 1-12 rounds
Result: Debilitating	Cost Per Dose:

Causes choking for 1-12(1d12) rounds (Incapacitating the victim), in addition, the victim must save vs. poison or take 1-6(1d6) damage each round. This poison will not effect orcs or half-orcs in any way

**Choldrith Venom**

Save: +0	Type: Insinulative
Onset: 1-2 rounds	Run: 16 hours
Result: Nil/Damage, Paralyzation	

Obtained from a sub-race of the chitine (a Lloth-worshipping Underdark race) this poison causes 13 hp of damage and has a paralytic element that lasts 16 hours. Normal saving throws apply.

**Claria**

Save: +2	Type: Ingestive
Onset: 1-4 rounds	Run: 3 hours
Result: See Below	Cost Per Dose:

Claria causes a temporary loss of magical abilities when absorbed into the magic user's bloodstream. Its usual form is that of a thick syrup that is added to a drink. Effects begin within moments of consumption and include dizziness, loss of magical abilities, inability to focus, and a slight headache. A stronger version of this drug, known as Hy'Claria exists and is detailed later in this volume. (Adapted from the Lejentia Campaign Book One: Skully's Harbor, Task Force Games 1988)

**Convulsionary (Skintwister):**

Save:-1/+0	Type: Ingestive/Insinulative
Onset: 1-8 rnds/1-4 rnds	Run: 3-18 rounds
Result: Debilitating	Cost Per Dose:

Causes involuntary muscle spasms, placing the character out of action for 3-18 rounds

**Coral snake venom:**

Save:	Type:
Onset:	Run:
Result:	Cost Per Dose:

Save or take 4-24 (4d6) damage

**Corrabus poison:**

Save:	Type:
Onset:	Run:
Result:	Cost Per Dose:

Save vs. poison or take 10-60(10d6) damage. A save indicates half damage. Then save vs. paralyzation or be paralyzed until cured

**Couatl venom:**

Save:	Type:
Onset:	Run:
Result:	Cost Per Dose:

Save vs. poison or die

**Coulmbine:**

Save:	Type:
Onset:	Run:
Result:	Cost Per Dose:

This poison causes acute shortness of breath, the victim may fight or move rapidly for only three rounds before having to rest for a round. This lasts for 10-20 (1d10+10) rounds

**Crowfoot:**

Save: +0	Type: Ingestive, Inhalant
Onset: 1-4 rounds	Run: Special, see below
Result: Nil/Death	Cost Per Dose:

Save vs. poison or this poison will cause acute blistering inside the trachea causing the victim to slowly choke to death in 3 rounds (plus constitution bonus)

**Crystal elixir:**

Save: +0	Type: Contact
Onset: 1-3 rounds	Run: 3-18 rnds
Result: Nil/Paralysis, damage	Cost Per Dose:

Created by Alchemy from crystal ooze, this will paralyze victims for 3-18 (3d6) rounds and will do 2-8 (2d4) damage. Save for half damage

**Cuph:**

Save: +1	Type: Ingestive?
Onset: 1-6 rnds	Run: 1-8 turns
Result: Nil/Damage	Cost Per Dose:

A clear liquid, smells like pineapple. Does 4-24 (4d6) damage, starts in 1-6 rounds, runs it's course in 1-8 turns. Save for no damage at +1

**Curare (Flying Death)**

Save: -4	Type: Insinulative
Onset: Immediate	Run: 1-2 rounds
Result: Nil/Death	Cost Per Dose:

Curare is derived from the Strychnos Toxicaria plant, found in tropical regions. Though the entire plant is fatal, curare is made from the plant's sap. Crude or raw curare is a resinous, aromatic, dark sticky mess from a clinging vine. Curare is harmless when swallowed. It is administered through injection, or through use as a blade venom (the name "Flying Death" results from its



frequency as an arrow venom). Effects: paralysis of muscles, starting with the eyelid and face, followed by the inability to lift the head. Within seconds of injection the poison affects the diaphragm, the victim's pulse drops drastically. Paralysis of the lungs occurs next. Death results from respiratory failure. During the death throes the victim turns blue. Similar Poisons, and other names: urali, woorar, ourari, urari

### **Cushion Fungus Spores**

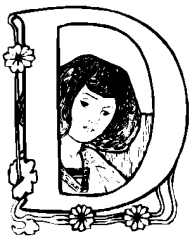
Save: +0	Type: Inhalant
Onset: 1-4 rnds	Run: 1-4 rnds/1-3 days
Result: Confusion/Sleep	Cost:

Creatures caught within a spore cloud must save against poison or feel drowsy, with a deep, peaceful sleep coming on in 1-4 rounds. Even those who save are affected as per a confusion spell for 1-4 rounds, and must save again 10 rounds later if they haven't left the vicinity of the cloud. Creatures failing their saves will fall to the ground, asleep, and will remain in this state until they are removed from the radius of the cloud and a neutralize poison spell is cast on them (without this spell, 1-3 days are required before the victim wakes up).

### **Cyanide:**

Save: -4	Type: ingestive
Onset: Immediate	Run: 1-15 minutes
Result: 4d4 damage/death	Cost Per Dose:

Cyanide occurs naturally in a large variety of fruit seeds and pits. Cyanide has a faint "bitter-almond" odor and in its various forms can be ingestive, contact or an inhalant. The poison in the seeds is only released if the seeds are chewed. Ingested or inhaled cyanide cause immediate unconsciousness (if a saving throw vs. poison is failed) convulsions and death in 1-15 rounds. If the save vs. poison is successful the victim takes 4d4 hit points of damage, but suffers no further ill effect.



### **D**

Save:	Type: Insinulative
Onset: 2-5 rnds	Run:
Result: Damage	Cost Per Dose:

2-12 hit points of damage with a successful saving throw, 30 hit points if the saving throw is failed.

### **Darkshaft**

Save: -2	Type: Insinulative
Onset: Immediate	Run: 2d6 rounds
Result: Nil/Hallucinations/vertigo	Cost Per Dose:

This poison is a fiendish concoction that causes nightmarish hallucinations. Victims must save vs. poison at -2 or suffer -2 on their rolls "to hit" and -2 on their dexterity for 2d6 rounds.

**Darksnake:**

Save: +1	Type: Contact
Onset: 1 round	Run: 1-10 rounds
Result: Nil/Damage	Cost Per Dose:

Reddish powder, leaves a pale red discoloration on flesh or others surfaces when applied. Does 4-24 (4d6) damage, starts in 1 round, runs it's course in 1-10 rounds. Save for no damage

**Death coma:**

Save: +0	Type: Inhalant/Insinulative
Onset: 1 round	Run: 5-20 rounds
Result: Nil/Debilitating	Cost Per Dose:

Save vs. poison or this toxin causes total loss of muscular coordination and rapid breathing. Victim may not move unassisted while under the influence of this toxin, lasts 5-20 (5d4) rounds

**Death cup toxin:**

Save: -3	Type: Inhalant/Ingestive
Onset: 10-20 Hours	Run: 1-6 hours
Result: Nil/Death	Cost Per Dose:

This toxin appears only in the form of powder, as it is made from a RARE form of mushrooms. Once a victim has been poisoned by this substance, the effects will not begin to show until 10 to 20 (1d10+10) hours after the initial introduction. This toxin kills by dissolving the red blood cells in the blood stream, as such the victim must save vs. poison (at -3) or they die in 1-6 hours. This requires a NEUTRALIZE POISON and a RAISE DEAD to recover the victim

**Deathdust \***

Save: +0	Type: Insinulative/Contact
Onset: 1-3 rounds	Run: 1 round
Result: Nil/Death	Cost Per Dose:

(The Complete Book of Necromancers, p. 98.)

**Deadman:**

Save: -2	Type: Contact
Onset: 2-5 rounds	Run: Instantaneous
Result: Nil/Death	Cost Per Dose:

A pale white plant which thrives only in darkness, deadman is commonly found in caves, the hollows of rotting trees, and so forth. The leaves of this plant exude a lethal toxic contact poison, a single touch often being sufficient to cause death within two to five minutes' time. Deadman sells for over two hundred gold lumens per dram on the black market, and is a favorite of assassins from Arim to Rajanistan.

**Devilroot:**

Save: +0	Type: Ingestive
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Onset: 2d10 rounds  
Result: Debilitating/Death

Run: 3 turns  
Cost Per Dose:

Devilroot is a rare species of plant recognizable by its blue-black, 'horned' leaves. The plant's forked root is a deep crimson in color and averages about 12 inches in length when fully grown. When dried and prepared in the proper fashion the root yields a powder with toxic properties. A single dose, taken internally, can cause death within just a few moments. The timely administration of a poison antidote will generally counter the plant's toxic effects, though victims may suffer long-term side effects (reduction in Strength or Con. (-2 to each score, lasting from two to twelve weeks). (adapted from The Naturalist's Guide to Talislanta)

**Deathwine:**

Save: -4  
Onset: 1 round  
Result: Damage/Death

Type: Insinuitive/Ingestive  
Run: 1-2 rounds  
Cost Per Dose:

Odorless, burgundy colorless liquid. Often mistaken for wine. May be used both ways, as insinuitive (Blade venom) or as ingestive (Food poison). It is tremendously lethal. A save is allowed (at -4), and if it fails, death occurs in 1 round. If the save is successful, the victim still takes 25 damage, 12 points of damage in the first round and 13 points in the second round. If an antidote is to be used, it must be administered within six segments or it will not be effective. Deathwine and it's antidote are EXTREMELY RARE. This poison will effect ANY humanoid even trolls and the like

**Demon locust poison:**

Save: +0  
Onset: 1 turn  
Result: Nil/Damage/Blindness

Type: Ingestive  
Run: 1 turn  
Cost Per Dose:

Save vs. poison for 1/2 damage. Full damage is 6-48 (6d8) of damage. As a secondary effect, this poison causes blindness for 11-16(1d6+10) turns. A successful saving throw indicates that blindness has been avoided, though all missile and distance attacks will be made at -2 for 1 turn. This blindness is temporary and is cured by application of a neutralize poison spell. Hobbits are not effected by this poison in any way.

**Devil-Ale:**

Save: +0  
Onset: 1-3 rounds  
Result: Nil/Damage

Type: Ingestive  
Run: 2-5 turns  
Cost Per Dose:

Odorless liquid, very light orange color. Does a flat 60 points of damage, Starts in 1-3 rounds after ingestion, runs it's course in 2-5 (1d4+1) turns.

**Diffenbachia:**

Save: +0  
Onset:  
Result:

Type: Ingestive  
Run: 3-12 rounds  
Cost Per Dose:

Save vs. poison or this toxin causes complete relaxation of the vocal chords. Lasts for 3-12 (3d4) rounds

**Doshenkana:**

Save: +0

Onset: 1-3 hours

Result: Debilitating/Death

Type: Ingestive

Run: 3-12 hours

Cost Per Dose:

A fine, dull green powder with a bitter taste. Within three hours of ingestion the victim begins to experience shortness of breath, blurred vision and nausea. This is followed by convulsions, there is a 70% chance the victim will die. In non-fatal cases, the victim requires two weeks of convalescence. There is a 40% chance of permanent eye damage. Resistance can be acquired by intake of gradually larger doses.

**Dragon Venom:**

Save: +0

Onset: 2-8 hours

Result: Nil/Damage

Type: Ingestive

Run: 2-12 hours

Cost Per Dose: 3000 gp

A mixture of herbs and venoms, this murky liquid has a slight aftertaste and no odor, it does 8-64 hp damage per dose, save for no damage (indicating that the victim has detected the venom and spit it out promptly).

**Dragonfish poison:**

Save: -4

Onset: 1-4 rounds

Result: Incapacitation/Death

Type: Insinulative

Run: Instant

Cost Per Dose:

The poison is slow-acting, and creatures injected with the toxin must make a saving throw vs. poison at a -4 or dies. If successful, the character suffers a -2 penalty on all attack rolls for the next 1d12+4 hours.

**Dreambliss:**

Save: +0

Onset: Varies by size of victim

Result: Nil/Sleep

Type: Insinulative

Run: 2-8 hours

Cost Per Dose: 200-1200 gp

(The Complete Book of Necromancers)

**Dream juice:**

Save: +0

Onset: Instantaneous

Result: Nil/Death

Type: Ingestive

Run: 1-10 rounds

Cost Per Dose:

Green, black or white fluid. Does 3-24 (3d8) damage, starts immediately, runs it's course in 1-10 (1d10) rounds. Causes its victims to fall down and become catatonic and have vivid pleasant dreams while dying. Save for no damage

**Drider Spittle**

Save: -2

Onset:

Result: Nil/Paralysis

Type: Insinulative

Run: 1-2 turns

Cost: N/A

This is just what the name implies, drider spittle. A failed saving throw results in paralysis lasting 1-2 turns.

**Droon poison:**

Save:	Type:
Onset:	Run:
Result:	Cost Per Dose:

Does 1-6(1d6) to 3-18(3d6) damage, save for half damage

**Drow Sleep Poison:**

Save: -4	Type: Insinulative
Onset: 1 round	Run: 2d4 hours
Result: Nil/Sleep	Cost Per Dose:

Save vs. poison at -4 Victim suffers weakness and lassitude the round after being struck, resulting in -4 to hit, 1/2 movement and a +4 to armor class. At the end of the round the victim will fall unconscious and sleep for 2d4 hours. Drow sleep poison is a black, gummy substance, rather like molasses. It reacts to both air and sunlight. It will remain potent for a year if kept in a sealed packet but loses its efficacy 60 days after exposure to air (either aboveground or in the Underdark). It loses its potency instantly when exposed to sunlight. (The Vault of the Drow, The Drow of Underdark) See Khaless (q.v.)

**Dus poison:**

Save:	Type:
Onset:	Run:
Result:	Cost Per Dose:

This poison paralyzes the victim and then they must save or take 1-4(1d4) damage every round until neutralized

**Dwarfbane:**

Save: +0	Type: Insinulative
Onset: Instantaneous	Run: 3 rounds
Result: 1/2 Damage/Damage	Cost Per Dose:

This is a rare gummy oil that is poisonous only to dwarves. Used as an insinulative it is commonly smeared upon weapons. It will not dry out, but prolonged exposure to air will lesson it potency (+2 on save). Upon contact, it does 1-8 (1d8) damage with a pain "like blazing skewers" and a further 1-6 (1d6) points of damage on the next three rounds. A successful save indicates half damage



Save:	Type: Insinuitive
Onset: Instant	Run: 1 round
Result: Damage/Death	Cost Per Dose:

A successful saving throw results in 20 hit points of damage, a failed save results in instant death.

### **Elvenbane (Athinar)**

Save: +0/-4	Type: Insinuitive
Onset: Instantaneous	Run: 3 rounds
Result: Damage/Death	Cost Per Dose: 310 gp

This poison is lethal only to elves, used against creatures of other races it is a damage poison, causing 2-12 hit points of damage on a failed saving throw. When used against elves the saving throw vs. poison is made at a -4, and a successful saving throw indicates that the victim take 2-12 (2d6) damage.

### **Erwurgwort**

Save: +1	Type: Ingestive
Onset: 1-3 turns	Run: 1 hour
Result: See below/death	Cost Per Dose: 10-25 gp

Description: Brilliant blue flowers, many small flowers on a long stalk. Availability: Very Rare, Autumn, Coniferous forest Effects: To avoid the worst of the damage, the recipient must make a saving throw vs. poison at +1. If the saving throw is successful the victim suffers respiratory problems and uncontrolled shaking for the next five hours (-1 to Strength, Dexterity and Constitution). If the saving throw is failed the victims breathing becomes labored, after about one hour the victims lungs are attacked by the poison and are paralyzed, leading to asphyxiation.

### **Ettercap poison:**

Save: +0	Type: Insinuitive
Onset: 1-4 turns	Run: Instant
Result: Nil/Death	Cost Per Dose: 1,000 gp

The poison secreted by an ettercap is highly toxic and very similar to the poison of giant spiders. A creature injected with it must immediately roll a saving throw vs. poison. A failed roll means that the creature dies within 1d4 turns when the toxin paralyzes the victim's heart. Ettercap poison is highly valued, partly because of its extreme toxicity and partly because it is rather difficult to obtain. An ettercap's poison glands hold only one ounce of poison at any time, but this ounce is worth up to 1,000 gp on the open market.

### **Eye killer toxin:**

Save:	Type:
Onset:	Run:
Result:	Cost Per Dose:

Made from the eyes of an EyeKiller, the recipient must save vs. poison or die, else the victim takes 3-18 (3d6) damage

**F**

Save:

Onset: Instant

Result: Nil/Death

Type: Insinuitive

Run: Instant

Cost Per Dose:

**Fansolin** (Mindbender)

Save: -1

Onset: 1-6 rounds

Result: See below

Type: Ingestive

Run: 1-4 hours

Cost Per Dose: 1000 gp/dose

When this tall plant flowers it is picked and crushed, flower and all, and mixed with water. The mixture ferments for two months, is strained and distilled. This yields a purple liquid. Three pounds of plant material yields one ounce of drug. One half ounce of drug is mixed in 1/2 cup of liquid. After 1-6 rounds a hypnotic state is induced in the victim. This lasts for 1-4 hours depending on the subject. This allows someone to command the victim to do *anything*. If the command is contrary to his beliefs, alignment, etc., he is allowed to save vs. Poisons. If successful, the victim can refuse the order, but must roll to save against each command. The drug is enjoyed for its complete euphoria and total loss of physical sensation. Addicts suffer memory loss.

**Flydance:**

Save: +2

Onset: 1-3 rounds

Result: Nil/Convulsions

Type: Inhalant

Run: 1-6 rounds

Cost Per Dose:

A green odorless liquid. Can be made into a gas, otherwise used as Chayapa. Acts in 1-3 rounds. Causes convulsions that knock the victim off their feet and cause them to shake and twitch around. Lasts for 1-6 rounds. Save for no effect at +2

**Foxtail:**

Save: +0

Onset: 1-6 turns

Result: Nil/Paralysis

Type: Ingestive

Run: 1d6+4 hours

Cost per Dose: 2-4 gp

A short-stemmed plant usually found in meadows and grasslands, Foxtail has dark red flowers during the late summer months. Foxtail is a strong ingestive poison, and will cause paralysis unless a successful saving throw is made. The victim will be paralyzed for 1d6+4 hours. The victim does receive an INT. check to find out if the food is drugged (Foxtail has a very special taste, and all herbalist will immediately recognize it - no test necessary).

**Frin:**

Save: +0

Onset: 1-3 rounds

Result: Nil/Damage

Type: Ingestive

Run: 1-8 rounds

Cost Per Dose:

A pale green liquid or powder, smells like apples. Does 3-30 (3d10) damage, starts in 1-3 rounds, runs it's course in 1-8 rounds. Save for no damage



## G

Save:	Type: Ingestive
Onset: 2-12 hrs	Run:
Result: Damage 20/10	Cost Per Dose:

### Gaboon:

Save: -2	Type: Insinuate
Onset: See below	Run: See below
Result: Nil/slow, Damage	

A unique venom, as it is very powerful but slow (save at -2). If a save is not made the victim will seem to be under a SLOW spell, the next day, the victim will be totally paralyzed. The following days, the victim will take 5 points of damage a day (cumulative: 5, 10, 15, 20,...) until the poison is neutralized

### Galas:

Save: +0	Type: Ingestive/Insinuate
Onset: 1-3 rnds	Run: 2 turns
Result: Nil/Damage	Cost Per Dose:

Pale blue liquid or powder, smells like horse sweat. Does 4-40 (4d10) damage, starts in 1-3 rounds, runs it's course in 2 turns. Save for no damage

### Garbug toxin:

Save: +0	Type: Insinuate
Onset:	Run: 1-6 turns
Result: Nil/Paralysis	Cost Per Dose:

Save vs. poison or be paralyzed for 1-6 turns

### Ghoul sweat:

Save: +1	Type: Contact
Onset: Instant	Run: 5-10 rnds
Result: Nil/Paralysis	Cost Per Dose:

A scummy green gel, used like Chayapa. Smells like rotten meat. It's effects are to paralyze for 5-10 (1d6+4) rounds. It acts immediately. Save for no effect at +1



**Giant Hornet poison:**

Save: +	Type: Insinuitive
Onset:	Run: 2-12 days
Result: half/Damage, incapacitation	Cost Per Dose:

Save vs. poison or take 5-30 (5d6) damage and be incapacitated for 2-12 (2d6) days, a save indicates half damage and no incapacitation

**Goldbug poison:**

Save: +0	Type: Insinuitive
Onset: Instant	Run: Instant
Result: Nil/Death	Cost Per Dose:

Save vs. poison or die.

**Golden Arrow Dart Frog Toxin**

Save: -4	Type: Contact, Insinuitive
Onset: 1 round	Run: Instant
Result: Nil/Death	Cost Per Dose:

A tiny frog native to The Green Hell. Native tribes in the region use the frog's poisonous secretions to coat their hunting darts. The poison can be extracted and bottled, but it is both dangerous and tedious, because of this, the poison is extremely rare outside of The Green Hell.

**Golden fool:**

Save: +0	Type: Contact
Onset: 1 round	Run: 1-8 rounds
Result: half damage/damage	Cost Per Dose:

Gold powder. Touch does 4-48 (4d12), starts in 1 round, runs it's course in 1-8 rounds. Save for half damage. Completely undetectable on gold items, otherwise it leaves a gold discoloration after application

**Golhyrr del'Ilharess** ("Trap of the Matron")

Save: +0	Type: Ingestive
Onset: Special	Run: 1-4 rounds
Result: Damage/Death	Cost Per Dose: 400 gp/1800 gp

This poison is the flesh of the rare \*krashyll\* mushroom. Successful administering of this poison to one's enemies is seen as quite a victory of \*cuel'a'cul\* (the drow ritual of slowly, over time, destroying one's enemy while remaining blameless). It must be given in six stages, its poison slowly building in the body, in doses no more than a two tendays apart. Since drow are a suspicious race, it is easy to see why success with this poison is greatly admired, worthy of the twisted, centuries-long plots of the Matron Mothers. It's name also suggests that it requires the power and subtlety of a Matron Mother to use effectively. After administering the sixth dose, death will strike its victim in half an hour, causing the throat to suddenly close up in massive anaphylactic shock. The victim dies of asphyxiation within minutes unless an antidote or neutralize poison spell is used. Note that while choking to death, a priestess cannot cast any spells! Frequency of Active Ingredient: Rare. Cost per Dose: 400 gp in Underdark, as much as 1,800 gp elsewhere

### **Gurch**

Save: -4

Onset: 1 round

Result: half/damage

Type: Contact

Run: 1-10 turns

Cost Per Dose:

Dark green liquid or powder, smells like wax. Starts in 1 round does a flat 75 points of damage over 1-10 turns. Very painful; victim disabled after taking 15 points of damage, cannot walk, fight, barely able to talk. Save for half damage at -4

### **Gyronite poison**

Save:

Onset:

Result:

Type:

Run:

Cost Per Dose:

Does 8-32(8d4) to 15-45(15d4) damage, save at +4 for no damage



### **H**

Save:

Onset: 1-4 hrs

Result: Damage 20/10

Type: Ingestive

Run:

Cost Per Dose:

### **Hallorn's rest (Mushroom):**

Save: +0

Onset: 1-4 turns

Result: Nil/Sleep/Hallucinations

Type: Ingestive

Run: 2-8 hours

Cost Per Dose: 4 gp

Hallorn's rest is a mushroom found in shady hollows during the summer months. It is recognized by its dirty white color, large "hat", and long root. The mushroom is gathered, dried and crushed into a fine powder (the entire process takes four weeks). This powder is then mixed with food or drink and ingested. A strong hallucinogen, the powder causes heavy sleep, and vivid nightmares. It is these dreams that cause the greatest effect, they are very unpleasant. The victim will sleep for 2-8 hours, regardless of attempts to wake him/her. Repeated use of this drug/poison can result in insanity.

### **Harvestman poison:**

Save: +0

Onset: Instant

Result: Nil/Damage

Type: Insinulative

Run: Instant

Cost Per Dose:

Save vs. poison or take 3-24 (3d8) damage

### **Haszak ("Mind Flayer")- Susannah Redelfs**

Save:

Onset: Instant

Type: Insinulative

Run: 1-6

Result: As the 5th-level wizard spell feeblemind for 1d6 days, save as spell  
 Cost Per Dose: 1500 gp

This is not strictly speaking a poison, but a very potent alchemical creation. Using a certain nerve cluster in the brain of an illithid, the potion is magical in nature. It's cost reflects both the rarity of its active ingredient and its unusually long duration. It is an effective, if expensive, toxin to use against a spellcaster, as it acts in almost all respects as the "feeblemind" spell. It does have an interesting variation, though: rather than reduce the victim to a state of retardation, it causes hallucinations and paranoid delusions for its entire duration, punctuated only by interludes of catatonia. This is a potion dearly loved by the sadistic drow.

**Hellebore, Black:**

Save: -3	Type: Ingestive
Onset: 3 turns	Run: 1-6 Hours
Result: Debilitating/Death	Cost Per Dose:

The poison has a blistering effect on the mucous membranes of the mouth, causes severe diarrhea, vomiting. After several hours paralysis of extremities--convulsions. If the save is made, the symptoms vanish after 2-12 (2d6) rounds, else the victim dies after a like amount of time

**Hemlock:**

Save: -4	Type: Ingestive
Onset: 3 turns	Run: 3-12 Hours
Result: Nil/Death	Cost Per Dose:

Heavy, sweet odor and taste, does 4-32+10 hit points of damage per dose. Causes internal bleeding, doing 1d8 damage per day until an antidote is administered or neutralize poison is cast. Cost is 100 gp/dose. (Palladium Role Playing, P. 138, and the Writer's Guide to Poisons)

**Hornet, Giant**

Save: +0	Type: Insinulative
Onset:	Run: 2-12 hours
Result: Nil/Damage, Incapacitation	Cost:

The poison causes 5-30 hit points of damage on a failed saving throw and results in incapacitation for 2-12 hours.

**Huld (Leap, Deathdance)**

Save: +0	Type: Insinulative
Onset: 1-4 rounds	Run: 1-6 rounds
Result: Nil/Convulsions	Cost Per Dose:

Also known as "Leap" or "Deathdance". This is an odorless oil. It works only by insinuation. It's effects are the same regardless of dosage and appear 1-4 (1d4) rounds after application. Huld causes severe muscle spasms involving nausea and the loss of motor control, balance, and speech - lasting for 1-6 (1d6) rounds. During this time the victim is helpless, but by no means an easy target since he/she/it is thrashing around wildly and unpredictable. Mental processes are totally unaffected (I.E.: Psionics or other communication can be initiated or continued, and in some cases a psionic ability can be used to control or stop the poisons effects). A particular individual will be 95% resistant to Huld for a period of 10-21 (1d10+9) days after exposure to it, and thus repeated doses will not be effective. Huld will effect all individuals

**Hy'Claria**

Save: -2

Onset: 1 round

Result: See Below

Type: Insinuitive/Ingestive

Run: See Below

Cost Per Dose:

Hy'Claria is a more powerful version of the drug/poison Claria. Hy'claria is encountered in both ingestive and insinuitive forms. Primarily used against wizards, Hy'claria causes the loss of magical abilities and brings on wracking headaches, dizziness, blurred vision and severe stress to the cardiovascular system. Within seconds of contact (ingestion or insinuation) the victim will begin to feel dizzy and will be unable to stand or cast spells. This effect lasts for 8-12 hours. Residual effects; loss of magical powers and occasional dizziness, can last for up to two weeks.

**I**

Save:

Onset: 2-12 rnds

Result: Damage 30/15

Type: Ingestive

Run:

Cost Per Dose:

**Ikaheka venom:**

Save: +0

Onset: 1-6 rounds

Result: Nil/Debilitation

Type: ?

Run: 1-6 turns

Cost Per Dose:

Lose 1-6 (1d6) points of constitution. They are regained at the rate of ONE per week. A RESTORATION spell will replace all of them.

**Imp poison:**

Save: +0

Onset: Instant

Result: Nil/Death

Type: Insinuitive

Run: Instant

Cost Per Dose:

Save vs. poison or die.

**Ink coprinus:**

Save: +0

Onset:

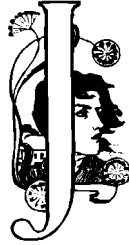
Result: 1/2 damage/Damage

Type: Ingestive

Run:

Cost Per Dose:

Comes from a very common mushroom. It is most toxic when consumed with alcoholic beverages. Does 5-20 (5d4) damage, save for half damage

**J**

Save: +0  
 Onset: 1-4 rnds  
 Result: 20/Death

Type: Ingestive  
 Run:  
 Cost Per Dose:

**Jal wun Jivvin ("All in Fun") -Susannah Redelfs**

Save: +0  
 Onset: 1-3 hours  
 Result: Nil/ All ability scores reduced by half for 1d3 days  
 Cost Per Dose: 25 gp/60 gp

Type: Insinulative  
 Run: 1-3 days

Compared to some of the other poisons used by drow, this is no more than a gentle warning. It is not directly fatal, though the poisoned one might wish it were otherwise. It could become lethal if the poisoner is able to strike while his victim is weakened. The poison is brewed from the venom pouch of the rakhyrr, a blind species of underground toad. The victim is plagued by intense nausea, vomiting, fever, chills and malaise. A \*neutralize poison spell will take care of it immediately, limiting its usefulness against the priestesses of Menzoberranzan. Cost per Dose: 25 gp in Underdark, as much as 60 gp elsewhere.

**Jatropha curcas (Barbados Nut)**

Save: -3  
 Onset: 15-20 rounds  
 Result: Debilitating/Death

Type: Ingestive  
 Run: 1 hour  
 Cost Per Dose:

The threat of this nut lies in the very pleasant taste of the seeds, since anyone who tastes one will instinctively eat more of them. Difficulty breathing, sore throat, bloating, dizziness, vomiting, diarrhea, drowsiness, and leg cramps. The tree grows in tropical regions, where the nut is used for soap and candle-making and the seeds are taken as a folk remedy [purgative] though they are dangerous.

**Jeteye:**

Save: +0  
 Onset: Immediate  
 Result: 1/2 damage/Damage

Type: Ingestive  
 Run: 9-16 rounds  
 Cost Per Dose:

This is a glossy (reflective) black liquid that effects all mammals upon ingestion, it is ineffective as a insinulative poison. Save for half damage. It causes the pupils of the eyes to go black (although this does not effect vision in any way) and causes 1-8 (1d8) damage to the neural system immediately. No pain is felt by the victim however, for Jeteye kills all pain and tactile sensation for a period of 9-16 (1d8+8) rounds (the "black eyes" sign will stay for the same duration). Jeteye is sometimes used voluntarily before torture or immediately after battle injuries (preventing a system shock roll). It has a bitter walnut-like taste and is hard to disguise in food or drink

**Jima:**

Save: -3

Onset: 1-10 rounds

Result: 1/2 damage/Damage

Type: Ingestive

Run: 1-3 turns

Cost Per Dose:

A light red powder or liquid, smells like papaya. Does 8-48 (8d6) damage, starts in 1-10 rounds, runs it's course in 1-3 turns. Save for half damage at -3

**Jimsonweed** (*Datura stramonium*)

Save: -4

Onset: 1-6 rounds

Result: Debilitating/Death

Type: Inhalant/Ingestive

Run: 2-6 hours

Cost Per Dose:

Found in warm climates. The plant has large, funnel-shaped purple or white flowers and an unpleasant odor. The fruit, appearing in Autumn, is prickly, ovoid or globular, and contains numerous wrinkled black seeds. All parts of the plant are toxic. The juice and wilted leaves are particularly poisonous. Effects: headache, vertigo, extreme thirst, dry burning sensation of skin, dilated pupils, blurred vision, loss of sight, involuntary motion, mania, delirium, drowsiness, weak pulse, convulsions, and coma, ending in death. Common methods of use: a tea brewed from the leaves, smoke from burning leaves.

**Ju-Ju Wine:**

Save: +0

Onset: See Below

Result: See Below

Type: Ingestive

Run: See Below

Cost Per Dose:

(The Complete Book of Necromancers, P. 98)

**K**

Save:

Onset: 2-8 rnds

Result: Damage 5/0

Type: Contact

Run:

Cost Per Dose:

**Khaless** ("Trust") -Susannah Redelfs

Save: -4

Onset: 1-2 rnds

Result: Nil/Sleep

Type: Insinulative

Run:

Cost Per Dose: 15 gp/50 gp

This is the famous sleep-poison of the drow, used on their crossbow bolts to immobilize an enemy so that he can be killed at leisure. The active ingredient comes from the spores of the "oloth'arr" mushroom. While the mushroom itself is fairly common, harvesting the spores is not an effortless chore. Still, it is common enough to be almost trademark. The poison attacks the

central nervous system, causing the victim to fall asleep as per the wizard spell for 20 rounds. Unlike the magical version, elves are vulnerable to this effect, as it is biological and not magical. Cost per Dose: 15 gp in Underdark, as much as 50 elsewhere

**Kolas:**

Save: +0	Type: Ingestive
Onset: 1-8 rounds	Run: 1-4 turns
Result: Nil/Damage	Cost Per Dose:

A thick brown liquid, smells like roses. Does 8-48 (4d12) damage, starts in 1-8 rounds, runs it's course in 1-4 turns. Save for no damage

**Kotra:**

Save: +1	Type: Contact
Onset: 1 round	Run: 1-10 rounds
Result: 1/2 damage/Damage	Cost Per Dose:

A clear oily fluid. Does 5-30 (5d6) damage, acts in 1 round, runs it's course in 1-10 rounds. Save for half damage at -1

**Kumba:**

Save: -3	Type: Ingestive
Onset: 1-6 rounds	Run: 1 round
Result: Nil/Death	Cost Per Dose:

Odorless, colorless liquid. Starts in 1-6 rounds, death follows one round thereafter. Save for no damage at -3, Failed save means death



**L**

Save:	Type: Contact
Onset: 2-8 rnds	Run:
Result: Damage 10/0	Cost Per Dose:

**Land urchin**

Save: -1	Type: Insinulative
Onset: 1-2 rnds	Run: 6 turns
Result: Nil/Paralysis	Cost Per Dose:

The land urchin is a small scavenger that is often mistaken for a small bush or cactus. The creature produces a poison that produces paralysis (lasting 6 turns)

**Lhurdas** (Yellow Death, Beltyn's Last Drink)

Save: +0	Type: Ingestive
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Onset: 1-2 rounds  
Result: 1/2 damage/Damage

Run: 3 rounds  
Cost Per Dose:

This is a wine based poison. It has a sharp dry white-grape taste and will readily mix with any such wine. It reacts with the digestive acids of the stomach (Effective in any of the player races) to eat away the internal organs and tissues. Ingestion produces rapid (within two rounds) nausea, convulsions, and terrific internal cramps with burning pain. It does 1-6 (1d6) damage in the first round, 2-12 (2d6) damage in the second round, and 1-4 (1d4) damage in the third and final round. Thereafter it will do no more damage, regardless of dose, and further exposure to Lhurdas will cause discomfort and failure to heal, but no more damage. This resistance lasts for 3-25 (3d8) days. This is an ingestive poison only. Save for half damage

**Lomat:**

Save: -2  
Onset: 1-6 turns  
Result: 1/2 damage/Damage

Type: Ingestive  
Run: 1-4 turns  
Cost Per Dose:

An odorless, colorless powder or liquid. Does 5-30 (5d6) damage, starts in 1-6 turns, runs it's course in 1-4 turns. Save for half damage at -2

**Lotus dust, black:**

Save: +1  
Onset: 1 segment  
Result: Debilitating/Death

Type: Inhalant  
Run: 1-4 rounds  
Cost Per Dose:

Effect: The victim falls unconscious, and if a saving throw is failed, dies instantly. If the save is made, the victim will remain unconscious for 1-6 hours. There is no known antidote for this poison.

**Lotus dust, brown:**

Save:  
Onset: Instantaneous  
Result: Lowered Int./Lethargy

Type: Inhalant  
Run: 2-5 weeks  
Cost Per Dose:

Effect: The victim is afflicted with a long-lasting mental lethargy (Treat as a Feeblemind spell) lasting 2-5 weeks. A successful saving throw reduces the victim's intelligence score by 1-4 points, each point being recovered after one hour's rest. A neutralize poison spell removes the effects at once.

**Lotus dust, Green:**

Save: -1  
Onset: 1 segment  
Result: Paralysis

Type: Inhalant  
Run: 7-12 hours  
Cost Per Dose:

Effect: If a saving throw vs. poison at -1 is failed, the victim is paralyzed for 7-12 hours. If the save is successful the victim is paralyzed for 1 hour.

**Lotus dust, Purple:**

Save: -2  
Onset: 1-12 hours  
Result: Debilitating/Death

Type: Ingestive  
Run: 1-4 days  
Cost Per Dose:



Effects: The victim becomes afflicted with a debilitating sickness lasting 1-4 days. At the end of this period a saving throw is made vs. poison with a -2 penalty. Failure results in death. During the illness the victim's hit points are reduced by 90% and cannot be recovered save by magical cures such as a neutralize poison spell.

**Lotus dust, Red:**

Save: +2	Type: Inhalant
Onset: 1 segment	Run: 5-8 hours
Result: Hallucinations/Madness	Cost Per Dose:

Effects: When the dust from this lotus is inhaled It causes the victim to experience intense hallucinations. The hallucinations are accompanied by auditory and other sensory input, and are extremely unpleasant and frightening. These hallucinations overpower the victim and may cause insanity if a saving throw vs. poison is failed. Permanent insanity can be acquired if a second saving throw vs. poison at +2 (made only if the first saving throw failed) is failed; this save is made at the end of the 5-8 hour period of hallucinations. The nature of the insanity inflicted is randomly determined.

**Lotus dust, yellow:**

Save: +0	Type: Ingestive
Onset: 1 segment	Run: 3-6 weeks
Result:	Cost Per Dose:

Effects: The victim's strength and dexterity are reduced by half (round fractions up) for 3-6 weeks if a save vs. poison is failed. If the save is made, the loss lasts for only 2-8 turns, and only one point from each score is lost.

**Luptak:**

Save: +0	Type: Insinuitive/Inhalant
Onset: 1 round	Run: 3-6 turns
Result: Nil/Debilitating	Cost Per Dose:

A nerve toxin that may be injected or rendered into a gas. It appears to effect dexterity, causing the victim to stumble, be unable to fight, cast spells, etc. However it does NO direct damage. There is a 50% chance of a victim taking physical damage from a fall while affected by the toxin. A victim who was poisoned in melee would be quite helpless. It's effects last from 3-6 (1d4+2) turns. Save for no effect



**M**

Save:	Type: Contact
Onset: 1-4 rnds	Run:

Result: Damage 20/5

Cost Per Dose:

**Magebane:**

Save:

Type:

Onset:

Run:

Result:

Cost Per Dose:

A very stable liquid that can be disguised as any other potion (Commonly disguised as potions of HEROISM). The effect is one of severe mental sluggishness and effectively causes the victim to have one third of their actual intelligence.. Lasts one round per intelligence point "lost"

**Mandrake:**

Save: +0

Type: Ingestive

Onset:

Run:

Result:

Cost Per Dose: 100 gp

(Ingestive) bitter taste, virtually no odor, does 5-40+10 per dose, save for half damage. Costs 100 gp/dose. (Palladium Role Playing Game, p. 138) The root of this herb sends the recipient to sleep. The sleep will last Five hours, during which time the person cannot be woken except by a Neutralize poison spell or potion. The root is said to bear a Resemblance to the naked male form, hence its name. The plant has Several dark green leaves which are about 1 foot long. The purple Flowers of the plant are bell shaped. The root of the plant must be Boiled on the night of a full moon and left to sit for an entire month Before use.

**Man scorpion poison:**

Save:

Type: Insinulative

Onset: Instant

Run: Instant

Result: Nil/Death

Cost Per Dose:

Save vs. poison or die instantly

**Megalo-centipede:**

Save:

Type:

Onset:

Run:

Result:

Cost Per Dose:

This is an acidic toxin, it burns the skin for 1-8 (1d8) damage. Save for half damage

**Mindshadow:**

Save: Varies, see below

Type: Insinulative/Ingestive

Onset: 1-3 rounds

Run: 5-20 turns

Result: Nil/Confusion (see below)

Cost Per Dose: 300-1800 gp

This non-magical poison is brewed from a variety of arboreal fungus and is available in most temperate climes for between 300-1,800 gp per dose. When introduced into a human's bloodstream, mindshadow causes extreme disorientation and both visual and auditory hallucinations in the victim, who must make a saving throw vs. poison to resist the effect (onset time is only 1-3 rounds).

Victims failing their save become confused (as per the wizard spell) for 5-20 turns. During that time, the victim is highly susceptible to suggestion (-6 penalty to the saving throw to refuse a specific request) by anyone conversing with or questioning the victim. Mindshadow can be used

in combat to disorient opponents, but it is much more often employed by necromancers during the interrogation of prisoners. Since it leaves the victim almost totally at the mercy of frightening hallucinations and suggestions, mindshadow is rarely used as a recreational drug.

Mindshadow only works effectively with humans. Other races and monsters gain a +1 to +4 bonus to their save (onset time 2-12 rounds, depending on their physical size and the amount of poison employed). If they fail, they are only slowed (as the wizard spell) for 2-12 turns (with no susceptibility to suggestion, as in humans). Dwarves are immune to the poison's effects.

**Monkshood:**

Save: +1	Type: Ingestive
Onset:	Run: See below
Result:	Cost Per Dose:

This poison causes acute vomiting and diarrhea for 1-4 (1d4) turns and if a save is not made (+1), the victim will have intense convulsions and die in severe pain in 2-8 (2d4) segments

**Morphius:**

Save: +3	Type: Inhalant
Onset: Immediate	Run: 2-20 rnds
Result: Nil/Sleep	Cost Per Dose: 10 gp

Morphius is a parasitic plant which grows amidst the branches of trees and bushes. The fragrance exuded by its deep blue blossoms induces sleep in most types of living creatures, usually of fairly short duration (2 to 20 rounds, on the average). Seven drams of morphius blossom, distilled as an elixir, will cause sleep of a much longer duration (2 to 12 hours, generally speaking) if taken orally. Morphius usually costs about ten gold lumens per dram.

**Morphus:**

Save: -2	Type: Ingestive
Onset: 1 round	Run: 1-6 turns
Result: Nil/Sleep	Cost Per Dose:

A clear citrus-smelling liquid. Fumes will cause victim to sleep for 1-6 turns (After a round of contact). Morphus is used like chloroform for abductions and the like, and is a potent gas when mixed properly. Even works on elves. Save for no effect at -2

**Mufa:**

Save: +0	Type: Ingestive
Onset: 1-10 rounds	Run: 1-4 turns
Result: half damage/damage	Cost Per Dose:

Odorless, colorless liquid. Starts in 1-10 rounds, throws victim into painful twisting convulsions, then does 15 points of damage per round until victim dies. Convulsions have a 50% chance of causing an extra 1-6 points of damage in each round.

**Myconid-H:**

Save:	Type: Inhalant
Onset:	Run: 2-16 rounds
Result:	Cost Per Dose:

Save vs. poison or begin to hallucinate for 2-16 (2d8) rounds. Roll below:

01 - 10 : Cower & Whimper  
 11 - 15 : Stare into nothingness  
 16 - 18 : Run in a random direction  
 19 - 20 : Attack the nearest creature

**Myconid-P:**

Save:	Type: Inhalant
Onset: Instant	Run: 2-6 rounds
Result: Nil/Passivity	Cost Per Dose:

Save vs. poison or be totally passive. Victim may only watch, cannot take any actions, even if they are being attacked. Lasts for 2-6 (1d6, treating all 1's as 2's) rounds



**N**

Save:	Type: Contact
Onset: 1 rnd	Run:
Result: Death/25	Cost Per Dose:

**Naga, Dark**

Save: +0	Type: Insinuating
Onset: Instant	Run: 1-6 rnds
Result: Nil/Damage, Sleep	Cost Per Dose:

Save or take 1-2 hit points of damage and fall into a drugged sleep for 1-6 rounds.

**Needleleaf:**

Save: +0	Type: Contact
Onset: 1/10 segment	Run: 1 turn
Result: Nil/Irritation, see below	Cost Per Dose:

Needleleaf is found in temperate forest regions. The plant is light green in color with thick, spongy leaves, the needleleaf is classified as a variety of succulent. The plant is sensitive to vibrations occurring within a ten foot radius area. In response to such stimuli, the plant launches a shower of inch-long, barbed needles. The needles contain a mild toxin that causes an unpleasant burning and itching sensation (Onset 1/10th of a segment, Run time: 1 turn, -1 on all rolls to hit, due to the distraction). Permanent blindness can result if the plant's spiny projectiles strike a creature's eyes. A mature needleleaf may have sufficient needles to launch up to a dozen such attacks. The collected needles are ground into a fine powder and used as a mild contact poison. (The Naturalist's Guide to Talislanta)

**Neogi Venom**

Save: +0	Type: Insinuating
Onset: Instant	Run: 1-8 rounds
Result: Nil/Slow, as per spell	Cost:

Second, the bite of the neogi is poisonous. Those bitten and failing a saving throw vs. poison are affected as by a *slow* spell for 1d8 rounds. Multiple bites will extend this period by an additional 1d8 rounds per bite.

**Nettle:**

Save: +1	Type: Contact
Onset: 1-4 rounds	Run: 1-20 days
Result: Nil/Irritation, see below	Cost Per Dose:

A light brown powder that causes extreme skin inflammation. The burning, itching & stinging can last up to 20 days. This causes -3 to hit and -2 to damage and armor class

**Nibon:**

Save: -4	Type: Ingestive
Onset: 1 round	Run: 1 turn
Result: 1/2 damage/Damage	Cost Per Dose:

An odorless colorless liquid. Does 6-48 (6d8) damage, starts in 1 round, runs it's course in 1 turn. Save for half damage made at -4

**Ninthla poison:**

Save: +3	Type: Insinulative
Onset: 1 round	Run: Varies
Result: Catatonia/Death	Cost Per Dose:

Save vs. poison or die, a successful saving throw indicates that the victim falls into a catatonic state lasting 1-20(1d20) days.



**O**

Save: +0	Type: Insinulative
Onset: 1-3 hrs	Run: 2-12 hours
Result: Nil/Paralysis	Cost Per Dose:

**Oleander**

Save: -4	Type: Ingestive/Special
Onset: 1-2 rounds	Run: 2-12 rounds
Result: Nil/Death	Cost Per Dose:

Oleander is an evergreen shrub favoring temperate climates. It has narrow leaves, milky sap and white, pink or red flowers. All parts of the plant are poisonous, including the nectar of the flowers. The water in which cut flowers are placed soon becomes poisonous, and smoke from

the burning plant is also poisonous. Symptoms are: sweating, vomiting, bloody diarrhea, unconsciousness, respiratory paralysis and death.

**Opia:**

Save: +0	Type: Ingestive
Onset: 1-4 rounds	Run: 1-10 rounds
Result: Nil/Blindness	Cost Per Dose:

A brown powder with a honey/almond smell. When drunk (it dissolves into liquids instantly), it causes blindness within 1-6 rounds. This is temporary, lasting 1-10 rounds. Save for no effect

**Opium**

Save: -2	Type: Inhalant, Ingestive
Onset: 1-4 rnds	Run: 2-4 hrs
Result: Lethargy/Death	Cost Per Dose:

A gummy substance, opium can be smoked, chewed or drunk. In liquid form, opium is a thick, sweet syrup. Symptoms appear within 1-4 rounds of exposure and include nausea, vomiting, pinpoint pupils, slow, shallow breathing and weak pulse. Victims also experience a loss of sense of time and space, euphoria and elevated pain threshold. A failed saving throw results in a deep coma, followed by death.

**Orbb'st Ssrin** ("Spider's Kiss")- Susannah Redelfs

Save: +0	Type: Ingestive
Onset: 2-12 rnds	Run: special
Result: half/damage, see below	Cost Per Dose: 150 gp/500 gp

This poison is brewed from venoms of five different spiders. As all spiders are sacred to Lolth, the venoms must be carefully harvested without killing the spiders. All of the spiders used are huge in size, allowing for more easy harvest of the venom. The collected venoms are then dried to a powder and added to a strongly-flavored food or drink, as it does have a slight sour taste. The poison causes chills, fever and prostration for several hours, and, if not halted by a \*neutralize poison spell, does permanent damage to the body's immune system. This makes the victim more susceptible to disease and poison in the future (-2 to all poison saves and Constitution/Health checks vs. disease), a weakness that can only be counteracted later by use of a heal spell. Cost per Dose: 150 in Underdark, as much as 500 elsewhere

**Orvas:**

Save: +0	Type: Insinuate/Ingestive
Onset: Immediate/18-24 turns	Run: See Below
Result: Nil/Damage	Cost Per Dose:

This is a translucent liquid with a green cast and bitter-sweet taste. It does 1-6 (1d6) damage upon entering the bloodstream (immediately if introduced into a wound or scrape, or in 18-24 {1d6+17} turns if introduced by ingestive means), and 1-4 (1d4) points of damage on the next two rounds. A successful save vs. Orvas means that it is ineffective against that creature. Orvas is an antidote to Varrakas if introduced into the bloodstream before Varrakas has run it's course (Both counteract each other) Orvas works only on mammals



## P

Save: +0  
Onset: 1-3 hrs  
Result: Debilitative

Type: Insinuitive  
Run: 2-12 hours  
Cost Per Dose:

### Pedipalp, Giant

Save: +0  
Onset: Instant  
Result: Nil/Muscle Spasms

Type: Gas  
Run: 1-6 rnds  
Cost:

An acrid, irritating yellow gas that causes all in its area of effect to save vs. poison. Those failing are affected with twitching muscular tremors and spasms for 1-6 rounds, during this time they fight with a -3 penalty.

### Pink lightning:

Save: -4  
Onset: 1-6 rounds  
Result: 1/2 damage/Damage

Type: Ingestive  
Run: 1-3 rounds  
Cost Per Dose:

Pinkish fluid, Does 5-20 (5d4) damage, starts in 1-6 (1d6) rounds, runs it's course in 1-3 (1d6/2) rounds. Save for half damage at -4

### Praka:

Save: +0  
Onset: 1-4 rounds  
Result: Hallucinations/Damage

Type: Ingestive  
Run: 1d6 rounds  
Cost Per Dose:

Small blue & white speckled pellets. Starts in 1-4 rounds, does 2-20 points of damage each round for 1d6 rounds. Causes vivid, monstrous hallucinations; 25% chance of permanent insanity in victim somehow survives.

### Prespa:

Save: +0  
Onset: 1-3 rounds  
Result: Nil/Vertigo, damage

Type: Ingested  
Run: 1d12 rounds  
Cost Per Dose:

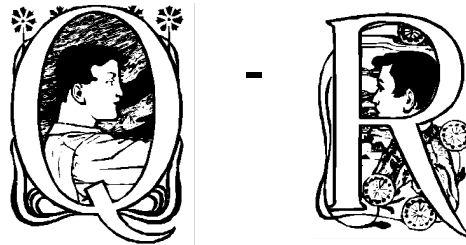
(Also called "Mother's Bane") This is an odorless, colorless liquid that mixes readily with any drinkable except for milk and it's byproducts (from which it separates almost instantly). Effective only in humans, and only if it is ingested. It causes sudden dizzy spells and visual disorientation, beginning 1-3 (1d6/2) rounds after ingestion and lasting 1-12 (1d12) rounds. During this time the victim moves unsteadily and fights at -2 to hit and +2 worse on armor class if having normal vision. If the victim has infravision, the effect is only -1/+2. At the same time, the victim endures 1-2 (1d4/2) damage per rounds as surface blood vessels burst all over the body (Giving a

blotched, reddened appearance to the skin). Each round a successful saving throw will avoid the damage, but if the victim suffers injury through combat or misadventure during the round, no saving throw is allowed

**Pseudo-Dragon poison:**

Save:	Type: Insinulative
Onset:	Run: 1-6 days
Result:	Cost Per Dose:

Save vs. poison or fall into a catatonic state for 1-6 days



**Rathrae Dos** ("Behind You") - Susannah Redelfs

Save: +0	Type: Insinulative
Onset: 2-24 rnds	Run: 2-12 hours
Result: Nil/Paralysis	Cost Per Dose:

This is a poison greatly favored by Matron Mothers for use in their torture chambers. Brewed from the venom of the ghostyk, a strange insectoid creature that resembles a praying mantis, it attacks the central nervous system, rendering its victim completely incapable of movement, though fully capable of feeling pain. Why it should be so prized by the drow should be obvious. Note that this is a biological, not magical or terror-induced effect: elves are fully susceptible.

()Frequency of Active Ingredient: Uncommon      Cost per Dose: 25 gp in Underdark, up to 75 gp elsewhere

**Red fang toxin:**

Save: +0	Type: Insinulative
Onset: 1-4 rnds	Run: Varies
Result: Nil/Damage	Cost Per Dose:

Does 8-32(8d4) damage. This toxin will paralyze elves for 3-8 (1d6+2) turns. Save vs. poison for no effect.

**Rhododendron:**

Save: +0	Type: Ingestive
Onset: 1-4 rounds	Run: See Below
Result: Vertigo/Death	Cost Per Dose:

Save vs. poison or this poison causes vertigo and headaches, watering of the eyes and fluttering of the heart that is followed in 2-8 (2d4) rounds by irregular and slow pulse convulsions and paralysis of the arms and legs. The victim will die 12 rounds after the slowed pulse begins



**S**

Save:	Type: Insinulative
Onset: 2 rnds	Run: 1-4 rnds
Result: Sleep	Cost Per Dose:

**Scarlet Sporozoid:**

Save: +0	Type: Contact
Onset: 1 rnd	Run: ?
Result: Nil/Infestation & Death	Cost Per Dose:

The scarlet sporozoid is a small, blood-red variety of mushroom found only in dark, damp environs such as swamps, caverns, and ancient crypts. If disturbed or approached carelessly, the fungus will expel a cloud of crimson spores in a five foot radius area. Each of the tiny spores is a living, feeding entity that will greedily devour organic substances of any sort: hide, flesh, and even bone included. The spores feed continuously until the unfortunate victim is dead, new scarlet sporozoids then growing from the unwitting host's corpse. Only fire or strong acid will kill the malignant spores, neither treatment being without its own harmful side effects to victims infected by these insidious organisms. If placed in a sealed glass jar the spore dust may be obtained with little risk, and later employed for a variety of purposes. (adapted from The Naturalist's Guide to Talislanta)

**Scorpion, Black**

Save: +0	Type: Insinulative
Onset: 1-2 rounds	Run: ?
Result: Nil/Paralyzation. Damage	Cost Per Dose:

Paralyzes victim and does 9-36 (9d4) damage

**Scorpion, Giant**

Save:	Type: Insinulative
Onset: 1 round	Run: Instant
Result: Nil/Death	Cost Per Dose:

The victim must save versus poison or die the next round.

**Scorpion, Huge**

Save: +0	Type: Insinulative
Onset: Instant	Run: Instant
Result: Nil/Death	Cost Per Dose:

**Scorpion, Large**

Save: +2	Type: Insinulative
Onset: 1 round	Run: Instant

Result: Nil/Death

Cost Per Dose:

The victim must save versus poison or die the next round. However, the poison of the large scorpion is weaker than normal, giving the victim a +2 on his saving throw.

**Scorpion's Blood:**

Save: +0

Onset: Instantaneous

Result: Nil/Damage

Type: Insinuating

Run: 1-6 rounds

Cost Per Dose: 1500 gp

Actually a mixture of neuro-toxins (Scorpion, spider, and snake venom) This yellow-tinged liquid does 4-32 hp of damage (if a saving throw is failed). Cost per dose is 1,500 gp. (Palladium Role Playing, P. 138)

**Serpent, Winged**

Save: +0

Onset: 1 rnd

Result: half damage/damage

Type: Insinuating

Run: 2 rnds

Cost Per Dose:

A corrosive, acidic fluid. This poison has an onset time of 1 round and inflicts an additional 2d8 points of damage for the following 2 rounds (half damage if a save vs. poison is made).

**Silver Urchin toxin:**

Save: +0

Onset: 1-4 rounds

Result: Nil/Coma

Type: Insinuating

Run: 1-3 days

Cost Per Dose:

Save vs. poison or this poison will shut down the central nervous system of the victim, putting the creature in a comatose state for 1-3 days

**Silver lightning:**

Save: -3

Onset: Immediate

Result: 1/2 damage/Damage

Type: Ingestive

Run: 1-6 rounds

Cost Per Dose:

Silvery liquid. Does 4-40 hit points of damage, sets in immediately, runs its course in 1-6 (1d6) rounds. Save for half damage at -3

**Silver lotus:**

Save: +1

Onset: 1-2 turns

Result: Temporary loss of Con/Death

Type: Inhalant

Run: 1-6 turns

Cost Per Dose:

Light silver liquid or powder, smells like lotus flowers. Does 7-42 (7d6) damage, starts in 1-2 turns, runs its course in 1-6 turns. Reduces victim's constitution by 1 point for every 10 points of damage taken. System shock roll is required for every point lost; Failure means instant death. Constitution points can only be regained by rest. Save for half damage

**Skullcap:**

Save: +0

Onset: 1-2 rounds

Type: Ingestive

Run: 1 hour

Result: Nil/Variable by dose

Cost Per Dose: 70 gp

Skullcap is a poisonous variety of mushroom notable for its bone-white cap and black, bowed stem. Taken in minute quantities of one half dram or less, the mushroom can cause highly irrational and even violent behavior, such symptoms lasting up to one hour. A dram or more will cause swift and painless death in most cases, usually within one to two minutes. The Wildmen of Yrmania have, through long use, developed a virtual immunity to the more toxic effects of skull-cap. Most have also been rendered insane, a possible side effect of this hallucinogenic substance. Per dram, skullcap can cost as much as seventy gold lumens.

### Skyzorr'n poison:

Save: +0

Type: Insinuitive

Onset: 1 round

Run: 2-8 turns

Result: Nil/Damage & Dex/Str. loss

Cost Per Dose:

Save vs. poison or take 2-5 (1d4+1) damage and lose one point from strength and dexterity for 2-8 (2d4) turns

### Slovefoot (grass)

Save: +1

Type: Ingestive

Onset: 1 turn

Run: 1-4 turns/6-12 hours

Result: Nil/Sleep

Cost Per Dose: 1 gp

Slovefoot is a tall grass with woolly white flowers. It is harvested in autumn from marshy ground and brewed into a thin green liquid. When added to food or drink slovefoot induces (or forces) the person to sleep. A successful saving throw (at -1) means that the victim remains awake, but fights at -2 on to hit rolls and with a +2 penalty to armor class due to lethargy. Failure means 6-12 hours of sleep. The person wakes up clear and refreshed but unable to remember anything that happened the last 3 hours before taking the drug.

### Snake, Poisonous

There are many types of poisonous snake in the world. I've gathered them here, along with a table for "generic" poisonous snakes.

#### Generic Poisonous Snake

Die roll (d20)	Save Modifier	Failure to Save
1-4	+3	Sickness + Incapacitation, 2-8 days
5-8	+2	Death
9-11	+1	2-8 hp damage
12-14	+/-0	3-12 hp damage
15-17	-1	Sickness, incapacitation, 1-4 days
18-19	-2	Sickness, incapacitation, 2-12 days
20	-3	Death

### Snake, Amphisbaena

Save:

Type: Insinuitive

Onset: Instant

Run: Instant

Result: Nil/Death

Cost Per Dose:

Save vs. poison or die instantly.

**Snake, Banded krait:**

Save:	Type: Insinulative
Onset:	Run:
Result:	Cost Per Dose:

Save vs. poison or die. If this venom is left out in the open air, it will evaporate in 4-7 (1d4+3) segments

**Snake, Birdsnake:**

Save: +0	Type: Insinulative
Onset: 1-4 rounds	Run: 1-10 rounds
Result: 1/2 damage/damage	Cost Per Dose:

Save or take 2 points of damage per round for 1-10 (1d10) rounds. A save indicates half damage

**Snake, Fire:**

Save: +0	Type: Insinulative
Onset: 1-4 rnds	Run: 2-8 turns
Result: Nil/Paralyzation	Cost Per Dose:

Save vs. poison or be paralyzed for 2-8 (2d4) turns

**Snake, Giant**

Save: +0	Type: Insinulative
Onset:	Run:
Result: Nil/	

Save vs. poison or take 1-20 hp of damage.

**Snake, Jameson's mamba:**

Save: +0	Type: Insinulative
Onset: 1-4 rounds	Run: 1-6 rnds
Result: Damage/Death	Cost Per Dose:

This venom causes the victim's pulse rate to double what it is normally for 1-6 (1d6) rounds, causing 1-12 (1d12) damage per round. Also if a save is not made, the victim will suffocate in 3 rounds (plus constitution bonus)

**Snake, King Cobra**

Save: +0	Type: Insinulative
Onset: 1-2 rnds	Run: 1 turn
Result: Nil/Damage	

Save vs. poison or take 1-6 hp of damage per round for 10 rounds.

**Snake, Pit viper**

Save: +0	Type: Insinulative
Onset: 1-4 rounds	Run: 1 round
Result: Damage/Death	Cost Per Dose:

Save or die else take 3-18 (3d6) damage

**Snake, Red mamba**

Save: -3	Type: Insinulative
Onset:	Run:
Result: Half/Damage	Cost Per Dose:

Save vs. poison (-3) or take 6-36 (6d6) damage. A successful save indicates half damage.

**Soultravel\*:**

Save: vs. spells	Type: Contact
Onset: Immediate	Run: 4-16 turns
Result: Nil/Severs the connection between body and spirit	
Cost Per Dose:	

(The Complete Book of Necromancers, p. 98)

**Spider, Black Widow**

Save: +3	Type: Insinulative
Onset: 1 turn	Run: 1-6 rnds
Result: Nil/Damage	

Does 1-6 hp of damage if a save vs. poison is failed.

**Spider, Bolas:**

Save: +0	Type: Insinulative
Onset: 1 round	Run: 1-2 rounds
Result: Nil/Death	

**Spider, Crystal**

Save: +0	Type: Insinulative, Contact
Onset: Instant	Run: 1-4 rounds
Result: Damage/Death	

Crystal spider venom is highly acidic, it quickly destroys all the flesh it touches. Most victims die quickly and in great pain, and those who survive suffer terrible burns from the acid and are often crippled or disfigured. Damage with a successful saving throw is 2-16 hit points.

**Spider, Elfbane**

Save: Varies	Type: Insinulative
Onset: Varies	Run: Varies
Result: Varies	

The severity of a bite from an Elf-bane spider varies as a function of the victim's race, affecting onset time, damage, and saving throw adjustment, see the table below. The adjustment to the victim's saving throw is cumulative with any other adjustments, such as those due to low or high constitution. For example, while Gwenn, an Elf, faces immediate death (with a -4 penalty to her save) should she be bit; Halminok, a Dwarf, has a good chance (+4 bonus to his save) to remain unaffected, especially if he also has a high constitution.

<b>RACE</b>	<b>CLASS</b>	<b>ONSET</b>	<b>STRENGTH</b>	<b>ADJUSTMENT</b>
Elf	E	immediate	death/20	-4
Half-elf	D	1-2 min	30/2-12	-2
Mul	B	2-12 min	20/1-3	+2
Dwarf	A	10-30 min	15/0	+4
Human, other	C	2-5 min	25/2-8	0

Those skilled in herbalism or the making of poison can extract enough poison from one spider for 2d6 applications--the poison has the same properties as above and retains its potency for 12.

### **Spider, Gargantuan**

Save: -2  
Onset: 1-3 rounds  
Result: Nil/Coma

Type: Insinulative  
Run: 2-8 turns

When bitten, a victim must make a successful saving throw vs. poison, with a penalty of -2, or fall into a coma for 2d4 turns.

### **Spider, Giant Marine**

Save: +0  
Onset: Instant  
Result: Nil/Death

Type: Insinulative  
Run: Instant

### **Spider, Giant sea:**

Save: +0  
Onset: Immediate  
Result: Nil/Damage

Type: Insinulative  
Run: Immediate  
Cost Per Dose:

Save vs. poison or take 1-4 (1d4) damage

### **Spider, Giant:**

Save: +0  
Onset: Instant  
Result: Nil/Death

Type: Insinulative  
Run: Instant

This poison causes immediate death if the victim fails the saving throw.

### **Spider, Hairy**

Save: +2  
Onset: 1 rnd  
Result: Nil/Disorientation

Type: Insinulative  
Run: 2-5 rnds  
Cost Per Dose:

The hairy spider's weak poison causes temporary disorientation, giving the victim a +1 penalty on armor class, -1 to attack rolls, and -3 on dexterity.

### **Spider, Huge**

Save: +1  
Onset: 1-3 turns  
Result: Nil/Damage

Type: Insinulative  
Run: 1-3 turns

Victims receive a +1 to saving throws vs. the poison of the huge spider.

**Spider, Hunting**

Save: +2	Type: Insinulative
Onset: 1-3 turns	Run: 15 rnds
Result: Nil/Damage	Cost Per Dose:

This poison's damage, a flat 15 points, is delivered at the rate of 1 hp/rnd.

**Spider, Large:**

Save: +2	Type: Insinulative
Onset: 1-4 rounds	Run: 15 rounds
Result: Nil/Damage	

The large spider's poison is Type A, the onset time is 15 minutes. Victims take 15 points of damage, or no damage if a saving throw vs. poison (with a +2 to the roll) is successful.

**Spider, Phase:**

Save: -2	Type: Insinulative
Onset: Instant	Run: Instant
Result: Nil/Death	

Phase spiders have Type F poison, and victims receive a -2 penalty on saving throws against it.

**Spider, Phoenix**

Save: +0	Type: Insinulative
Onset: Instant	Run: Instant
Result: Damage/Death	

The poison kills if a save vs. poison is missed; the damage taken for a successful saving throw is 4-20 hit points.

**Spider, Polar**

Save: -2	Type: Insinulative
Onset: 1-2 rounds	Run: Instant
Result: Nil/Death	Cost:

This spider's venom is unusually poisonous, and all saves vs. poison are at -2 against it.

**Spider, Snow**

Save: +0	Type: Insinulative
Onset: 1 round	Run: 1-10 turns
Result: See below	Cost Per Dose:

Does 3-24(3d8) damage (Half if save is made) and victim is blinded for 1-10 turns. If the save is missed, the victim is permanently blind.

**Spider, Watch**

Save: +1	Type: Insinulative
Onset: 1-2 rnds	Run: 2-8 turns
Result: Nil/Paralysis	Cost Per Dose:

**Spiga venom:**

Save: +0	Type: Insinuitive
Onset: 1 round	Run:
Result: 1/2 damage/Damage, Paralysis	Cost Per Dose:

Does 2-12(2d6) to 12-72(12d6) damage and paralyzes the victim. A save indicates half damage and no paralyzation.

**Stingray poison:**

Save: +0	Type: Insinuitive
Onset: 1-2 rnds	Run: 5-20 rnds
Result: Nil/Paralysis	Cost Per Dose:

Save vs. poison or be paralyzed for 5-20 (5d4) rounds and take a like amount of damage, else take 1-3 points of damage

**Stonefish toxin:**

Save: +0	Type: Insinuitive
Onset: 1-4 rounds	Run: See below
Result: Damage/Death	Cost Per Dose:

This toxin from the stonefish is given in small doses in respect to the intense pain that it causes. The pain, which is described as instantaneous, intense, sharp, and burning radiating within minutes from the wound site, involving the entire leg, groin, abdomen, or if in the upper extremities, the armpit, shoulder, neck and head. The pain may become so severe that the victim thrashes about, rolling on the ground, screaming in agony, and at times losing consciousness. The areas around the wound (and extremity) become numb, a condition that continues for 2-12 (2d6) days (In some cases the limb has been paralyzed for three weeks). Death (If the save failed) will happen one to six (1d6) hours after the initial onset of the toxin. Each successive dose will reduce the victim's save by one for each dose introduced.

**Stunjelly poison**

Save: +0	Type: Contact
Onset: 1-4 rnds	Run: 5-20 rnds
Result: Nil/Paralysis	Cost Per Dose:

Save vs. poison or be stunned and paralyzed for 5-20 (5d4) rounds

**Svirfneblin poison:**

Save: +0	Type: Inhalant
Onset: Immediate	Run: 1-6 rounds
Result: Nil/Stunned	Cost Per Dose:

Causes no damage, victim must save vs. poison or be stunned for 1 round and then Slowed for 1-6 rounds. A successful Save vs. poison indicates no effect.

**Sytharm**

Save: +0	Type: Insinuitive
Onset: Instantaneous	Run: 1 turn
Result: Nil/Hallucinations	Cost Per Dose: 150 gp



Often used by the lower classes in large cities, sytharm is a hallucinogen. When injected, the victim is allowed a saving throw (which he may voluntarily forego). If the saving throw is failed, the user is overwhelmed by strange sensations and visions. The effects are similar to those of a "Spectral Force" spell; the victim behaves as though the hallucinations were real and present, but cannot defy the laws of physics. A victim who believes he is walking on a rainbow bridge cannot float over a chasm, though he won't move past what he thinks is a brick wall. In some areas, distilled sytharm is sold much cheaper, around 10 gp per dose. However, the effects are only 3 rounds, and the hallucinations are less realistic. Addiction is possible, though it is totally psychological. Each time a person willingly takes a dose of sytharm they must make a wisdom check at -1. Success means they realize that this is addictive. Failure means they will take another dose, if one is available. Checks are made after each dose taken, though there is a cumulative -1 penalty applied to each successive dose (after a 10th dose the wisdom check is made at a -10 penalty). Each day without a "fix" results in a -1 penalty to all rolls. The addict may make a Constitution check (with the penalties for a day without a dose) to come off the addiction, if he goes one day without a dose.



### **Teko**

Save: -3

Onset: 1 round

Result: 1/2 damage/Damage

Type: Contact

Run: 1-3 rounds

Cost Per Dose:

Light blue oil. Does 4-32 (4d8) damage, starts in 1 round, runs it's course in 1-3 rounds. Save for half damage at -3

### **Tenamort poison**

Save:

Onset: 1 round

Result: Nil/Paralysis

Type: Insinulative

Run: 1-6 rounds

Cost Per Dose:

Save vs. paralyzation or be paralyzed for 1-6 rounds and the characters internal organs will begin to soften so that they will take double damage from and physical attacks for 1-12 days or until a HEAL spell is cast upon them

### **Teneborus poison**

Save: -3

Onset: 1 round

Result: Nil/Paralysis

Type: Insinulative

Run: 6-36 turns

Cost Per Dose:

Does 1-6 (1d6) damage and save (-3) or be paralyzed for 6-36 (6d6)turns

### **Thri-Kreen Venom**

Save: +0

Type: Insinulative

Onset: 1-2 rnds  
Result: Nil/Paralyzation

Run: Varies  
Cost Per Dose:

Save throw vs. paralyzation or be paralyzed. Smaller than man-sized creatures are paralyzed for 2d10 rounds, man-sized for 2d8 rounds, large creatures for 1d8 rounds, and huge and gargantuan creatures for only one round.

**Thrum:**

Save: +1  
Onset: 1-4 rounds  
Result: 1/2 damage/Damage

Type: Ingestive  
Run: 1-3 turns  
Cost Per Dose:

A light blue liquid, smells like sour lemons. Does 6-36 (6d6) damage. Starts in 1-4 rounds, runs it's course in 1-3 turns. Save for half damage

**Tigerfly**

Save: +0  
Onset: 1 round  
Result: Nil/Paralysis

Type: Insinulative  
Run: 1-6 rounds  
Cost:

Tigerfly venom is a watery amber liquid that is usually mixed with oil or jell to help it stick to weapon surfaces. It is ineffective as a contact or ingestive poison.

**Toad, Poisonous**

Save: +2  
Onset: 1-2 rnds  
Result: Nil/Coma, Death

Type: Insinulative  
Run: 24 hours  
Cost Per Dose:

A weak, hemotoxic poison, save vs. poison at +2. Failure means the victim falls comatose and will die within 24 hours unless treated.

**Tri-flower pollen**

Save: -1  
Onset: 1 round  
Result: Nil/ Comatose slumber

Type: Inhalant  
Run: 1-4 days  
Cost Per Dose:

Save vs. poison (-1) or sleep for 1-4 (1d4) days

**Triflower Enzyme**

Save: +0  
Onset: Instant  
Result: Nil/Damage

Type: Contact  
Run: Until washed away  
Cost:

Triflower enzyme does 2-8 hit points of damage per round, until it is washed away or neutralized. The poison is easily removed by water. A successful saving throw indicates the poison did not touch exposed skin.

**Trif**

Save: -2  
Onset: 1-4 turns

Type: Ingestive  
Run: 1-12 rounds

Result: Damage

Cost Per Dose:

Odorless, light gold liquid. Does 5-30 (5d6) damage, starts in 1-4 turns, runs it's course in 1-12 rounds. Reduces victim's dexterity by 2 points for every 10 points of damage taken. This is only restored by rest. Save for half damage at -2

### **Trollsblood**

Save: +1

Onset: 1-4 rounds

Result: Nil/Damage

Type: Insinuitive

Run: 1-6 rounds

Cost Per Dose:

Grayish green fluid. Does 4-48 (4d12) damage, starts in 1-4 rounds, runs it's course in 1-6 rounds. Save for no damage

### **Tubon:**

Save: +1

Onset: 1-10 rounds

Result: 1/2 damage/Damage

Type: Ingestive

Run: 1-6 turns

Cost Per Dose:

A pale yellow liquid or powder, smells like ripe melons. Does 5-30 (5d6) damage, starts in 1-10 rounds, runs it's course in 1-6 turns. Save for half damage at +1

### **Twilight bloom**

Save: +0

Onset: Instant

Result: Nil/Death

Type: Contact/Insinuitive

Run: Instant

Cost:

The flowers of the Twilight bloom are cup shaped, purple and very fragrant and exude a syrupy poison. A single drop is enough to poison a man-sized creature.

### **Tylatch:**

Save: -2

Onset: 1 round

Result: 1/2 damage/Damage & Sleep

Type: Inhalant

Run: 6 turns

Cost Per Dose:

Clear liquid, smells like sandalwood. Starts in 1 round, runs it's course in 6 turns, doing 10 points of damage per turn. Victim fall instantly asleep, cannot be awakened. Save for half damage at -2. If victim survives, they will awaken after the 6 turn duration

### **Tzolo's Tears** (Ladykiller, Rosedeath)

Save:

Onset: Instantaneous

Result: Nil/Death

Type: Contact

Run: 1 round

Cost Per Dose:

This clear liquid smells strongly of roses, making it difficult to disguise, as a result it is often placed on fresh flowers or mixed into perfume or scented oils. The poison is named after the Jezulien sorceress Tzolo, in whose tomb it was rediscovered.



**Ulcrun:**

Save: +2

Onset: 2 rounds

Result: Nil/See below

Type: Insinuation

Run: See Below

Cost Per Dose:

This is a milky white, viscous liquid that is effective on all warm blooded creatures, by insinuation only. Two rounds after contact, it causes 1-4 (1d4) damage to the muscular system - weakening and softening tendons, ligaments, bones and cartilage. On the following round, it causes 1-12 (1d12) damage and then take 1-4 (1d4) damage on the third round after which the effects of the poison pass. Until healing processes (either natural or magical) counter it's damage, the effected creature will have lost 1-4 (1d4) points of strength and dexterity

**Uropygus gas:**

Save: -3

Onset: Instantaneous

Result: Nil/nervous spasms

Type: Inhalant

Run: 3-18 rounds

Cost Per Dose:

Save vs. poison (-3) or fight/defend at -3 due to nervous spasms, lasts for 3-18 (3d6) rounds

**Valley-Lilly:**

Save:

Onset:

Result:

Type:

Run:

Cost Per Dose:

A neuro-toxin that effects the pulmonary muscles. It causes the heart to beat at a very irregular rate. The beat will be 1-100 (1d100) per round. Victim will take 30 - constitution per round. Toxin lasts 1-6 (1d6) rounds

**Varrakas:**

Save: +0

Onset: 18-24 rounds

Result: Nil/Damage

Type: Ingestive

Run: 1 round

Cost Per Dose:

This is a thick black syrup. To avoid detection, single drops are added to gravy or dark sauces, but the effects increase with each dose (drop) ingested. Varrakas has a slightly oily taste, but no strong flavor. Every drop of Varrakas does 1-4 (1d4) damage when it enters into the bloodstream (It bypasses the digestive system by masquerading as a nutrient). It lies dormant for a period of 18-24 (1d8+17) rounds after ingestion. Varrakas is only an ingestive poison. It is effective in ALL mammals

**Vedya:**

Save: +2

Onset: 1-6 turns

Type: Ingestive

Run: 1-6 days

Result: Nil/Damage

Cost Per Dose:

Pale purple liquid or powder, smells like raisins. Does 10-100 (10d10), starts in 1-6 turns, runs its course over a period of 1-6 days (assess appropriate points of damage each day, dividing total into one hour increments). Agonizing very slow death. Save for no effect.

**Veilbud:**

Save: +2

Onset: 1 turn

Result: Nil/Stomach Cramps

Type: Ingestive

Run: 3-6 turns

Cost Per Dose: 2-6 gp

Veilbud causes violent stomach cramps for 1/2-1 hour. The victim is unable to do much beside collapsing on the floor in agony.

**Velkyn Ogglin** ("Invisible Foe") -Susannah Redelfs

Save: +0

Onset: 1-4 rnds

Result: Damage

Type: Contact

Run: 1-20 rnds

Cost Per Dose: 175-800 gp

This rare poison is taken from the toxin sacs of the uncommon dakhree fish that swims in certain Underdark lakes. The brewer must remove the sacs with gloves on his hands if he wishes to avoid being poisoned himself. The sacs are located all over the fish's six-inch body, and are tiny, requiring a steady hand and delicacy to remove effectively, hence the rarity. The dakhree fish hunts by rubbing against its prey, releasing the toxin onto its victim. On most fish, the effect is instantaneous, though humanoids take longer. At the time of onset, the poison causes the victim to convulse as the potent substance attacks his nervous system. The victim begins grand mal seizures and suffers spinal damage, his back arching and twisting violently as his body jerks involuntarily. If the poison is not neutralized before it has run its course, the victim will require a cure serious wounds spell to recover from the nervous system damage: bed rest alone is not sufficient to cure him of the debilitating aftereffects. Frequency of Active Ingredient: Rare

800 elsewhere

Cost Per Dose: 175 gp in Underdark, as much as

**Venomwood:**

Save: +0

Onset: 1 round

Result: See below/Death

Type: Insinulative

Run: 2-8 hours

Cost Per Dose:

The venomwood tree is a rare variety of tropical plant found only in the jungles of the Green Hell. Its wood exudes a virulent poison which is thought to protect the tree from boring insects. The cannibalistic Na-Ku tribes make 'poison arrows' from the branches of venomwood. Victims hit by these arrows first experience searing pain in the area surrounding the wound, followed swiftly by noticeable loss of strength. Unless an antidote or magical cure can be obtained even the slightest wound from a poison arrow will result in death within two to eight hours. Illegal in all civilized lands, these arrows are greatly favored by assassins, and are sometimes available through black market connections. (The Naturalist's Guide to Talislanta)

**Vilmat:**

Save: +1

Onset: 3-7 rnds

Type: Ingestive

Run: 1 turn

Result: Nil/damage, Int. loss

Cost Per Dose:

Clear oily liquid. Does 6-36 (6d6) damage, starts in 3-7 (1d4+3) rounds, runs it's course in 1 turn. This actually reduces the creatures intelligence by one point per six points of damage taken. Save indicates half damage

**Vocal:**

Save: +2

Onset: 1 round

Result: Nil/Mute

Type: Ingestive, Inhalant

Run: 24 hrs.

Cost Per Dose:

The effect of this poison would only effect spell casters, as it's effects on the vocal cords are the same as if the victim had inhaled helium (No vocal components can be used while poison is in effect). Lasts 24 hours

**Voloe poison:**

Save: +0

Onset: 1-6 turns

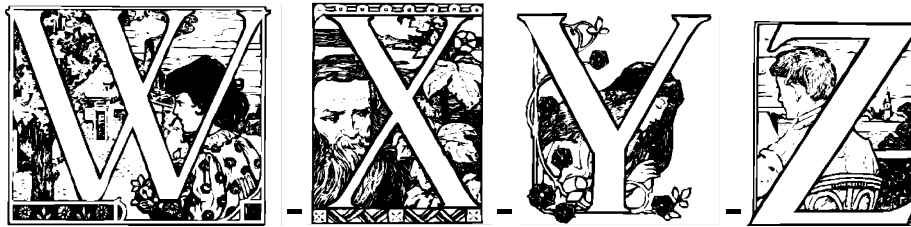
Result: Nil/Damage & Blindness

Type: Ingestive

Run: 1-3 turns

Cost Per Dose:

Does 4-12(4d3) points of damage and blinds the victim, save for no effect.



**Weeverfish toxin:**

Save: -1/special

Onset: Instant

Result: See below

Type: Insinulative

Run: 2-24 hours

Cost Per Dose:

Weeverfish toxin produces instant pain, becoming more intense until it peaks, leaving the victim incapable of voluntary action. The pain causes the victim to thrash about wildly, victims may also lose consciousness. Symptoms last from 2-24 (2d12) hours and are accompanied by headaches, fever, chills, cardiac palpitations, and convulsions. More than one dose is usually deadly (save vs. poison at -3). It is used commonly by the upper echelon of the assassin's guild as a warning (One dose only causes the pain and convulsions)

**Wharifin** (Dreamice, Downer)

Save: +0

Onset: 1-4 rnds

Result: Sleep/Coma

Type: Ingestive

Run: 1-4 rnds/1-4 days

Cost Per Dose:

Derived from a type of seaweed, Wharifin takes the form of a brown-green powder. It is commonly added to food, where it is virtually undetectable except for its faintly sweet aftertaste. In liquids it dissolves clear and without flavor.

### **Whipsting Venom**

Save: -4	Type: Contact, Insinulative
Onset: 1 rnd	Run: 3 rounds
Result: Nil/Weakness, nausea	Cost:

Whipsting poison is effective both internally and by skin contact). The victim must save versus poison at -7 to avoid the venom effects. If the save fails, the prey shudders uncontrollably on the round following the sting-strike. Nausea and weakness ruin all attacks and spellcasting attempted by the victim on that round, and cause the automatic dropping of all wielded or carried objects. Tasks requiring high manual dexterity are impossible. The victim suffers a one-round armor-class penalty of 1. On subsequent rounds, the victim can move normally but is still weak; attacks are at -1 on attack and damage rolls initially -2 on the round following, -1 on the next round and normal thereafter.

### **Whisper wasp poison:**

Save: +2	Type: Insinulative
Onset: Instant	Run: 8-96 days
Result: Grogginess/Sleep	Cost Per Dose:

Save vs. poison or fall asleep (Instantly) for 8-96(8d12) days, a save indicates grogginess (-2 to hit, -2 to Armor class) for 1 turn.

### **Witch Bane:**

Save: +0	Type: Contact
Onset: Immediate	Run: Immediate
Result: Nil/Damage	Cost Per Dose: 1500 gp

A blend of toxins doing 4-32+4 damage on contact with bare flesh (save for no damage). Cost is 1500 gp/dose. (Palladium Role Playing, P. 138)

### **Witchhand:**

Save: +1	Type: Contact
Onset: 1-4 rounds	Run: 1-10 rounds
Result: Nil/Damage	Cost Per Dose:

A clear liquid, almost impossible to detect. Upon contact with flesh it does 3-24 (3d8), starts in 1-4 rounds, runs it's course in 1-10 rounds. Save at +1 for no damage

### **Worm, Purple**

Save:	Type: Insinulative
Onset: Instant	Run: Instant
Result: Nil/Death	Cost Per Dose:

Victims must make a successful saving throw vs. poison or be slain instantly.

### **Wyvern venom:**

Save:	Type: Insinulative
Onset: Instant	Run: Instant
Result: Nil/Death	Cost Per Dose:

Save vs. poison (type F) or die.

**X**

Save: +0	Type: Insinuitive
Onset: 1-4 rnds	Run: 1-4 rnds
Result: Death/Nil	Cost Per Dose:

**X**

Save: +0	Type: Ingestive
Onset: 1-2 hours	Run: 1-4 hrs
Result: Death/Damage	Cost Per Dose:

**Yaksa:**

Save: +2	Type: Contact
Onset: 1-8 rounds	Run: 1-4 turns
Result: Nil/Damage	Cost Per Dose:

A white liquid or powder, smells like cherries. Does 4-32 (4d8) damage, Starts in 1-8 rounds after contact, runs it's course in 1-4 turns. Save for no damage at +2

**Yellowbog Poison:**

Save: +1	Type: Inhalant
Onset: Immediate	Run: 1-6 rounds
Result: Nil/Damage	Cost Per Dose:

When this poison comes in contact with the air, it oxidizes instantly into a 10-60 foot diameter cloud (1d6\*10). All creatures in the cloud take 3-18 (3d6) damage per round. The cloud will dissipate in 1-6 rounds. Save for half damage.

**Zebrilla toxin**

Save: +2	Type: Insinuitive
Onset: 1 round	Run: 1-12 rounds
Result: Nil/Damage, convulsions	Cost Per Dose:

Does 1-4 (1d4) damage and the victim must save or suffer violent convulsions lasting 1-12 rounds.

**Zzotza**

Save: +0	Type: Insinuitive
Onset: 1 round	Run: 2 turns
Result: 1/2 damage/Damage	Cost Per Dose:

Zzotza is a popular insinuitive venom, usually reserved for use on needle traps. Save for half damage. It does 1-20 (1d20) damage, 1 point per round.



## Appendix 1: Poisons and Tactics

Now having this battery of toxins, how to administer the fatal dose to one's victim?

The methods of poison delivery are limited only by the poisoner's imagination and skills. What follows are a list of possibilities, drawn from various sources;

-placing the poison, in gel or oil form, directly on the victim's fork/spoon. Victim and food taster aren't likely to use the same eating utensils. This option allows for the use of quick acting poisons.

-A two or three part poison, one component placed in the wine, another on the eating utensils, and the third introduced later.

-Apply contact poison to the victim's clothing. (A truly interesting poisoner is a character in JV Jones's "Book of Words" series. The poisoner, Baralis, poisoned a lord's collar. When the lord wore the shirt he started to breathe the fumes and it nearly did him in. Fortunately for the lord he made a pass at a lady and she threw her wine in his face which washed off most of the poison.) This tactic isn't limited to clothing and can be used with pillows and other personal effects.

-a needle, dipped in poison and concealed in the victim's apartments, where they are certain to encounter it. (This requires a certain degree of familiarity with the target's habits, and there is a certain amount of chance involved.)

### **Ingestive:**

The usual method was to conceal the poison in either food or wine. Although this method is exceedingly simple, it works very well. Often A bribe to the proper servant means the demise of the victim.

Another, more personal method is the poison-ring. While most of the so-called "poison rings" were used to hold memento mori, such as a lock of hair from a deceased loved one, the practice of concealing poison in rings goes back to ancient Rome.

In later periods, the devout (and highly placed) worshipper might be given poison concealed in the Eucharist or in sacramental wine.

One might present one's host with a goblet impregnated with poison, especially arsenic, which would gradually do him in.

Or one might use the more ingenious and cunning method of the poison knife. Such an implement used a blade connected to a pivot in the handle. When the slightest pressure was placed on the cutting edge of the blade, three small, envenomed, needle-sharp spikes were driven into the hand. The poison would ideally act immediately, and the tiny punctures would not even be noticed, leaving coroners to postulate heart attack or stroke as the cause of death.[g]

### **Inhalants:**

Since nosegays and pomanders are often used by the gentry to protect their delicate noses from the unwashed masses, flowers can be poisoned in the fields and added to pomander balls, which make ideal receptacles for finely powdered poisons.

One of the strangest methods of olfactory poisoning was that of Pope Clement VII, who is reported to have died of the fumes of a poisoned torch (although why the torch-bearer was not affected is not explained.)

**Contact:**

An alternate method of using contact poison is through the victim's clothing. Gloves, boots, shirts and other garments can be impregnated with poisons such as arsenic or cantharides. If the absorption of the poison through the skin isn't enough to kill the victim outright, it would produce syphilis-like symptoms. This doesn't seem so bad until one realizes that the standard medieval treatment for syphilis was draughts of mercury... another poison.

## Countermeasures

Nothing produces paranoia in a campaign (or society) like the threat of poison. To a powerful or unpopular ruler it becomes a matter of great concern to protect oneself from such a fate.

Persons of note usually employ food tasters, who eat and drink their master's food and wine. If the taster is still alive after a suitable amount of time, the food is deemed safe. This is a far from fool-proof system, obviously.

Other methods of prevention include dinnerware "guaranteed" to tarnish in the presence of poison, goblets that are enchanted to shatter when poisoned liquid is poured into them and amulets and magical cups designed to neutralize poisons.

**Beozar stones:** were to be found in the stomachs of deer, which were supposedly fond of dining on venomous snakes. Bezoars could also be found in the stomachs of gazelles, antelopes, and other such creatures. In fact, "stones" formed of lime and magnesium phosphates can be found in the digestive systems of various ruminants. Bezoar stones were first used in Persia, called *\_pad-zahr\_* or "expeller of poison." Bezoar stones were placed in goblets to protect against poison.

**Toadstones:** To obtain a toadstone, one was directed to place a large toad on a red cloth, and then wait. Eventually the toad was supposed to spit out his stone on the cloth, which was then to be quickly snatched away. One medieval researcher complained that all he got for a long night's vigil with a toad was an evil disposition from lack of sleep and a surly toad.[8] Another method for obtaining toadstones was "to put a great or overgrown toad (first bruised in divers places) into an earthen pot; put the same into an ant's hillock and cover the same with earth, which toad at length the ants will eat, so that the bones of the toad and his stone will be left in the pot." Toadstones were used in rings.

**Powdered Emerald:** powdered emerald in wine would counteract any poison, although the gem must be large and of good quality.

**Emerald,** when waved over suspicious food or drink, is believed to render it safe likewise from poison.

Amethyst was also reputed to be effective against poison. It was said that poison placed in a cup carved from a single amethyst would be harmless, and those who drank from such a cup would not become drunk.

**Unicorn's horn:** a detector or remedy for poison. Drinking vessels made from the horn neutralize any poisons placed in them and provide protection from already ingested poisons... provided the poison victim drink wine or water from the cup made of unicorn horn before the poison has run its course. This treatment does not restore hit points already lost to poisons, nor will it restore a poison victim to life.

The horn of the Indian rhinoceros was used in the same manner as unicorn's horn, and was believed to have many of the same properties.

## Appendix 2: Creating New Poisons

Okay, put away the Junior Alchemist Kit, this is a game, remember?

First of all, a “good” poison starts with a name- in the real world, poisons often have complex chemical names like

Determine the method of administration, or type; insinulative, ingestive, contact, inhalant.

Choose primary and secondary effects; does your new poison kill, or is it designed to weaken the victim? Is it completely negated by a saving throw? Note that most ingestive poisons are “save for half-damage” as the poison has made it into the victim’s body.

Suggested Effects by Poison Type;

**Ingestive:** stomach cramps, diarrhea, vomiting, chills, sweating, fatigue, restlessness, hallucinations, dizziness, giddiness, vertigo, blurred vision, blindness

**Insinulative:** numbness, pain, lightheadedness, tunnel vision, chills, sweating, coma, headache, loud heartbeat, slow pulse, convulsions or seizures, drowsiness, difficulty in speaking, dizziness, giddiness, vertigo, blurred or double vision, blindness

**Inhalant:** nausea, vomiting, disorientation, delirium, lethargy, dizziness, giddiness, vertigo,

Contact: numbness or tingling in the area of contact, skin irritation, headache, sweating, blurred or double vision, blisters at area of contact, pain, cramps, muscle spasms, necrosis (dead tissue), paralysis, itching, swelling,

These are a few suggestions, for more consult *Deadly Doses, The Writer’s Guide to Poison*, Appendix C- Poisons by the Symptoms They Cause.

Are there any saving throw penalties or bonuses?

Determine the onset and run times. Few poisons should kill instantaneously or even within a few minutes. Insinulative and inhalant poisons generally have shorter onset times than ingestive. Contact poisons have varied onset times.

Cost of Poisons:

The cost of poison is based upon its type also. For every point of potential damage done if a saving throw is failed, 5 gp is added to the base cost. For every point of potential damage done if the saving throw is made 3 gp is added. Lethal poisons have a base cost of 500 gp. Ingested poisons add 50% to the cost, while contact poisons add 100 gp to the cost. The final result is the cost for one dose.

A poison doing 50 points of damage, 10 if the saving throw is successful

## Appendices 3: Venoms by Classification

\*Indicates poisons usable and attainable by Druids.

Herbal poisons can be created and used by characters possessing the herbalism NW proficiency.

Mixtures require Toxicology, Venom Handling or an alchemist to create.

\*\*Indicates poisons not detailed in this work, these poisons are followed by a reference number.

### **Herbal Poisons\***

Alanal	Chokeweed	Jimsonweed
Arashni	Curare	Lotus dust, all types
Archer Bush Poison	Cyanide	Mandrake
Asarabacca	Deadman	Morphius
Askume	Death Cup	Needleleaf
Bamboo Poison	Devilroot	Nettle
Baneberry	Diffenbachia	Oleander
Belladonna	Erwurgwort	Opium
Bleeding Heart	Fansolin	Rhododendron
Bloodflower	Foxtail	Skullcap
Bloodroot	Greenback Mushroom	Slovefoot
Bloodrot	Hallorn's Rest	Veilbud
Bloodthorn	Hellbore, Black	Venomwood
Blue-black mushroom	Hemlock	Wharifin
Buckeye Honey	Ink Coprinus	
Byrony	Jatropha Curcas	

### **"Monster" Venoms\***

Achaierai Poison	Couatl	Scarlet Sporozoid
Archer Bush Poison	Cushion Fungus Spores	Scorpion, all varieties
Ascomoid Spores	Dragonfish	Serpent, winged
Asp Toxin	Drider Spittle	Silver Urchin
Asp Venom	Ettercap	Snake, all varieties
Assassin Bug	Eye Killer	Spider, all varieties
Assassin Bug	Fire Snake	Stonefish
Banded Krait Venom	Garbug	Stunjelly
Banelar	Giant Hornet	Teneborus
Birdsnake Venom	Golden Arrow Dart Frog	Tentamort
Black Hydra	Imp	Thri-Kreen
Black Scorpion	Land Urchin	Tigerfly
Black Scorpion	Man-Scorpion	Tri-flower
Black Widow	Megalo-centipede	Twilight Bloom
Black Widow	Myconid-H	Uropygus
Bloodthorn	Myconid-P	Weeverfish
Blowfish	Naga, Dark	Whipsting
Cascabel	Neogi	Whisper wasp
Catfish, Giant	Pedipalp, giant	Worm, Purple
Choldrith Venom	Pseudo-Dragon	Wyvern
Corrabus	Red Fang	

### **Mixtures**

A	Doshenkana	Nibon
AA	Dream Juice	O
Ajida	Dreambliss	Opia
Alanal	Drow Sleep Poison	Orbb'st Ssrin
Amber Death	Dwarfbane	Orvas
Arashni	Elvenbane	P
Assassin's Venom	Flydance	Pink Lightning
Assassin Snake Toxin	Frin	Praka
Ayala	G	Prespa
Babblejuice	Gaboon	Rathrae Dos
Basalisk's Eye	Galas	S
Belbol d'Elghinn (Gift of Death)	Ghoul Sweat	Scorpion's Blood
Belpren	Golden Fool	Skyzorr'n Poison
Black Mead	Golhyrr del'Ilharess	Svirfneblin Poison
Bloodfire	Gurch	Sytharm
Bloodrot	Huld	Teko
Braylock	Hy'Claria	Thrum
Breek	Ikaheka	Trif
Buluka	Jal wun Jivvin	Trollsblood
C	Jeteye	Tubon
Caustar	Jima	Tylatch
Chak	Khaless	Tzolo's Tears
Chapaya	Kolas	Tzolo's Tears
Claria	Kotra	Ulcrun
Convolutionary (Skintwister)	Kumba	Varrakas
Crystal Elixir	L	Vedya
Cuph	Lhurdas	Velkyn Ogglin
D	Lomat	Vilmat
Darkshaft	Luptak	Vocal
Darksnake	M	Witch Bane
Death Coma	Magebane	Witchhand
Deathwine	Mindshadow	X, all varieties
Devil Ale	Morphus	Yaksa
	Mufa	Zebrilla
	N	Zzotza

### **Magical Venoms:**

Deathdust**	JuJu Wine**
Haszak	Soultravel**

\*\* The Complete Necromancer's Handbook

## Appendices 4: Poisons by Method of Application

### **Contact:**

Belpren	Golden Arrow Dart Frog	Stunjelly Poison
Buluka	Golden Fool	Teko
Caustar	Gurch	Triflower Enzyme
Chak	Kotra	Twilight Bloom
Crystal Elixir	L	Tzolo's Tears
Cyanide	M	Witch Bane
Darksnake	Needleleaf	Witchhand
Deadman	Nettle	Yaksa
Deathdust*	Scarlet Sporozoid	
Ghoul Sweat	Soultravel*	

### **Ingestive:**

A	Devilroot	Morphius
Ajida	Diffenbachia	Mufa
Alanal	Doshenkana	Nibon
Amber Death	Dragon venom	Oleander
Arashni	Dream Juice	Opia
Asarabacca	Fansolin (Mindbender)	Opium
Babblejuice	Frin	Orbb'st Ssrin
Baneberry	Galas	Orvas
Belladonna	Greenback Mushroom	Pink Lightning
Black Mead	Gurch	Praka
Bloodroot	Hellbore	Prespa
Blowfish Poison	Hemlock	Rhododendron
Blue-black mushroom	Jeteye	Silver Lightning
Braylock	Jima	Skullcap
Breek	JuJu Wine	Thrum
Bryony	Kolas	Trif
Buckeye Honey	Kumba	Tubon
Claria	Lhurdas	Valley-Lily
Convolutionary	Lomat	Varrakas
(Skintwister)	Lotus Dust, Purple	Vedya
Cyanide	Lotus Dust, Yellow	Veilbud
Death cup	Magebane	Vilmat
Deathwine	Mandrake	Vocal
Demon Locust	Mindshadow	Wharifin
Devil's Ale	Monkshood	

### **Inhalant:**

Ascomoid Spores	Death coma	Lotus Dust, Black
Askume	Death cup	Lotus Dust, Brown
Basidirond Spores	Flydance	Lotus Dust, Green
Chokeweed	Galas	Lotus Dust, Red
Cyanide	Jimsonweed	Luptak

Morphus  
Myconid-H  
Myconid-P  
Opium

Silver Lotus  
Svirfneblin Poison  
Tri-Flower Pollen  
Tylatch

Uropygus Gas  
Yellowbog

**Insinuitive:**

A  
AA  
AAA  
Archer Bush  
Asp Venom  
Assassin's Snake Toxin  
Assassin's Venom  
Assassin Bug  
Athinar\*  
Ayala  
B  
Banded Krait  
Basilisk's Eye (Palladium  
Role Playing, p. 138)  
Basilisk eye  
Belbol d'Elghinn  
Bloodrot  
Bloodthorn  
C  
Cascabel  
Centipede, giant  
Chapaya  
Convolutionary  
(Skintwister)  
Corrabus  
Couatl  
Curare  
D  
Darkshaft  
Death coma  
Deathwine  
Dragonfish  
Drow sleep poison  
Dwarfbane\*  
E  
Elvenbane (Athinar)  
F  
Firesnake  
G  
Galas  
Garbug  
Giant Ant  
Goldbug  
Golden Arrow Dart Frog

Gom Jabbar  
Grell  
Haszak  
Hornet, Giant  
Huld  
Hy'Claria  
Imp  
Jal wun Jivvin  
Khaless  
Land Urchin  
Luptak  
Man-scorpion  
  
Megalo-centipede  
Mindshadow  
Naga, Dark  
Neogi  
Ninthla  
O  
Orvas  
P  
Rathrae Dos  
Red Fang  
S  
Scorpion's Blood  
Scorpion (all)  
Scorpion, Giant  
Scorpion, Huge  
Scorpion, Large  
Serpent, Winged  
  
Silver Urchin  
  
Skyzorr'n  
  
Snake (All)  
Snake, Amphisbaena  
  
Snake, Jameson's Mamba  
Snake, King Cobra  
Snake, Pit Viper  
  
Snake, Red Mamba

Spider, Bolas  
  
Spider, Crystal  
Spider, Elfbane  
  
Spider, Gargantuan  
  
Spider, Giant Marine  
  
Spider, Hairy  
  
Spider, Huge  
  
Spider, Hunting  
  
Spider, Large  
  
Spider, Phase  
Spider, Phoenix  
  
Spider, Polar  
  
Spider, Snow  
  
Spider, Watch  
Stingray  
  
Stonefish  
  
Sytharm  
  
Teneborus  
Tentamort  
Thri-Kreen  
  
Tigerfly  
  
Toad, Poisonous  
  
Trollsblood  
  
Twilight Bloom  
Ulcrun



Venomwood

Whisper wasp

X  
Zebrilla  
Zzotza

Weeverfish

Worm, Purple

Whipsting

Wyvern

## Appendices 5: Quick Reference Charts

### Ingestive Poisons

Type	Cost (gp) per dose			Detect	Onset	Run Time	Result	
	Saving throw adjustment							
A	10/+4	25/+2	50/+0	60%/30%	2-8 rounds	3 hp/rnd	3-36 rnds	1/2
AA	10/+4	25/+2	50/+0	60%/30%	1-2	4 hp/rnd	12 hp	Nil
AAA	5/+4	10/+2	25/+0	80%/40%	2-20	3 hp/rnd	3-18 hp	1/2
Ajida	2,500/-4	--	--	5%/1%	1-6 rounds	1-3 turns	5-60	1/2
Alanal	100/+2	--	--	50%/25%	4-24 rounds	7-12 hours	Euphoria	Nil
Amber Death	/-4	--	--	75%/30%	1-4 rounds	2-20 rounds	See text	Nil
Arashni	100/+0	200/-2	300/-4	15%/5%	1-6 rounds	2-12 hours	Euphoria	Death
B	50/+2	100/+0	250/-2	40%/20%	2-5 rounds	4 hp/rnd	4-48 hp	1/2
Baneberry	****/-2	--	--	--	4-24 hours	24-48 hours		
C	100/+2	250/+0	500/-2	20%/10%	1-2 rnds	6 hp/rnd	6-60 hp	1/2
Claria	/+2	--	--	10%/5%	1-4 rnds	3 hours	Special	Special
Cyanide	/-4	--	--	25%/10%	Immediate	1-15 rnds	Death	4d4 hp
D	500/+0	1,000/+0	2500/-4	4%/2%	1/10 rnd	10 hp/rnd	Death	25 hp
Death Cup	/-3	--	--	15%/5%	10-20 hours	1-6 hours	Death	Nil
Deathwine	/-4	--	--	5%/1%	1 round	1-2 rounds	Death	25 hp
Demon Locust	/+0	--	--	20%/10%	1 turn	1 turn	Damage, blindness	Nil
Devil-Ale	/+0	--	--		1-3 rnds	2-5 turns	60 hp	Nil
Devilroot	/+0	--	--	15%/5%	2-20 rnds	3 turns	Death	Debilitation
Diffenbachia	/+0	--	--		1-4 rnds	3-12 rnds	Mute	Nil
Doshenkana	/+0	--	--		1-3 hours	3-12 hours	Death	Debilitation
Dragon Venom	/+0	--	--		2-8 hours	2-12 hours	8-64 hp	Nil
Dream Juice	/+0	--	--		Immediate	1-10 rnds	Death	Nil
E	1000/+0	2500/-2	5000/-4	4%/2%	1-4 hours	1 round	Death	30 hp
Frin	/+0	--	--		1-3 rnds	1-8 rnds	3-30 hp	Nil
R	500/+2	2500/+0	2500/-2	10%/5%	Special	1 round	Death	Nil
S	100/+2	500/-2	500/-2	20%/10%	1-4 rounds	1 round	Sleep 3-18 rnds	Slow 3
rnds								
Hallorn's Rest		/+0	--		1-4 turns	2-8 hours	sleep & Hall.	Nil
Hellbore, black		/-3	--		3 turns	1-6 hours	Death	Debilitation
Hemlock	/-4	--	--		3 turns	3-12 hours	Death	Nil
Hy'Claria	/-2	--	--		1 round	Varies	See text	See text
Ink Coprinus	/+0	--	--					
Jatropha curcas		/-3	--		15-20 rnds	1 hour	Death	Debilitation

Jeteye	+0/	--	--	S	Immediate	9-16 rnds	Damage	1/2 damage
Jima	-3/	--	--	S, O	1-10 rnds	1-3 turns	Damage	1/2 damage
Jimsonweed	-4/	--	--	O	1-6 rnds	2-6 hours	Death	Debilitation
JuJu Wine	+0/	--	--	S, O	Immediate	Immediate	Death & Zombie status	
Nil								
JuJu Wine, White	+0/	--	--	S, O	Immediate	0/2-5 days	Living Zombie	Nil
Kolas	+0/	--	--	S, O	1-8 rnds	1-4 turns	8-48 hp	Nil
Kumba	-3/	--	--		1-6 rnds	Death	Nil	
Lhurdas	+0/	--	--	T	1-2 rnds	3 rnds	Damage	1/2 damage
Lomat	-2/	--	--		1-6 turns	1-4 turns	Damage	1/2 damage
Lotus, Purple	-2/	--	--	S	1-12 hours	1-4 days	Death	Debilitation
Lotus, Yellow	+0/	--	--	S	1 seg.	3-6 weeks	Weakness	See text
Mandrake	+0/100 gp	--	--	T	1-3 turns	5 hours	4-40+10	1/2 damage
Mindshadow	Varies/300-1800 gp	--	--		1-3 rounds	5-20 turns	Confusion	Nil
Monkshood	+1/	--	--		1-3 turns	1-8 seg	Death	Debilitation
								1-4 turns
Morphius	+3/10 gp	--	--	O	Immediate	2-20 rnds	Sleep	Nil
Mufa	+0/	--	--		1-10 rnds	1-4 turns	Damage	1/2 damage
Nibon	-4/	--	--		1 rnd	1 turn	6-48 hp	1/2 damage
Oleander	-4/	--	--		1-2 rnds	2-12 rnds	Death	Nil
Opia	+0/	--	--	S, O	1-4 rnds	1-10 rnds	Blindness	Nil
Opium	-2/	--	--	S, O, T	1-4 rnds	2-4 hrs	Death	Lethargy, Addiction
Orbb'st Ssrin	+0/150-500 gp	--	--	T	2-12 rnds	Special	See text	See text
Orvas	+0/	--	--	S, T	18-24 turns	See text	See text	See text
Pink Lightning	-4/	--	--	S	1-6 rnds	1-3 rnds	5-20 hp	1/2 damage
Praka	+0/	--	--	S	1-4 rnds	1-6 rnds	2-20 hp/rnd	Nil
Prespa	+0/	--	--		1-3 rnds	1-12 rnds	Vertigo, Damage	Nil
Rhododendron	+0/	--	--	1-4 rnds	See text	Death	Vertigo	
Silver Lightning	-3/	--	--	S	Immediate	1-6 rnds	4-40 hp	1/2 damage
Skullcap	+0/	--	--		1-2 rnds	1 hour	Variable by dose	Nil
Thrum	+1/	--	--	S, O	1-4 rnds	1-3 turns	6-36 hp	1/2 damage
Trif	-2/	--	--	S	1-4 turns	1-12 rnds	5-30 hp	1/2 damage
Tubon	+1/	--	--	S, O	1-10 rnds	1-6 turns	5-30 hp	1/2 damage
Valley-Lily	+0/	--	--		1-4 rnds	1-6 rnds	30 hp- con/rnd	Nil
Varrakas	+0/	--	--	S, T	18-24 rnds	1 rnd	Damage	Nil
Vedya	+2/	--	--	S, O	1-6 turns	1-6 days	10-100 hp	Nil
Veilbud	+2/2-6 gp	--	--		1 turn	3-6 turns	Stomach cramps	Nil
Vilmat	+1/	--	--	S	3-7 rnds	1 turn	6-36 hp	Nil
Vocal	+2/	--	--		1 rnd	24 hours	Muteness	Nil

Wharifin	+0/ rds	--	--	S, T	1-4 rds	1-4 days	Coma	Sleep 1-4
----------	------------	----	----	------	---------	----------	------	-----------

Types AAA through E are damage-causing poisons of the standard sort, varying in potency and damage potential according to type and strength. Type S is a sleep-inducing poison that causes the victim to be slowed if the save is made.

Type R ingestive poison is a three part poison which can be added to food or drink. All three stages must be applied to the victim within 1 month, and the victim must only roll one saving throw, after the third stage is applied. If this save is successful, the victim takes no damage; if it is failed, the victim will die. The onset time is 1-10 days after the third stage is administered. For pricing purposes, each dose contains all three stages.

## Insinuitive Poisons

Type	Cost (gp) per dose			Onset	Run Time	Result	
	Saving throw adjustment						
A	25/+4	50/+2	100/+0	1-6 rnds	5 hp/rnd	5-20 hp	Nil
AA	25/+4	50/+2	100/+0	1 rnd	4 hp/rnd	8 hp	Nil
AAA	10/+4	25/+2	50/+0	1-8 rounds	3 hp/rnd	3-12 hp	Nil
Archer Bush /	--	--	--			Death	1/2 hit points
Assassin Bug /+0	--	--	--	1 rnd	1 turn	Paralysis	Slow
Assassin Snake	Varies	--	--	1-3 rds	Varies	Varies	Nil
Assassin Venom	varies	--	--	1-4 rnds	1-3 rnds	Varies	Nil
Athinar*	/+0	--	--	Instant	3 rnds		
Ayala	/-3	--	--	2 rnds	1-3 rnds	4-24 hp	half
B	100/+2	250/+0	500/-2	1-4 rnds	5 hp/rnd	5-30 hp	Nil
Basilisk eye /+0	--	--	--	1 rnd	1-4 turns	3-24 hp/paralysis	Nil
Belbol d'Elghinn			--	Instant		Death	Nil
C	250/+2	500/+0	1000/-2	1-3 rnds	5 hp/rnd	5-30 hp	Nil
D	1000/+0	2500/-2	5000/-3	1 rnd	5 hp/rnd	5-40 hp	Nil
Dragonfish /-1	--	--	--	1 rnd	1 rnd	Death	1-6 hp
Drow Sleep	Poison	/-4	--	1 rnd	2-8 hours	Sleep	Nil
Dwarfbane*	/+0	--	--	Instant	3 rnds	1-8 + 1d6/rnd	half
E	2,500/+0	5,000/-2	7,500/-4	1/10 rnd	10 hp/rnd	5-60 hp	Nil
F	2,500/+0	5,000/-2	7,500/-4	1-2 rnd	1 round	Death	Nil
G	5,000/+0	7,500/-2	10,000/-4	1/10 rnd	1 seg.	Death	Nil
S	250/+2	500/+0	1,000/-2	1-2 rnd	1 round	Sleep 3-18 rnds	Nil
Firesnake	+0/	--	--	1-6 rnds	2-8 turns	Paralysis	Nil
Galas	+0/	--	--	1-3 rnds	2 turns	4-40 hp	Nil
Garbug	+0/	--	--	1-2 rnds	1-6 turns	Paralysis	Nil

Hornet, Giant	+0/	--	--	Immediate	2-12 days	See text	1/2 Damage
Golden Arrow Dart Frog	-4/	--	1 rnd	Immediate	Death	Nil	
Haszak +0/1500 gp	--	--	Immediate	1-6 days	Feeblemind	Nil	
Huld +0	--	--	1-4 rnds	1-6 rnds	Convulsions	Nil	
Hy'Claria -2	--	--	1 rnd	See text	See text	See Text	
Jal wun Jivvin	+0/25-60 gp	--	1-3 hrs	1-3 days	See text	Nil	
Snake, Jameson's Mamba	+0	--	1-2 rnds	1-6 rnds	Death in 3 rnds	1-2 hp damage/rnd	
Khaless -4	--	--	1-2 rnds	1-4 turns	Sleep	Nil	
Snake, King Cobra	+0	--	1-2 rnds	1 turn	1-6 hp/rnd	Nil	
Land Urchin -1	--	--	1-2 rnds	6 turns	Paralysis	Nil	
Luptak +0	--	--	1 rnd	3-6 turns	Debilitation	Nil	
Man-scorpion	--	--	Immediate	Immediate	Death	Nil	
Megalo-centipede	+0	--	Immediate	1 round	1-8 hp	1/2 damage	
Mindshadow Varies/300-1800 gp	--	--	1-3 rnds	5-20 turns	Confusion	Nil	
Naga, Dark +0	--	--	Immediate	1-6 rnds	Sleep, 1-2 hp	Nil	
Neogi +0	--	--	Immediate	1-8 rnds	Slow	Nil	
Ninthla +3	--	--	1 rnd	Varies	Death	Catatonia 1-20 days	
O +0	--	--	1-3 hrs	2-12 hrs	Paralysis	Nil	
Orvas +0	--	--	Immediate	See text	Damage	Nil	
P +0	--	--	1-3 hrs	2-12 hrs	Debilitating	Nil	
Rathrae Dos +0	--	--	2-24 rnds	2-6 hrs	Paralysis	Nil	
Red Fang +0	--	--	1-4 rnds	Varies	8-32 hp	Nil	
Scorpion, Giant	-4	--	1 rnd	Immediate	Death	Nil	
Scorpion, Large	+2	--	1 rnd	Immediate	Death	Nil	
Scorpion, Huge	+0	--	1 rnd	Immediate	Death	Nil	
Scorpion's Blood	+0	--	Immediate	1-6 rnds	4-32 hp	Nil	
Serpent, Winged	+0	--	1 rnd	2 rnds	2-16 hp/rnd	1/2 damage	
Silver Urchin		+0	--	1-4 rnds	1-3 days	Coma Nil	
Skyzorr'n	+0	--	1 rnd	2-8 turns	See text	Nil	
Snake, Amphisbaena	+0	--	Immediate	Immediate	Death	Nil	
Snake, Red Mamba	-3	--	1-2 rnds	1-6 rnds	6-36 hp	1/2 damage	
Snake, Pit Viper	+0	--	1-4 rnds	1 rnd	Death	3-18 hp	
Spider, Bolas		+0	--	1 rnd	1-2 rnds	Death Nil	
Spider, Crystal	+0	--	Immediate	1-4 rnds	Death	2-16 hp	
Spider, Elfbane	Varies	--	Varies	See text			
Spider, Gargantuan	-2	--	1-3 rnds	2-8 turns	Coma	Nil	
Spider, Giant Marine	+0	--	Immediate	Immediate	Death	Nil	
Spider, Hairy		+2	--	1 rnd	2-5 rnds	Disorientation	Nil
Spider, Huge	+2	--	1-3 turns	1-3 turns	15 hp	Nil	
Spider, Hunting	+2	--	1-3 turns	15 rnds	1 hp/rnd	Nil	
Spider, Large		+2	--	1-4 rnds	15 rnds	1 hp/rnd	Nil

Spider, Phase		-2	--	Immediate	Immediate	Death	Nil	
Spider, Phoenix	+0	--	Immediate	Immediate	Death	4-20 hp		
Spider, Polar		-2	--	1-2 rnds	Immediate	Death	Nil	
Spider, Snow	+0	--	1 rnd	1-10 turns	see text			
Spider, Watch		+1	--	1-2 rnds	2-8 turns	Paralysis	Nil	
Stingray	+0	--	1-2 rnds	5-20 rnd	Paralysis	Nil		
Stonefish	+0	--	1-4 rnds	See text	Death	Damage		
Sytharm	+0	--	Immediate	1 turn	Hallucination	Nil		
Tentamort	+0	--	1 rnd	1-6 rnds	Paralysis	Nil		
Teneborus	-3	--	1 rnd	6-36 turns	Paralysis	Nil		
Thri-Kreen	+0	--	1-2 rnds	Varies	Paralysis	Nil		
Tigerfly	+0	--	1 rnd	1-6 rnds	Paralysis	Nil		
Toad, Poisonous	+2	--	1-2 rnds	24 hrs	Coma, Death	Nil		
Trollsblood	+1	--	1-4 rnds	1-6 rnds	4-48 hp	Nil		
Twilight Bloom	+0	--	Immediate	Immediate	Death	Nil		
Ulcrun	+2	--	2 rnds	See text	See text	Nil		
Venomwood	+0	--	1 rnd	2-8 hrs	Death	See text]		
Weeverfish	-1/special	--	Immediate	2-24 hrs	See text			
Whipsting	-4	--	1 rnd	3 rnds	Weakness, Nausea	Nil		
Whisper wasp	+2	--	Immediate	8-96 days	Sleep	Grogginess		
Worm, Purple	+0	--	Immediate	Immediate	Death	Nil		
Wyvern	+0	--	Immediate	Immediate	Death	Nil		
X	+0	--	1-4 rnds	1-4 rnds	Death	Nil		
Zebrilla	+2	--	1 rnd	1-12 rnds	1-4 hp, convulsions	Nil		
Zzotza	+0	--	1 rnd	2 turns	1-20 hp	1/2 damage		

\* Poison is only effective against a select creature or creatures.

## Contact Poisons

Type	Cost (gp) per dose			Detect	Onset	Run Time	Result	
	Saving throw adjustment							
A	24/+4	50/+2	100/+0	40%/20% S	2-8 rounds	3hp/rnd	3-12 hp	Nil
B	100/+3	250/+1	500/-1	30%/15%	1-8 rounds	4hp/rnd	4-24 hp	1-6 hp
Belpren	/+0	--	--		Instant	Instant	1-12 hp	Nil
Buluka	/-2	--	--		1-6 rnds	1 turn	3-30 hp	half
C	25/+2	500/+0	1000/-2	20%/10%	1 round	6 hp/rnd	6-36 hp	3-12 hp
Cyanide	/-4	--	--		Immediate	1-15 rnds	Death	4-16 hp
Crystal elixir	/+0	--	--	5%/2%		3-18 rnds	2-8 hp, Paralysis	Nil
D	1000/+1	2500/-1	5000/-3	10%/5%	1/10 rnd	10 hp/rnd	Death	25 hp
Darksnake	/+1	--	--	40%/20%	1 rnd	1-10 rnds	4-24 hp	Nil

Deadman	/-2	--	--		2-5 rnds	Instant	Death	Nil
Deathdust*	/+0	--	--		1-3 rnds	1 rnd	Death	Nil
Golden Fool	/+0	--	--	Varies	1 rnd	1-8 rnds	4-48 hp	Half
Nettle	/+2	--	--	Varies	1-4 rnds	1-20 days	Irritation	Nil
Soultravel*	/Special	--	--		Instant	4-16 turns	Special	Nil
Teko	/-3	--	--	O,S	1 rnd	1-3 rnds	4-32 hp	Half
Tzolo's Tears	/	--	--	See text, O	Instant	1 rnd	Death	Nil
Velkyn Ogglin/		--	--		1-4 rnds		Convulsions,	20 hp 5 hp
Witch Bane	/+0	--	--		Instant	Instant	4-32+4 hp	Nil
Witchhand	/+1	--	--	5%/2% S	1-4 rnds	1-10 rnds	3-24 hp	Nil
Yaksa	/+2	--	--	50%/25% O,S	1-8 rnds	1-6 rnds	4-32 hp	Nil

Detection: Certain poisons have distinct color or scent that will betray their presence. I've included a key to these betraying factors: S- the poison has a color or residual sheen that is detectable by sight. O: the poison has a scent, such as the bitter-almond scent of cyanide T- a strong taste or aftertaste that would betray its presence. The GM should adjust a character's base chance of detection on a situational basis, a poison with a residual factor is more likely to be detected in well-lit conditions, etc..

<u>Article</u>	<u>Coats/dose</u>	<u>Article</u>	<u>Coats/dose</u>
Needle	8	Doorknob	1
Coin	5	Shield Handle	1
Gem	3	Lock	1
Dagger Hilt	2	Helmet	1/2
Sword Hilt	1	Robe	1/3
Chest Handle	1	Suit of Armor	1/4

## Poisonous Gases/Inhalants

	Cost (gp) per dose						
Type	Saving throw adjustment			Onset	Run Time	Result	Saved
A	100/+4	250/+2	500/+0	1-6 rnds	3 hp-rnd	3-12 hp	0
Ascomoid	/+0	--	--	Instant	1-4 rnds	Death	Stunned
Askume	/-3	--	--	1-2 rnds	varies	Death	Incapacitated
B	250/+4	500/+2	1,000/+0	1-3 rnds	5 hp/rnd	5-30 hp	0
C	1,000/+2	2,500/+0	5,000/-2	1-2 rnds	5 hp/rnd	5-50 hp	1/2
Cyanide	/-4	--	--	Instant	1-15 rnds	Death	4-16 hp
D	5,000/+0	7,500/-2	10,000/-4	2-5 rnds	6 hp/rnd	6-72 hp	0
Death Cap	/-3	--	--	10-20 hours	1-6 hours	Death	Nil
E	5,000/+0	7,500/-2	10,000/-4	1 rnd	10 hp/rnd	Death	0
Flydance	/+2	--	--	1-3 rnds	1-6 rnds	Convulsions	0
Jimsonweed	/-4	--	--	1-6 rnds	2-6 hours	Death	Incapacitated

Lotus, Black /+1	--		Instant	1-4 rnds	Death	Unconsciousness	
Lotus, Blue /							
Lotus, Brown /+0	--		Instant	2-5 weeks	Lowered Int.	Lethargy	
Lotus, Gray							
Lotus, Green /-1	--		Instant	7-12 hrs	Paralysis	Paralysis(1 hour)	
Lotus, Purple /-2	--	--		1-12 hrs	1-4 days	Death	Debilitating sickness
Lotus, Red /+2	--		Instant	5-8 hrs	Madness	Hallucinations	
Lotus, Silver /+1	--	--		1-2 turns	1-6 turns	Death	Con. loss (temporary)
Lotus, Yellow /+0	--	--		Instant	3-6 weeks	Loss of Dex.	Special
Luptak /+0	--	--	--	1 rnd	3-6 turns	Disorientation	Nil
Morphias /+3	--	--	--	Instant	2-20 rnds	Sleep	Nil
Myconid H /+0	--	--	--	Instant	2-16 rnds	Hallucination	Nil
Myconid P /+0	--	--	--	Instant	2-6 rnds	Passivity	Nil
S 1,000/+2	2,500/+0	5,000/-2		1-4 rnds	1 hp/rnd	Sleep 3-18 rounds	0
Svirfnebli Poison	/+0	--		Instant	1-6 rnds	Stunned	Nil
Tri-flower Pollen	/-1	--		1 rnd	1-4 days	Sleep	Nil
Tylatch	/-2	--		1 rnd	2 turns	Sleep, 10 hp/turn	Half
Yellowbog	/+1	--		Instant	1-6 rnds	3-18 hp/rnd	Nil

## Monster Venoms

<u>Type</u>	<u># doses</u>		<u>Detect</u>		<u>Damage</u>		<u>saved</u>	<u>Onset</u>	<u>Run</u>
	<u>Available</u>	<u>cost/dose</u>	<u>Search</u>	<u>No Search</u>	<u>Save adj.</u>	<u>failed</u>			
	<u>Monst</u>								
	<u>er</u>								
Ant, Gnt.	1	250	40%	20%	0	3-12 hp	1-4 hp	1 rnd	1 rnd
Centipede, g	1/2	1,000	50%	25%	+4	Death	0	2-5 rnd	2-5 rnds
t.	--	--	--	--	--	--	--	--	--
Couatl	3	6,000	30%	15%	0	Death	0	1 rnd	1-4 rnds
Eel, weed	1	3,000	70%	35%	0	Death	0	2-5 rnds	1-4 rnds
Frog,	1/2	1,000	80%	40%	+4	Death	0	2-5 rnds	2-8 rnds
poison.	--	--	--	--	--	--	--	--	--
Imp	1	5,000	50%	25%	0	Death	0	1-2 rnds	1-4 rnds
Masher	5	6,000	20%	10%	0	Death	0	1-6 rnds	1 rnd
Medusa	3	4,000	80%	40%	0	Death	0	1 rnd	1-8 rnds
Naga,	4	5,000	40%	20%	0	Death	0	1-4 rnds	1-4 rnds
Guard.	--	--	--	--	--	--	--	--	--
Pseudo	1	5,000	50%	25%	0	*	0	1-3 rnds	1-4 rnds
Dragon	--	--	--	--	--	--	--	--	--
Purple Worm	7	5,000	70%	40%	0	Death	0	1 rnd	1-3 rnds



ray, pungi	5	5,000	60%	20%	0	Death	0	1 rnd	2-5 rnds
Ray, sting	2	6,000	30%	35%	0	**	0	1-3 rnds	1 rnd
Scorpion,	3	10,000	50%	30%	0	Death	0	1/10	1/10
gnt	--	--	--	--	--	--	--	--	--
Snake,	3	7,000	80%	15%	0	Death	0	1/10	1 rnd
amphis.	--	--	--	--	--	--	--	--	--
Snake,	5	7,000	40%	20%	0	Death	3-18	1-2 rnds	2-5 rnds
poison	--	--	--	--	--	--	--	--	--
Snake,	3	4,000	80%	25%	0	Death	0	1-3 rnds	1-3 rnds
spitting	--	--	--	--	--	--	--	--	--
Spider,	5	5,000	40%	30%	0	Death	0	1-4 rnds	1-2 rnds
gnt.	--	--	--	--	--	--	--	--	--
Spider,	3	3,000	50%	30%	+1	Death	0	1-6 rnds	1-4 rnds
huge	--	--	--	--	--	--	--	--	--
Spider,	2	2,000	60%	5%	+2	Death	0	2-5 rnds	2-5 rnds
large	--	--	--	--	--	--	--	--	--
Spider,	6	10,000	10%	35%	-2	Death	0	1-3 rnds	1 rnd
phase	--	--	--	--	--	--	--	--	--
Spider, gt	3	4,000	40%	45%	0	Death	0	2-4 rnds	1-3 rnds
wtr	--	--	--	--	--	--	--	--	--
Toad,	3	5,000	20%	10%	0	Death	0	1 rnd	1 rnd
poison	--	--	--	--	--	--	--	--	--
Wasp, gnt.	4	6,000	20%	10%	0	***	0	1-4 rnds	1 rnd
Wyvern	6	4,000	80%	35%	0	Death	1-6	1-6 rnds	1-3 rnds

\* State of catalepsy 1 to 6 days, 25% chance to die.

\*\* Paralyzed 5-20 turns and 5-20 hp damage.

\*\*\* Paralyzed 2-5 days, then death.

## “Harvesting Poison”

Players have a chance of “harvesting” poison from venomous creatures. The method used in killing or immobilizing the creature has an effect on the outcome of such and endeavor. A creature killed by a fireball or similar spell isn’t likely to produce venom.

Monster is . . . % If both blunt and sharp used to kill: use sharp table Chance of Recovering venom  
Wounded and killed by sharp weapons and/or Destructive spells; not incapacitated before death. 10%  
Wounded and killed by sharp weapons and/or Destructive spells; incapacitated when it had 1% to  
50% of its full normal hit points. (ex. hit many times with sword, then stopped by hold monster,  
then killed with sword) 35%

Wounded and killed by sharp weapons and/or Destructive spells; incapacitated when it had 51% to 99% of its hit points. (ex. hit with sword, then stopped by hold monster, then killed with sword)	60%
Wounded and killed by sharp weapons and/or Destructive spells; incapacitated when it had all of its Hit points. (ex. stopped by hold monster, then killed with sword)	85%
Wounded and killed by blunt weapons only; not Incapacitated before death.	50%
Wounded and killed by blunt weapons only; incapacitated when it had 1% to 50% of its hit points. (ex. hit many times with hammer, then stopped by Hold monster, then killed with hammer)	
Wounded and killed by blunt weapons only; incapacitated when it had 51% to 99% of its hit points. (hit with a hammer, then stopped by Hold Monster, then killed with hammer)	65%
Wounded and killed by blunt weapons only; incapacitated when it had all of its hit points. (ex. Hold Monster then killed with a hammer)	80%
Incapacitated or influenced by outside force (i.e. magic) (i.e. milked for venom)	95%
(I would like to see someone milk a purple worm!)	100%

A successful roll means that all of the monster's venom can be recovered; failing the roll means no venom can be recovered. (This is strictly an all-or-nothing deal.) The price given on the accompanying table is what an NPC would pay for it on the black market.