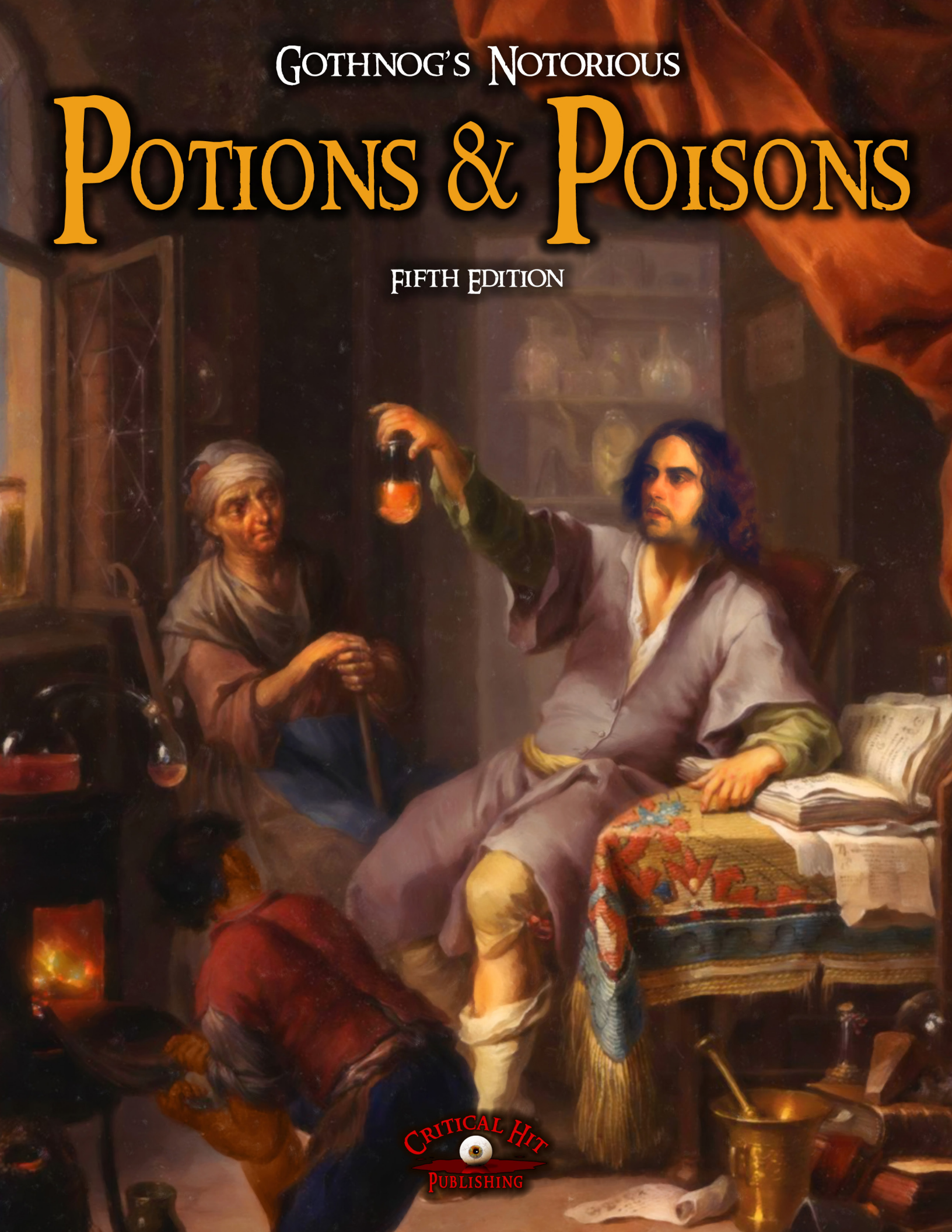


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POTIONS & POISONS

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Chapter One



Introduction

The Assassin's Tale - Part 1

by Robert Davis

Verse was feeling proud of himself. But even as he threw his leg up onto the precipice, he knew that all the steps he had achieved so far were the easy part. As he stood up on the ledge, he looked into the cave maw and knew that the most dangerous part was almost upon him. The wiry man found a solid-looking jut of rock and went through the process of securing a rope to it as he thought of the last few days.

He had been lucky to hear the bard's song. Just enough of it to suggest that it was more than a tale, that this halfling singer was speaking from truth. Verse had to know, he had already been searching for a month. So, he put on his friendliest face, and bought the diminutive performer an ale. This drink, Verse left alone. No need to waste a poison when some friendly words might be all that was needed.

Grinning his widest grin, Verse placed the mug before the bard and sipped from his own. "Fantastic tale, mate!", Verse injected, using one of his practiced accents. "Do you really think one of those beasts is around here?"

"Sure, beb, sure. There's a whole lot of truth in dem songs, colorfully told by yours truly." The halfling leaned back in the stool, feet braced on the table's edge, and drank deep from the mug. Clearly, his singing had worked up a thirst.

"An umber hulk you said! Incredible! I'm writing a book on exotic creatures, and I'd be much obliged if you could show me which mountain. I'd be happy to make it worth your time." To help sell it, Verse placed a fat purse on the table, letting it open just enough to show it was full of gold coins.

The halfling's eyes narrowed, then widened as he grinned. "Yer really a writer, beb? Sometimes my feets get awful tired, traveling from town to town, but I think ye've just persuaded me."

Verse grinned, but not for the reasons Elob thought. Elob doubtless had a good sturdy mount in the stables. There's no chance those little legs were his only means of moving about to ply his trade. It was the gold that got his attention, and Verse knew it was gold the little man would never live to spend.

Verse's head was clear as a cloudless night when he made his way downstairs, intentionally late. But for Elob's benefit he put on an pained face and held a hand to his head. The halfling even offered to pay for breakfast but Verse declined, the least he could do was buy Elob's last meal. The assassin was in no rush, and he savored the meal, all while maintaining the pretense of a hangover. Continuing last night's accent and faked smile, Verse put his hand on the short man's shoulder and said "Time to earn that gold I promised you. I'll meet you at the stables."

While alone with the horse, Verse quickly took the time to double-check his special waterskin. He had decided last night use poison, his preferred method. With no obvious wounds, it always took them longer to figure out the cause of death, if ever. Verse realized the precaution probably wasn't necessary, but on the rare chance someone stumbled across Elob's body, it was best to throw of the scent.

Elob approached the stables just in time to see Verse leading his horse and the halfling's pony out of the barn. As he sidled up, the leather clad Verse leaned over and handed him a fat purse, full of gold. The assassin knew he'd have it back soon enough, and giving it over now always made the victim even less wary. The halfling, perhaps too long used to smiling friendly faces, was oblivious to the fate he was riding into, and grinned his own grin at the good fortune of having met Verse. The wiry human grinned back as they rode north out of Crossmeet.



INTRODUCTION

Potions and poisons are perhaps the most underrated items in any fantasy setting. If used properly, they have the potential to spice up your world without unbalancing it or making other aspects superfluous. There are three major benefits to introducing a greater variety of potions and poisons in your game.

The first benefit is that they generally have a wide variation in their potency and effects. A potion can be as simple as an herbal remedy for a headache or as complex as a potion that can polymorph the drinker into another creature. This variety allows you to introduce them at almost any point in a campaign. For example, you might prefer to have a

lower magic setting, but you would like to give the characters some options for faster healing. Instead of introducing a powerful healing potion that restores them to full strength, they might purchase an alchemical potion that accelerates natural healing, gather herbs for a tea that heals only a small amount of damage, or they might pick up a salve from a local herbalist that they can use during a short rest to ease their cuts and bruises.

In the case of poisons, they need not all be droughts of instant death, though of course those are very popular. A poison might only cause dizziness, while others induce nausea and vomiting. Still others might take quite a while to kill someone, giving the assassin time to flee the scene of his crime.

Of course there will be the more powerful potions and poisons available, but these should be somewhat rarer, and particularly expensive.

The second benefit of using more potions and poisons in your setting is that they are consumable resources. This means that you can still give your adventurers useful items as treasure or payment, but you won't be at risk of giving the characters too much power — at least not for long. Once a potion or poison is used, no matter how powerful it might be, it's gone. Hopefully they used it wisely.

The third benefit of having greater access to potions and poisons in your setting is that it can free up the players to create whatever character they like, rather than what they think the party needs. Nothing is worse than being forced to play some sort of healer instead of a character that interests you, just because the party needs one. Instead, the party can pick up various salves, ointments and potions that can reduced the need for a dedicated healer in the group.

In other cases, the right potion or poison can perform other tasks that mean more character

freedom for the players. A warrior with potion of strength means that the wizard can focus on other spells. A vial of alchemical acid can burn through a lock rather than having to pick it. A poisonous smoke might incapacitate guards rather than having to fight them all.

Of course this doesn't mean that players can't create any character they like. The inclusion of potions and poisons simply means that when they choose a character, it's what they want to play, rather than what they have to play.

*Note: To avoid the continuous use of the phrase "potions and poisons," this book will occasionally use the term **potion** to refer to both, since poisons are simply potions with intentionally adverse effects. The term **poison** will still be used in reference to specific potions that are clearly designed to have an adverse effect on the target individual.*



TYPES

Although the most common delivery method for potions and poisons is through ingestion, there are many other types that are available and should not be overlooked. These delivery methods are divided into five basic types based on the method by which they are introduced:

BLOOD

These are introduced directly into the individual's blood stream via a wound or injection. These substances tend to have the most rapid effect.

In order for the poison to be introduced, the weapon must inflict either maximum damage or a critical hit with its attack. If a creature has damage resistance, the poison can only be delivered with a critical hit. Once a target has been poisoned, the weapon is no longer considered to be imbued with poison unless otherwise stated.

BODILY FLUID

These include substances that are introduced into the creature through fluids such as blood (as above), saliva (such as spit or kissing), and sexual fluids (such as semen during intercourse). The latter two are popular with those who are involved in "professions of pleasure" as they are often called. One potion, known as The Sensual Kiss, is introduced (as the name implies) through kissing, and is used to heighten the recipient's pleasure for up to four hours.

Once there has been sufficient physical contact to introduce the substance to the target's body (GM's discretion), the appropriate roll is made to resist its effects. If the target has taken any precautions to avoid such fluid transfer, they will get an advantage on their roll.

CONTACT

These are introduced through contact with the skin. Contact substances are perhaps the easiest to introduce surreptitiously, but they are also the least reliable. They can be blocked by protective clothing, thick hair, or even well developed calluses. Contact substances are also usually the slowest to effect the individual, though if poison is being introduced, it can give the poisoner time to get away before the deed is discovered.

Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack (using poison infused gloves for example), even if

a creature has damage resistance or immunity. Any non-porous object can be smeared with contact poison. One coating can affect up to 5 creatures unless otherwise stated.

INGESTED

These include anything that is swallowed, such as drinks, food, pills, or lozenges. Ingested potions and poisons often have the second fastest effect rate. Ingested poisons are virtually impossible to utilize in a combat situation. It is often mixed into a target's food, drink or even combined with a potion.

Ingested substances can have an immediate or delayed effect depending on the type of potion or poison being introduced. As a general rule, magical and alchemical substances tend to have a more immediate effect, while the more mundane ones require more time to disperse through the body.

INHALED

These substances are introduced through the lungs. They can be delivered in the form of any gas, vapor, dust, smoke or aerosol. These affect an area indiscriminately.

Inhaled potions or poisons are usually contained in fragile vials or eggshells, though they could be introduced via incense or pipe tobacco. A vial or egg shell can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison.

One dose spreads to fill a volume of a 5 cubic feet unless otherwise stated, and each creature within the area must make a saving throw. Holding one's breath provides an advantage on the saving throw, but does not automatically prevent one from being affected, since the poison can seep in through nasal membranes, tear ducts and so on.

CRAFTING

The term "potion" is generally used to describe a variety of mixtures, infusions, elixirs, and distillations that are crafted to produce a medicinal, magical, or in the case of poisons, adverse effects. It is necessarily a very broad definition because there is such a wide variety of effects that one can create.

Since there is such a diversity of potions, there are many ways to craft them, and in fact some of the more advanced or complicated potions might employ

more than one of these in their production. Listed below are the six most common processes used for producing potions:

ALCHEMICAL TRANSMUTATION

While alchemy is a general term that utilizes many of these processes to achieve the proper result, alchemical transmutation is a very specific process whereby various components are transmuted into something entirely new. The most well known and elusive alchemical transmutation is the conversion of base metals into gold, but a similar process can be used to turn mundane items into a potent magical brew.

The ingredients used in an alchemical transmutation potion are most often selected for symbolic magical properties rather than any inherent natural property they possess. For example, a potion to improve vision might include a small glass lens and the eye of an eagle. Through a complex alchemical process, these symbolic items imbue the potion with the properties these items symbolize. The items are usually consumed in the process, and no signs remain in the final potion.

BREWING & FERMENTATION

The arts of brewing and fermentation are as old as the elves, and have been used in the preparation of food and drink for millennia. The process of brewing and fermenting potions is not that much different from alchemy, except that the ingredients used have either medicinal or magical properties that are activated through a metabolic process converting sugars into acids, gases and/or alcohol.

DISTILLATION

Distilling is the process of heating a substance to produce a vapor, which is then cooled and condensed, in order to purify, concentrate, or extract components from the substance.

INFUSION

Infusing is the process of extracting compounds from plant material in a solvent such as water, oil or alcohol, by allowing the material to remain suspended in the solvent over time (a process often called steeping).

MAGICAL CRAFT

The most potent of potions are those produced

by magical craft and must be produced by, or in partnership with, the appropriate spellcaster — arcane or divine. To create a magical potion, a base liquid must be prepared beforehand. This is often done through alchemical means, utilizing specific symbolic elements or material components required for the desired spell effect. Once the base liquid is ready, the desired spell must be cast into the liquid, just as if the spell were being cast normally. Great care must be taken, because if there is any incompatibility between the base liquid and the spell, the results will be catastrophic.

A small number of very skilled alchemists can produce magically crafted potions without having a spellcaster present by using a scroll or magic item. These individuals are rare, and the risk is much higher, so more often than not, it is simply easier to pay a caster for their time.

TIME & EXPENSES

The exact amount of time and money required to produce a particular potion depends on many factors, including its complexity, availability of materials, competence of the alchemist, quality of equipment, and the difficulty of utilizing the substances involved. For example, the glands of a red dragon must be reduced for a week before being ready for a fire resistance potion.

There is also a certain amount of danger involved with crafting many potions, particularly those that either store a great deal of raw power or utilize particularly potent toxins. The nut of the Wraithwood Tree is so toxic that it can only be harvested and handled through the use of a set of special platinum tongs.

One way to decrease the overall time and expense of a potion is to produce them in bulk. Of course this is only an option if the alchemist has enough of the raw materials needed and the appropriate tools to process them in greater volume. If it is an option however, the time and expense of a potion can be cut significantly. After all, it is just as easy to steep a dozen Wraithwood Nuts for a week as it is to steep one. In fact, many alchemy shops in the larger cities have as many as three workshops manned and operating at all hours, though it must be noted that the quality of such “mass produced” potions often suffers as a result. If it is a simple draught to ease an upset stomach, this may not matter much, but a poorly made Potion of Polymorphing can be disastrous.

Chapter Two



Potions

The Assassin's Tale - Part 2

by Robert Davis

Evalov whistled, barely audibly, as the woman left his shop. She had tried to hide her wealth, but poorly in Evalov's opinion. Those 'rags' she was wearing were clean, and smelled of lilac. No matter, he never disclosed information about his customers to anyone else. That was a surefire way to bring an end to his business, and his life.

With a cane to aid his slight limp, he made his way to a curtained corner, out of sight from any prying eyes. As he had many times before, he spoke the words of protection before lifting the floorboards to add some coin to his hidden safe. When he stood, he slowly rotated, looking about the octagonal hut, doing a mental inventory as he had done many times. The three front panels of shop had windows in them, including the door. But the rest of the walls were covered with long rows of shelves, drawers, and hooks.

Dominating the center of the shop was a circular rug, with an intricately detailed and complex pattern woven through it. Evalov wondered how many customers had stood upon it, unaware of the arcane power just under their feet, capable of ending their lives in a second. Fortunately, the alchemist had never needed to use the spell. The counter was a series of glass displays, under which held not the most valuable items, but the most commonly requested ones.

It was this assortment jars, vials, charms and candles that was most often sought by the uneducated. Those with coin to spare but lacking the knowledge to know the difference between faintly dweomered trinkets and items of real magic strength. Evalov was happy to take their money and exaggerate the claims of perpetually young skin, or increased sex appeal that the creams and lotions promised. The customers in the know, those were what interested the

alchemist the most. It was only they who could appreciate his level of skill, at crafting the perfect potions and poisons.

Those items were not so obvious, and Evalov approached one wall, a well-made row of shelves, lined with pull-out drawers. With careful selection, he slide one out and from a small box of flasks, selected one filled with an indigo liquid. Holding the flask gingerly, he limped his way over to the thick curtains which covered the panel opposite the shop entrance. With a quick glance over his shoulder, he stepped through into a small workshop. Evalov preferred to concoct in the evening, when interruptions were few, so he placed the flask on a table and returned to the shop proper.

A faint tapping noise caught his attention and relying only slightly on his cane, made his way over to a large box, completely covered by an equally large cloth. Sliding the cloth off, Evalov examined his living wares. It didn't help to think of the spiders, crickets, lizards and other exotic creatures as pets, since their end would soon come. The glass boxes were well arranged, each inhabitant isolated from the others. Not all ingredients came from the ground.

The aging human knelt painfully and stared closely at one inhabitant. This was one Evalov would keep alive as long as nature allowed it. The spider was almost as rare as the poisons that could be made from its toxin. It had taken him two years to acquire one, and only twice had he needed some of its venom. He smiled, standing, knowing that the arachnid's fluid was soon to be used to make his best poison yet. And the customer himself had promised to deliver the last key ingredient. Evalov looked at the door, eager to test his skills with this latest challenge.

POTIONS

Potions have a long and rich history, and their use can be found in just about every sapient culture, whether it is a shamanic salve made with resin and forest plants or a complex alchemical elixir made with extraplanar ingredients.

Unlike poisons, there is generally only one effect from any particular potion, though there are a few cases of secondary effects. Some are intentional, but others are unintentional “side effects.”

IDENTIFYING POTIONS

Generally speaking, it is best to consult a trained alchemist or wizard to correctly identify a potion, but one can sometimes glean its properties by sampling a tiny amount. This is generally safe if it is indeed a beneficial potion, but if the substance turns out to be a concentrated poison, acid or some other alchemical compound then the results could be rather unfortunate.

DANGERS OF MIXING POTIONS

It is generally considered to be inadvisable to combine potions in or out of the body. In some cases the results could be harmless, such as drinking a potion to relieve a headache followed by a potion to ease the stomach.

Potion mixing can be unpredictable and potentially volatile. A good rule of thumb is: the more powerful the potions, the more disastrous the result of mixing them.

If you should accidentally imbibe two potions, please consult your alchemist as soon as possible, and move away from others to avoid additional casualties.

For more information on the subject of mixing existing potions, see the section on Potions Improvisation.

POTION TERMINOLOGY

TYPE

This refers to the delivery method of the potion.

PRIMARY EFFECT

The effect the character takes immediately upon introduction of the potion. Most effects are temporary.

LONG TERM EFFECT

Some potions, and particularly those that provide some sort of healing, can have secondary, long term effects. For

example, an alchemical healing potion might provide the initial effect of immediate magical healing, while providing the long term effect of accelerated natural healing.

SIDE EFFECT

These are unintended effects of a potion. More often than not these are the result of a poorly made potion, but it could also result from a potion taken under the wrong circumstances. An unintentional side effect can be something as harmless as the temporary alteration of the person’s hair color, or it could be as serious as severe nausea or unconsciousness. Many of these side effects are related to the intended effect.

In some cases, a particular side effect might be unavoidable based on the ingredients and/or the effects desired. For example, a potion that increases one’s speed for an hour might leave them exhausted for a time, or a potion that regenerates a limb might cause their hair to grow much more rapidly for several days.

COST

This is the price for one effective dose of a potion. The specific size of a dose will vary based on type, materials and potency.



Table of Non-Magical Potions

POTION	TYPE	EFFECTS	COST
Anise Tea	Ingested	Ease nausea, cold symptoms, general discomfort, stimulate appetite, and increase lactation.	5 cp
Basil Tea	Ingested	Relieve spasms, muscle cramps, antiviral, anti-infectious, antibacterial, and soothes stomach.	5 cp
Birch Bark	Ingested	Relieves pain and reduces fever.	5 cp
Black Walnut Ointment	Ingested	Eliminates parasites, fungal infections, warts and poison ivy.	5 cp
Blood Spice (Cinnamon)	Ingested	Anti-viral and anti-bacterial.	2 sp
Chamomile Tea	Ingested	Relieves stress, anxiety and insomnia.	1 cp
Chamomile Salve	Contact	Relieves acid burns.	2 cp
Cocoa	Ingested	Mood enhancing.	2 cp
Dragon's Bane	Inhaled	Anti-anxiety.	6 sp
Draught of Angel Whispers	Ingested	Strong hallucinogenic and divine enhancement.	200 gp
Echinacea Tea	Ingested	Boosts the immune system.	4 cp
Fire Weed	Ingested	Allows the user to burn creatures and objects with a touch.	100 gp
Flowers of J'Hoan	Ingested	Increased wisdom.	1000 gp
Geranium Compress	Contact	Stops bleeding and prevents infection.	4 cp
Ginger Tea	Ingested	Relieves nausea and settles the stomach.	5 sp
Hissing Weed Tea	Ingested	Improves memory and concentration. Provides some resistance to suffocation.	1 gp
Maca Root	Ingested	Energy, stamina and increased fertility.	1 sp
Psilocybin Tea	Ingested	Provides expanded awareness and euphoria.	3 sp
Psyllium Extract	Ingested	A strong laxative.	2 cp
Red Pepper (Cayenne)	Ingested	Cold medicine, arthritis relief, sinus infection, sore throat, headache, fever, and weight loss.	8 cp
Sage	Inhaled	Suppresses evil and promotes a feeling of well being.	4 cp
Stinging Nettle	Ingested	Stimulant, food supplement and slow bleeding.	2 cp
Valeria's Draught of Sleep	Ingested	Deep, dreamless sleep.	4 sp
Wolf's Bane	Ingested	Temporarily neutralizes the effects of lycanthropy.	150 gp

* All non-magical potions are considered to be common unless otherwise stated.

NON-MAGICAL POTION DESCRIPTIONS

ANISE TEA

Ingested/Non-Magical

Primary Effect: Ease Nausea

Long Term Effect: Ease cold symptoms, general discomfort, stimulate appetite, and increase lactation.

Side Effects: None

Duration: 1d4 hours

Cost: 5 cp

Anise is used for upset stomach, intestinal gas, “runny nose,” and as an expectorant to increase productive cough, as a diuretic to increase urine flow, and as an appetite stimulant. Women use anise to increase milk flow when nursing, start menstruation, treat menstrual discomfort or pain, ease childbirth, and increase sex drive.

Benefit: Character gains an advantage on saves related to nausea, general cold symptoms and child birth.

Drawback: None

BASIL TEA

Ingested/Non-Magical

Primary Effect: Relieve spasms and muscle cramps.

Long Term Effect: Antiviral, anti-infectious, antibacterial, soothes stomach.

Side Effects: None

Duration: 1d4 hours

Cost: 5 cp

Basil is used for cramping and muscle discomfort. It is often used during heavy physical training to reduce after workout pain and discomfort. Midwives also use the tea as a safe method of easing birth, or to slow down the birth process if things are moving too quickly. Basil is of course also quite useful as a culinary herb, and can be used to create a lovely sauce for venison.

Benefit: If administered within 10 minutes after a combat during a short rest, it give an advantage to any healing rolls.

Drawback: None

BIRCH BARK

Ingested/Non-Magical

Primary Effect: Relieves pain.
Long Term Effect: Reduces fever.
Side Effects: None
Duration: 2d4 hours
Cost: 5 cp

The inner bark of the birch tree can be harvested and dried to make a pain relieving powder that can be added to any drink or even formed into tablets.

Benefit: Provides an advantage when dealing with the adverse effects of pain and/or fever.

Drawback: None

BLACK WALNUT OINTMENT

Contact/Non-Magical

Primary Effect: Eliminates parasites and fungal infections.
Long Term Effect: Treatment for warts and poison ivy.
Side Effects: Temporary discoloration of the skin.
Duration: Permanent
Cost: 5 cp

Utilizing the nut from a Black Walnut tree, this ointment is reduced over several hours and mixed with animal fat or beeswax to make a smooth, brown ointment. When it is applied to the body, it kills any parasites or fungus that may be living there. It can also be used to erode warts over time, or dry out poison ivy.

Due to its tendency to stain the skin, a concentrated version is used in some kinds of make-up, ceremonial paint, and tattoo ink.

Benefit: Removes any penalties induced by plant or fungus.

Drawback: Darkens the skin where it is used for several days.

BLOOD SPICE (CINNAMON)

Contact & Ingested/Non-Magical

Primary Effect: Anti-viral and anti-bacterial.
Long Term Effect: None
Side Effects: None
Duration: Permanent
Cost: 2 sp

Blood Spice is derived from an exotic bark found primarily in tropical and subtropical climates. It is dried and ground for a number of uses, but its prime medicinal use is in teas to cure viral or bacterial infections. Typically it can be used in a powder to prevent the growth of fungus.

It has been widely used as a culinary spice, particularly in sweet pastry items and teas.

Benefit: Provides an advantage on saves against viral or bacterial infections.

Drawback: None

CHAMOMILE TEA

Ingested/Non-Magical

Primary Effect: Relieves stress, anxiety and insomnia.
Long Term Effect: None
Side Effects: None
Duration: Permanent
Cost: 1 cp

Chamomile is widely used as a soothing tea, and can be found almost anywhere in temperate regions.

Benefit: Provides an advantage on healing and fear rolls during a short rest. Can make it easier to sleep when in stressful or uncomfortable conditions (GMs discretion).

Drawback: None

CHAMOMILE SALVE

Contact/Non-Magical

Primary Effect: Relieves acid burns.
Long Term Effect: None
Side Effects: None
Duration: Permanent
Cost: 2 cp

Chamomile salve is found in many alchemy workshops since it is particularly good at easing burns resulting from acid. It is made from steeped chamomile flowers, animal fat, and mint extract.

Benefit: Provides advantages on healing or easing the pain from an acid burn.

Drawback: None

COCOA

Ingested/Non-Magical

Primary Effect: Mood enhancing.
Long Term Effect: None
Side Effects: None
Duration: 1d4 hours
Cost: 4 sp

Cocoa is harvested from a tropical bean, and in its raw form is a rich, brown powder. It is mostly used in drinks, confections, and when mixed with a little cream and honey, it can be formed into small, sweet blocks or bars. The average serving size is 2 oz., though it can be purchased as a powder or in large blocks.

It affects those who eat or drink it by producing a feeling of happiness and calm, and is said to also promote general heart and blood health.

Benefit: Provides an advantage when trying to concentrate under stress or against the effects of fear.

Drawback: None

DRAGON'S BANE

Inhaled/Non-Magical

Primary Effect: Anti-anxiety
Long Term Effect: None
Side Effects: See below.
Duration: 1 hour while burning and 1 hour after.
Cost: 6 sp

Dragon's bane is an herb that is used in purple dyes, but is most popularly known for its ability to ease fear and anxiety in those who inhale its smoke. Widely used by soldiers, dragon's bane tobacco has a dark, spicy aroma and deep purple smoke. Some temples use dragon's bane incense to settle the mind to enhance concentration.

Benefit: Any character inhaling the smoke (whether from tobacco or incense) gains an advantage against any fear related saves while it is burning (no more than 1 hour) and for 1 hour afterwards. If outdoors, the smoke can effect a 5' radius if there is no wind. Incense will have no effect outdoors if there is any wind, while the tobacco would only effect the smoker. Indoors, the smoke of a single pipe or block of incense can effect 40 cubic feet of space.

The character must inhale the smoke for at least 10 minutes to acquire its benefits.

Drawback: Prolonged use over many years can cause a degenerative disease called Purple Lung (see the book Diseases and Dementia, coming soon from Critical Hit Publishing).

DRAUGHT OF ANGEL WHISPERS

Ingested/Non-Magical

Primary Effect: Strong hallucinogenic.

Long Term Effect: Insanity

Side Effects: See below.

Duration: 2-12 hours

Cost: 200 gp

Angel Whisper is the name given to a particular flowering vine that tends to grow just beyond the tree line on many northern mountains. When distilled and fermented for several weeks, it can be made into a draught that can induce vivid hallucinations, particularly during meditation or deep prayer. Many priests claim that it allows them to make direct contact to their deity, while others say that it is simply a plant-induced delusion.

Whichever is true, the one thing that everyone agrees on is that prolonged use will eventually produce madness and death.

Benefit: The character who drinks this draught can prepare their spells in half the time.

Drawback: Each use has a cumulative 1% chance of causing permanent and disturbing hallucinations. Once the hallucinations begin, they must make a successful Wisdom save each week to avoid either dying of fright or become actively suicidal (see the book Diseases and Dementia, coming soon from Critical Hit Publishing). The madness can only be cured with a wish spell.

ECHINACEA TEA

Ingested/Non-Magical

Primary Effect: Boosts immune system.

Long Term Effect: Continued immune boost.

Side Effects: None

Duration: 24 hours

Cost: 4 cp

The flower of the Echinacea plant is used to boost the immune system when there is a threat of disease. It is most often steeped as tea.

Benefit: Provides an advantage on the initial Constitution save verses a disease.

Drawback: Can only take one week at a time before taking at least three days off from using it.

FIRE WEED

Inhaled/Non-Magical

Primary Effect: Allows the user to burn creatures and objects with a touch.

Long Term Effect: None

Side Effects: Discoloration of hands and feet.

Duration: 1 hour

Cost: 100 gp

Fire Weed is a fine, deep red powder that is usually inhaled as incense or as smoke from a pipe. After 5 minutes of inhalation, it causes the users extremities to become so warm to the touch that they will burn most creatures touched by them, though the user feels only warmth in his fingertips. Additionally, if the user holds something dry and flammable between his fingers for a minute or so, it will burst into flames.

Fire Weed, when found in the wild, is more gold than red at the tops, but has fiery red stalks from which it got its name. It has been known to be found in old lava fields, growing up between cracks in the new rock. Harvesting it can be dangerous, and the stalks take a while to gather, as they grow rather sparsely.

The preparation of the weed is fairly simple, but its rarity and risks in gathering greatly increase the cost.

Benefit: The character must inhale the Fire Weed smoke for at least 5 minutes for it to have any effect. After that, any creature gripped by the character takes 1d4 +1 fire damage per round.

Drawback: Under the influence of Fire Weed, the character must be careful because they can easily set fire to any objects they touch, so simple tasks like getting dressed, reading a book or scroll, or even eating can be extremely hazardous. Some regular users of Fire Weed have fashioned fire proof gloves to wear when necessary.

Another drawback is that, with repeated use, the user's fingers, hands and feet will take on an increasingly tanned look, fading around the wrists or ankles. After several months of regular use (at least once a week), someone with pale skin will have hands and feet the color of burnt umber, while someone with dark skin will be pitch black.

FLOWERS OF J'HOAN

Ingested/Non-Magical

Primary Effect: Increased wisdom.

Long Term Effect: None

Side Effects: Impaired judgment.

Duration: 1 day

Cost: 1000 gp

These flowers, which look like bright-orange buttercups the size of sunflowers, are only found growing in the mouth of caverns or in the middle of ancient swamps. These flowers have a highly pleasant smell and tend to be in bloom during the hottest months out of the year.

The flowers are fairly easy to pick, but the locations where they are found often requires weeks of unpleasant travel and discomfort. This of course adds to the cost of the item.

It is important to note that the potency of these flowers only lasts for 1 month after being picked, and so must be ingested within that time to be effective.

Benefit: When ingested, it grants the character 1d3 additional points of Wisdom for the next 24 hours. This applies to any checks

or saves which are wisdom related. Note that only the petals should be eaten, as the stems are rather poisonous (see drawback).

A faint, but pleasing aroma is given off by the character for 6 hours after ingesting.

Drawback: While under the influence of the Flowers of J'Hoan, the character will feel an increased sense of confidence that may not be justified. In extreme cases, those ingesting it have been known to undertake great, and sometimes fatal, risks.

Only the petals impart the desired benefits, but some misinformed individuals have tried to eat the stem. Unfortunately, consuming the stems of a fresh J'Hoan plant is dangerous, requiring that the character make a Constitution save (DC 14) or suffer crippling pain for 1d4 hours. During this time, the character takes 1d6 hit points per hour and are dazed for the duration. A successful save means that the character suffers only nausea and a -1 to all actions for 1 hour.

GERANIUM COMPRESS

Contact/Non-Magical

Primary Effect: Stops bleeding.

Long Term Effect: Prevents infection.

Side Effects: None

Duration: 2d6 hours

Cost: 4 cp

The geranium compress is made from the leaves and flowers of the plant. After being steeped in oil for several weeks the oil is strained and a bit of blood spice is added. Small cloth squares are the infused with the oil and are usually sealed in a waxed, leather bag until needed. They are applied directly to a wound to stop bleeding.

Benefit: Provides an advantage when stabilizing a wounded character.

Drawback: None

GINGER TEA

Ingested/Non-Magical

Primary Effect: Relieves nausea.

Long Term Effect: Settles the stomach.

Side Effects: None

Duration: 2d4 hours

Cost: 5 sp

Ginger is derived from a root. It is usually found in powdered form, and is most often used in teas. It provides immediate relief to even extreme nausea, and long term relief for an upset stomach.

Benefit: Provides an advantage on saves against nausea.

Drawback: None

HISSING WEED TEA

Ingested/Non-Magical

Primary Effect: Improves memory and concentration.

Long Term Effect: Provides some resistance to suffocation.

Side Effects: None

Duration: 1d4 hours

Cost: 1 gp

A rare herbal extract made from the leaf of the hissing weed, a plant that emits a loud hiss when warm blooded creatures come within a few feet. When added to a tea or other drink, that increases

blood flow to the brain, improving memory and concentration.

Benefit: If the character has recently lost Intelligence points, this tea restores 1. If not, this tea will provide 1 temporary Intelligence point per dose for 30 minutes. More than one does is not recommended (see the drawback below).

Drawback: An overdose of hissing weed extract can cause temporary anxiety (2 doses), paranoia (3 doses) or even insanity (4 doses). A vial of extract will usually contain 4 doses.

MACA ROOT

Ingested/Non-Magical

Primary Effect: Energy and stamina.

Long Term Effect: Increased fertility.

Side Effects: None

Duration: 2d4 hours

Cost: 1 sp

The maca root is rather rare, found mainly in southern tropical regions. It is taken internally through teas or combined with stinging nettle to produce a thick drink that is used by those traveling long distances.

Benefit: The maca tea will provide an advantage to DEX for 1 hour. The maca-stinging nettle drink will allow the character to travel 20% farther before becoming fatigued.

Drawback: When the effects wear off, the character must immediately take a long rest or suffer a -2 penalty to all actions until they do.

PSILOCYBIN TEA

Ingested/Non-Magical

Primary Effect: Provides expanded awareness.

Long Term Effect: Euphoria

Side Effects: Possible nausea.

Duration: 1d4 hours

Cost: 3 sp

Brewed from a specific mushroom, this tea expands one's awareness to be able to see more than normal, including ethereal, incorporeal, or invisible creatures.

Benefit: The character gains an advantage to see ethereal, incorporeal or invisible creatures within 20'.

Drawback: Psilocybin tea impedes one's judgment, temporarily reducing the character's Wisdom by 1d4 for the duration of the effect.

PSYLLIUM EXTRACT

Ingested/Non-Magical

Primary Effect: A strong laxative.

Long Term Effect: None

Side Effects: Possible dehydration.

Duration: 1d4 hours

Cost: 2 cp

Used primarily for constipation, this extract can be added to almost any food or drink without adversely affecting the taste. On its own, it has a mild citrus flavor.

Benefit: If the character is in desperate need of a bowel

movement, this extract will do the trick, usually within 20 minutes.

Drawback: If too much is taken, the character can suffer dehydrating diarrhea. This can result in 1d4 CON damage (DC 10) if they are not rehydrated.

RED PEPPER (CAYENNE)

Contact & Ingested/Non-Magical

Primary Effect: Cold medicine and arthritis relief.

Long Term Effect: Relief for sinus infection, sore throat, headache, fever, and weight loss.

Side Effects: None

Duration: 2d4 hours

Cost: 8 cp

Red Pepper is derived from a seed that is incredibly spicy, and is often found as a bright red powder. It is usually incorporated with other ingredients to ease the burn, and has been combined with apple cider vinegar and honey to make a syrup.

It is use extensively in spicy foods.

Benefit: Temporarily eliminates any penalties due to cold symptoms or arthritis pain.

Drawback: Very spicy in its raw form.

SAGE

Inhaled/Non-Magical

Primary Effect: Suppresses evil.

Long Term Effect: General feeling of well being.

Side Effects: None

Duration: 3d4 hours

Cost: 4 cp

Sage is a soft, blue-green leaf that is dried burned as an incense to achieve its effect, purifying a 20' square foot area. The purified area repels negative residual emotions and spiritual energies.

Benefit: When burned in an area, any evil or evil act is at a disadvantage while it is in the area. If used in conjunction with a spell that protects from evil, it extends the duration by 50%.

Certain types of sage can also be used as a culinary herb.

Drawback: None

STINGING NETTLE

Ingested/Non-Magical

Primary Effect: Stimulant and food supplement.

Long Term Effect: Concentrated drops can be ingested to help slow bleeding.

Side Effects: None

Duration: 1d4 hours

Cost: 2 cp

Stinging nettle is widely available, and is used most often as a morning tea. It is a strong stimulant, and in concentrated drops, it can give an energy boost with no adverse side effects.

The drops can also be taken internally to slow blood loss, even from a severe wound.

Benefit: The tea gives the character an advantage to resisting natural sleep, and a +1 against magical sleep. The

drops will give the character an advantage on one of their death saves from being wounded.

Drawback: Although stinging nettle has no inherent side effects, sleep deprivation will eventually take its toll if it is used to avoid too much sleep.

VALERIA'S DRAUGHT OF SLEEP

Ingested/Non-Magical

Primary Effect: Deep, dreamless sleep.

Long Term Effect: Drowsiness and mild disorientation.

Side Effects: None

Duration: 4d4 hours

Cost: 4 sp

The Draught of Sleep is brewed from valerian root, chamomile, and night reaper fungus to produce a powerful sleeping draught. Though not magical, it is a powerful sedative that is quite effective in producing a deep, dreamless sleep. It is possible to resist sleeping, but even then the subject will be extremely groggy and disoriented.

Benefit: Induces restful sleep. If the character wishes to sleep, they gain an advantage to do so and against being disturbed. If they do not wish to sleep, they are at a disadvantage to staying awake, and are at a -1 to all activities for the duration.

This can be countered with a strong stimulant, though there may be a risk of headache. Cold water splashed over the character's face will counteract the adverse effects for 15 minutes.

Drawback: Waking a character who is under the effects of this draught is difficult, and once they wake, they require at least 30 minutes to operate as normal, unless they are splashed in the face with cold water. Until then, they are at -1 for all actions.

WOLF'S BANE

Ingested/Non-Magical

Primary Effect: Temporarily neutralizes the effects of lycanthropy.

Long Term Effect: None

Side Effects: None

Duration: 8 hours

Cost: 150 gp

Drinking the elixir made from this herb keeps anyone cursed with lycanthropy from changing into their bestial form. The effect only lasts for 8 hours, but this is usually sufficient to get the poor, cursed individual through the night.

Additionally, Wolf's Bane repels lycanthropes. A single handful can keep any lycanthrope from coming within 10 feet of that person.

Benefit: Prevents any character with lycanthropy from changing for 8 hours. It will also immunize someone from contracting lycanthropy for 8 hours.

Additionally, the presence of a bundle of raw Wolf's Bane will cause any lycanthrope to avoid a 10 foot area around it. If they must enter the area, they will be at a disadvantage to all actions while within range of its influence.

Drawback: None

TABLE OF MAGICAL POTIONS

POTION	TYPE	EFFECTS	AVAILABILITY	COST
Alchemical Fireball	Contact	Produces an explosion of fire similar to a fireball.	Rare	1000 gp
Amaranth	Ingested	Immortality	Artifact	Priceless
Dragon Turtle Chowder	Ingested	Increases Strength and Constitution.	Uncommon	25 gp
Draught of Enhancement	Ingested	Triples the effects of another potion.	Uncommon	250 gp
Draught of Dragon Tears	Ingested	Insight into the future and enlightenment.	Rare	800 gp
Elixir of Ethereal Sight	Ingested	Grants the ability to see through solid objects.	Rare	850 gp
Elixir of Forgetfulness	Ingested	The individual's memory is altered to forget.	Rare	1500 gp
Fire Pepper Dust	Contact	Warms up liquids.	Common	5 sp
Ghost Essence	Ingested	Incorporeal state.	Very Rare	3000 gp
Gold Berry Wine	Ingested	Healing and intoxication.	Uncommon	250 gp
Grip Powder	Ingested	Surefootedness on slippery surfaces.	Uncommon	100 gp
Iron Water	Ingested	Resistant to fey attacks.	Uncommon	500 gp
Oil of Deafness	Contact	Protection against sonic attacks.	Uncommon	650 gp
Popping Dust	Contact	Creates a loud, popping noise when stepped on.	Uncommon	100 gp
Potion of Bioluminescence	Ingested	Body glows.	Uncommon	30 gp
Potions of Dragon's Blood	Ingested	See the description for details.	Rare	2800 gp
Potion of Ego Casting	Ingested	Allows the character to possess a small object.	Rare	550 gp
Potion of Engorgement	Ingested	Increases the size of a body part.	Uncommon	12 gp
Potion of Eyes	Ingested	Gives the character a 360° view around them.	Uncommon	50 gp
Potion of Gender Reversal	Ingested	Reverses the gender of the drinker.	Rare	1200 gp
Potion of Borrowed Health	Inhaled	Increases the character's health by 50%.	Rare	650 gp
Potion of Heightened Senses	Ingested	Heightened senses.	Uncommon	150 gp
Potion of Liquid Form	Ingested	Transforms the character into a liquid.	Uncommon	400 gp
Potion of Mimicry	Ingested	Polymorphs the drinker to look like a specific individual.	Rare	800 gp
Potion of Stirring	Contact	Magically stirs a liquid.	Uncommon	5 gp
Potion of Truth	Ingested	Compels the drinker to tell only the truth.	Rare	1000 gp
Potion of Understanding	Ingested	The user understands another person's point-of-view.	Rare	1200 gp
Powder of Enhancement	Ingested	Enhance the strength of an herb or spice.	Rare	1000 gp
Psionic Elixir	Ingested	Gives a user minor psychic abilities.	Rare	800 gp
Rationing Spice	Ingested	Makes one feel like they are eating twice as much.	Uncommon	10 gp
Salve of Resistance	Contact	Grants resistance to a specific thing.	Rare	1000 gp
Toad's Tongue	Ingested	Induces intense confusion.	Uncommon	450 gp
Troll Blood Elixir	Ingested	Regeneration	Rare	950 gp
Trollweed	Ingested/Inhaled	Magical sight.	Uncommon	450 gp
Vial of Fire Breathing	Ingested	Fire Breath.	Very Rare	3500 gp
Wraithwood Flower Elixir	Ingested	See and speak with spirits.	Uncommon	320 gp

MAGICAL POTION DESCRIPTIONS

ALCHEMICAL FIREBALL

Contact/Magical

Primary Effect: Produces an explosion of fire, very similar to a fireball.

Long Term Effect: None

Side Effects: Sets fire to flammable objects.

Duration: Instantaneous

Cost: 1000 gp

This is a binary potion stored in a special tin cylinder. The

two liquids are separated by a thin wax layer that ruptures when shaken. Once the user shakes up the cylinder, the liquids mix and begin to react, and they have 6 seconds before it explodes into a 10' diameter fireball.

Benefit: The fireball inflicts 6d6 hit points of fire damage to everyone in a 20' area, and ignites any flammable objects. Victims can make a Dex save (DC 14) to take half damage.

Drawback: If the cylinder is shaken violently by a jump or fall (GMs discretion) it can mix and go off accidentally.

AMARANTH

Ingested/Magical

Primary Effect: Immortality

Long Term Effect: Immortality

Side Effects: See below.

Duration: Permanent

Cost: Priceless, though one queen offered her entire collected wealth (approximately 1,000,000 gp) to any adventurers who discovered and returned with the flower.

A white, wispy flower with a maroon center that legend says can grant anyone who drinks a tea made from it immortality. This legend is found in only one obscure sacred text, and yet many kings of have launched expeditions in vain attempts to discern the truth of this legends.

The legend is vague, but it does say that it resides in a place called the “Temple of the Sky” and is guarded by three celestial beings. There is no record of anyone ever finding the temple or the flower.

The flower can only live within the walls of the Temple of the Sky, and it must be used within 24 hours after harvesting it, so most of the expeditions sent to retrieve it have brought with them a magical means of returning.

Benefit: The character is granted immortality, which means that they cannot die by any means, whether it is by injuries, magic, poison or old age. They remain as they are forever and are unable to die.

Drawback: The legend says that immortality is ultimately a curse, and over time the immortal can become more and more melancholy, longing for the death that is now unattainable.

DRAGON TURTLE CHOWDER

Ingested/Magical

Primary Effect: Increases Strength and Constitution.

Long Term Effect: None

Side Effects: Slight weakness for a short time after use.

Duration: 24 hours

Cost: 25 gp (per bowl)

Dragon turtles have long plagued honest (and not so honest) seamen. Although the results of these encounters are often a sunk boat and a dead crew, sometimes it is the dragon turtle than ends up on the wrong end of death. When this happens with the right harpoons and a large enough boat it is possible to haul the body back to shore. Once there, it can be turned into all manner of foods, the most common being Dragon Turtle Chowder. Those that eat the flesh of a dragon turtle gain the turtle’s strength and power for a day or so.

This meat only maintains this potency for one month.

A single dragon turtle can make enough chowder to feed as many as 1200 average humanoids, though making a chowder on that scale requires an expert chef, enough ingredients (such as several tons of potatoes, hundreds of gallons of milk, and cart loads of herbs), and the means to cook that much food. In most cases, the meat is distributed throughout the region to every inn, tavern and fishmonger within a day’s travel.

Benefit: The character who eats a bowl of this chowder gains 2 points each to Strength and Constitution for 24 hours.

Drawback: Once the effects wear off, the character loses 1 point of Strength for 6 hours.

DRAUGHT OF ENHANCEMENT

Ingested/Magical

Primary Effect: Triples the effects of another potion.

Long Term Effect: None

Side Effects: Possible nausea and vomiting.

Duration: 5 minutes

Cost: 250 gp

Description: This potion does nothing on its own, but instead triples the effects of the next potion taken. There is a small chance that the potion interaction can cause the drinker to become ill.

Benefit: Any potion the character drinks with 5 minutes has all of its effects (duration, benefits, strength, etc.) tripled. If the potion has no applicable variables, it has no effect on the potion.

Drawback: After drinking the second potion, the character must make a Constitution save (DC 10) or become violently sick with nausea and vomiting. The second potion is tripled whether the drinker becomes sick or not.

If someone drinks a second dose of this potion right after the first, they become violently ill for 24 hours with no save.

DRAUGHT OF DRAGON TEARS

Ingested/Magical

Primary Effect: Insight into the future and enlightenment.

Long Term Effect: None

Side Effects: Addiction

Duration: 1 hour

Cost: 800 gp

Description: Many tales have been told about brave explorers who have harvested the scales, claws, and even bones of dragons but only the wisest magi know the essence of a dragon’s soul are contained within their tears. Those that have collected the dragon’s tears are able to create a potion of crystal blue liquid that tastes salty and bitter. Those that look deeply into this liquid see images of times long past.

Those that drink this potion experience a dramatic, vivid vision of the primal world. This vision leaves the drinker enlightened and with a sense of greatly spiritual insight.

Benefit: The GM should feel justified to increase any knowledge or mental ability of the character the first time they partake in this substance. It should be noted that the tears of a dragon are powerful, and it is easy for an imbiber to become addicted to this substance.

Drawback: Dragon tears are addictive, and continued, frequent use can compel the character (like any addict) to seek out dragon tears at all costs.

ELIXIR OF ETHEREAL SIGHT

Ingested/Magical

Primary Effect: Grants the ability to see through solid objects.

Long Term Effect: None

Side Effects: Temporarily impaired vision.

Duration: 10 minutes

Cost: 850 gp

When drops of this elixir are put into the eyes, it allows the user to see through solid material as if it were transparent. The amount of material one can see through depends on its density as follows:

wood 20', stone 10' and metal 5'. Denser materials like gold and lead cannot be seen through using this elixir. Less dense material such as paper, clothing flesh, and so on, are even easier.

The user can adjust the depth of their sight simply by shifting their focus as if they were looking normally. Each vial of elixir contains 2 doses, and both eyes must be treated for the elixir to work.

Benefit: The character can see through solid material as if it were transparent. If doing so will help them perform a task (such as seeing the inside of a lock while picking it) then they gain an advantage on that task.

Drawback: If the elixir is used more than once in a 24 hour period, the character's eyes become bloodshot and their vision is slightly impaired, giving them a disadvantage to any sight-based activity (including combat) for 15 minutes.

ELIXIR OF FORGETFULNESS

Ingested/Magical

Primary Effect: The individual's memory is altered to forget.

Long Term Effect: The memories are permanently erased.

Side Effects: Dazed for 20 minutes.

Duration: Permanent

Cost: 1500 gp

When ingested, the character falls into a trance-like state which allows another person to alter their memories. The memories must be of something specific that happened within the past 24 hours. The character might be told to forget a person they just met, a unique event (like witnessing a murder), or a fact they just learned (the location of a secret location).

Benefit: The character can be made to forget anything within the past 24 hours as long as it is unique enough. So asking someone to forget every sad event from the past day would not work, but making them forget seeing their child killed would work.

The only things that can restore the lost memories are a wish spell or another dose of this potion and someone to remind them of what they forgot.

Drawback: Forcing someone to suppress a memory that they strongly want to hold on to can cause the character to suffer severe nightmares related to the forgotten event, though they will not see specifics.

FIRE PEPPER DUST

Contact/Magical

Primary Effect: Warms up liquids.

Long Term Effect: None

Side Effects: None

Duration: Instantaneous

Cost: 5 sp

When ground into a fine dust, this can be used to warm up food without the need for heat. Note that it will not cook the food, but when sprinkled into a soup or stew, it will raise the temperature to make it warm and more palatable. In most cases, this cannot raise the temperature of a liquid to a point where it could be appreciably harmful if thrown on another creature.

Benefit: This will warm a liquid up to a temperature equivalent to a very warm soup.

Drawback: Some say that it can add a spicy bite to the food, but this can be okay if you like that sort of thing.

GHOST ESSENCE

Ingested/Magical

Primary Effect: Incorporeal state.

Long Term Effect: Special (see drawback below)

Side Effects: The user is drowsy for one hour after returning to his body.

Duration: 10 minutes

Cost: 3000 gp

The imbiber leaves his physical body and becomes a visible but incorporeal creature. While in this state, the user's speed is doubled, but he can take no actions other than movement and visual observation. While in this state, the spirit is invulnerable to physical harm, but not magical damage.

Benefit: Character becomes incorporeal for 10 minutes, allowing them to pass through solid objects. They are immune to physical attacks but magic still effects them.

Drawback: Each time the person drinks one of these potions, there is a cumulative 1% chance that the effect becomes permanent, and the user can never return to their body. Unless magically preserved, the body will wither and die within 3 days.

GOLD BERRY WINE

Ingested/Magical

Primary Effect: Healing

Long Term Effect: None

Side Effects: Intoxication

Duration: Permanent

Cost: 250 gp

Crafted with fermented gold berries, this rare wine has extraordinary healing properties. It is made from smashed gold berries mixed with cinnamon, and has a wonderful taste. In fact, it is considered a food of the gods and may draw the unwanted attention of envious, celestial creatures.

Gold berries grow on the tops of certain tall mountains, that are said to have been created by the god of the sun himself.

Benefit: If a single character drinks at least half a bottle, they gain 1d8+1 hit points (up to their maximum), and if they drink the whole bottle, they gain 3d8 hit points (up to their maximum).

The berries can be eaten raw, though the benefits are less. If the character eats a handful of gold berries, they simply gain 1d4 hit points.

The berries are somewhat sour, so only one handful can be eaten per hour.

Drawback: If the character does drink the whole bottle within 1 hour or less, they must have to make a Constitution save (DC equal to the amount of hit points gained) or become very drunk.

GRIP POWDER

Contact/Magical

Primary Effect: Surefooted on slippery surfaces.

Long Term Effect: None

Side Effects: Unpleasant odor.

Duration: 1 hour, or 10 minutes if applied directly to feet or hooves.

Cost: 100 gp

Grip powder is created alchemically using a combination of exotic minerals. This powder always comes paired with a short

jar of viscous liquid resin whose lid has an application brush attached. The coarse thick grains of the powder, when mixed with the liquid can be applied to the bottom of any footwear, making the user surefooted on slippery surfaces. The jar usually contains enough material for 10 applications.

The liquid with which the powder is mixed isn't magical, but the powder requires it to create the effect.

Benefit: Once applied, the character is immune to falling prone or sliding as a result of slippery surfaces, such as a frozen lake or a greasy floor. This does not allow for vertical climbing like a spider, but it does grant a +3 bonus to climbing checks, even over slippery surfaces. Note that the mixture must be applied to all relevant footwear to be very effective.

The powder can be applied directly to the feet, though it doesn't last nearly as long and is rather uncomfortable.

In order to apply to the same footwear more than once, they must be cleansed of all the residue from the previous use.

Drawback: Once applied, the powder has a faint, unpleasant odor which will impart a disadvantage to any stealth checks where there is a chance that the smell could give them away.

IRON WATER

Ingested/Magical

Primary Effect: Resistant to fey attacks.

Long Term Effect: Animosity with the fey.

Side Effects: None

Duration: 1 minute

Cost: 500 gp

The drinking of this elixir grants the wearer temporary resistance to Fey attacks and spells. As iron is anathema to the Fey, they will not look well upon anyone carrying or using such anti-racial magic.

Benefit: The character is resistance to fey attacks.

Drawback: The character is at a social disadvantage when dealing with any fey who know they have used this potion.

OIL OF DEAFNESS

Contact/Magical

Primary Effect: Protection against sonic attacks.

Long Term Effect: None

Side Effects: Temporary deafness.

Duration: 1 hour

Cost: 650 gp

When poured into the ears, this potion grants the user resistance to sonic attacks. Unfortunately, it makes them almost functionally deaf for its duration.

Benefit: Makes the character resistant to sonic attacks.

Drawback: The character is unable to hear all but the loudest noises, and has a -4 to all sound-based perception checks for the duration.

POPPING DUST

Contact/Non-Magical

Primary Effect: Creates a loud, popping noise when stepped on.

Long Term Effect: None

Side Effects: Possible temporary deafness.

Duration: 3 weeks or until expended (see benefit).

Cost: 100 gp

This magical dust is the bane of unwary thieves, creating unnaturally loud popping noises when stepped on. Its sound can be easily heard at a distance or even through a closed door. It is often used by sentries, sprinkled in doorways or along narrow passages.

It is composed of tiny, hollow grains that are nearly impossible to detect. In fact, at first glance, a pouch of the Popping Dust might appear to be empty.

These grains are collected from Glass Wheat, so named for its transparent appearance. It is rarely found in the wild these days, but it can be grown and harvested under the right conditions. In nature, this wheat has only ever been seen in cold climates, that are almost perpetually covered in snow. Even in such places, small oases of clear ground can persevere, and it is in these places that the popping dust can be harvested. Skilled alchemists or even farmers can, with great care, reproduce such conditions close enough to grow small quantities.

Benefit: When stepped upon, these tiny grains give loud popping sounds, audible to anyone within 100 feet, or 50 feet if it is beyond a closed door. A single pouch of this dust can cover up to 10 square feet of floor. The surface must be hard enough for the grains to break, so it is rarely used outside.

If the treated area is stepped on by more than one individual, the popping is so loud that it can cause everyone's ears to ring within 20 feet. This ringing lasts one minute, giving those afflicted a disadvantage to any check that requires listening.

After the area has been triggered 10 times or 3 weeks has passed, the grains lose their effect. At the end of 3 weeks, the grains simply dissolve into colorless dust with a faint, audible sigh.

Drawback: The dust is quite delicate and must be put down very carefully. Applying it to a surface requires a Dexterity check (DC 10) to avoid setting some of the grains.

POTION OF BIOLUMINESCENCE

Ingested/Magical

Primary Effect: The body begins to glow.

Long Term Effect: None

Side Effects: None.

Duration: 1 hour

Cost: 30 gp

When ingested, this faintly glowing liquid causes the character to glow with a pale blue light for an hour. This provides a 10' pool of illumination around the character, though this is reduced significantly if a great deal of clothing or armor is being worn.

Benefit: Character provides a 20' pool of light if naked, minus the percentage of their body covered (GMs discretion). For example, if the character's body is 50% covered, then the pool of light is reduced to 10'.

Drawback: Character is unable to hide unless they are 100% covered, and even then they do so at a disadvantage.

POTIONS OF DRAGON'S BLOOD

Ingested/Magical

Primary Effect: See the specific dragon description.

Long Term Effect: None

Side Effects: See the specific dragon description.

Duration: 1 minute

Cost: 800 gp

The blood of many creatures contains a slight trace of their magical nature, and nowhere is this truer than with dragons. In most cases, straight dragon's blood (regardless of the specific type) is deadly, but if properly prepared by a skilled alchemist, they can create many beneficial effects. The dragon blood seems to retain some sort of sentience, and will often resist being ingested by those it considers not worthy.

Additionally, if a potion is ingested by one that has the blood of a dragon in their veins (such as dragonborn, half-dragons or sorcerers with a draconic blood line) the potion can be particularly effective, or baneful if they are of an oppositely aligned dragon type (see benefit and drawback).

All dragon blood must be diluted with strong alcohol, so drinking such a potion is very much like drinking a shot of extremely potent spirits with a bitter aftertaste. Each potion appears almost black, though they reflect the color of the dragon from which they were taken. For example, a potion from the blue dragon will have a faint, azure sheen reflecting off its surface.

Once created, the dragon's blood potion retains its potency for up to a year.

There are no records of potions such as these being made from the blood of metallic dragons. The reason for this is probably because the only ones who could benefit from drinking such potions, would be those individuals least likely to drink them.

BLACK DRAGON'S BLOOD

This potion has the faint scent of swamp water. When consumed it grants the drinker 2 additional Intelligence points and Acid Resistance. Additionally, if the character is a spellcaster, the potion increases the DC of their spells by 2.

Any creature of a black dragon bloodline gains double the benefit and duration, and if the potion is ingested four hours before sleeping, it can bestow prophetic nightmares upon the drinker (GM's discretion).

Drawback: Only characters that are evil can easily hold this liquid down. Any other alignment or those using it with good intent must make a Constitution save (DC 14) or throw it up immediately with no effect.

Anyone who drinks it that has a copper dragon lineage must make a Constitution save (DC 18) or suffer the loss 1d4 Intelligence points for 1 hour. If they succeed, it will function but for only half the duration.

BLUE DRAGON'S BLOOD

This potion has a faint, coppery taste. When consumed it grants the drinker 2 additional Strength points and Electricity Resistance. Additionally, the drinker gains an advantage to all rolls that involve singing.

Any creature of a blue dragon bloodline gains double the benefit and duration.

Drawback: Only characters who are not virgins can hold this liquid down. Any virgin drinking this potion must make a Constitution save (DC 14) or throw it up immediately with no effect.

Anyone who drinks it that has a bronze dragon lineage must make a Constitution save (DC 18) or suffer the loss of 1d4 Strength points for 1 hour. If they succeed, it will function but for only half the duration.

GREEN DRAGON'S BLOOD

This potion has an almond aftertaste. When consumed it grants the drinker 2 additional Constitution points and Poison Resistance. Additionally, the drinker gains an advantage on any tracking related rolls.

Any creature of a green dragon bloodline gains double the benefit and duration.

Drawback: Only characters who have hate in their hearts can hold this liquid down. Anyone without hate in their hearts that drinks this potion must make a Constitution save (DC 14) or throw it up immediately with no effect.

Anyone who drinks it that has a brass dragon lineage must make a Constitution save (DC 18) or suffer the loss of 1d4 Constitution points for 1 hour. If they succeed, it will function but for only half the duration.

RED DRAGON'S BLOOD

This potion has a bitter, coppery taste. When consumed it grants the drinker 2 additional Constitution points and Fire Resistance. Additionally, the drinker gains an advantage to all climb checks.

Any creature of a red dragon bloodline gains double the benefit and duration.

Drawback: Only characters that have killed a sapient being in cold blood can hold this liquid down. Anyone else that drinks this potion must make a Constitution save (DC 14) or throw it up immediately with no effect.

Anyone who drinks it that has a gold dragon lineage must make a Constitution save (DC 18) or suffer the loss of 1d4 Constitution points for 1 hour. If they succeed, it will function but for only half the duration.

WHITE DRAGON'S BLOOD

This potion has a dry, cold taste. When consumed it grants the drinker 2 additional Constitution points and Cold Resistance. Additionally, the drinker gains an advantage to all jump checks.

Any creature of a white dragon bloodline gains double the benefit and duration.

Drawback: Only characters that are dwarves can hold this liquid down. Anyone else that drinks this potion must make a Constitution save (DC 14) or throw it up immediately with no effect.

POTION OF EGO CASTING

Ingested/Magical

Primary Effect: Allows the character to possess a small object.

Long Term Effect: None

Side Effects: Risk of insanity.

Duration: 30 minutes

Cost: 550 gp

This potion allows the drinker to project a fraction of their consciousness into a small, non-magical inanimate object. While inhabiting the chosen host, they can see, hear and speak through it. The speaking manifests as a faint, hollow version of the person's voice emanating from the object.

During this process, the person retains an awareness of their body, though they are essentially blind and deaf, and function as if dazed for the duration and 5 minutes after.

Benefit: The character possesses a small non-magical

object of less than 1 cubic foot. They must touch the object when they make this connection, but need not do so to disconnect. Their senses are the same as their normal form, and their voice is as loud as a normal speaking voice. The range is unlimited within the prime material plane, though of course the duration limits the distance.

Drawback: If the object is broken the character must make a Wisdom save (DC 10) or go insane (see the book Diseases and Dementia, coming soon from Critical Hit Publishing).

If the character is killed while possessing an object, their spirit is bound to the prime material plane. What this means is up to the GM, though some suggestions might include: the character is easier to raise from the dead, their spirit is bound to the object forever, or they become a ghost doomed to wander until they find their remains.

POTION OF ENGORGEMENT

Contact/Non-Magical

Primary Effect: Increases the size of a body part.

Long Term Effect: None

Side Effects: The effect can become permanent.

Duration: 1 hour

Cost: 12 gp

When this potion is rubbed onto a specific appendage, it doubles in size. The appendage's basic function doesn't change, though the additional size can enhance certain activities where the appendage is used. For example, a brawler punching with engorged fists could inflict a great deal more damage to their victim.

The original purpose of this potion is unknown, though some suspect that it may have been a failed enlarge potion formula.

Benefit: The character's engorged appendage gains an advantage on its action if size matters. In the case of combat, a larger natural weapon inflicts 50% more damage

Drawback: If this potion is used more than once per week, the character must make a Constitution save (DC 12) after each excessive use, or the engorgement reverses, reducing the appendage permanently. Only a greater restoration or wish spell can return the appendage to normal.

POTION OF EYES

Ingested/Magical

Primary Effect: Gives the character a 360° view around them.

Long Term Effect: None

Side Effects: Character is at a disadvantage to all other actions.

Duration: 30 minutes

Cost: 50 gp

This potion makes the character break out in eyes, giving them a close to 360° view around them. Unfortunately, these new eyes use the body's pain nerve endings, so it is quite distracting, and excruciatingly painful.

Benefit: The character gains a +4 to visual perception or investigation rolls.

Drawback: The character is vulnerable to sight-based attacks, such as gaze weapons or blinding light. Any other actions are performed at a disadvantage because of the visual distraction and pain.

POTION OF GENDER REVERSAL

Ingested/Magical

Primary Effect: Reverses the gender of the drinker.

Long Term Effect: Insight into the opposite gender.

Side Effects: See below.

Duration: 24 hours

Cost: 200 gp

When drunk by a creature with a specific gender, they physically change to the opposite gender. Features such as body hair, voice, bone structure, reproductive system are all altered to match the typical representation of the opposite sex. In other words, for all intents and purposes, they will be that other gender and will not simply look like a male or female in drag. As far as specific appearance is concerned, they will look quite a bit like themselves, retaining their overall appearance (hair color, eye, color, skin color, basic facial features, etc.), so they could easily be mistaken for a twin brother or sister.

While in the form of this other gender, they will be able to impregnate and become impregnated as normal for their new gender. If a man transforms into a woman and becomes pregnant, the pregnancy will end as soon as he changes back. On the other hand, if a woman impregnates someone as a man, the pregnant woman will, if carried to term, give birth to what is essentially a child of two women.

This potion is very popular with same sex couples who wish to have their own children. Of course in order for a male couple to have children through this method, they would have to keep 9 months worth of potion on hand, which would get rather expensive (about 6000 gp).

Benefit: This potion reverses the character's gender. This has no effect on any ability scores, hit points, skills, spells and so on.

Drawback: A woman that is already pregnant when she drinks this must make a Constitution save or lose the child. If she makes her save, the potion simply doesn't work.

POTION OF BORROWED HEALTH

Ingested/Magical

Primary Effect: Increases the character's health by 50%.

Long Term Effect: None

Side Effects: The character takes additional damage when it wears off.

Duration: 30 minutes

Cost: 650 gp

This potion makes the character break out in eyes, giving them a close to 360° view around them. Unfortunately, these new eyes use the body's pain nerve endings, so it is quite distracting, and excruciatingly painful.

Benefit: This potion temporarily boosts the character's current hit points (even exceeding their normal maximum) by 50% (around down). So if a character has 10 hit points, they would have 15 after drinking the potion.

Drawback: After 30 minutes the characters takes damage equal to the hit points gained plus 50% (round down). So if the character gained 5 hit points as a result of this potion, they would lose 7 hit points. If this damage would bring them to 0 hit points, they simply fall unconscious, remaining a 0 until healed or one hour has passed, after which they go up to 1 hit point.

POTION OF HEIGHTENED SENSES

Ingested/Magical

Primary Effect: Heightened senses.

Long Term Effect: None

Side Effects: Vulnerability to attacks on the senses.

Duration: 1 hour

Cost: 150 gp

This thin liquid tastes sweet, and takes effect almost instantly. All of the imbiber's senses become sharper; sight, hearing, touch, smell and taste are doubled for one hour. This potion must be used with caution, for this intensifying cannot be turned off while in effect, and sensitivity to light, loud sounds or pain will be increased.

Morbidly, this potion was first created to force fed to torture victims, to make their pain more exaggerated.

Benefit: The character has an advantage on all checks that involve the senses, such as perception or investigation.

Drawback: While under the influence of this potion, the character has a disadvantage on saves against anything that affects the senses, such as gaze attacks, blinding, nausea, sonic, or pain inflicting spells.

POTION OF LIQUID FORM

Ingested/Magical

Primary Effect: Transforms the character into a liquid.

Long Term Effect: None

Side Effects: Liquid properties.

Duration: 10 minutes

Cost: 400 gp

This potion makes the imbiber assume a liquid form. While in this form, they can flow about at a normal walking speed, though obstacles such as drains, holes and grates can cause them to drain away. They can move slowly uphill to a point, but a straight drop like a hole in the floor will pull them right down.

This can be useful for trying to get under doors and such, but not advisable on a porous surface.

Benefits: The character becomes liquid and can move at their normal movement rate.

Drawback: Passing over a hole, drain or similar drop with cause the character to drain into it. They can slowly "wick" themselves back out of the opening, but it is a slow process taking a minimum of 5 minutes. If they are still in the pipe or hole when they return to their normal state, it could get very messy (GMs discretion).

POTION OF MIMICRY

Ingested/Magical

Primary Effect: Polymorphs the character to look like a specific person or creature.

Long Term Effect: None

Side Effects: Nausea for 10 minutes.

Duration: 2 hours

Cost: 800 gp

This thick gray liquid looks and tastes vile in its base form. It has the power to transform the imbiber into a specific person or animal, but you must have a sample of the subject to be

mimicked. This can be a bit of hair, a drop of blood, a flake of skin, or some other sample from their body, and it must be fresh — no more than 1 week old. Upon adding the sample, the fluid turns immediately clear, though the taste does not improve unfortunately. The process of polymorphing is an uncomfortable, and sometimes painful one, depending on the degree of change. For example, a halfling changing into a human would be much more uncomfortable than a human changing into an elf. The amount of mass the potion can change is limited to approximately double or half of the character's original size (GMs discretion). The mimicking character gains none of the personality (knowledge, skills, mannerisms, powers, etc.) of the subject, though their voice will be similar since the vocal cords will be the same. This is a physical transformation, and so does not alter clothing or equipment, nor will it include any body modifications such as piercings or tattoos.

Benefit: Character changes physically to look exactly like the subject.

Drawback: When drinking the potion, the character must make a CON save (DC 10) to avoid vomiting it up immediately, wasting the potion in the process.

POTION OF STIRRING

Contact/Magical

Primary Effect: Magically stirs a liquid.

Long Term Effect: None

Side Effects: None

Duration: See below.

Cost: 5 gp

This narrow vial comes equipped with a dropper, built into its cap. When added to a liquid, the contents will stir itself constantly for 5 minutes for each drop used. Adding several drops in quick succession will also speed up the stirring, as is needed for certain sauces, gravies and potions. An alternate variation of this potion causes agitation instead of stirring.

Benefit: This potion will stir up to 5 gallons of liquid for 5 minutes per drop, as if it were stirred by hand. Each vial contains 50 drops.

Drawback: None

POTION OF TRUTH

Ingested/Magical

Primary Effect: Compels the drinker to tell only the truth.

Long Term Effect: Memory loss.

Side Effects: Constitution damage if resisted.

Duration: 30 minutes

Cost: 700 gp

Pale blue in color, this potion can force the drinker to tell only the truth for the duration of the effect. If the subject is unwilling, they can resist with a successful Wisdom save (DC 15) to do so, but they suffer 1 temporary point of Constitution damage if they do. This save must be made for each question, and damage is taken each time. At 1 Constitution point, the person falls unconscious. The damage returns at a rate of 1 Constitution point per hour.

Benefit: The character can only tell the truth for 30 minutes.

Drawback: If this potion is used more than once in a 24 hour

period, the drinker can suffer memory loss unless they make a Wisdom save (DC 10). If they fail, they forget the events of the last 24 hours for 3d6 hours. If the potion is administered four times, this memory loss is permanent.

POTION OF UNDERSTANDING

Ingested/Magical

Primary Effect: The user understands another person's point-of-view.

Long Term Effect: None

Side Effects: Residual feelings.

Duration: 4 hours

Cost: 1200 gp

This silvery white potion allows the drinker to understand another person's point-of-view on a deep emotional level. The user must choose one person to be understood, and then concentrate for a moment. After that, he truly understands their position on the subject being discussed. This can be used in a positive way during tense negotiations, or it can be used negatively to manipulate someone. The potion does not give the drinker any information that they do not already possess, nor does it give them the specific words to use.

Benefit: The character gains the advantage during any social interaction.

Drawback: There can be residual feelings that linger with the character, skewing their perspective for a short time. They must make a Wisdom save (DC 12) or adopt their target's alignment for 1 hour.

POWDER OF ENHANCEMENT

Ingested/Magical

Primary Effect: Enhance the strength of an herb or spice.

Long Term Effect: None

Side Effects: Possible nausea.

Duration: Permanent

Cost: 2 gp

This powder is very useful when one runs short on an ingredient. When mixed with a dash of any spice, it will enhance the flavor of that spice ten-fold, so that less of the spice is needed. This powder must be used with caution, as its potency has the potential to easily ruin a meal by overpowering it with a single flavor.

Benefit: The powder gives the character an advantage on any cooking related check.

Drawback: If the character fails on their cooking check, the food produced using this powder will become disgusting. Anyone eating the food must make a Constitution save (DC 10) or suffer nausea and vomiting for 30 minutes.

PSIONIC ELIXIR

Ingested/Magical

Primary Effect: Gives a user minor psychic abilities.

Long Term Effect: Ringing in the ears.

Side Effects: A faint ringing in the ears that lasts while the potion is in effect, and for one hour (or more) afterwards.

Duration: 1 hour

Cost: 1000 gp

Anyone taking this potion will be able to psychically perceive the

surface thoughts of other humanoids in the area. The drinker is not granted comprehension, if the thoughts of the target are in a different language, though they can still see images. Additionally, the imbibor can get a general sense of the mood of the target, and this is independent of language.

While in use, the elixir produces mild ringing in the user's ears. With repeated usage, the ringing in the ears effect will last longer and longer.

Benefit: The character can hear surface thoughts and mood of any humanoid in sight. If the target is aware and resists, they get a Wisdom save (DC 15) to hide their thoughts.

Drawback: The character's ears continue to ring for an hour after the use of this elixir, giving them a disadvantage to any listening-based skill check. Each subsequent use within a 24 hour period will add 1 hour to the ringing. If it is used more than 4 times in a 24 hour period, the character must make a Constitution save (DC 12) or the ringing becomes permanent. There may be spells to cure this at the GM's discretion.

If taken by a character with existing psychic powers, the PC must make a Constitution save (DC 15) or suffer a seizure. The seriousness and extent of this seizure is up to the GM.

RATIONING SPICE

Ingested/Magical

Primary Effect: Makes one feel like they are eating twice as much.

Long Term Effect: None

Side Effects: Malnutrition

Duration: Permanent

Cost: 10 gp

This reddish powder was created for food shortage emergencies, originally commissioned by a king for his army. When liberally applied to a ration, this will give the consumer the feeling that he is eating twice as much, making him feel full and satiated on less food.

Of course this is only a magical trick. After a maximum of three days of eating the enchanted rations, the consumer must eat a full and proper meal or collapse from exhaustion.

Benefit: The character can hold off the effects of hunger for up to three days, requiring only half as much food as normal.

Drawback: After 3 days, the character must eat a full and hearty meal or become exhausted. They remain exhausted until they eat, and can deteriorate further without food.

SALVE OF RESISTANCE

Contact/Magical

Primary Effect: Grants resistance to a specific thing (listed below).

Long Term Effect: Potential sensitivity.

Side Effects: Can create a faint aura around the user for the duration (10% chance).

Duration: 1 hour

Cost: 1000 gp

This salve is a pale greasy paste that must be rubbed over the body to have its full effect. Each specific salve will protect anyone doing so from one of the following: fire, cold, electricity, acid, and poison (contact only), granting them resistance to it. The specific type of salve will usually be marked on the cover of the tin. The application of the salve takes about 5 minutes. Less if one is

only coating a single body part (such as an arm so that one can reach into a vat of acid). Each tin contains enough salve to coat 1 medium sized humanoid or 6 appendages. If an appendage dose has been used, then it can no longer be used to cover the body and must be used in parts.

Benefit: The character gains resistance to one of the following: fire, cold, electricity, acid, and poison (contact only).

Drawback: If it is used more than once to protect against the same thing within a 24 hour period, the character becomes particularly sensitive to that thing, giving them a disadvantage to it for 24 hours.

TOAD'S TONGUE

Ingested/Magical

Primary Effect: Confusion and loss of one's wits.

Long Term Effect: None

Side Effects: None

Duration: 30 minutes

Cost: 450 gp

This potion, generally created by witches, is made by boiling the following ingredients in a cauldron under the light of the full moon. Those ingredients are: the tongue of a toad, the rotten eggs of a chicken, two leaves of poison ivy, three claws from a cat, the blood of a virgin child, ten night stalker beetles, and one boar's tusk.

This potion is intended to confuse and mentally incapacitate large groups of people, and so might be given as a gift to the guards of a castle that one wanted to invade.

Benefit: None

Drawback: The imbiber becomes mentally confused and loses 3d4 points of Intelligence for 24 hours. Up to 70 (7d10) potions can be created from a single brewing.

TROLL BLOOD ELIXIR

Ingested/Magical

Primary Effect: Magical healing.

Long Term Effect: Dependency

Side Effects: Possible hallucinations.

Duration: 1 hour

Cost: 950 gp

Once collected, the troll blood must be used quickly in order to make this elixir. It is processed through a complex method of reduction and fermentation that produces a vile smelling potion that is bluish-purple in color.

When ingested, this potion imparts the ability to regenerate for an hour. During that time, any limbs that have been removed within the past week will regrow and all physical damage will be healed. Unfortunately, this process is extremely painful and has been described as being constantly stung by wasps.

During this process, the individual is unable to do much but curl into a ball and cry out as the painful spasms wrack their body.

Warning – Troll blood has been known to cause hallucinations in some particularly sensitive individuals.

Benefit: Character gains the ability to regenerate all damage and regrow any limbs that have been removed within the past week.

Drawback: Character must make a CON save (DC 10) to keep the potion down after drinking. If they fail their save, they throw up the potion with no beneficial effects.

TROLLWEED

Ingested or Inhaled/Magical

Primary Effect: Magical sight.

Long Term Effect: None

Side Effects: Possible hallucinations and visions.

Duration: 30 minutes

Cost: 450 gp

This is a magical psychoactive plant, harvested from the skin of trolls. It can be smoked, eaten, or brewed as a tea to allow the user to see magic and magical auras. It is also used as an ingredient in many potions and poisons. Its effects are myriad and magical in nature depending on how it is processed.

Warning – Trollweed has been known to cause hallucinations and prophetic visions in some particularly sensitive individuals.

Benefit: Character can detect magic for 30 minutes.

Drawback: Character must make a CON save (DC 12) after 20 minutes, or suffer hallucinations and/or visions (GMs discretion).

VIAL OF FIRE BREATHING

Ingested/Magical

Primary Effect: Fire breath.

Long Term Effect: None

Side Effects: Self-immolation

Duration: 1 minute

Cost: 3500 gp

One of the most powerful and dangerous potions, it imbues those who ingest it with the ability to breath fire. The primary ingredient is a gland from the back of an adult red dragon's throat. This makes acquiring the gland extremely difficult, and if that wasn't enough to dissuade the casual alchemist, the gland must be used within 24 hours after removal.

Once it finally makes its way to the alchemy workshop, it must be reduced very carefully over low heat for several days, adding pure alcohol every hour. Then it must be fermented in a clay pot for several months in a bath of liquid lead. The final potion is a deep red color that coats the inside of the mouth when ingested.

A few seconds after ingesting, the individual can breath dragon fire in a 30 foot cone for one minute. The problem is that they have little control over it, and must breath the fire every ten seconds or the fire burns inward causing critical damage.

Benefit: Character breath fire in a 30 foot cone. The fire inflicts 6d6 hit points of damage and ignites all flammable materials in the area. A successful Dexterity save (DC 16) will reduce the damage by half.

Drawback: If the character goes longer than 10 seconds without breathing fire, they must make a Constitution save (DC 20) or take 6d6 Constitution damage as the fire explodes from their neck and cheeks.

WRAITHWOOD FLOWER ELIXIR

Ingested/Magical

Primary Effect: See and speak with spirits.

Long Term Effect: None

Side Effects: Disorientation

Duration: 30 minutes

Cost: 320 gp

The wraithwood flower can only be harvested from the wraithwood tree every 8 years, and so it is rather rare. When it is prepared properly, the extract can be dropped on the tongue, and within a minute or so, the person will begin to see any spirits or ghosts in the area. After 10 minutes, he will be able to talk with them, though there is no guarantee that they will be willing to talk.

Benefit: This extract allows the character to see and speak with the spirits of the dead. The GM can decide if there are any in the area, but if it is the location of a great tragedy, haunting, or in the presence of the recently deceased, the likelihood is very high.

Higher doses can produce greater results, but at a greater risk. Taking 2 drops makes the character fascinating to the spirits who will move towards them and pay close attention to their words. Three drops will cause the spirit to see the character as a friend, perhaps even someone they knew in life and trusted. Four drops will allow the character to compel the spirit to answer his questions, and even draw out answers or subtle details that the spirit may have forgotten.

Each vial contains 4 drops, though using more than one drop can be dangerous or even deadly (see drawback below).

Drawback: Taking one drop of the extract on the tongue will likely make the character paranoid for 2d6 hours unless they make a Wisdom save (DC 12). Two drops can cause intense fear unless they make a Wisdom save (DC 15). A frightened character will drop anything they are holding, have a disadvantage to all actions, and slowly back away from any spirits for the duration of the effect, though they will still be able to talk to the spirits. Three drops can induce a terrified catatonic state unless they make a Wisdom save (DC 17). If they become catatonic, they will scream with a look of absolute horror on their face and curl into a ball, and remain incapacitated for the duration of the effect. If they succeed, they only become frightened. Four drops can be lethal. Anyone foolish enough to attempt to take 4 drops must make a Wisdom save (DC 20) or die of fright. If they succeed, they are frightened for 5 minutes (during which they can ask their questions) and then become catatonic for 1d4 hours.



Chapter Three



Poisons

The Assassin's Tale - Part 3

by Robert Davis

It had been two hours since they left town, they hadn't even seen any farms for a while, which was perfect for Verse's plans. Elob plodded beside him on his pony, whistling and smiling blissfully. The sun was out but it was definitely colder here, and the pair could see the foothills on the left road slowly growing into mountains. The view off the right of the road was much flatter, but both were covered in coniferous trees.

After a few more miles Elob stopped his pony and pointed. "There, beb! Just as I said, just as those adventuring folk told me. Yer can see the cave a short ways up."

"Hmmm. Do you think we could go a little closer? I'm not familiar with these parts and I'd hate to get lost."

Verse could plainly see what the halfling was pointing at. The growing hills here were only a short ride from the road, but the assassin wanted to be out of sight on the off-chance someone passed by at an inopportune moment.

Elob hesitated, but complied. "I'm booked t'be singing in Golthonor tonight, but fer this purse," he put one hand on the gold Verse had given him, "I can be sure yer get yer money's worth, beb."

Verse nudged his horse and the pair trotted off the road through thick fir trees. A short way in, Verse was satisfied and turned to Elob. Smiling his best smile, he said "I see it now. I think I can make my way from here. This should make for a most interesting chapter in my book, all thanks to you." He reached down and pulled his green-topped wineskin from his side. Surreptitiously, he thumb-flicked a tiny lever on the container, switching its source to come from a second, smaller bladder inside.

Verse made a show of upending the bag, so that Elob could see liquid running from it into Verse's mouth. Then, quickly flicking back the tiny switch, he handed the wineskin to the

halfling. As he drank, Verse smiled again "I wish you good fortune for the rest of your days."

The halfling nodded, smiling, and drank deep from the wineskin. And it was quality wine indeed, good enough to encourage the imbibor to drink deeply. Internally, Verse shrugged at the cost of the poison being used. It was a pittance compared to what he'd ultimately be paid.

Without letting it show in his face, Verse watched the halfling's reaction with intense professional interest. The alchemist had created this mixture brilliantly, and Verse wanted to absorb every moment of it. At first, the halfling was unaware. Then confusion, realization, and the shocked and terrified look as he stared at the assassin. Elob fell from his pony into the shallow snow. Pain wracked his body as he convulsed, but only a whisper of a scream came out. The combination of Viper Lotus with a Dryness poison worked perfectly, and no one but Verse and the mounts heard the halfling slowly die.

When it was done, the assassin picked up the small body and laid it across the pony. Still on his own horse, Verse led the mounts toward the hillside cave he had been shown by Elob. Spying a particularly thick copse of trees, Verse dumped the body and partially covered it with snow. It was highly unlikely anyone would find it before something ate it, and even if they did, there would be no trace of the real cause of death.

Offhandedly, the assassin retrieved the purse he had given the halfling, and also took anything that might help to identify who Elob had been in life, just in case. He stored them on his own horse for later disposal. He removed the pony's saddle and bridle, and then slapped it on the rump to chase it off.

The easy part of the job over, Verse looked up at the cave. The climb was trivial; what followed would not be.



POISONS

Poisons are basically just potions that are intended to have an adverse effect on the target, and like all potions, there are a wide variety of effects and delivery methods available. There are magical, non-magical, lethal and non-lethal poisons. Lethal poisons are rarely used by those of good alignment, though ones intended to simply incapacitate are not out of the question. Since most poisons are not taken voluntarily, they are generally designed to be as innocuous as possible for their method of introduction. For example, a poison that is intended to be ingested by the victim should ideally be as colorless and odorless as one can make it based on the ingredients.

Other poisons might require different properties. For example, blood and contact poisons would ideally cling to the desired surfaces for optimal transmission, while bodily fluid poisons would have to target the intended victim without harming the poisoner.

HISTORY OF POISONS

Poisons have been used for predation and defense in nature since life began, so it was perhaps inevitable that these tools were eventually adopted by many sapient cultures very early on. At first it was used by ancient tribes and civilizations as a hunting tool to quicken and ensure the death of their prey, but it soon came into use in certain anti-venoms and even medicines, such as those used to kill off unwanted parasites.

Of course those with less moral fortitude began to employ poisons for more sinister purposes. There is no way to know when or where the first murder by poison took place, but the first historical document to mention it was the patent of nobility for the Deriarsh royal line.

Bound in book form, a section at the back notes how Hale Deriarsh met his untimely end at the hands of his wife Silvia and “Madame Nightshade,” a well-known euphemism for a poison made from the Belladonna plant, known today as “Deadly Nightshade.”

Poison became most popular amongst human cultures, but others have certainly used their share to a greater or lesser degree. The only cultures to exceed humanity with respect to poison lore are the drow elves.

The drow’s use of poison is legendary, with their greatest contribution to the art in the use of mushrooms, molds and fungi.

Many other cultures have examples of poison use, with the most notable exceptions being the halflings and high elves, who tend to shun the use of poison for different reasons.

Halfling cultures generally see the use of poison as rude. This attitude likely stems from their renowned notions of hospitality and fairness. The high elves on the other hand see poison as cheat, used by those who don’t have the skill or courage to kill an enemy honestly.

Certainly there are some individual halflings or high elves that reject these cultural pressures, though if their poisonous ways came to light, they would likely be rebuked or even shunned by their respective cultures.

Today, the production, sale or use of poisons is frowned upon in most cultures, and is often highly illegal. The only professions allowed to use poisons openly are exterminators who use it to deal with vermin infestations and healers who use it for anti-venoms and eliminating various skin and intestinal parasites.

PROFILE OF A POISONER

When discussing the reasons why someone would choose to use poison, it’s important to consider the sort

of person who might resort to poison in the first place, other than the obvious reason of murder. The truth is that there is no single profile for those who employ poisons, though some generalizations can be made.

The most obvious reason to use poison is subterfuge, whether it's an attempt by the murderer to conceal their identity or to convince others that the death was the result of natural causes.

Often employed by those of questionable morality, poisons are particularly popular amongst assassins since it might be the only way that they can reach an individual who is otherwise guarded against threats on their life.

Poisons and those who use them are generally shunned by individuals who hold ideals such as law, honor, fairness, and truth in high regard.

That being said, there are indeed some poisons that are not as frowned upon by the good and noble, such as those designed to paralyze or incapacitate an opponent.

THE POISONING PROCESS

Each poison will be processed differently depending on the poison and the individual victim, though there is a basic process that most poisons follow.

When a character consumes poisoned food or drink, takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, or is otherwise poisoned, he must make a Constitution saving throw. If he fails, he is considered to be "poisoned" and is at a disadvantage to all attacks and ability checks until they are no longer poisoned. They also suffer the poison's initial or "Primary Effect." Even if he succeeds, many poisons have a "Long Term Effect" requiring another saving throw. This secondary saving throw is often Constitution based, but can also be based on the effected ability score or death.

Though death is the most common desired effect of many poisons, the effects can be as varied as any potion. For example, a poison might be used to only incapacitate someone with vomiting, cause blindness, induce a coma, or even simulate death. The length of time these effects will remain vary from poison to poison, and depend greatly on the Constitution of the victim.

Some poisons have antidotes that, if administered in time, can neutralize the effects of that particular poison, though not all of the effects may be reversible.

POISON TERMINOLOGY

TYPE

This refers to the delivery method of the poison.

CONSTITUTION SAVE

All poisons have an initial Constitution save to avoid the poison's effect. Further Constitution saves may be required to avoid long term effects or to fight off the poison all together (see the poison descriptions).

EFFECTS

The damage or other effect the character takes immediately upon failing his saving throw against a poison. Most ability damage is temporary unless stated otherwise. Some poisons have lasting effects after being poisoned (see the poison description).

If the potion is potentially lethal, and the victim fails their save by 5 or more, they drop to 0 hit points and begin making their death saves as normal, except that they use the poison's DC to determine success or failure. If they fail their saves, then they are simply dead. If they manage to succeed in avoiding death, they remain in a coma as long as the poison is in their system, which is usually 2d4 days unless the description states otherwise.

Following the coma, the victim suffers a permanent loss of 1d4 Constitution points and 1d4 Intelligence points, in addition to any other permanent effects.

TOXICITY

Toxicity is the degree to which a poison can damage an organism, and the length of time it can take to be purged from the body. The cleansing time can be reduced using certain treatments and remedies, though some poisons must simply run their course.

In order to keep things simple, toxicity has been broken down into 4 basic categories:

Mild poisons generally have minor effects and are cleansed from the body fairly quickly (usually within an hour or so).

Moderate poisons have a greater effect on the victim, often incapacitating them for a time. These can sometimes be lethal, but such instances are rare. They are generally cleansed from the body in 1 to 3 days.

Severe poisons have a dramatic effect on the victim with the potential to cause lasting damage and even death. These poisons can take months

to leave the system, and there is often a lingering sensitivity related to it.

Critical poisons have debilitating effects and almost always lead to permanent damage or death without an antidote or some sort of treatment. The effects of these poisons can linger for years, though in many cases, this poison is never purged from the body without some sort of magical intervention.

COST

This is the cost of one effective dose of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is almost always illegal, and even in big cities it can only be obtained from very specialized, and often less than reputable sources.

DANGERS OF USING POISONS

As one might imagine, handling poisons can be quite dangerous. This applies to every aspect, from raw material collection to refinement, crafting, storage and application. Whenever handling a poison at any of these stages, there is the risk of unintentional poisoning, particularly to the untrained.

Ultimately the GM will have to decide when and if there is a risk of poisoning. Once that has been determined, the character must make a Dexterity check (DC 12) to see if they accidentally poison themselves. If they are using the Poisoner's Kit and have a proficiency with it, or if they have any sort of alchemical training, they can add their proficiency bonus to their roll. If they have multiple related proficiencies, the GM might also give them an advantage in their task.

POISON IMMUNITIES

There are various animals, races and monsters that are inherently resistant or even immune to poisons. The most common example of this are creatures with natural poison attacks are immune to their own poison, but many creatures have varying degrees of immunity for a variety of reasons.

For example, some predators have developed a resistance to poisons of certain prey animals, while others have developed immunity to certain plants, allowing them to eat the plants safely.

Still others are generally resistant to many poisons due to a particularly strong constitution, while a few have developed a high tolerance to a particular category of poisons due to prolonged exposure.

Nonliving creatures such as constructs and undead are incapable of metabolizing them, and so are always immune to poison. Oozes, plants, and certain extraplanar beings may also be immune to poison, although conceivably special poisons could be created to specifically target them.

ANTIDOTES

Most poisons have an antidote of some sort, though a few are notorious for having none. It is quite common for the seller of poisons to also sell the antidotes. At the very least, they would want to have them on hand for their own uses, but a wise poisoner would want to have an antidote on hand in the event of an unintended poisoning.

Antidotes generally cost at least as much as the poison that they neutralize, since they usually require many of the same materials and preparation time. Unfortunately, there are far too many unscrupulous poison brokers who will charge double the price for the antidote, particularly if the buyer shows up in a desperate state after the fact.

There are a few general antidotes that cover a wide variety of poisons. For example, there is one that specifically neutralizes alkaloids while another works against most snake venoms. These broad range antidotes tend to be limited to the more mundane poisons.

Then there are the universal antidotes which are extremely rare and expensive. These are always magical in nature, often requiring months to create. Once created however, they will neutralize virtually any poison, and will be effective any time prior to death, though they will not repair any damage done prior to that.

Many of these universal antidotes can be taken up to 24 hours before a poisoning in order to prevent it from having any effect. Of course most people only do this if they are absolutely certain that they will be poisoned within that time frame. After all, it would get rather expensive to take the antidote on a regular basis, and in some cases, could cause the user to build up a resistance to it, making it ineffective.

TABLE OF POISONS

POISON	TYPE	SAVE DC	EFFECTS	TOXICITY	COST*
Aboleth Mucus	Contact/Inhaled	14	Suffocation in 2d6 rounds.	Mild	4500 gp
Achaierai Black Cloud Vapor	Contact/Inhaled	15	2d6 hit points of acid damage and long term madness.	Moderate	1000 gp
Aconite	Blood/Contact/Ingested	21	1d6 CON per hour until death.	Critical	30 gp
Alcohol (Moderate)	Ingested	11	1d4 DEX	Mild	Varies
Alcohol (Severe)	Ingested	12	1d4 DEX and CON, then unconscious for 2d4 hours.	Mild	Varies
Ankheg Acid	Contact	12	1d8 hit points of acid damage and scarring.	Mild	50 gp
Aranea Venom	Blood	15	2d6 STR	Moderate	400 gp
Arsenic	Ingested	18	2d4+1 CON and death.	Severe	120 gp
Athach Venom	Blood	20	3d6 STR	Severe	3500 gp
Belladonna/Nightshade	Blood /Ingested	18	1d4 CON per day until dead.	Severe	5 gp
Black Adder Venom	Blood	16	Stunned 1d4 rounds and 1d6 STR	Moderate	120 gp
Black Lotus Extract	Contact	20	4d6 CON	Severe	4500 gp
Blind Killer	Ingested	22	See description.	Critical	5500 gp
Bloodroot	Blood	12	1d4 CON and 1d3 WIS	Mild	100 gp
Blue Whinnis	Blood	14	1 CON and Unconscious 3d6 hours	Mild	120 gp
Brainweed Pollen	Inhaled	15	Hallucinations and self-mutilation (see description).	Moderate	150 gp
Burnt Othur Fumes	Inhaled	15	1 CON (P) and 3d6 CON	Moderate	500 gp
Carrion Crawler Gland Extract	Contact/Ingested	13	Paralysis 2d6 minutes.	Mild	200 gp
Cassava (Cyanide)	Inhaled/Ingested	15	2d4 CON and 1d4 DEX	Moderate	80 gp
Caustic Potash	Contact	11	1d6 hit points, 1d2 DEX and scarring.	Mild	45 gp
Centipede Poison	Blood	11	1d6 DEX	Mild	90 gp
Chuul Gland Extract	Contact/Ingested	14	Paralysis 2d6 rounds.	Mild	350 gp
Couatl Venom	Blood	18	4d4 STR	Severe	600 gp
Dark Reaver Powder	Ingested	18	3d6 CON (from bleeding) and 1d6 STR	Severe	1300 gp
Dark Sleep	Ingested	13	Sleep 1d4 hours.	Mild	450 gp
Death's Bloom Poison	Ingested	15	2d6 WIS	Moderate	500 gp
Deathblade	Blood	18	3d6 CON	Severe	1800 gp
Death Cap	Ingested	18	4d6 CON and death.	Severe	120 gp
Demon (Bebilith) Venom	Blood	19	3d6 CON	Severe	6000 gp
Demon (Quasit) Poison	Blood	15	3d4 DEX	Moderate	300 gp
Devil Doll Poison	Blood	18	3d6 CON	Severe	400 gp
Devil (Imp) Poison	Blood	15	3d4 DEX	Moderate	300 gp
Devil (Osyluth) Poison	Blood	19	3d6 STR	Severe	400 gp
Devil (Pit Fiend) Venom	Blood	21	1d6 CON and death.	Critical	2100 gp
Digester Acid	Contact	14	5d8 hit points and scarring.	Mild	700 gp
Dragon Bile	Contact	13	3d6 STR	Mild	300 gp
Drider Venom	Blood	14	2d6 STR	Mild	600 gp
Drow Sleep Poison	Blood	14	Unconscious 2d6 hours	Mild	100 gp
Ebon Spider Venom	Blood	17	1d6 STR and nightmares.	Moderate	1200 gp
Essence of Viper Lotus	Ingested	21	2d6 CON and death.	Critical	600 gp
Ettercap Venom	Blood	13	3d6 DEX	Mild	300 gp
Final Touch	Contact	15	Unconscious 2d4 hours and 3d6 CON	Moderate	500 gp
Formian (Myrmarch) Poison	Blood	17	4d6 DEX	Moderate	2500 gp
Formian (Taskmaster) Poison	Blood	16	2d6 STR	Moderate	400 gp
Formian (Warrior) Poison	Blood	15	2d6 STR	Moderate	150 gp
Foxglove (Toxic Dosage)	Ingested	13	1d4 DEX, WIS and CON	Mild	50 gp
Frawlanta Worm Milk	Contact	16	3d6 STR	Moderate	500 gp
Giant Anemone Venom	Blood	17	Paralysis 2d6 rounds.	Moderate	300 gp
Giant Ant Acid Extract	Blood	14	1d4 hit points damage and stunned for 1d4 rounds.	Mild	175 gp
Giant Bee Poison	Blood	13	2d4 CON and stunned 1d4 rounds.	Mild	75 gp
Giant Toad Poison	Blood/Ingested	11	2d6 DEX and 1d6 WIS	Mild	80 gp
Giant Wasp Poison	Blood	17	2d6 DEX and stunned 1d4 rounds.	Moderate	210 gp
Gorgon Breath Vapor	Inhaled	18	Petrification (Stone)	Severe	4000 gp
Greenblood Oil	Blood	13	1d3 CON	Mild	100 gp
Hellebore	Ingested	15	2d4 CON and 1d4 DEX	Moderate	250 gp
Huge Scorpion Venom	Blood	15	2d6 CON	Moderate	200 gp
Id Moss	Ingested	18	3d6 INT	Severe	125 gp
Insanity Mist	Inhaled	18	3d6 WIS	Severe	1500 gp
Lich Dust	Ingested	19	3d6 STR	Severe	250 gp
Lockling Poison	Blood	17	1 STR (P) and 2d6 STR	Moderate	650 gp
Locoweed	Ingested	15	1d6 INT, 1d4 WIS and confused for 1d4 days.	Moderate	400 gp
Malyss Root Paste	Contact	16	2d4 DEX	Moderate	500 gp
Mangonnel Saliva	Blood/Contact	13	1d4 CON and paralysis for 1d4 rounds.	Mild	180 gp
Medusa Poison	Blood/Contact	15	3d6 STR	Moderate	4500 gp
Mohrg Ichor	Contact	14	Paralysis for 1d4 minutes.	Mild	4750 gp

TABLE OF POISONS

POISON	TYPE	SAVE DC	EFFECTS	TOXICITY	COST*
Mold Spider Venom	Blood	12	1d6 WIS	Mild	80 gp
Myconid Extract	Blood	17	1d8 CHA	Moderate	50 gp
Myristicism	Blood	17	Unconscious 1 hour.	Moderate	4000 gp
Naga (Dark) Poison	Blood	14	Unconscious 5 minutes.	Mild	6000 gp
Naga (Guardian) Venom	Blood	19	3d8 CON	Severe	7000 gp
Naga (Spirit) Venom	Blood	17	2d8 CON	Moderate	6000 gp
Naga (Water) Venom	Blood	16	2d8 CON	Moderate	4000 gp
Necrotic Nightshade	Ingested	14	1d6 STR and CON	Moderate	460 gp
Night Crawler Poison	Blood/Contact	20	4d6 STR	Severe	15,000 gp
Night Wine	Ingested	16	3d6 CON	Moderate	300 gp
Nitharit	Contact	13	3d6 CON	Mild	650 gp
Oil of Taggit	Ingested	14	Unconsciousness	Mild	90 gp
Opium	Inhaled	18	2d6 DEX and INT	Severe	10 gp
Phase Spider Venom	Blood	18	4d6 CON	Severe	230 gp
Poison Arrow Frog	Contact	14	Stunned for 1d4 rounds.	Mild	300 gp
Poison of the Cloudy Mind	Ingested	12	1d6 INT and inhibits psionics.	Mild	450 gp
Poison of Dryness	Ingested	14	1d4 CON and dries the mouth.	Mild	150 gp
Poison of Hideousness	Ingested	15	2d6 INT and mutation.	Moderate	600 gp
Poison Ivy	Contact	11	1 DEX and disadvantage.	Mild	5 gp
Poison of Lethargy	Ingested	13	Disadvantage	Mild	50 gp
Poison of Madness	Inhaled	14	1d4 INT and hallucinations.	Mild	350 gp
Poison of the Pit	Ingested	21	See description.	Critical	600 gp
PseudoDragon Poison	Blood	15	Unconscious 3 days.	Moderate	2500 gp
Psilocybe	Ingested	18	1d4 INT and WIS (P)	Severe	120 gp
Puffer Fish	Blood/Ingested	Special	Paralysis and death.	Critical	8500 gp
Purple Worm Poison	Blood	17	3d6 STR	Moderate	700 gp
Quicksilver	Ingested	18	2d4 DEX and 1d6 WIS per month.	Severe	2200 gp
Rhubarb	Ingested	16	1d4 STR and CON	Moderate	60 gp
Sassone Leaf Residue	Contact	14	2d12 hit points and 1d6 CON	Mild	300 gp
Shadow Essence	Blood	18	2d6 CON and 1 CON (P)	Severe	250 gp
Shudder Spider Venom	Blood/Ingested	15	4d4 DEX	Moderate	6000 gp
Slithervine Pollen	Inhaled	14	Blindness for 1d4 rounds.	Mild	300 gp
Spider Eater Venom	Blood	18	Paralysis for 1d8 + 5 weeks.	Severe	2000 gp
Strangleweed	Ingested	12	2d4 STR	Mild	400 gp
Striped Toadstool	Ingested	11	2d6 WIS and 1d4 INT	Mild	180 gp
Tendriculos Gastric Fluid	Contact/Ingested	14	Paralysis for 3d6 rounds.	Mild	450 gp
Terinav Root	Contact	16	3d6 DEX	Moderate	750 gp
Toadstool	Ingested	21	2d6 CON, 1d4 CON (P) and death.	Critical	300 gp
Troll Blood	Blood	17	1d8 INT	Moderate	90 gp
Umber Madness	Blood/Contact/Ingested	18	1d8 WIS and insanity (P).	Critical	5800 gp
Ungol Dust	Inhaled	15	1 CHA (P) and 1d6 CHA	Moderate	1000 gp
Ungol Venom Paste	Inhaled	14	See description.	Mild	5200 gp
Vermin Venom - Tiny	Blood	10	1d4 STR	Mild	5 gp
Vermin Venom - Small	Blood	12	1d6 STR	Mild	10 gp
Vermin Venom - Medium	Blood	14	2d4 STR	Mild	25 gp
Vermin Venom - Large	Blood	14	2d6 STR	Mild	120 gp
Vermin Venom - Huge	Blood	17	4d6 STR	Moderate	300 gp
Vermin Venom - Gargantuan	Blood	18	6d6 STR and death.	Severe	950 gp
Violet Fungus Poison	Blood /Contact	18	2d4 STR and CON	Severe	1200 gp
Viper Venom - Tiny	Blood	12	1d4 DEX	Mild	5 gp
Viper Venom - Small	Blood	13	1d6 DEX	Mild	10 gp
Viper Venom - Medium	Blood	14	2d4 DEX	Mild	25 gp
Viper Venom - Large	Blood	16	2d6 DEX	Moderate	120 gp
Viper Venom - Huge	Blood	17	2d8 DEX	Moderate	300 gp
Viper Venom - Gargantuan	Blood	20	4d6 DEX	Severe	950 gp
Vocal Venom	Blood	16	See description.	Moderate	15,000 gp
Wyvern Poison	Blood	18	4d6 CON	Severe	3000 gp
Xill Venom	Blood	15	Paralysis for 1d4 hours.	Moderate	1250 gp
Yellow Stain	Blood	21	3d6 STR, CON, INT and death.	Critical	30,000 gp
Yuan-Ti Venom	Blood	17	2d6 CON	Moderate	3300 gp
Zombie Powder	Inhaled	18	1d6 CON and undeath.	Severe	8000 gp

(P) = Permanent

* All poison costs are estimates and can vary greatly depending on location, availability and local laws. The GM should feel free to make any adjustments necessary to fit their particular setting.

POISON DESCRIPTIONS

ABOLETH MUCUS

When underwater, and Aboleth surrounds itself with a viscous cloud of mucus roughly one foot thick. This substance is exceptionally difficult to collect, but once harvested, it will remain potent for a surprisingly long time. The alchemist prepares it for use through a fermentation technique that causes it to explode into an aerosol when it comes into contact with the air.

Glass vials of the mucus can be thrown as grenade-like weapons that burst into a 30-foot diameter cloud of greasy purple vapor. Any creature coming into contact with, or inhaling this substance must succeed on a Constitution save (DC 14) or lose the ability to breathe air for the next 1d4 hours. If the poison cannot be removed from the person's system quickly, the only way to prevent suffocation is for the victim to begin immediately breathing water. Immersing their head in a container of water will work for a time, but they will need a much larger source quickly.

The antidote for Aboleth Mucus is made from a distillation of the same mucus, which must be ingested by the victim.

ACHAIERAI BLACK CLOUD VAPOR

The raw vapor must be collected from the glands that release this vapor which are located on the main body just below the wings. When condensed into a liquid form, it must remain under pressure, so the glass vial used to contain the finished poison is usually spherical and a bit thicker than the average vial.

When broken, it releases the acidic black vapor in a 10-foot area, which causes immediate and painful burning. As it leeches into the system through the skin, it causes violent hallucinations and extreme paranoia for as much as eight hours.

There is no antidote to this poison.

ACONITE

Aconite comes from the plant monkshood. Also known as wolf's bane, aconite leaves only one postmortem sign, that of asphyxia, as it causes arrhythmic heart function which leads to suffocation. Poisoning can occur even after touching the leaves of the plant without wearing gloves as it is very rapidly and easily absorbed. Because of its untraceable nature it has been a popular one with political assassins.

ALCOHOL

This commonly used recreational liquid acts as a depressant and deadens the chemical responses between the brain and the rest of the body. As the toxin builds up in an individual's system, a loss of coordination usually occurs followed by possible nausea, vomiting, and loss of consciousness from increased levels of alcohol poisoning.

Though it is not extremely lethal in and of itself, the reduction of coordination and judgment can lead to unfortunate consequences and even death, however it is more likely that you'll wake up in a strange bed or in some alley in a puddle of your own effusions.

The only antidote for alcohol is time.

ANKHEG ACID

This highly prized acidic compound must be harvested from a live Ankheg from the glands near the mouth. Prepared as a simple reduction, the acid is extremely strong and must be handled with great care. It is highly reactive with any organic matter, and must be stored in a wax-sealed glass vial.

It is often sold in a 2% water solution as a cleaning agent to remove the more stubborn organic material from floors and walls, but in its purer form it can dissolve organic material in a matter of minutes. When used as a weapon, not only will it cause painful and permanently disfiguring damage, but it will dissolve cloth, leather, and wood. Metals are not as susceptible, though they will suffer pitting and discoloration.

The Ankheg Acid is usually delivered as a splash attack, with a single vial covering a 5-foot area.

There is no antidote as such, but the immediate application of water will dilute the acid, reducing the damage by half and mitigating any potential disfigurement.

ARANEA VENOM

Harvested from the venom glands inside the mouth, this poison is reduced and then brewed into a thick oil that is used to coat various weapons that have the potential to break the skin, such as blades, bolts and arrows.

This poison creates nausea, vomiting, dehydration, dizziness, and severe weakness in any individual who fails their save against its effects.

The antidote is a derivative of the venom that can neutralize its effects.

ARSENIC

Arsenic can be derived from many natural sources and concentrated into an effective poison. Arsenic poisoning begins with headaches, confusion, severe diarrhea, and drowsiness. As the poisoning develops, convulsions and changes in fingernail pigmentation may occur. When the poisoning becomes acute, symptoms may include diarrhea, vomiting, blood in the urine, cramping muscles, hair loss, stomach pain, and more convulsions. The organs of the body that are usually affected by arsenic poisoning are the lungs, skin, kidneys, and liver. If untreated, the final result of arsenic poisoning is coma and death.

It is most often processed as a yellow powder. When ingested, the violent symptoms generally leave the victim very weak and often unable to perform simple everyday tasks. While one dose will usually incapacitate the average human, it takes two doses to induce coma and death. Many clever assassins will introduce this poison slowly over time, causing a slow and miserable death for their victim.

The antidote for this poison is a disgusting, syrupy charcoal-based liquid that must be ingested several times a day for at least a week. Keeping the antidote down is quite difficult, requiring a Constitution save (DC 10) to avoid vomiting. The antidote must be used within the first 8 hours (or during the first 8 doses if it is being introduced gradually). Complete recovery is a long process, with the victim regaining only 1 Constitution point per month. The only other option is the use of a greater restoration or wish spell to restore lost Constitution points.

ATHACH VENOM

The raw toxin is secreted through a gland located just below each tusk of this vile creature. The alchemist then blends a reduction of the venom with a base resin that makes its applicable to weapons.

The venom functions by breaking down the potassium in the victim's muscles, producing intense cramping and a loss of strength.

The antidote is a simple derivative of the raw toxin.

BELLADONNA

Also known as Deadly Nightshade, this plant has reddish stalks, bright green leaves with red ribs, and dull purple berries and flowers. Belladonna is one of the most toxic plants in the world. While the roots are the most deadly part, the poisonous alkaloids run through the entirety of the plant, causing delirium and hallucinations in those unfortunate enough to ingest it. The berries pose the greatest danger to children, as they are attractive and are deceptively sweet, yet just two berries can kill a child who eats them, and it takes only 10 or 20 to kill an adult. Likewise, consuming even a single leaf can prove fatal to humans.

Victims consuming the plant or berries suffer from nausea for 1d4 hours along with possible bleeding of the stomach as the poison reacts with the walls of the stomach, forming ulcers.

When prepared an infusion, only a drop or two is necessary to poison a medium sized creature, though most assassins introduce more just to be sure. Due to its inherent sweetness, it is very popular to introduce it in wine or other spirit.

The antidote is fairly simple and common because of so many accidental poisonings, but if no antidote is available, drinking warm vinegar can dilute and neutralize its toxicity.

BLACK ADDER VENOM

This poison is made from the collected venom of any of the adder family. Since the venom is quite lethal to begin with, little preparation is needed. Most alchemists simply reduce it down to a thicker, more concentrated version and add a simple resin that allows it to remain coated on a weapon until use.

The poison begins to rapidly weaken the subject, causing great pain and swelling from a poisoned wound. Within a matter of minutes, the poison causes excessive sweating and the heart to speed up. If the victim is poisoned twice in the same hour, they must make a Constitution save or die of a heart attack.

The antidote is a standard snake anti-venom commonly sold in many apothecaries or alchemy shops.

BLACK LOTUS EXTRACT

The Black Lotus is a rare and beautiful flower with long, dark purple petals and a velvety black interior. It grows in temperate marshes, often found sprouting from the organic matter that collects in the forks of trees.

Black Lotus Extract is produced by allowing the Black Lotus flower to rot, pressing out the fluid, and then blending it with a mixture of resins. This creates a sticky, dark purple substance that can be applied to arrows or blades as a paste to make any wounds inflicted with that blade resistant to healing.

A wound so poisoned will not close naturally and will bleed uncontrollably until some sort of clotting agent is applied or it is healed magically.

BLIND KILLER

This poison grants the drinker enormous temporary Strength, Dexterity and Constitution, while turning them into a sociopathic killing machine for one hour. After that hour the user will likely die, though the lucky ones merely enter a coma for a week and suffer a permanent loss of their mental faculties.

Initially the character's body transforms, granting them an additional 4 Strength, Dexterity and Constitution points for one hour, while at the same time, turning them into a cold, mad killer. Within a minute after drinking the potion, they will simply start killing any living creature they see (including allies) for one hour unless they themselves are killed or subdued, or if they run out of victims. Should they run out of victims and if they are prevented somehow from finding more, their madness turns inward and they will kill themselves in the most brutal manner possible.

After an hour, their Strength, Dexterity and Constitution return to normal, and the character must make a Constitution save (DC 20). If they fail their save, they die instantly. If they succeed on their save, they merely fall into a coma for one week and lose 1d4 points of Intelligence and Wisdom permanently.

BLOODROOT

Crimson in color, this poison is made from the root of the Cylla tree (the same ones whose leaves are often used in healing potions). It is prepared through a process of reduction and distillation that produces a sweet, deep red liquid that can be added to many drinks without being detected.

The extract attacks the brain causing confusion and a sense of "detachment" while interfering with the autonomic nervous system causing a shortness of breath and weakness.

BLUE WHINNIS

Blue whinnis toxin is created from the blue whinnis mold which has a pale blue hue. In its mold form, it is only mildly toxic, possibly causing the eater a bout of nausea. To create blue whinnis poison, the toxic elements need to be properly extracted and concentrated, usually through a lengthy infusion method.

The poison causes the victim to become violently ill with nausea and dizziness. After an hour, the victim will fall into unconsciousness.

BRAINWEED POLLEN

The Brainweed is one of the rare plants that is found in caverns deep underground. It is a pale yellow, broad-leafed plant that sends out a single thin stem with an odd flower on the end. The flower resembles a large flying insect which attracts bats that mistake it for a real insect. The bats then spread the seeds and fertilize it at the same time. The pollen is difficult to harvest since they are hard to find and bloom so infrequently.

The Brainweed pollen invokes powerful hallucinations, leaving them at a disadvantage for the duration. Individuals affected feel as though their blood has begun to boil and are compelled to lie down and cut themselves open so that the burning sensations may ease, losing 1d4 Constitution points per round to bleeding.

The effects of the pollen last for only 2d4 rounds, though the victim can still bleed to death if they do not receive immediate attention.

BURNT OTHUR FUMES

The Othur tree is a twisted, vine like hardwood that grows at higher altitudes. The leaves are small and dark which stand out in stark contrast to the smooth, light gray bark. When the wood of the Othur tree is burned, the fumes have an acrid flavor and smell that can induce a debilitating disorder if inhaled over time.

The poison known as Burnt Othur Fumes is made from the bark of the Othur tree, which is reduced and dried into a powder.

This powder can then be ignited with a single spark to release a 10-foot cloud of acrid fumes for 10 rounds. The fumes cause anyone in the area to become poisoned and begin coughing uncontrollably. The lungs are immediately blackened by the fumes, inflicting 1 point of permanent Constitution damage. After 5 rounds of exposure, victims suffer an additional 3d6 Constitution damage.

CARRION CRAWLER GLAND EXTRACT

The glands of this burrowing aberration produces a foul smelling fluid that can be distilled into an effective contact poison that paralyzes anyone who touches it. This poison has been used to great effect to paralyze and hold would-be thieves by coating particularly valuable items with it, though the faint smell can be a warning to a perceptive thief.

CASSAVA (CYANIDE)

A tough tropical plant grown for its fat starchy roots. The roots are boiled and eaten in soups and stews, or ground into flour and made into dumplings, puddings and breads, and used as a thickener for sauces and pies. The cassava plant is not harmful in its natural state, but alchemists use it to extract cyanide, a deadly poison that causes headache, dizziness, agitation, confusion, coma, and convulsions.

Cyanide acts almost instantly and only a small amount is needed for a lethal dose. It results in loss of consciousness in 10-20 seconds and death in 4-5 minutes.

If exposed to a lethal dose, the administration of an antidote is not often possible, since death comes within minutes. If the quantity consumed is below the lethal dose, saltpeter can be used to treat the cyanide poisoning.

CAUSTIC POTASH

Also known as lye, this substance is produced by leeching water through normal wood ash. It is most often found as a white or slightly yellow powder that reacts violently with water. When it gets wet, it heats up and burns whatever it touches.

It is most commonly used in a diluted form in soaps, but some have used a more concentrated version to clean drains.

When used as a poison, it is usually mixed with water and splashed onto the intended victim, resulting in extremely painful burns and irritated lungs.

It can be neutralized with a weak acid like vinegar. Trying to wash it off with water will double the effects.

CENTIPEDE POISON

Collected from the poison sack behind the first legs of the centipede, this poison is naturally sticky, and so only some reduction is necessary to prepare it for use. It can be applied as a sticky coating for any weapon that is likely to cause bleeding.

The poison effects the victim's coordination by causing inflammation in the central nervous system. The victim will become feverish and their hands will tremble. Centipede poison isn't extremely potent, but it remains in the system for a long time unless it is removed.

There is an antidote that is based on the centipede venom, and will neutralize the poison in a matter of minutes.

CHUUL GLAND EXTRACT

The paralytic glands of the Chuul are quite difficult to collect and even more difficult to prepare. One of the most challenging aspects is that the extraction process must begin within an hour after removing the tentacle from a live Chuul. It is not a complex procedure, but it has its own risks, not the least of which is that the tentacle retains its paralytic capabilities, and so a careless alchemist could find themselves unable to finish the extract due to paralysis. Fortunately, no particularly specialized equipment is necessary for extraction, and so it can be done in the field with a little advanced preparation.

The extract can be applied to a surface to be introduced through contact or it can be ingested in a 2% diluted form. In most cases this latter option would involve emptying a small vial into a pint or less of liquid.

The big advantage to this poison is that it is extremely difficult to resist and can remain potent, even on a surface, for up to a year without needing to be reapplied.

The paralysis is complete, but only lasts for a minute, so its uses are somewhat narrow.

COUATL VENOM

The venom is collected in a similar manner to that of many venomous snakes, usually enticing the Couatl to bite a specially prepared vessel designed for that purpose.

When introduced through a wound or as a drink, the poison of the Couatl dramatically reduces the victim's strength, making any activity a great challenge. If the poisoning is severe enough, death can result from a sheer lack of energy in the body. In most cases, a lethal dose will make the victim fall into a deep sleep for a number of hours before their life ends. This has led to the poison being called "The Last Sleep."

There is an anti-venom that must be introduced within an hour after the venom is introduced to the victim.

DARK REAVER POWDER

Made from the bones and innards of a particularly disgusting demonic beast called a Dark Reaver, this poison is quite rare. Once the innards and bones are removed, they are dried slowly over weeks in a clay kiln, and then ground into a fine powder. Surprisingly, the powder has a sweet coffee flavor to it which belies its true nature.

Once ingested, the poison works quickly to break down the bodies cells, causing profuse bleeding from all orifices, including eyes, nose ears and so on. Shortly after, the victim begins to weaken and eventually slips into unconsciousness. If left unattended, the victim will bleed out within 2 hours.

DARK SLEEP

This poison is made from the oil of Kagafe Tree leaves, which must be harvested in the early spring before it has flowered.

There is some risk in this process since the Kagafe Trees have a sap that is intoxicating to the Fire Ants who are found swarming about them. Unfortunately, the sap tends to flow most heavily in the spring, making the Fire Ants much more frenzied and aggressive. If swarmed by Fire Ants, the pain of their bites is said to be nearly unbearable, and has been compared to having the skin flayed off or being burned alive.

Once collected, the oil is cold pressed from the leaves, producing about 1 ounce of oil per pound of leaves. The oil is then brewed with several common herbs to create a mildly sweet liquid that can easily be added to almost any drink without notice.

The drinker falls into a very deep sleep that will last for 1 hour or until the target is disturbed. If the subject is awakened before 1 hour has passed they will suffer a -2 penalty to all rolls for the next 10 rounds, as the grogginess wears off.

DEATH'S BLOOM POISON

The Death Bloom is a large, brilliantly colored mushroom that can only be found growing on the heads of decaying corpses. If consumed raw, the eater gains some of the dead person's memories, though at great risk. The mushroom's toxins inflict necrotic damage on the brain, causing confusion and memory loss over time. This damage can take weeks or even months to heal, though some are never the same again.

The poison made from Death's Bloom is a highly concentrated version of the toxin, so that only a few drops are necessary to have a debilitating effect on the victim. In this concentrated state, the visions are extremely vivid and are almost exclusively limited to the moment of the person's death. This can lead to long term trauma, even if they manage to recover from the poison itself.

The toxins can be neutralized by drinking a tea made from the brain matter of the deceased person from whom the mushrooms were harvested.

DEATHBLADE

A tan or umber colored poison made from the broad blades of Deathgrass that grows in many alkali deserts and dry, salt lake beds. Called Devilgrass by some, this grass is most potent when collected at night, just before the first light of dawn touches the sky.

It is prepared through a simple distillation method that produces a pale green oil that has a faint salty smell. This oil is then used to coat bladed weapons, though due to it's salty nature, it is often used with non-ferris metals such as bronze or copper.

When a wound is inflicted by a weapon so poisoned, it causes excessive bleeding and wracking pain throughout the victim's body, leaving them weak and exhausted.

Most clotting agents will stop the bleeding, though the wound will still remain quite painful until healed.

DEATH CAP

These mushrooms can be found growing on the roots of trees in most temperate regions. It requires very little preparation, and is usually just steeped in warm water for a week or so.

Once the poison is ready, it is brown in color, odorless, and mostly tasteless, as it does have a faint earthy taste to it.

This is a slower acting poison, and can take up to 30

minutes to show any signs of poisoning. After the incubation period the victim begins to experience nausea, vomiting, abdominal pain, and diarrhea. These initial symptoms are followed (1d4 hours later) by a brief period of apparent improvement that lasts for up to 4 hours. Unfortunately, without treatment, severe liver damage and kidney failure often result in coma and death.

The Constitution save needs to be made when the incubation period has passed (DC 14), with a second save made immediately following the brief period of improvement (and only if the first one failed). If the second one fails, there is a 50% chance that the victim goes into a coma and a 50% chance of death (losing 1d6 points of Constitution per minute).

Only one mushroom is needed per dose. If more than one dose is ingested, the DC increase by 2 per dose after the first.

DEMON VENOM

Demon venom is exceedingly difficult and dangerous to acquire, due to the fact that demons disappear soon after having their material form destroyed. This means that the venom must be extracted before they are slain, making these toxins extremely rare.

There are stories of some demons collecting materials from others of their kind in exchange for some sort of favor or reward, though their prices are often too high for the average mortal who is willing to embark on a career in material component collection.

DEMON (BEBILITH) VENOM

Bebilith venom is highly perishable, losing its potency and becoming inert, foul-smelling goo almost as soon as it comes into contact with air. Those hardy souls who wish to harvest it must bring specially prepared self-sealing air-tight bladders, and then entice the demon to bite them. Once injected with venom, and assuming the collector survives the encounter, the bladder is brought to a specially prepared alchemy workshop where the venom can be prepared without coming into contact with the air.

Once distilled down, it becomes save to use in the air. When introduced into the bloodstream, the victim suffers cold sweats, extreme nausea, and greenish discoloration of the skin. Severe poisoning eventually leads to extreme weariness, and in some case, a deep coma.

DEMON (QUASIT) POISON

The difficulties associated with collecting Quasit venom has little to do with the danger involved, but rather the challenge of catching these small, elusive creatures. Some have had limited success with setting up Quasit traps, which consist of a heavy glass vessel with the right sort of bait, usually the tears of a weeping child.

Once captured, the Quasit will likely be willing to bargain for its release, and will generally give up some of its venom without a struggle. It is best to have a method of banishment to get rid of them immediately after release to prevent any sort of revenge from the angry Quasit.

The venom is clear with a purplish color and is fairly easy to prepare once it's acquired. It effects the central nervous system, slowing down the body's muscle responses, making even small tasks difficult. Some have also reported severe stomach cramps.

DEVIL DOLL POISON

The Devil Dolls or “Arusities” are drawn to the prime material plane by a child’s insatiable greed. They often take the form of flawless porcelain dolls, but have been seen as wooden toy knights, puppets and stuffed animals.

Once identified and slain, the remains of these dangerous creatures can be burned to ash, mixed with wraithwood resin to make a paste, and then applied to bladed weapons.

This poison is quickly absorbed into the bloodstream, causing the victim’s veins to blacken, and their body to be wracked with a shuddering cold.

This poison remains in the body until removed by the application of leeches, which must be burned afterwards.

DEVIL POISON

Devil poisons are even more difficult to collect than demon venom, since there are few devils who are willing to bargain with mortals over such things.

Those who seek to collect devil poisons must do so while they are still alive because the corpses often burn away in seconds once they have been slain.

A few wizards and warlocks have managed to summon devils into protective circles and forcefully extract the poison, but this is quite risky since the circle must remain unbroken during the process. This means that someone must be inside the circle to perform the procedure, and there are few willing to do this, not matter how much gold is offered.

DEVIL (IMP) POISON

The poison of the Imp must be milked from the gland inside its stinger. This procedure usually takes two people; one to hold it and one to milk the poison.

The raw poison is blackish-red in color and smells of pitch. Once introduced into the bloodstream, it causes violent tremors and shaking in the limbs.

DEVIL (OSYLUTH) POISON

This Osyluth’s poison sacs are located in its scorpion-like stinger, and are extremely challenging to milk since the Osyluth rarely misses when they strike. One rather risky method to acquire the poison is to affix a specially designed collection bladder to the front of a heavy steel breastplate, since the Osyluth will aim for the chest roughly 80% of the time. Of course that remaining 20% makes many potential collectors understandably squeamish about using this technique. Most would rather risk slaying the Osyluth and quickly milking the poison in the moments before the carcass burns away.

The poison is a swirling combination of bright orange, pink, and green which must then be reduced to make it applicable to weapons and traps.

The poison quickly weakens the victim by seeping into the deep muscle tissue, causing severe cramping and spasms. In most cases, the victim becomes so weak that they are unable to lift themselves off the ground, and in some cases, can die the muscles that control breathing and circulation shut down.

DEVIL (PIT FIEND) VENOM

Perhaps the most difficult poison to acquire, the venom of the Pit Fiend is located in sacs near the base of the fangs. Unfortunately, the only practical method to collect this venom has been to distill it from the blood of a poisoned victim. For this reason, it

is mostly collected in an opportunistic manner by those who are trying to make the best of a horrific situation. Some unscrupulous individuals however set up cohorts as prey for the Pit Fiend explicitly for the purpose of collecting this valuable venom.

Once a victim has been poisoned, their blood is extracted and run through a complex distillation method to separate the poison from the blood. This must be done within 12 hours or the venom begins to deteriorate. The resulting poison is inky black in color and will stain any blade to which it is applied.

DIGESTER ACID

Digester acid is one of the strongest known, and is much sought after by alchemists and trap makers. It is very difficult and dangerous to collect and store. Only specially treated glass can contain the acid, though left to the open air it will oxidize in a matter of minutes. Unfortunately for most people, this is more than enough time for it to do a great deal of damage.

The acid is distilled to remove impurities, and is then usually stored in small vials with a long, slender dropper end. This is because many thieves use it to drip into a lock to dissolve the mechanism, and the dropper end makes it easy to do so.

A few brave individuals carry the acid in thin glass spheres about 2 inches in diameter. These orbs can be thrown at a target, inflicting extremely nasty and painful burns.

The damage can be limited if the area is immediately flushed with water, reducing the damage by half.

It is very possible that clothing, armor and equipment can be effected (GM’s discretion).

DRAGON BILE

Despite what the name suggests, this material is collected from a small poisonous lizard called a Bark Dragon rather than a true dragon. The bile is extracted from two sacks at the back of its throat, and must be fermented with several thickening agents before it is ready for use.

When touched, this poison propagates quickly through the skin, penetrating deeply into the muscle tissue, causing weakness and tremors. The poison radiates out from the point of contact, effecting the whole body in a matter of minutes.

There is no known antidote for this poison, though other potions can lessen its effects.

DRIDER VENOM

This spider-like venom is often farmed by ruthless drow elves that find the idea of exploiting these failures as just punishment. As there has never been any reported divine retribution for this behavior, it would seem their gods agree.

Drider venom is widely used by the drow, largely because they are immune to its effects, though some still utilize it as a recreational aphrodisiac.

The venom is generally delivered via special arrows, darts and daggers specifically designed for that purpose. Any non-drow wounded by such a weapon suffers a severe weakening of the muscles which is enough to incapacitate most creatures. Many who have been poisoned by this venom have described the sensation as extremely pleasurable and even erotic, regardless of the severity of the wound.

Rumor has it that this poison has even entered the black market in many cities as a highly illegal recreational drug.

DROW SLEEP POISON

This poison is based on a secret recipe that is closely guarded by drow alchemists, though it is thought to involve the use of spider venom and a combination of specific mushrooms.

The resulting liquid is one of the quickest and most effective sleeping poisons known, putting its victims out just a few seconds after being wounded. Those unfortunate enough to have been subjected to this poison report terrifying nightmares, mostly involving spiders, while they are under its influence. A few have even claimed to have seen Lolth herself, and swear that it was really her in their mind, though this has never been confirmed.

EBON SPIDER VENOM

Widely used by drow and other assassins, this venom is known to have ended the lives of quite a few notable rulers.

Ebon Spiders are the bane of dark forests, twisting mazes, and underground tunnels. They are ruthless, intelligent hunters that despise all creatures that enter their territories, viewing them as food to be harvested. For that reason alone, this venom is quite rare, even amongst the drow.

The good news is that one need not confront one of these creatures to collect the venom as it seems to drip quite freely from their large fangs, leaving white, milky drops on the ground. These drops must be collected within a few hours after hitting the ground, but this is usually enough time to get in and out of the Ebon Spider's territory before being detected.

Once collected, the venom is sealed in glass vials which prevents deterioration until it reaches the alchemist. The processing of the venom is a lengthy process of distillation that produces a clear sticky liquid that is easily applied to weapons and traps.

The initial effect of the poison is fairly typical for spider venom. The poison is introduced through the bloodstream and immediately begins to weaken the muscles, causing spasms and tremors in the extremities.

The long term effects however are somewhat more terrible. The victim of the Ebon Spider's poison is subject to horrific nightmares for the rest of his life – assuming of course that he survived the encounter in the first place.

Once each year on the anniversary of the spider's attack, the victim lapses into a comatose state for 24 hours that is marked by sweating, uncontrollable shaking, and vivid dreams that recreate the attack in their mind. Additionally, each time the victim finds himself in the domain of an Ebon Spider (which they immediately recognize from their nightmares), they suffers a disadvantage on all attacks, ability checks and saves. This effect can be avoided by using a remove curse spell if it is cast within 10 days after the attack. Afterwards, only a wish spell is sufficient to remove the effect.

ESSENCE OF VIPER LOTUS

The Viper Lotus is a plant that lives in the thin cold air found at higher altitudes. It generally grows in mossy cracks in the rocks, sending up a single, slender stem and flower. Only blooming at night, the flower's petals have a green and violet pattern of swirls.

For a long time, the Viper Lotus was considered to be only a legend by most, but it was re-discovered very recently on an expedition to the Great White Mountains. Research has since confirmed its terrifying lethality.

In its raw state, a single flower produces enough deadly toxin

to kill a hill giant, but once it has been reduced and distilled, it takes only a drop.

Once ingested, the poison works quickly, spreading through the bloodstream like wildfire – almost literally. Those who managed to speak while enduring the torture inflicted by the Viper Lotus said that it felt as if they were being burned from the inside out.

The victim of this devastating poison has only a minute before they must make a second Constitution save (DC 16) or die in agony.

It has been rumored that the cloud giants have a cure for this poison, but if this is true, they are keeping it to themselves.

ETTERCAP VENOM

Extracted from the glands of the Ettercap located just inside the mouth on either side, this venom is bluish-black in color, and has a most unpleasant smell.

It takes several days to reduce this venom to the point where it becomes odorless, and another day to bind it to the resins that make it applicable to blades. Once the preparation is complete, it is a pale blue color with only the faintest licorice odor.

The poison causes the victim to lose fine motor functions and eventually all basic motor functions are disrupted, giving them tremors and extremely poor coordination.

Most universal spider anti-venoms will neutralize this poison.

FINAL TOUCH

The Final Touch is a contact poison made from the excretions of the Stripped Tree Frog that is native to many of the salt marshes in the southern continents. These frogs are about the size of a human thumb and so quite a few are needed to make a single dose of poison. The collection process is rather dangerous, due in large part to the fact that the marshes are their home to many apex predators, including the lethal Marsh Drake.

The frogs themselves also pose a significant risk since their poisonous skin is lethal to the most casual touch. Those who gather them use protective gloves and specially lined cloth bags, though accidents can still occur.

The good news is that once the alchemist has a number of these frogs, they can be kept alive in captivity under the right conditions for a number of years.

They are processed by floating them in a glass vessel of distilled water for an hour. The water is then reduced over a low heat for several hours and sealed in a clay pot for a week of fermentation and thickening.

The result is a thin yellow fluid that dries quickly once applied to as surface. Anyone who touches this poison falls immediately unconscious for several hours as the poison spreads through lymph system, destroying the victims cells from within. In most cases, the victim dies a very painful death as they bleed out through their pores. The few that have survived wish that they hadn't since they are left in a pitiful and ruined state, covered with purple and black blotches, shriveled muscles, arthritic joints and their five senses reduced to almost nothing.

FORMIAN POISON

The Formian are a race of intelligent ant-like creatures that resemble a cross between an ant and a centaur. Their society is structured much like that of ants, with different varieties of Formian having different responsibilities.

The Formian are quite pragmatic, and are often willing to sell their poison in exchange for certain materials that are not readily available to them. The most notable of these is iron.

Though there are three varieties of poison, they are all processed the same way. It is put through a rapid distillation process before being combined with a shellac-like resin that allows it to be applied to edges weapons.

FORMIAN (MYRMARCH) POISON

The Myrmarch's poison effects the nervous system, causing trembling in the appendages, cold sweats and gray discoloration of the fingernails.

FORMIAN (TASKMASTER) POISON

Taskmaster poison severely weakens the victim, and is marked by aching muscles, spasms, high fever and sweating.

FORMIAN (WARRIOR) POISON

Formian Warrior poison is very similar to that of the Taskmaster, but slightly less potent and easier to resist. The symptoms are not quite as severe.

FOXGLOVE (TOXIC DOSAGE)

The Foxglove is a very common variety of plant that produces flowers at the top of a tall spike. The flowers are tubular, and vary in color with species, from purple to pink, white, and yellow.

The entire plant is toxic (including the roots and seeds). Mortality is rare if consumed raw, but it does happen. Most plant exposures occur in children younger than six years and are usually unintentional and without associated significant toxicity. More serious toxicity occurs with intentional ingestions by adolescents and adults. Early symptoms of ingestion include nausea, vomiting, diarrhea, abdominal pain, wild hallucinations, delirium, and severe headache. Depending on the severity of the poisoning, the victim may later suffer irregular and slow pulse, tremors, various brain disturbances (especially of a visual nature with objects appearing yellowish to green), convulsions, and deadly disturbances of the heart.

Alchemists have managed to leech the toxins and concentrate them into a pale blue liquid that causes the same effects with only a few drops.

FRAWLANTA WORM MILK

These large pale worms live in stagnant underground pools far from the light. This poison is created by removing the small, spherical glands of several of these worms and expressing the ammonia-smelling fluid through a simple cold press method. The end product is a thin milky substance that dries quickly leaving a film behind that is generally applied to blades and the like by drow elven warriors.

This poison lasts for about 3 hours after applied. Those cut with the blade within that time suffer a loss of feeling in the limbs, weakness and tunnel vision until the poison works its way out of their system.

GIANT ANEMONE VENOM

The venom is a mix of toxins, including neurotoxins, that paralyze the victim. In the wild, the anemone uses this venom to hunt for prey, but a refined version is popular amongst some human hunters and those who wish to incapacitate their target without killing them.

The venom requires very little preparation except for the addition of a few light binding agents that make it applicable to weapons, the most commonly used is that dart because of its particular effectiveness in introducing the toxin to the bloodstream without seriously injuring the target.

There is an antidote made from the glands of the Jester Fish which is known to be immune to the anemone's venom. This antidote can be taken up to 4 hours before exposure to protect against its effects.

GIANT ANT ACID EXTRACT

Extracted from a gland beneath the mandibles of a giant ant, this acid must be put into glass containers that have firm stoppers.

This is a fairly weak acid compared to some, merely inflicting additional damage to the victim. The reason that some favor it is that it also inflicts an incredible amount of pain. The pain is so severe that it will cause many to become stunned for a short time.

There are stories of this poison being used by some to torture victims with thousands of small, acid infused cuts.

GIANT BEE POISON

A fairly common and easily acquired poison, it is collected from the recently dead corpses of giant bees that are generally found near one of their hives. The poison remains viable for several hours after death, and is immediately sealed in an air-tight container to prevent degradation.

It is prepared through a reduction method that involves adding a few thickeners to allow it to adhere to the surface of a blade, arrow or dart.

Though it is not a particularly powerful poison, it does cause a great deal of pain to the victim, causing them to become stunned for a number of seconds after being wounded. The pain then diminishes to a dull ache that can linger for many hours.

GIANT TOAD POISON

This poison is extracted from the glands located behind the eyes and in the warts surrounding the eyes of the Giant Toad. When naturally excreted, it is a contact poison, however once extracted, it can only be introduced through the blood.

Once in the bloodstream, the victim begins to experience trembling in the hands and vivid hallucinations for a number of hours. The hallucinations always seem to relate to deep trauma from the victim's past, and are therefore usually quite disturbing. If the victim has a particularly strong phobia or violent event in their past, the visions will be particularly acute, often causing them to reenact the events physically.

There is no antidote to the poison, though it does wear off quickly with no lasting physical effects. The mental trauma of the hallucinations are another matter.

A few sages have explored using this poison in conjunction with guided meditation to help heal those with some sort of post traumatic stress.

GIANT WASP POISON

This poison is made from the stingers and connected innards of Giant Wasps, and is prepared by reducing it slowly, while adding ground pine resin. This give the poison a deceptively pleasant smell and allows it to be applied to edged weapons.

The poison acts by overwhelming the nerves, causing the loss of control to many of the voluntary muscles. The victim often jerks violently as they lose their basic motor functions. Additionally, this poison inflicts an extreme amount of pain, initially stunning the victim for several seconds.

GORGON BREATH VAPOR

This elusive substance can only be harvested from gases released from a dead Gorgon. One of the most common methods of collecting the vapor is through the use of the cantrip *Manipulate Air* (found in *Gothnog's Magnificent Cantrips*) which allows the caster to create an air bubble around the Gorgon's corpse and channel the vapor into a prepared vessel of some sort. The vapor is light green in color and seems to swirl about of its own volition.

The alchemist prepares the vapor under strictly controlled conditions by passing it through an alcohol solution. This condenses the vapor into a liquid that will erupt into a dense cloud upon contact with the air.

This vapor is usually sealed in glass spheres that are designed to break on impact with a solid surface. Once broken, the liquid turns back into a vapor that fills a 5 foot area. Each creature in that area must succeed on a Constitution save. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target.

On a failure, the target is petrified until freed by the greater restoration spell or other magic.

GREENBLOOD OIL

This oil is made from *Rogue Vine* and the reproductive glands of the *Green Rock Fish*, both of which can be found in the vast subterranean swamps of the underworld. These components are stewed and reduced over low heat for several hours, and then left to ferment for at least a week. The final step in the process involved adding a binding resin that thickens it slightly and allows it to be easily applied to a blade. The oil has a metallic green tint to it, which is especially noticeable when applied to steel weapons.

This is a "poor man's poison," causing burning at the site of the wound, mild nausea and disorientation. It is readily available in the right back rooms and is relatively inexpensive compared to some. It is commonly found in towns and villages near the caves where the necessary components are harvested. It is somewhat rarer in cities and trade centers since there are usually other more effective poisons available.

HELLEBORE (AKA HELL BOAR)

Black Hellebore is still used in some rustic areas as a medicine to deal with insanity, though its toxicity makes that rather dangerous. An overdose of Black Hellebore causes tinnitus, vertigo, stupor, thirst, a feeling of suffocation, swelling of the tongue and throat, vomiting, slowing of the heart rate, and finally, collapse and death from a heart attack.

When prepared as a poison, the root of the plant is reduced slowly into a black paste. The paste can then be introduced to the victim on the underside of a bit of food or the lip of a goblet.

This refined version works much more quickly, often causing a numbing sensation in the lips. Assassins often wait until the victim is drunk since the combination of this poison and alcohol is quite deadly.

HUGE SCORPION VENOM

Collected from the poison sacs at the base of the stinger, this is a concentrated scorpion venom that is distilled and mixed with wax for application to bladed weapons.

Once introduced into the bloodstream, it causes nausea, cold sweats and a yellowing of the skin. The poison is passed through the system quickly, leaving a mild headache for a few days.

This poison is found mainly near desert regions since it degrades quickly and so cannot be shipped effectively over great distances.

ID MOSS

This yellowish green moss grows on the trunks of so called "hanging trees." These are trees that have, for one reason or another, become a popular for local lynchings. The longer a tree has been used for such activities, the more plentiful and potent the Id Moss.

It is prepared by drying it out in a clay pot for several weeks and then grinding it to a fine powder. The powder is then blended with fine amber dust making the end product look almost like gold dust.

When inhaled, it immediately begins to cloud the mind with visions of death and sorrow. If the Id Moss was collected locally, it is possible that the victim might even catch glimpses of a well known hanging, experiencing what they experienced in their last moments before death took them.

In some rare instances, those with particularly weak minds have been overwhelmed by these visions and have fallen into comas, dying some weeks later.

INSANITY MIST

This vapor is made from the fermented saliva of several species of mind effecting creatures, such as *brain crawlers*, *psychic moles*, and *Iluthiaad*. Once collected, it is combined with a bit of Id Moss and set to ferment in tightly sealed glass vials. When producing these vials, it is critical to make sure to use ones that are strong enough to withstand the pressure that builds up within.

When the glass vial is broken, it releases a dense purple cloud of mist in a 10 foot area. It has no odor nor taste, but once inhaled it immediately begins to erode the will of the anyone within the area. They begin to hear voices and incoherent whispering. Over the next hour, the poison continues to erode on their sanity, leaving them gibbering and ranting. If their Wisdom drops to 0, they will develop a permanent insanity based on their character's past, personality and/or the circumstances of the poisoning (GM's discretion).

LICH DUST

Perhaps one of the most difficult and dangerous poisons to make is Lich Dust. It is made from the powdered bones of a destroyed lich, though some claim to have achieved similar results using the bones of an evil wizard. Since the bones do not degrade or lose potency over time, the remains of a single lich can produce nearly a hundred doses of the dust.

When the bones are pulverized, they are combined with powdered wraithwood and silver dust. The end result is a silver white in color and has a chalky, metallic taste.

A single pinch of the dust scattered over food or into a drink is usually enough to do its work. Once ingested, the dust begins

to work its way into the muscle and bones of the victim, causing necrotic damage that will, if left unattended, rot the body from the inside out. The process is extraordinarily painful, and can take several days to run its course. During this time, the victim is also very sensitive to light, and will avoid sunlight to the best of their ability.

It can take weeks to recover from this poison, and in fact some are never quite themselves again. If their Strength should drop to 0, they simply die, and 3 days later, their body reanimates as a zombie.

This poison can be removed by a priest who is able to destroy undead, and attempts to do so on the poisoned individual.

LOCKLING POISON

Found in most temperate forests, Lockling is a low ground vine that produces pale blue flowers and silvery-white berries. These berries are only mildly poisonous in their natural state, but when soaked in alcohol for a few days and then reduced over a hot fire, they produce a very effective poison that is generally applied to smaller cutting or piercing weapons such as daggers or arrows.

The poison causes weakening in the muscles, purple discoloration around the wound, and a bitter taste in the mouth. This latter symptom has led to the poison being called “bitter end” by many commoners.

There have been very few fatalities as a direct result of the poison, though many have died in combat after being weakened by it.

LOCOWEED

Locoweeds pose a danger to livestock, horses, and other grazing animals, because they contain a toxin that affects muscle control, producing frenzied behavior, impaired vision, and sometimes death. Most locoweeds, however, are unpalatable to livestock and are eaten only when other forage is unavailable. The level of toxicity depends on soil conditions; decaying locoweeds release toxins sometimes taken up by otherwise harmless forage crops.

Many species are low-growing plants, up to one foot high, of variable hairiness with fern-like leaves, and spikes of pea-like flowers. A few are especially dangerous, such as the woolly locoweed, with woolly leaves and violet flowers or purple locoweed, with dark pink to purplish flowers.

This poison is derived primarily from the flowers which are steeped in warm water for several weeks. The water is then distilled into a pale pink liquid.

Only a few drops are necessary to have an effect. The victim becomes immediately disoriented, finding concentrating very difficult. The strong effects wear off after a few hours, but they can remain confused for a number of days.

MALYSS ROOT PASTE

The Malyss plant is a short, broad-leaved plant with that produces yellow flowers and deep blue fruit with red seeds. The fruit is marginally edible, but only in small quantities.

The poison is made from the skin of the Malyss root, and is prepared by mashing it and mixing it with saliva (any will do). This paste is then sealed in a small jar to ferment for a week before it is ready to use.

The paste can be spread on any surface where it will remain effective for several weeks. Anyone touching the paste will begin to lose sensation in their outer extremities, making it very challenging to walk, use tools, hold weapons, or perform basic motor functions.

MANGONNEL SALIVA

This poison can be difficult to obtain. The Mangonnel is a rare beast, similar to a dragon in appearance but with only animal-like intelligence. These creatures live in deep lakes but on occasion may be seen upon the shore, usually to lay eggs. The creature salivates a natural poison that can cause paralysis and with repeated bites can even cripple limbs permanently, making the bones soft.

The saliva is a thick fluid, frothy with a faint blue-green tinge. It must be extracted from the creature while it is alive or within one minute of its death. Any longer and it loses its potency. Ideally, it should be kept in an air-tight container, as exposure to air will slowly weaken its effects.

Used as a poison, it must be injected straight into the blood of its victim, often achieved by coating the end of a piercing weapon, like a rapier or dart. Even when applied to such a weapon, it will lose its effectiveness within ten minutes. It has no antidote, but is only lethal in very large doses, such as repeatedly being injected within a short period of time.

MEDUSA POISON

This is a potent poison when used upon a victim, as it can immediately drain his strength and slow his movements. Frequent injections can increase this effect, to the point where the victim can no longer have enough strength to even raise their limbs. A person suffering from Medusa poison will show signs of skin discoloration, equally all over their body, as it takes on a gray, stony appearance.

Acquiring this poison takes the bravest or most foolhardy of souls. The fluid must be taken from a Medusa’s eyes, and for this the Medusa must be alive. Some clever adventurers have defeated Medusae in the past by using the creature’s flesh to stone ability against it, but doing so will make the poison unobtainable. Strategy will certainly be required if one seeks such a poison.

There is no known antidote for this, but a victim can recover with time and rest, though without magical assistance, such a recovery might take weeks or months.

MOHRG ICHOR

Although uncommon, these undead might be found in several locales, ranging from a graveyard to city slums, or even the lair of a necromancer. Ghoul-like in nature, the Mohrg can paralyze its victims with a single bite. However, the paralytic ichor comes not from the teeth of the creature, but rather its tongue, which always looks black and diseased, part of the effects of being returned from death.

Typically, with careful extraction, a half-dozen tiny glands can be found just under the surface of the skin of the tongue. A skilled alchemists can draw the drops of fluid from each gland, perhaps enough for two doses of poison if the entire tongue is recovered intact. As with the creature, the poison merely needs to make skin contact with its victim for its effects to work. This occurs within ten seconds of contact.

There is no natural antidote for this, but its effects generally last only a few minutes. For the mohrg, this is more than enough time to devour much of its victim.

MOLD SPIDER VENOM

Mold Spiders live deep underground. They are milky white with tiny specks for eyes. Living on the underside of subterranean mushrooms, they feed on many of the sightless insects of the dark wastes.

The spiders are quite small, so they are often collected in large numbers and simply ground up together in a pot. The venom is distilled out of the resulting mash to create a sweet smelling blue oil.

Often used by dwarves, this venom is typically kept in sealed silver containers worn around the neck. It is applied to darts that are reserved primarily for use against the vile drow priestesses, since it seems particularly effective in disrupting their powers. Of course the dwarves also appreciate the sweet irony of using a poison based on spider venom against them to add insult to injury.

MYCONID EXTRACT

While this unusual poison can be fatal in large doses, using it to kill is contrary to its purpose, which is to control. This poison, once ingested, can cause the imbiber's personality to be temporarily malleable. It does not break down well, allowing the poisoner to suggest ideas, rather it reduces emotional control, making the victim highly suggestible to moods. These might be anything from inappropriate joy to unprovoked rage. The would-be puppeteer need only speak a few sentences to one under the effects, for the victim's mood to be highly altered.

The extract itself is a thin, pale green liquid, easily hidden in most ales or wines. It has a slightly grainy taste, not easily detected in a drink. The poison can only be obtained from living myconids, but acquiring it is not always dangerous. While difficult to find, colonies of the intelligent fungi can be found deep in damp caves. These creatures are not inherently violent, and may be willing to trade some extract for other commodities. The extracting is something that can be done painlessly, as adult myconids naturally seep it out slowly anyway.

While there is no antidote, the potion will not work on everyone, and in all cases will wear off within a matter of hours.

MYRISTICISM

Derived from Nutmeg, you can extract a poison called Myristicism. Extracting enough of this poison to do harm takes time. A failed craft check creates this poison, however it only has a hallucination effect. At full potency, the victim falls unconscious after 1 round (injury only). If ingested, effects take place after 1 minute. Myristicism also occurs in small amounts in black pepper, celery and carrots.

NAGA POISON

This venom comes directly from the fangs of a Naga. All versions of these creatures are highly intelligent and wary, and acquiring the poison through trickery will be almost impossible. The venom is still obtainable from a deceased Naga, but dries up within a few days of death. It might be possible to arrange with a Naga to give or trade you some venom, but such negotiations would be highly risky. A guardian Naga, for example, might be convinced of the righteousness of a noble quest and offer the venom.

The strength and effects of the poison vary depending on the type of Naga from which it is obtained (see below). The poison is thick, but colorless, and must be handled with care.

While surface contact usually doesn't trigger its effects, carelessly wiping one's eyes might be enough to spread it from skin to bloodstream. The only known ways to counteract the poison are through magic.

NAGA (DARK) POISON

Perhaps the hardest of all the Naga venom to acquire, the effects of this poison do not kill, but are very effective at incapacitating. Once in the bloodstream, the victim will fall into a deep sleep for several hours. Note that waking someone under these effects will not be easy, and it will require extreme measures for the victim to not fall back asleep until the venom has run its course, usually two to four hours.

NAGA (GUARDIAN) VENOM

The strongest version, this venom severely drains the energy from its victim. This can cause a creature to have difficulty walking or fighting, or far worse, inducing a temporary coma. Against weaker victims, it often causes immediate death.

NAGA (SPIRIT) VENOM

Its effects are similar to the Guardian venom, but to a lesser degree. Death is rare but possible against smaller creatures.

NAGA (WATER) VENOM

This venom works like that of the Spirit Naga, but it is easier to detect if used through food or drink, having a distinct, salty taste.

NECROTIC NIGHTSHADE

Created by the most loathsome of necromancers, this poison is crafted from a nightshade plant grown in the decaying heart of a child zombie. This plant and the heart are harvested under the light of the full moon. Both the heart and plant are ground into a paste with a mortar and pestle. This meaty liquid can make six doses of poison. This poison has the smell of rotting meat mixed with mint.

This poison causes terrible rashes that itch uncontrollably and sap the strength from the effected. Those that drink it experience horrific nausea, night sweats, cramps, diarrhea, and can even cause death. Some necromancers claim this poison can prevent the imbiber from becoming a werewolf if it is drunk within the hour of a werewolf attack.

NIGHTCRAWLER POISON

Obtaining this poison requires traversing into a lair of one of the most dangerous creatures alive. The Nightcrawler is a close cousin of the purple worm; a massive creature with skin of purest ebony. Its venom is injected through its many fangs, hundreds of them lining the circumference of its huge maw. The poison, like its skin, is the color of shadow, thin and faintly smelling of burnt flesh.

The poison, once extracted, will maintain its consistency for a long while, unless it is exposed to light, which will render it harmless within an hour. The venom is extremely toxic if introduced into the bloodstream. Within one minute of being poisoned, most victims will find their muscles insufficient to stand or even lift their own arms. Often, the effect is permanent, almost certainly dooming the victim to a slow death.

There is no antidote for this poison, and it is so potent that even those few that survive its effects are incapacitated for weeks while it runs its course.

NIGHT WINE

This drink is often found in tall, narrow bottles and has a rich midnight blue color that bubbles when opened. It is brewed from the berries of the Night Wind; a rare type of flowering seaweed that is found near many salt marshes. Though it tastes like a dark, bitter wine, it is actually a strong poison.

When drunk, especially in excess, it causes the imbibers' liver to shut down. Depending on the dose, this causes damage which reduces the victim's health, and can even lead to death.

It is often introduced to those who are already quite drunk and therefore less likely to notice the poor quality of the "wine."

Survivors have awakened days later and describe terrible dreams of drowning and pale yellow eyes. The disturbing similarity of the dreams has never been explained.

NITHARIT

This slow-acting poison can be extracted from the moss it is named after. Nitharit moss is flaxen in color, and is found in small patches of swampy ground. If one were seeking it out, its best to search out the hillocks and mounds which dot many swamps, and search for it on the underside of ferns. The moss is damp, and once gathered, it can be slowly simmered to boil away impurities and leave a strong extract of Nitharit poison. While the harvester can be poisoned in acquiring the moss, most often its effects are very weak until it is purified.

The poison has a sharp taste, easily detectable, but it need not be ingested to be effective. A few spoonfuls in contact with the skin is all that is required. The venom is a very subtle one, as its effects can take up to two weeks to take effect, making it easy for the poisoner to escape unnoticed. As the weeks progress, the victim will find himself short of breath much more quickly than normal. Even a brief exertion will leave him winded and weakened.

The frogs that live in the areas the moss is found excrete a natural antidote. Otherwise, the victim, who almost always survives, can expect to be almost bed-ridden for up to a month.

OIL OF TAGGIT

Acquiring Taggit oil often requires braving a different kind of danger, one of heights. High up on stony mountains, this rugged bush can occasionally be found growing from vertical splits or cracks in the rocks. It is in the roots of the bush the oil can be obtained. The roots themselves are not particularly hard to remove, but are fairly well anchored and a couple of minutes of digging and chopping can free them.

Once they have been gathered, the roots must be slowly boiled. During this process, Taggit oil will seep from them as they soften, and float to the top of the water. Careful spooning out of this oil can yield a full vial's worth from one plant's roots. The oil is harmless to touch but makers should take care not to lick their fingers, as even a small taste may trigger the effects. The less pure the final result, the more bitter the oil will be, making it harder to hide in drink.

After consumption, the poison will take effect in under thirty minutes. The victim feels no illness, just a gradually increasing drowsiness that results in unconsciousness, usually lasting many hours. An antidote of simple apple juice will work if imbibed before the victim loses consciousness, otherwise only a long sleep will remove the effects.

OPIUM

One of the milder poisons on this list, it is almost never fatal, and some even take small doses of it willingly. These effects include a loss of balance and coordination, and are usually mentally debilitating as well. The poison is almost always consumed through inhalation. This can be via pipe, in a cigar form, or in some rituals, is ingested by holding one's head over a bowl of smoldering opium.

The product comes from the harvesting of poppies, extracting certain juices from their seeds. This juice is more like a thick goo, which hardens enough to be easily transported. It is later mixed, usually with boiling water, to purify it and the end result is a material that is similar to clay in texture, but flaky and soft. There is no antidote, but the short-term effects dissipate with four to six hours.

PHASE SPIDER VENOM

Sky blue in color, this poison tends to clump up into cheese-like gobs after a few days. This doesn't affect the toxicity of the poison, but it does add a little time to the processing.

The venom can be particularly hard to obtain, mainly due to its source being so hard to locate. Phase spiders are extremely difficult to detect, even if one has an idea where they might be residing. Like many creatures, they produce their poison naturally, and use it very effectively. It drips from the ends of their fangs when the creature is threatened or hunting; a black, oily liquid.

Sadly, killing a phase spider is the most common way of obtaining this venom, but it is never easy. Not only is the beast a dangerous one, it often flees to the ethereal plane when injured. The venom is not toxic to the touch, and even ingestion is an unreliable way to trigger its effects. A better method is to coat the end of a blade or arrow and cut the victim, putting it right in his bloodstream.

The poison takes effect almost immediately, savagely reducing its victims' endurance, and causing them to become winded and fatigued very quickly. As it is so difficult to obtain, it is rarely used and thus there is no known antidote.

POISON ARROW FROG

This creature is named the Poison Arrow Frogs (or Poison Dart Frogs) because their skin contains a poison that can be used by rubbing your arrow tip on it. Once the poison enters the bloodstream of the target, the prey will begin to feel dizzy as paralysis sets in shortly followed by convulsions and death. The food caught in this way is not going to affect you as the poison has to gain entry into the bloodstream for it to act.

The Poison Arrow Frogs are quite vibrant in the colors and markings on their skin, ranging from purest black through bright reds, golds, greens and even bright blue. Some almost seem to be metallic.

The poison must be harvested in the wild since the frogs in captivity quickly lose their poison. This is because they are thought to gain it from eating forest insects which have the poison in their system.

POISON OF THE CLOUDY MIND

This poison is less difficult than most to procure the ingredients, although few bother because they find them distasteful. While other recipes exist, the simplest method is to process the excrement of brain moles. These rodents live in all the dark damp places many do, but are much rarer. They have an odd

biology in that they crave and feed on psychic energy. Some have been known to keep living brain moles as pets, partially for the psychic protection they are said to offer.

The brain mole itself is not required, however, as careful extraction of minerals within their excrement can make an effective poison. To be used, the venom must be ingested, and it is far easier to disguise the taste within food rather than drink. Once it takes hold, the victim loses the ability for any higher brain function activity, including acts like fighting, reading, casting spells, or even climbing. Even speaking is a chore, and the victims vocabulary will be limited.

There is one positive side effect to this poison, and it is the reason why it is sometimes taken willingly; mental protection. A person under its effects is immune to all but the most powerful psychic attacks. There is no known antidote, but a person attempting to be poisoned this way might detect it long before they have consumed enough to become susceptible. The effects can last as long as twelve hours.

POISON OF DRYNESS

This poison is sought by those seeking to prevent a caster from unleashing their spells. It accomplishes this by drying out the casters mouth so much, that speaking is nearly impossible. Thus, any spells with a verbal component cannot be cast while under its effects. The key ingredient for this poison comes from the 'flesh' of a water elemental.

In most cases, the process is done by summoning a tiny water sprite to appear, and then killing it. The creature, after death, leaves behind a desiccated residue as the moisture evaporates. Even a small sprite leaves behind enough to fashion a dosage of poison. The residue is ground into fine, yellowish powder, a typically a pinch of this is sprinkled over the victims' food. The powder has no flavor, and so is almost undetectable by taste.

One minute after ingestion, the victim will notice his mouth getting drier. Drinking liquids will quench the thirst, but the victim only feels increasingly parched. In less than thirty seconds, he will lose the ability to speak. Once it has taken hold, other side effects may occur, such as dizziness or extreme sweating. The potion has no antidote, but is short-lived, lasting only an hour.

POISON OF HIDEOUSNESS

This poison is made by combining two other refined ingredients, a potion of Mimicry (page 18) mixed with Red Pepper (page 11). The Pepper needs to be well-mixed with the Mimicry potion, for a period of no less than one week. Unlike the potion, which allows the imbiber control over his appearance change, a dose of Hideousness poison is forced. Almost immediately after drinking, the victim will take on the appearance of a monster. The type of monster is based on the original ingredients used in the potion of Mimicry.

While under the effects, the victim can still speak if the monster shape allows it; a wolf could not talk, but a goblin could. The imbiber also gains the physical strengths and weaknesses of the monster (a vulture could fly), but not the magical powers the original monster may have possessed (a sample from a blink dog would not grant the user the ability to blink as per the spell).

The poison is sour-tasting, but can be covered up well with wine, especially cheap wine. A potion of Mimicry can reverse the effects, which otherwise last for three to four hours. The victim also suffers from a mild headache for several hours after the poison wears off.

POISON IVY

Care must be taken when gathering the main ingredient for this poison, lest the would-be poisoner become a victim. This poisonous ivy plant is not terribly rare, and many have fallen victim to it merely by walking through forested areas. The leaves of the plant are coated in a resin which can be scraped off. This resin is very viscous, almost a solid, and looks as a clear liquid with a gold tinge.

The resin can be coated to almost anything; a coin, a piece of cloth, or even the handle of a door. Once the victim makes contact with the resin, the poison will get into their system. This is a slow-acting venom, and normally it takes almost two full days for the symptoms to begin. They appear as small, pinkish bumps on the flesh which are itchy but not painful. Unless extreme care is taken, these bumps will soon spread to other parts of the victim's body, with mere contact.

Note that the effects are not contagious, and touching another person while affected will not spread it. Over the course of the next seven to ten days, the effects will gradually worsen, and then gradually dissipate. At its peak, the victim will be extremely itchy, distracted, and irritated.

While there are salves that can ease the symptoms, there is no cure. Strangely, if a victim suffers from multiple applications, his immunity lessens. This means that symptoms will appear more quickly, be more severe, and last longer.

POISON OF LETHARGY

This poison, like a few others, can be derived from different sources. Any one of these ingredients can be sufficient to fashion a weak version of the poison. However, it is more effective when several are used to make a concoction. Any three or four of the following will work, and the list is not exhaustive. Alchemists have had success with hops, lavender, pipe-weed, strands of tea including chamomile, wild lettuce, ginseng, even strychnine in minute dosages.

Depending upon the ingredients used, the flavor of the final result can be varied, but it will never be tasteless. It is most commonly disguised in tea, but can also be difficult to detect in wines or ales. The effects do not make the victim weaker nor sicker, but they have a powerful influence on his willingness to act. Only through a strong exertion of will can the user bring himself to do anything strenuous, except acts of pure self-defense.

The strength and duration of the poison depends of course upon its potency, but there is no antidote other than time and a good sleep.

POISON OF MADNESS

To acquire the main ingredient of this poison, one must indeed travel in dangerous areas. The flesh of a mind flayer is not easy to acquire, but fortunately for alchemists, the mind flayer need not be alive. In fact, even the bones of a mind flayer contain enough psychic residue to produce several doses.

Whether dried flesh or bone, the material should be cut up into small slivers, roughly the size of toothpicks. This material is then burned, and the fumes, when inhaled, can cause madness in a victim. The symptoms begin with hallucinations, which are always selective to the user as they are reflections of what he or she finds terrifying. The symptoms will continue, making it increasingly difficult for the user to think. Eventually, this will result in borderline insanity.

There is no antidote, and in most cases, the victim recovers fully within two days, as the symptoms gradually diminish. However, in some cases there will be permanent effects, and the user may suffer psychological disorders for life. These show up sporadically, and may range from depression to panic to insanity.

This poison is only effective in gaseous form.

POISON OF THE PIT

This poison is only used when extreme revenge is desired, as there are more surefire poisons to assassinate someone with. The maker of this venom must acquire the egg of a pit viper. The egg does not have to be entirely viable, but enough of its original fluids must remain inside to make the mixture effective. The other half of this poison is a simple health potion.

Equal amounts of egg fluid are mixed with the vial of health, the latter of which should be used in its entirety. The mixture must then be slowly simmered while constantly stirred, until enough has boiled off to equal approximately the original amount of liquid. Once this is done, the poison will retain its potency for three days, after which time it will gradually diminish.

When drunk, it will have the normal effects of a health potion, although an experienced adventurer might notice that the taste seems inconsistent with that of typical health vials. For four hours, no negative effects from the poison will be noticed, other than a mild nausea. If vomiting is induced during this time, user will recover after a few hours of feeling ill.

However, if this step is not taken, the venom turns into a solid that will continue to grow inside the stomach until it eventually rips through. This will occur within three to four days. During that time, the victim will suffer increasingly painful stomach aches, going from mild to intense. At the end, the victim must make a Constitution save (DC 15) or die. If the save is successful, the victim loses 1d4+4 points of Constitution, which will take up to a month to fully recover from.

PSEUDODRAGON POISON

Most Pseudodragon venom is collected by trappers who catch, milk and release wild Pseudodragons in many of the temperate forests of the north. There are however, some wizards who find that milking the venom from their Pseudodragon familiar to be an easy way to make a little extra gold on the side.

In its natural state, this venom is almost perfectly clear with a slight red coloration, and has no scent. To prepare it for use, it must be blended with a light resin base that allows it to be applied to bladed weapons or other sharp objects such as darts or needles.

Once poisoned, the victim falls almost immediately into a deep sleep, and can remain that way for days. Due to its non-lethal nature, this poison is gaining favor with city officials because it can be used by city guards to capture criminals, allowing them stand trial for their crimes.

Many wizards and wealthy individuals incorporate this poison into traps used to protect some of their more valuable items.

PSILOCYBE

Created from the same mushrooms as Psilocybin Tea, this poison distills them into a toxin that expands the mind to the point of breaking. The mushrooms are prepared by mashing them up with fermented potato skins and choke berries. This mash is then distilled for at least 12 hours and sealed in a clay jar for a month. The product of this process is a thin, translucent green liquid that smells faintly of vinegar.

When ingested, the victim immediately begins to hallucinate violently, grabbing their head and screaming. They lose all touch with what is around them and simply try to get away from the horrors before their eyes. If used at the wrong time, the victim might put themselves great danger by hurling themselves from a tower, running in front of a fast moving carriage, or diving into the ocean to drown.

In any case, they become an immediate hazard to all around them and should be restrained immediately. As the toxin continues to erode the brain, they eventually stop hallucinating, but at this point the damage is already done.

Even if they recover, they are never quite the same, losing some of the cognitive ability permanently and often developing a mental disorder or nervous twitch.

The only known antidote is strong alcohol that, if administered within the first minute, dulls the mind enough to reduce the effects by half and will prevent any lasting effects. They will however sleep for 24 hours afterwards, and wake with the worst headache of their lives, leaving them at a disadvantage to all actions for 3 days.

PUFFER FISH

Puffer Fish poison is about 1,200 times deadlier than cyanide, and causes the death of countless people each year. Despite that, it is still sought after by the wealthy as a rare delicacy. As a food, it must be specially prepared by very skilled cooks to avoid the poison, and even then, there is still the occasional accident. It is customary for many cooks to sample the fish first as a show of confidence in their abilities.

In the hands of a skilled alchemist, this lethal toxin can be refined into one of the most deadly poisons available. Many parts of the blowfish contain its paralyzing poison.

Once ingested, the victim becomes paralyzed within 3d6 minutes (no save). Then 1d4 hours later, the victim must make a Constitution save every minute or lose 1d6 Con. The DC starts at 15 and increases by 1 every minute. Once poisoned, death is inevitable without the aid of magical healing.

There is no known antidote for this poison.

PURPLE WORM POISON

The poison glands of the purple worm are located just behind the stinger on the tail. There are three of them, each about the size of a man's head. The harvesting of Purple Worm poison sacs can be very difficult and dangerous, though some intrepid adventurers have developed a technique where they lure a worm to the surface with several individuals on horseback who then lead it into an ambush where their companions attempt to sever the last three feet of the tail.

The sacs are processed by draining the contents into a large copper pot where the liquid is reduced to about half of its original volume. Resins are then added to make it adhere to weapon surfaces more effectively. The end product is clear with a faintly sour smell.

The poison attacks the muscles very rapidly, causing severe spasms and cramping. The face of the victim contorts as the muscles tighten giving them the appearance of being angry, causing some to give the poison the name Purple Rage.

There is a simple antidote made from the lining of the poison sacs, and is often sold together with the poison.

QUICKSILVER

Despite its name, this one is a slow killer, but this is exactly what makes it all the more dangerous. Absorption of doses as small as a pin head have proven fatal; however, symptoms of poisoning start showing months after the initial exposure, which is far too late for any kind of treatment. A master assassin once spilled a drop or two of the poison on her gloved hand. The quicksilver went through the leather glove and symptoms appeared four months later. Ten months after that, she was dead.

Quicksilver looks like liquid silver, but it is dry to the touch. To make pure quicksilver, the alchemist has to extract it from a rare mineral called Cinnebar, which is a deep red color and is often found near active or recently dormant volcanoes. The easiest way to separate the quicksilver from the sulfur is to heat the rock until the sulfur combines with oxygen and the quicksilver turns to vapor at just below the melting point of zinc. The vapor is then condensed to form liquid quicksilver.

Once ingested, it begins to degrade the nervous system very slowly. The first symptoms will be constant itching, sweating and a loss of sensation in the outer extremities. Later symptoms typically include sensory impairment (vision, hearing, speech), disturbed sensation and a lack of coordination. Eventually, the brain degenerates causing dementia and madness, not unlike the symptoms of rabies.

RHUBARB

A dark green leafy vegetable with red stems. The stems have a very sour taste, but are safe to eat stewed with sugar as a dessert, pie filling, or jelly. The leaves on the other hand contain high amounts of a poisonous substance called oxalic acid.

It is prepared as a poison by reducing the leaves for several hours over low heat. The leaves are discarded and the liquid is put in vials to ferment for several weeks.

The processed poison is used most often as an insecticide, but it is quite effective against larger creatures as well. It causes weakness, abdominal pain and diarrhea. Large amounts can cause coma and death.

SASSONE LEAF RESIDUE

The Sassone tree is one of the few carnivorous trees in the world. They are found in only one region of the vast Gurath Jungle, and are quite challenging to find. This is because they grow parasitically in the upper branches of larger trees in the upper canopy. They eat mainly birds and small climbing mammals by enticing them onto their broad, thick leaves with a sweet smelling berry-like appendage. Once they touch the leaf, they are immediately paralyzed. The leaf folds over them like a cocoon and begins the digestion process. The appendage attaches to the trapped creature and begins to draw out all of its nutrients. After transferring the nutrients to the tree, the leaf falls off and provides nourishment to the host tree.

The poison comes from the leaves, which have to be collected carefully so as not to damage the large purple bulb at the base. The alchemist expels the bluish green sap into a small jar that is heated until the sap softens into a thin blue liquid. It is then reduced for 30 minutes.

This poison can be applied to a variety of surfaces. When touched, the victim is burned as if by acid, leaving the contact area slightly blackened. Soon after, the victim suffers severe nausea and dizziness for a number of days.

SHADOW ESSENCE

Locating the creature needed for this poison will be difficult, but not as much as defeating it. Shadows are undead who dwell in the darkest of tombs. They can sometimes be lured out of dark corners with bait, that bait being any creature or object tainted with evil. Once defeated, the creature's physical essence, what there is of it, will dissipate within a minute. This essence must be harvested before this happens.

Since the creature is sensitive to light, it must be stored in a specially prepared container. The vial or flask must have a spell of darkness cast upon it, so that no light can penetrate to spoil the contents. This has the effect of making the vial appear to have nothing but blackness inside, and it is not obvious that anything else is in the container. The vial should always be stored in a dark or dim place as well. A deep pouch can serve this function.

The essence, when used, will appear as an oily black liquid, best hidden in dark sauces. It must be ingested within one hour of application to maintain effectiveness. The venoms symptoms are not long lasting, beginning to fade within ten minutes. However, they are fast-acting, and within seconds of consumption the victim will feel their energy, their very life force draining from them. There is no known antidote.

SHUDDER SPIDER VENOM

The Shudder Spider is a loathsome creature that is found in the darkest forests, awaiting prey from their underground burrows. They are large enough to eat small mammals including rats, ferrets, and even small baby deer according to some stories.

The venom is harvested from the poison glands below and behind the mandibles of the spider, draining it with a large, tin and copper syringe. It must be sealed in an air tight container within 10 minutes after the spider's death or the venom begins to deteriorate.

This poison is clear with a sap-like texture. It is highly versatile, and can be put in food, drink or used to coat weapons. Those poisoned are left short of breath and faint. As it moves into the central nervous system, they experience violent shuddering and spasms. If the blood thins too much, they are likely to suffer a heart attack.

This poison is very popular with kobolds and orcs.

SLITHERVINE POLLEN

This bright-yellow pollen appears in early spring. It is found in small bell-like formations inside the pale red flowers of the Slithervine plant. At this time the pollen is not dangerous and is carried by bats and birds that come and drink the nectar from the large flower. Towards the middle of summer this pollen becomes deep orange. It is during this time, after the nectar dries up, that the pollen becomes poisonous and the flower begins to emit a

hideous stench. This smell repels most animals, except ants. This is when the pollen is harvested. Once dried under the sun this pollen keeps its potency for several years. The pollen once dried resembles large clumps of earwax. You can tell when the potency is gone as the pollen will no longer have a smell.

This poison can be ground into a powder and is often passed off as a spice which is added to spicy dishes. It is a neurotoxin and is at its most lethal when ingested. The first effects of exposure to this poison are heavy sweats and a bluish pallor in the cheeks.

SPIDER EATER VENOM

This is a poison most often sought by those seeking to incapacitate a victim for a long time without killing them outright. The unusual creature that produces this toxin is most often found in caves that are up the sides of mountains. Rarely are they encountered below a hundred feet. The key ingredient comes from the solitary stingers of these creatures, and is milky white in color.

This substance can be gathered from the beast while dead or alive, but it will slowly lose potency after the hornet-like creature has been slaughtered. Once acquired, the toxin is mixed with beeswax, creating a slightly sticky substance than can be coated onto blades or arrow tips. Once it enters the blood stream, the venom will run its course unless magical intervention occurs (such as a potion of cure paralysis).

The immediate effects are minimal, with the victim only feeling a faint tightness in the chest, or mild coughing. After twenty-four hours, the real horror of the poison takes hold. The victim will feel his limbs stiffening, and within five minutes will be unable to move any part of his body except for his eyes, and mouth slightly. Nearly fully paralyzed, the poisoned person will be helpless to do more than breath or look around. The paralysis, untreated, will last at least a week and as many as six weeks. Without a dedicated caregiver, the victim will die from starvation.

STRANGLEWEED

This poison requires the tiny seeds extracted from the Strangleweed vine. This vine can be found in shallows of a warm sea. Anyone seeking to gather this ingredient should be wary of the dangers of strangulation from the source plant. The pollen itself can be found not only on the vines, but floating very near to them in the water. It takes many seeds to make even one does of this weed, as they are so small individually.

Once collected, the seeds should be crushed up, and their drops of juice mixed with a small amount of the sea water in which they were found. Ideally, this mixture should be thoroughly shaken for many hours before the poison is ready. One easy method to accomplish this is by merely keeping it in the saddlebags of a mount. A good, vigorous run is enough to fully blend the ingredients.

As the poison will always have a salty taste, it is best disguised in salty foods, often poured over seafood. The effects take about ten minutes to show, at which point the victim will have difficulty breathing. For no less than an hour, any activity more strenuous than walking will leave him helpless and gasping. Ignoring this can lead to heart failure and death. There is no antidote, but if the victim keeps his movements to a minimum, the symptoms will pass within a few hours.

STRIPED TOADSTOOL

It takes these white toadstools three days to grow to maturity. At this time these toadstools grow a blue-brown strip around the top of their cap. Once this happens these toadstool become filled with poisonous spores. It is dangerous to collect these toadstools as they tend to release spores when disturbed. Those gathering these toadstools must be careful to have something to cover their face as they can easily poison themselves otherwise. Gloves are also a must. Commonly used by gnomes and dwarves these toadstools grow in carven mouths.

The raw toadstool is poisonous so nothing needs to be done to get the toxins out of it but it can be boiled and made into a soup or paste. It has little taste and the spores can be placed on food. The paste which is pale white in color can be coated on blades or other weapons. Those poisoned shake uncontrollably and their ears begin to ring sharply.

TENDRICULOS GASTRIC FLUID

Collecting the gastric fluid from this vile carnivorous plant involves a very strange sort of fishing. The collector must cast a porous metal sphere attached to a chain into its maw which triggers its digestion cycle. The ball has a sponge-like material inside that absorbs the fluid, so after a minute or so, the ball is extracted by pulling on the chain. This often requires a horse or several strong men to do so. Once extracted, the sphere is left to dry for several minutes to avoid unintentional poisoning or acid burns. It is the sealed in a waxed leather bad for traveling.

The sphere is then opened in an alchemy workshop under very controlled conditions. The fluid is expelled into a copper vessel and heated over several hours to neutralize the acid, leaving the neurotoxin behind. The toxin is distilled into a concentrated amber sap-like liquid that can be allied to surfaces or introduced with food.

Once it is introduced to the victim, their muscles immediately seize up, leaving them completely paralyzed for up to 2 minutes.

TERINAV ROOT

The Terinav plant is a low desert scrub brush that thrives in high alkali environments. They are often found in small dry clumps in vast salt flats, and most people mistake them for dead sticks. If they are broken open however, their core is a startling pink color. Those who make the mistake of burning the sticks in a campfire can end up becoming intoxicated by the smoke. Many a traveler has wandered off into the desert night under the influence of this plant. The roots take some work to collect, but they have a very different application.

The roots are pink in color when harvested. They must be dried slowly in a kiln until they become translucent, and then ground into a fine powder. The powder is blended with a tacky resin that allows it to be applied to surfaces and easily absorbed through the skin.

When touched, this poison causes extreme itching that radiates out from the point where it was introduced, and effects the whole body in a matter of seconds. The victim becomes extremely distracted by the itching and loses much of their manual dexterity for several minutes.

The only antidote is washing the entire body with strong alcohol or some other solvent.

TOADSTOOL

This poison can be derived from a number of various mushrooms, though most alchemists prefer the Fire Fungi, a breed of bioluminescent mushroom that is found in many deep caverns. These mushrooms are easy to spot as they are short bulbous things that seems to be made from glowing magma. They are deceptively cold to the touch however, and are sometimes used by underground travelers as a convenient light source, for they will continue to radiate light for several days after being harvested.

The Fire Fungi have to be dried out for use, which is done by hanging them over a low fire or coals for several days. The dried mushrooms are ground into a powder that is ready to be used.

When ingested, the victim will begin suffering severer stomach pains, dizziness and diarrhea within the next few hours and this will last up to 12 hours. As the toxins are absorbed, the victim gets deceptively better for a short time, and they may even think that they have recovered, but a few days later, they suffer massive organ failure, dying in agony within minutes.

There is an antidote made from charcoal that can be used within the first 12 hour of poisoning. After that, there is nothing that will keep the victim from dying short of magical intervention.

TROLL BLOOD

Although used in some beneficial potions, troll blood can also be used to brew a particularly nasty poison that affects the mind. The toxins are extracted from the blood through a distillation process followed by several days of slowly reducing it to a syrupy gray liquid. This thick fluid can then be applied to bladed weapons or traps.

Once it enters the bloodstream, it begins to cloud the victim's mind and confuse them. They develop a fever and yellow coloring around the eyes. The mental cloudiness eventually wears off, though the skin discoloration and mild fever lasts for several days.

The antidote is a simple infusion of Hissing Weed Tea.

UMBER MADNESS

Umbur Madness is an ideal venom for when the poisoner's escape is paramount, due to its prolonged incubation period. The poison also functions with several methods of application; ingestion, injection, inhalation, or even solid skin contact is enough to inflict its effects. After this is done, it can be anywhere from one to three weeks before symptoms begin to show, allowing the culprit plenty of time to escape and establish an alibi.

This certainly comes at a cost, however, as the only source is the eye of an umber hulk, a monster feared by even veteran adventurers. In life, the creature can instill madness with a simple gaze. In death, the unique, polyhedral-shaped eye of the umber hulk can provide the fluid needed to make the venom. Preparation varies, depending on preferred method of delivery, but the result poison is a thin, golden liquid.

The effects begin gradually, only detectable by those who know the victim well. Small changes in personality, mood swings. These degrade over weeks, causing insomnia and hallucinations, increasing in severity. In many cases the victim goes permanently insane, but some strong-willed individuals have been known to regain their former selves, with much treatment and help.

UNGOL DUST

The White Ungol spiders are gigantic arachnids that usually live along trails in deep, ancient forests, or in caves near mountain passes. These are semi-intelligent creatures, making the collection the necessary ingredients all the more difficult.

The Ungol Dust is not collected from the spider directly, but from the dessicated remains of their victims which often litter the ground near their lair. Of course the trick is to get the web wrapped corpse without joining them. Once this is done however, the processing is quite easy.

The dried corpse must be removed from the webbing, cut open, and the dried organs removed. The organs and ground into a fine dust and baked for a few hours at low heat to remove any lingering moisture. The dust is usually put into a leather pouch with a copper nozzle which can be squeezed to expel a small cloud of dust at the intended victim.

This is a particularly vindictive poison, because rather than killing someone, it destroys their skin and features. Once inhaled, the dust propagates through the upper capillaries and into the skin which begins to dessicate almost immediately. Their skin turns gray and translucent, with the blood vessels showing through slightly. The skin wrinkles and atrophies until the person looks as if they have been mummified.

Their health will otherwise be unaffected, and they will continue to function normally in all other ways.

Over time, they can recover most of their original appearance, but they are never quite the same again.

The effects can be avoided if the person immerses themselves in milk within 24 hours. They must remain immersed for at least an hour to benefit from this remedy.

UNGOL VENOM PASTE

This poison, also known as Glue Venom, is a modified version of a potion of spider climb, which is one of its two main components. Despite what the name implies, the poison comes not from an actual venom, but from the sticky goo secreted by the White Ungol spider. This sticky substance can be scraped from the hairs of the creature, but it must be fairly fresh, as the goo will dry and harden over time.

This thick glue needs to be mixed with a full vial of spider climb potion, and then heated for several hours. This helps to thin the viscosity and make it drinkable. Unless tested, or magically identified, this concoction is indistinguishable from a potion of spider climb. When consumed, it will temporarily (1 minute) mimic the expected effects, meaning that the imbibers hands and feet will become sticky enough to allow him to climb on vertical surfaces. However, after the first minute, the stickiness will spread to other parts of the body, eventually coating all but the victims head. Moving at all will be difficult, as almost anything will stick to the person's body. Items held by the victim will be impossible to put down.

There are a few ways to counteract the effects, none of them pleasant. One way is to immerse oneself in fire, long enough to burn away most of the substance. This will obviously be painful and damaging to the victim, and could easily harm them permanently or worse. Another method is to use boiling water, poured over every area where the skin is covered. This can have equally bad effects. Finally, the victim can coat himself

with dirt and dust, and over several hours. The clinging goo will slowly lose its effectiveness, enough to be washed away with warm water and soap.

VERMIN VENOM

This venom can be acquired from the glands of almost any giant insect that feeds on decaying plant matter. When first collected, it is the color of spoiled milk.

Vermin venom is prepared through a simple fermentation technique that removes most of the smell and producing a white, milky fluid. It is better when the venom is milked from a living specimen, though this is obviously more dangerous. If taken from a dead specimen, victims will have an advantage when making their saves against its effects.

The antidote is a fairly common one that is easily obtained from any competent alchemist.

VIOLET FUNGUS POISON

The inexperienced might, at first, view their harvesting of this fungus as a simple one, free of threat. The mushrooms which make up this poison seem to lie innocuously upon a purple bed of tendrils. Once prodded, however, tendrils will shoot out quite far, attacking any nearby. These tendrils cause the same effects as the final venom.

While it is most often injected into the blood via weapon, even prolonged contact with the skin can be sufficient. The victim will feel both weak all over, shaking, and have difficulty even remaining standing. The feeling isn't terribly painful, but victims have told of a fear that can grip them, as they feel a loss of body control.

There is no known antidote, but the effects are temporary. Fatality can only occur if the victim exerts himself greatly while suffering. Profuse perspiration is a common symptom, and usually the earliest sign of poisoning. Thirty minutes of rest is usually sufficient time for the effects to fade.

VIPER VENOM

This is a common poison, and often one of the first taught to any would-be practitioner of the art. The viper that provides the main ingredient can be found in many locations, and is not too difficult a beast to capture. While viable fluid can still be obtained from the serpent after death, the sacs quickly dry up and lose their potency. It is far more efficient to capture a live viper and drain its toxins into a container.

Care must be taken lest the harvester become the victim. Any small bite is enough to trigger the effects. The poison is almost never fatal, but causes lingering pain in the area of injection. Also, the surrounding body parts become aching and numb, reducing their functionality. If the victim is stabbed in the arm, then it will become heavy and limb, all while delivering a steady dose of pain. The same is true for a leg, and if jabbed in the torso, breathing will become difficult while the poison lasts.

Being so common, antidotes are not too difficult to come by. However, this poison's effects usually diminish within 20 minutes. Unless such a remedy is right at hand, it's usually too late to be of use. Once in the bloodstream, the poison takes effect after only a few seconds, and the victim can do little else but tough out the pain while it lasts.

VOCAL VENOM

This poison is more feared by those in power than even the most fatal of toxins. It is considered so dangerous, even possession of it will result in immediate arrest in many areas. Strangely enough, once it is in the bloodstream, this venom does virtually no physical harm to the victim. Instead, he will feel a mild euphoria, and be very friendly with anyone around. And vocal.

So much so that no secret cannot be shared, as if the victim were speaking to a trusted friend. With gentle prodding, anyone under the effects will not only answer any question, they will do so happily and willingly. The secrets that can be spilled have no bound, and no force of will can overcome the compunction to share knowledge.

The key substance for this poison is the blood of a doppelganger. Their innate ability to learn secrets can be 'stolen', allowing an alchemist to brew up the most powerful truth serum of all. For proper effectiveness, several quarts of blood, all from the same doppelganger, must be slowly boiled for a long time until there is only a brown sludge remaining. This can be applied to any pointed or bladed weapon, but is most often used upon a small item, like a dart. Killing the victim would be counterproductive.

Once in the bloodstream, there is no alchemical antidote. However, extreme pain or induced rage can allow the victim a chance to reassert control. Without such measures, the effects last for about an hour, after which the poisoned falls into a gentle slumber.

WYVERN POISON

This is a powerful toxin from a powerful creature. The sting of a wyvern usually incapacitates and often kills. Once extracted, it maintains almost full potency. This venom can be squeezed out of the stinger of a slain wyvern, which is usually far easier than obtaining it from a live one, although that is not impossible.

The poison is a reddish-green color, thick and viscous enough to be easily applied to weapon blades or tips. After injection, the victim will feel a stinging pain at first, followed by a shortage of breath and overall sleepiness. It is not a pleasant feeling of drowsiness, but rather has been described as feeling slowly covered by tar. This near incapacitation, mixed with the pain, often brings its victims to a state of panic.

The effect lasts several hours, with the biting pain only gradually subsiding. A antidote can be fashioned from wyvern blood, but it must be administered soon after poisoning to be effective.

XILL VENOM

These hexapedes are indeed odd looking humanoids. Their strangeness no doubt in part to their extraplanar origins. Yet despite having six limbs to attack with, it is from the bite of these creatures that the venom stems. There are other poisons which can be used to induce paralysis, but this one is sought for its speed and reliability.

Within seconds of entering a victim's bloodstream, he will fall into a shallow paralysis. Breathing will not be affected, and even quiet speech is possible, but the victim cannot move at all. This effect will usually last for several hours. The Xill developed this poison naturally, as they often seek sacrifices which must be alive. Leaving the victim with the ability to scream is considered beneficial for their rituals.

Like other paralysis poisons, this one can be countered magically, but not with certainty. There is only a 50 percent chance of any normal counter-measures working against this venom's effects.

YELLOW STAIN

The raw materials for yellow stain are harvested from three sources. The first is the Yellow Fungi that gives the poison its color and its name. It is found in deep caverns near underground lakes or rivers, particularly those warmed by volcanic activity.

The second ingredient is the dung of the Sallow Bat that feeds almost exclusively on the Yellow Fungi and is almost always found in the same vicinity.

The third ingredient is a binding agent made from Thrag Beetle resin. The Thrag is a small orange beetle that feeds on the carrion that inevitable collects on the bottom of underground ecosystems. The Thrag Beetles make protective spheres from resin secreted from their mouths and attach them to cave walls. Just prior to death, they lay their eggs in these spheres and then die within, leaving their own carcass to feed their young. Some simply call these Carrion Beetles, and they have been known to cause great harm in large swarms.

Once the ingredients have been collected and returned to the alchemist's workshop, they are all dried, ground into a fine powder, and baked in a kiln for several hours. The resin melts making a thick yellow paste that can be applied to any bladed weapon, staining it permanently yellow.

One of the fastest and deadly poisons ever created, it is delivered into the bloodstream by a wound. Once there, it begins to ravage the victim's organs, nervous system, and finally the brain. They literally begin to decompose from the inside out. From the moment the poison is introduced, the victim has mere minutes before they are dead and their body liquefies into a disgusting puddle of yellow ooze.

Considered one of the most horrific ways to die, the sight of a yellow-stained blade is feared by even the bravest of souls. It is often said that it is one of the few poisons that is just as effective unused since many will surrender rather than risk the death of the yellow stain.

It is known to be used by one particular cult as a method of ritual sacrifice, with the victim being tied down and then lightly cut with dozens of small, yellow stained wounds.

There is an antidote made from the Yellow Fungi that must be ingested within the first 3 minutes to neutralize the poison.

Due to the rarity of the ingredients, this poison is mercifully expensive and difficult to acquire.

The Primary Effect inflicts 3d6 damage each to Strength, Constitution, and Intelligence. After 3 minutes, these effects are permanent, and after 10 minutes, the victim must begin making death saves every round. If they succeed on their saves, they are in a coma for 2d6 weeks.

YUAN-TI VENOM

Most poisons have a very specific effect, where the only variation is severity. This potion is different in that it can affect a victim in a number of ways, all of which are bad. The source of this venom is from the fangs of the serpentine Yuan Ti. All of them are born with poison sacs, and any one of them can provide a suitable base.

When used in its pure form, the venom functions much like any other, and in this case drains energy from the victim,

making it more difficult to do physical chores. This effect lasts for up to an hour. However, this venom can also be altered, when mixed with the actual blood of Yuan-Ti, the combination can be distilled into a greenish paste. This paste can then be burned as incense, or even shaped into a candle.

The fumes from the burning, when inhaled, can trigger assorted effects, and more than one. The victim must make a separate saves for each of the following effects; lethargy as described above, mental incapacitation leaving him dazed, blind fury which forces him to attack the nearest creature, and paralysis, all of which can last for a full minute. Note that it is possible for a victim to suffer multiple effects simultaneously.

There is no specific antidote, but leaving the area where the fumes are being generated lessens the duration of the effects.

ZOMBIE POWDER

This is a rather nasty necrotic poison that is made from the dried remains of destroyed zombies, and more specifically, their brains. Those collecting the primary ingredient usually just gather the heads to make transporting them easier.

Once they reach the alchemist, the skulls are split open and the brain matter is put into a clay pot where it is baked in a kiln for several hours to remove all traces of moisture. They are then ground into a fine powder that is blended with grave dust and several funerary resins.

When inhaled, this powder immediately causes dizziness and high fever. As it makes its way into the brain over the next several hours, it causes it to decay from within. After 5 hours, the victim begins making death saves. If they succeed, they recover after a few days. If they fail their death saves, they reanimate as a zombie 10 minutes later. Anyone turned into a zombie in this manner is highly contagious, with their bite having the same effects as the original poison.

There is no antidote, but a priest can use their ability to destroy undead to neutralize the poison if it is done within the first 3 hours after being poisoned.





Chapter Four



Using Potions & Poisons

The Assassin's Tale - Part 4

by Robert Davis

Evalov was in that part of his shop that no one ever saw. A separate room from the octagonal shop, separated not only by dark curtains, but by powerful runes that would surely destroy anyone crossing over without magical protection. It was ideal to his purposes, as it was built to be. His cane leaning against a table nearby, the alchemist had a balancing scale before him, and a jar in his hand. The jar was white, not from paint but from the material used to craft it.

Opening the jar, Evalov expertly held a pair of tweezers, and carefully reached them into the liquid, and extracted a small piece of soft clay. The clay was still coated in a thick oil, denying it contact with the air. With a small scalpel, Evalov sliced off a tiny piece of the material and placed it on the scale. He quickly put some balancing weights on the other side, and was pleased to find he had cut off the precise amount on the first try. Returning the remaining clay to its jar, he sealed it up and placed the cut portion into a flask, already filled with a golden liquid.

Before he could proceed further, the bell to his shop rang twice under the force of someone knocking. Since he had closed hours earlier, Evalov was fairly certain this was his expected customer.

The alchemist picked up his cane and hurriedly limped his way out of his laboratory. It was dark, and his shop had been built such that the door faced away from the road, but Evalov still respected his client's need for discretion.

Unlocking the door, he gave the cloaked figure a nod of greeting as he relocked it behind him. Evalov enjoyed dealing with professionals. He'd deal with nothing else if such clientele were more frequent. They understood the unwritten rules of doing business. As he limped his way past the wiry man, Evalov sized him up, knowing all he needed to know. The name he used, Verse, was obviously a false one. Someone in that line of work could hardly use their own, and the alchemist respected that. Similarly, he felt no moral qualms about aiding an assassin; not only was it congruent with his line of work, Evalov agreed that some people needed killing.

But neither man would ever speak openly of such things, for they understood the rules.

And because of that respect, Evalov allowed Verse into his lab, pausing at the threshold long enough to allow the assassin to pass over the runes unharmed. Verse untied a pouch from his waist as he looked the alchemist square in the eyes. He permitted himself an atypical smile as he opened the pouch to reveal not one, but two huge eyeballs. Evalov flashed a smile himself as he looked upon them with glee. A rare ingredient indeed, that would easily fetch thousands of gold, and here were two intact!

Evalov took them gingerly and placed one in a jar upon a high shelf, and the other in a dish of clear fluid. He paused a moment, and turned to gesture to Verse to make himself comfortable. For the first time that evening, they spoke.

"There is some wine back there if you'd like. I appreciate your urgency to begone before dark, so I will set to work straight away."

Verse nodded and loosened his leathers, sauntering off to inspect the wine. The chance for betrayal was almost nil, as each man was very useful to the other, and both bore rare skill. For several hours, Verse watched with curiosity as the alchemist went about his task. Grinding, stirring, shaking, burning, extracting, infusing, countless jars and vials, liquids and powders, even the occasional incantation. The assassin had a limited understanding of the process, but he knew enough to be rarely impressed.

As promised, the alchemist worked without stopping, seeming to enjoy his work with passion. A few hours before dawn, he straightened, arching his back to relieve cramps, and turned to face Verse. He held before him a small, thick vial. Instead of the typical cork stopper, this vial had a more secure metal cap that could be twisted free.

"The other eye for this, even trade." Although a question, Evalov made it sound like a statement.

"Fair enough", Verse said, secreting the vial away on his person. "I wish to be gone from this town before light, so I'll wish you well, alchemist." With the door unlocked, Verse exited the shop silently, without the bell ringing once. He had all that he needed to complete his contract now, and a very large reward was only a thousand miles and a few steps away.



USING POTIONS & POISONS

Although many potions and poisons are provided here, there is really no limit to what a creative player or GM can do on the fly. This sort of thing can even be a collaborative effort between players and GM, with the GM providing unique and interesting materials and the players taking and running with those to create something entirely new.

ADAPTING THE RULES

The rules necessary for potions and poisons need not be too complicated, and in fact it's better if they're not. What makes role playing games exciting is the ability to adapt to whatever the players want to do, and the rules should never get in the way of role playing or common sense.

So although the rules provided are excellent guidelines, it's important to allow players to role play the effects in ways that make sense. Whether that means describing the details of a physical transformation after drinking a potion of polymorphing, or role playing the effects of a poison as it destroys their central nervous system. The important thing is that the character have a great scene, even if they are dying.

This could mean bending the rules to make for a more interesting scene. For example, the GM rolls the dice and says that the blade that wounded you was poisoned, and that you're going to be taking 6 points of Constitution damage. Rather than simply marking off the points on your character sheet, you could spread them out over the course of a few minutes, hours or days. This might require a bit of collaboration between the player and GM, but the end results will almost certainly be more interesting.

So, you might start out describing how your character becomes feverish and nauseous. As the day progresses, you describe dizziness, and perhaps even have your character fail at some physical activity without even rolling for it because it makes sense. Later, your character could simply collapse... better if it's at a very inopportune moment.

ROLE PLAYING

There are many great books that discuss what constitutes good role playing, but basically it's all about becoming immersed in the character and the setting. Immersion doesn't mean that you forget

that you're playing a game, any more than you'd forget that you're watching a movie, but when you're immersed in a movie, you become invested in the story. This investment means that you often feel some of the excitement, terror, sadness, and joy that the characters feel in the movie.

In a role playing game, this immersion can be even greater since you are actually playing one of the "stars" of the story.

Because of your investment in the character, it is natural to want to avoid injuring them or getting them killed. There is nothing wrong with that, but it's important to realize that stories where nothing bad happens tend to be rather boring. Imaging a movie like Star Wars where there was no conflict, and so Luke spend 90 minutes running the moisture farm with his aunt and uncle. I doubt that such a movie would have become the classic that it is.

So if your character is poisoned, rather than putting your hands in your face in despair, take it as an opportunity to create a memorable scene that you'll be discussing for years to come.

For example, let's say your character is cut by a poisoned blade. She manages to kill her opponent, but the wound feels... odd somehow.

GM: The wound you took from that dagger feels like it's burning. As you look at it, you see that it's red and inflamed. There is a purplish bruise around it and small tendrils of violet radiating out from it, creeping up your arm. You lose 6 Constitution points.

Ann: I grab my arm, wincing in pain. There is sweat beading up on my forehead. "Everyone, I fear that last wound may be the end of me."

Ann removes 2 points of Constitution from her character sheet.

Rob: I go over to take a look. "It looks ill indeed. Where is the blade that made this?"

GM: You see the blade on the ground nearby.

Rob: I carefully pick it up with a cloth and examine the edge.

GM: Give me an Intelligence roll, and since you have a background in alchemy, you have advantage.

Rob succeeds on his roll, and the GM give him some information about the poison.

Rob: "Yes, I've seen this poison before." I look up at the others, rather alarmed. "We need to get her to town as soon as possible!"

The party heads for town. Along the way, Ann speaks up.

Ann: About an hour after setting out on the road, I stop my horse abruptly and dismount. I stumble to the side of the road, collapse and throw up in the grass. I'm trembling with my head bowed.

Ann removes another 2 Constitution points from her character sheet.

Rob: I quickly go over to check on Alissa. Seeing that she's in bad shape I look around. "Wait here a moment, and I'll see what I can do." I quickly search around the area looking for Anise.

GM: Okay, give me an investigation roll.

Rob: I succeeded, so I collect a bunch and go over to Alissa. I put the Anise in some water, and after concentrating on the mug for a few moments, it begins to steam. "Here, drink this. It will help with the nausea and fever."

Ann: I nod thankfully and drink. After a few moments I take a deep breath and nod again. "Yes, that's a little better." I look at my arm and see that the purple lines have spread to my shoulder.

Rob: "Good, then let's get you to a healer."

Of course you needn't add this much detail, or you may choose to add more depending on the situation. The point is that a simple poisoning becomes much more interesting, and adds tension to the game.

If the GM feels that the poison should be moving faster, he can prod the player by adding information, such as: "You feel the burning sensation moving up your arm. You would guess that you only have an hour or so to reach a healer."

Generally a good GM will only do this if there is something about the potion that you don't know or if the something has accelerated the spread of the toxin throughout the body.

IMPROVISING POTIONS AND POISONS

In the interest of keeping your game creative and dynamic, it is a good idea to allow players to improvise potions and poisons from time to time.

The rules that you use to facilitate this process isn't important. You can base it off a single skill check, a series of skill checks, or simply off the depth of the individual's role playing. In our previous example, the player knew that there were likely several wild plants that could ease nausea and fever, and so rather than ask the GM for permission, he simply had his character look for an appropriate plant and make a quick herbal tea.

Of course you can improvise more complex magical and non-magical potions based on what comes to hand. For example, your group slays a clearly venomous creature, so you decide to harvest the venom sacs and see what you can do with them. Since your character knows alchemy, you can (through role play) describe studying the toxin when you have down time, and once you are in a stable situation, describe the process of producing a working poison. It's not important that you are accurate in your description as long as it sounds believable.

At that point, the GM may have you make a skill roll, or if they feel your description was enough, simply tell you how many doses you are able to produce. Between sessions you can work with your GM to determine its specific properties in terms of role play and game mechanics.

It is generally a good idea to discuss the possibility of improvising potions and poisons ahead of time so that you and your GM are both on the same page when the time comes to start brewing.

GATHERING COMPONENTS

Whether you are improvising a potion or attempting to create a well known concoction, you must have the right ingredients. Some ingredients are common, and these can generally be found in any market, apothecary or herbalist shop. There are other ingredients however that are much rarer and even dangerous to procure.

Obtaining such components might require a large amount of gold if you choose to purchase them, but they could be great opportunities for a side adventure or even a lengthy quest depending on the characters

and the urgency of the potion. For example, the party might be hired by a nobleman to gather the ingredients necessary to heal his son who lingers near death, or it could be more personal with the party seeking a rare herb to cure one of party members.

In the case of a less honorable party, they may be seeking such ignoble things as power, poison, immortality or even the components to become a lich. Of course some of these things may be purchased as well, though they would only be available from very disreputable and even dangerous sources. Due to their illegal nature they would also likely be very expensive.

BECOMING A LICH

The process for becoming a lich is a difficult and costly one that slowly erodes the soul of those who seek lichdom. It can take years or even decades to collect the ingredients for the potion, and then there are still lengthy rituals and sacrifices necessary to complete this evil task. Below is the "recipe" for turning yourself into a lich:

Potion Ingredients

- 2 oz. *Belladonna*
- 8 oz. *Arsenic*
- 1 Pint *Vampire Blood (less than 1 week old)*
- 1 *Wyvern Heart (less than 1 month old)*
- 6 oz. *Phase Spider Venom*
- 8 *Death's Head Moth Cocoons (unhatched and dried)*
- 12 oz. *Powdered Wraithwood*
- 2 *Wraithwood Blossoms (dried)*

Other Components

- 1 *Phylactery (a precious stone worth at least 1000 gp)*
- 1 *Maiden (a pure humanoid of child bearing age)*
- 1 *Mother (must have given birth to at least 1 child)*
- 1 *Crone (an elderly humanoid past her child bearing age)*
- 1 *Tomb (secluded and likely to remain undisturbed)*

Instructions

The ritual to become a lich must be performed over the course of one lunar cycle, starting during the new moon closest to the winter solstice.

Most of the ritual must be spent deep in meditation, with a number of actions being taken during that time at very precise moments. For example, the potion must be brewed on the first night of the ritual, with the blood of three sacrifices added to it at specific points during the ritual. The timetable of the ritual is as follows:

Day 1. This is the night of the new moon closest to the winter solstice. The potion must be brewed on this night and takes 4 hours to prepare. The dry ingredients must be ground into a fine powder, and then added to a small cauldron along with all the liquid ingredients. It is then simmered for 2 hours, adding a drop of blood from the person for whom the potion is being made every 10 minutes. This blood can be collected ahead of time, though it cannot be more than 24 hours old.

The potion is then cooled quickly in a water bath. The liquid is then strained through a fine cloth into a glass vessel and sealed with a glass stopper coated with wax.

The individual who is seeking lichdom (hereafter referred to as “the caster”) then sits with the potion in front of him and begins his meditation. This is a very specific meditative process that involved the precise repetition of a necromantic chant. It must be spoken in Abyssal with great focus and concentration until the next phase of the ritual.

Some casters use potions or other magics that allow them to go without food and water for great lengths of time, but these must not interfere with their concentration and may be renewed during one of the several breaks in the meditation.

Day 7. The caster must sacrifice the crone. She must be an elderly humanoid who has past the age of menstruation and her ability to bear children. Most casters play it safe and find someone who is quite old indeed. For a human subject, this would be someone in their 80s or 90s.

This is a blood sacrifice, and is most often done by suspending the victim upside down by their feet and cutting their throat over an open vessel of some sort to catch the blood. A drop of her blood is then added to the potion, after which the meditation resumes.

Day 14. This is the time to sacrifice the mother. She must have given birth to at least 1 child, and she must still be of child bearing age. A new mother who is still lactating is the most desirable for this. She is sacrificed just as the crone, though her blood must be collected in a separate vessel. Her blood is also added to the potion, and the meditation resumes.

Day 21. This is the time to sacrifice the maiden. She must be of child bearing age, but still a virgin. Her virginal status can be difficult to determine, so most casters take a girl just after she has experienced her first menstruation. In some cases, the caster takes a younger girl and keeps her imprisoned until she is ready, though some feel that the stress of prolonged imprisonment taints the blood.

She is sacrificed like the others, with her blood being added to the potion as well.

Day 28. When the night of the new moon comes around again, it is time for the caster to drink the potion. This is the most dangerous part of the ritual since there is so much that can go wrong in a process this complex.

The caster holds the gem that is to become his phylactery in his left hand and presses it to his head. At the same time, he drinks the potion, chanting one last verse as he does so.

Results

Roll 1d20 to determine the results of the ritual. If the sacrifices were all taken from the same family or if the caster had a devoted assistant helping him, he makes the roll at an advantage. If he has been careless in any part of the process (GM’s discretion), he rolls at a disadvantage.

- 01-05 Death with no save or chance of resurrection.
- 06-10 Fall into a coma for three weeks. The potion does not work.
- 11-15 Fall unconscious for 10 hours. The potion works.
- 16-20 The potion works perfectly.

Once the potion has taken effect, the caster is bound to his phylactery. Upon his death, his soul is immediately drawn to the gem where it is stored until a suitable corpse is provided, rising up after three days as a lich. This final stage of the process requires quite a bit of preparation.

The caster usually stores their phylactery in a prepared crypt or tomb. To ensure that the soul has a suitable vessel, someone must regularly (at least once per month) supply a fresh corpse that is left in the tomb. There is no specific process for preparing the corpse, though most casters have very specific criteria for a potential vessel for their immortal soul, and of course it’s best if the corpse is not too badly damaged.

Keeping such a place supplied with regular corpses can be a very lucrative business for anyone with the stomach for the job. Those who embark on such a venture will often prey on those less likely to be missed, such as poor travelers, pilgrims, beggars, and even older orphans. These victims are usually poisoned with a special elixir that kills and simultaneously preserves the body for up to a month. A professional body thief can earn as much as 200 gp per month, as well as the gratitude of a very powerful spell caster.

Effects of the Process

A caster may start off on the path to lichdom with benign or even noble intentions, and as much as they try to convince themselves that they are different than the others, they all inevitably fall from grace.

Anyone who proceeds down the path of lichdom will eventually succumb to darkness. So over time, if they are not already evil, their alignment slowly shifts in that direction. Every time this happens, there is the chance that their sanity suffers as well, potentially driving them mad in the process. How this is handled is up to the GM, and can be done utilizing some sort of sanity mechanics or it can be handled through role play.

Variant: Multiple Phylacteries

There are some who fear death to such an extent that they take even more extreme precautions to ensure their immortality. One way to do this would be to use multiple phylacteries hidden in different locations. If the GM allows this option, the ritual process would be the same except that the caster would have to preform it multiple times — once for each phylactery.

In the case of multiple phylacteries, the soul would be split between them upon death, with the one being bound to the body of the caster. This means that their own body would be kept as a vessel with the phylacteries being hidden somewhere on the prime material plane. If the vessel body is destroyed, the phylacteries would keep the lich’s soul bound to the world. In that case, they would exist in a weakened, incorporeal state.

In this state, they could possess a host until they could find a suitable corpse and preform the ritual again. They could possess anyone, though the victim gets a Wisdom save to resist (DC 10 + the caster’s mortal proficiency + Wisdom bonus).

Only by destroying all of the phylacteries and then the vessel could the lich be destroyed.



AMARANTH

by R. Ander Wood

Nore Trackton moved about his woodland cabin in the still moments before dawn. Sweeping his main room it occurred to him he must dust and fill his good pot with fine things to eat. Well at least the finest things he had to eat. During the Witching Hour he had dreamed. In that dream he saw that Crown Prince Vack Anzalon would be returning from his quest just as the pink light left the sky. This was today or at least he thought so. The path of divination was not one of perfection, especially when dreams were involved. Still the mere promise that he would see the young prince today filled his old heart with joy unlike that he had felt since he was young. Yes, he had not felt such joy since Azale's life had ended. He thought of his young wife, the only wife he had ever had, as he dusted his cabin. Her face had not faded in his mind's eye, even with the passing of so much time.

As light penetrated darkness Nore peered into the meadow. Only the mist of morning met his gaze as it mixed with the shadows of overhanging elms and oaks. With the arrival of light the animals of sun took the place of those of night. Morning larks and squirrels began their day as bats flew back to the trees from a night of hunting. Anticipation moved the stoic Nore again and again to that same widow. Its sill cleaned spotless by his nervous energy.

Then the dream was real. There he was. A gift from Heaven or at least that's how it made Nore feel as he saw his prince upon the back of a ruby-red and lilac scaled riding lizard. Vack was a vision. His blonde hair wafting out from under his steel helm while the white plum that sprang from its top bounced up and down catching in the wind as the beast galloped. Nore's mouth became dry. He had waited for too long. Today was to be his greatest day but only... only if the prince had won the flower.

The moments that it took Vack's beast to cross the field seemed to stretch on for an eternity. A mailed fist crashed against the door. "Wizard... wizard are you in there? I have traveled all night and I have need to see you now." Nore danced around his meticulously cleaned cabin, savoring the

adulation that jumped in his chest as the prince's words proved the truth of his arrival. Rubbing his fingers together Nore strode to the door and opened it.

Nore bowed as deeply as his arthritic back would allow, "Prince my prince my glorious prince. It is you. Wielder of the sword Thaymere and holder of golden cup Ezumax. Truly in the steel and in the flesh, I have longed for your return for so long."

Vack removed his helm and said, "Rise, rise wizard, it is not my station but my desire to which you must attend. For I am not only owner of what you have said but now the holder of the heads of Bariel, Hetamel, and Caxarel." He opened his bag and revealed the heads of the three angels each bound to this world through mystical rites and sigils painted upon their brows. "I have slain the angels!"

"Yes your grace but do you... do you have it?"

Vack's eyebrows rose at the insolence of the wizard's interruption. "Yes! I am transporter of the eternal flower." The prince reached into another, much smaller, bag, "Behold... the Amaranth!"

Nore fell to his knees. Tears falling from his eyes, "Oh yes, so long have I waited. It is as beautiful as the Holy Text Izgart-va alludes. I see the lips of Heaven on the flower's face. I shudder amongst the hyper real." He looked to the flower. "The way it makes me feel, I do not know if I can do what must be done. I do not..."

An interruption of steel on flesh drove Nore to silence as his face bounced off his well swept living room floor. "You dare! You will do as your prince commands. I do not care how you feel. I do not care about you. You will prepare it for me. You will do so now!"

Blood poured from his nose as Nore looked up to his prince in shock. "Yes... you have returned my mind to right thinking. It must be done. It will be done... my prince."

With a humbly hung head Nore took the mythical flower from the prince and placed it in his bone mortar. With a heavy hand

he ground the flower down with his pestle. Once finished the old man took the flower to his simmering tea pot and hesitantly placed the paste inside.

The next ten minutes pasted in near silence as the paste boiled. It produced a sweet, caramel and honey-like smell which combined with the vegetables in the cooking pot to fill the cottage with a pleasant scent. "It is ready," Nore's voice was barely audible.

"Do it then! Summon her. Call forth my gentle cousin, my loving bride. Do it! Summon her shade and make her whole – so we may be together forever in the flesh."

In a voice no louder than a whispering wind, Nore replied, "As you wish my master." He placed two cups, the only two cups he owned, upon his old, round table. His hands still as he poured the elixir into the two cups.

The prince breathed deeply of the heavenly scent. Nore produced a dozen flat, stream stones and placed them around the table. In the ancient tongue of magic Nore invoked Celia as minutes drug by the mist from the field begun to drift inside. In the early morning the last of dawn's mist coalesced into the pale form of Celia's shade.

Hope sprung into Vack's eyes. "Take... take the cup and drink with me." He raised the humble wooden mug, of the widower, towards his wife. With confusion in her spectral eyes she accepted the offering and though but vapor of morning mist she grasped the wood as if she were flesh. He raised the other cup and drank deeply of it. As his eyes returned to her he caught the light from the window and the smile on the hermit's face. Then the prince's hand begun to tremble. The cup fell, crashing on the floor. He tried to turn but all he could see was the light from the window.

Nore walked into the prince's line of sight. "Your grace, have you ever actually read the Holy Text IZgart-va? No? I'd thought not. You see your highness. It states that this flower grants the worthy life everlasting. But you..." Nore's face twisted into rage, "Are not worthy. And those not worthy are to receive

an eternity of hell! In your primitive mind I realize you do not understand the celestial. It is light. Rather the light of the sun. The sun is Heaven. Its rays angels. Yes, all light is angelic. No I cannot see the angles. But from the look upon your face, I know you can. You have slain without remorse three of their masters and profaned the most sacred plant ever to have existed. I do not know what level of pain this hell shall be but I do know you are theirs forever. When she is brought back from the rivers of oblivion your sweet Celia will never dance in new skin with you. Her new flesh shall be another man's to have. You mocked gods and magic. But now, we mock you. Know too that your body will never die. You will sit here, in this room and watch the sun every day. You will come to know the light and you will fear it."

Nore returned a few moments later. "My mother was a wise woman but your father did not see it that way. He bowed to the spider goddess. His woodsmen came in the early morning to this very house. They beat me and took my elderly mother, Jreta, and my young wife, Azale. They took them. Each of them, over and over again until their manhood's desired no more. Then they hauled them to the king, to your father. He decreed the blasphemies of his goddess upon my family and burned them alive. I have waited all my life for this moment. To fulfill the vow I swore on their names. Names that you too finally know! I poisoned your wife but that was not enough. I needed to kill your father but I could never get close enough and then he died and stole vengeance from me. Until I realized he was not flesh but a name. You are the last male of his line and you will never have a son. It would not have been enough simply to kill you. You needed to know to know it all and more so to live with it, to live with this pain – forever."

Nore patted Vack on the shoulder, "My mother filled my head with many words of wisdom. Let me share some with you. She told me every day she could not abide wasting food." With that Nore produced a saw and begun to carve through Vack's leg. He inhaled deeply, "The stew is coming along nicely."



APPENDIX A: TERMINOLOGY

ABILITY SCORES

The typical ability scores represent the physical and mental attributes of a character. In this book, we are using some of the most common, including Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. If your game does not use these, they are easily adaptable. For example, Constitution could just as easily be represented as Health, Physique or Stamina.

ADVANTAGE

When you have an advantage on a d20 roll, you roll a second d20 and take the higher of the two.

BLINDED

A blinded character can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CONFUSED

A confused character suffers a disadvantage to all actions.

DISADVANTAGE

When you have a disadvantage on a d20 roll, you roll a second d20 and take the lower of the two.

EXHAUSTED

There are different stages of exhaustion. As one becomes more and more exhausted, there are greater effects that stack with all the previous ones. The stages are as follows:

- Stage 1: Disadvantage to all ability checks.
- Stage 2: Speed is half of their normal rate.
- Stage 3: Disadvantage on attack rolls and saving throws.
- Stage 4: Hit point maximum is halved.
- Stage 5: Collapse from exhaustion and fall unconscious.

Exhaustion is reduced by one stage after each long rest.

HIT POINTS

Hit points are basically a representation of stress that a character can withstand until they finally suffer a physical wound. For this reason, most of the poisons that you'll find in this book inflict ability score damage since they tend to effect the body indiscriminately, whether one is a commoner or an epic warrior.

INCAPACITATED

An incapacitated creature can't take actions or reactions.

PARALYZED

A paralyzed creature is incapacitated and can't move or speak.

PETRIFIED

A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging. They are unaware of their surroundings.

The creature has resistance to all damage and is immune to all poison and disease, although a poison or disease already in their system is suspended, not neutralized.

POISONED

A poisoned creature has disadvantage on attack rolls and ability checks. This is in addition to any effects specific to the poison.

POTION

For the purposes of this book, the term *potion* is being used to describe any concoction created to produce a magical, medicinal, baneful, or some other effect. These include nonmagical herbal remedies, elixirs, ointments, salves and poisons.

STUNNED

A stunned creature is incapacitated, can't move, and can speak only falteringly. They automatically fail Strength and Dexterity saves. Any attack rolls against them have an advantage.

UNCONSCIOUS

An unconscious creature is incapacitated, can't move or speak, and is unaware of their surroundings. They drop whatever they were holding and fall prone. They automatically fail Strength and Dexterity saves.



APPENDIX B: CHARACTER CREATION

BACKGROUNDS

ALCHEMIST

Ever since you were a small child, you have been fascinated to combine things to see what they become. When you were old enough, you began your apprenticeship with a local alchemist, and although you were never sure if it would become a career, you certainly learned many things that would help you in your every day life. Your cooking certainly improved.

Skill Proficiencies: Medicine, Nature

Tool Proficiencies: Alchemist's Supplies

Languages: Two of your choice.

Equipment: A dozen empty potion bottles, one vile with an unknown potion, protective gloves, leather apron, common clothes, and a belt pouch with 8gp.

FEATURE: ALCHEMICAL KNOWLEDGE

An alchemist knows his potions, whether they are simple herbal remedies, magical elixirs, or deadly poisons. You've seen many and read about many others, and so you are able to more easily identify a concoction, determine its likely properties, and glean many of its ingredients. In the case of poisons, you have an advantage to detecting its presence in a food or drink, or on a surface.

SUGGESTED CHARACTERISTICS

The practice of alchemy requires an analytical mind and an intuition about what will happen when ingredients are combined. The act of crafting a potion or poison requires extreme precision.

d6 Personality Trait

- 1 I have a very analytical mind, and I am compelled to discover how things work.
- 2 I enjoy appearing mysterious, and do whatever I can to encourage that image.
- 3 I have expensive needs, so I am always attempting to court wealthy benefactors.
- 4 I am very studious, and often seeking knowledge from tomes.
- 5 I am very precise. Good work requires attention to detail and accuracy.
- 6 I must be productive, learning skills requires lots and lots of practice.

d6 Ideal

- 1 **Knowledge.** The path to power and self-improvement is through knowledge. (Neutral)
- 2 **Beauty.** What is beautiful points us beyond itself toward what is true. (Good)
- 3 **Logic.** Emotions must not cloud our logical thinking. (Lawful)
- 4 **No Limits.** Nothing should fetter the infinite possibility inherent in all existence. (Chaotic)
- 5 **Power.** Knowledge is the path to power and domination. (Evil)
- 6 **Self-Improvement.** The goal of a life of study is the betterment of oneself. (Any)

d6 Bond

- 1 It is my duty to protect my students.
- 2 I have an ancient text that holds terrible secrets that must not fall into the wrong hands.
- 3 I work to preserve a library, university, scriptorium, or monastery.
- 4 My life's work is a series of tomes related to a specific field of lore.
- 5 I've been searching my whole life for the answer to a certain question.
- 6 I sold my soul for knowledge. I hope to do great deeds and win it back.

d6 Flaw

- 1 I am easily distracted by the promise of information.
- 2 Most people scream and run when they see a demon. I stop and take notes on its anatomy.
- 3 Unlocking an ancient mystery is worth the price of a civilization.
- 4 I overlook obvious solutions in favor of complicated ones.
- 5 I speak without really thinking through my words, invariably insulting others.
- 6 I can't keep a secret to save my life, or anyone else's.

GATHERER

You know where and how to get things — particularly arcane components, exotic ingredients and unusual materials. If you can't get them yourself, you know someone who can. You have a knack for finding things that no one thought existed, and at half the price one would have expected.

Skill Proficiencies: Nature, Persuasion

Tool Proficiencies: Herbalism Kit

Languages: Two of your choice.

Equipment: Six component pouches, 12 oiled sacks, protective gloves, pruning snips, skinning knife, 3 jars with preservation fluid, and a belt pouch with 24 gp.

FEATURE: COLLECTING

You don't necessarily know how to kill monsters, but once their dead, you know exactly what to take. When you come across exotic minerals, plants, animals or monsters, there is a good chance that you'll know which parts are worth harvesting, and in what order of priority if time is an issue.

You also know almost every method of preservation that will allow you to keep whatever you find fresh until it reaches your client or the nearest market.

Over time, you have managed to learn the properties of many mundane plants and how to use them in their raw state.

SUGGESTED CHARACTERISTICS

The practice of alchemy requires an analytical mind and an intuition about what will happen when ingredients are combined. The act of crafting a potion or poison requires extreme precision.

d8 Personality Trait

- 1 I tend to tell tall tales of my great deeds, so that I don't have to talk about true my past.
- 2 I tend to prefer the company of disreputable people. They seem to be more honest to me somehow.
- 3 I'm an avid collector of all manner of baubles and trinkets that are of value to no one but me.
- 4 I am a highly focused individual. When I have a task to perform, I need to see it done.
- 5 I am attracted to the unique and bizarre. I can spend hours in a side show or curiosity shop.
- 6 I like being known as the man who can get what you need.
- 7 I don't really care what I do for a living, as long as it means that I can travel a lot. I get bored living in one place.
- 8 I love to tell stories about the people I meet. I am something of a gossip.

d6 Ideal

- 1 **Professional.** I am a man of my word. (Neutral)
- 2 **Altruism.** I prefer to take jobs that will make the world a better place in some way, and I don't care if anyone knows about it. (Good)
- 3 **Mercantile.** The ebb and flow of wealth is what maintains order in the world. (Lawful)
- 4 **Privateer.** Yeah, I'll take on a job, but if someone offers a better price, well... it's just business. (Chaotic)
- 5 **Heartless.** I get whatever I need at all costs. (Evil)
- 6 **Journey.** I don't really have a destination. It's the journey that really matters. (Any)

d6 Bond

- 1 This ancient tome was given to me by my father. It is more valuable than my own life.
- 2 The master who taught me my profession has given me purpose, and I owe him everything.
- 3 This world provides all that is necessary. It must be preserved.
- 4 The support of those around me allows me to do what I love. I must never forget that.
- 5 My brother was killed due to my inexperience. I must devote myself to perfection for his sake.
- 6 I own the keys to a secluded family manor that has been vacant for decades.

d6 Flaw

- 1 I must have the supplies I need to do my job, and I will do whatever it takes to get them.
- 2 My talents can do much good in the world. I must share them, whatever the personal cost.
- 3 Some of my secrets must never be shared. Only I can handle the knowledge.
- 4 I must be the best! Impugning or destroying my competition is the only way.
- 5 Laws regarding illegal ingredients don't apply to me. They will simply never understand.
- 6 I have become addicted to one of the ingredients I collect.

FEATS

POISON MASTER

You have mastered the art of using poisons, and have developed the following abilities:

- You gain poison resistance due to prolonged exposure to many different poisons, venoms and toxins.
- You can more easily sense the presence of poison, whether it's in food, drink, coating a blade, or on some surface. You have an advantage on any check related to detecting poisons.
- You have an advantage on all rolls related to handling or crafting poisons.

POTION MASTER

Your experience with potions is quite extensive, and so you have gained the following benefits:

- You have an advantage when attempting to identify a potion by sampling it.
- When identifying a potion, you gain a greater insight into its effects, including things such as duration, ingredients and any adverse side effects.
- You are able to create most common nonmagical potions from local herbs and fungi, assuming the ingredients are readily available. This can be done even under somewhat adverse conditions.
- You have an advantage to any rolls related to crafting magical potions, assuming that you have all the materials and tools necessary.

SPELLS

DUPLICATE POTION

3rd level transmutation (ritual)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (an empty vial)

Duration: See description.

This spell will make an exact duplicate of any common or uncommon potion. The caster simply places an empty vial of the same size next to the potion to be duplicated and casts the spell. It is important to remember which one is the original since duplicates cannot be duplicated. No duplicate can be made while there is another duplicate in existence.

A duplicated potion retains its potency for 1 month, after which it becomes a disgusting, inert liquid that will induce nausea, abdominal pain, and vomiting.

At Higher Levels. When you cast this spell using a spell slot of 4th level, you can duplicate a rare potion, and using a 6th level slot, a very rare potion.

SLOW POISON

Transmutation cantrip

Casting Time: 1 reaction

Range: Touch

Components: V, S

Duration: 10 minutes

When cast on someone who is poisoned, it will temporarily repress the effects of a poison. They will not suffer any of the effects, symptoms, damage or disadvantage of the poison for 10 minutes, after which the poison will continue as normal.

This spell can only be used once on any particular poisoning. In other words, if the spell is used on an individual, it could not be used again for that same poisoning episode. However if that person were poisoned later, even by the same poison, the spell could be used again, with the same restrictions.

At Higher Levels. At 5th level, the caster duration extends to 30 minutes, and at 10th level it extends to 1 hour.

CLASS OPTIONS

WIZARD: SCHOOL OF ALCHEMY

Alchemy is a specialized school that seeks to manipulate the elements through the use of magical and exotic components. While other schools focus on a specific school of magic, you have decided to impart magical properties into alchemical elixirs, potions, fetishes, and so on.

The alchemist is not limited to magic of course. You also see the value in the mundane herbs and ingredients that most people overlook, distilling them into potent medicines, salves and remedies.

Alchemists can be found operating shops, providing healing for their community, or working for wealthy nobles who trying to find a means to extend their life.

Many alchemists are bookish and are often engrossed in research to discover new uses for whatever unusual components they stumble across. There are some however that use their abilities for destruction or exploring the dark arts of poisons and necromancy.

PROFESSIONAL ALCHEMIST

Beginning when you select this school at 2nd level, you are proficient with the use of Alchemist's Supplies and the Herbalism Kit. You have many recipes memorized and could make a decent living in any village or city.

Additionally you can temporarily alter the physical nature of one object, transmuting it from one substance into another. You can perform this alchemical procedure on any object that is composed entirely of wood, stone or metal (though not mithril or adamantine) transmuting it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 3 cubic feet of material. After 1 hour the material reverts to its original form.

This ability will not work on magical objects, complex devices composed of multiple materials, mithril, adamantine, extraplanar materials or precious gem stones.

UNIVERSAL POTION

Starting at 2nd level, you can create a unique alchemical elixir that is capable of many useful effects depending on how it is used. This potion requires a few common alchemical supplies, a glass vial, and at least an hour of deep concentration to imbue it with arcane power. You can brew a single dose of this special potion after a long rest. You must have all the appropriate

supplies and environment, though in extreme circumstances, you can attempt to make the potion under less than ideal circumstances at a disadvantage (GM's discretion).

This potion can produce the following effects:

- Mix it with up to a gallon of any liquid to alter its temperature. If you blow on it, the liquid is cooled, even to the point of freezing after 12 seconds. If it is brought near a fire (even one as small as a candle flame) it will heat up, reaching a boiling point after 12 seconds.
- You can dissolve any non-magical metal except for mithril, adamantine, and a few exotic metals from the outer planes. Simply pour it on the metal to melt away up to 6 cubic inches. The metal does not become hot and the potion will not effect any other materials.
- It can be mixed with food to change the taste and color of up to 3 cubic feet of food to whatever you like.
- If vial is shaken, it will shine like a torch for 3 hours.

INCENDIARY

Starting at 6th level, after a long rest, you can spend 1 hour creating 5 stable alchemical incendiaries. You are proficient with your incendiaries, and can throw them as a ranged attack at an enemy to inflict 3d6 hit points of fire damage, and half damage to all those adjacent to him (friend or foe). If you throw more than one incendiary at the same target, the damage increases by 1d4 hit points per incendiary used, but this is done at great risk. For each additional incendiary used, there is a 10% that they will explode in your hand as you try to throw them. For example, if you attempt to throw 4 incendiaries, there is a 30% chance that they will explode prematurely.

These alchemical incendiaries lose all potency after 24 Hours.

MASTER ALCHEMIST

Beginning at 10th level, you learn to produce alchemical items quickly and efficiently. Whenever you want to create a particular item, the time and cost involved is reduced by half.

Additionally, your proficiency bonus is doubled when using Alchemist's Supplies.

ULTIMATE FORMULAE

Starting at 14th level, all your incendiaries deal 6d6 hit points of fire damage to the primary target and 8 to those adjacent to him.

Also, your Universal Potion gains the following effects in addition to those it has already:

- If thrown, it creates a Fireball spell centered on the point where it lands. It inflicts 8d6 hit points of fire damage, or half on a successful Dexterity save (DC 15).
- If consumed, it has the same effect as the Polymorph spell, with the drinker deciding on what form to take.
- When sprinkled over a medium or smaller target, it has the effect of a Gaseous Form spell.
- If it is poured someone's feet, they gain the effects of the Haste spell.



APPENDIX C: RECIPES

ALCOHOLIC

A BARD'S ALE

- Godiva chocolate vodka
- Kalhua
- Baillies
- Chocolate Syrup
- Heavy Cream

Drink can be served over rocks or frozen. Swirl some chocolate syrup on the side of the glass for presentation.

BLUE DRAGON

- One part Bombay Sapphire Gin.
- One part Blue Curaçao.
- Half a part lime juice.

Shake over ice and serve in a martini glass. Garnish with frozen blueberry.

THE ELEMENTAL

- Bacardi 151
- Cherry Brandy
- Blue Curacao
- Coffee Liqueur DeKuyper

Layer in equal parts in this order: coffee liqueur, Blue Curacao, cherry brandy, and Bacardi 151.

ELIXIR OF THE LICH

- 2 ounces Blavod Black Vodka
- 1/2 ounce Chambord Liqueur

Combine in a shaker with a cup of ice. Shake well and strain into a chilled martini glass.

EYE OF THE BEHOLDER

- 4 cups water
- 1 cup brandy or spiced rum
- Peel from 1 large orange, cut into large strips
- 2 tablespoons whole cloves
- 2 teaspoons vanilla extract
- 10 cardamom pods
- 1/2-inch piece of fresh ginger, peeled and crushed slightly with the back of a spoon
- 1/2 teaspoon freshly grated nutmeg
- 4 sticks cinnamon
- 1 750-ml bottle dry red wine
- 1 cup vodka
- 2/3 cup dark brown sugar
- Sliced blanched almonds and raisins for garnish

Heat the water, brandy and spices to boil. Reduce heat and simmer for 10 minutes. Add wine, vodka and sugar, and simmer for one minute. Strain out cloves and orange peel and decant the glögg, leaving other spices behind.

Add raisins and almonds to each glass upon serving.

FAERIE FYRE

- Champagne
- Chartreuse (Green)

Fill a champagne flute halfway with champagne or sparkling wine. Then add Chartreuse until the flute about 3/4 filled, or more depending on personal taste.

FIREBALL

- 1 oz Southern Comfort peach liqueur
- 3 oz cinnamon schnapps
- 1 dash Tabasco sauce
- 1 cherry

Mix the schnapps, southern comfort and Tabasco sauce. Pour into cocktail glass. Garnish with a cherry.

GELATINOUS CUBE

- 1 package watermelon jell-o
- 1 cup boiling water
- 1 cup spiced rum

Mix hot water and jello. Add rum. Pour into 2 ounce cube molds. Serve after the jello has set.

GOLD DRAGON

- 1/2 oz Goldschlager cinnamon schnapps
- 1/2 oz Red Bull energy drink

Pour equal parts of Goldschlager and Red Bull into a shot glass, and serve.

LIGHTNING BOLT

- 2 oz. Gin
- 1/2 oz. Triple Sec
- 1 Splash lemon juice
- 1 Twist lemons

Shake ingredients in a cocktail shaker with ice. Strain into a cocktail glass.

MEDUSA

- 2 part Southern Comfort
- 2 part White rum
- 2 part Blue Curaçao
- 2 part Peach schnapps
- 2 part Lime juice
- Lemonade (to top up)
- Lime rind
- 3/4 Ice (crushed)
- 1 part Grenadine

Add Southern Comfort, White Rum, Blue Caracao, Peach Schnapps, freshly squeezed lime juice and Grenadine into a Boston shaker half filled with ice. Shake for 10 seconds. Pour into flared glass 3/4 filled with crushed ice and top up with lemonade. Garnish with curls of lime rind on top. Should be a dark green color.

MINDFLAYER

- 1-1/2 oz Rye Whiskey
- 1/4 oz Absinthe
- 3 drops Peychaud's Bitters
- 1/2 oz Midori
- 1/2 oz Chartreuse

Pour some absinthe into a cold, old-fashion glass and have it coat the inside by swirling it on the sides. Remove the excess of absinthe.

In another glass, add midori, chartreuse, bitter, rye and stir the mixture. Pour into the absinthe-coated glass. Garnish with a slice of lime. Add one ice cube (brain shaped if possible).

PIT TRAP

- 1/3 oz Bacardi 151 rum
- 1/3 oz Chartreuse herbal liqueur (strongest available)
- 1/3 oz Black Sambuca

Add your 151 and chartreuse first then gently add the Sambuca.

POTION OF HEALING

- 1/4 oz amaretto almond liqueur
- 1/4 oz Bacardi spiced rum
- 1/4 oz wildberry schnapps
- 1/4 oz DeKuyper Key Largo schnapps
- 1/4 oz DeKuyper Razzmatazz liqueur
- 1/2 part orange juice
- 1/2 part pineapple juice

Pour amaretto, rum, and liqueurs into a mixing glass with/without ice. Top as desired with equal amounts of orange and pineapple juice, and shake well. Serve in a tall glass.

PURPLE WORM

- 1 part Sloe Gin
- 1 part blue curaçao
- 1/2 part tequila
- 1/2 part purple rock candy
- 1/2 part lemon juice
- 1/2 part ice

Crush purple rock candy. Rim a Collins glass with lemon juice. Dip rim of glass in cock candy until an even coat of the candy covers the rim. Over ice, shake dubonnet, blue curaçao, and tequila. Add lemon juice if desired. Pour into glass.

TROLL JUICE

- 1 oz vodka
- 1 oz rum
- 1 oz Midori melon liqueur
- Lemonade
- 1 cherry

Shake vodka, rum, and liqueur and pour over ice in a highball glass. Fill with lemonade, add the cherry on top, and serve.

UMBER HULK

- 1 pint of Guinness
- A double shot of Maker's Mark

Guinness with two shots dropped into it and downed instantly.

VAMPIRE'S BITE

- 2 oz Chambord raspberry liqueur
- 1 oz vodka
- 1 oz cranberry juice

Combine ingredients in a shaker over ice. Serve as shots in an old-fashioned glass.

WRAITH'S TOUCH

- 1 oz Jack Daniel's Tennessee whiskey
- 2 oz vanilla rum
- 5 oz cream soda

Fill a 16 oz. glass with ice add 1 shot Jack Daniel's, 2 shots Vanilla Rum and top with Cream soda.

ZOMBIE

- 1 cup Malibu coconut rum
- 1 cup Midori melon liqueur
- 3/4 cup Absolut vodka
- 3/4 cup sweet and sour mix
- 24 oz (2 cans) Sprite soda
- 3-1/2 cups orange-pineapple juice
- Grenadine syrup

Mix the first six ingredients (everything minus the grenadine) into a 1/2 gallon pitcher and stir. Pour over ice in a high-ball glass. Splash with grenadine. You may alternately use 100 proof Absolute for a little more kick.

NON-ALCOHOLIC

18 CHARISMA

- 1 part orange juice
- 1 part cranberry juice
- 1 oz peach nectar
- 1 tbsp grenadine syrup

Mix equal parts of orange juice and cranberry juice, add nectar, and pour over ice. Sink the grenadine, garnish with a pineapple wedge, and serve.

BONNY LASS

- 1/2 cup plain yogurt
- 1-1/4 cups cold water
- 1/2 tsp cumin seeds
- 1/4 tsp salt
- 1/4 tsp finely crumbled mint

Blend in a blender for 3 seconds. Serve cold.

FAIRE DAY

- Juice of 1 lemons
- 2 tbsp maple syrup
- Cayenne pepper

Squeeze the juice of the lemon into a 10 oz. glass. Add maple syrup and a dash of cayenne pepper. Fill with ice water. Stir.

HORSE'S ASS

- 1/2 part ginger ale
- 1/2 part soda water

Mix with ice.

INNKEEPER'S DAUGHTER

- 3 oz raspberry puree
- 3 oz raspberry puree
- 2 oz pineapple juice
- 1/2 oz lemon juice
- 1 tsp caster sugar
- 1/2 oz raspberry syrup

Blend briefly with half a glassful of crushed ice in a wine goblet. Garnish with raspberries, and serve.

SEWER WATER

- 2 bottles orange juice
- Cola (to top up)

Pour the two small bottles of Orange Juice in first. Top up with cola (the fizzier, the better). Stir.

THE STORY OF GOTHNOG

GOTHNOG WAS A MERCHANT FROM THE BORDERLANDS OF THE GREAT CURSED DESERT. HE WAS BORN TO THE UNLIKELY PAIRING OF AN ORC MOTHER AND A VENGOL FATHER, AND WAS SHUNNED BY BOTH RACES. THAT SUITED HIM WELL, SINCE HE HAD LITTLE IN COMMON WITH EITHER CULTURE.

HE APPRENTICED WITH A WIDELY RESPECTED MERCHANT NAMED SALIL WHO TAUGHT GOTHNOG THE WAYS OF THE TRAVELING MERCHANT. TOGETHER THEY DEVELOPED A REPUTATION FOR BEING WISE TRAVELERS, SELLERS OF FINE FABRICS, AND EXTENSIVE DABBLERS IN THE LESSER MAGICAL ARTS, OR AS THEY ARE MORE WIDELY KNOWN, CANTRIPS.

HE LATER MARRIED THE WERE-ELF SAMARA WITH WHOM HE ADVENTURED WIDELY ACROSS MANY LANDS, AND THEIR ADVENTURES ARE CHRONICLED IN THE TALES OF GOTHNOG AND SAMARA.

TODAY, HE CAPTAINS THE AZURE DRAKE – ONE OF THE FEW AIRBORNE MERCHANT SHIPS ALLOWED WITHIN THE BORDERS OF TAL'ANSÜL.

THIS COLLECTION OF POTIONS AND POISONS HAS BEEN COMPILED AT GREAT RISK OVER SEVERAL YEARS BY CAPTAIN GOTHNOG, HIS FAITHFUL SERVANT NABOO AND THE NOBLE MASTER JOLIN. ALTHOUGH IT INCLUDES INFORMATION REGARDING MANY ILLEGAL SUBSTANCES, NO IMPORTANT LAWS WERE BROKEN IN OBTAINING THE INFORMATION, AND THEY ARE INTENDED FOR ACADEMIC RESEARCH ONLY. NEITHER THE AUTHOR NOR PUBLISHER ACCEPT ANY RESPONSIBILITY FOR ANY NEFARIOUS ACTIVITIES COMMITTED USING THE KNOWLEDGE OBTAINED HEREIN.

