

*Poisoncraft*

*The*  
***Index***  
***Venerorum***



*From the Poison Pages of Nylson Veld*



## WHAT IS POISONCRAFT?

Some years past, I penned an ode to the craft of poison. It should come as no surprise to the reader—as indeed it offered me none—that my words evoked a strong reaction. There were some who decried my efforts as dangerous or reckless. Others took an ... **unhealthy** interest in the lore. Some solicitations for assistance I received—regarding specific implementations—gave me pause, and I declined to answer. But there is one thing that convinces me my effort was worthwhile: No one called into question the thoroughness of my work or the accuracy of my results. I am **proud** of my work.

Knowledge is a path, not a destination. **Rules change.** In the intervening years, I have developed new theories and original applications. I have undertaken more extensive contemplation and obtained new insights into the process. Thus, without hesitation, I offer you the state of the art in poisoncraft. Use it in good judgment.

*Nylson Veld*  
Nylson Veld  
Chemist of Crimson Delve

**POISONCRAFT: THE DARK ART** was one of the best-reviewed third-party products of Third Edition. We hope you find this new edition of equal stature.

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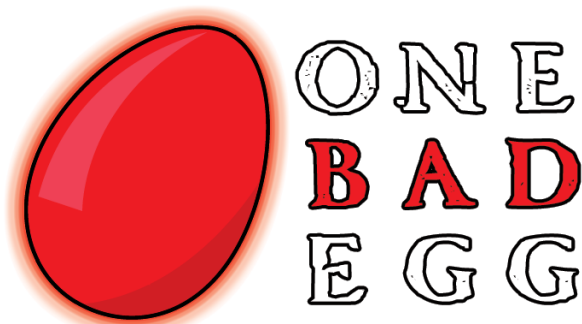
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POISONCRAFT: CODEX VENENORUM

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**Injury:** A method of delivery resulting in exposure when the poison is introduced into the target's bloodstream or related anatomical system. Generally this is accomplished by attacking the target with a poisoned weapon or a power with the poison keyword. Any attack that deals poison damage exposes the defender to the poison. Creatures without discernible anatomies are not susceptible to injury-delivered poisons.

**Natural State:** Each poison has a natural state of solid, liquid, or gas. Some poisons may take different states during different stages of their use. For example, a lump of toxic mineral (solid) might give off poisonous fumes (gas) when dropped in water. A poison's natural state has an effect on how the poison is stored, applied, and delivered. The poison's natural state also has some bearing on the method of delivery.

**Permanent:** A permanent effect is one that can't be removed by a saving throw. Generally, permanent effects can only be removed by certain magic items and the *Remove Affliction* ritual (see the **D&D 4E PLAYER'S HANDBOOK**).

**Persistent:** A persistent poison remains potent longer than a transient one. A persistent poison retains its potency for 5 minutes or until the end of the encounter, whichever occurs first.

**Phase:** A period of time during which the target is susceptible to the poison's effects. The five phases are: primary, secondary, tertiary, after, and extended. Most poisons have effects in only one or two phases.

**Poison on Hand:** A specific dose of poison that has already been created.

**Potency:** The power and impact of a poison's effect. Thus, if a feat, power, or item affects a poison's potency, it affects the amount of damage dealt and types of conditions caused by the poison.

**Primary Effect:** An effect that begins immediately when exposure occurs. For example, in a poison that has "**Attack:** +5 vs. Fortitude; ongoing 5 poison damage and dazed (save ends both)," the ongoing 5 poison damage and the dazed condition are the primary effect.

**Protocol:** The formula by which a poisoncrafter creates a poison, including specifications on the materials required and the process for creating it. Protocols are similar to magical rituals, although they are non-magical in nature.

**Remedy:** The event that ends an effect. For example, in a poison that has "**Attack:** +5 vs. Fortitude; ongoing 5 poison damage and dazed (save ends both)," a saving throw is the remedy. Saving throws are the most common type of remedy, but there can be others, such as short rests, extended rests, and so on.

**Secondary Effect:** An effect that begins immediately upon failing a saving throw against a poison's primary effect. For example, in a poison that has "**First Failed Save:** The target is also weakened (save ends)," the weakened condition is a secondary effect.

**Tertiary Effect:** An effect that begins immediately upon failing a saving throw against a poison's secondary effect. For example, in a poison that has "**Second Failed Save:** The target falls unconscious for 1d4 hours," the unconscious condition is a tertiary effect.

**Toxicity:** The ability of the poison to affect the target as measured by the attack bonus and penalty to its saving throw required to end its effect. Thus, if a feat, power, or item affects a poison's toxicity, it affects the attack bonus or saving throw of the poison.

**Transient:** A transient poison loses its potency more quickly than a persistent one. A transient poison loses its potency after attacking the first target exposed to it.

**Vector:** One of the four delivery methods by which the target is exposed to a poison: contact, ingestion, inhalation, or injury. See the **Dungeon Master's Guide**.

**Venom:** Poison produced naturally by a plant or animal and used by that organism. Many poisons can be crafted from the organs of animals, but that does not make them venoms. For example, the poison a wyvern delivers with its stinger is venom, but poison that can be crafted from a wyvern's liver is not. A venomous creature is one that has a power or other component with the poison keyword.









For game purposes, poison families can be used in relation to other mechanics. For example, you might give purple worms a resistance to or a bonus on saving throws against poisons from the lumbricida family. Certain magic items might give immunity only to poisons from certain families. In short, they provide another avenue for exploration.

Following is a description of the various poison families and their defining features. These entries give the general properties of poisons from that family, any relevant game mechanics, and a representative (but not exhaustive) list of poisons. The supplemental game rules found in the entries below add a layer of complexity and can be freely ignored if desired.

### AQUATIC

Favored by water-based poisoncrafters, these poisons are made from aquatic plants and creatures. They are generally solids or pastes, and they do not dilute in water under ordinary conditions.

**Representative poisons:** Anchor Slime, Coral-Blade, and Fog of Madness.

### ARANEIDA

This family includes poisons brewed from typical species of spiders along with those discovered among the more monstrous versions. Most spider poisons cause the weakened or exhausted condition.

**Representative poisons:** Bane of Driders, Corona Araneae, and Limbweb.

### ARBOREAL

This family is comprised of toxins made from trees, generally fruit trees or conifers. Such poisons are characterized by their grassy odors. Additionally, tree poisons are hardier than other types of poison. Arboreal poisons may have stable as a baseline quality.

**Representative poisons:** Malyss, Quickbiter, and Waxfruit Whiskey.

### BESTIAL

Well-known among rangers and other hunters, these poisons are made from all manner of beasts—usually mammals.

**Representative poisons:** Blazing Eye, Phantom Feather, Plunging Spirit, Timber-Bane, and Void-breath.

### CHILOPODA

This family includes poisons brewed from typical species of centipedes along with those discovered among the more monstrous versions. Most centipede poisons cause the prone or exhausted condition.

**Representative poisons:** Carrion Spear, 100 Hammers, and Lazyfeet.

### DRACONIC

Among the rarest poisons are those crafted from the remains of dragons and their kin. Imbued with inherent power, draconic poisons may have an attack bonus equal to the poison's level + 6 as a baseline quality.

**Representative poisons:** Emerald Anguish, Heart-stinger, Pseudodeath, and Winghammer.

### FUNGUS

Poisons in this family are brewed from mildews, molds, mushrooms, and many others. Most fungus poisons have low potency but high toxicity.

**Representative poisons:** Kakophage, Striped Toadstool, and Truffle Dirge.

### HEDGE ROOT

The family name is something of a misnomer as it includes roots from non-hedge plants as well; it is intended to distinguish it from poisons of the arboreal family. The poisons in this family are not as powerful as the poisons in other families. However, it is the largest of the poison families, including more than 20 known toxins.

**Representative poisons:** Bloodroot, Blue Whinnis, Close Call, Oil of Snowflower, Oil of Taggit, and Terror-Root.

### HYMENOPTERA

This family includes poisons brewed from typical species of bees, hornets, wasps, and the like, along with those discovered among the more monstrous versions. They are noted for the rapidity of their exposure times. Hymenoptera poisons may have quick as a baseline quality. Most hymenoptera poisons cause the prone or exhausted condition.

**Representative poisons:** Quod, Stingfire, and Yellowbolt.



## LOTUS

This family includes all toxins created from the exotic lotus blossoms. They can have very disparate effects but are characterized by high potency. They often cause hallucinations or otherwise confuse the mind. Lotus poisons have no natural antidotes.

**Representative poisons:** Black Death, Blood Harvest, Blue Deception, and Golden Arrow.

## LUMBRICIDA

This family includes poisons brewed from typical species of worms along with those discovered among the more monstrous versions. Lumbricida poisons may have robust as a baseline quality. Most lumbricida poisons cause the weakened condition or impose a penalty to attacks.

**Representative poisons:** Devil-May-Care, Frostfire, and Violet Spinebreaker.

## MINERAL

Poisons in this family are processed from naturally occurring rocks and minerals. Their qualities are as varied as their source material. Due to the relatively lower amount of refining required to create them, mineral poisons can have cheap as a baseline quality.

**Representative poisons:** Buckling Breath, Ungol Dust, and Wisp of Pallstone.

## MOSS

Crafted from mosses, which are usually dried and turned into powder, poisons of this family are marked by their strong odors. Moss poisons cannot have the subtle quality.

**Representative poisons:** Id Moss, Nitharit, and Ravage Moss.

## NON-FERROUS METAL

This family is dominated by ingestion poisons that frequently affect the digestive system. Most non-ferrous metal poisons cause the slowed or nauseated condition.

**Representative poisons:** Arsenic, Bromine, and Hydrogen Selenide.

## OOZE

Poisons from this family are brewed from the remnants of jellies, oozes, and slimes. Harvesting raw materials from oozes is a relatively easy matter. (See the Harvesting rules later in the book.)

**Representative poisons:** Acid-Flare, Dripping Doom, and Hopemelter.

## SCORPIONIDA

This family includes poisons brewed from typical species of scorpions along with those discovered among the more monstrous versions. Most scorpionida poisons cause the weakened or exhausted condition.

**Representative poisons:** Brawnpincher, Desert Remorse, and Wasting Dunes.

## SERPENTE

This family includes poisons brewed from typical species of snakes along with those discovered among the more monstrous versions. Most serpente poisons cause the slowed or exhausted condition.

**Representative poisons:** Darkling Tongue, Flamestrike, and Viper's Kiss.

## DONUM MORTIS

Poisons in this family are crafted from the remains of undead creatures. Even incorporeal undead creatures leave a faint residue upon their destruction. *Donum mortis* poisons can have piercing (undead) as a baseline quality.

**Representative poisons:** Dark Reaver, Lich Dust, and Shadow Essence.

## VINE

This family is comprised of poisons brewed from vines, both mundane and monstrous. Vine poisons can have safe as a baseline quality.

**Representative poisons:** Deathblade, Greenblood Oil, and Lung-Famine.





## ADD SPECIAL QUALITIES

Protocols may possess special qualities that make them unique. These can include alternative methods of delivery, a delay in the onset of the poison's effects, bonuses or penalties to the saving throw to avoid the poison's effects, etc. Generally, any given poison should have no more than one or two special qualities and rarely, if ever, more than one diminishing quality.

**Baseline:** The poison is an injury poison with no special qualities.

**Enhancement:** Improve the poison by selecting one of the following special qualities. (+1)

**Cheap:** The poison costs 20% less to create.

**Contact:** The method of delivery is contact.

**Fortified:** The target takes a -2 penalty to saving throws against the poison. You may only select this quality if the poison deals damage or a condition that provides for a saving throw.

**Inhalation:** The method of delivery is inhalation.

**Multistage:** Each element of this poison's damage requires a separate saving throw. This enhancement is only useful if the poison has at least two elements that require a saving throw.

**Penetrating:** The poison ignores poison resistance of up to 5 points per tier.

**Piercing:** The poison ignores the immunity of a specified creature or creature type, e.g., basilisk, undead, etc.

**Quick:** The poison deals ongoing damage immediately. You may only select this quality if the poison deals ongoing damage.

**Reflex:** The poison attacks the target's Reflex defense.

**Robust:** The poison is unaffected by antivenom or universal antidote of its level or lower.

**Safe:** A character does not risk exposure when handling this poison. (See the rules for Exposure later in this text.)

**Stable:** The poison does not decay. (See the rules for Decay later in this text.)

**Subtle:** The poison is difficult to detect. A character must succeed at an appropriate skill check: to determine the power source or damage type if they or another character are affected by the poison; to detect poison on a trap, weapon, or similar device; or to identify the poison. The DC of the check is equal to 15 + one-half the poison's level.

**Will:** The poison attacks the target's Will defense.

**Impairment:** Weaken the poison by selecting one of the following special qualities. (-1)

**Expensive:** The poison costs 20% more to create.

**Feeble:** The poison is neutralized by antivenom of any level or type.

**Hazardous:** The poison requires an exposure check even for trained characters handling it under ordinary use. Untrained characters take a -5 penalty to their exposure checks. (See the rules for Exposure later in this text.)

**Impotent:** Targets with resistance to poison are immune to the poison.

**Ingestion:** The method of delivery is ingestion.

**Inhibited:** The poison does not affect a creature type normally affected by poison, e.g., fey.

**Obvious:** The poison is easy to detect. A character enjoys a +5 bonus to any check to detect or identify this poison.

**Restrained:** The poison's damage is not enhanced by the target's vulnerability. You may only select this quality if the poison deals damage.

**Slow:** The onset of the poison's initial elements is delayed until the start of the target's next turn.

**Unstable:** After being applied to a weapon or otherwise exposed, the poison decays at the end of the first short rest or 5 minutes, whichever occurs first. (See the rules for Decay later in this text.)

**Weakened:** The target gets a bonus of +2 to saving throws against the poison. You may only select this quality if the poison deals damage or a condition that provides for a saving throw.



## NEW CONDITIONS

*Dungeons & Dragons 4e* eschews the lengthy list of conditions found in *Third Edition*. Many of the existing conditions can readily substitute for the “missing” ones. For example, you could approximate fatigued by using weakened.

However, there are still a few conditions that are worth adding because they (a) are not easily spoofed, (b) thematically represent conditions that could come up routinely in play, (c) are appropriately definable using *Fourth Edition* mechanics and design philosophy, and (d) in the case of exhausted and nauseated, fill the void of physical-themed conditions suitable for the paragon tier. I’ve introduced a few new conditions below. If you are concerned about having new conditions to reference, you can ignore them freely or simply rebuild them from their component parts individually.

### EXHAUSTED

- ◆ You are slowed.
- ◆ You are weakened.
- ◆ You can’t flank an enemy.

### MUTED

- ◆ You can’t speak.
- ◆ You take a -5 penalty to skill checks that require the target to hear you, e.g., Diplomacy, Intimidate, etc.
- ◆ You can’t use powers that specifically require the target to hear you or to which deafened creatures are immune, e.g., the ranger’s *skilled companion* power, the warlord’s *Combat Leader* class feature, the harpy’s *alluring song* ability, etc.

### NAUSEATED

- ◆ You are slowed.
- ◆ You can’t take standard actions.
- ◆ You take a -2 penalty to attack rolls and defenses

## THE OPTIMIZATION FIXATION

It is a simple affair to optimize—or, in gamer-speak, to min-max—a new poison protocol. Not all of the damage elements and special qualities are equivalent. One could easily select a slew of negative special qualities that would never impact play and use the resulting “credit” to make a true beast of a bane. It is essentially free to add secondary effects above the poison’s tier. Such efforts miss the point.

Creating a poison protocol is not like creating a character or a monster, each of which include strict mechanics for ensuring game balance. Rather, creating poisons is more akin to creating new magic items or new rituals: Guidelines suggest appropriate parameters, but the final product requires a careful eye to ensure appropriateness. This is not a bug. One could easily create a strict poison creation system that eliminated most optimization efforts. Indeed, the prior version of *Poisoncraft* did just that. However, such a system would not be in keeping with the design aesthetic of *Fourth Edition*. The final result is a system that is more elegant and yields more satisfying results.

## NYLSON’S NOTES: YE OLDE POISON SHOPPE

*Market price, for poison, is a misnomer. In the world in which I live, one does not simply make a quick stop at the local apothecary to pick up a few doses of desiccated basilisk eye.*

*Buying and selling poisons usually requires contact with underworld figures and a certain element of danger. It is an unfortunate adjunct to the life I’ve chosen. The price to actually buy or sell poison is often much higher than the market price and always entails a certain element of risk.*

*However, the market price is worthwhile for comparison to other crafts, notably the creation of magical items. Thus, it becomes a simple matter to relate the price of *Fervor Flight* to a potion of healing.*

*I have often been asked why I have not retired to some sleepy, coastal city. After all, goes the saw, poison is liquid gold. There is some truth to the premise, I acknowledge. After all, the poisoncrafter measures the result of his craft in gold pieces, where the potter, the thatcher, and the smith yield theirs in silver. But this disparity is compensated for by the increased cost of raw materials and the limited market for the finished product. I confess, I live a comfortable life, but poisoncraft is principally a labor of love. If you seek riches, I suggest you look elsewhere.*





## DESCRIBE THE POISON

As with monsters, magic items, and NPCs, a poison should be more than just a collection of numbers and mechanical bits. When creating a new poison, be sure to give some attention to its name, its sensory qualities, and its thematic elements. The following sections offer advice for creating these characteristics. Some helpful tables appear in the appendix. You can use the examples in the tables to spur your own imagination, or you can break out the polyhedrals for some random generation on a rainy Saturday afternoon. In any case, a fully fleshed-out poison can instill more fear than its ongoing damage alone.

### NAMES

Like a good book or memorable character, a poison should have an evocative name. “Winghammer” just sounds better than plain old “dragon bile.” However, it is also important to identify the poison’s components, and a more scientific name can lend an air of verisimilitude to a campaign. This section addresses both concerns.

Most poisons have two names: a descriptive name and a toxicological name. The former is akin to the poison’s “brand” name and is used by practitioners of the dark craft and commoners alike. The latter is a technical name, which describes the relevant components and brewing process. For example, refined gorgon kidney might also be referred to as “Stone-blight.”

A poison’s descriptive name should evoke fear. Any appropriate sounding name will do. To generate a descriptive name, choose a suitable subject and modifier based on the nature of the poison itself. The subject should match the nature of damage dealt by the poison or some other unique characteristic. For example, use terms such as “vigor” or “brawn” for poisons that cause the weakened or slowed condition and terms such as “mind” and “psyche” for poisons that cause the dazed or stunned condition. Try using the subject and modifier elements in each order to determine which one sounds best. Of course, you may come up with any other names that sound good: “Kiss of Death,” “Demon’s Lament,” etc.

To generate a toxicological name, add a process and component of the source material to the name of the source material. The source material is the common name of the plant, mineral, creature, or other substance whose raw materials are used in creating. Arrange the elements in an appropriate manner. Generally, toxicological names follow the form: “process + source + component,” e.g., “condensed medusa saliva,” but other combinations might sound better.

### SENSORY QUALITIES

When narrating, a description of sensory qualities goes a long way toward building atmosphere. Poisons are no exception. In defining a poison’s sensory qualities, you should give thought to all of the senses—although a description of how the poison tastes might be reserved solely for the target. In general, defining more than one or two of the poison’s sensory qualities is probably overkill. You should also keep in mind that a poison’s family might suggest some sensory qualities. For example, poisons of the moss family are known for their strong, vegetal odors.

### THEME

Not every poison has a legendary past—but some do. Particularly when described in contrast to mundane poisons, a famous poison becomes that much more flavorful and exciting. As with other descriptive qualities, do not give the poison a five-page history. Select a thematic element that really defines the poison.

Perhaps it was used to assassinate a famous person or was itself created by a famous poisoncrafter, e.g., “the *magnum opus* of Nylson Veld.” It might be the signature poison of an infamous assassin, such that its very use evokes the name: “Note the residue of heart-blade around the lips; this must be the work of Meddo Bax!”

A poison might be defined more generally. It might be associated with a region or, for example, routinely used by nomadic hunters of a particular jungle. It might be associated with a particular cult, or god—sometimes obviously so. Spider cults use poisons of the araneida family; snake cults use poisons of the serpente family. In fact, a flashy death can be a great way to kick off an adventure: “Snake venom! The Cult of Hysss has returned. This time, we must wipe them from the lands forever!”



# SUPPLEMENTAL RULES

The following sections provide optional rules that might enhance your game. You may use any or all of them as you see fit, most likely in proportion to the role poison will play in your game. If it will only see occasional use, you shouldn't add more than one or two of the rules. If, however, poison plays a major role in the campaign, the additional rules will likewise add new dimension to the game.

Many class powers and magic item qualities have the poison keyword. These rules should not be applied to those features—only to poisons created as alchemical items.

## HARVESTING

Much of the raw material that forms the basis of a poison can be harvested “in the field.” If a poison-crafter defeats a wyvern, he might be able to drain the fluid from the creature’s glands to brew some essence of wyvern gland. Doing so carries an element of risk but rewards the skilled harvester by eliminating the cost and difficulty of obtaining those materials on the black market.

You must first determine if harvesting attempt is even possible. If the target was blown into dust motes by a wizard’s *disintegrate* spell, its kidneys cannot be harvested to craft a poison. You can generally decide based on the nature of the attack that killed the creature.

If a harvesting is possible, the character makes an appropriate skill check, using the same skill associated with knowledge of the subject creature or as otherwise indicated on the table below.

TARGET	SKILL
Aberrant	Dungeoneering
Elemental	Arcana
Fey	Arcana
Immortal	Religion
Mineral/Metal	Nature
Natural	Nature
Plant	Nature
Shadow	Arcana
Undead	Religion

The following skill description applies to each appropriate skill based on the creature type.

**Harvesting Raw Materials:** 5 minutes. You may attempt to harvest as part of a short rest. If you do, you may take no other actions during the rest period, and you must make your skill check at the end of the rest.

- ♦ **DC:** See the table. You get a +2 bonus to the check if you use harvesting tools. Additionally, some creatures have qualities that modify the DC of the check as indicated in their description.
- ♦ **Succeed by 5 or More:** You harvest raw materials sufficient to cover the component cost for a number of doses of the poison based on the target’s size: Small or smaller, 2 doses; Medium, 4 doses; Large, 6 doses; Huge or larger, 8 doses.
- ♦ **Succeed by 4 or Less:** You harvest raw materials sufficient to cover the component cost to create 1 dose of the poison.
- ♦ **Fail by 4 or Less:** You harvest no raw materials, and they are destroyed in the process. You cannot try again.
- ♦ **Fail by 5 or More:** You harvest no raw materials and expose yourself to the toxic substances. You lose a healing surge. You cannot try again.

TARGET	SKILL DC
Heroic Tier	20
Paragon Tier	30
Epic Tier	35
Ooze	-5

You should note that extensive use of this rule essentially provides the PC with a monetary reward. If used rarely, this shouldn't pose much of a problem. However, if a player uses the rule extensively, you might consider counting around half the value of a portion of the harvested materials against the treasure allotted for that particular adventure. Alternatively, you might rule that the raw materials harvested only cover a portion of the component cost. In considering this rule, bear in mind that the component cost of poison is slightly higher compared to comparable magic items. This rewards characters who specialize in poisoncraft, making it more feasible for them to bring their character concept to life.





# DELIVERY



## Universal Antidote

Level 5+

*This small vial of clear odorless liquid neutralizes weaker poisons.*

Lvl 5	50 gp	Lvl 20	5,000 gp
Lvl 10	200 gp	Lvl 25	25,000 gp
Lvl 15	1,000 gp	Lvl 30	125,000 gp

### Alchemical Item

**Power (Consumable ♦ Healing): Minor Action.** Ongoing damage and conditions caused by poison of 4th level or lower are ended, just as if you had made a saving throw.

*Level 10:* Poisons of 9th level or lower.

*Level 15:* Poisons of 14th level or lower.

*Level 20:* Poisons of 19th level or lower.

*Level 25:* Poisons of 24th level or lower.

*Level 30:* Poisons of 29th level or lower.

## NATURAL

As its name implies, a natural antidote is a naturally occurring substance that acts as an antidote against one or more types of poison. In creating a campaign world, you should give some thought as to which existing poisons have natural antidotes and what those antidotes are. For example, the leaves of the ironblossom bush may counteract the effects of Devil-May-Care (processed hellwurm flesh).

By definition, natural antidotes are not created, they are collected. A successful Heal or Nature check means the character knows the natural antidote for a given poison. The DC of the check is based on the poison's level, using the Difficulty Class and Damage by Level table in the *Dungeon Master's Guide* for a moderate difficulty. Once identified, actually collecting a natural antidote is usually not a difficult or involved procedure, but you may make it so—perhaps requiring a Nature check—as you choose.

Crafting poison is only half of the equation. How do you use that vial of stingfire now that you have it? Applying poison to a weapon or piece of ammunition is generally a standard action. Depending on the poison's rate of decay and whether it is persistent or transient, a character will usually apply the poison to the weapon immediately prior to an encounter where it is likely to be useful. It is possible to apply poison to a weapon in the heat of battle. However, in addition to wasting a precious action, it might have other implications, e.g., being unable to make opportunity attacks since you are not wielding the weapon.

Melee combatants almost certainly opt for the more expensive but longer lasting persistent poison. Conversely, ranged attackers almost exclusively use the transient version of a poison, since a poisoned arrow, once loosed, cannot easily be retrieved to use again.

Unlike injury poisons, contact and inhalation poisons are either incorporated into a trap or implemented with a more complex delivery system, such as a toad's tongue or a poison grenade (see **Poisoncraft: Player Options** coming soon). These mechanisms might be more expensive or require more time to set up, but the balance is in their ease of exposure. Dropping an ingestion poison in someone's drink usually takes only a minor action, though positioning yourself to do the deed without scrutiny might take a bit longer—perhaps an entire evening of misdirection, perhaps even a skill challenge. Alternatively, cooking an ingestion poison into a roast turkey takes, say, 30 minutes per pound of the bird, natch.

Applying poison to an existing trap is a relatively simple matter, assuming you have demonstrated your knowledge of the mechanism with a successful Thievery check. Again, this is a standard action. Building a poison-delivery trap from the ground up is certainly a more involved procedure.



## ACID-FLARE

(Aged Gravespore Filaments - Ooze Family)

**Level:** 16

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 9,000 gp

**Key Skill:** Nature or Thievery (no check)

This yellow liquid has the scent of brandy. It is favored by archers of the Northwoods, who alternate arrows coated with this poison and regular acid. Or so I've heard. Candidly, I've never actually met an archer of the Northwoods.

### Acid-Flare

Level 16+

*This potent toxin deals little damage on its own but enhances subsequent damage caused by acid.*

Lvl 16 1,800/11,250 gp Lvl 26 45,000/281,250 gp

Lvl 21 9,000/56,250 gp

**Alchemical Item**

**Property:** Contact; Unstable

**Power (Consumable + Poison):** +19 vs. Fortitude; the target takes ongoing 5 poison damage (save ends) and gains vulnerable 10 acid (save ends). **First Failed Save:** Vulnerable 10 acid (short rest ends)

Level 21: +24 vs. Fortitude.

Level 26: +29 vs. Fortitude.

## ANCHOR SLIME

(Fermented Stenchpadder Mucus - Aquatic Family)

**Level:** 17

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 13,000 gp

**Key Skill:** Nature or Thievery (no check)

Though processed from the surface-swimming stenchpadders, this slimy, gray gel is redolent with the scent of the briny deep. Personally, I don't like working with such foul-smelling toxins (Jester's Leggings is another particularly odious example), and I generally charge a premium for the effort.

### Anchor Slime

Level 17+

*This rare toxin is an ideal choice when the primary objective is to subdue the target.*

Lvl 17 2,600/16,250 gp Lvl 27 65,000/406,250 gp

Lvl 22 13,000/81,250 gp

**Alchemical Item**

**Power (Consumable + Poison):** +20 vs. Fortitude; the target suffers a -5 to all attacks and -5 to all checks to escape a grab (save ends both).

Level 22: +25 vs. Fortitude.

Level 27: +30 vs. Fortitude.

## ARIA OF ANGUISH

(Rotted Harpy Vocal Cord - No Family)

**Level:** 15

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 5,000 gp

**Key Skill:** Nature or Thievery (no check)

This otherwise inert light-blue powder releases toxic fumes when heated. The thermal reaction required to activate the poison makes it rare among adventurers. However, it is commonly used by giants (particularly fire giants) to enhance snares they set in their lairs.

### Aria of Anguish

Level 15+

*This otherwise inert light-blue powder releases toxic fumes when heated.*

Lvl 15 1,000/6,250 gp Lvl 25 25,000/156,250 gp

Lvl 20 5,000/31,250 gp Lvl 30 125,000/781,250 gp

**Alchemical Item**

**Property:** Inhalation

**Power (Consumable + Poison):** +18 vs. Fortitude; the target is dazed (save ends). **First Failed Save:** the target is dazed (extended rest ends).

Level 20: +23 vs. Fortitude.

Level 25: +28 vs. Fortitude.

Level 30: +33 vs. Fortitude.



## BLAZING EYE

(Ossified Hell Hound Eye - Bestial Family)

**Level:** 13

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 3,400 gp

**Key Skill:** Nature or Thievery (no check)

This brilliant red paste gives off a spicy, almost acrid odor and palpable heat. The victim feels as though his blood has caught fire. Not surprisingly, it is favored by efreet assassins and warriors alike. Coincidence I'm sure, but I have a bad streak of luck with regard to payment for services when it comes to this poison.

### Blazing Eye

Level 13+

*This brilliant red paste gives off a spicy, almost acrid odor and palpable heat.*

Lvl 13 680/4,250 gp Lvl 23 17,000/106,250 gp

Lvl 18 3,400/21,250 gp Lvl 28 85,000/531,250 gp

**Alchemical Item**

**Property:** Creatures with resistance to only fire or poison take full damage from this poison.

**Power (Consumable ♦ Fire, Poison):** +16 vs. Fortitude; the target takes ongoing 10 fire and poison damage, and gains vulnerability 10 fire (save ends both).

*Level 18:* +21 vs. Fortitude.

*Level 23:* +26 vs. Fortitude.

*Level 28:* +31 vs. Fortitude.

## BLINK

(Aged Manticore Ovaries - Bestial Family)

**Level:** 2

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 100 gp

**Key Skill:** Nature or Thievery (no check)

This thick, brown paste smells like chocolate and blurs the victim's vision. This poison is rare, crafted principally by rangers to be used against rangers. Because the source material can be harvested only from the female of the manticore species, the poison is more expensive than would be typical.

### Blink

Level 2+

*This thick, brown paste smells like chocolate and blurs the victim's vision.*

Lvl 2 24/156 gp Lvl 12 624/4,000 gp

Lvl 7 120/780 gp Lvl 17 3,120/20,000 gp

**Alchemical Item**

**Property:** Expensive

**Power (Consumable ♦ Poison):** +5 vs. Fortitude; the target takes 2d6 poison damage, cannot score a critical hit, and deals no extra damage for his *hunter's quarry* ability (save ends). **First Failed Save:** The target takes a -2 penalty to attack rolls (save ends).

*Level 7:* +10 vs. Fortitude.

*Level 12:* +15 vs. Fortitude.

*Level 17:* +20 vs. Fortitude.

## BLOOD HARVEST

(Saturated Red Lotus Stamen - Lotus Family)

**Level:** 28

**Category:** Poison

**Time:** 12 hours

**Component Cost:** See below

**Market Price:** 425,000 gp

**Key Skill:** Arcana, Nature, or Thievery (no check)

This deep-red powder smells almost exactly like the blossom and can be easily mistaken for common, herbal tea. (Not that I've ever done that myself!) It is legend among spellcasters and a treasured advantage in any spell duel. I've also heard that the wizard Ymaris placed a dose of this powder pressurized in his vacuum-sealed sarcophagus (along with a host of magical wards no doubt).

### Blood Harvest

Level 28

*This deep-red powder smells almost exactly like the blossom.*

Lvl 28 85,000/531,250 gp

**Alchemical Item**

**Property:** Inhalation

**Power (Consumable ♦ Poison):** +34 vs. Fortitude; the target takes -10 to all defenses and -5 to all saving throws against attacks and effects with the arcane power source (save ends both).







## CARRION SPEAR

(Boiled Carrion Crawler Lung - Chilopoda Family)

**Level:** 16

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 9,000 gp

**Key Skill:** Nature or Thievery (no check)

This fine, pale-green powder smells like smoke. It is disfavored among archers, who believe the powder can slough off during the arrow's flight. The refining process is different from the one used to craft poison from the creature's brain, yielding a more powerful result.



## Carrion Spear

Level 16+

This fine, pale-green powder smells like smoke and paralyzes its target.

Lvl 16	1,800/11,250 gp	Lvl 26	45,000/281,250 gp
Lvl 21	9,000/56,250 gp		

**Alchemical Item**

**Property:** Fortified

**Power (Consumable + Poison):** +19 vs. Fortitude; the target takes ongoing 10 poison damage and is immobilized (save ends both). **First Failed Save:** The target is stunned instead of immobilized (save ends).

Level 21: +24 vs. Fortitude.

Level 26: +29 vs. Fortitude.

## CLOSE CALL

(Steeped Bump-Root - Hedge Root Family)

**Level:** 7

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 480 gp

**Key Skill:** Nature or Thievery (no check)

This odorless, yellow paste is the bane of cutpurses and second-story men. When two thieves guilds go to war, vats of this poison get cracked open on each side. Demand shoots through the roof. Surprisingly, or perhaps not, the price still stays the same.

## Close Call

Level 7+

This odorless, yellow paste ties the rogue's hands behind his back.

Lvl 7	100/625 gp	Lvl 17	2,600/16,250 gp
Lvl 12	520/3,250 gp	Lvl 22	13,000/81,250 gp

**Alchemical Item**

**Power (Consumable + Poison):** +10 vs. Fortitude; the target cannot gain combat advantage against an opponent and cannot use the Sneak Attack class ability (save ends both). **Aftereffect:** The target cannot use the Sneak Attack class ability (save ends).

Level 12: +15 vs. Fortitude.

Level 17: +20 vs. Fortitude.

Level 22: +25 vs. Fortitude.

## CORONA ARANEA

(Aged Aranea Arteries - Araneida Family)

**Level:** 8

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 680 gp

**Key Skill:** Nature or Thievery (no check)

This lemon-colored syrup bears a floral scent and attacks the muscles. As with many poisons with a similar brewing process, I prefer to buy the raw arteries fresh and age them myself. I recognize that not all poisoncrafters enjoy the luxury of doing so, but it's the only way to ensure quality control in the finished product.

### Corona Araneae

Level 8+

*This lemon-colored syrup bears a floral scent and attacks the muscles.*

Lvl 8	130/800 gp	Lvl 18	3,400/21,250 gp
Lvl 13	680/4,250 gp	Lvl 23	17,000/106,250 gp

#### Alchemical Item

**Power (Consumable ♦ Poison):** +11 vs. Fortitude; the target takes ongoing 5 poison damage and is weakened (save ends both). **Aftereffect:** The target is slowed (save ends).

*Level 13:* +16 vs. Fortitude.

*Level 18:* +21 vs. Fortitude.

*Level 23:* +26 vs. Fortitude.

## CORAL-BLADE

(Liquefied Chuul Cartilage - Aquatic Family)

**Level:** 14

**Category:** Poison

**Time:** 2 hours

**Component Cost:** See below

**Market Price:** 4,200 gp

**Key Skill:** Nature or Thievery (no check)

Common among whale-hunters and pirates, this luminescent, pink liquid smells of melon. It dumps lactic acid into the musculature and neutralizes potassium causing extreme cramping. Indeed, the muscles become as hard as chitin, giving the victim a statuesque appearance.

### Coral-Blade

Level 14+

*This luminescent, pink liquid smells of melon and makes the muscles hard as chitin.*

Lvl 14	840/5,250 gp	Lvl 24	21,000/131,250 gp
Lvl 19	4,200/56,250 gp	Lvl 29	105,000/656,250 gp

#### Alchemical Item

**Power (Consumable ♦ Poison):** +17 vs. Fortitude; the target takes ongoing 10 poison damage, is immobilized, and takes a -5 penalty to Reflex (save ends all).

*Level 19:* +22 vs. Fortitude.

*Level 24:* +27 vs. Fortitude.

*Level 29:* +32 vs. Fortitude.

## DARKLING TONGUE

(Concentrated Black Adder Venom - Serpente Family)

**Level:** 3

**Category:** Poison

**Time:** 30 minutes

**Component Cost:** See below

**Market Price:** 150 gp

**Key Skill:** Nature or Thievery (no check)

This black, watery liquid smells like strongly brewed coffee. The poison takes a moment to affect the target, but when it kicks in, the airway constricts so rapidly the mouth and neck turn a dark shade of blue. It is favored by tribal hunters to bring down big game.

### Darkling Tongue

Level 3+

*This black, watery liquid smells like strongly brewed coffee and constricts the airway.*

Lvl 3	30/170 gp	Lvl 13	680/4,250 gp
Lvl 8	130/800 gp	Lvl 18	3,400/21,250 gp

#### Alchemical Item

**Property:** Slow

**Power (Consumable ♦ Poison):** +6 vs. Fortitude; the target takes ongoing 5 poison damage, is muted, and falls prone and cannot stand up (save ends all).

*Level 8:* +11 vs. Fortitude.

*Level 13:* +16 vs. Fortitude.

*Level 18:* +21 vs. Fortitude.



## DEVIL-MAY-CARE

(Processed Hellwurm Flesh - Lumbricida Family)

**Level:** 24

**Category:** Poison

**Time:** 6 hours

**Component Cost:** See below

**Market Price:** 105,000 gp

**Key Skill:** Nature or Thievery (no check)

Used by elite assassins of a nefarious cult of the Worm, these rust-colored crystals smell of brimstone. I find the adherents creepy and try not to deal with them directly if at all possible. Accordingly, I often pass the poison off to a middleman to broker the deal. This poison has sometimes been referred to as a “fire-ball in a vial.”

### Devil-May-Care

Level 24+

*These rust-colored crystals smell of brimstone and burn the victim from the inside.*

Lvl 24 21,000/131,250 gp Lvl 29 105,000/656,250 gp

#### Alchemical Item

**Power (Consumable ♦ Poison):** +30 vs. Fortitude; the target takes 8d6 fire and poison damage.

*Level 29:* +35 vs. Fortitude.

## DRIPPING DOOM

(Fermented Black Pudding Residue - Ooze Family)

**Level:** 15

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 5,000 gp

**Key Skill:** Nature or Thievery (no check)

This black, foul-smelling syrup weakens the target's inhibitions and willpower, making him a pliable subject for more nefarious uses. I once dropped a pot of the aging bane as I was rearranging my stores—took me the better part of a month to fully air out the lab.

## Dripping Doom

Level 15+

*This black, foul-smelling syrup weakens the target's inhibitions and willpower.*

Lvl 15 1,000/6,250 gp Lvl 25 25,000/131,250 gp

Lvl 20 5,000/31,250 gp Lvl 30 125,000/781,250 gp

#### Alchemical Item

**Power (Consumable ♦ Poison):** +18 vs. Fortitude; the target takes a -6 penalty to its Will defense (save ends).

*Level 20:* +23 vs. Fortitude.

*Level 25:* +28 vs. Fortitude.

*Level 30:* +33 vs. Fortitude.

## EMERALD ANGUISH

(Oxygenated Green Dragon Cranial Fluid - Draconic Family)

**Level:** 19

**Category:** Poison

**Time:** 3 hours

**Component Cost:** See below

**Market Price:** 21,000 gp

**Key Skill:** Nature or Thievery (no check)

This thin, clear, mint-scented fluid contains small bubbles. A single dose scrambles the brain—sometimes beyond repair. I once had occasion to observe someone rendered nearly catatonic by the stuff; I haven't made this poison since. (And, yes, I do still routinely make lethal poisons.)

### Emerald Anguish

Level 19+

*This thin, clear, mint-scented fluid contains small bubbles. A single dose scrambles the brain—sometimes beyond repair.*

Lvl 19 4,200/26,250 gp Lvl 29 105,000/656,250 gp

Lvl 24 21,000/131,250 gp

#### Alchemical Item

**Property:** Impotent

**Power (Consumable ♦ Poison):** +25 vs. Fortitude; the target is dazed (save ends). **First Failed Save:** The target is stunned instead (save ends). **Second Failed Save:** The target loses all actions (no save).

*Level 24:* +30 vs. Fortitude.

*Level 29:* +35 vs. Fortitude.

## FIRST STRIKE

(Charred Naga Brain - Serpente Family)

**Level:** 22

**Category:** Poison

**Time:** 2 hours

**Component Cost:** See below

**Market Price:** 65,000 gp

**Key Skill:** Nature or Thievery (no check)

This bright-purple liquid smells of vinegar and sends a shock like a lightning bolt through the system. It is potent, but only as an initial volley. The armies of the Southern Holdings coat their archers' first arrows in the stuff, often cutting the opposing force in half before they have even nocked their second.

### First Strike

Level 22+

*This bright-purple liquid smells of vinegar and sends a shock like a lightning bolt through the system.*

Lvl 22 13,000/81,250 gp Lvl 27 65,000/406,250 gp

#### Alchemical Item

**Property:** This poison has no effect on a bloodied target.

**Power (Consumable ♦ Poison):** +25 vs. Fortitude; the target takes ongoing 15 poison damage and is stunned (ends when first bloodied).

Level 27: +30 vs. Fortitude.



## FLAMESTRIKE

(Extracted Flamestrike Rattler Venom - Serpente Family)

**Level:** 26

**Category:** Poison

**Time:** 1 hour

**Component Cost:** 54,000 gp

**Market Price:** 225,000 gp

**Key Skill:** Nature

This clear, odorless venom renders the victim utterly paralyzed so it might be eaten alive. It cannot be brewed from raw materials harvested from a dead snake. It can only be milked from a live snake, ensuring its rarity. Truth be told, if I wanted to milk 30-foot rattlesnakes for a living I'd set up a tent and charge admission.

To extract this venom, you target a living flamestrike rattler. The snake may be caged, paralyzed, or otherwise subdued. You must remain within 1 square of the snake for the duration of the protocol. Upon completion of the protocol, make a Nature check to determine your success. You may only attempt this protocol once on any given snake.

### NATURE CHECK

### PROTOCOL RESULT

10 or lower

You die

11-19

Damage equal to half your hit points

20-29

Failure

30-39

1 dose of poison

40 or higher

2 doses of poison with the fortified quality

### Flamestrike

Level 26

*This clear, odorless venom renders the victim utterly paralyzed so it might be eaten alive.*

Lvl 26

54,000

#### Alchemical Item

**Property:** This poison may only be made in transient form and may not be made in persistent form. Expensive.

**Power (Consumable ♦ Poison):** +29 vs. Fortitude; the target takes ongoing 15 poison damage and is helpless (save ends both).



## FOG OF MADNESS

(Vaporized Aboleth Mucus - Aquatic Family)

**Level:** 11

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 1,800 gp

**Key Skill:** Nature or Thievery (no check)

This cold, dark blue mist can only be deposited at extremely low temperatures. In most victims, it elicits the sensation of drowning. If you've seen anyone experience the sensation, you know that the psychological impact of drowning is its most potent component.

### Fog of Madness

Level 11+

*This cold, dark blue mist causes its victims to think they are drowning.*

Lvl 11 360/2,250 gp Lvl 21 9,000/56,250 gp

Lvl 16 1,800/11,250 gp Lvl 26 45,000/281,250 gp

**Alchemical Item**

**Property:** Inhalation.

**Power (Consumable + Poison):** +17 vs. Fortitude; the target takes ongoing 10 poison damage and is stunned (save ends both).

*Level 16:* +23 vs. Fortitude.

*Level 21:* +27 vs. Fortitude.

*Level 26:* +32 vs. Fortitude.

## FROSTFIRE

(Aged Frost Worm Brain - Lumbricida Family)

**Level:** 20

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 25,000 gp

**Key Skill:** Nature or Thievery (no check)

This light blue, milky, odorless fluid radiates cold—a hint of the danger it harbors. It is favored by assassins from the Northern Tribes, who rely on their barbarian brethren to secure the raw materials.

### Frostfire

Level 20+

*This light blue, milky, odorless fluid radiates cold and turns its victims into ice.*

Lvl 20 5,000/31,250 gp Lvl 30 125,000/781,250 gp

Lvl 25 25,000/156,250 gp

**Alchemical Item**

**Property:** Robust

**Power (Consumable + Poison):** +23 vs. Fortitude; the target is petrified (save ends). **First Failed Save:** The target is petrified (no save). A target petrified by this poison is turned into solid ice.

*Level 25:* +28 vs. Fortitude.

*Level 30:* +33 vs. Fortitude.

## GENTLE DUST

(Polarized Wraith Residue - Donum Mortis Family)

**Level:** 4

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 200 gp

**Key Skill:** Nature, Religion, or Thievery (no check)

This fine, silver powder impedes brain function causing an unnatural calm to overcome the target. It is often made into a liquid suspension reminiscent of mercury. The barbarians of the Northern Hordes have another name for it: Fucksilver. They kill, on sight, anyone they even think is carrying the stuff.

### Gentle Dust

Level 4+

*This fine, silver powder impedes brain function causing an unnatural calm to overcome the target.*

Lvl 4 35/210 gp Lvl 14 840/5,250 gp

Lvl 9 160/1,000 gp Lvl 19 4,200/26,250 gp

**Alchemical Item**

**Property:** Will

**Power (Consumable + Poison):** +7 vs. Will; the target takes ongoing 5 poison damage and cannot use powers with the rage keyword (save ends both).

*Level 9:* +12 vs. Will.

*Level 14:* +17 vs. Will.

*Level 19:* +22 vs. Will.

## GOLDEN ARROW

(Yellow Lotus Extract - Lotus Family)

**Level:** 29

**Category:** Poison

**Time:** 6 hours

**Component Cost:** See below

**Market Price:** 525,000 gp

**Key Skill:** Nature or Thievery (no check)

This golden-yellow liquid smells of honey. It sends the victim into a catatonic state, unresponsive to his surroundings. I've never made this poison. The yellow lotus only grows in the Mairyu Valley, the domain of a secretive band of monks and ninjas. In fact, I don't like letting slip the fact that I even know how to make this poison.

### Golden Arrow

Level 29

*This golden-yellow liquid smells of honey. It sends the victim into a catatonic state, unresponsive to his surroundings.*

Lvl 29 105,000/656,250 gp

**Alchemical Item**

**Property:** Contact

**Power (Consumable + Poison):** +32 vs. Fortitude; the target takes ongoing 15 poison damage and loses all actions (save ends both).

## THE GRAY QUIET

(Macerated Grell Barb - No Family)

**Level:** 6

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 360 gp

**Key Skill:** Arcana, Nature, or Thievery (no check)

This thin gray liquid has a smoky odor and simultaneously attacks the victim's airflow and seizes the muscles of the face and neck. The poison's odor is overwhelming and foul. A simple additive transforms it to a slight, pleasant scent of burning bronzewood.

### The Gray Quiet

Level 6+

*This thin gray liquid has a smoky odor and simultaneously attacks the victim's airflow and seizes the muscles of the face and neck.*

Lvl 6 70/450 gp Lvl 16 1,800/11,250 gp

Lvl 11 360/2,250 gp Lvl 21 9,000/56,250 gp

**Alchemical Item**

**Property:** Inhibited (aberration)

**Power (Consumable + Poison):** +9 vs. Fortitude; the target is muted and dazed (save ends both).

Level 11: +14 vs. Fortitude.

Level 16: +19 vs. Fortitude.

Level 21: +24 vs. Fortitude.

## GREENBLOOD OIL

(Pressed Rogue Vine - Vine Family)

**Level:** 3

**Category:** Poison

**Time:** 30 minutes

**Component Cost:** See below

**Market Price:** 150 gp

**Key Skill:** Nature or Thievery (no check)

This dark-green oil has a slight pine scent and sends a shock to the victim's cardiovascular system. I know of one vintner who dabbles in poison craft with this protocol. He alternates between the rogue vine and his grapevines in a curious combination of crop rotation. I've often wondered if he's ever mixed the two up, which would make for an interesting dinner party.

### Greenblood Oil

Level 3+

*This dark-green oil has a slight pine scent and sends a shock to the victim's cardiovascular system.*

Lvl 3 30/170 gp Lvl 13 680/4,250 gp

Lvl 8 130/800 gp Lvl 18 3,400/21,250 gp

**Alchemical Item**

**Property:** Safe

**Power (Consumable + Poison):** +6 vs. Fortitude; the target loses 1 healing surge and falls prone.

Level 8: +11 vs. Fortitude.

Level 13: +16 vs. Fortitude.

Level 18: +21 vs. Fortitude.



## HAG'S HOOD

(Boiled Hag's Heart - No Family)

**Level:** 13

**Category:** Poison

**Time:** 2 hours

**Component Cost:** See below

**Market Price:** 3,400 gp

**Key Skill:** Nature or Thievery (no check)

This odorless, tasteless lump gives no indication of its effects, a sudden onset of short-term amnesia. The poison is traditionally made from the heart of the howling hag, though it can also be readily crafted from bog hag's heart. There is a more potent version of this protocol that makes use of the night hag's heart. And as for the death hag ... I don't know, and I wouldn't venture a guess.

### Hag's Hood

Level 13+

*This odorless, tasteless lump gives no indication of its effects, a sudden onset of short-term amnesia.*

Lvl 13 680/4,250 gp Lvl 23 17,000/106,250 gp

Lvl 18 3,400/21,250 gp Lvl 28 85,000/531,250 gp

#### Alchemical Item

**Property:** Ingestion; Subtle

**Power (Consumable + Poison):** +16 vs. Fortitude; the target is dazed and cannot use any encounter powers (save ends both).

*Level 18:* +21 vs. Fortitude.

*Level 23:* +26 vs. Fortitude.

*Level 28:* +31 vs. Fortitude.

## HEARTSTINGER

(Macerated Wyvern Liver - Draconic Family)

**Level:** 16

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 9,000 gp

**Key Skill:** Nature or Thievery (no check)

This thick brown paste smells of manure and taints the blood. It is most famous for being the cause of the recent death of King Umrich, who keeled over in the middle of the Bountyfeast just after proclaiming the queen was with child. The culprit remains at large. For the record, it was not my handiwork ... as far as I know.

## Heartstinger

Level 16+

*This thick brown paste smells of manure and taints the blood.*

Lvl 16 1,800/11,250 gp Lvl 26 45,000/281,250 gp

Lvl 21 9,000/56,250 gp

#### Alchemical Item

**Power (Consumable + Poison):** +22 vs. Fortitude; the target takes ongoing 10 poison damage (save ends) and loses 1 healing surge. **First Failed Save:** The target loses 2 healing surges.

*Level 21:* +27 vs. Fortitude.

*Level 26:* +32 vs. Fortitude.

## HILT-DEEP

(Ground Bulette Hide - Bestial Family)

**Level:** 17

**Category:** Poison

**Time:** 2 hours

**Component Cost:** See below

**Market Price:** 13,000 gp

**Key Skill:** Nature or Thievery (no check)

This light-blue powder has an earthy smell and weakens the blood vessels, exacerbating existing wounds. This poison is often used to coat the back-up weapon of rangers, who lead with a volley at range and follow up with a melee attack when they close. It is a devastating strategy.

### Hilt-Deep

Level 17+

*This light blue powder has an earthy smell and weakens the blood vessels, exacerbating existing wounds.*

Lvl 17 3,120/19,500 gp Lvl 27 78,000/487,500 gp

Lvl 22 15,600/97,500 gp

#### Alchemical Item

**Property:** Expensive; this poison has no effect against a target at maximum hit points.

**Power (Consumable + Poison):** +20 vs. Fortitude; the target takes 4d6 poison damage and makes a saving throw at the end of his next turn. **First Failed Save:** The target takes 4d6 poison damage.

*Level 22:* +25 vs. Fortitude

*Level 27:* +30 vs. Fortitude

## HOPEMELTER

(Aged Ochre Jelly Scum - Ooze Family)

**Level:** 12

**Category:** Poison

**Time:** 3 hours

**Component Cost:** See below

**Market Price:** 2,600 gp

**Key Skill:** Nature, Religion, or Thievery (no check)

This dark purple jelly smells of grapes. For obvious reasons, its use sees a rise during holy wars. Indeed, I am always suspicious when I get a sudden and large order for the stuff. It is also a common enhancement to the lairs and tombs of thoughtful necromancers. Generally, after finishing the batch, I make arrangements for an extended holiday in warmer climes.

### Hopemelter

Level 12+

*This dark purple jelly smells of grapes and disrupts the focus required to channel divinity.*

Lvl 12 520/3,250 gp Lvl 22 13,000/81,250 gp

Lvl 17 2,600/16,250 gp Lvl 27 65,000/406,250 gp

**Alchemical Item**

**Power (Consumable ♦ Poison):** +15 vs. Fortitude; the target loses the ability to channel divinity (save ends).

**First Failed Save:** The target loses the ability to channel divinity (no save).

Level 17: +20 vs. Fortitude.

Level 22: +25 vs. Fortitude.

Level 27: +30 vs. Fortitude.

## HUMBOLDT'S BANE

(Dried Trietto Moss Seeds - Moss Family)

**Level:** 18

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 17,000 gp

**Key Skill:** Nature or Thievery (no check)

This yellowish-green powder emits a hint of spearmint and affects the target's reaction time. This protocol used to bear the name River of Dust. I'm sure you can guess how it came to be changed. Alas, poor Humboldt did not live to see his name memorialized.

## Humboldt's Bane

Level 18+

*This yellowish-green powder emits a hint of spearmint and affects the target's reaction time.*

Lvl 18 3,400/21,250 gp Lvl 28 85,000/531,250 gp

Lvl 23 17,000/106,250 gp

**Alchemical Item**

**Property:** Contact

**Power (Consumable ♦ Poison):** +21 vs. Fortitude; the target takes a -5 penalty to attack rolls and a -5 penalty to all defenses (save ends both).

Level 23: +26 vs. Fortitude.

Level 28: +31 vs. Fortitude.

## HUNDRED HAMMERS

(Distilled Large Centipede Blood - Chilopoda Family)

**Level:** 10

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 1,000 gp

**Key Skill:** Nature or Thievery (no check)

This odorless, crimson liquid with green flecks makes its victims sluggish. Ironically, the most common of the centipede poisons is derived from the most common specimen, but it is simultaneously the most uncharacteristic in its effect. Whereas most centipede poisons attack the musculature, this poison impedes the nervous system, slowing reaction times.

### Hundred Hammers

Level 10+

*This odorless, crimson liquid with green flecks makes its victims sluggish.*

Lvl 10 200/1,250 gp Lvl 20 5,000/31,250 gp

Lvl 15 1,000/6,250 gp Lvl 25 25,000/156,250 gp

**Alchemical Item**

**Property:** Contact

**Power (Consumable ♦ Poison):** +13 vs. Fortitude; the target takes a -3 penalty to its AC and Reflex (save ends both).

Level 15: +18 vs. Fortitude.

Level 20: +23 vs. Fortitude.

Level 25: +28 vs. Fortitude.

## HYDROGEN SELENIDE

(Powdered Selenium Crystals - Non-Ferrous Metal Family)

**Level:** 18

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 17,000 gp

**Key Skill:** Nature or Thievery (no check)

These deep-red crystals dissolve instantly in liquids, sickening any who imbibe. The crystals normally have a potent scent of horseradish, but this is easily masked during the crafting process, and any poisoncrafter worth his salt will do so.

### Hydrogen Selenide

Level 18+

*These deep-red, odorless crystals dissolve instantly in liquids, sickening any who imbibe.*

Lvl 18 3,400/21,250 gp Lvl 28 85,000/531,250 gp

Lvl 23 17,000/106,250 gp

**Alchemical Item**

**Property:** Ingestion

**Power (Consumable + Poison):** +21 vs. Fortitude; the target is nauseated (save ends). **First Failed Save:** The target is unconscious (save ends). **Aftereffect:** The target is nauseated (save ends).

*Level 23:* +26 vs. Fortitude.

*Level 28:* +31 vs. Fortitude.

## ID MOSS

(Powdered Sphagnum Moss - Moss Family)

**Level:** 4

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 200 gp

**Key Skill:** Nature or Thievery (no check)

This fine, deep-green powder has a potent, grassy scent and causes dizziness. It is favored by some forest rangers, who dust otherwise edible vegetation with it to discourage interlopers.

### Id Moss

Level 4+

*This fine, deep-green powder has a fresh, grassy scent and causes dizziness.*

Lvl 4 35/210 gp Lvl 14 840/5,250 gp

Lvl 9 160/1,000 gp Lvl 19 4,200/26,250 gp

**Alchemical Item**

**Property:** Ingestion

**Power (Consumable + Poison):** +7 vs. Fortitude; the target is dazed (save ends).

*Level 9:* +12 vs. Fortitude.

*Level 14:* +17 vs. Fortitude.

*Level 19:* +22 vs. Fortitude.

## KAKOPHAGE

(Fermented Shrieker Membrane - Fungus Family)

**Level:** 10

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 1,000 gp

**Key Skill:** Nature or Thievery (no check)

This purple paste has an earthy odor and strikes its victims deaf. I heard tale of one adventuring hero, on the hunt to rid a town of a coven of vile harpies, who smeared the stuff all over himself before confronting his quarry. To my mind, that is as pure an example of what I have often said: Poison is but a tool.

### Kakophage

Level 10+

*This purple paste has an earthy odor and strikes its victims deaf.*

Lvl 10 200/1,250 gp Lvl 20 5,000/31,250 gp

Lvl 15 1,000/6,250 gp Lvl 25 25,000/156,250 gp

**Alchemical Item**

**Property:** Contact

**Power (Consumable + Poison):** +16 vs. Fortitude; the target is deafened (save ends).

*Level 15:* +21 vs. Fortitude.

*Level 20:* +26 vs. Fortitude.

*Level 25:* +31 vs. Fortitude.



## LIMBWEB

(Medium Spider Venom - Araneida Family)

**Level:** 5

**Category:** Poison

**Time:** 30 minutes

**Component Cost:** See below

**Market Price:** 250 gp

**Key Skill:** Nature or Thievery (no check)

This thick, purple liquid has the scent of lilies. Unsurprisingly, it is favored by spider cultists, though it's not as though they come to me swathed in purple silks emblazoned with large spiders. Indeed, most such cultists manufacture their own. Still, I can always tell. Twitchy fingers. A telltale stain of red at the lips. There's always something.

## LUNG-FAMINE

(Evaporated Glenvine Oil - Vine Family)

**Level:** 8

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 680 gp

**Key Skill:** Nature or Thievery (no check)

This odorless, faint-green mist renders the victim unable to scream and is often a precursor to a *coup de grace*. It also makes for a particularly nasty addition to traps that might otherwise have the victim screaming for help. The poison is inert at cool temperatures, which makes it less useful in cooler climes but otherwise easier to transport and handle.

### Limbweb

Level 5+

*This thick, purple liquid has the scent of lilies and saps the victim's strength.*

Lvl 5	40/250 gp	Lvl 15	1,000/6,250 gp
Lvl 10	200/1,250 gp	Lvl 20	5,000/31,250 gp

**Alchemical Item**

**Property:** Fortified.

**Power (Consumable ♦ Poison):** +8 vs. Fortitude; the target is weakened (save ends).

*Level 10:* +13 vs. Fortitude.

*Level 15:* +18 vs. Fortitude.

*Level 20:* +23 vs. Fortitude.

### Lung-Famine

Level 8+

*This odorless, faint-green mist renders the victim mute.*

Lvl 8	130/800 gp	Lvl 18	3,400/21,250 gp
Lvl 13	680/4,250 gp	Lvl 23	17,000/106,250 gp

**Alchemical Item**

**Property:** Inhalation; Safe

**Power (Consumable ♦ Poison):** +11 vs. Fortitude; the target takes ongoing 5 poison damage and is muted (save ends both).

*Level 13:* +16 vs. Fortitude.

*Level 18:* +21 vs. Fortitude.

*Level 23:* +26 vs. Fortitude.



*Poisoncraft - Odores Venenorum*

## MALYSS

(Malyss Root Paste - Arboreal Family)

**Level:** 10

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 1,000 gp

**Key Skill:** Nature or Thievery (no check)

This brown paste has a bitter smell and makes movement awkward. It tightens the muscles of the limbs and jaw, stretching the mouth into a rictus grin. There was a nasty fellow, down of Helmsport, used the stuff on sailors in some sort of gruesome spree. They called him “The Salt Jester” or some such. Myself, I suspended production during that time.

### Malyss

Level 10+

*This brown paste has a bitter smell and makes movement awkward.*

Lvl 10 200/1,250 gp Lvl 20 5,000/31,250 gp  
Lvl 15 1,000/6,250 gp Lvl 25 25,000/156,250 gp

#### Alchemical Item

**Property:** Contact; Stable

**Power (Consumable + Poison):** +16 vs. Fortitude; the target takes ongoing 5 poison damage and is slowed (save ends both).

*Level 15:* +21 vs. Fortitude.

*Level 20:* +26 vs. Fortitude.

*Level 25:* +31 vs. Fortitude.

## NIGHTBRINGER

(Macerated Grimlock Spleen - No Family)

**Level:** 14

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 4,200 gp

**Key Skill:** Nature or Thievery (no check)

These odorless, gray granules combine with water to form a paste that renders the victim blind—particularly in darkened conditions. The grimlocks brew this poison from their dead as a way to honor them, protecting the tribe even in death.

## Nightbringer

Level 14+

*These odorless, gray granules combine with water to form a paste that renders the victim blind.*

Lvl 14 840/5,250 gp Lvl 24 21,000/131,250 gp  
Lvl 19 4,200/26,250 gp Lvl 29 105,000/656,250 gp

#### Alchemical Item

**Power (Consumable + Poison):** +17 vs. Fortitude; the target takes ongoing 5 poison damage, is blinded (save ends both), and loses low-light vision and darkvision (no save).

*Level 19:* +22 vs. Fortitude.

*Level 24:* +27 vs. Fortitude.

*Level 29:* +32 vs. Fortitude.

## NITHARIT

(Dehydrated Nitharit Moss - Moss Family)

**Level:** 11

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 1,800 gp

**Key Skill:** Nature or Thievery (no check)

This fine, reddish-brown powder has a pungent odor of vinegar. It burns the skin on contact, growing progressively hotter. The reaction in the victim is not unlike a splash of acid without disfigurement beyond a deep flush.

### Nitharit

Level 11+

*This fine, reddish-brown powder burns the skin on contact, growing progressively hotter.*

Lvl 11 360/2,250 gp Lvl 21 9,000/56,250 gp  
Lvl 16 1,800/11,250 gp Lvl 26 45,000/281,250 gp

#### Alchemical Item

**Power (Consumable + Poison):** +14 vs. Fortitude; the target takes 1 point of ongoing poison damage (save ends). **First Failed Save:** The target takes ongoing 5 poison damage, falls prone, and cannot stand up (save ends all). **Aftereffect:** The target takes ongoing 10 poison damage (save ends).

*Level 16:* +19 vs. Fortitude.

*Level 21:* +24 vs. Fortitude.

*Level 26:* +29 vs. Fortitude.

## OIL OF SNOWFLOWER

(Steeped Snowflower Root - Hedge Root Family)

**Level:** 13

**Category:** Poison

**Time:** 2 hours

**Component Cost:** See below

**Market Price:** 3,400 gp

**Key Skill:** Nature or Thievery (no check)

This white, oily liquid smells of burnt butter and is the bane of fire mages. I have a superlative source for snowflower, but he does not ship. Once a year, before the pass freezes over, I trek to the Outer Reaches and procure a year's worth. As a bonus, the blossoms, though not useful in the craft of poison, fetch decent coin from the bloomshops, effectively doubling my profit.

### Oil of Snowflower

Level 13+

*This white, oily liquid smells of burnt butter and is the bane of fire mages.*

Lvl 13 680/4,250 gp Lvl 23 17,000/106,250 gp

Lvl 18 3,400/21,250 gp Lvl 28 85,000/531,250 gp

#### Alchemical Item

**Power (Consumable ♦ Cold, Poison):** +16 vs. Fortitude; the target takes 4d6 poison and cold damage and cannot use powers with the fire keyword (save ends).

*Level 18:* +21 vs. Fortitude.

*Level 23:* +26 vs. Fortitude.

*Level 28:* +31 vs. Fortitude.

## OIL OF TAGGIT

(Steeped Taggit Root - Hedge Root Family)

**Level:** 8

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 680 gp

**Key Skill:** Nature or Thievery (no check)

This gray, odorless oil is often referred to as the "miser's poison." Unreliably effective.

### Oil of Taggit

Level 8+

*This gray, odorless oil knocks the victim unconscious, but it's not always effective.*

Lvl 8 100/640 gp Lvl 18 2,720/17,000 gp

Lvl 13 540/3,300 gp Lvl 23 13,600/85,000 gp

#### Alchemical Item

**Property:** Cheap; Ingestion

**Power (Consumable ♦ Poison):** +14 vs. Fortitude; the poison has no initial effect, and the target makes a saving throw. **First Failed Save:** No effect; the target makes a saving throw. **Second Failed Save:** The target is knocked unconscious (save ends).

*Level 13:* +19 vs. Fortitude.

*Level 18:* +24 vs. Fortitude.

*Level 23:* +29 vs. Fortitude.

## PHANTOM FEATHER

(Roasted Owlbear Pancreas - Bestial Family)

**Level:** 5

**Category:** Poison

**Time:** 30 minutes

**Component Cost:** See below

**Market Price:** 250 gp

**Key Skill:** Nature or Thievery (no check)

This brown, granulated powder has the odor of wet fur and weakens the victim's defenses. A small credit, to be sure, but the trade name was my own creation. Generally, I leave the nomenclature to others and focus on the craft itself, but I happened to say the name in passing, and it happened to stick.

### Phantom Feather

Level 5+

*This brown, granulated powder has the odor of wet fur and weakens the victim's defenses.*

Lvl 5 40/250 gp Lvl 15 1,000/6,250 gp

Lvl 10 200/1,250 gp Lvl 20 5,000/31,250 gp

#### Alchemical Item

**Power (Consumable ♦ Poison):** +8 vs. Fortitude; the target takes a -3 penalty to its AC (save ends). **Aftereffect:** The target takes a -3 penalty to its AC (save ends).

*Level 10:* +13 vs. Fortitude.

*Level 15:* +18 vs. Fortitude.

*Level 20:* +23 vs. Fortitude.





## QUOD

(Refined Spider-Eater Stinger - Hymenoptera Family)

**Level:** 18

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 17,000 gp

**Key Skill:** Nature or Thievery (no check)

This thick, brown paste smells of roasted peanuts and paralyzes its victim. This protocol is for the base poison. There is a more advanced version that uses spider-eater eggs as an additive, which further fortifies the poison, making it harder to shake off the effects.

### Quod

Level 18+

*This thick, brown paste smells of roasted peanuts and paralyzes its victim.*

Lvl 18 3,400/21,250 gp Lvl 28 85,000/531,250 gp

Lvl 23 17,000/106,250 gp

**Alchemical Item**

**Property:** Quick

**Power (Consumable + Poison):** +21 vs. Fortitude; the target takes ongoing 10 poison damage and is dazed (save ends both). **First Failed Save:** The target is stunned instead of dazed (save ends). **Second Failed Save:** The target is helpless (save ends).

*Level 23:* +26 vs. Fortitude.

*Level 28:* +31 vs. Fortitude.

## RAVAGE MOSS

(Ground Rebaggio Moss - Moss Family)

**Level:** 20

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 25,000 gp

**Key Skill:** Nature or Thievery (no check)

This deep-green paste has the intense scent of dung. It breaks down the victim's resistances, making it susceptible to subsequent attacks. The rebaggio moss often grows in the presence of silk truffles. So, as you can imagine, I occasionally deign to gather the raw materials myself.

## Ravage Moss

Level 20+

*This deep-green paste smells of dung and breaks down the victim's resistances.*

Lvl 20 5,000/31,250 gp Lvl 30 125,000/781,250 gp

Lvl 25 25,000/156,250 gp

**Alchemical Item**

**Power (Consumable + Poison):** +23 vs. Fortitude; the target takes ongoing 10 poison damage (save ends). **First Failed Save:** The target loses all resistances (save ends).

*Level 25:* +28 vs. Fortitude.

*Level 30:* +33 vs. Fortitude.

## REDFLAG

(Processed Tiefling Kidney - No Family)

**Level:** 2

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 100 gp

**Key Skill:** Nature or Thievery (no check)

This brownish-red paste attacks the victim's airway. While others see no dilemma, I have made a personal choice not to craft any poisons comprised of source material from the "lifted races." This is one such poison.

### Redflag

Level 2+

*This brownish-red paste attacks the victim's airway.*

Lvl 2 20/130 gp Lvl 12 520/3,250 gp

Lvl 7 100/650 gp Lvl 17 2,600/16,250 gp

**Alchemical Item**

**Property:** Multistage

**Power (Consumable + Poison):** +5 vs. Fortitude; the target takes ongoing 5 poison damage and is slowed (save ends each).

*Level 7:* +10 vs. Fortitude.

*Level 12:* +15 vs. Fortitude.

*Level 17:* +20 vs. Fortitude.

## RETCH

(Aged Troglodyte Glands - No Family)

**Level:** 7

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 480 gp

**Key Skill:** Nature or Thievery (no check)

This dull-green slime transfers its foul smell to the victim. Troglodytes add this poison to their traps, ensuring their ability to sense intruders. I can never spell this one correctly; I'm always adding a "W" to the front. Perfectly reasonable, but wrong nonetheless.

### Retch

Level 7+

*This dull-green slime transfers its foul smell to the victim.*

Lvl 7	100/625 gp	Lvl 17	2,600/16,250 gp
Lvl 12	520/3,250 gp	Lvl 22	13,000/81,250 gp

**Alchemical Item**

**Property:** Obvious

**Power (Consumable ♦ Poison):** +10 vs. Fortitude; the target emits a powerful odor and suffers a -5 penalty to Stealth checks (save ends). **First Failed Save:** The target is nauseated (save ends).

Level 12: +15 vs. Fortitude.

Level 17: +20 vs. Fortitude.

Level 22: +25 vs. Fortitude.

## ROBIETTO

(Dried Robietto Moss - Moss Family)

**Level:** 19

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 21,000 gp

**Key Skill:** Nature or Thievery (no check)

This pale pink, very fine powder impedes the target's memory. In the modern tongue, "robietto" translates loosely to "daydream." So you can see why no one has bothered to come up with a new name. The poison is favored by the thieves' guilds of the coastal regions, where the moss grows abundantly on and about the ocean outcroppings.

## Robietto

Level 19+

*This pale pink, very fine powder impedes the target's memory.*

Lvl 19	4,200/26,250 gp	Lvl 29	105,000/656,250 gp
Lvl 24	21,000/131,250 gp		

**Alchemical Item**

**Property:** Inhalation; Will

**Power (Consumable ♦ Poison):** +22 vs. Will; the target cannot use encounter or daily powers (save ends). **After-effect:** The target cannot use daily powers (save ends).

Level 24: +27 vs. Will.

Level 29: +32 vs. Will.

## RUSTLEAF

(Brewed Chalissanium Leaves - Arboreal Family)

**Level:** 4

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 200 gp

**Key Skill:** Nature or Thievery (no check)

This chunky orange paste saps the energy from fey creatures. This protocol is a recent development, crafted to deal with a particular infestation of fairies in the villages abutting Halmsley's Woods. In fact, I believe it was developed not by any poisoncrafter of name, but by a simple farmer.

### Rustleaf

Level 4+

*This chunky, orange paste saps the energy from fey creatures.*

Lvl 4	35/210 gp	Lvl 14	840/5,250 gp
Lvl 9	160/1,000 gp	Lvl 19	4,200/26,250 gp

**Alchemical Item**

**Property:** Fortified; Stable; this poison only affects fey creatures.

**Power (Consumable ♦ Poison):** +7 vs. Fortitude; the target takes ongoing 5 poison damage and is weakened (save ends both).

Level 9: +12 vs. Fortitude.

Level 14: +17 vs. Fortitude.

Level 19: +22 vs. Fortitude.

## SHADOW ESSENCE

(Polarized Shadow Residue - Donum Mortis Family)

**Level:** 12

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 2,600 gp

**Key Skill:** Nature, Religion, or Thievery (no check)

This black, odorless powder saps the strength from its victims and sends a chill to their core. Gathering shadow residue is either trivially easy or essentially impossible depending on whether or not you have the appropriate tool for the job: a small square of cloth, sealed with wax on one side and coated in an alchemical adhesive on the other. Then, the cloth is burned, the resulting ash mixed with pure alcohol and burned away, leaving pure residue for the rest of the application.

### Shadow Essence

Level 12+

*This black, odorless powder saps the strength from its victim and sends a chill to their core.*

Lvl 12 520/3,250 gp Lvl 22 13,000/81,250 gp  
Lvl 17 2,600/6,250 gp Lvl 27 65,000/406,250 gp

**Alchemical Item**

**Property:** Piercing (undead)

**Power (Consumable + Poison):** +15 vs. Fortitude; the target is exhausted (save ends). **Aftereffect:** The target is weakened (extended rest ends).

*Level 17:* +20 vs. Fortitude.

*Level 22:* +25 vs. Fortitude.

*Level 27:* +30 vs. Fortitude.

## SHIMMER

(Ground Ethereal Filcher Brain - No Family)

**Level:** 21

**Category:** Poison

**Time:** 3 hours

**Component Cost:** See below

**Market Price:** 45,000 gp

**Key Skill:** Nature or Thievery (no check)

This fine, light-brown powder has the barest smell of freshly baked bread. It leaves the victim like some sort of ephemeral spirit anchored in place. There is a small

class of poisons, of which this is one, that operate on a pseudo-magical level. They aren't of course—magical, that is—no more than clearwater solution or lockbust chalk. It only means we haven't yet identified the alchemical processes at work, though that's not for lack of hypothesizing.

### Shimmer

Level 21+

*This fine, light-brown powder smells of bread and turns the victim into a paralyzed ghost-form.*

Lvl 21 9,000/56,250 gp Lvl 26 45,000/281,250 gp

**Alchemical Item**

**Power (Consumable + Poison):** +24 vs. Fortitude; the target is immobilized, insubstantial, and cannot make attacks (save ends all).

*Level 26:* +29 vs. Fortitude

## STINGFIRE

(Dehydrated Giant Wasp Poison - Hymenoptera Family)

**Level:** 11

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 1,800 gp

**Key Skill:** Nature or Thievery (no check)

This sticky orange powder has an overwhelming citrus smell and bonds the victim to the point where he stands. Some poisons are clearly suited for use with weapon-based attacks; others for traps *in situ*. This is one of the few poisons equally suited for both applications.

### Stingfire

Level 11+

*This sticky orange powder has an overwhelming citrus smell and anchors the victim in place.*

Lvl 11 360/2,250 gp Lvl 21 9,000/56,250 gp  
Lvl 16 1,800/11,250 gp Lvl 26 45,000/281,250 gp

**Alchemical Item**

**Property:** Quick

**Power (Consumable + Poison):** +14 vs. Fortitude; the target takes ongoing 10 poison damage and is restrained (save ends both).

*Level 16:* +19 vs. Fortitude.

*Level 21:* +24 vs. Fortitude.

*Level 26:* +29 vs. Fortitude.

## STRIPED TOADSTOOL

(Concentrated Toadstool Puree - Fungus Family)

**Level:** 2

**Category:** Poison

**Time:** 30 minutes

**Component Cost:** See below

**Market Price:** 100 gp

**Key Skill:** Nature or Thievery (no check)

This brown paste has an earthy smell and disorients its victim. Like many poisons in the fungus family, this one requires little refining beyond achieving the correct consistency and adding appropriate reagents to guard against loss of toxicity and potency. Among the simplest of poisons to craft, this is the protocol I routinely give to apprentices as a first test of aptitude.

### Striped Toadstool

Level 2+

*This brown paste has an earthy smell and disorients its victim.*

Lvl 2            20/130 gp    Lvl 12           520/3,250 gp  
Lvl 7            100/625 gp    Lvl 17           2,600/16,250 gp

**Alchemical Item**

**Property:** Ingestion

**Power (Consumable + Poison):** +8 vs. Fortitude; the target loses 1 move action per turn (save ends). **First Failed Save:** The target is dazed instead (save ends).

*Level 7:* +13 vs. Fortitude.

*Level 12:* +18 vs. Fortitude.

*Level 17:* +23 vs. Fortitude.

## TERROR-ROOT

(Boiled Terinav Root - Hedge Root Family)

**Level:** 14

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 4,200 gp

**Key Skill:** Nature or Thievery (no check)

This violet poison comes in small bricks, usually wrapped in parchment. It disrupts the signals from the brain to the lower musculature. The poison represents a recent development in the craft: the ability to target specific muscles or muscle groups. Presently, I am working on a new protocol that paralyzes only the muscles of the hands.

## Terror-Root

Level 14+

*This violet poison makes it difficult for the victim to act swiftly.*

Lvl 14            840/5,250 gp    Lvl 24           21,000/131,250 gp  
Lvl 19            4,200/26,250 gp    Lvl 29           105,000/656,250 gp

**Alchemical Item**

**Property:** Contact; Multistage

**Power (Consumable + Poison):** +17 vs. Fortitude; the target takes ongoing 10 poison damage and loses 1 move action per turn (save ends each).

*Level 19:* +22 vs. Fortitude.

*Level 24:* +27 vs. Fortitude.

*Level 29:* +32 vs. Fortitude.

## THUMPER

(Ground Stirge Pancreas - Bestial Family)

**Level:** 7

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 480 gp

**Key Skill:** Nature or Thievery (no check)

This scarlet-colored liquid smells of overripe melon and leaves the target dizzy. The sensation has been described as a bad hangover—though certainly much more lethal.

### Thumper

Level 7+

*This scarlet-colored liquid smells of overripe melon and leaves the target dizzy.*

Lvl 7            100/650 gp    Lvl 17           2,600/16,250 gp  
Lvl 12           520/3,250 gp    Lvl 22           13,000/81,250 gp

**Alchemical Item**

**Property:** The target takes a -5 penalty to saving throws against this poison.

**Power (Consumable + Poison):** +10 vs. Fortitude; the target takes ongoing 5 poison damage and is dazed (healing surge or save ends).

*Level 12:* +15 vs. Fortitude.

*Level 17:* +20 vs. Fortitude.

*Level 22:* +25 vs. Fortitude.

## TIMBER-BANE

(Pulverized Avaranc Fangs - Bestial Family)

**Level:** 12

**Category:** Poison

**Time:** 2 hours

**Component Cost:** See below

**Market Price:** 2,600 gp

**Key Skill:** Nature or Thievery (no check)

This white paste smells of chlorine, burning the nose and ravaging the victim over several anatomical points. Of the poisons that can be crafted from the avaranc, this is the easier and less feared of the two—though it seems absurd to phrase it thusly.



### Timber-Bane

Level 12+

*This white paste smells of chlorine and ravages the victim's body on several fronts.*

Lvl 12 520/3,250 gp Lvl 22 13,000/81,250 gp  
Lvl 17 2,600/16,250 gp Lvl 27 65,000/406,250 gp

#### Alchemical Item

**Power (Consumable ♦ Poison):** +18 vs. Fortitude; the target loses 2 healing surges (save ends). **First Failed Save:** The target loses 3 healing surges instead (save ends). **Second Failed Save:** The target also takes ongoing 10 poison damage (save ends both).

Level 17: +23 vs. Fortitude.

Level 22: +28 vs. Fortitude.

Level 27: +33 vs. Fortitude.

## TRUFFLE DIRGE

(Reduced Blue Truffle Oil - Fungus Family)

**Level:** 9

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 840 gp

**Key Skill:** Nature or Thievery (no check)

This light blue fluid has the consistency of honey and an earthy smell. I've heard some chemists from the southern lands refer to it as the "blind man's poison" for its ability to affect all races with equal vigor. It attacks the victim's fortitude.

### Truffle Dirge

Level 9+

*This light blue fluid has the consistency of honey and the scent of earth. It attacks the victim's fortitude.*

Lvl 9 160/1,000 gp Lvl 19 4,200/26,250 gp  
Lvl 14 840/5,250 gp Lvl 24 21,000/131,250 gp

#### Alchemical Item

**Property:** Ingestion; racial bonuses and abilities, such as the dwarf's cast-iron stomach trait, are ineffective against this poison.

**Power (Consumable ♦ Poison):** +15 vs. Fortitude; the target takes ongoing 5 poison damage and takes a -3 penalty to its Fortitude defense (save ends both).

Level 14: +20 vs. Fortitude.

Level 19: +25 vs. Fortitude.

Level 24: +30 vs. Fortitude.

## UNGOL DUST

(Alkalized Ungol Crystals - Mineral Family)

**Level:** 9

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 840 gp

**Key Skill:** Nature or Thievery (no check)

This black crystalline powder induces the victim to hear loud, angry voices and wailing shrieks. Ungol has been used for years in various industrial applications—a curative for high-end fabrics, for example—but this poison is a relatively new function.

### Ungol Dust

Level 9+

*This black crystalline powder induces the victim to hear loud, angry voices and wailing shrieks.*

Lvl 9      128/800 gp    Lvl 19      3,360/21,000 gp  
Lvl 14      672/4,200 gp    Lvl 24      16,800/105,000 gp

**Alchemical Item**

**Property:** Cheap

**Power (Consumable + Poison):** +12 vs. Fortitude; the target is dazed (save ends).

*Level 14:* +17 vs. Fortitude.

*Level 19:* +22 vs. Fortitude.

*Level 24:* +27 vs. Fortitude.

## VIOLET SPINEBREAKER

(Pressed Purple Worm Glands - Lumbricida Family)

**Level:** 20

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 25,000 gp

**Key Skill:** Nature or Thievery (no check)

This violet-colored liquid smells like orchids and renders the limbs heavy and lifeless. Despite the poison's extreme lethality, the victim feels little discomfort, just a slight tightening of the chest and some labored breathing.

### Violet Spinebreaker

Level 20+

*This violet-colored liquid smells like orchids and renders the limbs heavy and lifeless.*

Lvl 20      5,000/31,250 gp    Lvl 30      125,000/781,250 gp  
Lvl 25      25,000/156,250 gp

**Alchemical Item**

**Property:** Robust

**Power (Consumable + Poison):** +23 vs. Fortitude; the target takes ongoing 10 poison damage and is exhausted (save ends both).

*Level 25:* +28 vs. Fortitude.

*Level 30:* +33 vs. Fortitude.

## VIPER'S KISS

(Kippered Gray Viper Muscle - Serpente Family)

**Level:** 8

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 680 gp

**Key Skill:** Nature or Thievery (no check)

These pink threads smell gamey. They cramp the legs and toes of the victim. The poison gets its name from the long-term side effect: it turns the victim's lips pale green. Interestingly, though effective, this poison is known as something of a lady's poison—principally due to the name I expect.

### Viper's Kiss

Level 8+

*These pink threads have a gamey smell and slow the victim.*

Lvl 8      130/800 gp    Lvl 18      3,400/21,250 gp  
Lvl 13      680/4,250 gp    Lvl 23      17,000/106,250 gp

**Alchemical Item**

**Property:** Ingestion

**Power (Consumable + Poison):** +11 vs. Fortitude; the target is slowed (save ends). **First Failed Save:** The target is slowed (no save).

*Level 13:* +16 vs. Fortitude.

*Level 18:* +21 vs. Fortitude.

*Level 23:* +26 vs. Fortitude.



## VOIDBREATH

(Ossified Avaranc Glands - Bestial Family)

**Level:** 30

**Category:** Poison

**Time:** 6 hours

**Component Cost:** See below

**Market Price:** 625,000 gp

**Key Skill:** Nature or Thievery (no check)

When placed in water, these green pellets release odorless, light green vapors which shut down the victim's senses entirely. The poison derives its name from the forced exhalation that results from exposure, akin to a heaving sigh. I've only ever attempted to craft this poison once. Never again.

### Voidbreath

Level 30

*When placed in water, these green pellets release odorless, light-green vapors, which shut down the victim's senses entirely.*

Lvl 30 125,000/781,250 gp

**Alchemical Item**

**Property:** Inhalation

**Power (Consumable + Poison):** +33 vs. Fortitude; the target takes ongoing 15 poison damage (save ends) and is blinded, deafened, and muted (no save). **Aftereffect:** The target takes ongoing 10 poison damage (save ends). **Second Aftereffect:** The target takes ongoing 5 poison damage (save ends).

## WASTING DUNES

(Filtered Jester Scorpion Ichor - Scorpionida Family)

**Level:** 23

**Category:** Poison

**Time:** 2 hours

**Component Cost:** See below

**Market Price:** 85,000 gp

**Key Skill:** Nature or Thievery (no check)

This thin red liquid has the faint odor of cinnamon; it weakens the victim. I've only encountered this poison once—a crafter from among desert nomads of the south came to procure raw materials. I bumped into him as we were reaching for the same vial of talc suspension, and we ended up sharing trade secrets all night over a bottle of brandy. Having drinks with a known poisoncrafter is the very definition of ambivalence.

### Wasting Dunes

Level 23+

*This thin red liquid has the faint odor of cinnamon; it weakens the victim.*

Lvl 23 17,000/106,250 gp Lvl 28 85,000/531,250 gp

**Alchemical Item**

**Property:** Contact

**Power (Consumable + Poison):** +26 vs. Fortitude; the target takes ongoing 15 poison damage (save ends) and is weakened (no save).

*Level 28: +31 vs. Fortitude.*

## WAXFRUIT WHISKEY

(Steeped Waxfruit Seeds - Arboreal Family)

**Level:** 9

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 840 gp

**Key Skill:** Nature or Thievery (no check)

This light brown juice has black sediment and renders victims weak from shortened breath. There is an old wives' tale that the seeds of the waxfruit are poisonous. They are, of course, but not without substantial refinement. Watching someone hurriedly spit out a seed as they enjoy the fruit is always worth a chuckle.

### Waxfruit Whiskey

Level 9+

*This light brown juice has black sediment and renders victim weak from shortened breath.*

Lvl 9 160/1,000 gp Lvl 19 4,200/26,250 gp

Lvl 14 840/5,250 gp Lvl 24 21,000/131,250 gp

**Alchemical Item**

**Property:** Ingestion; Stable

**Power (Consumable + Poison):** +12 vs. Fortitude; the target is slowed (save ends). **First Failed Save:** The target is exhausted instead (save ends).

*Level 14: +17 vs. Fortitude.*

*Level 19: +22 vs. Fortitude.*

*Level 24: +27 vs. Fortitude.*

## WINGHAMMER

(Concentrated Black Dragon Bile - Draconic Family)

**Level:** 25

**Category:** Poison

**Time:** 3 hours

**Component Cost:** See below

**Market Price:** 125,000 gp

**Key Skill:** Nature or Thievery (no check)

This oily black liquid smells of tar and attacks the victim's mind, rendering them unable to make decisions or take action. I confess, this is one poison whose mechanism I've never fully grasped. It is a highly surprising intersection of source material and effect.

### Winghammer

Level 25+

*This oily black liquid smells of tar and attacks the victim's mind, rendering them unable to make decisions or take action.*

Lvl 25 25,000/156,250 gp

**Alchemical Item**

**Property:** Contact

**Power (Consumable + Poison):** +31 vs. Fortitude; the target takes ongoing 15 poison damage and can take no actions (save ends both).

## WISP OF PALLSTONE

(Refined Pallstone Crystals - Mineral Family)

**Level:** 6

**Category:** Poison

**Time:** 2 hours

**Component Cost:** See below

**Market Price:** 360 gp

**Key Skill:** Nature or Thievery (no check)

These silver, crystalline flakes emit odorless fumes and prevent druids from taking wild shapes. Why anyone would want to specifically target a druid is beyond me. But, then, I've always lived in the city.

## Wisp of Pallstone

Level 6+

*These silver, crystalline flakes emit odorless fumes and prevent druids from taking wild shapes.*

Lvl 6 70/450 gp Lvl 16 1,800/11,250 gp

Lvl 11 360/2,250 gp Lvl 22 13,000/81,250 gp

**Alchemical Item**

**Property:** Robust

**Power (Consumable + Poison):** +9 vs. Fortitude; the target is unable to use the *wild shape* power (save ends). A target affected by this poison while in beast form immediately reverts to their humanoid form.

Level 11: +14 vs. Fortitude.

Level 16: +19 vs. Fortitude.

Level 22: +25 vs. Fortitude.

## WOODCUTTER

(Brewed Treant Bark - Arboreal Family)

**Level:** 17

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 13,000 gp

**Key Skill:** Nature or Thievery (no check)

This thick brown paste disrupts brain function, rendering the target blind and giving him a debilitating headache. Ironically, the poison is used most often by the barbarian hordes and the dwarven legions, both of whom apply it liberally to their weapons made of stone, not wood.

### Woodcutter

Level 17+

*This thick brown paste disrupts brain function, rendering the target blind and giving him a debilitating headache.*

Lvl 17 2,600/16,250 gp Lvl 24 21,000/131,250 gp

**Alchemical Item**

**Property:** Stable; this poison is inert when applied to a metal weapon.

**Power (Consumable + Poison):** +20 vs. Fortitude; the target takes ongoing 10 poison damage and is blinded (save ends both).

Level 24: +27 vs. Fortitude.



# YELLOWBOLT

(Liquefied Dire Yellowjacket Eggs - Hymenoptera Family)

**Level:** 9

**Category:** Poison

**Time:** 1 hour

**Component Cost:** See below

**Market Price:** 840 gp

**Key Skill:** Nature or Thievery (no check)

This thin, golden-colored, black-flecked liquid elicits intense muscle spasms in the victim. This is the poison I make most frequently. Good demand, nice price, readily available source material (at least where I am). I even had a custom tool crafted to further streamline the process and increase my profit.

## Yellowbolt

Level 9+

*This thin, golden-colored, black-flecked liquid elicits intense muscle spasms in the victim.*

Lvl 9	160/1,000 gp	Lvl 19	4,200/26,250 gp
Lvl 14	840/5,250 gp	Lvl 24	21,000/131,250 gp

### Alchemical Item

**Property:** Quick

**Power (Consumable ♦ Poison):** +12 vs. Fortitude; the target takes ongoing 5 poison damage and a -3 penalty to its Reflex defense (save ends both). **First Failed Save:** The target falls prone and cannot stand up (save ends).

*Level 14:* +17 vs. Fortitude.

*Level 19:* +22 vs. Fortitude.

*Level 24:* +27 vs. Fortitude.





**PLANT COMPONENTS**

2D8	COMPONENT
2	Aroma
3	Berry
4	Blossom
5	Extract
6	Fibers
7	Juice
8	Leaf
9	Nut
10	Oil
11	Pistil
12	Root
13	Scum
14	Seed
15	Stamen
16	Thorn

**MINERAL COMPONENTS**

2D8	COMPONENT
2	Alloy
3	Ash
4	Crystals
5	Dust
6	Filaments
7	Fumes
8	Grains
9	Ocher
10	Particles
11	Paste
12	Precipitate
13	Residue
14	Salts
15	Silicate
16	Solvent

**COLOR**

D10	QUALITY	D4
1	Red	burgundy, cherry, crimson, scarlet
2	Orange	amber, coral, pumpkin, tangerine
3	Yellow	blond, lemon, mustard, ochre
4	Green	chartreuse, emerald, jade, viridian
5	Blue	azure, cobalt, cerulean, indigo
6	Purple	amethyst, heliotrope, lavender, violet
7	White	cream, eggshell, ivory, pure
8	Black	ash, charcoal, obsidian, onyx
9	Metallic	bronze, copper, gold, silver
10	Other	mottled, pale, speckled, translucent

**ODOR**

D4	QUALITY	D4
1	Sweet	ambrosial, flowery, fruity, cloying
2	Bitter	acidic, fetid, musty, pungent
3	Evocative	brandy, citrus, mint, vanilla
4	Odorless	N/A

**FORM**

D6	QUALITY	D4
1	Solid	brittle, creamy, hard, powdery
2	Liquid	oily, slimy, syrupy, thin
3	Gas	fumes, mist, smoke, vapors
4	Temperature	chilled, gelid, scalding, warm
5	Structure	crystals, filaments, flakes, lumps
6	Container	colored glass, leather pouch, metal flask, parchment wrapping

**THEME**

D4	QUALITY	D4
1	Famous	assassination, creator, namesake, practitioner
2	Use	evil, good, hunting, regional
3	Cult	druidic, snake, spider, worm
4	God	alchemy, assassins, death, nature



JENNIFER RODGERS

For use with the 4th Edition

**DUNGEONS & DRAGONS**

ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

