

A Collection of Poisons



ASSASSIN GAMES

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FOREWARD

Poisons are the craft of those seeking to eliminate their rivals with minimal bloodshed, and the tool of calculating murderers wishing to remove an obstacle to their own power base. Poison is the nectar of vipers, delivered through a swift bite and allowing their victims to convulse and then perish, allowing the viper to dine.

This supplement is meant to give a number of options to those players and Dungeon Masters that enjoy utilizing such things, and each listed poison is a new concoction ready to provide both grief and joy. Feel free to elaborate upon the origins of each toxin, as well as how it is regularly utilized by the assassins of your campaign setting.

Each toxin has a number of statistics which determines effectiveness, available information, and the method by which a victim may avoid a gruesome fate while in the clutches of the poison.

Knowledge Check

Many poisons are virtually unknown to those that do not study the subject. The Knowledge Check is a reflection of the relative obscurity to have knowledge of the toxin, as well as providing a Difficulty for a Wisdom (Medicine) skill checks to treat the poison.

Category

Contact – the touch of the poison upon bare skin requires a saving throw to avoid the effects of the poison. Poisons that use this method of delivery may also be applied to weapons, so that they deliver their effects with an injury.

Ingested – this poison type is difficult to utilize during combat, as it requires the target to swallow or eat the poison in order for the effects to occur.

Inhaled – the poisons of this type are always in gaseous form, and are often held in breakable containers. Once unleashed, the gas quickly fills a cube with 10 foot (2 spaces) radius.

Each creature within the area of effect must make a saving throw, regardless of if they are holding their breath, due to the toxin entering via mucous membranes and pores in the skin.

Injury – in order for a poison of this type to affect a target, the weapon coated with the poison must inflict at least 1 Hit Point worth of damage upon the target.

Once applied to a weapon, a poison tends to remain potent for a single minute.

Saving Throw

While most poisons directly affect the body, requiring a Constitution saving throw in order to avoid the Primary Effect, some seek to affect the mind of a target, requiring a Wisdom saving throw. Each poison has the applicable Attribute listed, along with the Difficulty Class. Any damage inflicted occurs immediately upon the failure of the saving throw.

Victims that have failed their initial saving throw against a poison suffer from Disadvantage on all subsequent saving throws.

Frequency

The listed duration is the amount of time in between saving throws to resist the onset and recurrence of a poison's Secondary Effect. The Secondary Effect takes place each time the saving throw is failed.

Primary Effect

Upon failure of a saving throw, the character or creature is immediately afflicted with the Primary Effect. Any penalties due to loss of Attributes take effect immediately. All damage is considered permanent until the victim makes the appropriate saving throw.

In addition, a poisoned creature suffers from being Disadvantaged on Attack Rolls and Ability Checks. This includes saving throws made to resist the Secondary Effects of a poison.

Secondary Effect

The character suffers additional effects after the failure of the second and subsequent saving throws.

INCREASING POTENCY

The poisons listed are at the base Potency, which may be altered by a character with suitable knowledge of poisons and toxins (as determined by the Dungeon Master), and a successful Intelligence check against a DC of 15.

Increasing the potency adds a +2 bonus to the saving throw DC, and an additional damage die is inflicted per failed saving throw.

Diluting the poison and decreasing the potency lowers the saving throw DC by 2, and damage suffered is halved. Additionally, any Wisdom (Medicine) skill checks to determine the nature of the poison has the DC increased by 2.

POISONS

Black Vein Poison

Extracted from the seeds of a dark colored flower that grows from rotting organic matter, the poison has a highly noticeable visual effect upon the victim. The veins closest to the surface of the skin become visibly black, giving the toxin it's disturbing name, as the poison begins working it's way through a victim's bloodstream, turning the blood and the vessels into a rotten black ichor.

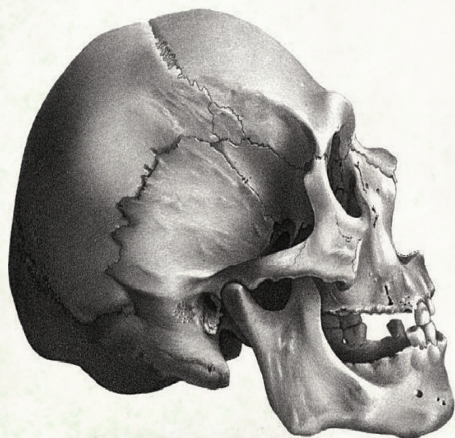
Knowledge Check: DC 12
 Category: Ingested or Injury
 Saving Throw: DC 12 Constitution
 Frequency: one Day
 Primary Effect: 2 (1d3) Constitution damage
 Secondary Effect: 6 (2d4) necrotic damage
 Cost: 500 gold pieces

Blood Fire

A reddish-brown sticky paste, this poison has seen a fair amount of use. Once injured, the poison begins igniting the blood, causing a creature to quickly burn from within. Often the toxin burns through the victim so quickly and intensely that the remains are little more than charred bones.

There are several methods of creating Blood Fire poison, although the most common involves the fruit of a desert cactus soaked in the saliva of giant lizards mixed with distilled alcohols. After several days of soaking the fruit is removed from the mixture and found into a paste.

Knowledge Check: DC 12
 Category: Injury
 Saving Throw: Constitution DC 12
 Frequency: one Round
 Primary Effect: 5 (1d6+1) fire damage
 Secondary Effect: 5 (1d6+1) fire damage
 Cost: 150 gold pieces



Concoction of the Pallid Serpent

Created from the paste made by grinding up leaves of the Cat's Breath plant, and combined with the pungent juice made from King's Pear seeds, this milky substance has a rather intoxicating aroma that often is mistaken for cooked meat. The poison has a slightly bitter taste, yet it often goes unnoticed.

Upon ingestion, the victim begins experiencing terrible headaches and visual hallucinations. They often see things twisting and warping, with vile and hideous creatures seeking to cause them harm. Those in the throes of the poison often lash out at those around them, believing that they have suddenly been surrounded by monstrosities. A few unfortunate souls have survived the experience, and the mark of paranoia often follows them until the end of their days.

Knowledge Check: DC 14
 Category: Ingested
 Saving Throw: DC 15 Constitution
 Frequency: one Minute
 Primary Effect: 7 (2d6) psychic damage
 Secondary Effect: 1 point of Wisdom damage
 Cost: 400 gold pieces

Dust of the Desert Winds

This insidious powder has long been the favored poison of assassins that dwell in the harsher climates of the world. Created from grinding up a mushroom that only grows in a small cave system, the toxin begins immediately leaching all of the moisture from a victim's body after it has entered through the mucous membranes. Once dead, the victim is little more than a desiccated husk.

Knowledge Check: DC 16
 Category: Inhaled or Ingested
 Saving Throw: Constitution DC 15
 Frequency: one Round
 Primary Effect: 4 (1d6) poison damage
 Secondary Effect: 4 (1d6) poison damage
 Cost: 200 gold pieces

Ghost Blossom Extract

Created from the juice of a pale white flower that only blossoms at night, the poison illicit violent muscle contractions, often causing broken bones and shattered teeth.

Knowledge Check: DC 12
 Category: Ingested or Injury
 Saving Throw: DC 12 Constitution
 Frequency: one Minute
 Primary Effect: 6 (2d4) poison damage
 Secondary Effect: 6 (2d4) bludgeoning damage
 Cost: 200 gold pieces



Jade Frog Poison

The vibrantly colored tree frog that dwells high in the tree-tops of a jungle spends its life eating insects and drinking nectar, and secreting a toxin from its skin to keep from being easy prey for the many serpents that also slither through the canopy overhead. Local tribes climb the trees in search for the creature so that they may coat their darts and arrows in the secreted poison.

Once the poison has entered the victim's system, the victim begins suffering from itching, and weeping lesions begin to form upon their flesh. The toxin continues to break down the skin and internal organs until the victim perishes, leaking blood from their orifices.

Knowledge Check: DC 14

Category: Ingested or Injury

Saving Throw: Constitution DC 14

Frequency: one Round

Primary Effect: 3 (1d4) poison damage

Secondary Effect: 3 (1d4) poison damage

Cost: 125 gold pieces

Mother's Worry

This toxin most visibly resembles milk, and comes from the stems of a plant that grows high on the side of hills. While local goats have learned to avoid eating the plants, people have learned that by harvesting the liquid and distilling it, they can create a mild toxin that can cause unconsciousness and even death. Those affected by the toxin begin breathing shallowly as their airways are slowly constricted.

Knowledge Check: DC 10

Category: Ingested

Saving Throw: Constitution DC 10

Frequency: one Minute

Primary Effect: 1 (1d2) Constitution damage

Secondary Effect: 1 (1d2) Constitution damage

Cost: 150 gold pieces

Tears of the Infernal

Harvested and distilled from the oozing sap of the Weeping Cactus that dwells in the most desolate deserts in the world, this oily poison dissolves organic material upon contact. Assassins often utilize the poison on their blades as it has a high enough viscosity not to drip onto their own exposed flesh, plus the rarity often causes medical aid to be less than effective, as healers are unaware of a cure.

Knowledge Check: DC 20

Category: Injury

Saving Throw: DC 16 Constitution

Frequency: one Minute

Primary Effect: 5 (1d6+1) acid damage

Secondary Effect: 5 (1d6+1) acid damage

Cost: 250 gold pieces

Tyrants Mercy

Well known and suspected as the cause of several nobles to slowly lose their minds and slip into throes of insanity, this salve often carries a death sentence for those caught with possession of such a toxin. Those suspected in dealing in this poison are often executed, as nobles fear that such horrid concoctions would be turned upon them.

When utilized, the white paste is often applied to locations that the victim's flesh would have repeated contact with, to ensure that the toxin took hold of the victim's mind. Tales of drawer handles, undersides of chair arms, the interior of crowns and hats, and even the lip of privies have been told about the nefarious poison.

Knowledge Check: DC 10

Category: Contact

Saving Throw: Constitution DC 12

Frequency: one Day

Primary Effect: 2 (1d3) Wisdom damage

Secondary Effect: 2 (1d3) Wisdom damage

Cost: 150 gold pieces

Witchbane

A creation that seems to have been specially devised just to hamper arcane spellcasters, this poison is often reviled and feared by the magically enlightened. The blue jelly is often smeared upon blades wielded by assassins seeking to end the life of a wizard or sorcerer, and is quite easily identified by those familiar with the effects.

Once injured by a weapon slathered in the poison, the toxin goes to work by first destroying the knowledge of the highest level spell slots remaining in the caster's repertoire. After stripping away the most potent spells from their mind, the poison then begins to inflict damage upon the victim's psyche.

Knowledge Check: DC 12

Category: Injury

Saving Throw: DC 15 Wisdom

Frequency: one Round

Primary Effect: Lose highest 1d4 Spell Slots

Secondary Effect: 4 (1d6) psychic damage

Cost: 750 gold pieces





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