



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 **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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This chapter presents new rules for poison that utilize the foundation and design aesthetic of **DUNGEONS & DRAGONS FOURTH EDITION**. The primary piece is an open-ended poison creation system. Various new rules for the handling of poisons, crafting of antidotes, and a host of other topics follow.

THE ROLE OF POISON

The latest edition of **Dungeons and Dragons** offers a whole new take on poisons—just as it does for nearly every part of the game. Notably, **Fourth Edition** did away with mundane crafting altogether, which was the basis of the poison creation system in the original edition of **POISONCRAFT: THE DARK ART**. More generally, **Fourth Edition** employs a new design aesthetic, a new approach to the game altogether. It is more streamlined, more systematic, and focuses more on the mechanical impact on the game than on the verisimilitude of the game world. In the new edition, poison serves a fundamentally different role.

In writing this new edition of *Poisoncraft*, I am mindful of that new view. It will come as no surprise, then, that many of the rules are significantly altered from their original incarnation or, in some cases, dropped altogether. I approached this new edition with an open mind, essentially rebuilding the mechanics from the ground up. I took the fundamental concepts and applied the *Fourth Edition* design methodology to create each rule. In *Fourth Edition*, poison serves four fundamental functions:

- Power Keyword: Poison is a keyword for many PC and monster powers. Keywords serve a thematic purpose, expressing generally the nature of the power; they also serve a mechanical purpose, interacting with other rules such as feats and other powers.
- Damage Type: Poison is a damage type, indicating the nature of damage caused. Notably, the damage type indicates the relevance of any resistances or vulnerabilities.
- Alchemical Item: Poison is an item that can be used by PCs and NPCs alike, usually in conjunction with a weapon attack. Alchemical items lie somewhere between mundane adventuring gear and magic items in their properties, creation, treatment, and effects.
- Dungeon Hazard: Conceptually, poison is another tool the DM can use to test the PCs. It can be added to traps, combats, skill challenges, and other encounters to increase the difficulty and variety of the challenge.

In recasting the **Poisoncraft** rules, the new version of each rule must serve at least one of these functions.

THE LANGUAGE OF POISON

Though much has changed since the prior edition of this book, one thing has not: a fundamental understanding of poisoncraft rests on a firm grasp of the language with which it is discussed. What follows is a lexicography of poison-related terms.

Aftereffect: See the D&D 4E DUNGEON MASTER'S GUIDE. A secondary aftereffect is an effect that occurs after the target succeeds at a saving throw against the aftereffect.

Antidote: A non-magical substance—as opposed to, for example, a *potion of neutralize poison*—that counters the effects of a poison entirely. Antidotes may be tailored to specific poison families or poisons of a particular strength. An antidote differs from antivenom, which merely grants a bonus to saving throws against poison.

Antivenom: A non-magical substance that grants a bonus to saving throws against poison generally. Occasionally referred to as antitoxin or antivenin. See the **ADVENTURER'S VAULT**.

Contact: A poison vector resulting in exposure when the target touches or is touched by the poison. A creature is exposed to contact poison if a poisoned item strikes the creature, which may be accomplished by an attack against the target's Reflex defense. A contact poison can take any form. You might rule that heavily armored creatures and creatures without permeable skin are not susceptible to contact poisons.

Dose: A single, functional unit of poison. The size of a dose depends on the type and nature of the poison. It may be one tablet, dram, ounce, nugget, pinch, etc. A power or similar mechanic with the poison keyword always produces a single dose of poison unless otherwise noted by that power. Each single dose of poison is itself a consumable, i.e., it may only be used once before it is consumed. Generally, a dose of poison is a rather small amount.

Effect: Any group of elements in a single phase. For example, in a poison that has "**Attack:** +5 vs. Fortitude; ongoing 5 poison damage and target is dazed (save ends both)," the ongoing 5 poison damage and the dazed condition are a single effect. There are five types of effects, indicating when they occur relative to exposure: primary effect, secondary effect, tertiary effect, aftereffect, and secondary aftereffect. **Element:** Each discrete component of a poison's effect is an element. For example, in a poison that has "**Attack:** +5 vs. Fortitude; ongoing 5 poison damage and target is dazed (save ends both)," the ongoing 5 poison damage and the dazed condition are two separate elements.

Exposure: Coming into contact with a poison in such a manner as to trigger the poison's attack. Generally, this is determined by the method of delivery. However, exposure can also occur during poison creation or the harvesting of raw materials.

Family: A group of poisons of varying strengths and qualities originating from a particular class of source material. For example, araneida, draconic, and hedge root are all poison families. Poisons of the same family generally have similar effects with varying degrees of strength. Often, the attack bonus, the amount of damage, the significance of the conditions imposed, and the number of elements a poison has increase as the size and level of the source increases. For example, poison from 20th-level spider has the same effect as poison from a 10th-level spider but has a higher attack bonus and deals more ongoing poison damage. Some poisons are so unique that they do not belong to any poison family.

Ingestion: A poison vector resulting in exposure when the poison is metabolized by the target's digestion process. Typically, a poison can only be delivered by ingestion if it can be swallowed. Ingestion poisons are usually solids or liquids. Creatures that do not have digestive systems are not susceptive to ingestiondelivered poisons.

Inhalation: A poison vector resulting in exposure when the target inhales the poison. Accordingly, inhalation-delivered poisons must be gaseous, delivered by aeration, or give off toxic fumes. Some gaseous poisons are contact poisons rather than (or in addition to being) inhalation poisons. A creature that holds its breath can avoid exposure to inhalation-delivered poisons, and inhalation-delivered poisons cannot affect creatures that do not breathe.

Poisoncraft - Goder Venenorum 17 J.UT J.OUAIIFEUS.UAIIZAIIY-TAI-Z-USJ.JUSTJT-722AI-JTUUTAI *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.



As with any alchemical substance, creating a poison requires perfect knowledge of and strict adherence to the specified formula. When dealing with poisons specifically, these formulae are called protocols.

LEARNING A PROTOCOL

A poison protocol is similar to a magical ritual (see *Player's Handbook*), with a few notable exceptions. As with rituals, you can learn poison protocols by purchasing them or finding them through adventuring. Other *Poisoncraft* products will identify additional means of acquiring protocols, such as alternate class features.

You can learn a poison protocol if your level equals or exceeds the protocol's level. Additionally, poisoncrafting requires its own feat:

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Benefit: You can create poisons of your level or lower. You must have the correct protocol and an appropriate skill. You do not risk accidental exposure when handling poison in an ordinary manner. You gain a +2 feat bonus to skill checks related to poisoncraft, such as harvesting raw materials.

Special: If you receive the Ritual Caster feat as a class feature, you may take the Poisoncrafter feat instead.

If you meet these requirements and spend 8 hours studying the protocol, you learn the protocol.

USING A PROTOCOL

To craft a poison, the character needs a level working surface, some containers (beakers, test tubes, mixing bowls, etc.), poisoncraft implements (precise knives, tweezers, a glass rod, mortar and pestle, etc.), and a heat source. Not all of these elements are necessary to craft every type of poison. However, they are used in the craft generally, and no self-respecting poisoncrafter would undertake the dark art without them. Given the nature of the item being made, most poisoncraft laboratories are housed in secluded areas, away from prying eyes. The poisoncrafter

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must have the necessary ingredients on hand for the particular poison he is trying to create. In addition to the primary ingredients specific to the type of poison being crafted, some "universal" elements are used frequently in the process: binding agents, thickeners, desiccant, powders, etc. The cost of these items is factored into the protocol.

Unlike rituals, protocols are non-magical and do not possess all of the trappings of magical rituals. Protocols need not be recorded in special books and do not require significant time to transcribe. Protocols are generally cheaper and quicker to complete than their magical counterparts and cannot be performed from scrolls.

Upon completion of the protocol, you have a single dose of the poison.

CREATING NEW PROTOCOLS

The *Codex Venenorum* contains dozens and dozens of new protocols. However, creating new protocols, particularly suited to your character or campaign, is a relatively simple matter. As a Dungeon Master, you might desire to create new protocols in secret to surprise the players or embellish part of the campaign world, or you might collaborate with one of the players to design a new protocol with that player's character in mind.

To create a new protocol:

- 1. Select the poison's level;
- 2. Select the poison family;
- 3. Select the attack bonus;
- 4. Select the elements;
- 5. Add any special qualities;
- 6. Determine the cost and price;
- 7. Describe the poison.

These steps are outlined more fully in the following sections.

The level and family establish basic guidelines for the protocol. During each subsequent step, you can vary from the baseline by enhancing or impairing the protocol. Enhancements and impairments have an associated score—positive for the former and negative for the latter. The scores for enhancements and impairments appear in parentheses following the description. As you design the protocol and select each component, keep a running score of the net total of all enhancements and impairments. A completed protocol should have a final score of no greater than +1 and no less than -1. This reflects variations in the relative strengths and weaknesses of any given poisons of the same level. If you find that you are unable to create the protocol you desire at the level you have chosen, it is either too strong or too weak for that level, and you should try again using a higher or lower starting level accordingly. You might find it helpful to use the poison protocol worksheet found at the end of this book when designing new protocols.

SELECT THE POISON'S LEVEL

The poison's level, together with the poison family, determines its base attack bonus, the nature of the elements you may select for it, and its cost and price. As with certain magic items, a particular protocol might ultimately include versions of the poison at increments of 5 levels. However, when designing the protocol, do so for the lowest level version of the poison you want to create.

In selecting the poison's level, you should keep in mind the level of the party. It would not serve them well to obtain poison far below their level, as it would be largely ineffective against the enemies they face. Conversely, it would not serve you well for them to obtain poison far above their level—just as you would not want the 1st-level paladin to get hold of a holy avenger. Players creating their own protocols should keep in mind that they can only learn protocols of their character's level or lower.

The poison can have a level from 1 to 30.

THE POTENCY GAP

You will note that the poisons in the **Codex Venenorum** are presented in 5-level increments but only for two tiers of play. Specifically, there are no epic-tier versions of heroic-tier poisons. As a general rule, higher-level versions of a poison only increase the poison's attack bonus—its toxicity. Higher-level versions of a poison do not increase the potency of the poison, and consequently become decidedly sub-optimal. This potency gap always makes it worthwhile to select a poison with a naturally higher level.



SELECT THE POISON'S FAMILY

Poisons can be categorized by family. A poison family represents a group of poisons that share a similar source material. As a result of this shared origin, poisons from the same family often share similar characteristics.

The poison family helps determine its base attack bonus, the number and nature of the elements you may select for it, and its cost and price. Where the poison's level imposes strict rules on these qualities, the poison family affords more general guidelines. These guidelines ensure that poisons of a single family are thematically and functionally similar. You need not select a poison family.

In selecting the poison family, you should give primary consideration to the poison's functional qualities. However, poison families are also a good way of building interesting elements and themes into the campaign world. For example, spider cultists almost certainly use poisons from the araneida family. Players creating their own protocols should keep in mind any bonuses they get—from feats, class features, or other sources—related to specific families.

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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 Voidbreath.

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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, Heartstinger, 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

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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 nonferrous 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: Brawnpincer, 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.

SELECT THE ATTACK BONUS

A poison's attack bonus is generally determined by its level. The attack bonus can range from the poison's level up to the poison's level + 6. Most commonly, the attack bonus is equal to the poison's level + 3. Thus, a 5th-level poison would have an attack bonus ranging from +5 to +11, with a baseline attack bonus of +8. Some poison families affect the attack bonus of some poisons as noted in the family description.

Baseline: Attack bonus is equal to the poison's level+3.

Enhancement: Attack bonus is equal to the poison's level +6. (+1)

Impairment: Attack bonus is equal to the poison's level. (-1)

SELECT THE ELEMENTS

The number, nature, and potency of a poison's elements are generally determined by its level. For any given level, there are a variety of options, including different combinations of damage, conditions, and phases of effect. The options are indicated in the following section. Some poison families suggest what elements might be selected as noted in the family description.

A standard poison causes ongoing poison damage of an appropriate amount and confers one effect on the victim. Mixing and matching these various elements and applying them in different ways results in a variety of protocols.

Baseline: Select one damage element and one effect element from the tier indicated by the poison's level.

Enhancement: Select an additional damage element in lieu of an effect element; select an additional effect element in lieu of a damage element; select one element from the tier above the one indicated by the poison's level; apply an element as an aftereffect. (+1) Select one element from the tier two above the one indicated by the poison's level; give an element the remedy "short rest ends". (+2) Give an element the remedy "extended rest ends;" apply an element as a permanent effect. (+3)

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Impairment: Select only one damage element and no effect; select only one effect and no damage element; select one element from the tier below the one indicated by the poison's level; apply an element as secondary (primary damage must be an element from the tier below the secondary element). (-1) Apply an element as tertiary (primary and secondary damage must be an element from the tier below the tertiary element). (-2)

POISON ELEMENTS

Sub-Heroic: *Damage*: ongoing 1 poison damage, 1d3 poison damage. *Effects*: lose a minor action.

Heroic: *Damage*: ongoing 5 poison damage, 2d6 poison damage, lose 1 healing surge. *Effects*: dazed, deafened, immobilized, muted, prone, slowed, weakened; -2 to all defenses, -3 to one defense, -2 to attacks, lose a move action, vulnerability 5 to one damage type.

Paragon: *Damage*: ongoing 10 poison damage, 4d6 poison damage, lose 2 healing surges. *Effects*: blinded, exhausted, nauseated, restrained, stunned, surprised; -5 to all defenses, -6 to one defense, -5 to attacks, lose a standard action, lose the use of an encounter power, lose an action point, vulnerability 10 to one damage type.

Epic: *Damage*: ongoing 15 poison damage, 6d6 poison damage, lose 3 healing surges. *Effects*: helpless, petrified, unconscious; -10 to all defenses, -11 to one defense, -10 to attacks, lose all actions, lose the use of a daily power, vulnerability 15 to one damage type.

Super-Epic: *Damage:* ongoing 20 poison damage, 8d6 poison damage. *Effects:* dying; vulnerability 20 to one damage type.

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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.

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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.



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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.

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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.

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DETERMINE COST AND PRICE

As with other items, poison protocols have a component cost and a protocol price. The component cost is the cost to create the item, which is the same as the price to purchase a single dose of the poison. The price of persistent poison is equal to 6.25 times the price of the transient version of the same poison. The protocol price is the amount needed to purchase the protocol itself or to have someone teach it to you. Cost and price are a function of the protocol's level as indicated below.

COMPONENT COST (IN GP)

LEVEL	TRANSIENT	PERSISTENT (6.25)
1	15	90
2	20	130
3	30	170
4	35	210
5	40	250
6	70	450
7	100	650
8	130	850
9	160	1,000
10	200	1,250
11	360	2,250
12	520	3,250
13	680	4,250
14	840	5,250
15	1,000	6,250
16	1,800	11,250
17	2,600	16,250
18	3,400	21,250
19	4,200	26,250
20	5,000	31,250
21	9,000	56,250
22	13,000	81,250
23	17,000	106,250
24	21,000	131,250
25	25,000	156,250
26	45,000	281,250
27	65,000	406,250
28	85,000	531,250
29	105,000	656,250
30	125,000	781,250

PROTOCOL COST (IN GP)

PRICE
50
100
150
200
250
360
480
680
840
1,000
1,800
2,600
3,400
4,200
5,000
9,000
13,000
17,000
21,000
25,000
45,000
65,000
85,000
105,000
125,000
225,000
325,000
425,000
525,000
625,000

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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 "Stoneblight."

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.

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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.

Тнеме

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 heartblade 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!"

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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 poisoncrafter 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.



EXPOSURE

Generally, a character trained in the art of poisoncraft—one with the Poisoncrafter feat—does not risk accidentally exposing himself to poison when performing ordinary tasks: applying poison to a weapon, wielding a poisoned weapon in combat, constructing a poisoned trap, etc. You may require an exposure check for a skilled poisoncrafter if the circumstances require, such as applying poison to a weapon in the heat of battle. Characters who are not trained must make an exposure check whenever they handle poison.

You should determine the appropriate ability or skill check based on the nature of the activity. Applying poison to a weapon might be a simple Dexterity check. Constructing a poisoned trap, a Thievery check. 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. A character failing an exposure check during an encounter suffers the effects of the poison. A character failing an exposure check during a rest loses a healing surge.

DECAY

A dose of poison sealed in its container will retain its toxicity for some time, but it won't last forever. Until it is applied—smeared on a weapon, placed in someone's food, etc.—it can retain its toxicity for several years or more, depending on the nature of the poison. However, once applied, a dose of poison begins to decay more rapidly. Once a poison decays, it is inert and has no effect.

The rate of decay varies from poison to poison. A standard poison will retain its toxicity until after the first extended rest after being applied. Unstable poisons decay at the end of the first *short* rest after being applied. Stable poisons do not decay except after many months or even years.

You may further modify a particular dose's rate of decay based on the specific manner in which it is maintained. For example, poison smeared on a longsword will decay rapidly if it is left outside in a driving rainstorm. Most complex traps involving poison ensure that the poison remains uncontaminated, thereby avoiding natural decay. However, hurried snares may not provide for such possibilities, and decay occurs normally. In any case, a dose of poison is always expended when a target is exposed to it, whether that's by being struck by the poisoned weapon, setting off the poisoned trap, or eating the poisoned food.

ANTIDOTES

When the use of poison becomes prevalent, the crafting and sale of antidotes become equally popular. Whereas antivenom protects the imbiber against future exposure to poison, an antidote neutralizes the effects of poison after exposure. An effective antidote negates all of the existing effects caused by the poison, including ongoing damage and conditions. While the efficacy of a class power that provides a free saving throw cannot be denied, such relief is not always available. Antidotes are valuable because they permit the victim's allies to use their precious actions to accomplish other tasks and to enable those without such abilities to protect themselves without relying on others. There are two types of antidotes: universal and natural.

UNIVERSAL

A universal antidote is effective against any poison of its level or lower. For example, an 18th-level universal antidote is effective against 17th-level Brawnpincer and 18th-level Limbweb but not against 19th-level Brawnpincer.

UNIVERSAL ANTIDOTE

Level: 5 Category: Curative Time: 15 minutes Component Cost: See below Market Price: 200 gp Key Skill: Heal or Nature (no check)

Universal antidote often comes in small glass vials sealed with wax. Imbibing the liquid negates the effects of poison.

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Universal Antidote			Level 5+
This small vial	of clear odorless l	liquid neutral	izes weaker poisons.
LvI 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 It	em		

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.

YLER WALPOLE





A catalog of poisons follows, the latest and most comprehensive edition of the Codex to date. It includes a host of new poisons using the new approach found in this text. Additionally, all of the poisons from the prior edition of Poisoncraft (and, by extension, the prior edition of **Dungeons & Dragons**) appear here, using these new rules.

The entries appear in the following extended format, which incorporates information about the poison's protocol for use as both an item and hazard. For component costs, the first amount in each pair listed is for the transient version; the second is for the persistent version.

[DESCRIPTIVE NAME]

([toxicological name] - [poison family] Family)
Level: [poison level]
Category: Poison
Time: [time to complete the protocol]
Component Cost: See below
Market Price: XX gp
Key Skill: [skill use associated with the protocol,
usually Nature or Thievery (no check)]

[general description]

[descriptive name]			Level X+
[descriptive te	ext as item].		
Lvl X	XX/XX gp	Lvl X	XX/XX gp
Lvl X	XX/XX gp	Lvl X	XX/XX gp
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Alchemical Item

Property: [special properties including alternate methods of delivery].

Power (Consumable + Poison): [effect].

Level X: [alternate parameters for higher level versions of the poison]

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REMEDIES: THE BITTER END

Most poisons cause the target to suffer ongoing damage or some type of condition: dazed, slowed, weakened, and so forth. The poison description indicates when and how the particular effect ends. The event that ends the effect is called the remedy. This might be one of five possibilities:

- Save Ends: This is the most common remedy. If the target makes a successful saving throw (usually at the end of their turn), the effect ends.
- Short Rest Ends: The effect persists until the end of the next short rest the target takes.
- Extended Rest Ends: The effect persists until the end of the next extended rest the target takes.
- No Save: Conditions with this notation are essentially permanent. The target does not get a saving throw to end it, and it does not end on its own after a specified period of time. These conditions can only be removed by powers or items that can remove conditions or by the Remove Affliction ritual (see *Player's Handbook*).
- Other: Rarely, a poison might indicate some other specified trigger that ends the condition.
 For example, a poison might have the following element: "deafened (any thunder damage ends)" or "nauseated (potion of healing ends)." In any case, the notation identifies the remedy. As with "no save" poisons, the Remove Affliction ritual can also eliminate the condition.



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 other heated.	wise inert light-blue po	owder rele	eases toxic fumes when
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
Alchemic	al Item		
Property:	Inhalation		
target is	onsumable + Poison s dazed (save ends). I extended rest ends).	'	rs. Fortitude; the ed Save: the target is
Level 20: +23 vs. Fortitude.			
Level 25: +28 vs. Fortitude.			
Level 30: +33 vs. Fortitude.			

Poisoncraft - Goden Venenorum איזדב-ינגצרבענבדעטב פיינגיבינגע דבענבדענב דענדע,

ARSENIC

(Diluted Arsenic Powder - Non-Ferrous Metal Family) Level: 1 Category: Poison Time: 30 minutes Component Cost: See below Market Price: 50 gp Key Skill: Nature or Thievery (no check)

This brittle metallic toxin is dangerous in its naturally occurring state but becomes truly deadly with minimal refining. It does have a slightly bitter aftertaste and does not work well in mildly flavored food or drink. Simple to refine, this poison is not favored by assassins, but by scorned women and ratcatchers.

Arsenic			Level 1+
This brittle metallic toxin is dangerous in its naturally occurring state but becomes truly deadly with minimal refining.			
Lvl 1	15/90 gp	Lvl 11	360/2,250 gp
Lvl 6	70/430 gp	Lvl 16	1,800/11,250
Alchemical Item			
Property: Ingestion			
Power (Consumable + Poison): +4 vs. Fortitude; the target			

takes ongoing 5 poison damage (save ends). First Failed Save: the target takes ongoing 10 poison damage (save ends).

Level 6: +9 vs. Fortitude.

Level 11: +14 vs. Fortitude.

BANE OF DRIDERS

(Blended Drider Poison Sacs - Araneida Family) Level: 9 Category: Poison Time: 1 hour Component Cost: See below Market Price: 840 gp Key Skill: Nature or Thievery (no check)

When the drow matrons tire of their drider underlings, they send them for refining, including this viscous, purple poison that carries the faint scent of vinegar. This toxin is a slight variation on the traditional poison used by the drow, owing to the alternate, rarer source material. It is favored by melee combatants and can be found on the snares protecting their subterranean cities. Consequently, it is most often found in its persistent form.

Poisoncraft - Goden Venenorum

Bane of Driders

This viscous, purple toxin is a slight variation on the traditionalpoison used by the drow. It is favored by melee combatants.Lvl 9160/1,000 gpLvl 194,200/26,250 gpLvl 14840/5,250 gpAlchemical Item

Power (Consumable ◆ Poison): +12 vs. Fortitude; the target takes ongoing 5 poison damage, and the target is weakened (save ends both).

Level 14: +17 vs. Fortitude. Level 19: +22 vs. Fortitude.

BLACK DEATH

(Solublized Black Lotus Extract - Lotus Family) Level: 27 Category: Poison Time: 6 hours Component Cost: See below Market Price: 325,000 gp Key Skill: Nature or Thievery (no check)

This thick black liquid results form an alternate treatment of the black lotus blossom, yielding a contact poison as opposed to an ingestion one. It smells of vanilla. Among the most feared of all poisons, it is employed by singular assassins when price is no obstacle or, more accurately, when the mark fetches a *kingly* sum. Ironically, it is often deployed by the richest nobles to ward their tombs when they pass.

Black Death

This thick black liquid smells of vanilla and results form an alternate treatment of the black lotus blossom. Lvl 27 65,000/406,250 gp Alchemical Item Property: Contact; Hazardous Power (Consumable + Poison): +30 vs. Fortitude; the target is reduced to 0 hit points and is dying.

Level 9+

Level 27

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
 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.

Alchemical Item				
Lvl 7	120/780 gp	l vl 17	3,120/20,000 gp	
Lvl 2	24/156 gp	Lvl 12	624/4,000 gp	

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

This deep-red powder smells almost exactly like the blossom. Lvl 28 85,000/531,250 gp Alchemical Item

Level 28

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).

Poisoncraft - Goden Venenorum הדעעדב-ינגיליעברעעביב-ינגיביביעינעעברעדער

BLOODROOT

(Brewed Gore-Hedge Rood - Hedge Root Family) Level: 3 Category: Poison Time: 1 hour Component Cost: See below Market Price: 150 gp Key Skill: Nature or Thievery (no check)

This odorless, burgundy, syrupy liquid is employed by druids, hedge wizards, and rangers deeply lost in the wilderness, who wish to subdue rather than kill their quarry. When preparing this poison, one must take care to wear gloves (preferably lined with wax), as the source material can stain them, such that only a weeklong bath can get the red out.

Bloodroot

Level 3

This odorles	s, burgundy, syrupy i	liquid is no	t lethal of its own
right, but it	can soften of the targ	jet nicely.	
LvI 3	30/170 gp	Lvl 13	680/4,250 gp
Lvl 8	130/800 gp	Lvl 18	3,400/21,250 gp
Alchemica	Itom		

Alchemical Item

Power (Consumable + Poison): +3 vs. Fortitude; the target takes a -2 penalty to all defenses (save ends) and falls prone. Level 8: +8 vs. Fortitude.

Level 13: +13 vs. Fortitude.

Level 18: +18 vs. Fortitude.

BLUE DECEPTION

(Blue Lotus Extract - Lotus Family) Level: 30 Category: Poison Time: 12 hours Component Cost: See below Market Price: 625,000 gp Key Skill: Nature or Thievery (no check)

This cerulean liquid smells of fresh berries and renders its victims sluggish for an extended period. Victims of the poison say the experience is like swimming in deepwater clad in a full suit of plate. I have heard tale of one noblewoman who rather enjoyed the sensation and developed an expensive habit of selfexposure.

Poisoncraft - Gover Venenorum

Blue Deception

This cerulean liquid smells of fresh berries and renders its victims sluggish for an extended period.

Lvl 30 125,000/781,250 gp

Alchemical Item

Property: Contact; Fortified; Will

Power (Consumable + Poison): +33 vs. Will; the target is slowed and loses a standard action each turn (save ends). First Failed Save: The target is slowed and loses a standard action each turn (extended rest ends). Aftereffect: The target is slowed and loses a standard action each turn (save ends).

BLUE WHINNIS

(Concentrated Whinnis Root Extract - Hedge Root Family) Level: 12 Category: Poison Time: 1 hour Component Cost: See below Market Price: 2,600 gp Key Skill: Nature or Thievery (no check)

This odorless, light-blue liquid is mockingly referred to as "dandy's poison" as it is favored by unscrupulous duelists wielding light blades (and often dressed in foppishly bright silks).

Blue Whinnis

Level 12+

This odorless, light-blue liquid causes little in the way of initial effects but knocks out its victims in due course.

Power (Consumable + Poison): +15 vs. Fortitude; the target takes ongoing 5 poison damage (save ends). First Failed Save: The target falls unconscious (save ends).

Level 17: +20 vs. Fortitude.

Level 22: +25 vs. Fortitude.

Level 27: +30 vs. Fortitude.

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BRAWNPINCER

(Large Scorpion Venom - Scorpionida Family) Level: 5 Category: Poison Time: 30 minutes **Component Cost:** See below Market Price: 250 gp Key Skill: Nature or Thievery (no check)

Most poisons of the scorpion family attack the musculature, flooding the victim's tissue with inhibitors that drain strength. This black, oily liquid is the most straightforward of the family-classic scorpion poison.

Brawnp	incer		Level 5+	
	The most basic of all the scorpion-based poisons, this black, oily			
liquid is sim	ple and effective, we	akening the	e victim.	
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	
Alchemica	l Item			
Power (Consumable ← Poison): +8 vs. Fortitude; the target takes ongoing 5 poison damage and is weakened (save ends). Aftereffect: The target is weakened (save ends).				
Level 10:	+13 vs. Fortitude.			
Level 15:	+18 vs. Fortitude.			
Level 20:	+23 vs. Fortitude.			

BROMINE

(Concentrated Bromine Syrup - Non-Ferrous Metal Family) Level: 19 Category: Poison Time: 6 hours **Component Cost:** See below Market Price: 21,000 gp Key Skill: Nature or Thievery (no check)

On occasion, this thick, pungent, red liquid is ironically referred to as "wizard's folly" on the idea that only a scholarly wizard could perform the intricate chemical processes necessary to refine the volatile base material. In truth, wizards never touch the stuff. It's nauseating to work with but effective at driving the victim to his knees

Bromine	Level 19+
This thick, pungent, red liquid i effective at driving the victim to	0
Lvl 19 4,200/26,250 gp Lvl 24 21,000/131,250 gp	Lvl 29 105,000/656,250 gp
Alchemical Item	
Property: Ingestion; Robust	
Power (Consumable + Poiso	•
	pison damage, and is weakened
	ve: The target takes ongoing
	nauseated instead (save ends).
Second Failed Save: The ta ends).	arget is nauseated (short rest
'	
Level 24: +27 vs. Fortitude.	
Level 29: +32 vs. Fortitude.	

BUCKLING BREATH

(Burnt Othur Fumes - Mineral Family) Level: 17 Category: Poison Time: 1 hour **Component Cost:** See below Market Price: 13,000 gp Key Skill: Nature or Thievery (no check)

These pale, yellow stones emit pungent, colorless fumes that sap the target's strength. The poison is a good indicator of the crafter's attention to detail: Some press the pellets into uniform tablets, bearing the crafter's mark; less attentive practitioners simply bundle the irregular stones in a cloth pouch. As with most goods, when it comes to poison, you get what you pay for.

Buckling Breath

Lvl 17

Lvl 22

Level 17+ These pale, yellow stones emit pungent, colorless fumes that sap the target's strength. 2,080/13,000 gp Lvl 27 52,000/325,000 gp 10,400/65,000 gp **Alchemical Item**

Poisoncraft - Godex Venenorum

Property: Cheap; Inhalation

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

Level 22: +25 vs. Fortitude.

Level 27: +30 vs. Fortitude.

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.



o'soncraft - Goden Venenorum

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 Ca	dl 👘		Level 7+		
This odorless	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 ARANEAE

(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
 Item
 Item
 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
 100
 100
 100

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 huntsmen to bring down big game.

Darkling Tongue			Level 3+	
This black, watery liquid smells like strongly brewed coffee and constricts the airway.				
LvI 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.



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DARK REAVER

(Pulverized Reaver Bone - 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)

Adding this gray, musty powder to food or drink imbues it with a smoky note. Thus, it is best served by slow-roasted game meat or a hearty stew. It is used by priests of Hazran to procure fresh acolytes. "Make willing the flesh...."

Dark Reaver

Level 12+

This gray, musty powder adds a smoky note to the food or drink it is dropped in.

 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

Property: Ingestion

Power (Consumable + Poison): +15 vs. Fortitude; the target takes ongoing 10 poison damage and is weakened (save ends both). First Failed Save: The target falls prone and cannot stand up (save ends). Second Failed Save: The target is helpless (save ends).

Level 17: +20 vs. Fortitude.

Level 22: +25 vs. Fortitude.

Level 27: +30 vs. Fortitude.

DEATHBLADE

(Filtered Assassin Vine Cinder - Vine Family) Level: 13 Category: Poison Time: 1 hour Component Cost: See below Market Price: 3,400 gp Key Skill: Nature or Thievery (no check)

Pitch black ash, this poison sends a surge of wracking pain through the victim, leaving him exhausted. I've always thought this poison was an odd duck. The initial assault is often sufficient to kill most targets, making its secondary effect superfluous. Alternatively, if the aim is to render the target fatigued, the initial damaging effect makes it too risky.

Deathblade

Pitch black ash, this poison sends a surge of wracking pain through the victim, leaving him exhausted.

 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
 Item
 Item
 Item

Property: Safe

Power (Consumable + Poison): +16 vs. Fortitude; the target takes 4d6 poison damage and is exhausted (save ends).
Level 18: +21 vs. Fortitude.
Level 23: +26 vs. Fortitude.
Level 28: +31 vs. Fortitude.

DESERT REMORSE

(Ground Dire Scorpion Chitin - Scorpionida Family) Level: 6 Category: Poison Time: 1 hour Component Cost: See below Market Price: 360 gp Key Skill: Nature or Thievery (no check)

This odorless, light-brown powder has low toxicity, but it can be devastating when it takes hold. The simplest of all the scorpion poisons to actually craft, I often work on it in large batches on a lazy summer's evening.

Desert RemorseLevel 6+This odorless, light-brown powder has low toxicity, but it can be
devastating when it takes hold.Lvl 670/430 gpLvl 161,800/11,250 gpLvl 11360/2,250 gpAlchemical ItemPower (Consumable + Poison): +6 vs. Fortitude; the target
is weakened (save ends). First Failed Save: The target is
ovhauted instead (cave onde) Second Failed Save: The

exhausted instead (save ends). **Second Failed Save:** The target is exhausted (short rest ends).

Level 11: +11 vs. Fortitude.

Level 16: +16 vs. Fortitude.

Poisoncraft - Godex Venenorum

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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 "fireball 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 20: +23 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. Asingle dose scrambles the brain—sometimes beyond repair.Lvl 194,200/26,250 gpLvl 29105,000/656,250 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).

Poisoncraft - Godex Venenorum

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.



- Goder Venenorum

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).

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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 deposed 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

drowning.

Level 11+ This cold, dark blue mist causes its victims to think they are 360/2,250 gp Lvl 21 9,000/56,250 gp

Lvl 11 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

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 l	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	
Alchemica	l 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.			

Poisoncraft - Godex Venenorum

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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.

Poisoncraft - Goder Venenorum

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 670/450 gpLvl 161,800/11,250 gpLvl 11360/2,250 gpLvl 219.000/56,250 gpAlchemical ItemProperty: 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.

Greenblo	od Oil		Level 3+		
This dark-green oil has a slight pine scent and sends a shock to					
the victim's ca	ırdiovascular syster	m.			
Lvl 3	30/170 gp	Lvl 13	680/4,250 gp		
Lvl 8	130/800 gp	Lvl 18	3,400/21,250 gp		
Alchemical	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+

Level 17+

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

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



Poisoncraft - Goder Venenorum TTC-TTUUTA-TAUC,CUC,G-TAJ-Z-TUUTA-TAUC,TUSTA

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.

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.

oisoncraft - Gover Venenorum

Humboldt's Bane

This yellowish-green powder emits a hint of spearmint andaffects the target's reaction time.Lvl 183,400/21,250 gpLvl 2885,000/531,250 gp

Level 18+

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.

Hundree	d Hammers		Level 10+	
This odorles sluggish.	s, crimson liquid wit	h green fl	ecks makes its victims	
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	
Alchemica	l 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.			

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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 Mos	S		Level 4+	
This fine, d dizziness.	leep-green powder has	s a fresh, gr	assy scent and causes	
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 purpl	e 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	
Alchemic	al 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.			

Poisoncraft - Godex Venenorum

LAZYFEET

(Small Centipede Poison - Chilopoda Family) Level: 1 Category: Poison Time: 30 minutes Component Cost: See below Market Price: 50 gp Key Skill: Nature or Thievery (no check)

This blue-green paste has a sweet scent and makes the muscles feel like lead. I've heard more than one shady character refer to it as "getaway brew," for reasons that are obvious. The chief advantage is that it does not risk any adverse reaction to the victim's health and, by extension, an inadvertent escalation from simple theft up to murder.

Lazyfeet			Level 1+	
This blue-green paste has a sweet scent and makes the muscles feel like lead.				
Lvl 1	15/90 gp	Lvl 11	360/2,250 gp	
Lvl 6	70/430 gp	Lvl 16	1,800/11,250 gp	
Alchemical Item				
Power (Consumable ◆ Poison): +4 vs. Fortitude; the target is slowed (save ends). Aftereffect: The target is slowed				
is slowed (save ends). Alterenect: The target is slowed				

is slowed (save ends). Aftereffect: The target is slowed (save ends). Level 6: +9 vs. Fortitude.

Level 11: +14 vs. Fortitude.

Level 16: +19 vs. Fortitude.

LEADBLADE

(Concentrated Beryllium Shavings - Non-Ferrous Metal Family) Level: 4 Category: Poison Time: 1 hour Component Cost: See below Market Price: 200 gp Key Skill: Nature or Thievery (no check)

When rubbed on a weapon these odorless, metallicgray flakes leave a residue that impedes the target's coordination and reaction time. The poison is favored by the barbarian hordes, who use it as an equalizer when confronted by a legion of highly trained sellswords and soldiers. Indeed, the name comes from a popular refrain: "Enjoy yer leadblade, dandy!"

Poisoncraft - Gover Venenorum

Leadblade

When rubbed on a weapon these odorless, metallic-gray flakes leave a residue that impedes the target's coordination and reaction time.

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

Property: Reflex

Power (Consumable + Poison): +7 vs. Reflex; the target takes ongoing 5 poison damage, loses all marks, and cannot mark (save ends all). First Failed Save: The target cannot mark (short rest ends).

Level 9: +12 vs. Reflex.

Level 14: +17 vs. Reflex.

Level 19: +22 vs. Reflex.

LICH DUST

(Acidified Lich Remains - Donum Mortis Family) Level: 15 Category: Poison Time: 1 hour Component Cost: See below Market Price: 5,000 gp Key Skill: Nature, Religion, or Thievery (no check)

These bone-white, odorless dust granules drain their victims of all their energy. Poisons crafted from undead remains aren't any more difficult to work with than other materials. There are some people who just can't handle dealing with the true organs. I know one poisoncrafter, otherwise peerless in the art, who gets an allergic reaction to lotus pollen. For me, it's undead poison. Gives me a case of the skitters.

Lich Dust

These bone-white, odorless dust granules drain their victims of all their energy.

Level 15+

 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
 Image: State Sta

Property: Ingestion; Piercing (undead)

Power (Consumable + Poison): +18 vs. Fortitude; the target is exhausted (save ends). First Failed Save: The target is exhausted (no save).

Level 20: +23 vs. Fortitude.

- Level 25: +28 vs. Fortitude.
- Level 30: +33 vs. Fortitude.

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Level 4+
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.

Limbwe	b		Level 5+	
This thick, p victim's stre	purple liquid has the mgth.	scent of lili	es and saps the	
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	
Alchemica	al 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

(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.

Lung-FamineLevel 8+This odorless, faint-green mist renders the victim mute.Lvl 8130/800 gpLvl 183,400/21,250 gpLvl 13680/4,250 gpLvl 2317,000/106,250 gpAlchemical ItemProperty: Inhalation; SafePower (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 18: +21 vs. Fortitude.Level 23: +26 vs. Fortitude.



KEV CROSSLEY

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
 Image: Comparison of the second second

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.

oisoncraft - Gover Venenorum

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
 10
 10
 10
 10
 10

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
Alchemi	cal 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 1	6: +19 vs. Fortitude.		
Level 2	1: +24 vs. Fortitude.		

Level 26: +29 vs. Fortitude.

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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
 3400/21,250 gp
 Lvl 28
 85,000/531,250 gp

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.

Phanto	m Feather		Level 5+	
	, granulated powder i e victim's defenses.	has the odd	pr of wet fur and	
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	
Alchemica	l 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.			

Poisoncraft - Godex Venenorum

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PLUNGING SPIRIT

(Desiccated Hippogriff Feather - Bestial 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 white, odorless paste weakens the victim's fortitude, making him more susceptible to subsequent attacks. Highly skilled assassins occasionally combine this poison with another, more potent poison to create a supremely lethal compound poison. I once saw an archer who had crafted an arrow specifically for the trick. It featured a ceramic tip that housed the two poisons in separate chambers, exposing the target to both only at the moment of impact.

Plunging Spirit

Level 11+

This white, odorless paste weakens the victim's fortitude, making him more susceptible to subsequent attacks.

 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
 1
 1
 1

Property: Fortified

Power (Consumable + Poison): +14 vs. Fortitude; the target takes ongoing 10 poison damage and a -6 penalty to his Fortitude defense (save ends both).

Level 16: +19 vs. Fortitude.

Level 21: +24 vs. Fortitude.

Level 26: +29 vs. Fortitude.

PSEUDODEATH

(Curdled Pseudodragon Blood - Draconic 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 thick, odorless, red fluid has a faint bitter smell and sends the victim into a deep slumber. Here's a perfect example of what I referred to earlier. I originally called this "Dragon Juice." I know. Needless to say, the name did not stick.

oisoncraft - Godex Venenorum

Pseudodeath

This thick, odorless, red fluid has a faint bitter smell and sends the victim into a deep slumber.

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): +26 vs. Fortitude; the target is dazed (save ends). First Failed Save: The target is unconscious for 1 day or until subject to an attack or violent motion. Aftereffect: The target is dazed (save ends).

Level 25: +31 vs. Fortitude.

Level 30: +36 vs. Fortitude.

QUICKBITER

(Sassone Leaf Residue - Arboreal Family) Level: 12 Category: Poison Time: 1 hour Component Cost: See below Market Price: 2,600 gp Key Skill: Nature or Thievery (no check)

This yellow powder with flecks of green crystal is virtually painless but highly lethal. This is one of the truly "elegant" poisons. Preparing the base requires as much skill as refining the core materials, and uses 23 separate ingredients.

Quickbiter Level 12+				
This yellow powder with flecks of green crystal is virtually pain-				
less but h	ighly lethal.			
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	
Alchemi	cal Item			
Property	r: Contact; Stable			
Power (Consumable + Poiso	n): +15 v	rs. Fortitude; the	
target takes 2d6 poison damage and loses 2 healing				
surges.				
Level 17: +20 vs. Fortitude.				
level 22: +25 vs Fortitude				

Level 27: +30 vs. Fortitude.

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OUOD

(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.

3,400/21,250 gp Lvl 28 85,000/531,250 gp Lvl 18 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 brownis	h-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.

Poisoncraft - Goder Venenorum ₲₱₷⋓₱₷₥₺₶₶₶₻₻₶₮₽₣₶₰₼₽₻₷₡₷₷₡₰₮₷₱₻₤₶₼

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			

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.

o'soncraft - Goder Venenorum

Robietto

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). Aftereffect: 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 tl	he 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	ltem		
Property: Fo creatures.	ortified; Stable; thi	s poison (only affects fey
takes ongo ends both Level 9: +1 Level 14: +	oing 5 poison dam	·	Fortitude; the target is weakened (save
ends both Level 9: +1 Level 14: +). 2 vs. Fortitude. 17 vs. Fortitude.	nage and	is weakened (save

Level 19+

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.

Sliduow Essence	Level
This black, odorless powder saps the strength from its	victim
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)

Shadow Ess

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.

Stingfi	re		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	
Alchemi	cal 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.				

Poisoncraft - Godex Venenorum

and

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 220/130 gpLvl 12520/3,250 gpLvl 7100/625 gpLvl 172,600/16,250 gpAlchemical ItemProperty: 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.

Poisoncraft - Gover Venenorum

Terror-Root

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

Lvl 14840/5,250 gpLvl 2421,000/131,250 gpLvl 194,200/26,250 gpLvl 29 105,000/656,250 gpAlchemical Item

Level 14+

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-co	olored liquid smells	of overrių	pe 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 I	tem			
Property: Th	e target takes a -	5 penalty	y to saving throws	
against this	s poison.			
Power (Cons	sumable + Poiso	n): +10 v	s. Fortitude; the	
target take	s ongoing 5 poise	on damag	ge and is dazed	
(healing su	rge or save ends)			
Level 12: +15 vs. Fortitude.				
Level 17: +20 vs. Fortitude.				
Level 22: +2	25 vs. Fortitude.			

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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.

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.

TYLER WALPOLE



Truffle Dirge

Level 9+

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

Aichemical Item

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

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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		
Alchemica	l Item				
Property: (Cheap				
Power (Co	nsumable + Poiso	n): +12 v	rs. Fortitude; the		
target is o	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.

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Violet Spinebreaker

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

Level 20+

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			17,000/106,250 gp	
Alchemical	ltem			
Property: I	ngestion			
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, lightgreen 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 DunesLevel 23+This thin red liquid has the faint odor of cinnamon; it weakens
the victim.Lvl 23Lvl 2317,000/106,250 gpLvl 28Alchemical 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					
0	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	21,000/131,250 gp				
Alchemica	l Item				
Property:	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.					

Poisoncraft - Goder Venenorum

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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.

Poisoncraft - Gover Venenorum

Wisp of Pallstone

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

Level 6+

Level 17+

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 I	tem		

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

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.

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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.

Yello	Yellowbolt Level 9+			
This thin, golden-colored, black-flecked liquid elicits intense muscle spasms in the victim.				
Lvl 9	1	60/1,000 gp	Lvl 19	4,200/26,250 gp
Lvl 14	8	40/5,250 gp	Lvl 24	21,000/131,250 gp
Alchemical Item				
Property: Quick				
-	10		1.12	E and I all

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.



TYLER WALPOLE



DESCRIPTIVE NAMES

ANIMAL COMPONENTS

D %	SUBJECT	MODIFIER
1-3	Agility	Ache
4-6	Balance	Axe
7-9	Brawn	Bane
10-12	Charm	Blade
13-15	Courage	Blight
16-18	Ego	Clash
19-21	Energy	Club
22-24	Focus	Curse
25-27	Force	Death
28-30	Grip	Demise
31-33	Heart	Doom
34-36	Insight	Fiend
37-39	Intellect	Filth
40-42	Judgment	Foe
43-45	Logic	Gloom
46-48	Lust	Grief
49-51	Mind	Grime
52-54	Muscle	Hammer
55-57	Nerve	Havoc
58-60	Nimble	Jolt
61-63	Perception	Mace
64-66	Persona	Misery
67-69	Psyche	Night
70-72	Pulse	Pang
73-75	Rhythm	Ravager
76-78	Self	Shade
79-81	Sense	Shadow
82-84	Sight	Sorrow
85-87	Sinew	Sting
88-90	Talent	Strike
91-93	Thought	Whip
94-96	Touch	Wither
97-00	Vigor	Wound

Poisoncraft - Ooder Venenorum

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D%	PROCESS
1-3	Aged
4-6	Alkalized
7-9	Blended
10-12	Boiled
13-15	Brewed
16-18	Brined
19-21	Burnt
22-24	Calcified
25-27	Charred
28-30	Concentrated
31-33	Condensed
34-36	Curdled
37-39	Dehydrated
40-42	Desiccated
43-45	Distilled
46-48	Dried
49-51	Evaporated
52-54	Fermented
55-57	Filtered
58-60	Ground
61-63	Liquefied
64-66	Ossified
67-69	Oxygenated
70-72	Polarized
73-75	Powdered
76-78	Processed
79-81	Reduced
82-84	Refined
85-87	Roasted
88-90	Solidified
91-93	Solublized
94-96	Steeped
97-00	Sublimated

ANIMAL COMPONENTS		
D %	COMPONENT	
1-3	Artery	
4-6	Bile	
7-9	Bladder	
10-12	Blood	
13-15	Bone	
16-18	Brain	
19-21	Cartilage	
22-24	Diaphragm	
25-27	Dung	
28-30	Eye	
31-33	Flesh	
34-36	Gizzard	
37-39	Gland	
40-42	Hair	
43-45	Heart	
46-48	Hormone	
49-51	Horn	
52-54	Intestine	
55-57	Kidney	
58-60	Larynx	
61-63	Liver	
64-66	Lung	
67-69	Mucus	
70-72	Oil	
73-75	Saliva	
76-78	Spleen	
79-81	Talon	
82-84	Tendon	
85-87	Thorax	
88-90	Tongue	
91-93	Tooth	
94-96	Urine	
97-00	Wax	

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	acrid, fetid, musty, pungent
3	Evocative	brandy, citrus, mint, vanilla
4	Odorless	N/A
אסר		

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

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



JENNIFER RODGERS

Poisoncraft - Goder Venenorum 47 בעודב - נגעביד געידיבי געידי געידי