

POISONCRAFT: THE DARK ART

A COMPLETE SOURCEBOOK ON POISON FOR USE IN ANY CAMPAIGN





Poisoncraft



A Complete Sourcebook

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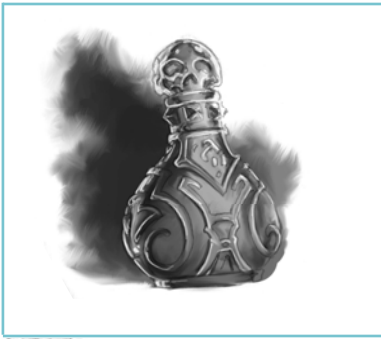
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Introduction: Embracing the Darkness

What is food to one man may be fierce poison to others.
- Lucretius



That I endure to this day is a testament more to my fortune than my skill, for I have traversed many a bridge that moments later crumbled into the hereafter. Of all, it was that first flirtation with the shade that led me to this lonesome profession. Sadly, a journey on which my family was not destined to accompany me.

A curious child, I came across a nest in a warm dank corner of our stable. A family of tiny bulbous creatures busied itself in the construction of a web, shimmering in deepest crimson, across a low unshuttered window. I stood transfixed as the diminutive black pebbles scurried about like courtly dancers on their eight spindly legs. Entranced by their rhythmic play, I forgot the warnings of my elders and approached.

My right hand rose up and tapped the lowest thread I could reach. As if in response to a knock at the door, one of the Horsethieves crept down from above and alighted on my still raised hand. It crept up my wrist slowly enough for me to walk back outside to present my father with our new neighbor. He was not pleased and proceeded not only to squash the spider I had befriended, but to also beat me soundly for playing with the deadly insects. The anger I felt at his rebuke still pulsed in my veins two days later, when my tiny friends orphaned me. A part of me still regrets not having told my father of that nest. Such small creatures. Such small but deadly creatures. Thus was born my calling.

The journal that follows is neither a primer for those of questionable morality, nor a medical guide to counteract the deceptions of such scoundrels. I hold little regard for either. Rather, it is a guide for my fellows, those who appreciate the subtle yet powerful nature of the banes to slay, to level the battlefield for those of meager stature, and to halt the plans of even the mightiest of kings.

Herein, I scribe my ode to the craft of poison,

Nylson Veld + The Chemist of Crimson Delve

WHAT USE, SUCH A TOME?

Did you ever want to stun your high level players by sneaking a simple but lethal encounter under their epic noses? Did you ever bemoan the fact that *neutralize poison* took the dagger out of cloak and dagger? Well, my friend, *Poisoncraft: The Dark Art* expands upon deadly draughts so completely, that poison can play a vibrant role throughout the life of a character and the course of a campaign. New rules for metapoison feats, harvesting raw materials, exotic poison effects, creature templates, spells, domains, and prestige classes offer your gaming group the opportunity to diversify their play without losing lethality.

POISON'S GREAT STRENGTHS

For a DM, the fact that poison requires little skill to deliver its intended effect is quite possibly its greatest strength. It makes dangerous opponents of even the meek and mundane. Spiked pits. Biting insects. Hanging vines. Murky waters. Innocuous peasants. With subtle application you can elevate encounters, wear down party resources, force spellcasters to keep slots occupied, and encourage the party to tread more lightly even in seemingly harmless environments. As a player, poison allows you to beef up your offensive firepower without lighting up like a roman candle under a *detect magic* spell. It turns the blade's edge from a pesky sting to a lethal bite. This allows for a subtle means of debilitating and disposing of creatures and still appearing unthreatening to your opponent.

POISON'S GREAT WEAKNESSES

In its present composition, the use of poison both by and against the PCs faces a few shortcomings. This book addresses all of them. First, the prevalent use of *neutralize poison* and similar magic negates poison use in a single stroke. Second, the existing rules do not adequately allow for high-DC poisons. High-level opponents, particularly creatures of size, often shrug off poison, with the poison-wielder left praying for a natural "1." Furthermore, many creatures—plants, undead, elementals, constructs,

and the like—are simply immune to poison. Third, at higher levels, the great power and flexibility of magic often relegates poison to a footnote in a character’s background description. No more. A dedicated poisoncrafter will find, within these pages, the tools to overcome each of these limitations.

THE ROLE OF POISON

For all of its strengths and weaknesses, however, it may be that the primary reason for poison’s second-class status in a typical campaign is its image as the tool of those with evil intent. Cutthroats. Rogues. Assassins. Those animals and insects most associated with poison—scorpions, spiders, and snakes—have, shall we say, a public relations problem. As a modern society, poison is reserved for only the most loathsome vermin. Still, this is but one approach to poison.

The dictionary defines poison as “a substance that through its chemical action usually kills, injures, or impairs an organism.” No mention of evil; no reference to lawfulness. It is but a tool—no more or less vile than a longsword or a *magic missile*. Does every society or civilized area in your setting outlaw poison? Do native or barbaric societies in your setting prize its efficiency for hunting and warfare? Are venomous creatures reviled? After reading *Poisoncraft: The Dark Art*, you will be inspired to find a new and balanced role for poison in your setting, whether as the servant of evil, the weapon of the weak, nature’s best defense mechanism, or a method for even the most experienced character to defeat his enemies.

By the above definition, it is difficult to refute that holy water is a form of poison. How would some loathsome fiend, normally immune to mundane poison, respond to the pure touch of the tears of a solar? Would it not refer to such a thing as poison? Might the fresh blood of a paladin, applied to his own blade, not harm the undead? The possibilities seem endless.

USING THIS BOOK

As the cover indicates, this book is “complete.” In fact, this is the first *Complete* sourcebook published by Blue Devil Games. The meat of this book is the new ruleset concerning the crafting and handling of poisons in Chapter 1: Poisoncraft. It is upon these rules that the remainder of the book is founded. That chapter begins with a list of terms necessary for handling the new rules, which are used throughout this book. Thereafter, you will find chapters including new feats, spells, items, creatures, and adventures—all of which draw upon the rich

new mechanics presented in the first chapter. The appendix contains some helpful charts and forms for the eager poisoncrafter. These forms may be copied and used without permission.

Although this is a *Complete* sourcebook, there is one area that is glaring by its omission: psionics. Rest assured, this was no mere oversight. With the expanded book on psionics due to be published after this book went to layout and not yet part of the SRD, Blue Devil Games did not want to present material that would become instantly outdated. We will be offering a treatment of psionics as a free web enhancement at www.bluedevilgames.com, along with additional bonus material.

Throughout this book, “he” is used as a universal pronoun and intended to include both genders.



An avid gamer since childhood, **Justin D. Jacobson** started Blue Devil Games as an outlet for his gaming passion. He has truly sold his soul; he is an attorney by trade, with a busy Florida law practice in debt collection. BDG is a thinly veiled reference to his law degree from Duke University. He met his wife Jeannine in law school, which leads to some heated (and simultaneously quite boring) dinner-table conversation. Justin’s writing has been published in works by Malhavoc Press and Bastion Press, and he’s “this close” to finishing his first novel. www.bluedevilgames.com

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Chapter 1: The Craft of Poison

Men become accustomed to poison by degrees.

- Hugo



This chapter presents the new, core rules for poison. 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 LANGUAGE OF POISON

A *Complete* treatment of poison necessarily entails new mechanics and, by extension, new game terms. Before delving into the process itself, review the following new terms used in this book:

Antidote: A non-magical substance—as opposed to, for example, a potion of *neutralize poison*—that counters the effects of a poison. Antidotes may be tailored to specific poison families or poisons of a particular strength. An antidote differs from antitoxin (as described in the PHB, *Special Substances and Items*), which merely grants a bonus to one's saving throws against poison generally.

Contact: A method of delivery that results 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 a touch attack. A contact poison can take any form. Creatures without permeable skin are not susceptible to contact-delivered poisons. A DM may also rule that certain creatures with large natural armor bonuses are not susceptible to exposure from contact poisons.

Delivery Method: The method by which the target is exposed to a poison. There are four types of delivery methods: injury, ingestion, inhalation, or contact. Poisons can be crafted in different ways to have different methods of delivery; however, a particular dose of poison on hand must only have one delivery method.

Dose: A measurement of 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. Generally, a dose of poison is a rather small amount.

Element: Each phase of a poison's damage may be composed of one or more elements. These are discrete components of damage. For example, in a poison that deals 1d6 Con and 1d6 Dex as its initial

damage, the 1d6 Con is one element of damage, and the 1d6 Dex is another element.

Existing Poison: A poison that currently exists within the setting, even if the particular character does not know how to craft it. For example, though one of the PC's may not know how to extract purple worm poison, there are people in the realm who do, it is bought and sold on the black market, and it would not shock an experienced assassin to come across it in the course of his endeavors. A DM should give some thought to the poisons that exist in his setting. Depending on the role poison will play in the campaign world, it may be few or many.

Ingestion: A method of delivery that results 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 susceptible to ingestion-delivered poisons.

Inhalation: A method of delivery that results in exposure when the target inhales the poison. Accordingly, a poison can only be delivered by inhalation if it is itself gaseous, can be delivered by aeration, or gives off toxic fumes. Not all gaseous poisons are inhalation poisons; such a poison could also be a contact poison. A creature that holds its breath can avoid exposure to inhalation-delivered poisons. Creatures that do not breathe are not susceptible to inhalation-delivered poisons.

Initial Damage: The damage that a poison deals immediately upon exposure. A creature normally gets a saving throw to avoid a poison's initial damage.

Injury: A method of delivery that result 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. Accordingly, an injury poison must be capable of being applied to a weapon. Any attack that causes damage is considered to expose the defender to the poison. Creatures without discernible anatomies are not susceptible to injury-delivered poisons.

Intended Poison: The poison that the poisoncrafter

is trying to create. Once created, it becomes poison on hand.

Known Poison: A poison that a particular character knows how to craft, just as a known spell is one that a character knows how to cast.

Magical Poison: A poison that is infused with magical energy in some way. The term “magical poison” includes three types of poisons: magically created poisons, magically imbued poisons, and magically modified poisons. Magical poisons are discussed in greater detail in Chapter 3.

Magically Created Poison: A poison that is generated by casting of spell or using a magic item. For example, the poison created by the spell of the same name is a magically created poison.

Magically Imbued Poison: A poison that operates as a method of delivering a standard spell. In lieu of dealing typical poison damage, a magically imbued poison subjects the target to a particular spell effect. For example, a character skilled in both poisoncraft and spellcasting may be able to brew a poison that arouses a strong emotion in the target as the spell of the same name.

Magically Modified Poison: A standard, non-magical poison that has been altered by means of magic. For example, a dose of large scorpion poison may be enhanced to increase its toxicity.

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) may 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 method of delivery will also have some bearing on the poison’s natural state.

New Poison: A poison that has never been crafted before in that setting, i.e., is not an existing poison. A skilled toxicologist might be able to distill the bile from an otyugh, where none before were successful. Developing new poisons should be a cooperative effort between the player and the DM to ensure game balance and appropriate flavor.

Phase: Each period of time that the target is susceptible to being affected by the poison. Most poisons have two phases of damage: initial and

secondary.

Poison Family: A group of poisons of varying strengths and qualities that originate from a particular source material. For example, araneida, draconic, and hedge root are all poison families. Poisons of the same family generally deal the same type of damage with varying degrees of strength. Often, the amount or duration of the damage and the Fortitude save to resist it increase as the size of the source material increases. For example, gargantuan spider poison deals the same type of damage as large spider poison but deals more of it. Some poisons are so unique that they do not belong to any poison family.

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

Potency: The power of the damage dealt by the poison. Thus, if a feat, spell, or item affects a poison’s potency, it affects the duration or amount of damage dealt by the poison.

Secondary Damage: The subsequent damage dealt by a poison.

Generally, a poison deals its secondary damage one minute after exposure. The exposed creature gets another saving throw to avoid a poison’s secondary damage.

Signature Poison: A poison that is tailored to a specific and unique target, i.e., a particular person. It is the product of extensive toxicological research and study of the target.

Normally, the purpose of such a dark endeavor is nothing less than the assassination of the target—perhaps a king, a legendary paladin, or one of the PCs.

Single-Phase Poison: A poison that lacks either initial or secondary damage, i.e., has only one phase.

Toxicity: The ability of the poison to affect the target as measured by the saving throw DC required to resist its effects. Thus, if a feat, spell, or item affects a poison’s toxicity, it affects the saving throw DC of the poison.

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 may be crafted from a wyvern’s liver is not. A “venomous” creature is one that has a poisonous natural attack or defense mechanism.



CRAFTING KNOWN POISONS

The most common use of the Craft (poisonmaking) skill is in the creation of known poisons. A character gathers the necessary tools and ingredients and attempts to craft a dose or doses of poison with which he is already familiar.

Poisons Known: A character chooses one existing poison family (or a single non-family poison) upon attaining 3 ranks in Craft (poisonmaking). A character automatically learns one additional poison family for every 3 ranks of Craft (poisonmaking) obtained thereafter. A character knows every poison that he is able to create from each known poison family. Thus, upon attaining additional ranks in Craft (poisonmaking), he automatically learns additional poisons from families he previously learned, if he is now able to create them. A character is able to create a poison if its Craft DC is equal to or less than 20 + the character's current skill modifier. Temporary bonuses, such as from spells, are not included when making this determination; permanent bonuses, such as from feats or class abilities, are included.

Learning Additional Poisons: A character may also learn how to craft a poison by examining a dose of poison on hand. To learn how to craft a poison in this way requires a successful Craft (poisonmaking) check equal to the Craft DC of the poison +5. The character may take 10 on this check but may not take 20. If the check succeeds, the poison family of the dose the character examined becomes a known poison family. He learns all poisons of the family that he is able to create. In general, retries are permitted. However, the particular dose of poison being examined is subsumed in each attempt; therefore, a new dose of the poison must be obtained in order to try again.

A DM may also permit a character to learn a new poison as part of the role-playing process. For example, a character might gain knowledge of a poison by studying the notes of a meticulous alchemist. Generally, learning a poison in this manner requires an expenditure equal to the market price of a dose of the poison. The DM decides if the character is able to learn the poison family or just the particular poison in question. Learning new poisons in this way can be an adventure unto itself.

THE CREATION PROCESS

Making poisons with the Craft (poisonmaking) skill follows the general rules for using the Craft skill with a few exceptions that are described below.

Tools and Ingredients: 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 for every type of poison to be crafted. 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 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 subsumed in the cost of the poison being crafted.

Craft DC: Creating a known poison requires a successful Craft (poisonmaking) check. The Craft DC (alternatively referred to as the "DC to create") is determined by the details of the poison to be created and is a function of its toxicity, potency, and other qualities.

The base DC to create a known poison is 10. This base DC is modified by various factors as described below. To calculate the final Craft DC of a particular poison, determine the Craft DC modifier for each of the poison's qualities; then, add all of the Craft DC modifiers together. The final Craft DC of a particular poison can never be less than 11.

Nylson's Notes: Methods of Delivery

It is true that, depending on the function it will serve, an ingestion poison may be just as effective as an inhalation poison. Nevertheless, the former are far easier to work with. They are stable and carry less risk of exposure to the poisoncrafter. Conversely, the latter are ephemeral, even predatory and are reserved only for those with considerable skill and a measure of intestinal fortitude. By extension, the market for gaseous banes is more profitable. Given two poisons—one ingestion, one inhalation—each with identical characteristics otherwise, the former will cost more than the latter. Contact poisons are similar to inhalation poisons in this regard. Injury poisons lay somewhere in the twain.

* *Method of Delivery:* An injury delivery method has no effect on the DC to create. Ingestion poisons have a Craft DC modifier of -5. Inhalation and contact poisons have a Craft DC modifier of +2.



* **Toxicity:** The base Fortitude save DC for any given poison is 10. For every point the Fortitude save DC exceeds 10, the Craft DC modifier increases by +1. So, a poison with a Fortitude save DC of 17 has a Craft DC modifier of +7 for its toxicity.

* **Potency:** A typical poison has two damage phases: initial and secondary. Within each phase, a poison may have one or more elements of damage. To determine the Craft DC modifier for potency, total the Craft DC modifiers for each element of damage within each phase. No single element of damage may be less than +1.

Damage Dice	Craft DC Modifier
1 point	+1
1d2	+1
1d3	+2
1d4	+2
1d6	+3
1d8	+4
2d4	+4
1d10	+5
1d12	+6
2d6	+6
3d4	+6
3d6	+9
1d20	+10

* **Damage Dice:** The most common form of poison damage is temporary ability damage. This is usually represented by a die roll expression, such as “2d4 Con.” However, damage dice can be used for any element of damage that uses a variable numerical value, including hit points, spell resistance, natural armor bonus, etc. These alternative types of damage are described more fully below, but they still use the damage dice core mechanic in addition to any other modifiers they might take. As a general rule, the modifier to the Craft DC for each element that deals damage dice is equal to one-half the

average of the damage die rounded down (but, again, not less than +1). Craft DC modifiers for common damage dice appear on the table above.

* **Duration:** If an element of a poison’s damage requires a duration, it is selected at the time of the poison’s creation and affects the Craft DC modifier according to the following table.

Variable Duration	Fixed Duration	Craft DC Modifier
—	1 round	-3
1d2 rounds	—	-1
1d3 rds — 2d6 rds	2 rds — 6 rds	0
>2d6 rds — 2d6 mins	7 rds — 6 mins	+1
>2d6 mins — 2d6 hrs	7 mins — 6 hrs	+2
>2d6 hrs — 1 day	7 hrs — 1 day	+3
>1 day / permanent	>1 day / permanent	+5



* **Condition Damage:** In lieu of or in addition to dealing damage dice such as ability score damage, a poison can cause the target to suffer the effects of a particular condition. Condition damage modifiers for particular conditions appear on the table on the following page.

Nylson’s Notes: All Abilities Are Created Equal

When first learning about poison potency, it can helpful to break down the types of damage a poison can do into six principal abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. A poison that attacks a target’s strength inhibits the muscles’ ability to process energy from food, thus weakening the target. A poison that attacks a target’s dexterity impedes the functioning of the nervous system, diminishing the target’s hand-eye coordination. A poison that attacks a target’s constitution assaults the fundamental processes of the heart, lungs, and blood, resulting in the most direct path to lethality. A poison that attacks a target’s intelligence damages those portions of the brain responsible for memory and rational thought. A poison that attacks a target’s wisdom causes a variety of effects from fearfulness to confusion to loss of perception. A poison that attacks a target’s charisma affects their communication skills, self-restraint, and can even cause alterations in their physical appearance.

I have heard some ignorant dabblers suggest that certain types of poison damage are more valuable or more difficult to brew. Rubbish! Would not a charisma-afflicting toxin frighten some comely bard more than some muscle-bane? To my way of thinking, each of the abilities are equal within the realm of Poisoncraft. Take that for what you will.

(In the DMG, poisons that deal Constitution damage cost more than poisons that deal Wisdom or other types of damage. If you want to adhere to the ability discrepancies suggested by the DMG poisons, you can increase the damage die modifiers for Constitution by +1, decrease the damage die modifiers for Wisdom and Intelligence by -1, and decrease the damage die modifiers for Charisma by -2.)



Condition	Craft DC Modifier
Blinded	+4
Confused	+3
Cowering	+3
Dazed	+3
Dazzled	+0
Deafened	+1
Dead	+15
Exhausted	+6
Fatigued	+2
Frightened	+3
Held	+9
Muted	+4
Nauseated	+6
Panicked	+4
Paralyzed	+9
Petrified	+12
Shaken	+2
Sleeping	+8
Stunned	+3
Unconscious	+9

For an explanation of conditions, see DMG, *Condition Summary*. The effect is instantaneous and lasts until the duration expires or until the condition itself is treated. For example, fatigue caused by poison may be counteracted by eight hours of rest or by a *lesser restoration* spell. All of the above conditions—except for petrified and dead—require a duration modifier.

* *Special Damage*: In addition to the foregoing, alternate types of damage can be given to a poison. A DM is limited only by his imagination, and unique poisons can lend a unique quality to a campaign world. On the other hand, care should be exercised in utilizing such types of damage for they can pose potential game balance

problems. Examples of special damage and appropriate modifiers appear below.

In addition to the Craft DC modifier, elements of special damage will require a damage die modifier to determine the amount of the effect. To determine the Craft DC modifier for an element of special damage, add the damage die modifier and the special damage modifier together. For example, 1d10 spell resistance would have a total Craft DC modifier of +8 (+5 for the 1d10 damage die and +3 for the spell resistance).

For those elements of special damage that deal damage to a “non-standard” statistic—such as a natural armor bonus or spell resistance—the affected

Special Damage	Craft DC Modifier
Base Attack Bonus	+2
Base Saving Throw	+2
Damage Reduction	+1
Hit Points	-8
Natural Armor Bonus	+1
Permanent Ability	+1
Spell Resistance	+3
Subdual	-12

victim recovers the given statistic at the same rate he would recover ability score damage, i.e., 1 point per night of rest or 2 points per day of complete bed rest. Similarly, spells that heal ability damage—such as *lesser restoration*—

also eliminate damage to a non-standard statistic. As with most statistics, base attack bonus, spell resistance, and the like cannot be reduced below 0.

* *Special Effects*: A poison can also be crafted to cause a unique effect not covered by a typical condition from the DMG. As with special damage, special effects can make for interesting poisons, but should be used cautiously. Examples of special effects and appropriate modifiers appear below.

Special Effect	Craft DC Modifier
Energy Vulnerability (one type)	+1
Loss of Ability to Rage	+4
Loss of Ability to Smite Evil	+1
Loss of Ability to Sneak Attack	+3
Loss of Ability to Turn Undead	+4
Loss of Ability to Wild Shape	+4
Loss of Bardic Music Ability	+4
Loss of Energy Resistance (one type)	+1
Loss of Evasion Ability	+2
Loss of Regeneration	+4
Loss of Spellcasting Ability	+6
Loss of Uncanny Dodge Ability	+2

In addition to the Craft DC modifier, a special effect element requires a duration modifier to determine the length of the effect. To determine the Craft DC modifier for a special effect element, add the special effect modifier and the duration modifier together. For example, ability to cast spells 1d6 minutes would have a total Craft DC modifier of +7 (+5 for the special effect and +2 for the duration).

* *Secondary Damage Phase*: The total Craft DC modifier for a poison’s secondary damage phase is reduced by -1, but not less than +1. For example, the total potency modifier of a poison that deals 1d6 Strength damage as its initial and secondary damage is +5 (+3 for its initial damage and +2 for its secondary damage).

* *Single-Phase Poisons*: Add +2 to the final Craft DC modifier if the poison lacks secondary damage altogether. For example, the total damage modifier of a poison that deals only initial damage of 1d6 Intelligence is +5 (+3 for initial damage and +2 for lacking secondary damage). Thus, when designing new poisons, it is almost always worthwhile to give a poison some element of secondary damage.



* *Metapoisson Feats:* Poisons can be crafted with the application of metapoisson feats, which affect the Craft DC as noted in the feat. Unless otherwise noted in the feat, more than one metapoisson feat may be applied to a poison. The DC modifiers for each feat stack.

Craft DC	Multiplier
11-13	3
14-17	8
18-21	15
22-25	25
26-29	35
30-33	50
34-37	70
38-41	90
42-45	120
46-49	150
50+	200

Market Price: The market price of a particular poison is a function of the difficulty of crafting that poison. To determine the market price, take the DC to craft the poison and multiply it by the appropriate multiplier found on the table to the left. The resulting number is the market price in gold pieces of a single dose of that poison.

Cost: Unlike the typical items created by the Craft skill, poisons require obscure,

unusual or hazardous raw materials. Accordingly, the raw materials generally cost three-fourths of the market price of the poison. However, this figure can be reduced if the DM determines that the raw materials are particularly common or readily available. Additionally, a character with the appropriate feats or skills may be able to harvest much of the raw material needed. Successfully doing so reduces the cost of the raw materials further by one-half. In any case, the final cost of the raw materials should never be less than one-sixth of the market price of the poison.

Craft Check Bonuses: If you have 5 or more ranks in Alchemy, you get a +2 synergy bonus to all Craft (poisonmaking) checks. If you have 5 or more ranks in Wilderness Lore, you get a +2 synergy bonus to Craft (poisonmaking) checks relating to venoms. Various feats, spells, magic items, and equipment may confer additional bonuses as reflected in their descriptions.

Making the Craft Check: To figure out how much poison can be made in a week, the character makes a Craft (poisonmaking) check at the end of the week. As with other uses of the Craft skill, the character may take 10 on the check but may not take 20 (as failure risks the loss of materials and exposure to the poison). If the check is successful, multiply the check result by the DC for the check. That result is how many gold pieces' worth of poison are created that week. When the total gold pieces' worth created

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 healing potion.

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. No, my friend, poisoncraft is a labor of love. If you seek riches, I suggest you look elsewhere.

(The chief purpose of the market price is for balancing the Craft skill mechanic. A character should not be able to use the Craft (poisonmaking) skill as a regular source of income like they would with other subsets of the Craft skill.)

equals or exceeds the market price of one dose of the poison, that poisonmaker has completed that dose. For a skilled poisonmaker, multiple doses in a week may be possible. If the poisonmaker fails the check, no progress is made that week. If the poisonmaker fails the check by five or more, the raw materials are ruined and must be reobtained. If the poisonmaker fails the check by ten or more, the raw materials are ruined, and he has exposed himself to the poison. He must make a Fortitude save or suffer the effects of the poison unless he possesses a class skill or feat that prevents such an occurrence.

Example: Trymba Greycote, a 15th-level rogue, wants to craft a dose of girded dirtbrine, a particularly nasty toxin she has just learned, which will test the limits of her ability. (Gird Poison is a metapoisson feat, described in Chapter 2.) The statistics for girded dirtbrine appear below:

Girded Dirtbrine: Injury DC 24, 2d6 Str / 2d6 Str, Craft DC 40 (+14 for Fort save DC, +6 for initial damage, +5 for secondary damage, +5 for metapoisson feat), Market Price 3,600 gp (DC to create 40 x multiplier of 90).



Trymba has maxed out her ranks in Craft (poisonmaking) with 18. She also enjoys a +4 modifier for her Intelligence score, the +4 benefits of the Greater Skill Focus (Craft) feat, and a +2 bonus for her masterwork poisoncraft tools, giving her a total skill modifier of +28. She gets a 17 on her skill check roll, giving her a result of 45. Multiplying the result by the Craft DC yields a product of 1,800 gps, which is a good start. If she makes a similarly successful check next weeks, she will have successfully brewed a single dose of poison.

CRAFTING NEW POISONS

Where the crafting of existing poisons is largely science, the crafting of new poisons is an art. Developing a unique poison to serve a specific end, while a difficult skill to master, can be quite rewarding and can make a poisoncrafter much more efficient in dealing damage, destruction, and death.

THE CREATION PROCESS

To create a new poison, the poisoncrafter must first delineate the parameters of the poison. Working with the DM, the poisoncrafter identifies the poison he wants to invent, including all of the game mechanics, the source material, brewing process, and names. Once the poison is fully defined, the process for creating the first dose of a new poison is the same for creating an existing poison with the following exceptions.

Base DC to Create: The base DC to create the first dose of a new poison is 15.

Metapoisson Feats: Metapoisson feats cannot be applied to new poisons the first time they are created.

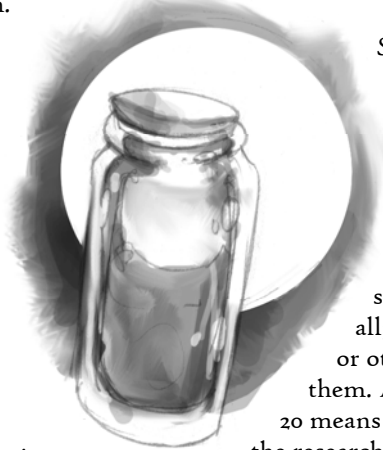
Cost: The cost of crafting a dose of new poison is equal to double what it would otherwise cost using the rules for existing poisons.

Amount: No matter what the result of the Craft (poisonmaking) check is, the poisoncrafter only makes one dose of a new poison. Any “additional” gold pieces worth that are created are wasted.

Subsequent Creation: By definition, once the new poison has been created, it is no longer a new poison. It becomes an existing poison and, for the poisoncrafter, a known poison. Like other known poisons, the base DC to create future doses is 10.

CRAFTING SIGNATURE POISONS

The pinnacle of poisoncraft is the creation of a signature poison, a solitary dose carefully tailored to snuff out the life of an unsuspecting and unfortunate target. The process is a lengthy one; indeed, it can take a score of years to succeed at the task. But the effect of the poison is as thorough as the dedication required to craft it. Only the vagaries of chance, the power of a prophecy, or a similar force of nature can thwart its vile goal.



Studying the Target: At the outset of the endeavor, the DM rolls 1d20 to determine the number of years of study required. If a “1” is rolled, the DM rolls 1d12 to determine the number of months instead. If a “20” is rolled, the target is not susceptible to signature poison at all; they possess some divine boon or other potent ward that protects them. A successful Wisdom check DC 20 means that the assassin knows how long the research process will take or if it is impossible. If the Wisdom check is failed, the assassin may make a new Wisdom check after each year of study.

During each month of research, at least 25% of the assassin’s time must be spent in careful observation of the target or something closely related to the target, such as its sleeping quarters, relatives, refuse, etc. The time spent need not be consecutive and may be broken up into several different periods throughout the month. The observation may be accomplished through surreptitious study while hidden or invisible or as part of an “undercover” operation, posing as a friend or confidant. Alternatively, observation may be carried out through the use of a magical sensor (such as with *scrying*) or by similar means (such as a crystal ball). If the assassin fails to spend the requisite time studying the target, the process is tolled during that time. If the assassin fails to spend the requisite time studying the target for three consecutive months, the process is foiled, and the assassin must begin the entire studying period anew.

At the end of each year of study (or the total study period if less than one year), the assassin makes a Sense Motive check opposed by the target’s Charisma check. The assassin may not take 10 or take 20 on this check, and retries are not permitted. If the check is successful, the assassin has made progress toward his study and may continue. If he



fails the check, no progress is made that year, and the time spent is wasted.

If the assassin's check fails by ten or more, the target itself is entitled to a Sense Motive check to notice it is being studied. The DC of the target's check depends on the principal manner in which the assassin studied it during the preceding year.

Principal Method of Study	Target's Sense Motive DC
Hidden observation	Opposed Hide check
Operating undercover	Opposed Bluff check
Using spell or magic item	Caster level check

If the target succeeds at its Sense Motive check, it becomes aware that someone is observing it, but the target does not know the assassin's purpose or identity. If the assassin has successfully completed the required study period, he may begin crafting the actual poison.

Creation Process: Crafting the poison takes one day for each month of study required, but not less than 12 days. For example, if the target required 15 years of study, crafting the poison would take 180 days. Crafting the poison costs a number of gold pieces equal to $1000 \times 1,000 \times$ the target's Hit Dice. In addition to the gold piece cost, the assassin must have some item of the target's person, such as a lock of hair, a vial of blood, etc.

At the end of the creation period, the assassin makes a single Craft (poisonmaking) check to try and make the signature poison. The DC of the check is equal to $20 +$ the target's Hit Dice $+$ the target's Charisma bonus (if any). The assassin may not take 10 or take 20 on this check, and retries are, of course, not permitted. If the check succeeds, the assassin has made a single dose of signature poison. Only one dose of poison is ever made when crafting signature poison.

If the check fails, no progress is made toward completion of the poison. The assassin must re-obtain $\frac{1}{4}$ of the full cost of the poison plus another item of the target's person. The assassin may then undertake another Craft period and make a new check. If the check fails by 10 or more, the process is a total failure. The assassin must begin the entire process anew, beginning with a new research period (of the same length as previously determined). Due to the tailored nature of the product, a poisoncrafter never risks poisoning himself when crafting signature poison.

Signature Poison Characteristics: A signature poison may have any method of delivery, determined when the crafting process is begun. All signature poisons

are single-phase. They have no Fortitude save DC. Instead, if the specified target is exposed to the poison, he rolls a d20. On a natural "20," the target has successfully resisted it by some miracle or force of prophecy. If the target fails to resist the poison, its initial damage takes effect immediately. No magic items, natural resistances, immunities, or spells can modify or affect a signature poison's unique saving throw. Additionally, signature poisons are not susceptible to *neutralize poison*, antidotes, or any other means of avoidance. The only way to do so is by *wish* or *miracle*, cast within one round of exposure. Metapoison feats cannot be applied to signature poisons.

Most signature poisons cause death as their initial damage. However, if the assassin possesses spellcasting ability, he may make the initial damage a spell effect instead. If so, any saving throws or spell resistance that would normally apply are ineffective. Only the saving throw permitted by the signature poison will forestall the damage.

Any target slain by a signature poison may not be resurrected by regular means. Only a *true resurrection* and either a *wish* or *miracle* cast simultaneously within 24 hours of death will bring the target back from the dead.

CRAFTING ANTIDOTES

When the use of poison becomes prevalent, the crafting and sale of antidotes become equally popular. While the efficacy of a *neutralize poison* spell cannot be denied, magical relief is not always available. Antidotes are valuable because they permit the spellcaster to use his spell slots for other spells, enable those without spellcasting ability to protect themselves without relying on others, and relieve the concern over counterspells, *antimagic fields*, *dispel magic*, and similar effects.

Specific Antidotes: A specific antidote is effective against any poison of the same type of equal or lesser strength. For example, Brawnspinner III (large scorpion venom) antidote is effective against Brawnspinner II (medium scorpion venom) and Brawnspinner I (small scorpion venom) but not against Limbweb II (medium spider venom).

Universal Antidotes: A universal antidote is effective against any poison with a Fortitude save DC within the range of the antidote. For example, universal antidote (DC 18) is effective against Brawnspinner III and Limbweb III (large spider venom) but not against Brawnspinner IV (huge scorpion venom).



Creation Process: The mechanics for brewing antidotes are the same as for brewing poisons. The Craft DC for a specific antidote is equal to the Fortitude save DC of the most toxic affected poison + 2. For example, the Craft DC for Brawnspinner III antidote is 20 (Fort DC 18 + 2). The Craft DC for universal antidote is equal to the Fortitude save DC against which the antidote will be effective +10. For example, the Craft DC for universal antidote (DC 18) is 28. The market price of antidote is half what it would be to create a poison of the same Craft DC, and the cost is equal to one-half the market price. In all other respects, the mechanics for brewing universal antidotes are the same as brewing poisons.

Natural Antidotes: 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, the DM 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 hellworm flesh). By definition, natural antidotes are not created, they are collected. A successful Knowledge (nature) check means the character knows the poison or poisons against which the natural antidotes is effective. The DC of the check should normally range from 10 to 20

depending on the obscurity of the poison or antidote. Once identified, actually collecting a natural antidote is usually not a difficult or involved procedure, but the DM may make it so—perhaps requiring a Survival check—as he chooses.

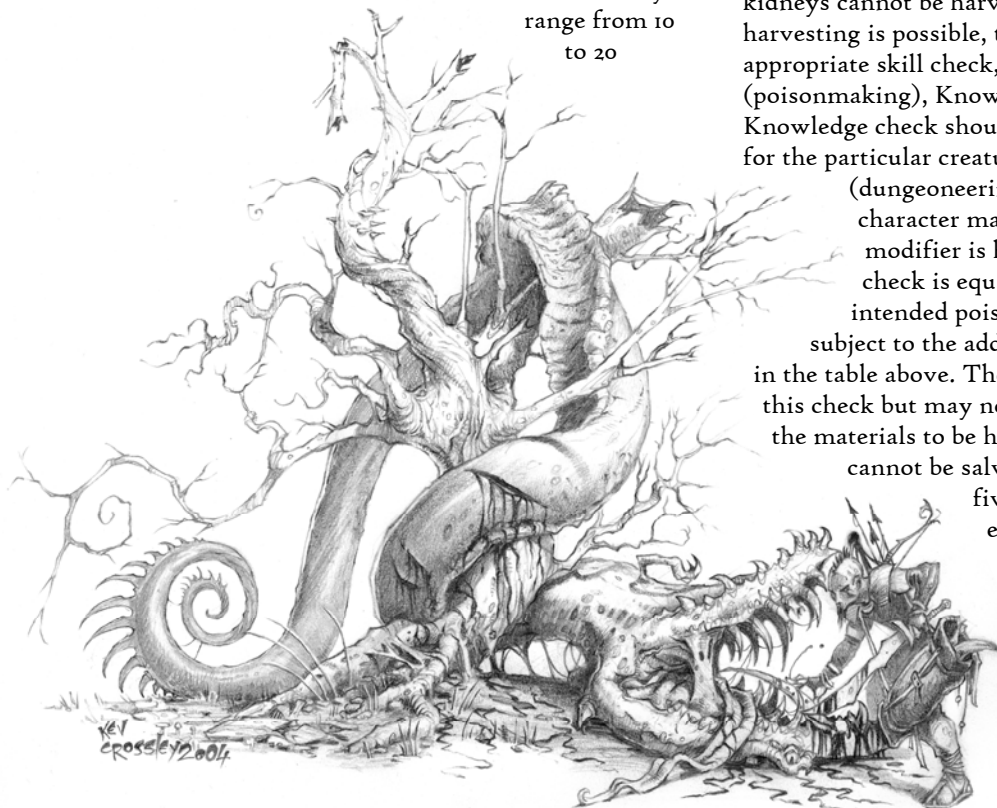
HARVESTING RAW MATERIALS

Much of the 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 raw materials on the black market.

Harvesting Process: The DM must first determine if a harvesting attempt is even possible. If the target was blown into dust motes by a *disintegrate* spell, its

Condition	Craft DC Modifier
Target sustained 50+ hps energy damage	+2
Target sustained 50+ hps single attack	+3
Target sustained a critical hit	+2
Intended poison is not in a known poison family	+5

kidneys cannot be harvested to craft a poison. If a harvesting is possible, the character makes an appropriate skill check, using either: Craft (poisonmaking), Knowledge, or Survival. The Knowledge check should be within the field of study for the particular creature, e.g. Knowledge (dungeoneering) for an ettercap. The character may use whichever skill modifier is highest. The base DC of the check is equal to the DC to create the intended poison –10. The DC to harvest is subject to the additional modifiers appearing in the table above. The character may take 10 on this check but may not take 20. If the check fails, the materials to be harvested are damaged and cannot be salvaged. If the check fails by five or more, the character has exposed himself to the toxic substances within the raw materials as if he had been exposed to the intended poison itself. This exposure occurs regardless of the poison’s normal method of delivery.



Raw Materials: A successful harvest check yields enough raw materials for one dose of poison. For every ten points by which the check exceeded the DC, an additional dose's worth of raw materials are harvested. A given creature can yield a maximum amount of raw materials, determined by the creature's size, as indicated in the table below.

Size	Max Doses
Tiny or smaller	1
Small	2
Medium-size	4
Large	7
Huge or larger	11

A harvester may continue to make harvest checks until all of the creature's raw materials have been harvested or until the remaining raw materials have been destroyed. However,

each subsequent check beyond the first destroys one dose's worth of remaining raw materials.

Poison created from harvested raw materials possesses the potency and toxicity of the source creature. Thus, if a wyvern has a slightly higher Constitution than a typical member of its species and therefore its poison has a higher Fortitude save DC, the poison created from its raw materials would also possess the higher Fortitude save DC. Differences of this type have no effect on the Craft DC of the poison. Thus, crafting poison from the raw materials of the aforementioned wyvern would have the same DC as crafting typical wyvern poison.

POISON AND TRAPS

Poison can have a dramatic affect on the challenge a particular trap presents to a party. A simple arrow trap represents a minimal hazard to even a low-level rogue. However, when that arrow is coated with a supremely lethal poison, the story changes dramatically.

Trap Challenge Rating: As a general guide, you should increase the CR of a trap by the Craft DC of the poison minus 10 then divided by 5. For example, a basic arrow trap has a CR of 1. If the arrow is coated with Girded Dirtbrine (Craft DC 43), the trap's CR becomes 7. This CR modifier may be lowered if the poison does not play an integral role in the trap. For example, a trap that lets loose a ten-ton boulder is supremely lethal in its own right. Coating the boulder with an injury poison does not significantly add to the lethality of the trap because any injury is quite likely to lead to the character's demise anyway.

Skill Synergy: Skill with poison can translate to

skill with traps involving poison, in the form of a synergy bonus. A character with 5 or more ranks in Craft (poisonmaking) gets a +2 bonus on Craft (trapmaking) checks to make traps involving poison. A character with 5 or more ranks in Craft (poisonmaking) gets a +2 bonus on Search checks to locate poisoned traps. A character with 5 or more ranks in Craft (poisonmaking) gets a +2 bonus on Disable Device checks to disable poisoned traps.

EXPOSURE

Dealing with something as hazardous as poison can be a dangerous proposition. The poison section in the DMG, *perils of using poison*, makes no allowance for the variations in poisons or the characters that handle them. It stands to reason that some poisons are riskier to use than others and that some characters are more skilled at doing so. This section presents a variant rule, replacing a portion of the *perils of using poison* section in the DMG. It sacrifices some simplicity for a greater richness and level of realism.

It is recommended that the combat rule be applied normally. That is, a character has exposed himself to the poison on his own weapon, if he rolls a natural "1" while wielding it. The following rule applies to the handling of poison itself.

Potential Exposure: Generally, a character risks exposing himself to poison any time he handles it directly. Thus, applying poison to a weapon would risk exposure; handling a sealed vial of poison would not. Handling poison would also include: applying poison to a trap, slipping a poison into someone's drink, conducting an autopsy on a venomous creature, inadvertently taste-testing an ingestion poison, etc. Some activities—notably crafting poison, disabling a poisoned trap, wielding a poisoned weapon in combat, and harvesting raw materials—have a separate mechanic for dealing with potential exposure.

Normally, one exposure check should be made each time the poison is handled. The DM may rule that a particularly lengthy procedure requires multiple checks, such as creating a complex poisonous trap. A DM may also rule that, in some circumstances, exposure is either automatic or impossible.

Exposure DC: Every poison has an exposure DC, which is a measure of how dangerous it is to handle. A poison's base exposure DC is equal to the DC to create modified by the method of delivery, according to the table on the following page.



The exposure DC can be further modified at the discretion of the DM. When creating a new poison, the DM may want to randomly add or subtract 1d4 from the exposure DC to represent natural variations among poison. A poison's exposure DC can never be less than 2.

Delivery Method	Exposure DC Modifier
Contact	-4
Ingestion	-16
Inhalation	-2
Injury	-8

Exposure Check: To determine if a character has been exposed to the poison, he must make an appropriate skill or ability check against the poison's exposure DC. The specific check depends on the nature of the activity being engaged in. The character may use their highest skill or ability modifier that the DM deems appropriate for the situation. Suggested relevant skills are provided on the table below.

Generally, Craft (poisonmaking) may be used for any exposure check. The appropriate Knowledge skill may be used depending on the type of creature. For example, a wyvern is a type of dragon. Thus, when handling wyvern poison, the character may use the Knowledge (arcana) skill, which includes knowledge of those creatures.

Activity	Skill/Ability Used
Any	Craft (poisonmaking)
Working with traps	Craft (trapmaking)
Handling venoms or poisoned snares	Survival
Handling magical poisons	Spellcraft
Handling creature poisons	Knowledge (see below)

It is assumed that characters take appropriate precautions when handling poison. If a character is unable to take such precautions (for example, when applying poison to a weapon while dangling from a ceiling) or is merely reckless, the DM should apply an appropriate circumstance penalty to the check.

A character may take 10 on the exposure check but may not take 20. Retries are not permitted. If the check is successful, the character has avoided exposing himself to the poison; although subsequent handling may require additional checks. If the check fails, the character has been exposed to the poison and must immediately make a saving throw to avoid its effects.

DECAY

A dose of poison sealed in its container, will retain its toxicity for some time, but it won't last forever. Until they are applied—smeared on a weapon, placed in someone's food, etc.—they will last for several years or more, depending on the nature of the poison. However, once applied, they begin to decay more rapidly.

The rate of decay varies from poison to poison. As a general rule, a poison will retain its toxicity for a number of months equal to half its Fortitude save DC. This duration can further be modified by the application of the Reinforce Poison feat, described later in this book. A DM may further modify a particular dose's rate of decay based on the specific manner in which it is kept. 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.



phrenobrandii coptera





Chapter 2: Feats of poisoncraft

A man of plots, craft, poisonous counsels, wayside ambushings.
- Tennyson

Characters who focus on the art of poisoncraft will find much within this chapter to aid them in their endeavors. In addition to general feats, this chapter presents metapoison feats that permit a skilled practitioner to modify a poison's most fundamental qualities. Even characters who only desire to dabble in poison—to wield poisoned weapons or harvest raw materials for re-sale—will find assistance here. For the DM, there are feats for venomous creatures to make them even more fearsome.

GENERAL FEATS

These feats include item creation feats and feats for handling poisons, which would be apropos for anyone with an interest in poisoncraft—player characters and NPCs alike. Also included are metamagic feats, suitable for toxomancers and other mages with a predilection for poison.

AUGMENT TOXIC SPELL [Metamagic]

You can modify a poison spell with a metapoison feat.

Benefit: You can modify a spell with the poison descriptor, so that any poison created by the spell enjoys the benefits of one of the following metapoison feats: Bless Poison, Degenerating Poison, Polarizing Poison, or Withering Poison. The specific metapoison feat is chosen at the time the spell is memorized or, if the caster is one who does not memorize spells, at the time the spell is cast. An augmented toxic spell uses up a spell slot one level higher than the spell's actual level.

BREW ANTIDOTE [Item Creation]

You can create an antidote for any known poison.

Prerequisite: Int 13, Craft (poisonmaking) 7 ranks

Benefit: You can create any antidote whose prerequisites you meet. Rules for brewing antidotes appear elsewhere.

BREW MAGICAL POISON [Item Creation]

You can create magically imbued poisons.

Prerequisite: Int 16, Craft (poisonmaking) 10 ranks, Brew New Poison

Benefit: You can create any magically imbued poison whose prerequisites you meet. Mechanics for brewing magical poisons appear elsewhere.

BREW NEW POISON [Item Creation]

You can create new poisons with unique characteristics.

Prerequisite: Int 13, Craft (poisonmaking) 7 ranks

Benefit: You can create any new poison whose prerequisites you meet. Mechanics for brewing new poisons appear elsewhere.

BREW SIGNATURE POISON

[Item Creation, Epic]

You can create poisons that are attuned to specific individuals.

Prerequisite: Int 21, Craft (poisonmaking) 30 ranks, Brew New Poison

Benefit: You can create any signature poison whose prerequisites you meet. Rules for brewing signature poisons appear elsewhere.

BUTTRESS TOXIC SPELL [Metamagic]

You can modify a poison spell to ignore magical poison resistance.

Benefit: You can modify a spell that produces magically created poison so that the poison is unaffected by spell resistance and magical poison resistance. A buttressed toxic spell uses up a spell slot one level higher than the spell's actual level.

CAUTIOUS COMBATANT [General]

You do not risk poisoning yourself when wielding a poisoned weapon.

Benefit: You never risk poisoning yourself when applying poison to your weapon or when using a poisoned weapon in combat.

Normal: A character must make an exposure check when applying poison to a weapon. A character wielding a poisoned weapon exposes himself to the poison on a roll of a natural "1."

Special: A fighter may select Cautious Combatant as one of his fighter bonus feats.

CAUTIOUS CRAFTER [General]

You do not risk poisoning yourself when brewing poison.

Benefit: When crafting poison, you never risk poisoning yourself.

Normal: A character is exposed to a poison if they fail their Craft check by 10 or more when making a craft attempt.

CAUTIOUS HANDLER [General]

You are skilled at avoiding inadvertent exposure to poison.

Benefit: You enjoy a +5 competence bonus on all exposure checks when handling poison.

CAUTIOUS HARVESTER [General]

You do not risk poisoning yourself when harvesting raw materials.

Benefit: When harvesting raw materials, you never risk poisoning yourself.

Normal: A character is exposed to poison if they fail their Craft check by 10 or more when harvesting raw materials.

CHEMIST [General]

You are skilled at working with chemicals.

Benefit: You get a +2 bonus on all Craft (alchemy) and Craft (poisonmaking) checks.

EFFICIENT POISONCRAFT [Epic]

You can create poisons much more quickly than normal.

Prerequisite: Any poison item creation feat, Craft (poisonmaking) 24 ranks

Benefit: When making a Craft (poisonmaking) check, if the check is successful, multiply the check result by the DC for the check. That result is how many gold pieces worth are created that day. When the total gold pieces' worth created equals or exceeds the market price of one dose of the poison, that poisonmaker has completed that dose. For a skilled poisonmaker, multiple doses in a day may be possible.

Normal: Without this feat, the product of the check result and the DC for the check represents the total gold pieces' worth created for a week.

GREATER VENOM METAPOISON [General]

The creature's venom gains a metapoisson feat.

Nylson's Notes: *The Illusion of Danger*

Poisoncraft is generally regarded as a dangerous activity. As a member of this cabal, I have no compunction about perpetuating this belief; it benefits our salary and reputation. But here is a secret I shall tell you now: It is a myth.

Certainly, I would not let my niece play with a vial of Heart-Boulder like some doll. But, in truth, with appropriate practice and singular attention, the art can be as safe as forging a blade or learning a new attack spell.

Prerequisite: Venom, Venom Metapoisson, Con 21

Benefit: The creature's venom gains the benefits of one of the following metapoisson feats: Continue Poison, Disguise Poison, Extend Poison, Gird Poison, or Quicken Poison.

Special: A creature can gain this feat multiple times. Each time it is taken, the creature's venom gains the benefits of a different metapoisson feat.

SKILLED HARVESTER [General]

You are particularly adept at harvesting raw materials for creating poisons.

Prerequisite: Craft (poisonmaking) 8 ranks, Survival 8 ranks

Benefit: You never risk damaging the materials when making a Craft (poisonmaking) check for the purpose of harvesting raw materials. Additionally, you may take 20 on any Craft (poisonmaking) check for the purpose of harvesting raw materials, and the target of the harvest attempt yields one more dose's worth of raw materials than a target of that size would normally yield.

Normal: Without this feat, a character risks damaging the materials when harvesting and may not take 20 on the Craft (poisonmaking) check.

STRENGTHEN VENOM [General]

The toxicity of the creature's venom is increased.

Prerequisite: Venom, Con 13

Benefit: The Fortitude DC to resist the creature's venom increases by +2.

TOXIC MAGICIAN [General]

Your poisonous spells are more toxic.

Benefit: The Fortitude DC of any poison created by poison spells you cast enjoys a +2 enhancement bonus.

TOXICOLOGICAL ARTISAN [General]

You are particularly adept at brewing new poisons.

Prerequisite: Int 16, Craft (poisonmaking) 8 ranks

Benefit: You gain a +4 bonus to all Craft (poisonmaking) checks made when using the Brew New Poison feat.

Special: As this feat confers an unnamed bonus, it stacks with bonuses conferred from other sources, including the Skill Focus and similar feats.



TOXICOLOGICAL FOCUS [General]

You have specialized knowledge in a poison family.

Prerequisite: Int 13, Craft (poisonmaking) 8 ranks

Benefit: When you select this feat, choose a family of poison. You gain a +4 bonus to all Craft (poisonmaking) checks made for that poison family, including the harvesting of raw materials.

Special: This feat may be selected multiple times. Its effects do not stack. Each time it is selected, it applies to a new poison family.

TOXICOLOGICAL KNOWLEDGE [General]

You know how to make more poisons than normal.

Prerequisite: Craft (poisonmaking) 4 ranks

Benefit: When you select this feat, you learn a new poison family. You know all poisons within that family that you are able to brew.

Special: A character may gain this feat multiple times. Each time it is selected, you learn a new poison family.

TOXIC SUBSTITUTION [Metamagic]

You can modify a spell that uses one type of energy to use poison.

Prerequisite: Any other metamagic feat, Craft (poisonmaking) 5 ranks

Benefit: You can modify a spell with an energy descriptor to use poison instead. The spell gains the poison descriptor. A toxic spell works normally in all respects except the type of damage dealt. Generally, a toxic spell causes damage via magically created contact poison, but the exact method of delivery of the poison is determined by the caster at the time the spell is cast. The toxic spell deals initial and secondary hit point damage equal to the damage normally dealt by the spell. As with typical poison, each phase of damage can be avoided with a successful Fortitude save. This is in addition to any saving throw the spell normally permits. The DC of the poison's Fortitude save is equal to 10 + 1/2 the caster's caster level + the caster's relevant ability modifier.

For example, a 12th-level wizard with an Intelligence of 18, casts a toxic fireball. Anyone within the area of effect gets a Reflex save (DC 17) to halve the effect. The poisonball deals 12d6 points of poison damage. Anyone affected by the poisonball gets a Fortitude save (DC 19) to avoid the damage. One minute later, unless the poison has been neutralized, anyone affected by the poisonball, must make a second Fortitude save (DC 19) to avoid the spell's secondary damage.

A toxic spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

TRAPMASTER [General]

You are skilled at crafting poisonous traps.

Benefit: You get a +2 bonus on all Craft (poisonmaking) and Craft (trapmaking) checks.

VENOM METAPOISON [General]

The creature's venom gains a metapoison feat.

Prerequisite: Venom, Con 17

Benefit: The creature's venom gains the benefits of one of the following metapoison feats: Degenerating Poison, Empower Poison, Polarizing Poison, or Withering Poison.

Special: A creature can gain this feat multiple times. Each time it is taken, the creature's venom gains the benefits of a different metapoison feat.

VENOMOLOGIST [General]

You are skilled at working with venoms.

Benefit: You get a +2 bonus on all Craft (poisonmaking) and Survival checks.



cornipodia ciliophorae

METAPOISON FEATS

Metapoison Feats are a particular class of feats that can be used to change the characteristics of poison, so-named for their similarity to metamagic feats, which alter spell qualities. Metapoison feats have two chief uses: direct application in crafting poison and subsequent application to poison on hand.

Direct Application: Some metapoison feats may be applied during the crafting process. In such a case, the feat's Craft DC modifier is applied like other modifiers.

Subsequent Application: Some metapoison feats may also be applied to poison on hand. Doing so requires a successful Craft (poisonmaking) check with a DC as indicated in the description of the feat. This application takes a number of days to complete equal to the Craft DC modifier indicated in the feat and also costs an additional number of gold pieces equal to the modifier x 5. Metapoison feats cannot be applied to poison that has already been smeared on a weapon, incorporated into a trap, or similarly used.



BLESS POISON [Metapoisson]

You can craft poisons that affect undead.

Prerequisite: Wis 15, ability to channel positive energy either as a special ability or through spellcasting, Craft (poisonmaking) 13 ranks, Brew New Poison

Benefit: You may imbue your poisons with the ability to affect undead. Blessing poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 5. The Craft DC modifier for blessed poison is +5. Blessed poison has no additional effect on non-undead creatures, but the poison damage applies normally.

Normal: Without this feat, poisons do not affect undead.

Note: Some delivery methods will still have no effect on certain types of undead. For example, since undead do not breathe, they are not susceptible to blessed inhalation poison. In general, only contact poison will affect undead. Additionally, many types of poison damage will still have no effect on undead. For example, any poison that does Constitution damage, causes death, or causes a mind-affecting effect will still have no effect. Similarly, poison that causes Strength damage will have no effect on incorporeal undead.

**CONTINUE POISON [Metapoisson]**

You can lengthen the duration of a poison's effects.

Prerequisite: Craft (poisonmaking) 7 ranks

Benefit: You may continue the duration of a poison's initial or secondary damage. The duration of the effect of the selected phase is doubled. Continuing poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 2. This feat may only be applied once to a poison's initial damage and once to its secondary damage, each phase requiring a separate application of the feat. This feat has no effect on poison whose damage does not have a duration.

Normal: Without this feat, a poison's special effects last the allotted duration.

DEGENERATING POISON [Metapoisson]

You can craft poisons that affect oozes.

Prerequisite: Int 15, Craft (poisonmaking) 13 ranks, Knowledge (arcana) 7 ranks, Brew New Poison

Benefit: You may imbue your poisons with the ability to affect oozes. Degenerating poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 5. The Craft DC modifier for degenerating poison is +5.

Degenerating poison has no additional effect on non-ooze creatures, but the poison damage applies normally.

Normal: Without this feat, poisons do not affect oozes.

Note: In general, all delivery methods will affect oozes. However, many types of poison damage will still have no effect on oozes. For example, any poison that causes a mind-affecting effect will still have no effect.

DELAY POISON [Metapoisson]

You can craft poisons whose effects are delayed.

Prerequisite: Craft (poisonmaking) 7 ranks

Benefit: You may delay the onset of a poison's initial and secondary damage for up to 24 hours after exposure. The length of the delay is selected at the time the feat is used. Delaying poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 1. The Craft DC modifier for delayed poison is +2.

Normal: Without this feat, poison deals its initial damage immediately after exposure and deals its secondary damage one minute thereafter.



DISGUISE POISON [Metapoisson]

You can craft poisons whose effects are hard to detect.

Prerequisite: Craft (poisonmaking) 11 ranks

Benefit: A creature exposed to a disguised poison does not know that they have been exposed to poison. Disguising a poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 3. The Craft DC modifier for disguised poison is +3. A creature affected by disguised poison is still aware of its obvious effects, e.g., that they feel weak or have become frightened. However, unobvious effects are not noticed until they become apparent. For example, a wizard affected by oil of snowflower would not realize they have been affected until they attempt to cast a fireball and the spell fails. Even then, they may not realize that it is the poison that has affected them.

Normal: Without this feat, a creature generally knows the damage a poison has caused them.

Special: A successful Heal check equal to the Fortitude DC of a disguised poison +5 will enable a character to diagnose the poison.

EMPOWER POISON [Metapoisson]

You can craft poisons that deliver greater damage.

Prerequisite: Craft (poisonmaking) 9 ranks

Benefit: All variable, numeric damage dealt by an empowered poison is increased by one-half. For example, empowered large scorpion poison deals one and one-half times normal damage (roll 1d6 and multiply the result by 1.5 for initial and secondary damage). Empowering a poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 3. The Craft DC modifier for empowered poison is +3. Poisons that do not deal variable, numeric damage are not affected by this feat.

EXTEND POISON [Metapoisson]

You can craft poisons that deal tertiary damage.

Prerequisite: Craft (poisonmaking) 11 ranks

Benefit: An extended poison deals tertiary damage two minutes after exposure. The creature exposed to the poison makes another Fortitude save to avoid the effects of the tertiary damage. Extending a poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 4. The tertiary damage of extended poison on hand is the same as the secondary damage. For example, extended large scorpion poison deals 1d6 Str as its tertiary damage. The Craft DC modifier for extended poison is +2 plus the DC for the tertiary damage effect, which is calculated as if it were secondary damage. When

brewing a new extended poison, the character may select any appropriate damage for the tertiary damage.

Normal: Without this feat, poison only deals initial and secondary damage.

GIRD POISON [Metapoisson]

You can craft poisons that are more resistant to neutralization.

Prerequisite: Craft (poisonmaking) 13 ranks

Benefit: Any methods used to neutralize or delay a girded poison require twice the number of applications to be effective. For example, to detoxify girded large scorpion venom requires the casting of two *neutralize poison* spells or two doses of the antidote. Girding a poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 5. The Craft DC modifier for girded poison is +5. This feat may be applied to a single dose of poison more than once. As normal, a doubled doubling results in a tripling; thus, a double-girded dose of poison would require three dose of antidote.

INTENSIFY POISON [Metapoisson, Epic]

You can craft poisons whose effects are greatly intensified.

Prerequisite: Craft (poisonmaking) 26 ranks, Empower Poison, Maximize Poison

Benefit: All variable, numeric damage dealt by an intensified poison are maximized, then doubled. For example, intensified large scorpion poison deals 12 points of Strength damage as its initial and secondary damage. Intensifying a poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 12. The Craft DC modifier for intensified poison is +12. Poisons that do not deal variable, numeric damage are not affected by this feat.

MAXIMIZE POISON [Metapoisson]

You can craft poisons that deliver maximum damage.

Prerequisite: Craft (poisonmaking) 13 ranks

Benefit: All variable, numeric damage dealt by a maximized poison are maximized. For example, maximized large scorpion poison deals 6 points of Strength damage as its initial and secondary damage. Maximizing a poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 5. The Craft DC modifier for maximized poison is +5. Poisons that do not deal variable, numeric damage are not affected by this feat.



MODIFY EXPOSURE RISK [Metapoisn]

You can modify poisons so they are more or less likely to cause inadvertent exposure.

Prerequisite: Craft (poisonmaking) 5 ranks

Benefit: You can modify a poison on hand so that its exposure DC has a circumstance bonus up to +10 or circumstance penalty up to -10. Modifying a poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 1.

MODIFY POISON QUALITIES [Metapoisn]

You can modify poisons so they have different delivery methods or deal a different form of damage.

Prerequisite: Craft (poisonmaking) 7 ranks

Benefit: You can modify a poison on hand so that it has a different delivery method, i.e., contact, inhaled, ingested, injury. Alternatively, you can modify the type of damage dealt by the poison so that it deals a different type of ability damage. Poisons that deal damage to Strength, Dexterity, or Constitution may only be modified to deal damage to another of those abilities. Poisons that deal damage to Intelligence, Wisdom, or Charisma may only be modified to deal damage to another of those abilities. This use may only be applied to poisons that deal ability damage. Modifying a poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 2.

Special: This feat may be applied twice to a particular poison, once to modify the delivery method and once to modify the damage dealt. Each application of the feat requires a separate skill check.

MUTE POISON [Metapoisn]

You can craft poisons that are difficult to detect.

Prerequisite: Craft (poisonmaking) 7 ranks

Benefit: The DC to detect a muted poison or any trap involving a muted poison using the Search skill has a +4 circumstance bonus. The DC for a Wisdom or Craft (alchemy) check to identify a muted poison after using the *detect poison* spell is 26. Muting a poison on hand

requires a Craft (poisonmaking) check equal to the DC to create the poison + 2. The Craft DC modifier for muted poison is +2.

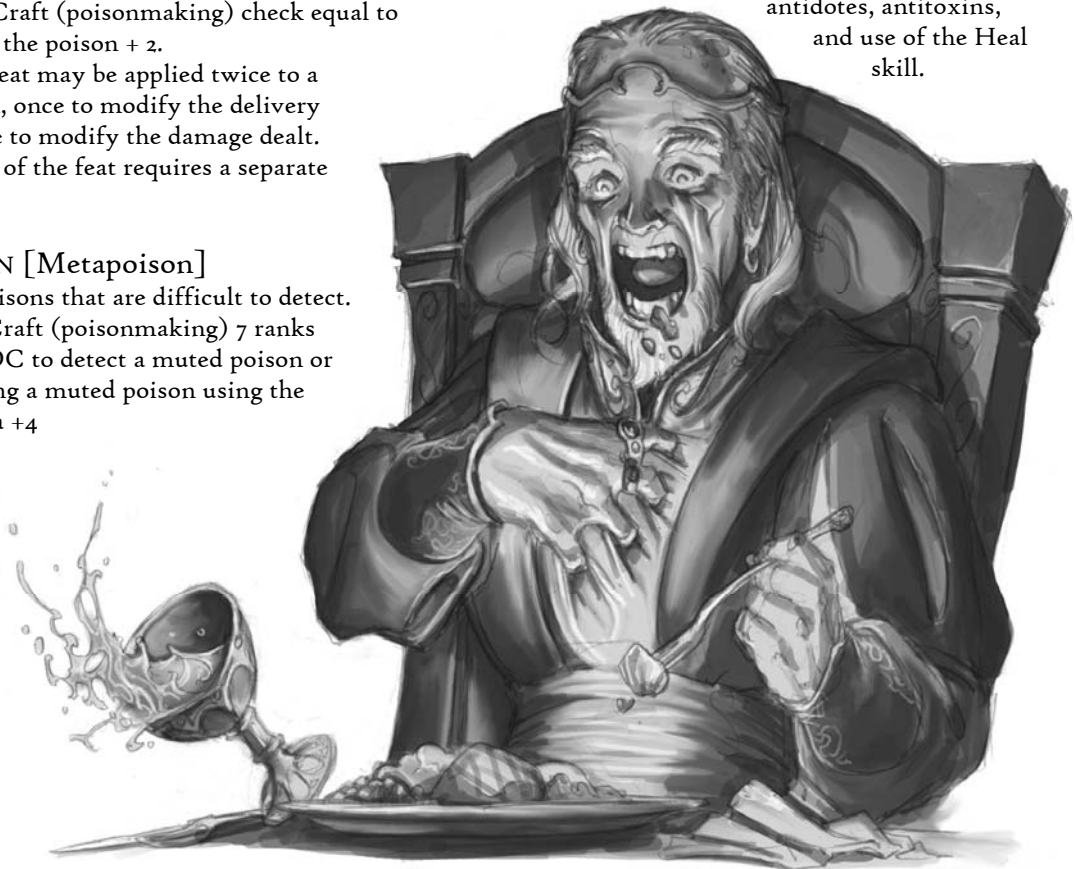
PENETRATING POISON [Metapoisn, Epic]

You can craft poisons that ignore magical effects.

Prerequisite: Craft (poisonmaking) 28 ranks, Knowledge (arcana) 20 ranks, Brew New Poison

Benefit: You may imbue your poisons with the ability to ignore magical effects. This includes all spells that might affect the poison directly or the target's ability to resist it, such as *neutralize poison*, *resistance*, or even *endurance* (which increases the character's Fortitude save). This also includes magic items, such as a *periapt of proof against poison* or a *cloak of resistance*. The penetrating poison does not dispel any of the effects. So, a creature struck with a penetrating poison one round and a regular poison the following round would enjoy the benefits of any magical effects against the regular poison. Artifacts function normally, and their abilities are not affected by this feat. Creating penetrating poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 18. The Craft DC modifier for penetrating poison is +18.

Note: Non-magical effects still apply, such as antidotes, antitoxins, and use of the Heal skill.



POLARIZING POISON [Metapoisn]

You can craft poisons that affect elementals.

Prerequisite: Int 15, Craft (poisonmaking) 13 ranks, Knowledge (arcana) 7 ranks, Brew New Poison

Benefit: You may imbue your poisons with the ability to affect elementals. Polarizing poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 5. The Craft DC modifier for polarizing poison is +5. Polarizing poison has no additional effect on non-elemental creatures, but the poison damage applies normally.

Normal: Without this feat, poisons do not affect elementals.

Note: Some delivery methods will still have no effect on certain types of elementals. For example, since elementals do not breathe, they are not susceptible to polarizing inhalation poison. In general, only contact poison will affect elementals. Additionally, many types of poison damage will still have no effect on elementals. For example, any poison that causes paralysis will still have no effect, since elementals are immune to paralysis.

QUICKEN POISON [Metapoisn]

You can craft poisons that have an immediate effect.

Prerequisite: Craft (poisonmaking) 13 ranks

Benefit: A quickened poison deals its secondary damage one round after its initial damage. Quickening a poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 5. The Craft DC modifier for quickened poison is +5.

Normal: Without this feat, poison deals its initial damage immediately after exposure and deals its secondary damage one minute after exposure.

REINFORCE POISON [Metapoisn]

You can craft poisons that decay less quickly than normal.

Prerequisite: Craft (poisonmaking) 7 ranks

Benefit: You can lengthen the decay rate of poison on hand. Reinforced poison loses its toxicity a number of years equal to its Fortitude save DC after it is applied. Reinforcing a poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 2. The Craft DC modifier for reinforced poison is +2.

Normal: Without this feat, poisons lose their toxicity a number of months equal to half their Fortitude save DC after they are applied.

STRENGTHEN POISON [Metapoisn]

You can craft poisons with a higher potency than normal.

Prerequisite: Craft (poisonmaking) 11 ranks

Benefit: You can increase the DC to resist a poison on hand. Strengthening a poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 1 for each point the Fortitude save DC is increased.

WITHERING POISON [Metapoisn]

You can craft poisons that affect plants.

Prerequisite: Int 15 or Wis 15, Craft (poisonmaking) 13 ranks, Knowledge (nature) 7 ranks, Brew New Poison

Benefit: You may imbue your poisons with the ability to affect plants. Withering poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 5. The Craft DC modifier for withering poison is +5. Withering poison has no additional effect on non-plant creatures, but the poison damage applies normally.

Normal: Without this feat, poisons do not affect plants.

Note: In general, all delivery methods will affect plants. However, many types of poison damage will still have no effect on plants. For example, any poison that causes a mind-affecting effect will still have no effect.





Chapter 3: Toxic magic

But whispering tongues can poison truth.
- Coleridge



The relationship between poison and magic is long and storied. Many a skilled poisoncrafter started out as a wizard's apprentice with more interest in alchemical studies than magical ones. When these two great forces work in concert, it can become something truly awesome to behold. No one appreciates the simple effectiveness of a serpent's venom like a druid or ranger. And who worships the baneful bounty of poison like the pious clerics of a toxic deity? This chapter presents rules for magical poisons and introduces new cleric domains and spells.

MAGICAL POISONS

There are three types of magical poisons: magically created poisons, magically imbued poisons, and magically modified poisons.

A magically created poison is forged from magical energy, like the weapon created by a *spiritual weapon* spell. Magically created poisons are susceptible to all of the limitations of other magical creations. They can be dispelled, disjoined, or rendered impotent in an antimagic field. Abilities that are effective against spells—such as spell resistance or save bonuses vs. spells—are always effective against magically created poisons as well.

A magically imbued poison is a unique substance that has a spell stored within it. A magically imbued poison is similar to a potion. In fact, a typical potion—such as a healing potion—can be seen as a benign, magically imbued, ingestion poison. Like magically created poisons, they can be dispelled, disjoined, or rendered impotent in an antimagic field. Abilities that are effective against spells affect magically imbued poisons if the spell imbued in the poison would be affected by it. Thus, a *dominate person* poison would be affected by spell resistance, but a *tongues* poison would not be.

Magically modified poisons are regular poisons that have been altered by magic. They remain, inherently, normal poisons. In this way, they are akin to magic weapons or magically augmented characters. Even in an antimagic field, a *+1 sword* is still a sword; a fighter under the effects of a *bull's strength* spell doesn't disappear if the effect is

dispelled. Abilities that are effective against spells are never effective against magically modified poisons.

Magical poison resistance is a unique ability—similar to spell resistance—that permits a creature to avoid the effects of magical poisons. Magical poison resistance is always effective against all three types of magical poisons. If a magically modified poison fails to overcome the target's magical poison resistance, the target is still exposed to the unmodified version of the poison. A magical poison resistance check is handled in the same fashion as spell resistance, i.e., a caster level check vs. the target's magical poison resistance.

Any creature immune to poisons—such as an undead creature or a monk of a certain level—is immune to all forms of magical poison as well.

CRAFTING MAGICALLY IMBUED POISONS

Crafting a magically imbued poison is a complex procedure, requiring skill in both poisoncraft and spellcraft. By its very nature, a magically imbued poison is a single-phase poison; it deals its spell effect as initial damage and does not deal any secondary damage.

Creation Process: Crafting a magically imbued poison is a combination of crafting a non-magical poison and creating a magic item. It is comprised of two distinct components. First, the poison base is crafted. Then, the poison base is imbued with the spell. Unlike a traditional potion, a magically imbued poison can hold spells of up to 6th level. However, as described below, the crafting of the poison base can be extremely difficult for higher-level spells.

* *Creating the Poison Base:* The type of material that will hold a magical poison varies depending on the level of the spell, not its nature or effect. As the energy of the spell to be stored increases, so does the necessary capacity of the poison base. Creating the poison base requires a Craft (poisonmaking) check. The DC of the check is equal to 10 + the spell's level squared. For purposes of this check, a 0-level spell is

treated as a 1st-level spell. Craft DC's for each spell level appear on the table below.

Spell Level	Craft DC
0	11
1	11
2	14
3	19
4	26
5	35
6	46
7	59
8	74
9	91

Spells of 7th-level or higher cannot be made into poisons. However, some spells used in magically imbued poisons are treated as higher level spells depending on the method of delivery employed and the application of metapoisson feats, as described below.

* *Method of Delivery*: Most magically imbued poisons are injury poisons. However, other methods of delivery can be used. If the poison is crafted is an ingestion poison, treat the spell level as one lower than the actual spell level (but not less than 0-level). If the poison is crafted as a contact or inhalation poison, treat the spell level as one higher than the actual spell level.

* *Metapoisson Feats*: Magically imbued poisons do not take well to the application of metapoisson feats, but it is possible. For each metapoisson feat applied, treat the spell level as two higher than the actual spell level. For example, muted *hold person* poison, crafted by a wizard, would be treated as if the spell were 5th-level. Metapoisson feats cannot be applied to magically imbued poison on hand; they can only be applied during the creation process. Some metapoisson feats confer no benefit on magically imbued poisons. For example, because magically imbued poisons are single-phase, the Extend Poison feat would have no effect.

* *Casting the Spell*: Creating the poison base and casting the spell are part of one process. The magic-holding properties of the poison base begin to degrade almost immediately. Therefore, once the poison base is created,

the spell must be cast into it within one day thereafter. The poison base becomes a material focus of the spell in addition to any other components or foci normally required for casting the spell. The poisoncrafter must have prepared the spell to be placed in the poison or must know the spell and have an available spell slot, in the case of a sorcerer or bard. If casting the spell would reduce the caster's XP total, he pays the XP cost upon completing the poison in addition to the XP cost for making the poison itself. Material components are consumed when the poisoncrafter completes his work, but foci are not. A focus used in crafting a magically imbued poison can be reused. Otherwise, the casting of the spell is handled normally. Completing the poison triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. That is, the spell slot is expended from his currently prepared spells, just as if it had been cast normally.

* *Fortitude Save DC*: Like regular poisons, magically imbued poisons entitle the target to a Fortitude saving throw to avoid its effects. This save is in addition to any save the spell permits and the applicability of the target's spell resistance, if any. However, because of their unique nature, magically imbued poisons are more difficult to resist than regular ones. The poison's Fortitude save DC is equal to 10 + double the spell level + the caster's primary ability score. The spell's saving throw is calculated normally.

* *Base Price, Cost and Time*: The base price of a magically imbued poison is equal to 75 gp per level of the spell times the level of the caster. For purposes of determining base price and cost, 0-level spells are treated as 1/2 level. The following table gives the base price of magically imbued poisons based upon the poisoncrafter's class and the level of the spell.

Spell Lvl	Clr/Drd/Wiz	Sor	Brd	Pal/Rgr
0	37 gp 5 sp	37 gp 5 sp	37 gp 5 sp	—
1	75 gp	75 gp	150 gp	150 gp
2	450 gp	600 gp	600 gp	600 gp
3	1,125 gp	1,350 gp	1,575 gp	1,237 gp 5 sp
4	2,100 gp	2,400 gp	3,000 gp	2,100 gp
5	3,375 gp	3,750 gp	4,875 gp	—
6	4,950 gp	5,400 gp	7,200 gp	—



For paladins and rangers, the caster level is equal to half the class level. The prices in the above chart assume that the creator makes the poison at the minimum caster level.

The cost of materials and ingredients is subsumed in the cost for crafting the magically imbued poison—40 gp per level of the spell times the level of the caster. The following table gives the cost of magically imbued poisons based upon the poisoncrafter's class and the level of the spell.

Spell Lvl	Clr/Drd/Wiz	Sor	Brd	Pal/Rgr
0	18 gp 8 sp	18 gp 8 sp	18 gp 8 sp	—
	+2 XP	+2 XP	+2 XP	
1	37 gp 5 sp	37 gp 5 sp	75 gp	75 gp
	+3 XP	+3 XP	+6 XP	+6 XP
2	225 gp	300 gp	300 gp	300 gp
	+18 XP	+24 XP	+24 XP	+24 XP
3	562 gp 5 sp	675 gp	787 gp 5 sp	618 gp 8 sp
	+45 XP	+54 XP	+63 XP	+50 XP
4	1,050 gp	1,200 gp	1,500 gp	1,050 gp
	+84 XP	+96 XP	+120 XP	+84 XP
5	1,687 gp 5 sp	1,875 gp	2,437 gp 5 sp	—
	+135 XP	+150 XP	+195 XP	
6	2,475 gp	2,700 gp	3,600 gp	—
	+198 XP	+216 XP	+288 XP	

For paladins and rangers, the caster level is equal to half the class level. The costs in the above chart assume that the creator makes the poison at the minimum caster level.

Brewing a magically imbued poison requires one day per each 1,000 gp value of the completed poison.

* *Usable Spells*: Not all spells can be made into magically imbued poisons. The spell must have a target that is generally susceptible to poison, i.e., a

Nylson's Notes: Spell Suggestions

Though I myself possess no magical skill, I did carry on a correspondence with a fellow chemist who did more than dabble in such endeavors. He reported to me once a list of spells he found to be eminently suited for use in magically imbued poisons: *baleful polymorph*, *calm emotions*, *confusion*, *deep slumber*, *dismissal*, *dominate person*, *inflict light wounds*, *nightmare*, *reduce person*, *scare*, *slow*, and *suggestion*.

creature or number of creatures. Spells with an area of effect, spells that target inanimate objects, and spells with “you” as the target cannot be used to create a magically imbued poison. Spells that deal hit point damage are permitted. However, most poisoncrafters find them to be more inefficient than other types of magic items that can be created with such spells. Similarly, since a creature cannot voluntarily fail its saving throw against the poison, benign spells are not practical for magically imbued poisons. As with the crafting of any magic items, the DM should use his own common sense in deciding whether or not a particular spell is balanced for use as a magical poison.

* *Dragon Materials*: Dragons are inherently magical creatures, and as such raw materials harvested from a dragon's carcass make excellent bases for magically imbued poisons. If such materials are used in the crafting of such a poison, the Craft DC and the gold piece cost of the poison are calculated as if the spell level were reduced by the age category of the dragon from which the materials were obtained (but not less than 0-level). For example raw materials from a young dragon reduce the spell level by 3 for purposes of calculating the Craft DC and gold piece cost. The XP cost must be paid as normal.

SPELL LISTS

This section summarizes the new poison-related spells that appear in this book, along with two versions of the poison cleric domain. An ^M or ^F appearing after a spell's name denotes a material or focus component that is not normally included in a typical spell component pouch. An ^X denotes a spell with an XP component.

BARD SPELLS

2nd-Level Bard Spells

Dampen Poison Damage: Converts poison ability damage to subdual damage.

4th-Level Bard Spells

Detoxifying Wave: Poisons are transformed into water.

5th-Level Bard Spells

Forbidden Script^M: Writing poisons any who read it but designated creature.



CLERIC SPELLS

1st-Level Cleric Spells

Poison Weapon: As *magic weapon*, but weapon becomes coated with poison.

2nd-Level Cleric Spells

Dampen Poison Damage: Converts poison ability damage to subdual damage.

3rd-Level Cleric Spells

Magical Poison Resistance: Subject gains magical poison resistance.

Taint Liquids^M: All liquids within 30 ft. become poisonous.

4th-Level Cleric Spells

Detoxifying Wave: Poisons are transformed into water.

Poison Weapon, Greater: As *greater magic weapon*, but weapon becomes coated with potent poison.

5th-Level Cleric Spells

Fangs of the Serpent: Subject gains venomous bite attack.

Reverse Poison: Poison's damage has the reverse effect.

Serpent Arrow: Creates a snake that can be used as an arrow.

Vengeance on Tainted Hands: Poisons one who crafts lethal poison.

6th-Level Cleric Spells

Symbol of Poison^M: Triggered rune poisons nearby creatures.

8th-Level Cleric Spells

Neutralize Poison, Mass: As *neutralize poison*, affects one creature per level or 10 cu.ft. per level.

Poison, Mass: As *poison*, affects one creature per level.

9th-Level Cleric Spells

Black Rain^M: Cloud rains lethal contact poison.

CLERIC DOMAINS

The Poison domain is appropriate for most evil gods and particularly so for gods worshipped by assassins or whose portfolio includes death, evil, killing, malice, murder, serpents, spiders, trapmaking, or vengeance. Depending on how poison is regarded in your world, it may be an appropriate domain for non-evil gods, particularly those whose portfolio includes hunting or nature. Two separate versions of

the Poison domain follow, one for each of these aspects.

Note: Spells marked with an * appear in this text.

POISON DOMAIN (EVIL)

Granted Power: As a free action, one of your deity's favored weapons becomes coated with a deadly injury poison. The poison requires a Fortitude save equal to 10 + 1/2 your cleric level + your Charisma modifier. On a failed save, the poison deals initial and secondary damage equal to 2 points of temporary Constitution damage for every five cleric levels. The poison remains on the weapon for a number of rounds equal to 3 + your Charisma modifier. If your deity's favored weapon is a bow, sling, or similar weapon, the power coats all arrows or other missiles fired from the weapon during the power's duration. This supernatural ability may be used once per day. Craft (poisonmaking) is a class skill for you.

POISON DOMAIN (EVIL) SPELLS

- 1 **Augment Poison.*** Enhances the strength of 1 poison dose/3 levels.
- 2 **Curse of the Gristule.*** Covers your skin in poisonous pustules.
- 3 **Poison.** Touch deals 1d10 Con damage, repeats in 1 min.
- 4 **Augment Poison, Greater.*** As *augment poison*, but poison also gains metapoison feat.
- 5 **Serpent Arrow.*** Creates a snake that can be used as an arrow.
- 6 **Symbol of Poison.*** Triggered rune poisons nearby creatures.
- 7 **Foul Sensor.*** Magical sensor bursts, emitting contact poison.
- 8 **Poison, Mass.*** As *poison*, affects one creature per level.
- 9 **Black Rain.*** Cloud rains lethal contact poison.

POISON DOMAIN (NATURE)

Granted Power: Your effective caster level for purposes of determining level-dependent spell variables and for caster level checks is +1 for spells with the poison descriptor. Craft (poisonmaking) is a class skill for you.

POISON DOMAIN (NATURE) SPELLS

- 1 **Glandfinder.*** Target gains bonus to harvest raw materials.
- 2 **Summon Swarm (spiders only).** Summons swarm of spiders.
- 3 **Avaranc's Breath.*** You gain a poisonous breath weapon.



- 4 **Poison Weapon, Greater.*** As *greater magic weapon*, but weapon becomes coated with potent poison.
- 5 **Aspect of the Arachnid.*** You gain the abilities of a spider.
- 6 **Wall of Wasps.*** Wasps sting anyone who tries to pass.
- 7 **Creeping Doom.** Swarms of centipedes attack at your command.
- 8 **Fearsome Forest.*** Local foliage gains poison to repel intruders.
- 9 **Flight of Wyverns.*** Summons 1d4+2 wyverns to fight for you.

DRUID SPELLS

1st-Level Druid Spells

Safe Handling: Target does not risk exposure when handling poison.

2nd-Level Druid Spells

Dampen Poison Damage: Converts poison ability damage to subdual damage.

3rd-Level Druid Spells

Avaranc's Breath: You gain a poisonous breath weapon.

4th-Level Druid Spells

Detoxifying Wave: Poisons are transformed into water.

Reverse Poison: Poison's damage has the reverse effect.

5th-Level Druid Spells

Aspect of the Arachnid: You gain the abilities of a spider.

Fangs of the Serpent: Subject gains venomous bite attack.

Serpent Arrow: Creates a snake that can be used as an arrow.

Toxic Tracker: Poisons subject being tracked.

6th-Level Druid Spells

Wall of Wasps: Wasps sting anyone who tries to pass.

7th-Level Druid Spells

Neutralize Poison, Mass: As *neutralize poison*, affects one creature per level or 10 cu.ft. per level.

8th-Level Druid Spells

Fearsome Forest^X: Local foliage gains poison to repel intruders.

Poison, Mass: As *poison*, affects one creature per level.

9th-Level Druid Spells

Flight of Wyverns: Summons 1d4+2 wyverns to fight for you.

PALADIN SPELLS

2nd-Level Paladin Spells

Dampen Poison Damage: Converts poison ability damage to subdual damage.

3rd-Level Paladin Spells

Magical Poison Resistance: Subject gains magical poison resistance.

4th-Level Paladin Spells

Detoxifying Wave: Poisons are transformed into water.

Vengeance on Tainted Hands: Poisons one who crafts lethal poison.

RANGER SPELLS

1st-Level Ranger Spells

Glandfinder: Target gains bonus to harvest raw materials.

Poison Weapon: As *magic weapon*, but weapon becomes coated with poison.

Safe Handling: Target does not risk exposure when handling poison.

2nd-Level Ranger Spells

Dampen Poison Damage: Converts poison ability damage to subdual damage.

3rd-Level Ranger Spells

Avaranc's Breath: You gain a poisonous breath weapon.

Poison Weapon, Greater: As *greater magic weapon*, but weapon becomes coated with potent poison.

Nylson's Notes: Prestigious Spells

Many of the spells introduced in this chapter are appropriate for the unique spell lists of some of the prestigious—I use that term loosely—folk of the realm, such as the assassin. However, these classes are often limited by the number and type of spells they are able to learn or cast.

(When adding spells to a prestige class's spell list, simultaneously delete an existing spell of similar level and effect.)



4th-Level Ranger Spells

Detoxifying Wave: Poisons are transformed into water.

Reverse Poison: Poison's damage has the reverse effect.

Serpent Arrow: Creates a snake that can be used as an arrow.

Toxic Tracker: Poisons subject being tracked.

SORCERER/WIZARD SPELLS

0-Level Sorcerer/Wizard Spells

Alter Poison Delivery Method: Changes a poison's delivery method for 1 min./level.

Poisoned Dart: Creates one poisoned dart.

1st-Level Sorcerer/Wizard Spells

Alter Poison Damage Type: Changes a poison's damage type for 1 min./level.

Glandfinder: Target gains bonus to harvest raw materials.

Poison Weapon: As *magic weapon*, but weapon becomes coated with poison.

Safe Handling: Target does not risk exposure when handling poison.

2nd-Level Sorcerer/Wizard Spells

Augment Poison: Enhances the strength of 1 poison dose/3 levels.

Curse of the Gristule: Covers your skin in poisonous pustules.

Dampen Poison Damage: Converts poison ability damage to subdual damage.

Psychic Posion: Changes type of saving throw of 1 poison dose/3 levels.

3rd-Level Sorcerer/Wizard Spells

Avaranc's Breath^F: You gain a poisonous breath weapon.

Magical Poison Resistance: Subject gains magical poison resistance.

Poison Weapon, Greater: As *greater magic weapon*, but weapon becomes coated with potent poison.

Taint Liquids^M: All liquids within 30 ft. become poisonous.

4th-Level Sorcerer/Wizard Spells

Augment Poison, Greater^M: As *augment poison*, but poison also gains metapoisn feat.

Detoxifying Wave: Poisons are transformed into water.

5th-Level Sorcerer/Wizard Spells

Aspect of the Arachnid: You gain the abilities of a

spider.

Forbidden Script^M: Writing poisons any who read it but designated creature.

Serpent Arrow: Creates a snake that can be used as an arrow.

6th-Level Sorcerer/Wizard Spells

Symbol of Poison^M: Triggered rune poisons nearby creatures.

7th-Level Sorcerer/Wizard Spells

Foul Sensor^M: Magical sensor bursts, emitting contact poison.

9th-Level Sorcerer/Wizard Spells

Black Rain^M: Cloud rains lethal contact poison.

Nylson's Notes: Poisonous Spells

Mages share at least one thing in common with poisoncrafters, an appreciation of exacting taxonomy. Thus, it is no surprise that they find it helpful to apply descriptors to spells as a means of organization. This work introduces the poison spell descriptor. The descriptor does not have any mechanical effect in its own right. However, it interacts with various other mechanics introduced in the book. It represents a spell's reliance on the magical manipulation of poison. In addition to the spells contained in this book, the following "classic" spells should have it added to their entry: *delay poison*, *detect poison*, *neutralize poison*, and *poison*.

SPELL DESCRIPTIONS

ALTER POISON DAMAGE TYPE

Changes a poison's damage type for 1 min./level.

Transmutation [Poison]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)l

Target: One dose of non-magical poison that deals ability damage

Duration: 1 min./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You are able to change the type of ability damage dealt by the effected poison. Poison that deals Strength, Dexterity, or Constitution damage may only be altered to one of the other two types. Poison that deals Intelligence, Wisdom, or Charisma



damage may only be altered to one of the other two types.

When the spell ends, the poison reverts to its normal damage type, even if it occurs between dealing initial and secondary damage to a poisoned creature.

A dose of poison under the effect of this spell is considered a magically modified poison.

ALTER POISON DELIVERY METHOD

Changes a poison's delivery method for 1 min./level.
Transmutation [Poison]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)1

Target: One dose of non-magical poison

Duration: 1 min./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You are able to change the delivery method of the effected poison to one of the following types: contact, ingestion, inhalation, or injury, selected at the time the spell is cast. If you change the delivery method to inhalation, the poison must be in a sealed container or nearby creatures may become exposed to it.

When the spell ends, the poison reverts to its normal delivery method, even if it occurs between dealing initial and secondary damage to a poisoned creature. However, any creature already exposed to the poison remains exposed and must save normally to avoid the secondary damage.

A dose of poison under the effect of this spell is considered a magically modified poison.

ASPECT OF THE ARACHNID

You gain the abilities of a spider.

Transmutation [Poison]

Level: Drd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level; see text (D)

For the duration of the spell, you gain the following abilities of a spider:

- * Darkvision 60'.
- * Tremorsense 60'.
- * +4 natural armor bonus.
- * *Spider climb*, as the spell.
- * A poison bite attack, as the spell *fangs of the serpent*, except that the initial and secondary damage is 2d6 temporary Strength.
- * *Web*, as the spell modified by the Widen Spell feat. (see below)

The *web* effect lasts for 10 minutes per level from the time it is created. The other spell effects end immediately upon use of the *web* ability.

AUGMENT POISON

Enhances the strength of 1 poison dose/3 levels.

Transmutation [Poison]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 non-magical poison dose/3 levels

Duration: 10 min./level

Nylson's Notes: Spell Toxicity and Potency

The difficulty in resisting a given spell is typically a function of the spell's power, or "level" in some parlances. Curiously, poison spells work in a slightly different fashion. As with the "classic" spell, *poison*, the difficulty in resisting a toxic spell is a function of the caster's power or "caster level." In this way, even a low-level spell retains its efficacy as the spellcaster rises in level. However, this power increase is compensated for by the inherent limitations of poison.

(Hence, magically created poison's have a Fortitude save DC equal to 10 + 1/2 the caster's caster level + the caster's relevant ability modifier.)

There is a more direct relationship between the "damage" caused by a typical spell as opposed to a poison spell's potency. It is well settled that the damage of most spells is limited or "capped" by the level of the spell. Poison spells experience a similar limitation. A careful analysis can establish a crude ratio between such spells.

(When creating your own poison spells, use the maximum damage caps found in DMG, *Adjudicating Magic*. For purposes of the maximum damage tables, assume that 2 points of temporary Constitution damage / 1d4 Con is equivalent to 2d6 points of damage. If the poison deals ability damage other than Constitution, use the damage cap for a spell one level higher.)



Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell makes poison more potent and toxic. Any dose of poison affected by the spell has its Fortitude DC increased by +1 per three caster levels.

Furthermore, any ability damage caused by the poison does one additional point of damage for every three caster levels. For example, if a poison normally deals 1d6 points of Strength damage and it were augmented by a 9th-level wizard, it would deal 1d6+3 points of Strength damage for the duration of the spell. If the poison causes an effect that has a duration, its duration is increased by one additional unit for every three caster levels. For example, if a poison normally causes paralysis for 1d6 rounds and it were augmented by a 13th-level wizard, it would cause paralysis for 1d6+4 rounds for the duration of the spell.

If the duration of the spell expires, the augmented effect ends immediately. Thus, if a person has suffered an augmented poison's initial damage and the spell ends before the secondary damage takes effect, it would deal secondary damage as normal. This spell only affects discrete doses of poison, though they may already be placed on a weapon, trap, or other item. Thus, if the spell were cast on a 10-gallon vat of Willhammer, it would have no effect.

A dose of poison under the effect of this spell is considered a magically modified poison.

AUGMENT POISON, GREATER

As *augment poison*, but poison also gains metapoisont feat.

Transmutation [Poison]

Level: Sor/Wiz 4

Components: V, S, M

This spell functions like *augment poison*, except that the affected doses also gain one of the following metapoisont feats, selected at the time the spell is cast: Continue Poison, Empower Poison, Extend Poison, Gird Poison, Maximize Poison, Modify Poison, Mute Poison, or Quicken Poison.

Material Component: A scorpion trapped in amber worth 250 gp.

AVARANC'S BREATH

You gain a poisonous breath weapon.

Transmutation [Poison]

Level: Drd 3, Rgr 3, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You gain a less powerful version of the avaranc's breath weapon. At any time during the duration of the spell, you may unleash a 20-foot cone of toxic gas as a full-round action, which does not draw an attack of opportunity. The gas is a magically created inhalation poison with a Fortitude DC equal to 10 + 1/2 your caster level + your relevant ability modifier. The gas causes blindness, deafness, and muteness for 1d6 minutes as its initial damage and deals 1d8 points of Constitution damage as its secondary damage. The spell ends automatically after the breath weapon ability is used, and the poisonous gas dissipates one round thereafter.

Arcane Focus: An avaranc's tooth.

BLACK RAIN

Cloud rains lethal contact poison.

Conjuration (Creation) [Poison]

Level: Clr 9, Sor/Wiz 9

Components: V, S, M, DF

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: 360-ft-radius rain cloud

Duration: Concentration (maximum 10 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes

This spell creates an enormous black rain cloud. If you do not maintain concentration on the spell after casting it, the spell ends. The cloud dissipates immediately when the spell ends. If you continue to concentrate, the cloud begins to rain magically created, single-phase contact poison on all those beneath it. The poison deals only initial damage and enjoys the benefits of the Gird Poison and Withering Poison feats. The amount and intensity of the rain increases each following round, as noted below.

1st Round: Small drops begin to rain down. Each creature beneath the cloud must make a Reflex save or be exposed to the poison. The Reflex saving throw is subject to a +5 circumstance bonus. The poison causes 1d3 points of Strength damage and 1d3 points of Dexterity damage.

2nd Round: The rain intensifies. Each creature beneath the cloud must make a Reflex save or be exposed to the poison. The poison causes 1d10 points of Strength damage and 1d10 points of Dexterity damage.

3rd Round: The cloud produces a driving rain. Each creature beneath the cloud must make a Reflex save



or be exposed to the poison. The Reflex saving throw is subject to a -5 circumstance penalty. The poison causes 2d10 points of Strength damage, 2d10 points of Dexterity damage, and 2d10 points of Constitution damage.

4th Round+: The poison comes down in a torrent. Each creature beneath the cloud is automatically exposed to the poison. The poison causes immediate death.

The venomous rain seeks out living creatures to strike. Thus, merely raising a shield above one's head will not prevent exposure. However, seeking refuge under a sturdy roof or in a cave, for example, would eliminate the immediate threat.

Anyone exposed to the poison must make a Fortitude save equal to $10 + \frac{1}{2}$ your caster level + your wisdom modifier. Success means that the subject has resisted the poison for the time being. However, subsequent exposures require new saving throws.

The caster may move the cloud once per round, as a free action, up to 50 feet, within his line of sight.

The poisonous rain has disastrous effects on plant life within the area, causing all vegetation subjected to it for at least four rounds to wither and die. The soil becomes tainted and will not yield further growth for years without further magical intervention.

Material Component: A piece of onyx fashioned into the shape of a raindrop with a value of at least 500 gp.

CURSE OF THE GRISTULE
Covers your skin in poisonous pustules.

Transmutation [Poison]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action



Range: Personal

Target: You

Duration: 1 round/level (D)

Upon casting the spell, your skin toughens and becomes mottled with violet, poison-filled pustules. For the duration of the spell, you enjoy a +1 natural armor bonus to your armor class. Additionally, anytime you suffer damage from a physical source, there is a 50% chance that one or more of the pustules will rupture, spewing forth an unctuous contact poison. Anyone within 5' of you must make a Reflex save (DC 10 + the spell's level + your relevant ability modifier) or be struck by the magically created poison. The Fortitude DC to resist the poison is $10 + \frac{1}{2}$ your caster level + your relevant ability modifier. The poison deals 1d4 points of temporary Dexterity damage per every 4 caster levels (maximum 5d4) as its initial and secondary damage. As a standard action, you may voluntarily rupture a pustule, which has the same effect.

Subject to the DM's ruling, the effect of the spell incurs a -4 circumstance penalty on all Charisma-based checks concerning social interaction but confers a +4 circumstance bonus on all Disguise checks to disguise yourself as a gristule.

Material Component: A wild mushroom, which is rubbed on the skin at the time of casting.

DAMPEN POISON DAMAGE
Converts poison ability damage to subdual damage.

Abjuration [Poison]

Level: Brd 2, Clr 2, Drd 2, Pal 2, Rgr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level



Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the creature touched with limited protection from poison that deals ability damage. For the duration of the spell, all ability damage dealt to the affected creature deals subdual damage instead. Thus, if a poison normally deals 2d6 points of Constitution damage as its initial damage, it would deal 2d6 points of subdual damage to a creature under the effects of this spell.

When the spell ends, any poison to which the creature is exposed reverts to its normal damage type, even if it occurs between dealing its initial and secondary damage.

The spell has no effect on poison that deals damage other than ability damage.

Material Component: A drop of dire viper blood.

DETOXIFYING WAVE

Poisons are transformed into water.

Transmutation [Poison]

Level: Brd 4, Clr 4, Drd 4, Pal 4, Rgr 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Area: 30-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

You unleash a burst of purifying energy. All poisons affected by the spell are immediately and irrevocably transformed into pure, potable water. The spell affects poisons on weapons or traps. It has no effect on venomous creatures or poisons that have already affected their target. Attended or magical poisons get a Fortitude saving throw to resist the effect of the spell.

Material Component: A small square of steel mesh.

FANGS OF THE SERPENT

Subject gains venomous bite attack.

Transmutation [Poison]

Level: Clr 5, Drd 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless); see text

Spell Resistance: Yes (harmless)

The target of the spell grows long, venomous, serpentine fangs that jut forth from the roof of its mouth. If it does not already have a bite attack, the creature gains such an attack as if it were proficient with it. For the duration of the spell, the subject is treated as armed even if it is not otherwise wielding a weapon. The bite attack deals damage based on the creature's size, according to the table below. Damage

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

from the bite attack is modified by 1-1/2 times the creature's Strength bonus.

Additionally, any successful bite attack subjects the victim to potent venom. The magically created injury poison has a Fortitude DC equal to 10 + 1/2 your caster level + your relevant ability modifier. As its initial damage, the venom causes paralysis for 2d4 rounds. As its secondary damage, it causes death.

Material Component: The preserved head of a venomous snake.

FEARSOME FOREST

Local foliage gains poison to repel intruders.

Abjuration [Poison]

Level: Drd 8

Components: V, S, XP

Casting Time: 10 min.

Range: 5 miles

Area: 5-mile-radius circle, centered on you

Duration: 1d4 days

Saving Throw: No; see text

Spell Resistance: No

You imbue local plants with a limited form of animation, a defensive instinct, and a poisonous excretion. For the duration of the spell, the plants will harass any intruders, attempting to poison them. All sentient creatures not indigenous to the area are considered intruders except as follows. Generally, sentient creatures that have resided within the affected area for a period of at least one



month without significant interruption will not be considered intruders. Additionally, the caster and any specific individuals named by him at the time of the casting, up to one individual per caster level, are not considered intruders.

An intruder is assumed to be exposed to the plants' magically created contact poison each hour spent within the effected area. The incidence of exposure should be modified up or down by the DM based on specific circumstances, e.g., the intruder is moving through dense brush or the intruder is encased in a resilient sphere.

The DC of the poison's Fortitude save is equal to $10 + \frac{1}{2}$ your caster level + your relevant ability modifier. As its initial and secondary damage, the poison causes the intruder to become frightened of the effected area for $1d4+4$ days. (See DMG, *fear*) Frightened intruders take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks while in the effected area. Additionally, they try to flee the effected area as quickly as they can. The effects of the poison's damage, like most fear effects, are cumulative. Thus, if an intruder is already frightened and is affected by the poison again, he becomes panicked.

Despite the name of the spell, it works on all types of terrain within the area of effect—not just forests. However, it has no effect in areas devoid of plant-life, such as deserts or large clearings.

XP Cost: 1,000 XP.

FLIGHT OF WYVERNS

Summons $1d4+2$ wyverns to fight for you.

Conjuration (Creation)

Level: Drd 9

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Three or more wyverns, no two of which can be more than 30 ft. apart; see text

Duration: Seven days or seven months (D)

Saving Throw: None

Spell Resistance: No

Flight of wyverns creates $1d4+2$ wyverns with 10 HD each. (See the MM for details about wyverns.) The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the wyverns are created only for guard duty, however, the duration of the spell is seven months. In this case, the wyverns can only be ordered to guard a specific site or location. Wyverns summoned to guard duty cannot move outside the

spell's range, which is measured from the point where each first appeared.

FORBIDDEN SCRIPT

Writing poisons any who read it but designated creature.

Necromancy [Poison, Language-Dependent]

Level: Brd 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: 1 oz. vial of ink

Duration: 1 hour/level; see text

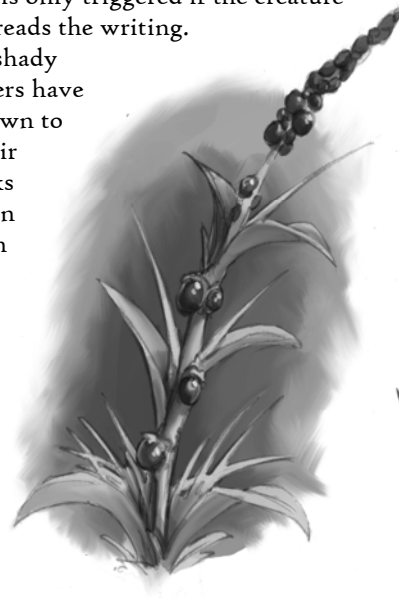
Saving Throw: None; see text

Spell Resistance: No

You imbue the target ink with powerfully poisonous energy. If the ink is used during the duration of the spell, any writing produced with it is permeated with the energy. Once written and the ink dried, this effect is permanent. At the time the spell is cast, you may designate up to one unique creature per level that is immune from the effects of the poisonous script. Anything written with the ink after the duration of the spell expires is normal script.

Once the ink dries, anyone reading the text other than you or a designated creature is immediately exposed to a magically created ingestion poison. The poison has a Fortitude DC equal to $10 + \frac{1}{2}$ your caster level + your relevant ability modifier. The initial and secondary damage of the poison are death. Merely looking at the text does not trigger the effect. It is only triggered if the creature actually reads the writing.

Some shady spellcasters have been known to write their spellbooks entirely in forbidden script.



sanguacinum balenttia



Material Component: A mixture of aged bloody-berry juice and wyvern blood with a total value of at least 250 gp that is mixed with the ink at the time of casting.

FOUL SENSOR

Magical sensor bursts, emitting contact poison.
Evocation [Force] [Poison]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Unlimited

Target: Magical sensor created by you

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: No

Immediately upon completing this spell, the targeted magical sensor explodes in a burst of energy accompanied by a potent contact poison. Anyone within 30' of the sensor at the time it explodes must make a Reflex saving throw or take 1d4 points of force damage per two caster levels (maximum 10d4) and be exposed to the magically created contact poison. A successful saving throw reduces the damage by half and prevents the exposure to the poison.

The magically-created contact poison has a Fortitude DC equal to 10 + 1/2 your caster level + your relevant ability modifier. The initial and secondary damage of the poison are 1d6 points of permanent Intelligence, Wisdom, and Charisma damage.

Material Component: An owl's eye cured in a mixture of salt and powdered ruby with a total value of at least 500 gp.

GLANDFINDER

Target gains bonus to harvest raw materials.
Divination

Level: Rgr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You confer on the target a superior ability to harvest raw materials for crafting poison. For the duration of the spell, the subject enjoys a +10 competence bonus to all Craft (poisonmaking) checks made for harvesting. Furthermore, the subject can retrieve

two more dose's worth of raw materials than would otherwise be available based upon the creature's size.

MAGICAL POISON RESISTANCE

Subject gains magical poison resistance.

Abjuration

Level: Clr 3, Pal 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Upon casting this spell, you confer on the target spell resistance that is only effective against magical poisons. The spell

resistance is equal to 12 + your caster level.

NEUTRALIZE POISON, MASS

As *neutralize poison*, affects one creature per level or 10 cu.ft. per level.

Necromancy [Poison]

Level: Clr 8, Drd 7

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level, no two of which can be more than 30 ft. apart, or object up to 10 cu.ft./level within range of spell



This spell functions like *neutralize poison*, except as noted above.

POISONED DART

Creates one poisoned dart.
Conjuration (Creation) [Poison]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: One poisoned dart

Duration: 1 minute

Saving Throw: None; see text

Spell Resistance: No

You create a single small, poisoned dart that you may use as a weapon. The dart is less damaging than a typical dart, dealing only 1 point of damage on a successful hit. The magically created injury poison has a Fortitude DC of 11 and deals 1d2 points of Strength damage as its initial and secondary damage. Anyone poisoned by the dart must still make a save against the secondary damage, even if the duration of the spell has already expired.

POISON, MASS

As *poison*, affects one creature per level.

Necromancy [Poison]

Level: Clr 8, Drd 8

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *poison*, except as noted above.

POISON WEAPON

As *magic weapon*, but weapon becomes coated with poison.

Conjuration (Creation) [Poison]

Level: Clr 1, Rgr 1, Sor/Wiz 1

This spell functions like *magic weapon*, except that instead of gaining a magical enhancement, the weapon becomes coated with magically created

injury poison. The Fortitude DC of the poison is 13. The initial and secondary damage of the poison is 1d4 points of temporary Dexterity damage.

POISON WEAPON, GREATER

As *greater magic weapon*, but weapon becomes coated with potent poison.

Conjuration (Creation) [Poison]

Level: Clr 4, Rgr 3, Sor/Wiz 3

Components: V, S, M/DF

This spell functions like *greater magic weapon*, except that instead of gaining a magical enhancement, the weapon becomes coated with a potent magically created injury poison. The Fortitude DC of

the poison is $10 + \frac{1}{2}$ your caster level + your relevant ability modifier. The initial and secondary damage of the poison is 1d4 points of temporary Dexterity damage per four caster levels (maximum 5d4)

Arcane Material

Component: A snakeskin and a filament of wolfram.

PSYCHIC POISON

Alters type of saving throw of 1 poison dose/3 levels.

Transmutation [Poison]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 non-magical poison dose/3 levels

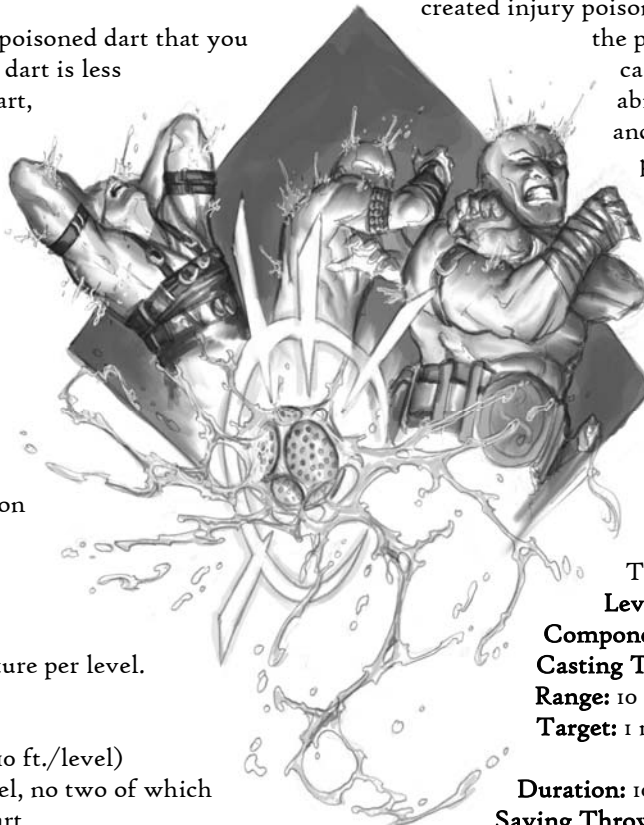
Duration: 10 min./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell changes the nature of the target poison so that it requires a Will saving throw to resist rather than the Fortitude saving throw typically required.

If the duration of the spell expires, the effect ends immediately. Thus, if a person has suffered a psychic poison's initial damage and the spell ends before the secondary damage takes effect, a Fortitude saving throw would be required to resist the secondary damage as normal. This spell only affects discrete doses of poison, though they may already be placed on a weapon, trap, or other item. Thus, if the



spell were cast on a 10-gallon vat of Willhammer, it would have no effect. A dose of poison under the effect of this spell is considered a magically modified poison.

A dose of poison under the effect of this spell is considered a magically modified poison.

REVERSE POISON

Poison's damage has the reverse effect.

Transmutation [Poison]

Level: Clr 5, Drd 4, Rgr 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature or object of up to 1 cu. ft./level touched

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You reverse the future effects of any poison in the creature or object touched. As with the spell *neutralize poison*, a poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. Additionally, the spell reverses the poison's effect for any element of damage that occurs after the spell is cast. For example, if a poison has dealt 3 points of temporary Constitution to a character as its initial damage and deals 1d6 points of temporary Constitution as its secondary damage, the spell does not repair the damage already done. But the secondary damage will now heal 1d6 points of

Constitution damage, which may be sufficient to counteract the damage already done. If a poison causes a condition (such as deafness), the spell causes the poison to reverse that condition as well. Excess ability damage healed is lost and has no effect on a poisoned creature. Similarly, a poison reversed by this spell that normally causes a condition as its damage has no effect if the condition is not present in the creature exposed to it.

This spell also reverses the poison in a poisonous creature or object. A poisonous creature, such as a wyvern, replenishes its regular poison at its normal rate (usually one day).

Arcane Material Component: A small, magnetized iron cross.

SAFE HANDLING

Eliminates exposure risk when handling poison.

Abjuration

Level: Drd 1, Rgr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or 1 week (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

For the duration of the spell, the target suffers no risk of exposure when handling poison, including crafting poison, applying poison to weapons or traps, and harvesting raw materials. If the target is crafting poison, the spell lasts for one week, i.e., the time covered for a single skill check; otherwise, it lasts for 10 min./level. The target is still capable of being exposed to poison that he does not personally handle, for example, if he is struck by a poisoned weapon.

SERPENT ARROW

Creates a snake that can be used as an arrow.

Conjuration (Creation)

Level: Clr 5, Drd 5, Rgr 4, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

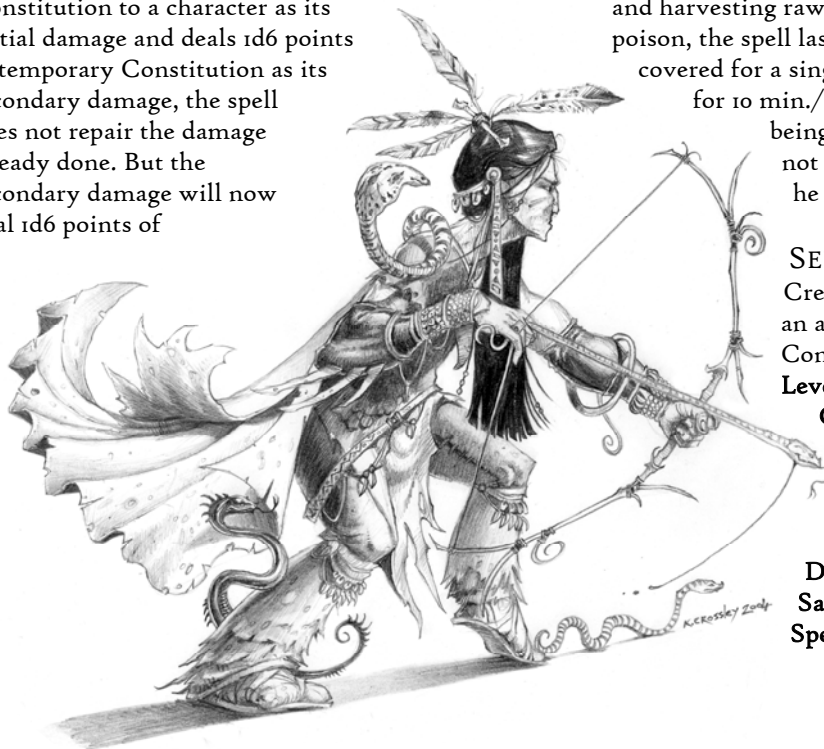
Range: 0 ft.

Effect: One snake-like arrow

Duration: 1 min./level (D)

Saving Throw: None; see text

Spell Resistance: No



You conjure one rigid, arrow-length snake that can be used as a regular arrow in any bow. When using the snake in this way, it enjoys an enhancement bonus equal to +1 per four caster levels (maximum +5). If you succeed at a ranged touch attack with the snake, it automatically bites the target, subjecting it to magically created injury poison. The Fortitude DC of the poison is $10 + \frac{1}{2}$ your caster level + your relevant ability modifier. As its initial damage, the poison causes 1d4 points of temporary Dexterity damage per five caster levels (maximum 4d4). As its secondary damage, the poison causes death. The snake disappears immediately if anyone other than you fires the snake from the bow or immediately after resolving the attack whether it was successful or not.

Arcane Material Component: A viper skull.

SYMBOL OF POISON

Triggered rune poisons nearby creatures.

Necromancy [Poison]

Level: Clr 6, Sor/Wiz 6

This spell functions like *symbol of death*, except that all creatures within the radius of the

symbol are poisoned instead. The Fortitude DC of the magically created ingestion poison is $10 + \frac{1}{2}$ your caster level + your relevant ability modifier. The initial and secondary damage of the poison is 1d10 points of temporary Constitution damage.

Note: Magic traps such as *symbol of poison* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of poison* and Disable Device to thwart it. The DC in each case is $25 + \text{spell level}$, or 30 for *symbol of poison*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

TAINT LIQUIDS

All liquids within 30 ft. become poisonous.

Transmutation [Evil] [Poison]

Level: Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius burst, centered on you

Duration: 1 hour/level

Saving Throw: Fortitude negates (object); see text

Spell Resistance: Yes (object)

Denaturing energy bursts in all directions from the point of origin, causing all liquids within the area of effect to lose their properties and become tainted with a magically created ingestion poison. The poison deals 1d4 points of Strength damage per 4 caster levels (maximum 5d4) as its initial and secondary damage. The Fortitude DC to resist the poison is equal to $10 + \frac{1}{2}$ your caster level + your relevant ability modifier. Attended or magical liquids get a Fortitude saving throw to resist the effect of the spell. At the expiration of the spell's duration, all affected liquids return to their previous state and are no longer poisonous.

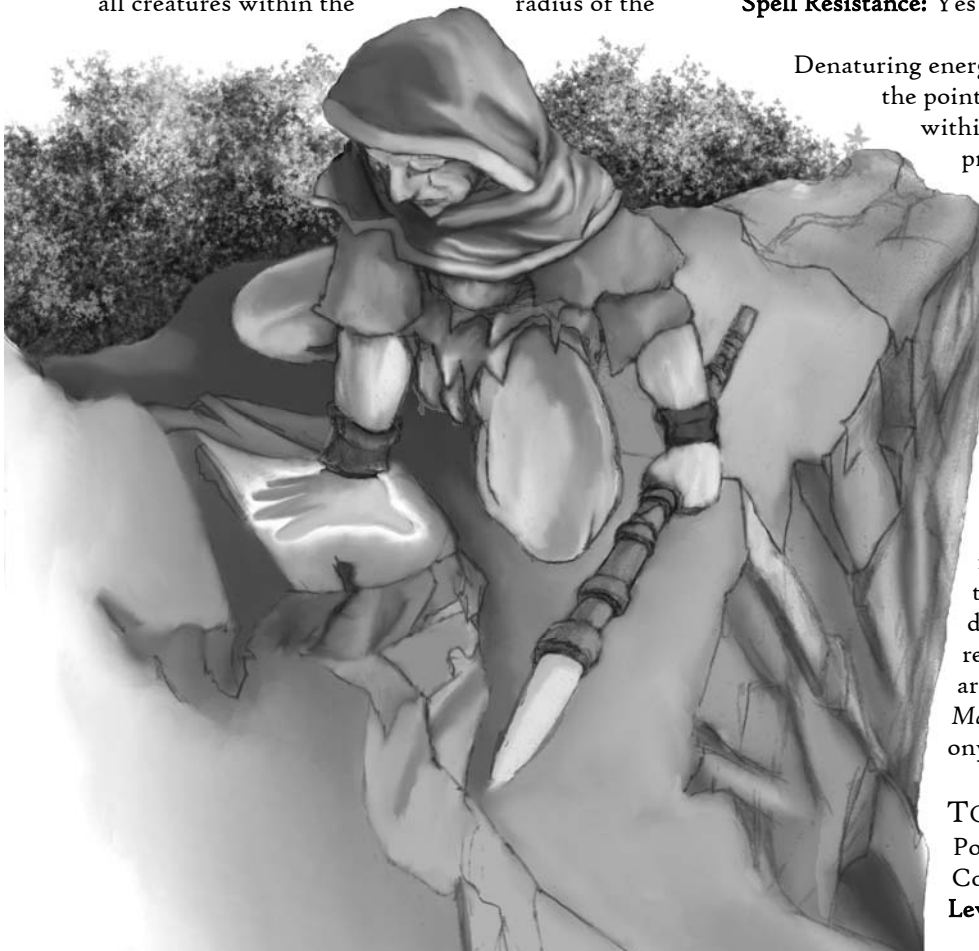
Material Component: A piece of onyx worth at least 250 gp.

TOXIC TRACKER

Poisons subject being tracked.

Conjuration (Creation) [Poison]

Level: Drd 5, Rgr 4



Components: V, S
Casting Time: 1 standard action
Range: Touch; see text
Target: One set of tracks; see text
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: No

When cast upon a set of tracks, this spell creates a dose of magical ingestion poison within the creature or creatures that made the tracks. The poison has a Fortitude DC equal to $10 + \frac{1}{2}$ your caster level + your Wisdom modifier. The poison's initial damage deals 1d4 points of temporary Dexterity damage per 3 caster levels (maximum 5d4) and causes a -10 alchemical penalty to the creature's base movement rate (but not less than 5 ft. per round). The poison's secondary damage causes paralysis for 1d6 hours + 1 per 3 caster levels (maximum 1d6 + 6 hours).

In order for the spell to succeed, the tracks must be discerned by the one casting the spell, as demonstrated by a successful use of the Survival skill or some other method.

VENGEANCE ON TAINTED HANDS

Poisons one who crafts lethal poison.
 Divination [Poison]
Level: Clr 5, Pal 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Dead creature touched; see text
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: No

If the target of the spell was slain by poison within seven days of the date the spell is cast, it seeks out the one who created the lethal dose to wreak vengeance upon them. A creature is considered to be slain by poison only if: the poison caused death as its initial or secondary damage, dealt sufficient Constitution damage to cause death, dealt sufficient hit point damage to cause death, or caused the creature's death directly in some other fashion. Creatures are not considered to be slain by poison if, for example: they were paralyzed, which permitted someone to deal a lethal blow; if they were dealt sufficient Dexterity damage to permit someone to deal a lethal blow; or if they were petrified or suffered some other reversible, non-lethal effect.

If the target is appropriate and the one who crafted the lethal dose is on the same plane of

existence as the caster, the spell conjures a lethal, magically created, ingestion poison within the poisoncrafter. The poison has a Fortitude DC equal to $10 + \frac{1}{2}$ your caster level + your Wisdom bonus. The initial and secondary damage of the poison are death. If more than one person assisted in crafting the poison, all are affected.

If the poison kills the crafter and the target of the spell is ever brought back to life, the crafter is similarly revived. This can cause its own set of problems, for example, if the crafter was given a proper burial.

WALL OF WASPS

Wasps sting anyone who tries to pass.
 Conjuration (Creation) [Poison]
Level: Drd 6
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Wall of wasps, up to one 10-ft. cube/level (S)
Duration: 10 min./level (D)
Saving Throw: None; see text
Spell Resistance: No

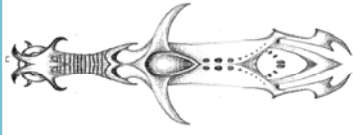
A *wall of wasps* spell creates a barrier of angry, stinging wasps dripping with nasty venom. Any creature forced into or attempting to move through a *wall of wasps* is immediately swarmed by scores of the creatures, being stung 10d4 times minus the creature's natural armor bonus, if any. Each successful sting attack deals 1 point of piercing damage and subjects the creature to the wasps' poison. For every five successful sting attacks, the creature must make a Fortitude saving throw, DC 20, or suffer 2d4 points of temporary Dexterity damage as initial and secondary damage.

Moving through the wall is a relatively easy task. However, there is a 50% chance that a wasp swarm will break free from the wall and continue to attack the creature. This effect does not disperse the wall as the mass of wasps spread out to refill the area of effect. A wasp swarm is similar to a hellwasp swarm (see MM for details), except that it occupies a 5-ft. space, does not possess the inhabit ability, damage reduction, or the extraplanar or evil subtypes of a hellwasp swarm, and it deals poison damage as indicated above.

Any creature within the area of the spell when it is cast is stung as if it had moved into the wall.

The wall is automatically dispersed by hurricane-force winds, ending the effect (see DMG, *wind effects*).





Chapter 4: Tools of the toxic trade

Let me have a dram of poison, such soon-speeding gear as will disperse itself through all the veins that the life-weary taker may fall dead...

- Shakespeare



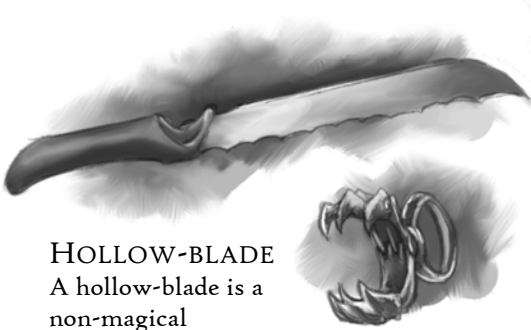
This chapter provides a host of new items relating to poisoncraft. Some will serve well those who use poison to achieve their goals. Some provide a defense from the dark art in a world where the threat of poison is all too real.

WEAPONS AND EQUIPMENT

HARVESTING TOOLS, MASTERWORK

These highly specialized tools are used solely for the harvesting of raw materials to be used in the creation of poison. Consisting of several curved, scalpel-like blades, steel tongs, and similar items, the use of this kit confers a +4 circumstance bonus on all Craft (poisonmaking) checks made in connection with the harvesting of raw materials. This bonus supersedes and does not stack with the bonus conferred by a set of masterwork poisoncraft tools. The delicate blades dull rather easily, and the kit must be replaced after ten uses.

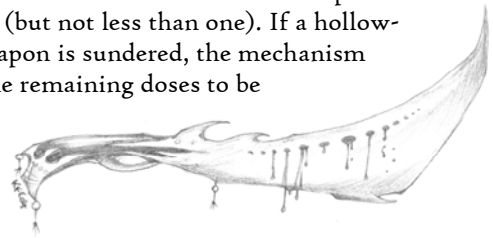
Price 50 gp; Weight 1 lb.



HOLLOW-BLADE

A hollow-blade is a non-magical enhancement that can be added to any melee weapon. It resembles a typical bladed weapon to the naked eye. However, it contains a small hollow chamber running the length of the weapon and tiny ducts leading from the inner chamber to the exterior of the blade. The handle can hold a liquid poison (usually injury poison). Medium light weapons can hold up to four doses; one-handed weapons, seven doses; and two-handed weapons, ten doses. As a move action, which does not draw an attack of opportunity, a mechanism on the handle can be manipulated to release a single

dose of the poison to the blade. A wielder does not risk poisoning himself in this way. However, an exposure check must be made when placing the poison into the chamber initially. Loading the poison into the weapon takes one minute. Due to its unique construction, a hollow-bladed weapon's hardness is two less than a standard weapon of the same type (but not less than one). If a hollow-bladed weapon is sundered, the mechanism permits the remaining doses to be recovered.



The hollow-blade quality adds 400 gp to the cost of a normal weapon. For example, a hollow-bladed greatsword costs 450 gp. This quality has no effect on the weight of the weapon. Despite the name, non-bladed weapons such as hammers, maces, and the like can be crafted with this quality.

INTENSIFYING AGENT

Application of a dose of this chemical agent to a single dose of the appropriate type of poison confers a +1 alchemical bonus to the save DC of the poison for two hours. Intensifying agents are keyed to a particular family of poisons (e.g., spider poison) and have no effect on poisons outside that family.

Price 10 gp; Weight —.

METAPOISON ADDITIVES

These additives come in various forms (tablets, powders, liquids, etc.) depending on the specific type and the nature of the poison to which they are added. In each case, combining the additive and a single dose of poison alters the poison as if it had been crafted with a particular metapoison feat. The effect lasts up to one full day. The additive may not be applied to poison after it has been placed on a weapon or trap, poured into someone's drink, or has been similarly used. Additives have no effect on poisons with Craft DC's higher than 30.

Price Continue Poison 200 gp, Degenerating Poison 400 gp, Delay Poison 200 gp, Disguise Poison 350 gp, Empower Poison 300 gp, Gird Poison 500 gp, Maximize Poison 500 gp, Mute Poison 350 gp, Polarizing Poison 400 gp, Quicken Poison 500 gp, Reinforce Poison 200 gp, Withering Poison 400 gp; Weight —.

POISON APPLICATOR

This specialized piece of equipment permits quick application of a single dose of poison to a weapon, trap, plate of food, or similar item. It can take different forms depending on the method of delivery of the poison. For example, a weapon poison applicator may be a small square of poison-saturated gauze with a non-permeable backing. The applicator must be prepared in advance, storing a single dose of poison in it, which takes one minute to complete and requires an exposure check. Once prepared, it can be used to apply the dose of poison as a free action without risk of exposure.

Price 1 gp; Weight —.

POISON GRENADE



This item is a simple, rubbery membrane, into which two doses of liquid poison can be placed (usually contact poison), which takes one minute to complete. Once prepared, the grenade can be thrown as a splash weapon (see PHB, *throw splash weapon*). Treat this attack as a ranged touch attack with a range increment of 10 feet. The grenade breaks if thrown against the body of a corporeal creature or any hard surface. A direct hit by the grenade automatically exposes the target to the

contact poison. Anyone within five feet of the point of impact has a 50% chance of being exposed to the poison, and any such person exposed enjoys a +4

circumstance bonus to their

Fortitude saving throw to resist the poison.

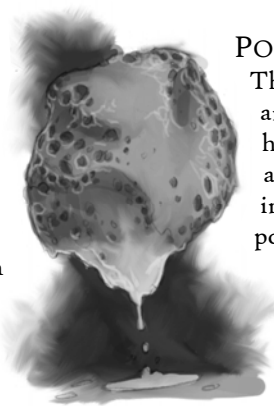
Price 1 gp;
Weight 1 lbs.

POISON MISTER

This item is comprised of a small metal ring with an absorbent membrane in the center. The membrane can be saturated with a single dose of liquid poison

(usually contact poison), which takes one minute to set. Once prepared, forcefully exhaling through the ring disperses the poison in a 5-ft. cone. Anyone with the 5-ft. area is automatically exposed to the contact poison. Using the mister in this way is a standard action, which does not provoke an attack of opportunity. Palming the mister requires a Sleight of Hand check, DC 10.

Price 2 gp; Weight —.



POISONBANE MASK

This simple looking mask covers the nose and mouth of any creature with typical humanoid anatomy. Made of special cloth and treated with special chemicals, it inhibits the effectiveness of inhalation poisons. Donning the mask is a move action, which provokes an attack of opportunity. While worn, all Fortitude saving throws made to resist inhalation poisons enjoy a +4 alchemical bonus.

The mask loses its effectiveness after

two exposures to inhalation poison.

Price 20 gp; Weight 1 lbs.

POISONBANE JELLY

This gray mentholated jelly is spread over every exposed part of a medium-sized creature's body. The jelly typically takes one minute to apply. An amalgam of special chemicals and coagulants, it inhibits the effectiveness of injury poisons. After it is applied, all Fortitude saving throws made to resist injury poisons enjoy a +4 alchemical bonus. The protective benefits of the jelly wear off after two hours or if the creature is immersed in liquid.

Price 20 gp; Weight —.

POISONBANE SPRAY

This acrid liquid is applied by means of an aerator to cover every exposed part of a medium-sized creature's body. The spray typically takes one minute to apply. A mixture of special chemicals and astringents, it inhibits the effectiveness of contact poisons. After it is applied, all Fortitude saving throws made to resist contact poisons enjoy a +4 alchemical bonus. The protective benefits of the spray wear off after two hours or if the creature is immersed in liquid.

Price 20 gp; Weight 1 lbs.

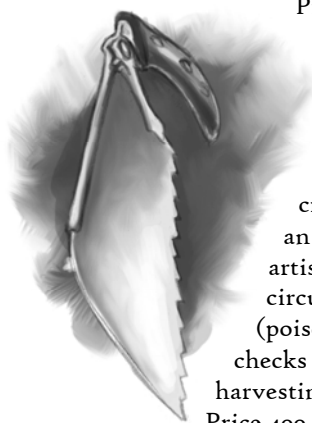
POISONBANE TABLETS

These small bitter pills may be swallowed normally or dissolved in clean water and imbibed. The tablets are typically metabolized one minute after ingestion.



A mixture of special chemicals and antacids, they inhibit the effectiveness of ingestion poisons. After the tablets are metabolized, all Fortitude saving throws made to resist ingestion poisons enjoy a +4 alchemical bonus. The protective benefits of the tablets wear off after two hours or one full meal.

Price 20 gp; Weight —.



POISONCRAFT TOOLS, MASTERWORK

These tools are a particular form of artisan's tools used in crafting poison. A cross between an alchemist's lab and regular artisan's tools, their use confers a +2 circumstance bonus on all Craft (poisonmaking) checks, including checks made in connection with the harvesting of raw materials.

Price 400 gp; Weight 40 lbs.

SMOKESTICK, POISONED

A standard smokestick can be modified to deliver an inhalation poison in conjunction with its obscuring properties. The smokestick must be prepared in advance, storing a single dose of inhalation poison within it, which takes one minute to complete. Thereafter, anyone within the 10-foot cube affected by the smoke is automatically exposed to the inhalation poison. Creating a poisoned smokestick or modifying a standard smokestick requires a Craft (alchemy) check DC 22.

Price 30 gp plus cost of poison; Weight ½ lbs.

STIMBO

Also called a toad's tongue, this exotic weapon is a long, flexible wooden pole with a series of small metal flanges at one end, which hold a sponge-like object. To be effective, you must load up to three doses of contact poison into the sponge. Loading each dose is a full-round action. Once loaded, a successful touch attack exposes the target to the contact poison. You use this primitive but unwieldy weapon to strike targets with the poison. A stimbo has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. An unloaded stimbo is too fragile to be used as a regular weapon. A stimbo deals no regular damage and has no critical threat range or multiplier.

Price 50 gp; Weight 2 lbs.

TANGLEFOOT BAG, POISONED

A standard tanglefoot bag can be modified to deliver a contact poison in conjunction with its

entanglement properties. The tanglefoot bag must be prepared in advance, storing a single dose of contact poison in it, which takes one minute to complete.

Thereafter, anyone affected by the tanglefoot bag's entanglement properties is automatically exposed to the contact poison. Creating a poisoned tanglefoot bag or modifying a standard tanglefoot bag requires a Craft (alchemy) check DC 27.

Price 75 gp plus cost of poison; Weight 4 lbs.

MAGIC ARMOR AND SHIELDS SPECIAL ABILITIES

BITTER

A suit of armor with this property discourages creatures that bite and snap. Any creature that successfully attacks a target wearing bitter armor with a bite attack or swallows a character wearing bitter armor is exposed to magically created ingestion poison. If the armor is swallowed, the creature is exposed every round it is inside the creature. The poison has a Fortitude save DC 15. Initial damage, sickened 2d4 rounds; secondary damage, nauseated 1d6 hours.

Faint conjuration; CL 5th; Craft Magic Arms and Armor, stinking cloud; Price +1 bonus.

NEUTRALIZING

Armor and shields with this ability neutralize any poison that strikes them. If a poisoned weapon is used to attack the wearer and the attack fails, the poison is automatically neutralized, becoming non-toxic. If a creature with poisonous natural weapons attacks the wearer and the attack fails, the creature must make a Fortitude save (DC 16) or have their venom suppressed for 1d4+1 rounds.

Faint conjuration; CL 5th; Craft Magic Arms and Armor, *neutralize poison*; Price +2 bonus.

MAGIC WEAPON SPECIAL ABILITIES

TOXIFYING

Any poison applied to a toxifying weapon enjoys a +4 enhancement bonus to its Fortitude save DC. Bows, crossbows, and slings so crafted bestow the enhancement bonus upon any poison applied to their ammunition.

Faint transmutation; CL 3rd; Craft Magic Arms and Armor, *augment poison*; Price +2 bonus.

TOXIFYING, GREATER

As toxifying, except that any poison applied to a greater toxifying weapon also enjoys the benefits of



one of the following metapoisson feats: Continue Poison, Empower Poison, Extend Poison, Gird Poison, Maximize Poison, Modify Poison, Mute Poison, or Quicken Poison. The specific metapoisson feat the ability confers is chosen at the time the weapon is made and cannot be altered thereafter. Bows, crossbows, and slings so crafted bestow the enhancement bonus and metapoisson feat effect upon any poison applied to their ammunition.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *greater augment poison*; Price +4 bonus.

VENOM-BANE

A venom-bane weapon excels at attacking venomous creatures. Against any such creature, its effective enhancement bonus is +2 better than its normal enhancement bonus, and it deals an additional +2d6 points of damage against such creatures. Bows, crossbows, and slings so crafted bestow the venom-bane quality upon their ammunition.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *summon monster I*; Price +1 bonus.

VENOMOUS

A weapon with this special ability is always coated with the same venom as that possessed by the wielder's animal companion, familiar, or mount. If the wielder has more than one applicable creature, he may select which venom is created. He may change to another appropriate venom as a standard action. The poison dissipates immediately when the weapon is not being wielded or if the applicable creature is slain or is on a different plane of existence.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *poison*; Price +2 bonus.

WONDROUS ITEMS

DARK DECANTER

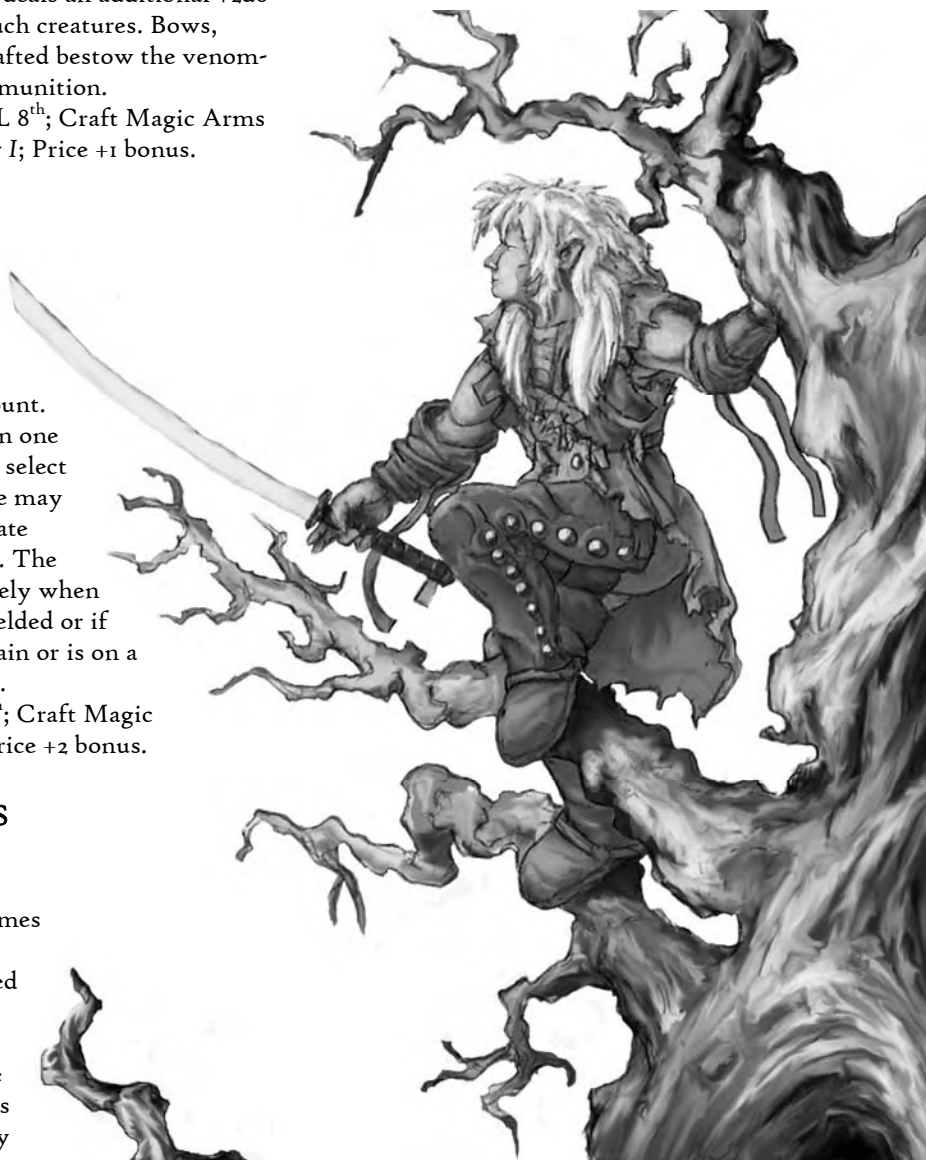
Frequently found in the homes of aristocrats of low moral character, these ruby-colored crystal decanters are often ornately carved. Any non-magical liquid placed in the decanter becomes poisonous after 1 round. The magically

created ingestion poison has a Fortitude DC of 16 and causes paralysis for 1d4+1 hours as its initial and secondary damage. The poison enjoys the benefits of the Mute Poison feat. Any liquid so transformed loses its poisonous properties one hour after it has been poured from the decanter.

Faint transmutation; CL 5th; Craft Wondrous Item, *taint liquids*; Price 30,000 gp; Weight 2 lbs.

LORD JAMES RIBBON

Named for the man who, it was said, could not be killed, this small, intricately woven ribbon protects the wearer if he approaches death's door. Any non-magical object or effect (including non-magical poison) that would reduce the wearer's Constitution score to zero or below instead reduces it to 1. A Lord James ribbon occupies a character's brooch slot.



Faint conjuration; CL 3rd; Craft Wondrous Item, *lesser restoration*; Price 5,000 gp; Weight -.

MASK OF THE TIMBER ASSASSIN

This leather mask is adorned with brown fur and rows of animal teeth. Three times per day, the wearer of the mask may unleash a poisonous breath weapon similar to that of the avaranc. Using the mask is a standard action, which does not draw an attack of opportunity. The 20-foot cone of magically created inhalation poison has a Fortitude DC 14. The gas causes blindness, deafness, and muteness for 1d6 minutes as its initial damage and deals 1d8 points of Constitution damage as its secondary damage. Each use of the breath weapon dissipates after one round.

Faint transmutation; CL 5th; Craft Wondrous Item, *avaranc's breath*; Price 10,800 gp; Weight 3 lbs.

ROD OF TOXIC TRANSFERENCE

Constructed of darkwood and banded with bronze rings of graduating width, this rod strikes as a +3 *heavy mace*. Five times per day as the wielder desires, the rod is able to absorb poison. The rod can absorb open poison that it touches, whether it is in a container or smeared on a weapon or trap; alternatively, on a successful touch attack or as part of a regular attack, it can absorb the venom of any venomous creature. If the latter effect is used, the creature's poison (and all poison-related abilities) are suppressed for 1d6 rounds. If the creature has more than one type of poison, the specific poison absorbed is chosen randomly, and the creature's other poison abilities remain intact. Once absorbed, the poison can stay within the rod indefinitely. If a new poison is absorbed, it replaces the one being stored, which dissipates harmlessly.

On a successful touch attack or as part of a regular attack, the rod can deliver the poison being stored within it. The poison possesses all of its original characteristics, including its Fortitude save, elements of damage, and all special qualities.

Moderate conjuration; CL 7th; Craft Rod, *greater poison weapon*, *neutralize poison*; Price 48,000 gp.

STAFF OF SERPENTS

Usually crafted from the wood of an adder elm, this staff is typically carved with a stylistic pattern approximating a snake's skin and bears a serpent's head at one end. This staff allows use of the following spells:

- * *Fangs of the serpent* (1 charge)
- * *Serpent arrow* (1 charge)
- * *Summon nature's ally* V (giant constrictor snake only) (1 charge)

Moderate varied; CL 9th; Craft Staff, *fangs of the serpent*, *serpent arrow*, *summon nature's ally* V; Price 70,000 gp.

TOXIC TOME

Anything written within one of these books is treated as having the effect produced by the *forbidden script* spell. That is, anyone reading any portion of the book is automatically exposed to a magically created ingestion poison, Fortitude DC 16, with initial and secondary damage of death. At the time it is crafted, the book's creator may select up to one creature per level that is immune from the effect. Most *toxic tomes* are the size of typical spellbooks and contain 100 pages.

Moderate necromancy; CL 9th; Craft Wondrous Item, *forbidden script*; Price 45,000 gp; Weight 5 lbs.



WHIRLWIND GLOBE

These useful items are 2"-diameter glass spheres, which contain a small amount of dark blue, crystalline powder. The globe may be thrown as a splash weapon (see PHB, *throw splash weapon*). Treat this attack as a ranged touch attack with a range increment of 10 feet. The globe breaks if thrown against the body of a corporeal creature or any hard surface. Often, the globe is thrown at the wielder's own feet. When the globe is broken, a gust of wind rushes out from the point of impact. The globe has a 30-foot radius area of effect. All non-magical gases (such as poison gas), fogs, vapors, mists, and similar effects within the area are immediately dissipated. All small, open flames are extinguished. The breeze is not as strong as that produced by a *gust of wind* spell and, thus, does not produce the other effects of that spell.

Faint evocation; CL 3rd; Craft Wondrous Item, *gust of wind*; Price 200 gp; Weight -.





Chapter 5: Poisoncrafters of prestige

And I will strike down upon thee with great vengeance and furious anger those who attempt to poison and destroy my brothers.

- Jules (Samuel L. Jackson)

This chapter presents the apex of those who embrace the dark art. Not just wicked assassins, but also those who interweave poison and magic, those who respect the role in venom in the natural world, and those who simply wish to excel in their chosen endeavor.

DARKBLADE (DRB)

Assassins come in all shapes and sizes. Most hone their deadly strikes and learn basic spellcasting to aid them in their dark craft. Some refine their sharpshooting skills and seek wondrous bows with which to snipe their targets. Then, there is the darkblade. He shuns the magic and distant attacks of his brethren, relying on sheer skill for his stealth and lethal poison for his killing blows. A darkblade's self-reliance and avoidance of magic makes him the perfect option when the mark is a powerful mage or otherwise swathed in abjurations and magical defenses.

Rogues, with their high number of skill points and sneak attack ability, make excellent darkblades, followed by rangers, fighters, and bards in that order.

CAMPAIGN ROLE

The darkblades can represent a particular guild of assassins who shun magic or specialize in assassinating mages. The class can also serve as a replacement for the regular assassin prestige class in low-magic or no-magic campaigns. In the latter

instance, the class's *slippery mind* and *soul void* abilities can be replaced by suitable, campaign-specific feats.

REQUIREMENTS

Alignment: Any evil.

Skills: Hide 12 ranks, Move Silently 12 ranks.

Feats: Brew New Poison, any one metapoisn feat.

Fast Track: The quickest path to the darkblade prestige class is a 9th-level bard, monk, ranger, or rogue with maximum ranks in Hide and Move Silently.

CLASS SKILLS

Balance, Bluff, Climb, Concentration, Craft, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Intimidate, Jump, Listen, Move Silently, Open Lock, Profession, Search, Sense Motive, Sleight of Hand, Spot, Swim, Tumble, Use Rope.

Skill points at each level: 6 + Int modifier.

HIT DIE: d8.

CLASS FEATURES

Weapon and Armor Proficiency: A darkblade is proficient with all simple bladed weapons that are of the same or smaller size category as the darkblade. Additionally, the darkblade is proficient with one martial bladed weapon that is of the same or smaller size category as the darkblade. For example, a

human darkblade may select a rapier or scimitar to be proficient in, but not both. Darkblades are proficient with light armor but not with shields.

Safe Poison: At 1st level, the darkblade has become so skilled in his craft that he never risks accidentally poisoning himself when harvesting raw materials, brewing poison, or applying it to his weapons or snares.

Lvl	Atk	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Safe poison, poisoncraft
2	+1	+0	+3	+0	Poison lore, slippery mind
3	+2	+1	+3	+1	Supreme stealth (+5)
4	+3	+1	+4	+1	Poisoncraft, sneak attack +1d6
5	+3	+1	+4	+1	Poison lore, lethal brewmaster
6	+4	+2	+5	+2	Supreme stealth (+10)
7	+5	+2	+5	+2	Poisoncraft, soul void
8	+6	+2	+6	+2	Poison lore, sneak attack +2d6
9	+6	+3	+6	+3	Supreme stealth (+15)
10	+7	+3	+7	+3	Poisoncraft, poison lore, deepest cut

Poisoncraft: At 1st level and every third level thereafter, a darkblade may select a free metapoison feat. This feat is in addition to the feats gained every third character level. The darkblade must meet the prerequisites for any feat he selects.

Poison Lore: A darkblade is engaged in constant study to expand his knowledge of poisons. Upon attaining 2nd level, he gains a +1 insight bonus to all checks made when dealing with new poisons and learns a new poison family. At 5th, 8th, and 10th levels, he learns another new poison family.

Slippery Mind (Ex): A 2nd level darkblade receives the slippery mind ability as the rogue ability of the same name.

Supreme Stealth (Su): A 3rd-level darkblade gains a +5 competence bonus on Hide and Move Silently checks. Additionally, a darkblade may move his normal speed at no penalty and only suffers a –5 penalty to his Hide and Move Silently checks while running or charging. At 6th level, the skill bonus increases to +10, and at 9th level it increases to +15.

Sneak Attack: The darkblade gains the sneak attack ability at 4th level if he does not already have it. He gains +1d6 damage with this attack initially, and this increases to +2d6 at 8th level. If he already has the sneak attack ability from a previous class, the damage bonuses stack.

Lethal Brewmaster (Ex): When brewing any poison whose initial or secondary damage is death, the Fortitude saving throw DC enjoys a +2 competence bonus. This bonus does not affect the Craft DC of brewing the poison.

Soul Void (Su): A 7th level darkblade gains immunity to all divination spells that are susceptible to spell resistance.

Deepest Cut (Ex): At 10th level, the darkblade's poison use and precision attacks reach a synergistic apex. Anytime the darkblade uses a poisoned blade to deal sneak attack or critical hit damage or to successfully deliver a coup de grace, the target must make two saving throws for each damage phase. If either save fails, the target suffers the poison's damage.

KI CORRUPTED (KIC)

The monk's life is characterized by rigorous training, supreme discipline, and an otherworldly control over his body. When the monk marries these unique gifts with a predilection for poison, the result is a disturbing warrior on whom even evil monks cast a

wary eye. Through constant exposure to increasing levels of poison and complex rituals of bonding, the *ki* corrupted is able to fuse his own life force with a toxic essence. Small orders of *ki* corrupted are known to exist, but their location and membership is kept in the highest secrecy.

By its very nature, the class may only be taken by monks. However, it is not uncommon for multiclass rogue-monks to make their way into the order.

CAMPAIGN ROLE

This class should be used to represent a particular order of monks. The function of the order within the campaign world can be quite varied. Perhaps they are sworn to protect a field of rare lotus blossoms. Or maybe they serve as mercenaries to an evil overlord in an Asian-style setting.

CLASS REQUIREMENTS

Alignment: Any non-good.

Special: Purity of body class ability.

Fast Track: The quickest path to the *ki* corrupted prestige class is as a 5th-level monk.

CLASS SKILLS

Balance, Climb, Concentration, Craft, Escape Artist, Hide, Intimidate, Jump, Knowledge (arcana), Knowledge (religion), Listen, Move Silently, Profession, Spot, Swim, Tumble.

Skill points at each level: 4 + Int modifier.

HIT DIE: d8.

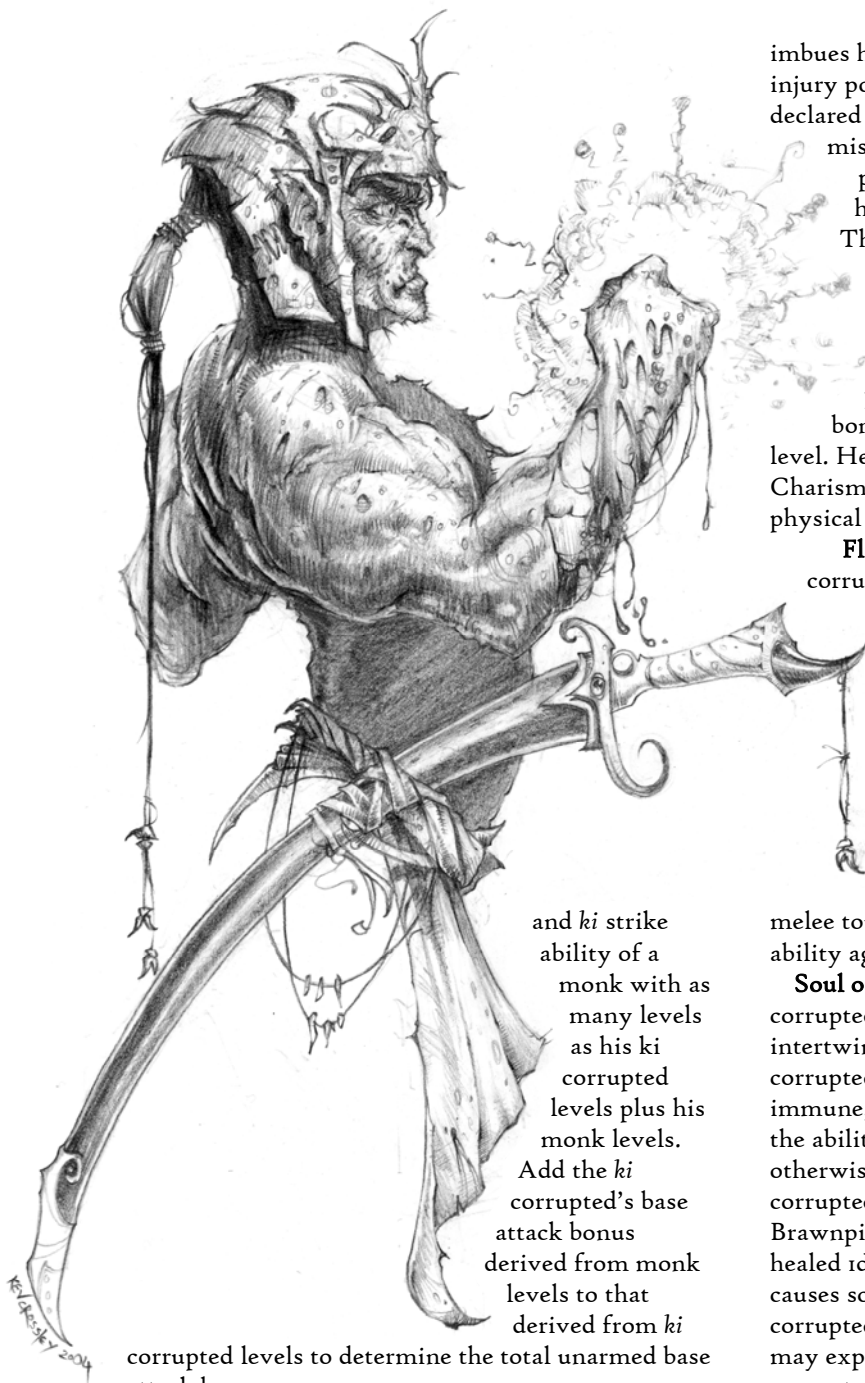
CLASS FEATURES

Weapon and Armor Proficiency: *Ki* corrupted gain no additional weapon or armor proficiency. They suffer the same penalties for wearing armor that monks do.

Monk Abilities: A *ki* corrupted has the flurry of blows ability, unarmed damage, AC bonus, speed,

Lvl	Atk	Fort	Ref	Will	Special
1	+0	+2	+2	+2	Monk abilities, diamond body, strike of the serpent
2	+1	+3	+3	+3	
3	+2	+3	+3	+3	Armor of the wyvern
4	+3	+4	+4	+4	
5	+3	+4	+4	+4	Flesh of the serpent
6	+4	+5	+5	+5	
7	+5	+5	+5	+5	Soul of the spider
8	+6	+6	+6	+6	
9	+6	+6	+6	+6	
10	+7	+7	+7	+7	Breath of the lotus





and *ki* strike ability of a monk with as many levels as his *ki* corrupted levels plus his monk levels. Add the *ki* corrupted's base attack bonus derived from monk levels to that derived from *ki*

corrupted levels to determine the total unarmed base attack bonus.

Diamond Body (Ex): At 1st level, a *ki* corrupted gains immunity to poisons of all kinds.

Strike of the Scorpion (Ex): A 1st-level *ki* corrupted can temporarily channel his poisonous essence into his unarmed strikes. This ability can be used a number of times per day equal to his class level + his Wisdom bonus. The *ki* corrupted

Level	Poison Damage
1	1 Str
2-3	1d3 Str
4-5	1d6 Str
6-7	1d10 Str
8-9	2d6 Str
10	3d6 Str

imbues his unarmed strike with a non-magical injury poison. This is a free action and must be declared before making the attack roll. If the attack misses, the use is expended without effect. The

poison has a Fortitude DC equal to 10 + 1/2 his class level + his Constitution modifier.

The poison deals initial and secondary damage, according to the table below.

Armor of the Wyvern (Ex): By 3rd level, the *ki* corrupted's body has been scarred and toughened by his ritualistic poison exposure. He gains a natural armor bonus to his AC equal to one-half his class level. He also gains a -2 inherent penalty to his Charisma, a function of the scarring both to his physical appearance and his personality.

Flesh of the Serpent (Ex): At 5th level, a *ki* corrupted is able to discharge a non-magical contact poison from every pore of his body. The use of this ability is a free action and is usable a number of times per day equal to his Wisdom bonus. The contact poison has a Fortitude DC equal to 15 + his Constitution modifier and causes paralysis for 3d4 rounds as its initial damage. The poison deals no secondary damage. A target may be exposed to the poison on a successful

melee touch attack. A clever *ki* corrupted uses this ability against a victim he has already grappled.

Soul of the Spider (Ex): At 7th level, the *ki* corrupted's life force becomes inextricably intertwined with the toxic nature of poison. If the *ki* corrupted is exposed to poison to which he is immune, he is healed a number of hit points equal to the ability damage the poison's initial damage would otherwise have normally dealt. For example, if the *ki* corrupted is struck by a weapon coated with Brawnspinner III (large scorpion venom), he is healed 1d6 hit points. If the poison's initial damage causes something other than ability damage, the *ki* corrupted is healed 1d6 hit points. A *ki* corrupted may expend a use of his own special abilities to generate poison and be healed. For example, a 10th-level *ki* corrupted may use one of his strikes of the scorpion to heal himself 3d6 hit points.

Breath of the Lotus (Ex): At 10th level, a *ki* corrupted is able to channel his poison essence into a supremely lethal breath weapon. Using this ability is a standard action that does not provoke an attack of opportunity and is usable once per day. The breath weapon is a 15-foot cone. The non-magical inhalation poison has a Fortitude DC equal to 20 + his Constitution modifier. The poison causes death on a failed save. It deals no secondary damage.



MASTER POISONCRAFTER (MPO)

The master poisoncrafter's singular focus is the development of new poisons. A dedicated poisoncrafter has no designs for its ultimate use. For him, the craft is an end unto itself. In many ways, it is more art than science.

Curiously, rogues and wizards, with their prolific skills and high intelligence respectively, make skilled poisoncrafters. However, anyone with sufficient interest can qualify for the class. Rogues and assassins may dabble in the class to aid their other pursuits. Master poisoncrafters make excellent cohorts for assassins and other shady figures.

CAMPAIGN ROLE

The master poisoncrafter class is well-suited for NPC's and they should be rare within the campaign world. Dabbling in the class or taking a couple-level "dip" should be discouraged. An interesting task to take would be to have a single master poisoncrafter with maximum levels and a few apprentices having some levels in the class. Seeking out the master poisoncrafter's knowledge could be an adventure unto itself.

CLASS REQUIREMENTS

Skills: Craft (poisonmaking) 12 ranks.

Feats: Brew New Poison, Skill Focus (Craft (poisonmaking)), any one metapoisson feat.

Fast Track: The quickest path to the master poisoncrafter prestige class is as any 9th-level character with maximum ranks in Craft (poisonmaking).

CLASS SKILLS

Concentration, Craft, Decipher Script, Knowledge (all skills taken individually), Profession.

Skill points at each level: 4 + Int modifier.

HIT DIE: d4.

CLASS FEATURES

Weapon and Armor

Proficiency: A master poisoncrafter receives no new proficiencies in weapons or armor.

Safe Poison: At 1st level, the master poisoncrafter has become so skilled in his craft that he never risks accidentally poisoning himself when harvesting

raw materials, brewing poison, or applying it to his weapons or snares.

Poisoncraft: At 1st level and every second level thereafter, a master poisoncrafter may select a free metapoisson or poison creation feat. This feat is in addition to the feats gained every third character level. The master poisoncrafter must meet the prerequisites for any feat he selects.

Family Focus: At 1st level, the master poisoncrafter selects a family of poisons to focus on, e.g., araneida poison. He may add his class level as a competence bonus to all skill checks made in connection with that family, including checks to identify, harvest raw materials for, and brew poisons of that family. A second family may be selected at level five and another at level nine.

Poison Lore: A master poisoncraft is engaged in constant study to expand his knowledge of poisons. At 2nd level and every even level thereafter, he learns a new poison family. Upon attaining 2nd level, he gains a +2 insight bonus to all checks made when dealing with new poisons.

Toxicity Concentration (Ex): A 3rd-level a master poisoncrafter has developed methods of concentrating the toxicity of the poisons he brews. Any poison brewed by the master poisoncrafter enjoys a +1 competence bonus to its save DC. This bonus has no effect on the Craft DC of the poison. At 7th level, this bonus rises to +2.

Potency Intensification (Ex): A 4th-level master poisoncrafter has developed methods of intensifying the potency of the poisons he brews. Any poison brewed by the master poisoncrafter enjoys a +1 competence bonus to its damage. For example, large scorpion poison brewed by a 4th-level master poisoncrafter deals 1d6+1 Strength as its initial and secondary damage. If the poison does not deal damage, it receives a +1 bonus to its duration of the same unit as the regular duration. For example, Carrion Spear brewed by a 4th-level master poisoncrafter causes paralysis for 2d6+1 minutes. If

Lvl	Atk	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Safe poison, poisoncraft, family focus I
2	+1	+0	+0	+3	Poison lore
3	+1	+1	+1	+3	Poisoncraft, toxicity concentration +1
4	+2	+1	+1	+4	Poison lore, potency intensification +1
5	+2	+1	+1	+4	Poisoncraft
6	+3	+2	+2	+5	Poison lore, toxic mastery, family focus II
7	+3	+2	+2	+5	Poisoncraft, toxicity concentration +2
8	+4	+2	+2	+6	Poison lore, potency intensification +2
9	+4	+3	+3	+6	Poisoncraft
10	+5	+3	+3	+7	Poison lore, family focus III



the poison does not deal damage or have a duration, this ability has no effect. This bonus has no effect on the Craft DC of the poison. At 7th level, this bonus rises to +2.

Toxic Mastery: At 6th level, the master poisoncrafter's insight bonus when dealing with new poisons increases to +5.

TOXOMANCER (TOX)

The connection between magic and alchemy enjoys a long history in the arcane tradition. The bookish pursuits of the one lead naturally to the other. But the study of alchemy covers a wealth of sins, from potions to poison. When the crafty mage focuses on the latter and attains the ability to interweave these two potent media, he can become something truly fearsome. For only one thing strikes as much fear in a man's heart as the fiery torment of a high-powered fireball—a fireball laced with life-sapping poison.

Wizards and sorcerers are the most common classes to pursue the dark path of the toxomancer. Bards, though they may certainly qualify, are less likely to take levels in the class. The spells from which they select do not receive as much of a benefit from the class features of the toxomancer.

CAMPAIGN ROLE

Toxomancy should be a darkly held secret path of magic, perhaps even lost to the ages. Characters seeking to take levels in the class should learn these secrets from ancient texts or mysterious figures, and the latter will not yield their knowledge freely.

CLASS REQUIREMENTS

Feat: Great Fortitude.

Skills: Craft (poisonmaking) 6 ranks, Knowledge (arcana) 6 ranks, Spellcraft 9 ranks.

Spells: Able to cast 3rd level arcane spells.

Fast Track: The quickest path to the toxomancer prestige class is as a 6th-level sorcerer or wizard with maximum ranks in Spellcraft.

Class Skills:

Concentration, Craft, Decipher Script, Knowledge (all skills, taken individually),

Profession, Spellcraft.

Skill points at each level: 2 + Int modifier.

HIT DIE: d6.

CLASS FEATURES

Weapon and Armor Proficiency: A toxomancer receives no new proficiencies in weapons or armor.

Spells per Day/Spells Known: At every new level except 5th level, the toxomancer gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class in which he could cast 3rd-level spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, and so on). If a character had more than one arcane spellcasting class in which he could cast 3rd-level spells before he became a toxomancer, he must decide to which class he adds each level of toxomancer for purposes of determining spells per day.

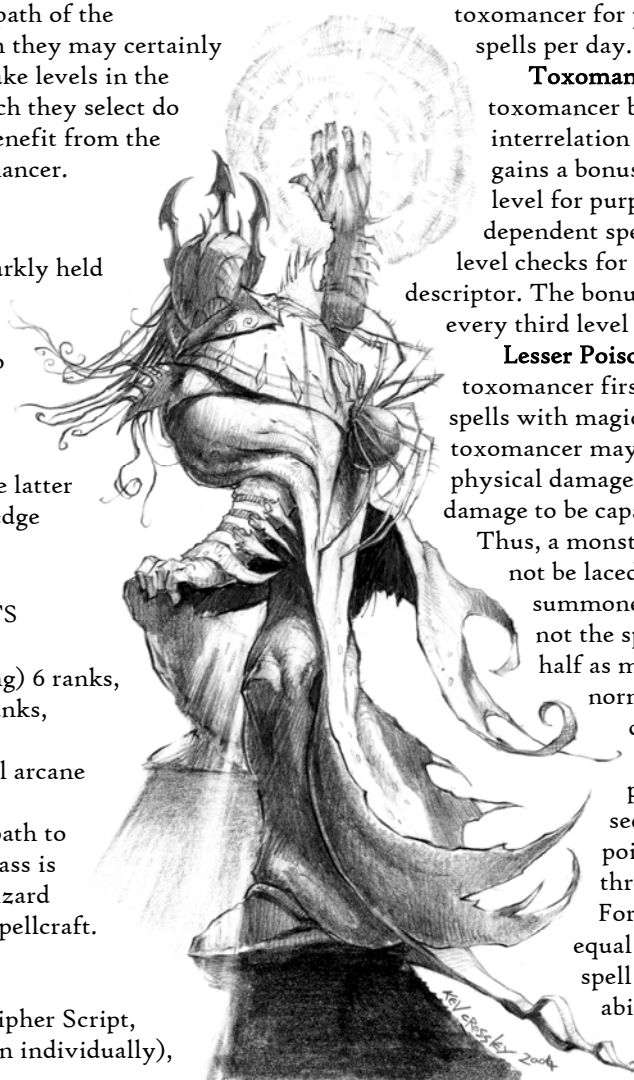
Toxomancy: At 1st level, the toxomancer begins his study of the interrelation of magic and poison. He gains a bonus to his effective caster level for purposes of determining level-dependent spell variables and for caster level checks for all spells with the poison descriptor. The bonus starts at +1 and increases every third level thereafter.

Lesser Poisonlacing: At 2nd level, the toxomancer first learns how to lace his spells with magical poison. The toxomancer may lace any spell that deals physical damage. The spell itself must deal damage to be capable of being poisonlaced.

Thus, a monster summoning spell may not be laced, as it is the monster summoned that deals damage and not the spell. A laced spell deals half as much physical damage as

normal but deals poison damage as well. The magically created injury poison deals initial and secondary damage equal to 1 point of Dexterity for every three caster levels. The Fortitude DC of the poison is equal to 10 + the level of the spell + the caster's relevant ability score modifier.

For example, a



Lvl	Atk	Fort	Ref	Will	Special	Spells per Day/Spells Known
1	+0	+2	+0	+2	Toxomancy +1	+1 level of existing arcane spellcasting class
2	+1	+3	+0	+3	Lesser poisonlacing	+1 level of existing arcane spellcasting class
3	+1	+3	+1	+3		+1 level of existing arcane spellcasting class
4	+2	+4	+1	+4	Toxomancy +2	+1 level of existing arcane spellcasting class
5	+2	+4	+1	+4	Tainted summoning	
6	+3	+5	+2	+5	Arcane poisoncraft	+1 level of existing arcane spellcasting class
7	+3	+5	+2	+5	Toxomancy +3	+1 level of existing arcane spellcasting class
8	+4	+6	+2	+6	Magical poison resistance	+1 level of existing arcane spellcasting class
9	+4	+6	+3	+6	Greater poisonlacing	+1 level of existing arcane spellcasting class
10	+5	+7	+3	+7	Toxomancy +4	+1 level of existing arcane spellcasting class

poisonlaced fireball cast by a 10th-level wizard with an 18 Intelligence would deal 5d6 points of fire damage and expose anyone damaged by the spell to poison dealing 3 points of Dexterity damage with a Fortitude DC of 17.

If the physical damage of the spell is avoided entirely (such as through evasion, spell resistance, etc.), the target is not exposed to the poison. If the physical damage from the spell is reduced (such as through a successful save, energy resistance, etc.), the poison's initial and secondary damage are reduced by half.

Tainted Summoning: All creatures summoned by a toxomancer of 5th level or higher inflict poison damage on any successful attack with a natural weapon that deals piercing or slashing damage. The non-magical injury poison deals initial and secondary damage according to the table below. The Fortitude DC of the poison is equal to 10 + ½ the creature's hit dice + the creature's Constitution modifier (or Charisma modifier if the creature has no Constitution score). If the summoned creature already has a venomous attack, the creature retains its normal attack, but the Fortitude DC to resist the poison enjoys a +4 enhancement bonus.

Creature Size	Poison Damage
Small or smaller	1d2 Strength per 5 HD
Medium	1d4 Strength per 5 HD
Large	1d6 Strength per 5 HD
Huge or larger	1d8 Strength per 5 HD

Arcane Poisoncraft: At 6th level, the toxomancer's studies afford him a measure of expertise in the crafting of magically imbued poisons. The toxomancer gains a competence bonus equal to half his class level on all Craft (poisonmaking) checks when dealing with magically imbued poisons. Furthermore, the cost of crafting magically imbued poisons is reduced to 25 gp per level of the spell

times the level of the caster (base price 50 gp).

Magical Poison Resistance: At 8th level, the toxomancer has built up a resistance to magical poisons. He gains magical poison resistance equal to 12 + his character level.

Greater Poisonlacing: At 9th level, the toxomancer's ability to lace his spells with poison reaches its apex. This ability replaces the toxomancer's lesser poisonlacing ability and is identical to that ability except for the following changes. The laced spell deals three-quarters as much physical damage as normal. The magical poison deals initial and secondary damage equal to 1 point of Constitution for every two caster levels. The Fortitude DC of the poison is equal to 12 + the level of the spell + the caster's relevant ability score modifier.

TRIBAL HUNTSMAN (TRB)

Poison is not merely the medium of assassins and those of low moral character. In the wild, poison is just another part of the complex food chain. Spiders, serpents, frogs, vermin, and other creatures utilize poison as a natural weapon or defense mechanism. Those who live in the wild—from jungle natives to desert nomads—come to learn of and respect the role poison plays in their ecosystem. In such primitive cultures, the best hunters embrace poison and its role in their own survival.

Generally, any martial class makes a good candidate for tribal huntsman. Barbarians and rangers, with their wilderness bent, make the best huntsmen. The lone exception is paladin, whose strict code does not jibe with the tribal huntsman's frequent use of poison. Similarly, druids would never take such a class and would find it difficult even to consort with tribal huntsmen.

CAMPAIGN ROLE

Any primitive social structure can have tribal huntsmen among them—though no more than one



Lvl	Atk	Fort	Ref	Will	Special
1	+1	+2	+2	+0	Animal companion, first strike +1, safe poison
2	+2	+3	+3	+0	Favored terrain, skilled harvester
3	+3	+3	+3	+1	Master tracker, venom resistance
4	+4	+4	+4	+1	First strike +2
5	+5	+4	+4	+1	Camouflage expertise
6	+6	+5	+5	+2	Poison knowledge
7	+7	+5	+5	+2	First strike +3
8	+8	+6	+6	+2	Enhance natural poison
9	+9	+6	+6	+3	Snare sense
10	+10	+7	+7	+3	First strike +4, surprise strike

or two. A tribal huntsman could serve the PCs well as a guide through the dangerous region they call home.

CLASS REQUIREMENTS

Base Attack Bonus: +6.

Skills: Knowledge (nature) 6 ranks, Survival 9 ranks.

Special: A tribal huntsman must have slain and harvested raw materials from a venomous creature.

Fast Track: The quickest path to the tribal huntsman prestige class is as a 6th-level barbarian or ranger with maximum ranks in Survival (and Knowledge (nature) for barbarians).

CLASS SKILLS

Balance, Climb, Craft, Handle Animal, Hide, Jump, Knowledge (geography), Knowledge (local), Knowledge (nature), Listen, Move Silently, Ride, Search, Spot, Survival, Swim, Use Rope.

Skill points at each level: 6 + Int modifier.

HIT DIE: d8.

CLASS FEATURES

Weapon and Armor Proficiency: Tribal huntsmen are proficient with all simple weapons. They do not gain any additional proficiency with armor or shields.

Animal Companion (Ex): A 1st-level tribal huntsman gains an animal companion, if he does not already have one. This ability is identical to the ranger ability of the same name. A tribal huntsman's effective druid level is equal to half his combined tribal huntsman class levels plus any ranger levels.

First Strike (Ex): The tribal huntsman knows that, in the wild, the first strike can often be the last. Over time, they hone their considerable skills to draw first blood. At 1st level, he gains a +1 competence bonus to his initiative. This bonus increases every third level thereafter.

Safe Poison (Ex): The tribal huntsman often coats his weapons in various poisons to make his strikes more lethal. One of the first things he learns is how to properly handle these potent toxins. At 1st level, he becomes skilled enough with poisons that he no longer risks accidentally poisoning himself when using his craft to harvest



raw materials, brew poison, or apply it to his weapons or snares.

Favored Terrain (Ex): At 2nd level, the tribal huntsman selects a particular terrain, which must be of a type located within his local hunting ground. Once selected, the favored terrain may not be changed. A tribal huntsman enjoys a +1 competence bonus to all Balance, Climb, Hide, Listen, Move Silently, Spot, Swim, and Survival checks when made within the favored terrain.

Skilled Harvester (Ex): The tribal huntsman learns how to extract the precious resources from all his vanquished quarry. At 2nd level, he may add his class level as a competence bonus to all skill checks made in connection with the harvesting of raw materials for poison. Additionally, he is able to obtain one additional dose's worth of raw materials than would normally be available based on the size of the carcass.

Master Tracker (Ex): At 3rd level, when tracking within his favored terrain, the tribal huntsman may move at full speed and adds his class level as an insight bonus to all Survival checks.

Venom Resistance (Su): Exposure to the poisons of natural predators enables the tribal huntsman to build a resistance to such toxins. At 3rd level, he receives a resistance bonus to saving throws equal to his class level against all venoms.

Camouflage Expertise (Ex): A tribal huntsman knows that his ability to remain hidden from predators can mean the difference between life and death. A 5th-level tribal huntsman adds his class level as an insight bonus to all Hide checks made within his favored terrain. Using this ability is a full-round action.

Poison Knowledge (Ex): By 6th level, the tribal huntsman has attained a near encyclopedic knowledge of the poisons generated by local flora and fauna. He may brew any poison whose raw material is found within his local hunting area as if it were a known poison.

Enhance Poison Toxicity (Ex): An 8th level tribal huntsman has developed methods of concentrating and enhancing the natural properties of various poisons. Any poison brewed by the tribal huntsman from raw materials harvested personally by him enjoys a competence bonus to its Fortitude save DC equal to his Intelligence bonus. This bonus has no effect on the Craft DC of the poison.

Snares Sense (Sp): A 9th-level tribal huntsman is able to detect snares and pits at will, as the spell *detect snares and pits*, as if cast by a 20th-level ranger.

Surprise Strike (Su): At 10th level, the tribal huntsman's skills become so honed that any attack he makes before his prey becomes aware is

supremely lethal. If the tribal huntsman successfully attacks with a poisoned weapon during a surprise round, the poison is treated as if it had the *Quickened Poison* Feat. This ability is only effective if the target is subject to critical hits. This ability only applies to attacks during the surprise round and not just if the character attacks before the target in a regular round.

VENOMOUS CHANGELING (VCH)

There are many in the realms capable of attaining the shapes of wild beasts and curious creatures. Among these are a small cabal of shapechangers who focus their amazing abilities on those members of the animal kingdom that possess stingers and fangs.

Druids are exclusively suited for the class.

CAMPAIGN ROLE

Members of this prestige class feel a special bond with the venomous members of the animal kingdom and would serve as protectors of their kind. Thus, a covey of them might guard a wyvern hatchery or work in concert with a couatl to ensure the well-being of an unspoiled jungle.

CLASS REQUIREMENTS

Feats: Great Fortitude.

Spells: Able to cast 3rd-level divine spells.

Special: *Wild shape* as a class ability.

Fast Track: The quickest path to the venomous changeling prestige class is as a 5th-level druid.

CLASS SKILLS

Concentration, Craft, Handle Animal, Heal, Hide, Knowledge (nature), Listen, Move Silently, Profession, Ride, Spellcraft, Spot, Survival, Swim.

Skill points at each level: 4 + Int modifier.

HIT DIE: d8.

CLASS FEATURES

Weapon and Armor Proficiency: A venomous changeling receives no new proficiencies in weapons or armor.

Spells per Day: At 1st, 2nd, 4th, 5th, 7th, 8th, and 10th levels, the venomous changeling gains new spells per day as if he had also gained a level in druid. He does not, however, gain any other benefit a druid would have gained (timeless body, and so on).

Wild Shape (Su): At every level except 5th, the venomous changeling gains more wild shape ability uses and qualities (i.e., the types of creatures he can shape into) as if he had also gained a level in druid.



Lvl	Atk	Fort	Ref	Will	Special	Spells per Day	Wild Shape
1	+0	+2	+0	+2	Venom form, venom immunity	+1 level of druid	+1 level of druid
2	+1	+3	+0	+3	Venom intensification +1	+1 level of druid	+1 level of druid
3	+2	+3	+1	+3	Venom form		+1 level of druid
4	+3	+4	+1	+4	Venom intensification +2	+1 level of druid	+1 level of druid
5	+3	+4	+1	+4	Venom form	+1 level of druid	
6	+4	+5	+2	+5	Venom intensification +3		+1 level of druid
7	+5	+5	+2	+5	Venom form	+1 level of druid	+1 level of druid
8	+6	+6	+2	+6	Venom intensification +4	+1 level of druid	+1 level of druid
9	+6	+6	+3	+6	Venom form		+1 level of druid
10	+7	+7	+3	+7	Venom intensification +5, quick venom	+1 level of druid	+1 level of druid

In effect, he adds his venomous changeling levels to his druid levels and uses the total to determine his wild shape ability.

Venom Form: At 1st level and every odd level thereafter, the venomous changeling may select a new form for his wild shape ability. He chooses a form from the table to the right, picking a choice available to him based on his class level and Wisdom modifier (the highest-numbered choice possible or any lower one). The venomous changeling need not otherwise be familiar with the creature.

The venomous changeling may take this form when using his wild shape ability, even if he would not otherwise be able to select a creature of its type or Hit Dice. Additionally, the venomous changeling retains all poison-related attacks and qualities, even if they would not normally be retained.

Venom Immunity (Ex): At 1st level, a venomous changeling gains immunity to all venoms.

Venom Intensification (Ex): When a 2nd-level venomous changeling takes a venomous form, the Fortitude DC of the creature's poison enjoys a +1 unnamed bonus. This bonus increases by +1 every even-numbered level thereafter.

Quick Venom (Ex): At 10th level, when the venomous changeling takes the form of a venomous creature, all poison dealt by him is treated as if it were affected by the Quicken Poison feat. That is, it deals its secondary damage one round after its initial damage.



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Class Lvl + Wis Mod	Venom Form
2 or lower	Pseudodragon
3	Vargouille
4	Ettercap
5	Gristule*
6	Phase spider
7	Spider eater
8	Wyvern
9	Dire viper*
10	Drider
11	Water naga
12	Couatl
13	Purple worm
14	Avaranc *
15 or higher	Flamestrike rattler*

* indicates a creature found in this book.





Chapter 6: Creatures of the fang

The toad, ugly and venomous, wears yet a precious jewel in his head.
- Shakespeare

Venom plays an important role in the natural world, providing a species' sole means of survival or a tool by which to exert its dominion over others. The creatures presented in this chapter demonstrate the many forms poison can take. The cleverest poisoncrafter of all is Nature itself.

AVARANC

Large Magical Beast

Hit Dice: 15d10+65 (175 hp)

Initiative: +7

Speed: 50 ft. (10 squares)

AC: 29 (−1 size, +3 Dex, +17 natural), touch 12, flat-footed 26

Base Attack/Grapple: +15/+23

Attack: Bite +18 melee (2d6+4 plus poison)

Full Attack: Bite +18 melee (2d6+4 plus poison), 2 claws +13 melee (1d6+2), and tail spike +13 melee (1d8+2/x4)

Space/Reach: 10 ft./5 ft. (10 ft. with tail spike)

Special Attacks: Poison bite, poison breath, sneak attack +4d6, spell-like abilities, unsettling aura

Special Qualities: Enlarged poison glands, scent, SR 35, tremorsense 60 ft., wild empathy

Saves: Fort +14, Ref +12, Will +9

Abilities: Str 19, Dex 17, Con 20, Int 16, Wis 19, Cha 16

Skills: Diplomacy +9, Hide +15*, Listen +13, Move Silently +19, Spot +16, Swim +10, Survival +13*, Tumble +12

Feats: Cleave, Improved Initiative, Power Attack, Quicken Spell-Like Ability (*summon nature's ally III*), Stealthy, Track

Environment: Temperate forests

Organization: Solitary or pair

Challenge Rating: 15

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 16–30 HD (Large); 31–45 HD (Huge)

Level Adjustment: +7

This creature looks vaguely lizard-like with a more lupine head and skin composed of overlapping, dull-green, chitinous plates. Its arms are long and sinewy; its legs are shorter and haunched, like that of a wild cat.

The avaranc (AH-vuh-rahnk) is as crafty, stealthy, and lethal a hunting beast as has ever stalked the dark forests of the land. It is the top of the food chain wherever it claims its hunting territory, which can range in the miles on occasion. Although most avarancs favor forest dwellings, they will often hunt in neighboring hills and plains.

From its razor-lined maw to its pick-like tail spike, the typical avaranc measures twelve feet long and weighs 2,500 pounds.

Avarancs speak Common, Elven, and Sylvan.

COMBAT

An avaranc never rushes into battle. It has been called the “timber assassin” and wears that moniker well, hiding in the shadows and using misdirection to gain an advantage. Its favorite tactic is to summon a woodland creature to distract its prey and then rush in for a lethal sneak attack. The avaranc uses its poison breath when surprised or confronted by a large party.

Poison Bite (Ex): An avaranc delivers injury poison with each successful bite attack. Initial and secondary damage is 1d12 Con. A Fortitude save DC 24 negates the damage. The save DC is Constitution-based. The avaranc enjoys a +2 racial bonus to the Fortitude DC of its poison bite attack.

Poison Breath (Ex): Every 1d6 rounds, as a standard action, the avaranc may unleash a cloud of poisonous gas in a 20-foot cone. The cone begins at the avaranc's mouth and extends in a direction of its choice. Anyone caught within the cone's area of effect is exposed to this inhalation poison (Fort DC 22 negates). Initial damage effect is blindness, deafness, and muteness for 1d6 hours; secondary damage is 1d12 Con. The save DC is Constitution-based.

Sneak Attack (Ex): Anytime an avaranc's target is denied its Dexterity bonus (such as when being caught flat-footed), when a target is flanked by an avaranc, or when a target is affected by the avaranc's unsettling aura, the avaranc deals an additional 4d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.



Spell-Like Abilities:

At will—*detect animals or plants, speak with animals*; 3/day—*greater magic fang, protection from elements, summon nature's ally III, water walk*; 1/day—*wall of thorns*; 1/week—*fire storm* (DC 21). Caster level 15th. The save DC is Charisma-based.

Unsettling Aura (Su): The avaranc gives off an aura that unnerves its enemies. Anyone within 30 feet of the avaranc that fails their saving throw (Will DC 21) becomes shaken for 3d6 rounds. Additionally, the unsettling aura makes the creature susceptible to the avaranc's sneak attack. Any creature that makes a successful saving throw against the effect cannot be affected again by that avaranc's unsettling aura for 24 hours. Avarancs ignore the unsettling aura of other avarancs. This ability is Charisma-based.

Enlarged Poison Glands (Ex): The avaranc's poison glands are particularly large and accessible. All Craft (poisonmaking) checks made to harvest

raw materials from an avaranc carcass enjoy a +4 circumstance bonus. Additionally, an avaranc carcass yields a maximum number of doses

worth of raw materials as if it were one size category larger. For example, a Large avaranc carcass can yield up to 11 doses worth of raw materials.

Tremorsense (Ex): An avaranc can automatically sense the location of anything within 60 feet that is in contact with the ground.

Wild Empathy (Ex): An avaranc possesses the wild empathy ability of a druid of a level equal to its total hit dice.

Skills: Avarancs have a +2 racial bonus on Hide and Move Silently checks. *Their natural coloration grants them a +7 racial bonus on Hide checks made in heavily wooded areas. *Avarancs have a +4 racial bonus on Survival checks when tracking by scent.

TACTICS ROUND-BY-ROUND

An avaranc typically stalks its prey, waiting for just the right time to strike. If the enemy consists of several creatures, it will often wait for one or more



of them to split up or until they begin sleeping. The goal is to pick off members of the group one by one.

Prior to combat: Greater magic fang, Hide in good ambush position.

Round 1: Quickened *summon nature's ally III* to summon dire wolf into a flanking position and charge for sneak attack; otherwise use poison breath if multiple targets are grouped together.

Round 2: Full attack anyone it can obtain a flanking position against or anyone affected by poison breath or unsettling aura.

Round 3: Use *wall of thorns* or *fire storm* to split a party or facilitate escape if endangered.

BANEFUL CREEPER

Large Ooze

Hit Dice: 8d10+48 (92 hp)

Initiative: -5

Speed: 10 ft. (2 squares), climb 10 ft.

AC: 4 (-1 size, -5 Dex), touch 4, flat-footed 4

Base Attack/Grapple: +6/+16

Attack: Slam +11 melee (2d6+9)

Full Attack: Slam +11 melee (2d6+9)

Space/Reach: 10 ft./5 ft.

Special Attacks: Constrict 2d6+9 plus poison, improved grab, putrefying poison

Special Qualities: Blindsight 60', split, ooze traits

Saves: Fort +8, Ref -3, Will -3

Abilities: Str 22, Dex 1, Con 23, Int —, Wis 1, Cha 1

Skills: Climb +16

Feats: —

Environment: Underground

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 9-16 (Large); 17-24 (Huge)

Level Adjustment: —

This creature appears to be an amorphous ooze with coloration varying from violet to deep red. It gives off a stench of rotting flesh.

Baneful creepers are a variant strain of amoeba-like oozes, similar to an ochre jelly, except that they secrete a putrefying poison in lieu of acid. Some speculate that they are the product of some mad wizard's experiments.

Like the ochre jelly, a baneful creeper can grow to a diameter of 15 feet and a thickness of 6 inches and still compress their bodies to fit into cracks as small as 1 inch wide. They are slightly denser, typically weighing in excess of 6,500 pounds.

COMBAT

Taking full advantage of its natural defense mechanism, a baneful creeper attempts to envelop its prey, withering away their muscles in a slow and painful process of digestion.

Constrict (Ex): A baneful creeper deals automatic slam damage with a successful grapple check, and the grappled creature is automatically exposed to the baneful creeper's poison.

Improved Grab (Ex): To use this ability, a baneful creature must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Putrefying Poison (Ex): Baneful creepers exude a unique form of contact poison. The poison dissipates instantly upon contact with the air. Thus, they have no effective poison on their surface. A creature is only exposed to the baneful creeper's poison if it succeeds at a constricting attack. The poison requires a Fortitude save DC 20 to resist. It deals initial, secondary, and tertiary damage (as the Extend Poison feat) equal to 1d2 points of permanent Strength drain, 1d2 points of permanent Dexterity drain, and 1d8 hit points. The Fortitude save DC is Constitution-based. Because of the poison's unstable nature, brewing poison from baneful creeper remains essentially impossible.

Split (Ex): Slashing and piercing weapons and electricity attacks deal no damage to a baneful creeper. Instead the creature splits into two identical creepers, each with half of the original's current hit points (round down). A creeper with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: A baneful creeper has a +10 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

BLEAK GNOME

Bleak Gnome, 1st-Level Warrior

Small Humanoid (Gnome)

Hit Dice: 1d8+2 (6 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

AC: 16 (+1 size, +4 chain shirt, +1 light shield), touch 11, flat-footed 16

Base Attack/Grapple: +1/-3

Attack: Longsword +2 melee (1d6/19-20) or light crossbow +3 ranged (1d6/19-20)

Full Attack: Longsword +2 melee (1d6/19-20) or light crossbow +3 ranged (1d6/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: —



Special Qualities: Bleak gnome traits, magical poison resistance 12

Saves: Fort +4, Ref +0, Will -1

Abilities: Str 11, Dex 11, Con 14, Int 12, Wis 9, Cha 4

Skills: Craft (poisonmaking) +3, Craft (trapmaking) +3, Hide +1, Listen +2, Spot +2

Feats: Weapon Focus (light crossbow)

Environment: Temperate hills

Organization: Squad (2-4), company (11-20 plus 1 leader of 3rd-6th level and 2 3rd-level lieutenants), or band (30-50 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: +0

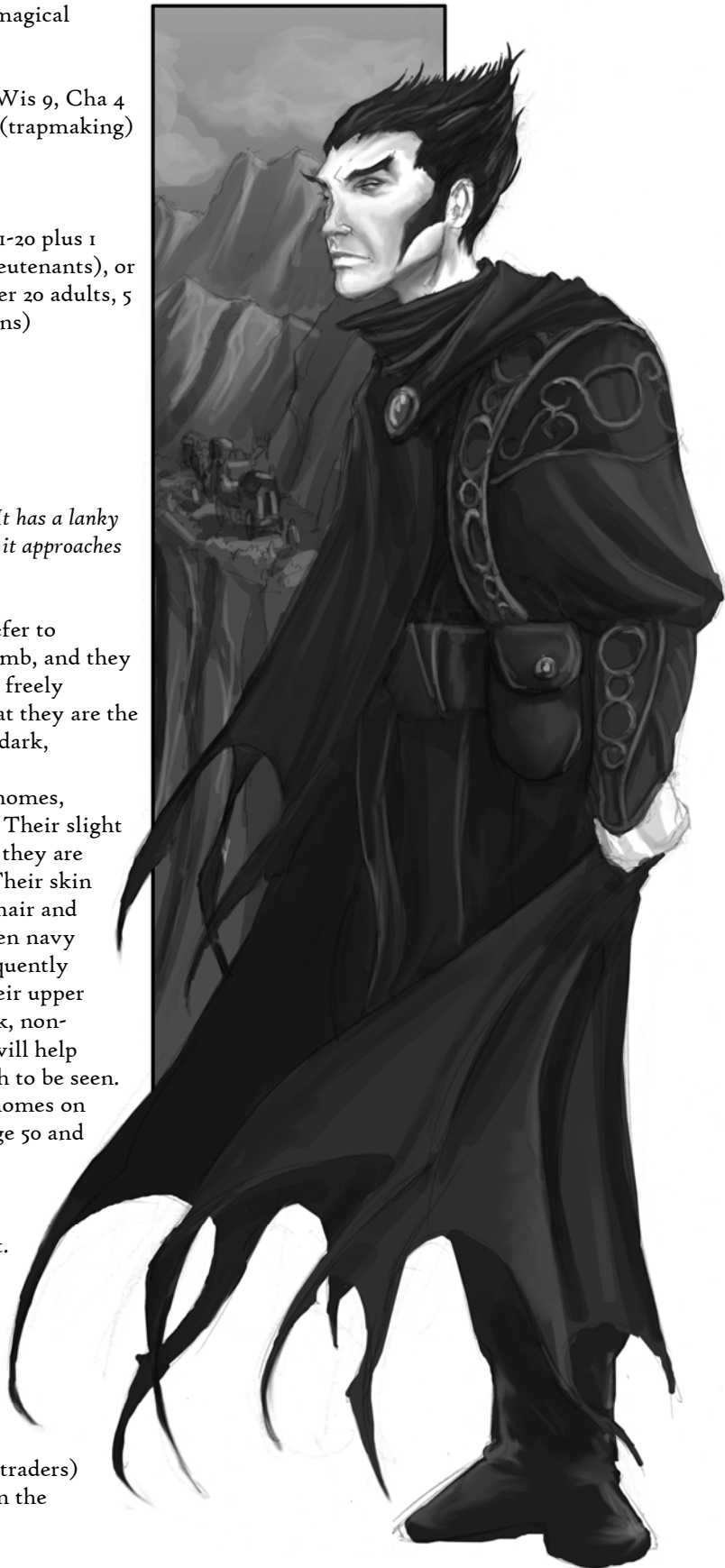
This humanoid stands a full four feet tall. It has a lanky build, light blue skin, and blue hair so dark it approaches black.

Bleak gnomes—or sennith, as they refer to themselves—are born in a poisoned womb, and they live with the essence of poison flowing freely through them. Poets have remarked that they are the living, breathing metaphors of poison: dark, mysterious, and fatalistic.

Bleak gnomes are the tallest of the gnomes, routinely reaching heights of four feet. Their slight builds lend a further illusion of height; they are less stocky than their fellow gnomes. Their skin ranges from light blue to violet. Their hair and eyes are always dark alternating between navy blue and black. Male bleak gnomes frequently grow their sideburns long but shave their upper lips and chins. Bleak gnomes favor dark, nondescript clothes or any coverings that will help them sneak about when they don't wish to be seen. Bleak gnomes live longer than other gnomes on average, reaching adulthood at about age 50 and living as long as 700 years.

Bleak gnomes are so-named for their outlook on life. They are highly intelligent but pessimistic and defeatist. They do not share the mirth and festiveness of other gnomes. They live in secluded foothills, often rife with poisoned snares, keeping to themselves except when trading season arrives.

Most bleak gnomes encountered outside their home are experts (poison traders) or warriors (guards); the information in the statistics block is for a 1st level warrior.



COMBAT

Bleak gnomes loathe face-to-face combat. They much prefer to flee, taking no shame in doing so, only to return at some later date to seek their revenge. Alternatively, they enjoy luring their foes to areas in which they have had an opportunity to prepare an array of envenomed traps. If direct combat is unavoidable, they prefer to use poisoned ranged weapons or their magical talents—often employing both in a single encounter.

Unlike their kin, bleak gnomes do not possess an inbred hatred of goblinoids and kobolds. They do not count them as allies, but do engage in a brisk poison trade, particularly with bugbears.

Bleak Gnome Traits (Ex): Bleak gnomes possess the following racial traits.

- +2 Constitution, +2 Intelligence, -2 Strength, -4 Charisma: Bleak gnomes are similar to their kin, with a slightly higher intelligence but a gloomy and pessimistic disposition.

- Small size: +1 size bonus to Armor Class, +1 size bonus on attack rolls, +4 size bonus on Hide checks, -4 size penalty on grapple checks, lifting and carrying limits $\frac{3}{4}$ those of Medium characters.

- A bleak gnome's base land speed is 20 feet.

- Low-light vision.

- Magical poison resistance equal to 11 + class levels.

- Weapon Familiarity: The bleak gnomes, it is believed, invented the stimbo (or toad's tongue) and may treat them as martial weapons rather than exotic weapons.

- +2 racial bonus on saving throws against poison.

- +1 racial bonus to the Difficulty Class for all saving throws against poison spells (i.e., spells with the poison descriptor) cast by bleak gnomes. Their toxic essence enhances any magical poison they create. This adjustment stacks with those from similar effects, such as the Spell Focus feat.

- +2 racial bonus on Craft (poisonmaking) and Craft (trapmaking) checks.

- Bonus racial feat: Toxic Substitution.

- Automatic Languages: Common, Gnome.

Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblins, Orc.

- Spell-Like Abilities: 1/day—*alter poison damage type, alter poison delivery method, augment poison*.

Caster level equals the bleak gnome's class levels.

- Poison-Tinged Blood: A bleak gnome's very blood courses with the essence of poison. While not directly toxic, it can serve as a base for other poisons, replacing some of the necessary materials. At the outset of the Craft attempt, a bleak gnome draws a measure of its own blood, which causes 2

points of temporary Constitution damage (normally regained during the remainder of the poisoncraft process). If crafting a mundane poison, the cost of the raw materials is reduced by one-third; this reduction is made before any other calculations, such as the reduction for using harvested raw materials. If crafting a magically imbued poison, the gold piece cost of the poison is calculated as if the spell level were 1 lower than the actual spell level.

—Favored Class: Wizard.

The bleak gnome warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

BLEAK GNOME SOCIETY

As a rule, bleak gnomes do not socialize with other races. On the other hand, they have no open hostility towards any either, and they trade with most any, taking advantage of their well-known neutrality. Predominantly, the bleak gnomes sell the product of their poisoncraft: weapons, doses of poison, and poison-related magic items. They trade only as much as they require to meet their basic needs. They do not have any love for precious metals or gems; they value only the pursuit of knowledge and scholarly discourse among their close-knit clans and families.

Bleak gnomes prefer to live in more mountainous—and therefore more secluded—hill country than their kin. They generally do not make their homes underground, preferring natural lean-tos and simple wooden dwellings. They make no effort to hide these communities, relying instead on their reputation to dissuade any unwanted visitors—which is to say, all of them.

Bleak gnomes worship Ellseneth, whom it is said created the very idea of poison and gave it to those creatures that he deemed worthy. It is a principal tenet of their religion that the bleak gnomes were selected by Ellseneth to receive this blessing due to their advanced intelligence and disdain for folly. Clerics of Ellseneth have access to two of the following domains: Earth, Knowledge, Magic, or Poison (nature).

DARKBLOODED CREATURE

Not all risen corpses are merely given the spark of unlife. Some are further imbued with mock blood and sent out to do their vile work. A darkblooded creature is the product of an evil-minded individual with skill in both the necromantic and toxic arts. Unfortunately, there is little an adventurer can do to distinguish a darkblooded creature from a typical



zombie without careful observation. Often, the first indication is a face full of poisonous mist.

SAMPLE DARKBLOODED CREATURE

This muscular beast was a bugbear in some former life. Now, its skin is dry and tight, its facial features sunken, and its wounds seeping with black, rancorous, fluid.

This sample darkblooded creature uses a bugbear as the base creature.

Darkblooded Bugbear

Medium Undead (Augmented Humanoid)

Hit Dice: 6d12 (39 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

AC: 18 (+5 natural, +2 +1 *leather armor*, +1 light wooden shield), touch 10, flat-footed 18

Base Attack/Grapple: +3/+7

Attack: Morningstar +8 melee (1d8+4) or claw +7 melee (1d6+6 plus poison)

Full Attack: Morningstar +8 melee (1d8+4) or claw +7 melee (1d6+6 plus poison)

Special Attacks: Breath weapon

Special Qualities: Bloodspray, darkvision 60', poison infusion, scent

Saves: Fort +3, Ref +3, Will +6

Abilities: Str 19, Dex 10, Con –, Int 10, Wis 10, Cha 9

Skills: Climb +5, Hide +3, Listen +4, Move Silently +5, Spot +4

Feats: Alertness, Weapon Focus (morningstar)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: —

Level Adjustment: —

Poison Infusion (Su): The darkblooded bugbear is infused with Malys (Fort DC 16, 1 Dex / 1d4 Dex). A *neutralize poison* spell or similar effect deals 1d6 points of damage to the darkblooded bugbear, stuns it for one round, and suppresses its poison damage and abilities that rely on the poison infusion for 1d6 rounds or the duration of the spell, whichever is greater.

Breath Weapon (Su): Every 1d4 rounds, the darkblooded bugbear can use a breath weapon (15-foot cone) of poison mist. Any creature within the cone is exposed to the poison infusion.

Bloodspray (Su): Each time damage is dealt to the darkblooded bugbear by a piercing or slashing attack, its “blood” sprays outward in a 5-foot cone, exposing all within range to the poison infusion.

Skills: Darkblooded bugbears have a +4 racial bonus on Move Silently checks.

Possessions: +1 *leather armor*, masterwork Morningstar, cloak of resistance +1.

CREATING A DARKBLOODED CREATURE

“Darkblooded” is an acquired template that can be added to any corporeal creature that has a skeletal system (referred to hereafter as the base creature). The term “darkblooded” is something of a misnomer, and the template may be applied to those creatures that do not normally have blood.

The darkblooded creature has all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead. It retains all type modifiers and subtypes except alignment subtypes (such as good) and subtypes that indicate kind (such as goblinoid or reptilian). Size is unchanged.

Hit Dice: Drop any Hit Dice from class levels (to a minimum of 1), double the number of Hit Dice left, and raise them to d12s.

Speed: Winged darkblooded creatures retain the ability to fly. However, their maneuverability becomes clumsy.

AC: The natural armor bonus of the darkblooded creature increases by a number based on its size, according to the table to the right.

Base Attack: A darkblooded creature has a base attack bonus equal to ½ its Hit Dice.

Attacks: The darkblooded creature retains all the natural attacks and weapon proficiencies of the base creature. A darkblooded creature also gains a slam attack or, if it has appropriate anatomy, i.e., some sort of appendage, it is also fitted with special talon implants and gains a single claw attack if it does not already possess one.

Damage: Natural weapons (other than the claw attack) and manufactured weapons deal damage normally. Slam and claw attacks deal damage depending on the darkblooded’s creature size, according to the table to the right. Use the base creature’s claw attack damage if it’s greater. Anyone that takes damage from any of the darkblooded creature’s

Size	Bonus
Tiny or smaller	+0
Small	+1
Medium-size	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6



natural attacks is also exposed to the poison infusion.

Special Attacks: Same as the base creature. In addition, the darkblooded creature gains the following special attack.

Breath Weapon (Su): Every 1d4 rounds, the darkblooded creature can use a breath weapon (15-foot cone) of poison mist. Any creature within the cone is exposed to the poison infusion.

Special Qualities: Same as the base creature. In addition, all darkblooded creatures gain the following special qualities.

Bloodspray (Su): Each time damage is dealt to a darkblooded creature by a piercing or slashing attack, its “blood” sprays outward in a 5-foot cone (usually just the attacker), exposing all within range to the poison infusion.

Poison Infusion (Su): At the time of creation, a poison is selected for the darkblooded creature, known as the poison infusion. The Craft DC of the poison used for the infusion cannot exceed 20 + the CR of the base creature. The poison must be a contact poison. A *neutralize poison* spell or similar effect deals 1d6 points of damage to the darkblooded creature, stuns it for one round, and suppresses its poison damage and all abilities that rely on the poison infusion for 1d6 rounds or the duration of the spell, whichever is greater.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD+2.

Abilities: Modify the base creature as follows: Str +4, Dex -2. Being undead, darkblooded creatures have no Constitution score.

Skills: Same as base creature.

Feats: Same as base creature.

Environment: Any land and underground.

Organization: Any.

Challenge Rating: Same as the base creature +2.

Alignment: Always evil.

Advancement: As base creature, but double Hit Dice (no maximum), or — if the base creature advances by character class.

Level Adjustment: —.

DIRE VIPER

Huge Animal

Hit Dice: 10d8+20 (65 hp)

Initiative: +6

Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.

AC: 17 (-2 size, +2 Dex, +7 natural), touch 10, flat-footed 15

Base Attack/Grapple: +7/+19

Attack: Bite +10 melee (2d6+6 plus poison)

Full Attack: Bite +10 melee (2d6+6 plus poison)

Space/Reach: 15 ft./10 ft.

Special Attacks: Concentrated venom

Special Qualities: Scent

Saves: Fort +9, Ref +9, Will +4

Abilities: Str 18, Dex 15, Con 15, Int 1, Wis 12, Cha 10

Skills: Balance +13, Climb +14, Hide +1, Listen +7,

Spot +7, Swim +14

Feats: Combat Reflexes, Improved Initiative, Run, Weapon Focus (Bite)

Environment: Temperate marshes

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 11-18 (Huge); 19-30 (Gargantuan)

Level Adjustment: —

This monstrous serpent has long, glistening fangs the size of greatswords and possesses short, horn-like protuberances lining the underside of its powerful, muscular jawline.

Dire vipers are more aggressive than regular vipers, attacking individual creatures or small parties that venture into their territory.

Dire vipers can grow to a length of 30 feet and weigh more than 20,000 pounds. Dire vipers come in many colors, though the most common varieties are green and black.

COMBAT

Dire vipers bite with their sharp fangs, injecting their poison in a concentrated attack.

Concentrated Venom (Ex): Dire vipers have a poisonous bite similar to their regular kin. The Fortitude save DC is 17. It deals initial and secondary damage of 1d8 Con. Three times per day, after a dire viper has successfully bitten a target, it may elect to inject poison as if it had the Maximize Poison feat applied to it, i.e., it deals 8 points of temporary Constitution damage as its initial and secondary damage. The save DC is Constitution-based.

Skills: Dire vipers have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A dire viper can always choose to take 10 on a Climb check, even if rushed or threatened. Dire vipers use their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A dire viper has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



FLAMESTRIKE RATTLER

Huge Magical Beast

Hit Dice: 22d10+110 (231 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

AC: 29 (−2 size, +2 Dex, +19 natural), touch 12, flat-footed 27

Base Attack/Grapple: +22/+37

Attack: Bite +27 melee (2d8+10 plus poison/19-20) or body +27 touch (poison) or spittle +22 ranged touch (poison)

Full Attack: Bite +27 melee (2d8+10 plus poison/19-20) or spittle +22 ranged touch (poison) and body +27 touch (poison)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, constrict 2d6+7 plus poison, poison, spittle, swallow whole

Special Qualities: DR 15/magic, resonating rattle, magical poison resistance 32 tremorsense 120'

Saves: Fort +20, Ref +17, Will +6

Abilities: Str 24, Dex 14, Con 21, Int 3, Wis 8, Cha 7

Skills: Balance +8, Hide −6*, Listen +5, Survival +9

Feats: Cleave, Combat Reflexes, Great Fortitude, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack, Track

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 17

Treasure: None

Alignment: Always neutral

Advancement: 23-38 (Huge); 39-66 (Gargantuan)

Level Adjustment: —

This massive creature shimmers into appearance, an imposing muscular coil of scales, with a pair of five-foot fangs at one end and a metronome-like rattle at the other. Its flame-red underbelly glistens in the desert sun.

These desert predators are the lords over their territory, noted for their patient hunting tactics and fearsome strength. A typical example of this snake stretches 60 feet in length, with a diameter of five feet and weighing 30,000 pounds. They derive their name from their coloration and the experience of being attacked by one.

COMBAT

In battle, a flamestrike rattler forms into a coil fifteen feet in diameter, biting the largest opponents first, while simultaneously wrapping its muscular body around anyone foolish enough to approach.

Improved Grab (Ex): To use this ability, a flamestrike rattler must hit with either a touch attack with its body against an adjacent foe or with

its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and the following round can attempt to constrict if grappling with its body or swallow if grappling with its mouth. In this way, a flamestrike rattler can grapple two foes at once. As a move action, which provokes an attack of opportunity, a flamestrike rattler can move a grabbed creature from its body to its mouth, or vice versa.

Constrict (Ex): With each successful grapple check against a creature being grabbed with its body, a flamestrike rattler deals automatic bludgeoning damage and exposes the grappled foe to its poison.

Poison (Ex): A flamestrike rattler exudes contact poison from its underbelly and fangs. Fortitude DC 26. Initial and secondary damage 2d8 Str. The save DC is Constitution-based. Poison from a flamestrike rattler enjoys the benefits of the Gird Poison feat. Raw materials to craft flamestrike rattler poison cannot be harvested from a dead snake; they can only be milked from a living one. Once the creature dies, its poison becomes inert.

Spittle (Ex): As a standard action, a flamestrike rattler is able to spit its venom up to 90 feet. This is a ranged touch attack with no range increment. Opponents hit by this attack are exposed to the rattler's poison.

Swallow Whole (Ex): By making a successful grapple check, a flamestrike rattler can try to swallow an opponent of a smaller size than itself that it has grabbed with its mouth. Once inside, the opponent takes 2d8+10 points of crushing damage plus 6 points of acid damage per round from the snake's constrictive muscles. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 30 points of damage to the snake's interior (AC 21). Once the creature exits, a muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge snake's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents. (Note: this is greater than the typical number of a creatures that a snake of this size could normally swallow, due to the flamestrike rattler's elastic musculature.)

Resonating Rattle (Su): As a standard action, which does not provoke an attack of opportunity, a flamestrike rattler can commence its rattle. While active, the mystical reverberations automatically negate all sonic and language-dependent magical attacks within 60 feet. A flamestrike rattler cannot move while rattling. Stopping the rattle is a free action, which does not provoke an attack of



opportunity.

Skills: *Flamestrike rattlers have a chameleon-like skin, which gives them a +25 circumstance bonus to Hide checks in desert surroundings, if they remain still for at least one round.

FLAXINTHE

Medium Fey

Hit Dice: 6d6+6 (27 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

AC: 20 (+3 hide armor, +7 natural), touch 10, flat-footed 20

Base Attack/Grapple: +3/+3

Attack: Scimitar +3 melee (1d6/18-20) or shortspear +3 ranged (1d6)

Full Attack: Scimitar +3 melee (1d6/18-20) or shortspear +3 ranged (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Death throes, immunity to venom, spell-like abilities, venom sympathy

Special Qualities: Damage reduction 10/cold iron, druid proficiencies, forestbound, hoverflight, resistance to fire 10, spell-like abilities

Saves: Fort +3, Ref +5, Will +12

Abilities: Str 10, Dex 10, Con 13, Int 10, Wis 17, Cha 17

Skills: Diplomacy +13, Handle Animal +9, Heal +12, Hide +7, Knowledge (nature) +9, Listen +12, Move Silently +7, Spot +12, Survival +15

Feats: Iron Will, Self-Sufficient, Track

Environment: Temperate forests

Organization: Solitary or arboreal dyad (paired with a dryad)

Challenge Rating: 4

Treasure: No coins, 50% goods, standard items (no fire-related items)

Alignment: Usually neutral good

Advancement: 7-12 HD (Medium)

Level Adjustment: —

This creature appears like a slender floating tree, with the upper torso of a muscular humanoid, a tangle of vines for hair, and skin that looks like gold-tinged wood. From the waist down, it is nothing but bare roots twisting in the breeze.

Flaxinthe (FLACK-sinth) are close relatives of the dryad, driven by their nature to protect whole forests from threat of flame or felling. Less subtle than their counterparts, flaxinthe use direct force to subdue any who would bring

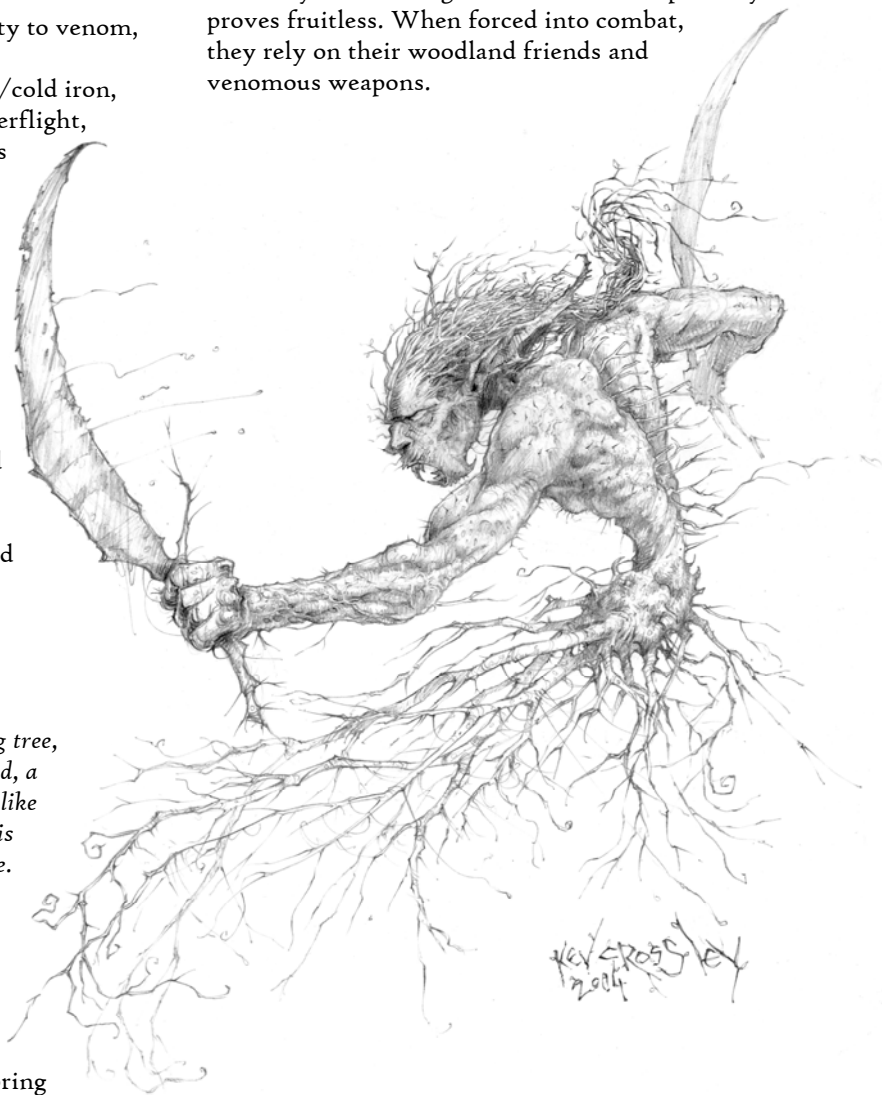
harm to their chosen domains. Unlike typical fey, flaxinthe never sleep, forever wandering through their province, hovering above the earth.

Flaxinthe stand as tall as a human with the facial features of a feral elf. Although their skin is bark-like as a dryad's, it generally has a deep greenish hue—similar to the wood produced by the *ironwood* spell—with gold-colored veins. The flaxinthe's hair is a thick, lustrous shock of vines, which stay green all year round. Their eyes are deep green and pupilless.

Flaxinthe speak Common, Druidic, Elven, and Sylvan.

COMBAT

Flaxinthe are stern and do not brook any activity they consider a transgression against their territory. They prefer to show such transgressors the error of their ways but will fight to the death if diplomacy proves fruitless. When forced into combat, they rely on their woodland friends and venomous weapons.



Death Throes (Su): Upon its death, a flaxinthe explodes in a burst of nature-attuned positive energy. All non-evil animals, plants, and fey within 60 feet of it are healed 6d6 hit points. All other creatures in range take 6d6 points of damage. A successful Fortitude save (DC 16) halves the damage. The save DC is Wisdom-based.

The flaxinthe's death also subjects its forest territory to the effects of the *fearsome forest* spell, as if cast by a 20th-level druid. The effect covers its entire territorial forest, even if it exceeds the normal range of the spell.

Spell-Like Abilities: At will—*entangle* (DC 14), *quench* (DC 16), *tree shape*; 3/day—*summon nature's ally IV*, *tree stride*; 1/week—*toxic tracker*. Caster level 8th. The save DCs are Wisdom-based.

Venom Sympathy (Su): Any weapon wielded by a flaxinthe (or the missile or ammunition used by the wielded weapon) is automatically coated with the injury poison of any venomous creature within 100 feet of the flaxinthe. The poison disappears immediately if the venomous creature strays more than 100 feet from the flaxinthe. If more than one type of poison is within range—either because there is more than one venomous creature or a creature possesses more than one type of venom—the weapon is coated with the venom that has the highest Fortitude DC or, if they have the same DC, the one that deals the most damage.

Druid Proficiencies: Flaxinthe possess the armor and weapon proficiencies and restrictions of a druid. A flaxinthe who wears prohibited armor or carries a prohibited shield takes 1d6 points of subdual damage per round until removing the offending items.

Forestbound (Su): A flaxinthe is mystically bound to the forest in which it lives and may not stray outside its boundaries. There is no limit on the total size of the forest, which often exceeds dozens of square miles. Any flaxinthe who leaves its forest becomes ill and dies within 4d6 hours.

Hoverflight (Ex): A flaxinthe moves by hovering above the ground. In this way, it leaves no tracks when it moves. The base DC for any Survival check made to track a flaxinthe is 25. If the flaxinthe moves over a pit, cliff, or similar feature, it falls as if it were under the effects of a *feather fall* spell until it reaches the ground. In all other respects, the movement is the same as base land movement, and does not have the other characteristics of flight movement.



acrisphaerum acinnae

GRAVESPORE SWARM

Tiny Ooze (Swarm)

Hit Dice: 12d10+60 (126 hp)

Initiative: +2

Speed: 10 ft. (2 squares), fly 10 ft. (perfect)

AC: 14 (+2 size, +2 Dex), touch 14, flat-footed 12

Base Attack/Grapple: +9/—

Attack: Swarm (2d4 acid)

Full Attack: Swarm (2d4 acid)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction

Special Qualities: Blindsight 60', half damage from weapons, immunity to acid and energy drain, poison burst, swarm traits

Saves: Fort +9, Ref +6, Will -1

Abilities: Str 1, Dex 14, Con 21, Int —, Wis 1, Cha 1

Skills: Move Silently +12

Feats: —

Environment: Any

Organization: Solitary or colony (3-12 swarms)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: —

An undulating mass of bulbous mustard-colored spheres bobs effortlessly in the breeze.

Gravespores are translucent yellow spheres approximately the size of an apple. The exact nature of their genesis is unclear, but they invariably appear near graveyards, old battlefields, and other areas with numerous dead bodies. When they gather among plants, they often appear as colorful blossoms to unwary adventurers.

COMBAT

Gravespore swarms linger in ground foliage, waiting for creatures to intrude on their territory. A swarm deals 2d4 points of acid damage to any creature whose space it occupies at the end of its move.

Poison Burst (Ex): Any time a gravespore swarm suffers damage from a physical source, a number of them rupture, releasing a foul, single-phase contact poison in a colorful burst. Anyone within 10 feet of any square occupied by the swarm is exposed. The poison requires a Fortitude DC 21 to resist. As its initial damage, the poison causes acid vulnerability for 1d6 hours. The poison deals no secondary damage. The save DC is Constitution-based.

Skills: A gravespore swarm has a +10 racial bonus on Move Silently checks and can always move at its full speed without penalty.



GRISTULE**Medium Monstrous Humanoid****Hit Dice:** 11d8+44 (93 hp)**Initiative:** +2**Speed:** 30 ft. (6 squares)**AC:** 17 (+2 Dex, +5 natural), touch 12, flat-footed 15**Base Attack/Grapple:** +11/+15**Attack:** Greatclub +15 melee (1d10+6) or slam +15 melee (1d4+6) or javelin +13 ranged (1d6+4)**Full Attack:** Greatclub +15/+10/+5 melee (1d10+6) or slam +15/+10/+5 melee (1d4+6) or javelin +13 ranged (1d6+4)**Space/Reach:** 5 ft./5 ft.**Special Attacks:** Poison pustules**Special Qualities:** Disease carrier, low-light vision**Saves:** Fort +9, Ref +9, Will +7**Abilities:** Str 18, Dex 15, Con 18, Int 8, Wis 11, Cha 8**Skills:** Climb +6, Jump +9, Listen +4, Survival +4**Feats:** Athletic, Great Fortitude, Power Attack, Track**Environment:** Warm plains**Organization:** Solitary, gang (2-4), or band (5-10)**Challenge Rating:** 5**Treasure:** Standard**Alignment:** Usually neutral evil**Advancement:** By character class**Level Adjustment:** +4

This pathetic brute lumbers near. Stooped over, its long arms are tucked behind its back, and its gray skin is mottled with inky, violet-colored pustules that throb.

The gristules (GRISS-chool) are a disgusting lot. They seem to revel in filth and squalor. The high incidence of disease in their bare settlements serves as a natural defense mechanism against would-be intruders. The gristules are scavengers, living off the carcasses of animals that stray too close to their encampments and the panoply of fungi that seem to thrive under such conditions. A typical gristule stands slightly taller than a human when erect, rising to heights of almost 7'6".



However, they generally walk stooped over, their well-muscled arms dragging on the ground or tucked behind their backs. Gristules rarely use their arms for anything but combat, even chewing meat right off the carcass. Gristules have tough, gray skin, varying in tones from smoky, near-white to a deep color approximating worked steel. They lack significant body hair, with only a few wisps of stark white for eyebrows and on the backs of their hands and arms.

Gristules speak Common.

COMBAT

Gristules exhibit no sophisticated tactics in combat. They attack the most dangerous looking foe until it is subdued and then move on to the next one.

Disease Carrier (Ex): Gristules are immune to the effects of all diseases, including magical diseases (such as mummy rot). Although they are immune to a disease's effects, they can still be infected by the disease and are capable of spreading the disease to others through physical contact. Any given gristule has a 25% chance of being infected by a random disease (1-8 filth fever, 9-12 red ache, 13-15 shakes, 16-17 slimy doom, 18-19 *devil chills*, 20 *demon fever*).

Poison Pustules (Ex): Anytime a gristule suffers damage from a physical source, there is a 50% chance that one or more of their poison pustules rupture, spraying contact poison. Anyone within 5 ft. of the gristule must make a Reflex save (DC 19) or be exposed to the poison. The poison has a Fortitude DC 19. The poison causes initial and secondary damage equal to 1d4 points of temporary Dexterity damage. This ability is Constitution-based.

STENCHPADDER

Medium Vermin (Aquatic)

Hit Dice: 15d8+60 (127 hp)

Initiative: +1

Speed: 20 ft., swim 60 ft.

AC: 16 (+1 Dex, +5 natural), touch 11, flat-footed 15

Base Attack/Grapple: +11/+21

Attack: Bite +16 melee (1d8+7)

Full Attack: Bite +16 melee (1d8+7)

Face/Reach: 5 ft./5 ft.

Special Attacks: Grappling affinity, improved grab, venomous blood drain

Special Qualities: Amphibious, blindsight 60 ft., immunities, vermin traits

Saves: Fort +13, Ref +6, Will +4

Abilities: Str 20, Dex 13, Con 19, Int —, Wis 8, Cha 7

Skills: Hide +1*, Swim +15

Climate/Terrain: Temperate marshes

Organization: Solitary, pair, or pack (4-8)

Challenge Rating: 11

Treasure: None

Alignment: Always neutral

Advancement: 16-30 HD (Medium-size); 31-45 HD (Large)

Level Adjustment: —

This simple creature looks like a large, flesh-colored worm with a ring of sharp teeth lining its lamprey-like mouth.

The stenchpadder is an amphibious, oversized worm. It swims and squirms without direction or purpose latching onto any living thing that crosses its path.

Stenchpadders range in length from 5 to 8 feet. Their skin is gray and slimy and otherwise without distinction, which makes them difficult to spot. Stenchpadders, despite their name, have no feet and use tiny, coarse cilia for movement in the water and on land.

COMBAT

The stenchpadder's strategy in battle is simple. It latches on to the nearest creature and doesn't let go until it is forcibly removed or until the prey has no blood left to give.

Grappling Affinity (Ex): A stenchpadder enjoys a +5 racial bonus to all grapple checks made with its bite attack.

Improved Grab (Ex): If a stenchpadder hits an opponent that is its own size or smaller with its bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +21). If it gets a hold, it can use its blood drain ability in the same round. Thereafter, each successful grapple check it makes during successive rounds automatically deals bite damage and blood drain damage.

Venomous Blood Drain (Ex): A stenchpadder drains the blood from a grabbed victim with a successful grapple check. This attack deals 1d4 points of Constitution drain and exposes the target to the stenchpadder's injury poison (Fortitude DC 21 negates). Initial damage reduces the target's base attack bonus by 2 points; secondary damage reduces the target's base attack bonus by 2d4 points. This ability is Constitution-based. (Note: This reduction in base attack bonus also reduces the target's grapple bonus.)

Amphibious (Ex): Stenchpadders have a simplistic respiratory system and are able to extract sufficient oxygen from water or air.

Blindsight (Ex): A stenchpadder can ascertain creatures by sensing vibrations in the water, ground, and air through its tiny, but sensitive cilia. This



ability enables it to discern objects and creatures within 60 feet. A stenchpadder usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Immunities: Due to its primordial anatomy, the stenchpadder is not subject to subdual damage, ability damage, ability drain, death from massive damage, critical hits, and sneak attacks. Additionally, the stenchpadder's flesh is naturally conductive, making it immune to damage from electricity attacks and effects.

Vermin Traits: A stenchpadder is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

Skills: Stenchpadders have a +10 racial bonus on Swim checks. *A stenchpadder's dull, uniform appearance affords it a +10 racial bonus to Hide checks when in murky water such as a marsh.

SYRALLAX

Large Monstrous Humanoid

Hit Dice: 15d8+45 (112 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

AC: 30 (−1 size, +1 Dex, +9 natural, +7 +2 breastplate, +4 +2 heavy steel shield), touch 10, flat-footed 29

Base Attack/Grapple: +15/+20

Attack: +2 bastard sword +17 (2d8+3/19–20) or +2 longbow +17 (2d6+2/x3)

Full Attack: +2 bastard sword +17/+12/+7 (2d8+3/19–20) or +2 longbow +17/+12/+7 (2d6+2/x3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Poisonous gaze, spell-like abilities

Special Qualities: Damage reduction 15/good and magic, darkvision 180 ft., immunity to acid, fire and poison, resistance to cold 10 and electricity 10, see in darkness, spell resistance 29, total proficiency

Saves: Fort +10, Ref +12, Will +14

Abilities: Str 12, Dex 13, Con 17, Int 21, Wis 17, Cha 17

Skills: Concentration +9, Diplomacy +23, Intimidate +25, Knowledge (any three) +15, Listen +16, Ride +4, Sense Motive +18, Spot +16, Survival +9, Use Magic Device +15

Feats: Blind-Fight, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Negotiator

Environment: Underground

Organization: Solitary

Challenge Rating: 13

Treasure: Double standard

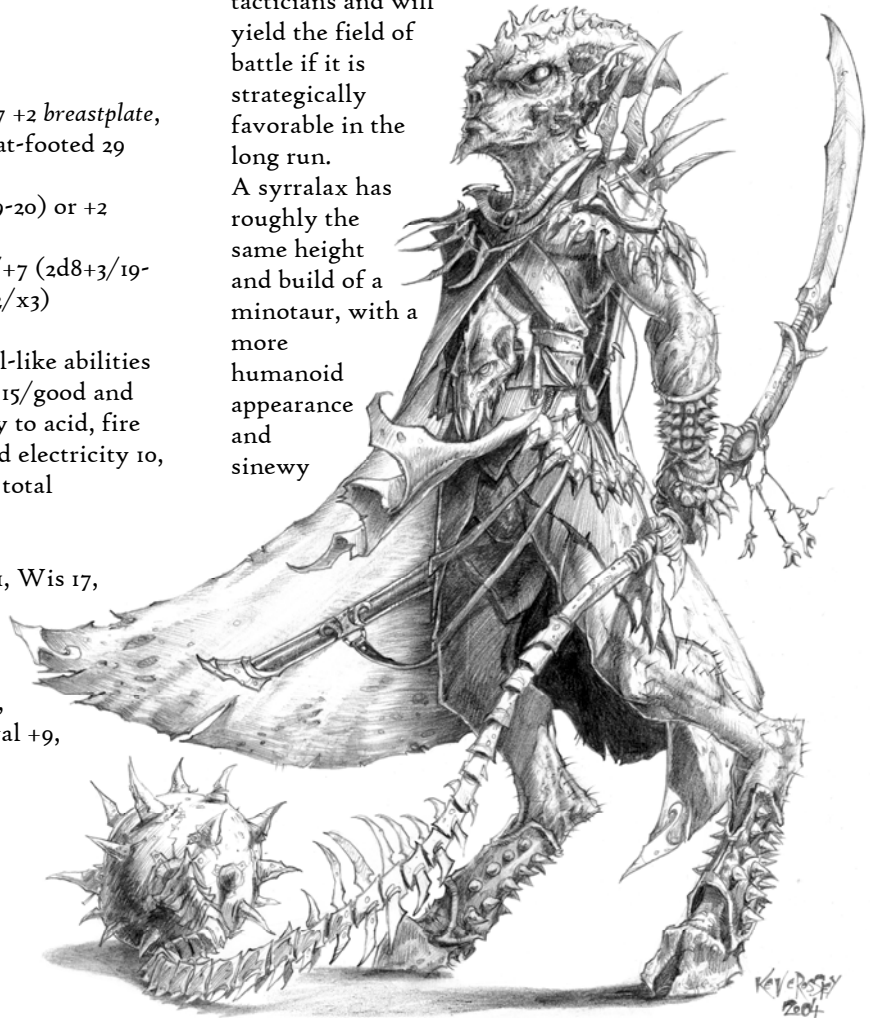
Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: —

The imposing humanoid stands before you in regal garb and vicious armor covering much of its scarlet-colored skin. The creature's most notable feature is its large, elongated head with a row of stubby horns running the length of its considerable cranial ridge and two massive eyes set on either side, black as the darkest, most dangerous depths of the underground world.

The syrallax (SIH-ruh-lacks) is the rival to the mind flayer, dark elf, and aboleth for domination of the subterranean realm. While they lack the sheer numbers of the other races, they make up for it by the impressive stable of minions and thralls they keep. They intimidate many to serve them out of fear and dominate others with their poisonous gaze. Syrallaces crave power for its own sake. They consider themselves overlords, seeking to increase their territory and holdings. They are master tacticians and will yield the field of battle if it is strategically favorable in the long run. A syrallax has roughly the same height and build of a minotaur, with a more humanoid appearance and sinewy



frame. It stands fully erect upon its deeply cloven hooves, with a regal bearing, commonly bedecked in black armor and adornments. A syrallax's skin is vivid red. Its head is elongated, similar to a bodak's. The center-line of its cranium is marked by a crowded row of short, brownish-yellow horns. Its eyes are perfectly black and set wide apart, nearly on the sides of its head.

Syrallaces speak Common, Draconic, Dwarven, Terran, and Undercommon.

COMBAT

A syrallax does not normally deign to engage in direct combat, simply cowing those who are weak of will or relying on its minions to deal with such inconveniences. When those tactics prove ineffective, the syrallax will make quick use of its gaze attack, reserving melee as a last option or in the event it is truly bored. All weapons wielded by a syrallax, including improvised ones, are treated as magic and evil-aligned for the purpose of overcoming damage reduction.

Poisonous Gaze (Su): The gaze of the syrallax conjures magically created, magically imbued contact poison on the eyes of all who meet its gaze. The effective range of the gaze is 45 feet. Unlike a typical gaze attack, there is no saving throw to avoid the exposure to the poison. The poison itself has a Fortitude save DC 25 to resist (10 + double the spell's level + the syrallax's Charisma modifier), which includes a +2 racial bonus. The poison's initial damage/spell effect is *dominate monster*, Will DC 18 negates, caster level 15th. The spell effect's save DC is Charisma-based. A syrallax can suppress and resume its poisonous gaze at will.

Spell-Like Abilities: 3/day—shadow conjuration (DC 17), shadow evocation (DC 18), shadow walk. Caster level 15th. The save DCs are Charisma-based.

See in Darkness (Su): Syrallaces can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Total Proficiency (Ex): Syrallaces have an innate martial knowledge. They are proficient with all weapons and armor, including exotic ones. Furthermore, they suffer no penalty when using improvised weapons.

Skills: Syrallaces have a +4 racial bonus on Intimidate, Listen, Sense Motive, and Spot checks.

TACTICS ROUND-BY-ROUND

A syrallax opens combat by using its shadow spell-like abilities and dominating gaze to eliminate as many opponents as possible before resorting to melee.

Prior to combat: Activate poisonous gaze.

Round 1: Direct minions to attack; *shadow evocation ice storm* if facing three or more visible, active opponents; otherwise *shadow conjuration* to conjure fiendish Large viper adjacent to least armored opponent.

Round 2: *Shadow conjuration* to conjure fiendish Large viper adjacent to another lightly armored opponent, direct dominated opponents to attack their own companions.

Round 3: Full ranged attack against worst-injured enemy.

Round 4: Continue ranged attacks or *shadow evocation ice storm* if multiple opponents appear to be on death's door.

Round 5: *Shadow walk* if endangered.

TOXIC DEATHLORD

These vile creations are the champions of evil gods whose portfolio includes poison and assassination, summoned back from death to serve their dark patrons. Suitable candidates are often culled from peerless poisoncrafters, high-ranking clerics of the god's following, and noteworthy assassins, but even skilled fighters who routinely coated their weapons with poison have been known to become toxic deathlords. Unlike the champions of other evil gods, toxic deathlords work alone, shunning cumbersome legions of undead for the advantages of stealth and surprise.

In addition to serving the goals of their deity, a toxic deathlord lusts for the black kiss of poison. Though they long ago lost any sense of taste or worldly pleasure, a goblet of the toxic stuff tastes like sweet nectar to their mad sensibilities. They will often tempt the living to a life of poisoncraft or serve as caretakers to a venomous menagerie.

Toxic deathlords speak Common plus any other languages they knew in life.

SAMPLE TOXIC DEATHLORD

This gaunt but muscular creature appears as though it were once human, but its pale green skin and skeletal head—replete with eye sockets that seep a thick, acrid fluid—suggest that was a very long time ago. It rides menacingly atop a hellish steed of darkest black.

This sample toxic deathlord uses a 12th-level human fighter as the base creature.

Toxic Deathlord 12th-Level Human Fighter
Medium Undead (Augmented Humanoid)

Hit Dice: 12d12 (78 hp)

Initiative: +5



Speed: 20 ft. in full plate armor (4 squares); base speed 30 ft.

AC: 31 (+1 Dex, +10 +2 *full plate armor*, +4 +2 *heavy steel shield*, +1 *ring of protection*, +5 natural), touch 12, flat-footed 30

Base Attack/Grapple: +12/+16

Attack: Touch +17 melee (poison) or +2 *greatsword* +21 melee (2d6+13 plus poison/19-20)

Full Attack: Touch +17 melee (poison) or +2 *greatsword* +21/+16/+11 melee (2d6+13 plus poison/19-20) or +1 *longbow* +14/+9/+4 ranged (1d8+1/x3)

Special Attacks: Befouling burst

Special Qualities: Damage reduction 5/artifact, fast healing 5, immunities, SR 22, toxic essence, toxic healing, turn immunity

Saves: Fort +8, Ref +5, Will +5

Abilities: Str 21, Dex 13, Con –, Int 18, Wis 13, Cha 19

Skills: Climb +10, Craft (poisonmaking) +25, Hide +1, Intimidate +14, Jump +4, Listen +9, Move Silently +1, Ride +13, Search +12, Spot +14, Survival +6

Feats: Blind-Fight, Brew Magical Poison, Brew New Poison, Cleave, Greater Weapon Focus (*greatsword*), Greater Weapon Specialization (*greatsword*), Improved Initiative, Improved Sunder, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Toxic Substitution, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*)

Environment: Any

Organization: Solitary

Challenge Rating: 16

Treasure: Standard coins; double goods; double items.

Alignment: Neutral evil

Advancement: By character class.

Level Adjustment: +6

COMBAT

The Fortitude saves for this toxic deathlord's befouling burst ability and for its poison have a DC of 20.

Possessions: +2 *greatsword* (coated with toxic essence), +1 *longbow*, 20 arrows, +2 *full plate mail*, +2 *heavy steel shield*, +1 *ring of protection*, *cloak of charisma* +4, 2 doses Black Death, 2 doses Winghammer, nightmare mount. (Different toxic deathlords may have different possessions.)

CREATING A TOXIC DEATHLORD

"Toxic Deathlord" is an acquired template that can be added to any evil humanoid creature with 10 or more hit dice (referred to hereafter as the base

creature).

The toxic deathlord has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

AC: A toxic deathlord has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Attack: A toxic deathlord has a touch attack that it can use once per round. If the base creature can use weapons, the toxic deathlord retains this ability. A creature with natural weapons retains those natural weapons. A toxic deathlord fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). A toxic deathlord armed with a weapon uses its touch attack or a weapon, as it desires.

Full Attack: A toxic deathlord fighting without weapons uses either its touch attack or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch attack as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: A toxic deathlord without natural weapons has a touch attack that exposes the target to a magical injury poison generated by negative energy. This poison deals initial damage equal to 2d6 hit points of damage and also deals 1 point of temporary Constitution damage; its secondary damage is paralysis for 2d4 minutes. The Fortitude save to resist the poison is equal to 10 + 1/2 toxic deathlord's HD + toxic deathlord's Cha modifier. This poison is treated as if it had the Penetrating Poison feat. Creatures immune to negative energy are immune to the poison. A toxic deathlord with natural weapons can use its touch attack or its natural weapons, as it prefers. If it chooses the latter, all of its natural weapon attacks deal normal damage in addition to the poison.

Special Attacks: A toxic deathlord retains all the base creature's special attacks and gains those described below.

Befouling Burst (Su): Once per day, a toxic deathlord can unleash a burst of befouling energy from itself. The burst fills a 30-ft.-radius area centered on it. All liquids within the area of effect lose their properties and are tainted with the deathlord's toxic essence, transformed into magically created contact poison for one full day. Magical liquids, such as potions and oils, get a



Fortitude save to resist the effect. The save DC is equal to 10 + 1/2 toxic deathlord's HD + toxic deathlord's Cha modifier.

Spells: A toxic deathlord can cast any spells it could cast while alive.

Special Qualities: A toxic deathlord retains all the base creature's special qualities and gains those described below.

Damage Reduction (Su): A toxic deathlord's body is girded with supernatural toughness, giving it damage reduction 5/artifact. A toxic deathlord's natural weapons are treated as epic and evil weapons for the purpose of overcoming damage reduction.

Fast Healing (Su): As a result of the toxic deathlord's toxic healing ability and the poison constantly generated by its toxic essence, it possesses fast healing 5. This is in addition to any healing received by exposure to other poison.

Immunities: Toxic deathlords have immunity to cold, electricity, and polymorph (though they can use polymorph effects on themselves). Additionally, toxic deathlords are immune to the damage caused by all poison, including poison with the Bless Poison feat and to all spells with the poison descriptor.

Spell Resistance (Su): A toxic deathlord gains spell resistance equal to 20 + character's level beyond 10th.

Toxic Essence (Su): A toxic deathlord is infused with a toxic essence and literally brims with poison. As a full round action, which draws an attack of opportunity, a toxic deathlord can create one dose of this magical contact poison. Its initial damage deals 2d6 hit points of damage and also deals 1 point of temporary Constitution damage; its secondary damage is paralysis for 2d4 minutes. The Fortitude save to resist the poison is equal to 10 + 1/2 toxic deathlord's HD + toxic deathlord's Cha modifier. Unlike the poison generated by the toxic deathlord's touch attack, this poison does not enjoy the benefits of the Penetrating Poison feat. Anyone grappling or grappled by a toxic deathlord is exposed to the poison. A toxic deathlord that uses martial weapons often coats them in this poison. Doing so is a full-round action, which provokes an attack of opportunity.

Toxic Healing (Su): Whenever a toxic deathlord is exposed to poison (other than that created by its own toxic essence), it is healed a number of hit points equal to half the poison's Fortitude save DC. Toxic deathlords are known to carry vials of poison that they use alternatively for their intended purpose and as healing potions in the heat of battle.

Turn Immunity (Ex): A toxic deathlord cannot be turned. It can be banished with *holy word*, however, just as if it were an evil outsider. (The banished toxic deathlord returns to the plane of the evil god it

serves.)

Abilities: Modify the base creature as follows: Str +2, Int +2, Wis +2, and Cha +4. Being undead, toxic deathlords have no Constitution score.

Skills: Toxic deathlords have a +8 racial bonus on Craft (poisonmaking), Hide, Listen, Move Silently, Search, and Spot checks. Otherwise, same as base creature.

Feats: A toxic deathlord gains the Brew Magical Poison, Brew New Poison, and Toxic Substitution feats if it did not already have them, even if it does not otherwise meet the prerequisites for the feat.

Organization: Solitary.

Challenge Rating: Same as the base creature +4.

Treasure: Standard coins; double goods; double items.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +6.

VENATON

Large Construct

Hit Dice: 8d10+30 (74 hp)

Initiative: +5

Speed: 40 ft. (8 squares)

AC: 25 (−1 size, +5 Dex, +11 natural), touch 14, flat-footed 20

Base Attack/Grapple: +6/+15

Attack: 2 bolts +11 ranged (2d8 plus poison/19-20)

Full Attack: 2 bolts +11 ranged (2d8 plus poison/19-20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Bolt launchers, poison reservoirs

Special Qualities: Construct traits, DR 5/adamantine, darkvision 60 ft., low-light vision

Saves: Fort +2, Ref +7, Will +2

Abilities: Str 21, Dex 21, Con —, Int —, Wis 11, Cha 1

Skills: —

Feats: —

Environment: Any

Organization: Solitary or squad (5-8)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 9-16 (Large); 17-24 (Huge)

Level Adjustment: —

This metallic sentinel is a sleek assortment of slender metal bars and plates, with large holes at the base of its hands.

A ventaon (VEEN-uh-tahn) has a vaguely humanoid, if slender, body made from iron or other strong alloys.



This construct is fashioned in a manner similar to that of an iron golem, except that it is built for speed, contains ammunition and poison reservoirs within its main chamber, and never carries another weapon. Although fashioned with magic, venatons do not possess the magical immunity enjoyed by other golems.

Like its magical counterpart, a venaton is 12 feet tall but weighs only about 3,000 pounds.

COMBAT

Venatons strike quickly, preferring to attack with sniper tactics and move or swarm a single target with other venatons.

Bolt Launchers (Ex): A venaton's primary weapons—indeed only weapons—are its bolt launchers. It has one housed in each of its hands. These weapons are equivalent to Large heavy crossbows, except that the venaton can “reload” as a free action. Each arm can hold up to 25 bolts at a time. Each time a bolt is fired, it is automatically coated with poison from the venaton's reservoir, if any poison is remaining. Once empty, reloading a venaton's launchers takes ten minutes and requires a DC 10 Craft (armorsmithing) or Craft (weaponsmithing) check. The range increment for a venaton's launchers is 200 feet.

A venaton may fire both of its launchers at the same time without any penalty for fighting with two weapons. A venaton does not draw an attack of opportunity for using its launchers as the firing of ranged weapons normally does. When using its launchers, the venaton enjoys the benefits of the following feats: Point Blank Shot, Precise Shot, Shot on the Run, and Weapon Focus (bolt launcher).

Poison Reservoir (Ex): A venaton has a special reservoir in its torso chassis for holding poison. Up to 50 doses of poison can be placed in the reservoir at one time. Loading poison into the reservoir or removing poison from it requires a DC 10 Craft (armorsmithing) or Craft (weaponsmithing) check. Failing the check by five or more exposes the character to the poison being loaded into the reservoir. Poison in the reservoir does not decay.

CONSTRUCTION

A venaton's body is sculpted from 3,000 pounds of pure iron or iron alloys, smelted with rare tinctures and admixtures costing at least 5,000 gp. Assembling the body requires a DC 17 Craft (armorsmithing) check or a DC 17 Craft (weaponsmithing) check. CL 14th; Craft Construct, *geas/quest*, *telekinesis*, *Ten's transformation*, caster must be at least 14th level; Price 90,000 gp; Cost 50,000 gp + 3,400 XP.

VENOMOUS CREATURE

Venom is one of nature's most favored defense mechanisms. Its appearance in a species can signal a rise up the food chain or create a dominant subspecies that lords over its lesser kin.



morbaculata fluviorum

SAMPLE VENOMOUS CREATURE

This creature appears as a typical manticore save for the viscous green liquid glistening on its claws, teeth, and deadly tail-spikes.

This sample venomous creature uses a manticore as the base creature.

Venomous Manticore

Large Magical Beast (Augmented Magical Beast)

Hit Dice: 6d10+36 (69 hp)

Initiative: +2

Speed: 30 ft. (6 squares), fly 50 ft. (clumsy)

AC: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

Base Attack/Grapple: +6/+15

Attack: Claw +10 melee (2d4+5 plus poison) or 6 spikes +8 ranged (1d8+2/19-20 plus poison)

Full Attack: 2 claws +10 melee (2d4+5 plus poison) and bite +8 melee (1d8+2 plus poison); or 6 spikes +8 ranged (1d8+2/19-20 plus poison)

Special Attacks: Spikes, poison

Special Qualities: Darkvision 60 ft., low-light vision, scent, venom resistance

Saves: Fort +11, Ref +7, Will +3

Abilities: Str 20, Dex 15, Con 23, Int 7, Wis 12, Cha 9

Skills: Listen +5, Spot +9, Survival +1

Feats: Flyby Attack, Multiattack, Track^B, Weapon Focus (spikes)

Environment: Warm marshes

Organization: Solitary, pair, or pride (3-6)

Challenge Rating: 8

Treasure: Standard

Alignment: Usually lawful evil

Advancement: 7-16 HD (Large); 17-18 HD (Huge)

Level Adjustment: +3 (cohort)

Spikes (Su): With a snap of its tail, the venomous manticore can loose a volley of six poisoned spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no



range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

Poison (Ex): The venomous mantichore exposes its victim to its poison with every successful attack from its claws, bite, and spikes. The poison has a Fortitude DC 19 to resist and deals 1d2 points of temporary Dexterity damage as its initial and secondary damage. The save DC is Constitution-based.

Venom Resistance (Ex): The venomous mantichore enjoys a +2 resistance bonus to saving throws vs. poison.

Skills: The venomous mantichore has a +4 racial bonus on Spot checks.

CREATING A VENOMOUS CREATURE

“Venomous” is an inherited template that can be added to any living, corporeal creature that has at least one natural weapon or special attack that deals slashing or piercing damage.

The venomous creature has all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s size and type remain unchanged.

Hit Dice: Unchanged.

Attacks: A venomous creature retains all the natural attacks and weapon proficiencies of the base creature.

Damage: The venomous creature’s natural weapons deal damage normally but may gain poison as well. At the time the venomous template is acquired, one or more of the creature’s natural attacks and special attacks gain poison, which deals initial and secondary damage according to the table below. The poison has a Fortitude DC equal to 10 + ½ the creature’s HD + the creature’s Constitution modifier.

If the poison deals ability damage, it deals Strength, Dexterity, or Constitution damage,

selected at the time the template is acquired. A creature’s venom must deal the same damage or cause the same effect for all attacks. (The table below is for DM reference; any element of damage with the same or lesser Craft DC modifier from that found in the above table may be selected.)

If selecting randomly, there is a 50% chance that the venom applies to a single natural weapon or special attack that deals slashing or piercing damage and a 50% chance that it applies to all of the creature’s natural weapons or special attacks that deal slashing or piercing damage. If selecting randomly and the venom applies to a single natural weapon, it applies to the creature’s primary natural weapon that deals slashing or piercing damage. For purposes of using the table, a group of like weapons (such as a pair claws) count as a single weapon. Thus, a venomous destrachan’s claws would count as a single attack for determining the initial and secondary damage dealt by its poison.

Special Attacks: Same as the base creature. In addition, one or more of the base creature’s special attacks may gain poison according to the damage entry above.

Special Qualities: Same as the base creature. In addition, all venomous creatures gain the following special quality:

Venom Resistance (Ex): A venomous creature enjoys a +2 resistance bonus to saving throws vs. poison.

Saves: Same as the base creature, modified by ability score adjustment.

Abilities: Increase from the base creature as follows: +4 Con.

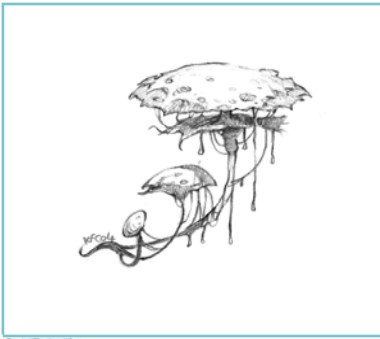
Skills: Same as base creature.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Level Adjustment: +1.

HD	Single Attack	Multiple Attacks
1-3	1d2 ability damage <i>or</i> dazed 1 round	1 ability damage
4-7	1d4 ability damage <i>or</i> sickened 1d6 rounds	1d2 ability damage <i>or</i> dazed 1 round
8-11	1d8 ability damage <i>or</i> nauseated 2d6 rounds	1d4 ability damage <i>or</i> sickened 1d6 rounds
12-15	2d6 ability damage <i>or</i> paralyzed 2d6 rounds	1d8 ability damage <i>or</i> nauseated 2d6 rounds
16-20	3d6 ability damage <i>or</i> death	2d6 ability damage <i>or</i> paralyzed 2d6 rounds





Chapter 7: Adventures in the dark

*If you prick us, do we not bleed? If you tickle us, do we not laugh?
If you poison us, do we not die? And if you wrong us, shall we not revenge?*
- Shakespeare

A complete treatment of poison yields many opportunities for adventure. This chapter presents a few adventure seeds based upon the material found in this book. These are not fully fleshed modules; that work is left to the DM to suit the requirements of the particular campaign.

BLEAK FUTURE

(LEVELS 2-5)

Traveling through the hill country, the PCs come across a wounded bleak gnome trader, Vaerr (Exp 2/Ftr 2), and what's left of his trading party. At first wary of the PCs, he eventually recounts an ambush by a pack of kobolds as they were returning from a trading expedition to the neighboring villages. The kobolds killed a few of his fellow sennith and kidnapped the rest.

From what Vaerr can surmise, the kobolds mean to drain his fallen companions' blood to use in the crafting of magical poisons. He implores the assistance of the party in rescuing the captive sennith and offers half the proceeds of the trade excursion and any booty they recover from the kobolds themselves.

In reality, Vaerr is only half-right. The kobolds are led by a kobold priest, Zellacos and his half-dragon wife, Paash. Zellacos does intend to extract the blood of the bleak gnomes—but not just that of the ones he has captured. He intends to torture and interrogate the captives, learn as much as he can about the snares protecting their encampment, and subjugate the lot of them.

Paash, Female Venomous Half Black-Dragon Half-Kobold Ftr 2: CR 4; Small Dragon; HD 2d10+8 (Ftr); hp 26; Init +6; Spd 30 ft.; AC 18 (+1 size, +1 Dex, +5 natural, +1 ring), touch 13, flat-footed 17; Atk +8 melee (1d3+5 plus poison, 2 claws), +3 melee (1d4+5, bite) or +5 ranged (1d3, sling); Space/Reach 5

ft./5 ft.; SA breath weapon, poison; SQ darkvision 60 ft., immunity to acid, *sleep*, and paralysis, light sensitivity, low-light vision, venom resistance; AL CE; SV Fort +9, Ref +4, Will +0; Str 19, Dex 13, Con 18, Int 10, Wis 8, Cha 12.

Skills: Climb +7, Craft (trapmaking) +4, Intimidate +5, Profession (miner) +2, Search +3.
Feats: Great Fortitude, Improved Initiative, Lightning Reflexes.

Breath Weapon (Su): 60-foot line, once per day, damage 6d8 acid, Reflex DC 14 half.

Poison (Ex): Claw attacks, injury DC 15, 1d2 Str/1d2 Str.

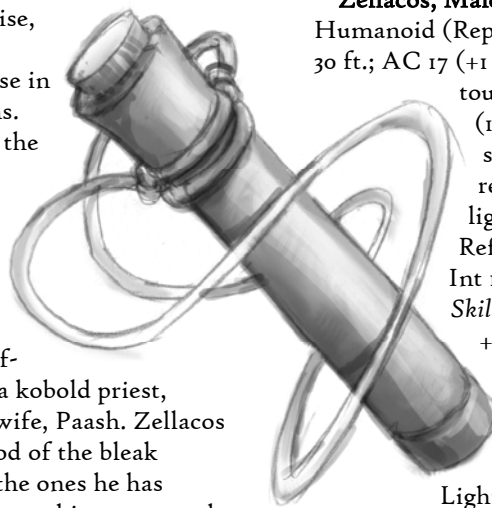
Possessions: Ring of protection +1, torc of magic fang, masterwork sling, sling stones (24), scrimshawed wyvern stinger worth 100 gp.

Zellacos, Male Kobold Clr 6: CR 6; Small Humanoid (Reptilian); HD 6d8; hp 42; Init +1; Spd 30 ft.; AC 17 (+1 size, +1 Dex, +1 natural, +4 leather), touch 12, flat-footed 16; Atk +4 melee (1d6-1/x3, spear) or +7 ranged (1d3+1, sling); Space/Reach 5 ft./5 ft.; SA rebuke undead; SQ darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +5, Will +8; Str 9, Dex 13, Con 10, Int 10, Wis 17, Cha 13.

Skills: Bluff +9, Craft (poisonmaking) +4, Craft (trapmaking) +2, Diplomacy +2, Intimidate +2, Knowledge (religion) +1, Profession (miner) +2, Search +2.
Feats: Combat Casting, Leadership, Lightning Reflexes.

Spells Prepared (5/5/5/4; base DC = 13 + spell level): 0—*detect magic*, *detect poison*, *read magic*, *resistance* (2x); 1st—*augment poison**, *bane*, *obscuring mist*, *poison weapon*, *protection from good*; 2nd—*invisibility**, *bear's endurance*, *hold person*, *resist energy*, *summon monster II*; 3rd—*poison**, *blindness/deafness*, *dispel magic*, *wind wall*.

*Domain spell. Domains: Poison (evil) (coat sling stones with poison 1/day, injury DC 16, 2 Con/2 Con, 6 rds); Trickery.



Possessions: +2 leather armor, +1 sling, sling stones (18), poison grenades (Terror-Root) (2), crown made from black wyrmling skull encrusted with onyx worth 500 gp.

CARAVAN OF VENGEANCE

(LEVELS 6-9)

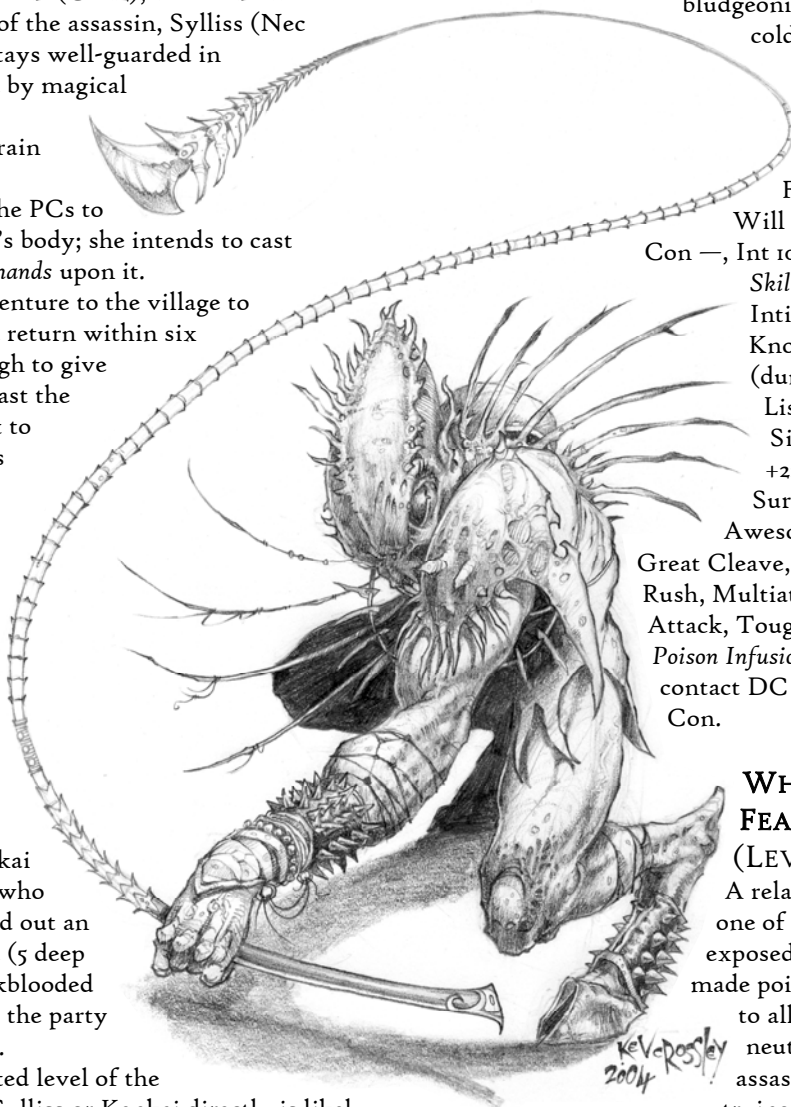
A noble in a faraway village is assassinated by a dose of dark reaver, slipped into his evening meal. The noble's sister, Ayrthrain (Clr 12), is certain she knows the identity of the assassin, Sylliss (Nec 10/Tox 6). Sylliss stays well-guarded in his tower, protected by magical wards and undead minions, but Ayrthrain will not brook this misdeed. She asks the PCs to retrieve her brother's body; she intends to cast *vengeance on tainted hands* upon it.

The party must venture to the village to gather the body and return within six days—quickly enough to give Ayrthrain time to cast the spell. Unbeknownst to Ayrthrain, Sylliss is under the mental control of Kenkai (syrrallax, Ftr 5), who wishes to destabilize the region and find fresh souls to enslave. One of Kenkai's other subordinates is undercover in Ayrthrain's court. The spy warns Kenkai of the noble's plan, who directs Sylliss to send out an undead strike squad (5 deep dwarf zombies, darkblooded elder xorn) to harry the party and thwart the plan.

Given the suggested level of the party, confronting Sylliss or Kenkai directly is likely out of the question. Whether the party succeeds or fails, however, they are sure to have a future run-in with the evil mage and the syrrallax overlord. If Sylliss survives Ayrthrain's spell, he will certainly seek revenge on those who conspired against him. If Sylliss succeeds in foiling the plot against him, Ayrthrain and possibly the PCs themselves might

later seek a more direct method of dealing with the necromancer.

Darkblooded Elder Xorn: CR 10; Large Undead; HD 30d12; hp 200; Init -1; Spd 20 ft., burrow 20 ft.; AC 26 (-1 size, -1 Dex, +18 natural), touch 8, flat-footed 27; Atk +23 melee (4d8+9, bite), +21 melee (1d8+3 plus poison, 3 claws); Space/Reach 10 ft./10 ft.; SA breath weapon; SQ all-around vision, bloodspray, earth glide, darkvision 60 ft., DR 5/bludgeoning, immunity to cold and fire, poison infusion, resistance to electricity 10, tremorsense 60 ft.; AL NE; SV Fort +10, ref +10, Will +17; Str 29, Dex 8, Con —, Int 10, Wis 11, Cha 10. Skills: Hide +13, Intimidate +18, Knowledge (dungeoneering) +18, Listen +18, Move Silently +17, Search +22, Spot +22, Survival +18. Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Multiattack, Power Attack, Toughness. *Poison Infusion (Su):* Quickbiter, contact DC 16, 2d12 hp/1d6 Con.



WHERE HEROES FEAR TO TREAD

(LEVELS 10-13)

A relative or friend of one of the PCs has been exposed to a rare, custom-made poison. It is immune to all efforts to neutralize it. The assassin was killed trying to flee. Using a

speak with dead spell or more mundane means of investigation, the party learns that the victim will suffer a slow, painful death if an antidote is not found within five days. Furthermore, the poison was given to the assassin by the mysterious druid who hired him, Menayone (Drd 5/Vch 10, initial attitude hostile). Only she might know of a possible antidote.



The druid claims a nearby forest as her domain. With the aid of her woodland friends, she learns of the party's approach. She uses a *fearsome forest* scroll and sends other creatures to discourage any further inquiry. If the party is able to make contact with Menayone and attempts to parlay, they may uncover that she suspected the victim of having set a fire in the forest (though this may be a case of mistaken identity). If the party is able to obtain further information from the druid—willingly or by force—they learn that the only natural antidote is the juice of the rare wingberry. Obtaining this exotic ingredient, in time to save the victim, provides another difficult hurdle for the PCs.

FINDERS KEEPERS

(LEVELS 14-17)

A noted alchemist, Hiram Gerrell (Exp 10/Mpo 8), requests that the PCs obtain a rare ingredient—an intact yellow lotus blossom—to complete a project he is working on. He will pay handsomely for it. Through their investigation, the party identifies a remote stretch of wild jungle known to possess such flora. Recovering the blossom is made more difficult by the pair of avarans that claim the territory as their own.

After returning with the lotus blossom, Hiram breaks down by the force of his own guilt. He reveals that he is being extorted to craft a dose of insidious poison, Golden Arrow. He is not certain of the identity of the “buyer”—only that he has already slain Hiram's niece as an example and that he will come and claim the poison in a month's time. Hiram is certain that the poison will be used to slay the beloved archmage, Kerran Viegoth (Div 19 / Lor 3).

With the help of Hiram, the party learns that the poison is sought by Kerran's apprentice, the jealous Levii (Ill 19). How the party intends to deal with him can provide a myriad of possibilities. They may seek to uncover damning evidence of the pupil's duplicity; they may try to catch him red-handed when he comes to retrieve the poison.

In reality, it is Hiram who seeks the death of Kerran—after the wizard discredited one of his theories on a new method of processing iron ore. Hiram hopes that his misinformation will divert the attention of the party (and the loyal Levii) and give him an opportunity to complete his fiendish plot.

LONG LIVE THE KING

(LEVELS 18-20)

King Hyriod (or some other noble figure appropriate to the campaign) summons the PCs for a private

audience. He has learned that a traitor lurks in his court. He has not identified who, but someone is studying his every move. The king now believes the unknown villain is attempting to craft a signature poison to be used against him. Because they are “outsiders” with a reputation of great deeds, he trusts no one but the PCs to smoke out the threat, offering appropriate compensation (gold, land, titles, etc.) as reward.

Discovering the identity of the would-be assassin will not be easy. It is the rakshasa, Benphedis (Rog 14/Drb 6). For 4 years, Benphedis has posed as the king's long-time attendant, having disposed of the original butler in unceremonious fashion. He believes he has another year still to go before he will have sufficient information to begin work on the poison. Unless the party is extremely surreptitious about their investigation, Benphedis will use all his resources to eliminate the threat. He prefers to pick them off one by one, if such opportunities present themselves.

If the party is able to discover the identity of the assassin, the threat to the king still remains. After all, someone hired Benphedis to undertake this dark deed. The PCs might be able to track down the origin of the murderous plot to a highly secretive cabal, known as the Order of the Crucible. This evil organization is a monastic order of fire giants, who lair deep within the bowels of a neighboring mountain range. The leader of the Order, Akka'durakk (Mnk 8/Kic 10), seeks to fulfill a prophecy that is fundamental to the group's philosophy: Upon the king's death, his *ki* corrupted brothers will swarm the kingdom, wiping every last human from the face of the earth.

Benphedis, Male Rakshasa Rog 14/Drb 6: CR 30; Medium Outsider (Native); HD 7d8+21 (rakshasa) plus 14d6+42 (Rog) and 6d8+18 (Drb); hp 186; Init +2; Spd 40 ft.; AC 33 (+2 Dex, +9 natural, +8 bracers, ring +4), touch 16, flat-footed 31; Atk +22 melee (1d4+1, 2 claws), +17 melee (1d6, bite) or +33 ranged (1d4+10 plus poison/19-20); Space/Reach 5 ft./5 ft.; SA crippling strike, detect thoughts, sneak attack +8d6, spells; SQ change shape, DR 15/good and piercing, darkvision 60 ft., evasion, improved evasion, improved uncanny dodge, lethal brewmaster, safe poison, slippery mind, SR 47, supreme stealth +10, trapfinding, trap sense +4, uncanny dodge; AL LE; SV Fort +14, Ref +21, Will +12; Str 12, Dex 14, Con 16, Int 21, Wis 13, Cha 17.

Skills: Bluff +38, Craft (poisonmaking) +35, Disable Device +28, Disguise +40, Forgery +14, Gather Information +17, Hide +35, Knowledge (arcane) +16, Knowledge (nobility and royalty) +15,



Listen +28, Move Silently +40, Open Lock +25, Perform (oratory) +8, Search +31, Sense Motive +11, Spot +26, Tumble +16. *Feats:* Alertness, Brew New Poison, Brew Signature Poison, Combat Casting, Delay Poison, Disguise Poison, Dodge, Efficient Poisoncraft, Mute Poison, Quick Draw, Quicken Poison, Toxicological Focus (draconic).

Spells: Benphedis casts spells as a 7th-level sorcerer. Spells per day 6/7/7/5; save DC 13 + spell level; spells known: 0—alter poison delivery method, detect magic, light, mage hand, message, read magic, touch of fatigue; 1st—alter poison damage type, charm person, mage armor, silent image, true strike; 2nd—augment poison, invisibility, psychic poison; 3rd—haste, suggestion.

Detect Thoughts (Su): Will DC 16.

Possessions: Bracers of armor +8, greater amulet of proof against detection and location (caster level check DC 31), ring of protection +4, winged boots, +5 hand crossbow, +5 hand crossbow bolts (8), 4 doses disguised muted Winghammer, 3 doses muted quickened Heartstinger (injury DC 23).

Akka'durakk, Male Fire Giant

Mnk 6/Kic 7: CR 23; Large Giant (Fire); HD 15d8+75 (giant) plus 6d8+30 (Mnk) and 7d8+35 (Kic); hp 257; Init +1; Spd 80 ft.; AC 29 (-1 size, +1 Dex, +8 natural, +4 Wis, +2 monk, +5 ring), touch 21, flat-footed 28; Atk +26 melee (3d6+10, unarmed) or +23 ranged (2d6+10 plus poison, rock) or +30/+30/+30/+25 melee (3d6+10, flurry of blows); Space/Reach 10 ft./10 ft.; SA flurry of blows, rock throwing, strike of the scorpion, unarmed strike; SQ armor of the wyvern, diamond body, evasion, flesh of the serpent, immunity to fire, *ki* strike (lawful and magic), low-light vision, purity of body, rock catching, slow fall 30 ft., soul of the spider, still mind, vulnerability to cold; AL LE; SV Fort +24, Ref +18, Will +23; Str 31, Dex 12, Con 21, Int 10, Wis 18, Cha 15.

Skills: Climb +16, Craft (poisonmaking) +13, Intimidate +15, Jump +16, Knowledge (religion) +7, Spot +21, Tumble +11. *Feats:* Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Grapple, Improved Overrun, Improved Sunder, Improved Trip, Iron Will, Leadership, Lightning Reflexes, Power Attack.

Strike of the Scorpion (Ex): 11/day, injury DC 18, 1d10 Str/1d10 Str.

Flesh of the Serpent (Ex): 4/day, contact DC 20, paralysis 3d4 rounds/none.

Possessions: Bracers of the fists of four winds (+4 to attack rolls only when using flurry of blows), ring of protection +5, sandals of the sirocco (as helm of teleportation), 4 throwing rocks coated with Heartstinger, 3 doses Golden Arrow, 1 dose Blue Deception.



Poisoncraft



appendix

Monte Cook's *Arcana Unearthed* Conversion Notes

Much of the material found in this book can be used in a Monte Cook's *Arcana Unearthed* campaign, with few modifications. Notes for using the various feats, prestige classes, and spells follow.

CLASSES

Poison can play a role in any campaign, and AU is no exception. The following information demonstrates ways of incorporating poison rules into the AU PC classes.

MAGE BLADE

The following feats would be appropriate bonus feats for the mage blade class list: Brew Magical Poison, Cautious Combatant, and Toxic Magician. Magical Poisons are a perfect fit for this class, taking full advantage of the marriage between magical and martial prowess.

MAGISTER

The following feats would be appropriate bonus feats for the magister class list: Augment Toxic Spell, Baneful Mage (new feat, see below), Brew Magical Poison, and Toxic Magician.

Add the following ability as a greater aspect of power:

Ignore Baneful Magic (Su): The magister gains immunity to all magical poisons.

RUNETHANE

Runes hold considerable power and are well suited as a delivery method for poison. Add the following advanced rune to the list of available runes:

Rune of Poison: When touched, this touch-trigger rune conjures magically created ingestion poison within the creature triggering it. The poison has a Fortitude save DC equal to 10 + 1/2 the runethane's class level + the runethane's Int modifier. The poison deals initial and secondary ability damage equal to 1d4 + 1 per two class levels. The poison deals either Strength or Dexterity damage, chosen by the runethane at the time the rune is applied. If the runethane uses the invested rune ability, he can choose any type of ability damage.

FEATS

Most of the feats presented in this book can be used in an AU campaign without modification. The following new feat fits perfectly with the AU magic system:

BANEFUL MAGE (CEREMONIAL)

After a ritual involving imbibing a dose of magical poison over the course of a full day, you gain mastery over poison magic.

Prerequisite: truename.

Benefit: A character with this feat may apply the toxic template to his spells. Further, all magical poisons created by him gain a +2 competence bonus to their Fortitude save DCs.

MAGIC

The unique magic system used in Monte Cook's *Arcana Unearthed* requires several modifications to the poison material to fully incorporate it.

POISON DESCRIPTOR

AU's unique magic system employs a more complex descriptor system than that found in the core books. These conversion notes assume that the descriptor is not used. If you elect to use it, you may have to make fewer changes.

TOXIC TEMPLATE

Baneful casters are secretive and mysterious. Their skin gains a violet hue when casting spells with this template. Characters can add this template to any spell that directly deals physical damage.

A toxic spell deals half as much physical damage as normal but deals poison damage as well. The magically created injury poison deals initial and secondary damage equal to 1 point of Constitution for every three caster levels. The Fortitude DC of the poison is equal to 10 + the level of the spell + the caster's relevant ability score modifier.

For example, a toxic *sorcerous blast* cast by a 10th-level magister with an 18 Intelligence would deal 5d6 points of elemental damage and expose anyone damaged by the spell to poison dealing 3 points of Constitution damage with a Fortitude DC of 17.

If the physical damage of the spell is avoided entirely (such as through evasion, immunity, etc.), the target is not exposed to the poison. If the



physical damage from the spell is reduced (such as through a successful save, resistance, etc.), the poison's initial and secondary damage are reduced by half.

Cost: Material component (25 gp worth of poison).

Gained: From the Baneful Mage feat.

SPELL CATALYST

Monte Cook's *Arcana Unearthed* details special material components that enhance the spell in which they are used. The following is a new spell catalyst appropriate for poison spells:

Kaltus Vine (costs 300 gp): When ingested, this exotic vine allows a character to create more toxic poison spells; the Fortitude save DC of any magically created poison gains a +2 modifier.

SPELLS

The following material re-casts the spells found in this book in the same format found in Monte Cook's *Arcana Unearthed*, including the diminished and heightened effects and the magic item creation modifiers.

ALTER POISON DAMAGE TYPE

Transmutation [Negative Energy]

Level: 1 (Simple)

Diminished Effects: The duration is 1 round/level.

Heightened Effects: The poison's damage can be changed to any ability type.

Magic Item Creation Modifier: Constant N/A, charged x2.

ALTER POISON DELIVERY METHOD

Transmutation [Negative Energy]

Level: 0 (Complex)

Heightened Effects: The target is 1 dose for every three caster levels.

Magic Item Creation Modifier: Constant N/A, charged x2.

ASPECT OF THE ARACHNID

Level: 5 (Exotic)

Diminished Effects: The spell does not confer the tremorsense ability, the natural armor bonus is +2, and the poison deals initial and secondary damage of 1d6 temporary Strength.

Heightened Effects: Range is close, target is one living, corporeal creature, saving throw becomes "Will negates (harmless)," and spell resistance becomes "Yes (harmless)."

Magic Item Creation Modifier: Constant N/A, single-use x2.

AUGMENT POISON

Transmutation [Negative Energy]

Level: 2 (Complex)

Diminished Effects: The spell only improves the poison's potency or toxicity (caster's choice).

Heightened Effects: The poison also gains the benefit of one of the following metapoison feats: Continue Poison, Empower Poison, Extend Poison, Gird poison, Maximize Poison, Modify Poison, Mute Poison, or Quicken Poison.

Magic Item Creation Modifier: Charged x2, constant x3.

AVARANC'S BREATH

Level: 3 (Complex)

Diminished Effects: The poison's initial damage is blindness 1d6 rounds.

Heightened Effects: Range is touch, target is one living, corporeal creature, saving throw becomes "Will negates (harmless)," and spell resistance becomes "Yes (harmless)."

Magic Item Creation Modifier: Constant x3, single-use x2.

BLACK RAIN

Conjuration (Creation) [Negative Energy]

Level 9 (Exotic)

Diminished Effects: N/A.

Magic Item Creation Modifier: Constant x5, single-use x5.

Curse of the Gristule

Level: 2 (Complex)

Diminished Effects: The chance of rupture is 25%.

Heightened Effects: The duration is 10 minutes/level and the Fortitude save DC is 12 + 1/2 your caster level + your relevant ability modifier.

Magic Item Creation Modifier: Constant N/A, single-use x2.

DAMPEN POISON DAMAGE

Abjuration [Positive Energy]

Level: 2 (Complex)

Diminished Effects: Ability damage deals hit point damage instead.

Heightened Effects: Targets are one creature per three caster levels.

DETOXIFYING WAVE

Transmutation [Positive Energy]

Level: 4 (Complex)

Diminished Effects: Duration is one hour/level.

Heightened Effects: Area is 60-ft.-radius burst and affects venomous creatures, who replenish their venom at the normal rate (usually one day).



Magic Item Creation Modifier: Constant x2, single-use x2.

FANGS OF THE SERPENT

Level: 5 (Complex)

Diminished Effects: The poison's initial and secondary damage is 2d4 temporary Strength.

Heightened Effects: The fangs enjoy a +2 enhancement bonus to attacks and damage rolls.

FEARSOME FOREST

Abjuration [Plant]

Level: 8 (Exotic)

Diminished Effects: Casting time is one day and caster may not name other individuals as non-intruders.

Heightened Effects: The duration of the fear effect is permanent.

Magic Item Creation Modifier: Charged x2, constant x5, single-use x3, spell-completion x2.

FLIGHT OF WYVERNS

Conjuration (Creation) [Air]

Level: 9 (Simple)

Diminished Effects: Summons 1d2 wyverns.

Magic Item Creation Modifier: Single-Use x2, spell-completion x1.5.

FORBIDDEN SCRIPT

Necromancy [Language-Dependent, Negative Energy]

Level: 5 (Complex)

Diminished Effects: The poison's initial and secondary damage are unconsciousness for 1d6 hours.

Heightened Effects: The poison deals tertiary damage, as the Continue Poison feat, of death.

Magic Item Creation Modifier: Charged x2, constant x2, single-use x3.

GLANDFINDER

Level: 1 (Simple)

Diminished Effects: Range is personal, target is you, and the spell confers a +5 competence bonus.

Heightened Effects: Duration is 10 minutes/level and the bonus conferred is unnamed (and therefore stacks with other bonuses).

Magic Item Creation Modifier: Charged x2, constant x2.

MAGICAL POISON RESISTANCE

Abjuration [Positive Energy]

Level: 3 (Complex)

Diminished Effects: Range is personal, target is you.

Heightened Effects: Duration is 10 minutes/level and the spell confers immunity to magical poisons.

POISONED DART

Level: 0 (Complex)

Heightened Effects: Poison deals initial and secondary damage of 1d4 temporary Strength/5 caster levels (maximum 3d4).

Magic Item Creation Modifier: Constant N/A.

PSYCHIC POISON

Transmutation [Psionic]

Level: 2 (Exotic)

Diminished Effects: Target is 1 dose of non-magical poison.

Heightened Effects: Duration is instantaneous.

Magic Item Creation Modifier: Constant x3, single-use x3.

SAFE HANDLING

Level: 1 (Simple)

Diminished Effects: Range is personal, target is you, and the spell confers a +10 competence bonus to avoid exposure.

Heightened Effects: In addition to the regular effect, the spell confers a +5 competence bonus to the associated check for which the caster is handling the poison, e.g., to his Craft (trapmaking) check when setting a poisoned trap.

Magic Item Creation Modifier: Constant N/A, single-use x2.

SERPENT ARROW

Level: 5 (Complex)

Diminished Effects: The snakes maximum enhancement bonus is +2, and the secondary damage of the poison is paralysis for 1d6 rounds.

Heightened Effects: The snake has a range increment of 200 feet and no maximum range.

Magic Item Creation Modifier: Constant N/A.

TAINT LIQUIDS

Transmutation [Negative Energy]

Level: 3 (Complex)

Diminished Effects: Duration is 1 round/level.

Heightened Effects: The poison's initial and secondary damage deal Constitution damage instead of Strength damage.

TOXIC TRACKER

Conjuration (Creation) [Earth]

Level: 5 (Exotic)

Diminished Effects: The spell only works if the tracks were made within 8 hours of when the spell is cast.



Heightened Effects: The spell also confers a +20 enhancement bonus to your base land speed or the base land speed of one mount for 1 hour/level.

Magic Item Creation Modifier: Charged x2, constant x2, single-use x1.5.

VENGEANCE ON TAINTED HANDS

Divination [Positive Energy]

Level: 5 (Exotic)

Diminished Effects: The spell only works if cast within 24 hours of the target's death.

Heightened Effects: The Fortitude save DC of the poison is $12 + \frac{1}{2}$ your caster level + your relevant ability modifier.

Magic Item Creation Modifier: Charged x2, constant x2, single-use x2, spell-completion x2.

WALL OF WASPS

Conjuration (Creation) [Air]

Level: 6 (Complex)

Diminished Effects: The range is short, and the Fortitude save DC of the poison is 18.

Heightened Effects: The range is long, and the Fortitude save DC of the poison is 22.

PRESTIGE CLASSES

Among the principal differences between Monte Cook's *Arcana Unearthed* and a typical campaign are the slight changes to the skill list. Fortunately, these discrepancies are easy to reconcile. Pre-requisites, class skill lists, and conferred bonuses can be changed to their AU equivalents. For example, the darkblade's supreme stealth ability would grant a bonus to Sneak instead of Hide and Move Silently. Other required modifications are listed below.

DARKBLADE

The darkblade prestige class fits nicely in an AU campaign. In addition to changes to skills, the alignment pre-requisite should be dropped.

KI CORRUPTED

Though it is thematically viable, this prestige class requires a bit more adjustment to comply with the AU ruleset.

Drop the alignment pre-requisite, and change the purity of body requirement to the oathsworn's refuse fatigue ability.

The monk abilities gained by the class can be converted to oathsworn abilities. In lieu of *ki* strike, the character gains the shattering strike ability equal to his oathsworn levels plus his *ki* corrupted levels.

Finally, a name change is in order; perhaps, Corrupted One?

MASTER POISONCRAFTER

This prestige class fits easily into an AU campaign and requires no modification.

TOXOMANCER

This class is perfect for a mojoh magister. The very idea of toxic magic could be an ancient dramojh secret. Given the unique magic system of AU, however, a few alternations need to be made.

Change the spellcasting pre-requisite to "able to cast 3rd-level complex spells."

If not using the poison descriptor, the toxomancy abilities need to be modified. At 1st level, the beginning toxomancy ability grants the Baneful Mage feat for free, even if the character does not have a truename. The advanced toxomancy ability confers a +2 enhancement bonus to the save DC's of all spells with the toxic template. Upon attaining 10th level in the class, the toxomancy expertise ability permits the character to apply the toxic template without paying the material component cost, and the enhancement bonus to save DC's increases to +3.

Finally, the tainted summoning ability applies to all creatures summoned or called by the toxomancer.

TRIBAL HUNTSMAN

Utilizing this prestige class in an AU campaign requires two modifications.

First, the animal companion ability is identical to the totem warrior ability, and the animal must be one that is indigenous to the huntsman's local hunting ground. Tribal huntsman levels stack with totem warrior levels for purposes of the ability.

Second, snare sense should be changed to use of the *scent tracker* spell 1/day as a magister of the same level.

VENOMOUS CHANGELING

Since the AU classes do not have the wild shape ability as a prominent feature, this prestige class requires the most modification to fit into an AU campaign.

The greenbond class seems to be the best fit. If going this route, the pre-requisites should be changed to: "able to cast at least one 4th-level exotic spell with the plant descriptor and bond with the Green as a class ability."

The wild shape class feature should be changed to confer the wild shape ability at first level. The ability functions like the druid's wild shape ability. The venomous changeling possesses the wild shape ability of a druid equal to his class level + his Wis bonus + 4. Thus, a 1st-level venomous changeling with a 17 Wis can wild shape as an 8th-level druid.



Finally, the venom form table must be altered to comport with AU-appropriate creatures. When altering the list try and substitute creatures of the same or similar challenge rating.

CREATURES

As with prestige classes, the creatures presented in the book will require simple changes to skill points and skill bonuses. For example, the stenchpadder's racial bonus to Hide checks should be changed to Sneak checks. Other required changes appear below. Additionally, as AU uses face/reach and dying/dead statistics, they are provided here.

AVARANC

Change its spell-like abilities as follows: At will—*detect creature, tongues* (animals only); 3/day—*conjure energy creature III* (fire); 1/day—*gird the warrior*; 1/week—*mass devastation* (fire). Face 5 ft. x 10 ft., dying/dead -5/-20.

BANEFUL CREEPER

Usable as is. Face 10 ft. x 10 ft., dying /dead -6/-23.

BLEAK GNOME

Since AU does not have gnomes, use the proper race name, sennith, for continuity. They may be the distant cousin of the faen race. Change the bonus to spells with the poison descriptor to spells with the toxic template. Change bonus languages to comport with those available in the campaign. Face 5 ft. x 5 ft., dying/dead -2/-14.

DARKBLOODED CREATURES

Given the way undead are handled under AU rules, the darkblooded template should be used infrequently and only to customize unique undead creatures. The template can be used as is.

DIRE VIPER

Usable as is. Face 15 ft. x 15 ft. (coiled), dying/dead -2/-15.

FLAMESTRIKE RATTLER

Though the name is something of an anachronism in an AU campaign, the creature itself can be used with little modification. Change DR to 15/+2. Face 15 ft. x 15 ft. (coiled), dying/dead -5/-21.

FLAXINTHE

Change its spell-like abilities as follows: At will—*detect creature, muddy ground*; 3/day—*carnivorous plant, greenspy*; 1/week—*toxic tracker, woodlands prison*.

Additionally, drop the druid proficiencies and give the flaxinthe the weapon and armor proficiency of a greenbond. Face 5 ft. x 5 ft., dying/dead -1/-13.

GRAVESPORE SWARM

Usable as is. Face 10 ft. x 10 ft.

GRISTULE

Usable as is. Face 5 ft. x 5 ft., dying/dead -4/-18.

STENCHPADDER

Usable as is. Face 5 ft. x 5 ft., dying/dead -4/-19.

SYRALLAX

Change damage reduction to 15/good and +2. Change poisonous gaze effect to *dominate (greater)*, heightened. Change its spell-like abilities as follows: At will—*learn truenam*, *veil of darkness*; 3/day—*forcebeam*. Face 5 ft. x 5 ft., dying/dead -3/-17.

TOXIC DEATHLORD

Like the darkblooded template, it should be used to create unique creatures only. The template can be applied without modification.

VENATON

Usable as is. Face 5 ft. x 5 ft.

VENOMOUS CREATURES

This template can be applied without modification.

POISONS

Below, are three new poisons, which demonstrate how these rules can be uniquely applied to AU.

CHISEL

Refined stone golem residue; gray powder that smells like chocolate; no family; injury DC 19; ability to inscribe runes 1d6 hrs / none; Craft DC 27; Price 945 gp; Exposure DC 11.

SPIRIT-RIFT

Processed runechild heart; white, odorless paste; no family; injury DC 17; 1d6 Con / 1d6 Con; Craft DC 22; Price 550 gp; Exposure DC 14. This poison only affects creatures that have a truenam.

WANING WORD

Fermented sibbecai tongue; brown granules that smell and taste like burnt hickory; bestial family; ingestion DC 14; ability to cast spells with non-diminished effects 2d4 rds / none; Craft DC 16; Price 128; Exposure DC 2.



Poison naming conventions

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.

DESCRIPTIVE NAMES

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 from the table to the right, based on the nature of the poison itself. The subject should match the type of damage dealt by the poison or some other unique characteristic. For example, use terms such as “vigor” or “brawn” for poisons that deal damage to physical abilities and terms such as “mind” and “psyche” for poisons that deal damage to mental abilities. 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.

TOXICOLOGICAL NAMES

To generate a toxicological name, choose a process and component from the table on the following page and add 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. Of course, some components may not be applicable for all source materials. For example, medusae don’t have horns.

Arrange the elements in an appropriate manner. Generally, toxicological names follow the form: “process + source + component,” e.g., “condensed medusa saliva,” but other forms may sound better.

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



d%	Process	Animal Component	Plant Component
1-3	Aged	Artery	Aroma
4-6	Alkalized	Bile	Berry
7-9	Blended	Bladder	Blossom
10-12	Boiled	Blood	Extract
13-15	Brewed	Bone	Fibers
16-18	Brined	Brain	Juice
19-21	Burnt	Cartilage	Leaf
22-24	Calcified	Diaphragm	Nut
25-27	Charred	Dung	Oil
28-30	Concentrated	Eye	Pistil
31-33	Condensed	Flesh	Root
34-36	Curdled	Gizzard	Scum
37-39	Dehydrated	Gland	Seed
40-42	Desiccated	Hair	Stamen
43-45	Distilled	Heart	Thorn
46-48	Dried	Hormone	
49-51	Evaporated	Horn	
52-54	Fermented	Intestine	Mineral Component
55-57	Filtered	Kidney	Alloy
58-60	Ground	Larynx	Ash
61-63	Liquefied	Liver	Crystals
64-66	Ossified	Lung	Dust
67-69	Oxygenated	Mucus	Filaments
70-72	Polarized	Oil	Fumes
73-75	Powdered	Saliva	Grains
76-78	Processed	Spleen	Ocher
79-81	Reduced	Talon	Particles
82-84	Refined	Tendon	Paste
85-87	Roasted	Thorax	Precipitate
88-90	Solidified	Tongue	Residue
91-93	Solublized	Tooth	Salts
94-96	Steeped	Urine	Silicate
97-00	Sublimated	Wax	Solvent



Poison families

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.

For game purposes, poison families are used in determining the poisons a particular character knows and can be used in relation to other mechanics. For example, a DM might give carrion crawlers a bonus to saving throws vs. poisons from the chilopoda family. Magic items could be created that give immunity only to poisons from certain families. In short, they provide another avenue for exploration. The supplemental game rules found in the entries below do add a layer of complexity and can be freely ignored if desired.

The entries below give the general properties of poisons from that family, any relevant game mechanics, and a representative (but not exhaustive) list of poisons.

AQUATIC

Favored by water-based poisoncrafters, these poisons are made from aquatic plants and creatures.

Representative poisons: Anchor Slime, Coral-Blade, and Insanity Mist.

ARANEIDA

This family includes poisons brewed from typical species of spiders along with those discovered among the more monstrous versions. Most spider poisons cause Strength damage.

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 harder than other types of poison; they retain their toxicity for a number of months equal to their Fortitude save DC as opposed to half that number for most poisons.

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: Phantom Feather, Plunging Spirit, Timber-Bane, and Voidbreath.

CHILOPODA

This family includes poisons brewed from typical species of centipides along with those discovered among the more monstrous versions. Most centipede poisons cause Dexterity damage.

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

DRACONIC

Among the rarest poisons are those crafted from the remains of dragons and their kin. Because of their inherent magical nature, all spells targeting poisons of this family (such as *augment poison*) are cast at +1 caster level.

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: Gray Stalker, Kakophagy, 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. The poisons in this family are not as powerful as the poisons in other families. However, it is the largest of the poison families, including more than 20 known toxins.

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

HYMENOPTERA

This family includes poisons brewed from typical species of bees, hornets, wasps, and the like, along with those discovered among the more monstrous versions. They are noted for the rapidity of their exposure times. Applying the Quicken Poison feat to poisons of this family only increases the Craft DC by +3 as opposed to the normal +5 modifier. Most hymenoptera poisons cause Dexterity damage.

Representative poisons: Quod, Stingfire, and Yellowbolt.



LOTUS

This family includes all toxins created from the exotic lotus flowers. They can have very disparate effects but are characterized by high potency. 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. Most worm poisons cause Strength damage. The Fortitude save DC of a poison from this family has a +5 circumstance bonus when determining if a universal antidote is effective against it. For example, universal antidote (DC 25) would not work against devil-may-care (Fort DC 23).

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 enjoy a -1 modifier to their Craft DCs.

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. Creatures with the scent ability enjoy a +5 competence bonus on Search checks made to find poisons of this family.

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 poisons in this family cause Constitution damage or nausea.

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 and enjoys a +5 circumstance bonus to the check.

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 scorpion poisons cause Strength damage.

Representative poisons: Brawn-pincer, 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 snake poisons cause Constitution damage.

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

UNDEAD REMAINS

Poisons in this family are crafted from the remains of undead creatures. Even incorporeal undead creatures leave a faint residue upon their destruction. Applying the Bless Poison feat to poisons of this family only increases the Craft DC by +3 as opposed to the normal +5 modifier.

Representative poisons: Dark Reaper, Lich Dust, and Shadow Essence.

VINE

This family is comprised of poisons brewed from vines, both mundane and monstrous. Poisons in the vine family are generally safer to handle than those of other families, enjoying a -1 modifier to the base Exposure DC.

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



Codex venenorum

A catalog of poisons follows—enough to keep even the most industrious assassin busy for decades. A host of new poisons are included, taking advantage of the new mechanics found in this text.

Additionally, all of the poisons from the DMG appear here, recast using the new rules and fleshed out with greater detail. These entries appear with a * following the name.

The entries appear in the following format:

DESCRIPTIVE NAME

Toxicological name; description; poison family; delivery method and toxicity DC; initial damage / secondary damage; Craft DC; Price; Exposure DC. Special rules.

ACID-FLARE

Aged gravespore filaments; yellow liquid with the scent of brandy; ooze family; contact DC 21; acid vulnerability 1d6 hrs / none; Craft DC 28; Price 980 gp; Exposure DC 24.

ANCHOR SLIME

Fermented stenchpadder mucus; slimy, gray gel with a briny odor; aquatic family; injury DC 21; 2 base attack bonus / 2d4 base attack bonus; Craft DC 30; Price 1,500 gp; Exposure DC 22.

ARIA OF ANGUISH

Rotted harpy vocal cord; light blue powder that emits clear, odorless fumes when heated; no family; inhalation DC 20; dazed 2d6 rds / none; Craft DC 27; Price 945; Exposure DC 25.

ARSENIC*

Diluted arsenic powder; steel grey, brittle, metallic solid; non-ferrous metal family; ingestion DC 13; 1 Con / 1d8 Con; Craft DC 12; Price 36 gp; Exposure DC 2.

BANE OF DRIDERS

Blended drider poison sacs; thick, purple liquid with faint scent of vinegar; araneida family; injury DC 16; 1d6 Str / 1d6 Str; Craft DC 21; Price 315 gp; Exposure DC 13.

BLACK DEATH*

Solublized black lotus extract; thick black liquid that smells of vanilla; lotus family; contact DC 20; 3d6 Con / 3d6 Con; Craft DC 39; Price 3,510 gp; Exposure DC 35.

BLAZING EYE

Ossified hell hound eye; brilliant red paste with spicy, acrid odor; no family; injury DC 17; fire vulnerability 2 mins / 3d6 hit points; Craft DC 21; Price 315 gp; Exposure DC 13.

Hit point damage from this poison is considered fire damage.

BLOOD HARVEST

Saturated red lotus stamen; sweet-smelling powder with clear fumes; lotus family; inhalation DC 32; 1d12 spell resistance / 1d12 spell resistance; Craft DC 41; Price 3,690 gp; Exposure DC 39.

BLOODROOT*

Brewed gore-hedge root; red, syrupy, odorless liquid; hedge root family; injury DC 12; none / 1d4 Con +1d3 Wis; Craft DC 15; Price 120 gp; Exposure DC 7.

BLUE DECEPTION

Blue lotus extract; deep, almost-purple blue liquid that smells of berries; lotus family; contact DC 23; 3d6 Wis / confused 2d6 hrs; Craft DC 42; Price 5,040 gp; Exposure DC 38.

BLUE WHINNIS*

Concentrated whinnis root extract; odorless, light blue liquid; hedge root family; injury DC 14; 1 Con / unconsciousness 1d3 hrs; Craft DC 25; Price 625 gp; Exposure DC 17.

BRAWNPINCER III*

Large scorpion venom; black, oily, liquid with bitter smell; scorpionida family; injury DC 18; 1d6 Str / 1d6 Str; Craft DC 23; Price 575 gp; Exposure DC 15.

BROMINE

Concentrated bromine syrup; thick, red liquid with acrid fumes; non-ferrous metal family; ingestion DC 21; 2d4 Con / nauseated 3d6 mins + 1d2 Con + 2d12 hp; Craft DC 32; Price 1,600 gp; Exposure DC 16.

BUCKLING BREATH*

Burnt othur fumes; pale yellow stones with pungent, colorless fumes; mineral family; inhalation DC 18; 1 Con permanent drain / 3d6 Con; Craft DC 29; Price 1,015 gp; Exposure DC 27.

CARRION SPEAR

Boiled under-crawler lung; pale green powder that



smells like smoke; chilopoda family; injury DC 17; paralysis 1d6 mins / none; Craft DC 29; Price 1,015 gp; Exposure DC 21.

CLOSE CALL

Steeped bump-root; odorless yellow paste; hedge root family; injury DC 13; loss of evasion special ability 1d6 rds + loss of sneak attack special ability 1d6 rds / 1d4 Dex; Craft DC 19; Price 285 gp; Exposure DC 11.

CORONA ARANEAE

Aged aranea arteries; lemon-colored syrup with floral scent; araneida family; injury DC 13; 1d6 Str / 2d6 Str; Craft DC 21; Price 315 gp; Exposure DC 13.

CORAL-BLADE

Liquefied chuul cartilage; luminescent, pink liquid that smells of melon; aquatic family; injury DC 15; paralysis 2d6 rds / none; Craft DC 26; Price 910 gp; Exposure DC 18.

DARKLING TONGUE*

Concentrated black adder venom; black, watery liquid that smells like coffee; serpente family; injury DC 11; 1d6 Con / 1d6 Con; Craft DC 16; Price 128 gp; Exposure DC 8.

DARK REAVER*

Pulverized reaver bone; gray powder that smells of mildew; undead remains family; ingestion DC 18; 2d6 Con / 1d6 Con + 1d6 Str; Craft DC 24; Price 600 gp; Exposure DC 8.

DEATHBLADE*

Filtered assassin vine cinder; black, smoke-scented ash; vine family; injury DC 20; 1d6 Con / 1d6 Con; Craft DC 25; Price 625 gp; Exposure DC 16.

DESERT REMORSE

Ground dire scorpion chitin; odorless, light brown powder; scorpionida family; ingestion DC 13; none / 3d6 Str permanent drain; Craft DC 17; Price 136 gp; Exposure DC 2.

This poison enjoys the benefits of the Mute Poison feat; this quality has no effect on its Craft DC.

DEVIL-MAY-CARE

Processed hellworm flesh; rust-colored crystals with odor of brimstone; lumbricida family; injury DC 23; 3d20 hit points / none; Craft DC 37; Price 2,590 gp; Exposure DC 29.

Any weapon coated with this poison is considered evil for the purposes of overcoming damage reduction.

DRIPPING DOOM

Fermented pudding residue; black, foul-smelling syrup; ooze family; injury DC 19; 2d4 base Will save / none; Craft DC 27; Price 945 gp; Exposure DC 19.

DROW POISON*

Concentrated fungi amalgam; green, watery liquid with minty smell; no family; injury DC 13; unconsciousness 1d3 hrs / unconsciousness 2d4 hrs; Craft DC 34; Price 2,380 gp; Exposure DC 26.

Drow elves enjoy a competence bonus equal to their character level on all Craft checks when dealing with drow poison. The price is for non-drow to purchase and craft drow poison.

EMERALD ANGUISH

Oxygenated green dragon cranial fluid; mint-scented, clear fluid with small bubbles; draconic family; injury DC 23; confused 2d4 rds / 2d6 Wis; Craft DC 31; Price 1,550 gp; Exposure DC 23.

FLAMESTRIKE

Extracted flamestrike rattler venom; clear, odorless liquid; serpente family; injury DC 26; 2d8 Str / 2d8 Str; Craft DC n/a; Price 1,550 gp; Exposure DC 24.

The venom of the flamestrike rattler cannot be brewed from raw materials. It can only be milked from a live snake, which requires a Handle Animal check DC 30.

FROSTFIRE

Aged frost worm brain; odorless, light blue, milky fluid that radiates cold; lumbricida family; injury DC 18; petrified / none; Craft DC 32; Price 1,600 gp; Exposure DC 24.

Anyone petrified by this poison is turned into solid ice.

GOLDEN ARROW

Yellow lotus extract; golden yellow liquid that smells of honey; lotus family; contact DC 24; 3d6 Int / ability to cast arcane spells 1d6 hrs; Craft DC 42; Price 5,040 gp; Exposure DC 38.

GREENBLOOD OIL*

Pressed rogue vine; dark green oil with slight pine scent; vine family; injury DC 13; 1 Con / 1d2 Con; Craft DC 15; Price 120 gp; Exposure DC 6.



HAG'S HOOD

Boiled hag's heart; small, brown, odorless, tasteless lump; no family; ingestion DC 19; 2d6 Cha; 2d6 Cha; Craft DC 25; Price 625 gp; Exposure DC 9.

This poison enjoys the benefits of the Mute Poison feat; this quality has no effect on its Craft DC.

HEARTSTINGER*

Macerated wyvern liver; dense, brown paste that smells like manure; draconic family; injury DC 17; 2d6 Con / 2d6 Con; Craft DC 28; Price 980 gp; Exposure DC 20.

HOPEMELTER

Aged ochre jelly scum; dark purple jelly with scent of grapes; ooze family; contact DC 14; ability to turn undead 2d6 hrs / none; Craft DC 24; Price 600 gp; Exposure DC 20.

100 HAMMERS

Distilled dire centipede blood; odorless, crimson liquid with green flecks; chilopoda family; contact DC 13; 1d4 base Reflex save / 1d4 base Reflex save; Craft DC 22; Price 550 gp; Exposure DC 18.

HYDROGEN SELENIDE

Powdered selenium crystals; deep red, odorless crystals that dissolve in liquids; non-ferrous metal family; ingestion DC 19; nauseated 1d6 rds / unconsciousness 3d20 mins; Craft DC 30; Price 1,500 gp; Exposure DC 14.

ID MOSS*

Powdered sphagnum moss; fine, deep green powder with fresh, grassy scent; moss family; ingestion DC 14; 1d4 Int / 2d6 Int; Craft DC 16; Price 108 gp; Exposure DC 2.

INSANITY MIST*

Vaporized aboleth mucus; dark blue, cold vapors; aquatic family; inhalation DC 15; 1d4 Wis / 2d6 Wis; Craft DC 24; Price 600 gp; Exposure DC 22.

KAKOPHAGE

Fermented shrieker membrane; purple paste with earthy odor; fungus family; contact DC 16; deafened 1 min / deafened 1 hr; Craft DC 22; Price 550 gp; Exposure DC 18.

LAZYFEET I*

Small centipede poison; teal-colored paste with sugary scent; chilopoda family; injury DC 11; 1d2

Dex / 1d2 Dex; Craft DC 13; Price 39 gp; Exposure DC 5.

LICH DUST*

Acidified lich remains; white, odorless dust granules; undead remains family; ingestion DC 17; 2d6 Str / 1d6 Str; Craft DC 20; Price 300 gp; Exposure DC 4.

LIMBWEB II*

Medium spider venom; thick, purple liquid with scent of lilies; araneida family; injury DC 14; 1d4 Str / 1d4 Str; Craft DC 17; Price 136 gp; Exposure DC 9.

LUNG-FAMINE

Evaporated glenvine oil; odorless, faint green mist; vine family; inhalation DC 13; muted 2d6 rds / none; Craft DC 21; Price 315 gp; Exposure DC 18.

This poison is inert at cool temperatures (50°F and below).

MALYSS*

Malyss root paste; brown paste with bitter smell; arboreal family; contact DC 16; 1 Dex / 2d4 Dex; Craft DC 22; Price 550 gp; Exposure DC 19.

NIGHTBRINGER

Macerated grimlock spleen; odorless, gray granules combined with water to form a paste; no family; injury DC 19; darkvision blindness 3 hrs / none; Craft DC 26; Price 910 gp; Exposure DC 11.

NITHARIT*

Dehydrated nitharit moss; fine reddish-brown powder; moss family; contact DC 13; none / 3d6 Con; Craft DC 23; Price 575 gp; Exposure DC 19.

OIL OF SNOWFLOWER

Steeped snowflower root; white, oily liquid that smells of butter; hedge root family; injury DC 13; ability to cast spells with the fire descriptor 1d3 days / 3d6 hit points; Craft DC 25; Price 625 gp; Exposure DC 17. Hit point damage dealt by this poison is considered cold damage.

OIL OF TAGGIT*

Steeped taggit root; gray, odorless oil; hedge root family; ingestion DC 15; none / unconsciousness 1d3 hrs; Craft DC 20; Price 300 gp; Exposure DC 4.

PHANTOM FEATHER

Roasted owlbear pancreas; brown, granulated



powder with odor of wet fur; bestial family; injury DC 14; 1d2 natural armor bonus / 1d2 natural armor bonus; Craft DC 17; Price 136 gp; Exposure DC 9.

PLUNGING SPIRIT

Desiccated hippogriff feather; white, odorless paste; bestial family; injury DC 17; 1d2 base Fort save / 1d6 base Fort save; Craft DC 24; Price 600; Exposure DC 16.

PSEUDODEATH

Curdled pseudodragon blood; odorless, thick red fluid with faint bitter smell; draconic family; injury DC 14; sleep 1 min / sleep 1d3 hrs; Craft DC 32; Price 1,600 gp; Exposure DC 24.

QUICKBITER*

Sassone leaf residue; yellow powder with flecks of green crystal; arboreal family; contact DC 16; 2d12 hit points / 1d6 Con; Craft DC 24; Price 600 gp; Exposure DC 20.

QUOD

Refined spider eater stinger; thick, brown paste that smells of roasted nuts; hymenoptera family; injury DC 17; none / paralysis 1d8+5 wks; Craft DC 30; Price 1,500 gp; Exposure DC 22.

RAVAGE MOSS

Ground rebaggio moss; deep green paste with intense scent of dung; moss family; injury DC 19; 2d6 damage reduction / 2d6 damage reduction; Craft DC 32; Price 1,600 gp; Exposure DC 24.

RETCH

Aged troglodyte glands; foul-smelling, dull green slime; no family; injury DC 14; overpowering scent 1d6 hrs / 1d4 Con; Craft DC 19; Price 285 gp; Exposure DC 11.

All Search attempts to discovery a trap incorporating this poison enjoy a +5 circumstance bonus.

SHADOW ESSENCE*

Polarized shadow residue; black, odorless powder; undead remains family; injury DC 17; 1 Str permanent drain / 2d6 Str; Craft DC 24; Price 600 gp; Exposure DC 16.

SHIMMER

Ground ethereal filcher brain; fine powder with bare smell of freshly baked bread; no family; injury DC 24; incorporeality 1 rd / incorporeality 1 rd; Craft DC

33; Price 1,650 gp; Exposure DC 25.

This poison enjoys the benefits of the Quicken Poison feat; this quality has no effect on its Craft DC.

STINGFIRE*

Dehydrated giant wasp poison; sticky, orange powder with overpowering scent of citrus; hymenoptera family; injury DC 18; 1d6 Dex / 1d6 Dex; Craft DC 23; Price 575 gp; Exposure DC 15.

STRIPED TOADSTOOL*

Concentrated toadstool puree; brown paste with earthy smell; fungus family; ingestion DC 11, 1 Wis / 2d6 Wis + 1d4 Int; Craft DC 14; Price 112; Exposure DC 2.

TERROR-ROOT*

Boiled terinav root; violet brick that crumbles to small lumps; hedge root family; contact DC 16; 1d6 Dex / 2d6 Dex; Craft DC 26; Price 910 gp; Exposure DC 22.

TIMBER-BANE

Pulverized avaranc fangs; white paste that smells of chlorine; bestial family; injury DC 24; 1d12 Con / 1d12 Con; Craft DC 33; Price 1,650 gp; Exposure DC 25. The avaranc enjoys a +2 racial bonus to its poison's potency; this quality does not affect its Craft DC.

TRUFFLE DIRGE

Reduced blue truffle oil; light blue, honey-like fluid with an earthy odor; fungus family; ingestion DC 13; 1d6 base Fort save / 3d6 Con; Craft DC 21; Price 315 gp; Exposure DC 5.

Racial bonuses to saving throws (such as a dwarf's) are ineffective against this poison.

UNGOL DUST*

Alkalized ungol crystals; black, crystalline powder; mineral family; inhalation DC 15; 1 Cha / 1d6 Cha + 1 Cha permanent drain; Craft DC 21; Price 315 gp; Exposure DC 19.

VIOLET SPINEBREAKER*

Pressed purple worm glands; violet-colored liquid that smells like orchids; lumbricida family; injury DC 24; 1d6 Str / 2d6 Str; Craft DC 32; Price 1,600 gp; Exposure DC 24.

VIPER'S KISS

Kippered gray viper muscle; pink threads with gamy



smell; serpente family; ingestion DC 18; 3 Con permanent drain / 3 Con permanent drain; Craft DC 20; Price 300 gp; Exposure DC 4.

VOIDBREATH

Ossified avaranc glands; green pellets that release odorless, light green vapors when placed in water; bestial family; inhalation DC 22; blindness 1d6 hrs + deafness 1d6 hrs + muteness 1d6 hrs / 1d12 Con; Craft DC 43; Price 5,160 gp; Exposure DC 41.

WASTING DUNES

Filtered jester scorpion ichor; thin, red liquid with faint odor of cinnamon; scorpionida family; contact DC 23; none / 1d20 Str; Craft DC 35; Price 2,450 gp; Exposure DC 31.

WAXFRUIT WHISKEY

Steeped waxfruit seeds; light brown juice with black sediment; arboreal family; ingestion DC 17; fatigued

1d6 hrs / exhausted 1d6 rds; Craft DC 21; Price 315 gp; Exposure DC 5.

WINGHAMMER*

Concentrated dragon bile; oily black liquid that smells of tar; draconic family; contact DC 26; 3d6 Str / none; Craft DC 39; Price 3,510 gp; Exposure DC 35.

WISP OF PALLSTONE

Refined pallstone crystals; silver, crystalline flakes; mineral family; inhalation DC 26; ability to wild shape 1d6 days / none; Craft DC 38; Price 3,420 gp; Exposure DC 36.

YELLOWBOLT

Liquefied yellow jacket eggs; thin, golden liquid with black flecks; hymenoptera family; injury DC 17; 1d2 base Reflex save / 1d4 Dex; Craft DC 21; Price 315 gp; Exposure DC 13.



Name	Method of Delivery	Toxicity DC
Winghammer	Contact	26
Golden Arrow	Contact	24
Blue Deception	Contact	23
Wasting Dunes	Contact	23
Acid-Flare	Contact	21
Black Death	Contact	20
Kakophagy	Contact	16
Malyss	Contact	16
Quickbiter	Contact	16
Terror-Root	Contact	16
Hopemelter	Contact	14
100 Hammers	Contact	13
Nitharit	Contact	13
Bromine	Ingestion	21
Hag's Hood	Ingestion	19
Hydrogen Selenide	Ingestion	19
Viper's Kiss	Ingestion	18
Lich Dust	Ingestion	17
Waxfruit Whiskey	Ingestion	17
Id Moss	Ingestion	14
Arsenic	Ingestion	13
Desert Remorse	Ingestion	13
Truffle Dirge	Ingestion	13
Striped Toadstool	Ingestion	11
Blood Harvest	Inhalation	32
Wisp of Pallstone	Inhalation	26
Voidbreath	Inhalation	22
Aria of Anguish	Inhalation	20
Buckling Breath	Inhalation	18
Insanity Mist	Inhalation	15
Ungol Dust	Inhalation	15
Lung-Famine	Inhalation	13

Name	Method of Delivery	Toxicity DC
Flamestrike	Injury	26
Shimmer	Injury	24
Timber-Bane	Injury	24
Violet Spinebreaker	Injury	24
Devil-May-Care	Injury	23
Emerald Anguish	Injury	23
Anchor Slime	Injury	21
Deathblade	Injury	20
Dripping Doom	Injury	19
Nightbringer	Injury	19
Ravage Moss	Injury	19
Brawn-pincer III	Injury	18
Frostfire	Injury	18
Stingfire	Injury	18
Blazing Eye	Injury	17
Carrion Spear	Injury	17
Heartstinger	Injury	17
Plunging Spirit	Injury	17
Quod	Injury	17
Shadow Essence	Injury	17
Yellowbolt	Injury	17
Bane of Driders	Injury	16
Coral-Blade	Injury	15
Blue Whinnis	Injury	14
Limbweb II	Injury	14
Oil of Taggit	Injury	14
Phantom Feather	Injury	14
Pseudodeath	Injury	14
Retch	Injury	14
Close Call	Injury	13
Corona Araneae	Injury	13
Drow Poison	Injury	13
Greenblood Oil	Injury	13
Oil of Snowflower	Injury	13
Bloodroot	Injury	12
Darkling Tongue	Injury	11
Lazyfeet I	Injury	11



Name	Craft DC
Voidbreath	43
Blue Deception	42
Golden Arrow	42
Blood Harvest	41
Black Death	39
Winghammer	39
Wisp of Pallstone	38
Devil-May-Care	37
Wasting Dunes	35
Drow Poison	34
Shimmer	33
Timber-Bane	33
Bromine	32
Frostfire	32
Pseudodeath	32
Ravage Moss	32
Violet Spinebreaker	32
Emerald Anguish	31
Anchor Slime	30
Hydrogen Selenide	30
Quod	30
Buckling Breath	29
Carrion Spear	29
Acid-Flare	28
Heartstinger	28
Aria of Anguish	27
Dripping Doom	27
Coral-Blade	26
Nightbringer	26
Terror-Root	26
Blue Whinnis	25
Deathblade	25
Hag's Hood	25
Oil of Snowflower	25
Hopemelter	24
Insanity Mist	24
Plunging Spirit	24
Quickbiter	24

Name	Craft DC
Shadow Essence	24
Brawnpincher III	23
Nitharit	23
Stingfire	23
100 Hammers	22
Kakophagy	22
Malyss	22
Bane of Driders	21
Blazing Eye	21
Corona Araneae	21
Lung-Famine	21
Truffle Dirge	21
Ungol Dust	21
Waxfruit Whiskey	21
Yellowbolt	21
Lich Dust	20
Viper's Kiss	20
Close Call	19
Retch	19
Desert Remorse	17
Limbweb II	17
Oil of Taggit	17
Phantom Feather	17
Darkling Tongue	16
Id Moss	16
Bloodroot	15
Greenblood Oil	15
Striped Toadstool	14
Lazyfeet I	13
Arsenic	12
Flamestrike	n/a



Poisoncraft — Poison Creation

POISON NAME:

TOX. NAME:

FAMILY:

Base Craft DC	—	10
Method of Delivery (Inh, Con +2; Ing -5)		
Fortitude DC (+1/point above 10)		
Initial Damage Element 1		
Initial Damage Element 2		
Initial Damage Element 3		
Secondary Damage Element 1		
Secondary Damage Element 2		
Secondary Damage Element 3		
Secondary Damage (-1) -or- No Secondary (+2)		
Metapoisn Feat 1		
Metapoisn Feat 2		
Other		
FINAL CRAFT DC		
MARKET PRICE (GP)		
EXPOSURE DC		

DAMAGE DICE	
1 point	+1
1d2	+1
1d3, 1d4	+2
1d6	+3
1d8, 2d4	+4
1d10	+5
1d12, 2d6, 3d4	+6
3d6	+9

DURATION	
1 round	-3
1d2 rounds	-1
1d3—2d6 rds / 2 rds—6 rds	0
>2d6 rds—2d6 mins / 7 rds—6 mins	+1
>2d6 mins—2d6 hrs / 7 mins—6 hrs	+2
>2d6 hrs—1 day / 7 hrs—1 day	+3
>1 day / permanent	+5

CONDITION	
Blinded	+4
Confused	+3
Cowering	+3
Dazed	+3
Dazzled	+0
Deafened	+1
Dead	+15
Exhausted	+6
Fatigued	+2
Frightened	+3
Held	+9
Muted	+4
Nauseated	+6
Panicked	+4
Paralyzed	+9
Petrified	+12
Shaken	+2
Sleeping	+8
Stunned	+3
Unconscious	+9

SPECIAL DAMAGE	
Base Attack Bonus	+2
Base Saving Throw	+2
Damage Reduction	+1
Hit Points	-8
Natural Armor Bonus	+1
Permanent Ability	+1
Spell Resistance	+3
Subdual	-12

SPECIAL EFFECT	
Energy Vulnerability	+1
Loss of Ability to Rage	+4
Loss of Ability to Smite Evil	+1
Loss of Ability to Sneak Attack	+3
Loss of Ability to Turn Undead	+4
Loss of Ability to Wild Shape	+4
Loss of Bardic Music Ability	+4
Loss of Energy Resistance	-12
Loss of Evasion Ability	+2
Loss of Regeneration	+4
Loss of Spellcasting Ability	+6
Loss of Uncanny Dodge Ability	+2

METAPOISON FEATS	
Delay, Extend, Mute, Reinforce	+2
Disguise, Empower	+3
Bless, Degenerating, Gird, Maximize, Polarizing, Quicken, Withering	+5

EXPOSURE DC	
Craft DC - Delivery Method Modifier	
Contact -4 / Ingestion -16 / Inhalation -2 / Injury -8	

MARKET PRICE MULTIPLIERS					
Craft DC	Mult.	22-25	25	38-41	90
11-13	3	26-29	35	42-45	120
14-17	8	30-33	50	46-49	150
18-21	15	34-37	70	50+	200

(character name)

[illegible]

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