

# TWO DOZEN DANGERS POISONS



The worlds that most heroes explore are hyper-toxic, with every ecological and mythological niche filled with toxic predators and dangers. The sting of the scorpion, the cobra's bite, the brown recluse's bite that goes unnoticed until it's too late, a concealed hypodermic filled with hemlock and nightshade, the impact of a crossbow bolt painted with numbing black ichors...all can end a hero's career with more finality than a sword thrust.

This short supplement details 24 new poisons, including new magical toxins and deadly natural venoms for fantasy campaigns. Many of the new poisons described here have more complex and interesting effects than those described in the Pathfinder Roleplaying Game, and many have effects that are only possible in worlds where magic is a real force and fantastic beasts prowl the night.

## ANTHRAX

**Type** inhalation poison

**Save** Fort DC 16

**Frequency** 1/round for 10 rounds

**Initial and Secondary Effect** 1d2 Con

**Cure** 2 saves

Anthrax is a well known hazard among farmers and peasants. Naturally occurring on tomato vines, skilled poisoners can cultivate the white flakes into a far deadlier version, though carrying or working with anthrax is hazardous.

Poisoners have a 15% chance of poisoning themselves while crafting or using Anthrax, and accidentally poison themselves on a roll of a natural 1-3 on a Craft check.

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### **BASILISK DUNG**

**Type** ingested

**Save** Fort DC 18

**Frequency** 1/minute for 4 minutes

**Initial Effect** petrification

**Secondary Effect** 1d6 Dex

**Cure** 2 saves

Gathered from the lair of the fearsome magical predator, basilisk dung is dried and ground to a fine powder. Mixed with food, it has an earthy aftertaste. Within a few minutes of ingestion, the victim's body begins hardening and calcifying. The transformation to a stone statue is intensely painful, as it begins in the victim's guts. Even those who withstand the poison's full effects are crippled for several days as their tendons and ligaments are partially petrified.

### **BLACK HOOD'S OIL**

**Type** Injury

**Save** Fort DC 22

**Frequency** 1/round for 2 rounds

**Initial and Secondary Effect** 1d6 Con

**Cure** 2 saves

Used only by executioners, the mere possession of this oily black fluid by a commoner is a capital crime in most lands. Before putting especially dangerous or resourceful criminals to death, executioners coat their blades in Black Hoods Oil, which in addition to its lethal properties is an excellent metal polish.

A target who dies while suffering from either the initial or secondary effect of the oil cannot be raised or resurrected by any force short of a Wish or Miracle spell.

### **BROWN RECLUSE VENOM**

**Type** injury poison

**Save** Fort DC 14

**Frequency** 1/round for 6 rounds

**Initial Effect** 1 point of permanent Str drain

**Secondary Effect** 1 Str

**Cure** 1 save

The miniscule brown recluse spider is native to most warm climates, and is one of the world's most successful vermin. Victims of a recluse bite often don't realize they've been injured until it's too late. Despite its small size, a brown recluse's venom inflicts horrific damage, rotting away skin and muscle tissue near the wound. Brown recluse usually use their venom to kill lizards, small birds and insects, but will bite humanoids if startled or threatened.

### **CURARE**

**Type** injury poison

**Save** Fort DC 15

**Frequency** 1/round for 8 rounds

**Initial Effect** victim is shaken for 1 hour

**Secondary Effect** 1d4 Dex

**Cure** 2 saves

Curare is a paralytic plant toxin harvested by rainforest natives for use in hunting and warfare. Spread onto weapons, curare enters the bloodstream quickly causing disorientation, dizziness and eventual paralysis. Victims left untreated often die of respiratory failure. Victims reduced to 0 Dex by curare begin to suffocate.

### **DEATHCAP MUSHROOM**

**Type** Ingested poison

**Save** Fort DC 14

**Frequency** 1/minute for 6 minutes

**Initial Effect** nausea for 1d6 hours

**Secondary Effect** 1d3 Con

**Cure** 1 save

The stem and 'gills' - the fringed underside of the cap - of the spotted white Deathcap Mushroom contain one of the deadliest toxins in the plant world.

### **DISCORDIA**

**Type** ingested poison

**Save** Fort DC 15

**Frequency** 1/round for 2 rounds

**Initial Effect** 1d4 Int and stunned for 1 round

**Secondary Effect** unable to benefit from magical bonuses to skill checks, saving throws or attack rolls for 1 minute

**Cure** 2 saves

Discordia is brewed from the remnants of used potions and mixed with chimera blood and raw arcane energy. The end result is a bubbly, effervescent green liquid that is actually lighter than air; placed in a small vial, the poison will float. Anyone ingesting Discordia has their magical energy flows violently disrupted.

**Special** An alchemist must have at least 9 ranks in Spellcraft to successfully craft Discordia.

### **DRAGON CHASER**

**Type** Ingested

**Save** Fort DC 19

**Frequency** 1/round for 6 rounds

**Initial and Secondary Effect** 1d3 Str and 1 Wis

**Cure** 2 saves

Made from the ground bone marrow of slain dragons, this sticky, garlicky white poultice is especially deadly to members of that proud kind. Victims suffer extreme weakness and lethargy after exposure, and a dragon's scales darken and begin molting after ingesting Dragon Chaser.

Any creature of the Dragon type, including Sorcerers from the dragon bloodline suffers a -4 racial penalty on Fort Saves made to resist the effects of Dragon Chaser.

### **FERROVORE**

**Type** injury poison

**Save** Fort DC 14

**Frequency** 1/hour for 6 hours

**Initial Effect** rusting grasp for 1d4 hours

**Secondary Effect** 1d3 Con

**Cure** 1 save

Ferrovore is a natural toxin found in the saliva of some mutant Rust Monster breeds. For several hours after a bite, the victim's body produces iron devouring sweat similar to a Rust Monster's own secretions, ruining the victim's gear and any other metal objects he touches. Rust Monsters trail their victims for hours to feast on the rusted metal produced by the toxin. In addition to destroying metal items, Ferrovore also disintegrates the trace iron in the victim's blood, causing massive internal hemorrhaging and sudden anemia.

Despite its debilitating and painful side effects, many adventurers have found tactical use for this toxin, and will willingly expose themselves to it to gain an edge against a heavily armored adversary.

For 1d4 hours after succumbing to Ferrovore, the victim produces an effect identical to the rusting grasp spell as a natural Supernatural talent. The victim cannot control or suppress this effect, and affects any ferrous object he touches during this time.

### **FOOL'S DANCE**

**Type** Ingested poison

**Save** DC 19

**Frequency** 1/minute for 6 minutes

**Initial Effect** character is considered flatfooted for 1d3 hours

**Secondary Effect** 1 point of permanent Int drain

**Cure** 1 save

Brewed from hallucinogenic mushrooms mixed with traces of mercury and wormwood, this grey paste causes lasting brain damage, and makes even the most skilled fighter clumsy and buffoonish.

### **FOXGLOVE**

**Type** ingested poison

**Save** Fort DC 17

**Frequency** 1/minute for 4 minutes

**Initial and Secondary Effect** 1d3 Str and 1d3 Con

**Cure** 1 save

This natural plant toxin paralyzes the muscles in an animal's heart, leading to sudden death by cardiac arrest.

### **GALLACIN**

**Type** ingested poison

**Save** Fort DC 19

**Frequency** 1/round for 2 rounds

**Initial and Secondary Effect** 2d6 Con

**Cure** 1 save

Gallacin has earned a reputation as the poison of choice for expert assassins, who wish to leave behind no trace of their crimes. Most victims of gallacin are believed to have died of stroke or heart attack. The tasteless and odorless liquid is distilled from the pistils of several breeds of tundra flowers, a difficult, time consuming and expensive process. Gallacin metabolizes quickly, and all traces of the poison will vanish completely before the victim succumbs. Gallacin is often nicknamed assassin's wine: like an assassin, it enters, kills quickly and leaves without a trace.

### **GRAIN ERGOT**

**Type** Fort DC 13

**Save** ingested poison

**Frequency** 1/min for 4 minutes

**Initial Effect** confusion for 1 minute

**Secondary Effect** 1d4 Wis

**Cure** 1 save

A type of mold found in moist, slovenly granaries, grain ergot can afflict an entire community, causing hallucinations and madness. The mold can be scraped off a corrupted piece of bread, dried to a powder and used as either a potent hallucinogenic drug or a toxin.

### **HUNGRY SWORD**

**Type** ingested poison

**Save** Fort DC 20

**Frequency** 1/round for 8 rounds

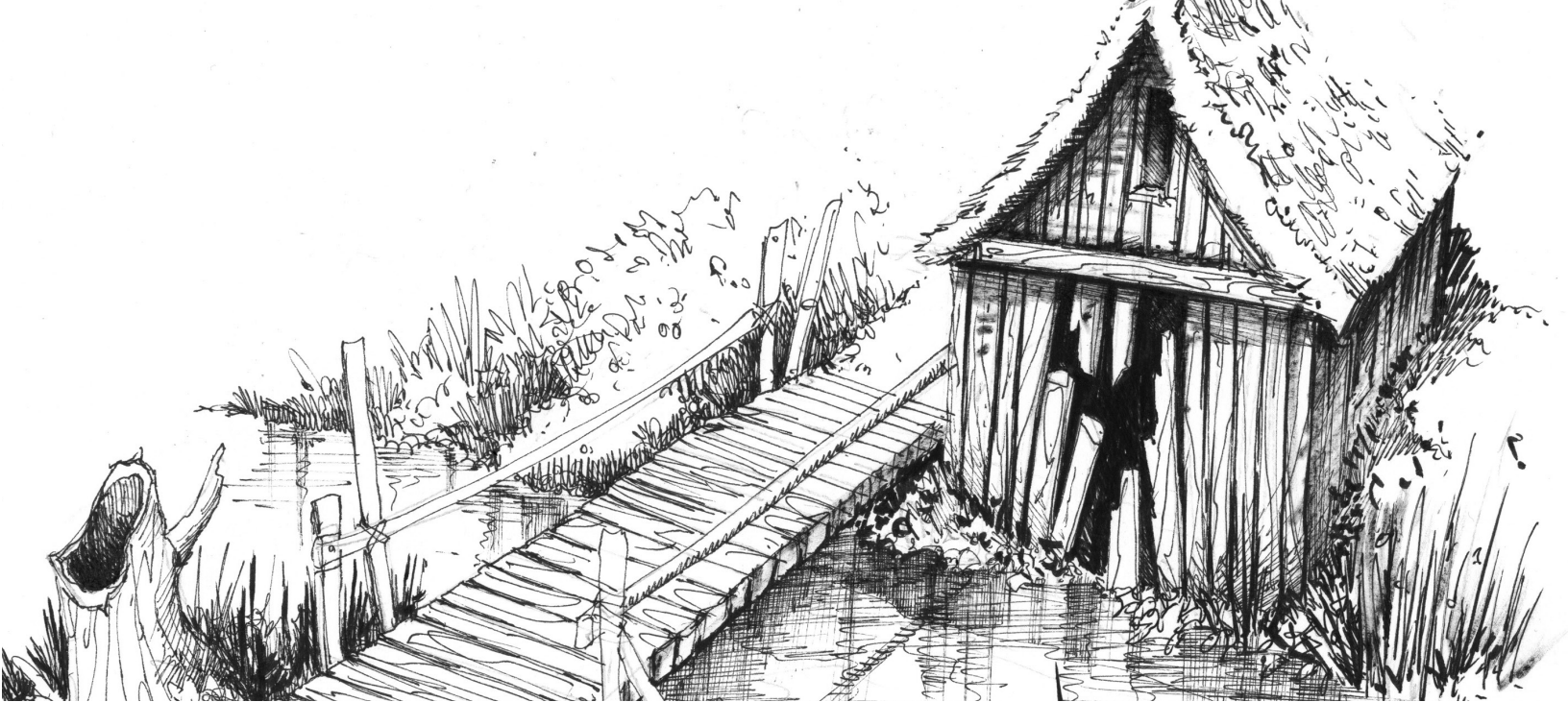
**Initial Effect** 1d6 Con

**Secondary Effect** 4d6 hit points

**Cure** 1 save

Hungry Sword is a favorite poison of assassins, because it kills quickly and messily. The victim's body begins hemor-





rhaging internally at the same time his blood pressure spikes. Those dying of a Hungry Sword dose begin seizing violently while blood fountains from every orifice.

### **HYDRA'S BLOOD**

**Type** contact poison

**Save** Fort DC 21

**Frequency** 1/round for 10 rounds

**Initial Effect** 2d12 hit points

**Secondary Effect** 1d3 Con

**Cure** 2 saves

The blood of the regenerating hydra is one of the most potent solvents in the multiverse. Even touching a cloth soaked in hydra's blood can be fatal. Victims of hydra's blood feel their skin boiling away and usually don't stop screaming until two minutes after their hearts explode.

### **HYSTARNAQ**

**Type** Injury poison

**Save** Fort DC 16

**Frequency** 1/round for 2 rounds

**Initial Effect** blindness 24 hours

**Secondary Effect** 1d4 Dex

**Cure** 2 saves

Hystarnaq is a poison made from the coagulated heart's blood of a species of jungle songbirds. Victims suffer bleeding from their eyes and burst blood vessels in the retina, as well as dizziness and severe muscle tremors. This vile, fast acting poison is often added to weapons by canny hunters and slavers.

### **LIQUID INERTIA**

**Type** ingested poison

**Save** Fort DC 20

**Frequency** 1/minute for 6 minutes

**Initial Effect** 1d6 Dex

**Secondary Effect** all speeds are reduced by 5 ft

**Cure** 1 save

Liquid Inertia is a distillation of a universal force, a magical poison that only the most skilled alchemists can concoct. A vial of liquid inertia looks almost like honey- a thick yellow liquid that pours slowly and which is surprisingly heavy for its size. Victims of the poison find it all but impossible to move and feel anchored to the ground.

Lost speed is considered ability score damage. One 5 ft speed increment returns per day normally, and anything that would speed ability score restoration will work identically on lost speed. A creature reduced to 0 ft speed or less by this toxin is paralyzed.

**Special** An alchemist must have at least 5 ranks in Knowledge (*the planes*) to craft liquid Inertia.

### **MAGGOT WINE**

**Type** Injury

**Save** Will DC 18 (affects only undead)

**Frequency** 1/min for 6 minutes

**Initial and Secondary Effect** 1d4 Str and slowed for 1 minute

**Cure** 2 saves

Made from pulped maggots mixed with holy water, wine and salt, Maggot Wine is the only toxin in the multiverse known to harm undead. Undead make a WILL Save to

resist the toxin's effect. Maggot Wine has no effect on living creatures, though few can stomach the smell, much less the taste.

**Special** An alchemist must have at least 1 rank in Knowledge (*religion*) to craft Maggot Wine.

### **SIN EATER**

**Type** Inhalation poison

**Save** Fort DC 24

**Frequency** 1/minute for 6 minutes

**Initial Effect** 1d8 Str

**Secondary Effect** 1d4 Dex

**Cure** 2 saves

Sin Eater is a potent brew of 616 different toxins, brought to a slow boil over the course of days, and mixed with holy water and an assamir's menstrual blood. The vapors of this deadly chemical are deadly even to creatures normally immune to poison and are among the few toxins in the cosmos able to harm Outsiders. Sin Eater affects Outsiders normally.

**Special** An alchemist must have at least 9 ranks in Knowledge (*the planes*) to successfully craft Sin Eater.

### **SLAVE TAKER**

**Type** injury poison

**Save** Fort DC 22

**Frequency** 1/round for 6 rounds

**Initial Effect** paralysis for 1 minute

**Secondary Effect** 1d6 WIS

**Cure** 1 save

Slave Taker is a bitter crimson tar brewed from the leaves and roots of the nathalath plant. Nathalath is a night blooming flower common only to the desert. The poison brewed from this beautiful flower gets its name from its paralytic and will-sapping properties. It is often daubed onto arrows to capture humanoids alive for sale or sacrifice.

### **THIEF OF MEMORIES**

**Type** Inhalation

**Save** Fort DC 17

**Frequency** 1/minute for 8 minutes

**Initial Effect** 1d4 Int

**Secondary Effect** permanent loss of 1 rank in highest ranked class skill (*if multiple skills qualify, pick randomly*)

**Cure** 2 saves

This golden dust is produced by grinding the shed scales of ancient bronze dragons, and mixing the resulting dust with

a variety of alchemical reagents. Inhaling the stinging dust causes pinprick hemorrhages in the brain, which blast away intelligence and scour memories clean.

### **TROLL ROOT SAP**

**Type** contact poison

**Save** Fort DC 17

**Frequency** 1/round for 4 rounds

**Initial and Secondary Effect** 1d4 Con

**Cure** 1 save

The plant known as troll root is fast growing and almost impossible to eradicate. The tenacious vine is a plague upon farmers and ranchers, especially because of the waxy venom coating its leaves. The troll root's sap is potent enough to kill livestock or unwary farmers, and most living creatures avoid the plant.

### **VERMIN DUST**

**Type** Inhalation poison

**Save** Fort DC 16

**Frequency** 1/minute for 6 minutes

**Initial Effect** nauseated for 1 minute

**Secondary Effect** 1d2 Con

**Cure** 2 saves

A naturally occurring toxin that builds in enclosed spaces where rats, insects and other vermin deposit their wastes, Vermin Dust is dangerously common in crowded urban environments and long abandoned structures.

### **WITCHHAMMER**

**Type** ingested poison

**Save** Fort DC 18

**Frequency** 1/minute for 8 minutes

**Initial and Secondary Effect** 1d3 Cha

**Cure** 2 saves

First brewed long ago, at a time when the instinctive art of sorcery was misunderstood and demonized, Witchhammer was a favorite tool of sorcerer-hunters. Brewed from rotting apples, Witchhammer has the taste of spoilt cider. The toxin disfigures the body with hideous boils, discolored patches of skin, tumors and hair loss and saps the confidence and force of personality that sorcerers need to activate their arcane talents.

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