

The Deluxe Guide to Disease and Poison



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References to Other Products

Several places in this book refer to one or more classes, feats, spells, items, or other content found in other books, either other books published by Necromancers of the Northwest, or, more commonly, books published by Paizo. Any content that can be found in the *Pathfinder Roleplaying Game Core Rulebook* or *Pathfinder Bestiary* are not specially noted as such. Any content that cannot be found in either this book or one of those two books will have a superscript denotation, indicating what book it can be found in. These notations are abbreviated. The following list explains what book each abbreviation is associated with.

B3: Bestiary 3
B4: Bestiary 4
LV: Liber Vampyr
NA12: Necromancer's Almanac 2012
NA13: Necromancer's Almanac 2013
INAI3. INecrointancer's Almanac 201
UC: Ultimate Combat
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UM: Ultimate Magic
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Introduction

If you've ever found poisons or diseases, as presented in the *Pathfinder Roleplaying Game* and the 3.5 OGL to be more of a nuisance than a threat, this book is for you. If you've ever wished that the rules for poisons or diseases were a bit more robust, and could capture a wider variety of the kinds of poisons and diseases that exist both in the real world and in fantasy media, this book is for you. If you've ever lamented the fact that poisons and diseases tend to present little threat to mid- or high-level characters, or wished that there were guidelines for what diseases and poisons are appropriate challenges to throw at a party of a given level, this book is for you. If all of these statements are making you excited to see what's in the rest of the book, chances are pretty good that this book is for you.

This book attempts to completely re-imagine poisons and diseases from the ground up, and creates an entirely new system of rules to handle them. Most of the basic elements of the poisons and diseases presented in the *Pathfinder Roleplaying Game Core Rulebook* are still present: you still make saving throws to resist their effects, and those effects are bad. Diseases can last indefinitely, and tend to call for saving throws less often, while poisons will eventually work their way out of your system, if you can survive them (in this book, though, there are a few exceptions to that trend). The negative impact of failing a saving throw is frequently (but hardly always) ability score damage.

Beyond that, though, the differences start to exceed the similarities. Both enhanced diseases and enhanced poisons (the terms for the new versions of these afflictions presented by this book) have multiple stages, and affect their victims differently in different stages. In addition to the effect, which is suffered when a saving throw is failed, as with normal diseases and poisons, each stage also has a symptom (or multiple symptoms), which are constant affects that apply for as long as the subject is in that stage, regardless of whether he or she succeeds on saving throws or not. In general, enhanced diseases start at relatively mild stages and progress into nastier and nastier symptoms and effects, while poisons are more likely to start off worse and become more mild as it runs its course.

Of course, in reality, poisons and diseases are quite different from one another, and this is reflected here as well: enhanced diseases have new rules regarding how contagious they are, and instead of having an onset period, have an incubation period, during which a character's immune system may (or may not) be able to fight off the disease before it begins to have any symptoms at all. Once an enhanced disease begins to run its course, succeeding or failing on a certain number of consecutive saving throws causes the victim to move through the various stages of the disease. Meanwhile, poisons have a toxicity rating, which measures how much of the poison is present in the victim's body: the rising and falling of toxicity causes the poison to progress to different stages: the more fast-acting poisons tend to start at high toxicity and quickly work their way out of the victim's system (if he is able to survive), while the more insidious ones actually increase their toxicity all on their own, and will often prove fatal if they aren't treated. Enhanced diseases and enhanced poisons also have CRs, and grant XP to characters that survive them.

Overall, the goal of this book is to provide a framework of rules that present a "deluxe" version of diseases and poisons, for players and GMs who want something more from their afflictions. The enhanced diseases and poisons in this book are made to feel more like an encounter in and of themselves, rather than a minor inconvenience to deal with between fights, or a monster's alternative method of dealing damage. As a result, the enhanced poisons and diseases presented in this book (50 of each) are much more complex than the poisons and diseases of the *Pathfinder Roleplaying Game Core Rulebook*, but this complexity allows them to do more for your game and be more fun and memorable encounters. The rules for these afflictions are a lot to take in at first, but after using them once or twice, we expect that you'll find them intuitive and easy. And once you have a handle on how they work, Appendix 3 even provides suggestions on creating your own enhanced diseases and enhanced poisons, to go along with the ones presented here.

Enhanced Diseases

The following section presents an alternate approach to handling diseases in the game. The diseases presented here can simply be added to your game, acting as special diseases that have particularly unique effects. Alternatively, they can be used as a template for adjusting existing diseases or creating new ones which follow the same pattern, replacing all disease you use in your game.

Reading an Enhanced Disease

The game information for an enhanced disease is somewhat more complex than the information for a standard disease. The following section describes the various components of an enhanced disease's stat-block, what they mean, and how they apply to the game.

Basic Information

The following information appears at the beginning of the disease's stat-block, and applies to all stages of the disease.

Name

This is the name of the disease.

CR and XP

This is the challenge rating and experience point value associated with the disease. Enhanced diseases are, in many ways, encounters in and of themselves, and players should be awarded experience for successfully surviving them. This also helps GMs to determine what diseases are advisable to use on parties of a given level.

Enhanced diseases provide less experience than defeating a monster of the same CR, in part because they generally affect only some members of the party, and in part because they require fewer resources to deal with. Despite this, it is recommended that you use enhanced diseases of a similar CR to the party level, because the saving throw DCs, effects, and other aspects of the disease will be appropriate for characters of that level. An enhanced disease is generally worth about 1/4 the amount of experience that a monster of the same CR would be.

Туре

This indicates the disease's type (contact, ingested, inhaled, or injury), and functions almost identically to standard diseases. Some enhanced diseases have the additional type of magic. Magical diseases may be able to affect creatures that are immune to nonmagical diseases.

Additionally, magical enhanced diseases are more difficult to treat and cure. In order for the subject to be cured of the disease, he must benefit from a *remove curse* spell

(if the disease is CR 10 or less) or a *break enchantment* spell (diseases of any CR). In either case, the caster must succeed on a caster level check (DC equal to 5 + the saving throw DC of the disease's current stage), or the spell has no effect. Once a magical enhanced disease is affected by one of these spells, it effectively loses the magic type, and becomes a nonmagical disease.

As long as the disease has the magic type, it cannot be cured, even by spells such as *remove disease* or *heal*. Anything that would cause the subject to be cured of the disease leaves the subject in stage one, instead (this includes succeeding on enough saving throws to be cured of the disease). Magical and mundane treatments can still grant the subject bonuses on saving throws made to resist the disease's effects, and can also alleviate symptoms and even move the subject to a lower stage, but they cannot cure the subject of the disease completely.

Incubation

If a subject is exposed to an enhanced disease, it begins to incubate inside him or her automatically, without any saving throw. During this time, there is not enough of the disease within the subject's body for it to affect him, and his body may be able to fight off the disease entirely without his knowledge. This entry lists how long the incubation period lasts, how often the subject must make saves to resist becoming truly diseased, and what the saving throw DC is.

The incubation is typically listed as 1/day for a specific number of days. This means that the subject must make a saving throw at the listed DC once each day, starting with the day after he is exposed to the disease, for that many days. If the subject fails any of these saving throws, then he immediately moves to stage one of the disease, and begins to suffer its effects. In order to avoid suffering the disease's effects, he must succeed on all of these saving throws. Successful attempts to magically cure the disease while it is incubating automatically end the incubation, regardless of what their normal affect would be.

The saving throw information for incubation is generally (but not always) the same as the saving throw information for stage one of the disease.

Affects

Not all diseases affect all creatures identically. Some creatures are more susceptible to certain diseases than others, while certain species might be completely immune to a specific disease due to their physiology, even if they're susceptible to other diseases. This entry notes which creature types are affected by the disease. "All" indicates that the disease affects creatures of all types, but does not mean that the disease can affect creatures that are generally immune to diseases. Any special notes about how the disease applies to certain creature types or races will appear here as well, although in particularly complicated cases, it may also appear in other places in the disease's statistics information.

Stages

Enhanced diseases have multiple stages, and function differently during different stages. A disease that initially presents as a light cough might eventually be completely debilitating as it progresses, while other diseases might start aggressively and then have a slow, lingering, but less debilitating recovery. Each disease has an initial stage (typically, but not always, stage one), which is the stage at which a character that has just contracted the disease begins. Each stage has its own saving throw information, frequency, diagnosis DC, symptoms, effect, and information for moving from one stage to the next.

Save

This indicates the type of saving throw made to resist the disease's effects, and the DC of that saving throw. Unlike a standard disease, the type of saving throw and the DC may change as the disease moves from one stage to the next.

Frequency

This indicates how often the subject must make a saving throw to resist the effects of the disease. Unlike a standard disease, this may change as the disease moves from one stage to another.

Diagnosis

This indicates how difficult it is to diagnose the disease with a Heal check. Different stages of certain diseases are harder to diagnose than others, and so this value may change depending on the stage of the disease. Attempting to use the Heal skill to treat a disease without first diagnosing the disease imposes a -10 penalty on the Heal check. If the subject dies of a disease, then anyone attempting to determine how he died must succeed on a Heal check (using the diagnosis DC for the stage of the disease at which he died) in order to identify the disease.

Progression and Reduction

As the subject succeeds or fails saving throws, she moves from one stage of the disease to the next, much in the same way that a character becomes cured of a normal disease by succeeding on a certain number of saving throws. A stage's progression entry indicates the number of consecutive failures that the subject can get before progressing to the next-highest stage of the disease, while the reduction entry indicates the number of consecutive successes that are required to move down to the next-lowest stage. The lowest stage of the disease has a cure entry, instead of a reduction entry, because a subject that would move down to stage o is cured of the disease. If an enhanced disease has the magic subtype, its cure and progression entries will list "(magic)" at the end, as a reminder that the disease cannot be treated without magical means. See Type, above, for more information on treating magical diseases.

Symptoms

Each stage has one or more symptoms, which are constant effects that the disease imposes on the subject for as long as he remains in that stage. Unless the disease states to the contrary, these symptoms cannot be cured or treated as long as the subject remains at that stage of the disease.

Effect

Like a normal disease, each stage of an enhanced disease has an effect, which occurs whenever the subject fails a saving throw to resist a disease at that stage (including the failed saving throw which causes the disease to progress to the next stage).

Contagious

This indicates whether or not the disease is contagious at this stage, and the means and likelihood by which others can be exposed to it. If a disease is not contagious at a given stage, then the subject generally cannot transmit the disease. A disease can be contagious in one or more of the following ways: contact, ingestion, inhalation, and injury. Along with the method of transmission, a percentage chance will be listed. This has different meanings depending on the type of transmission, as outlined below.

Contact: Transmission via contact requires physical contact between the contagious subject and the recipient of the disease. Contact through protective clothing (such as gloves) does not generally allow for transmission, but any skin-to-skin contact typically will. If the disease requires contact with a specific body part or in a specific way, that information will be included as well. The percentage listed indicates the percent chance that a character touching the contagious subject is exposed to the disease with each touch (for example, an entry of contact 25% would mean that each time the subject touched another person, there would be a 25% chance that that person was exposed to the disease).

By default, it is assumed that objects touched or handled by the contagious subject do not transmit the disease to others who touch them. If such objects can transmit the disease, then the word "object" will appear in parentheses, followed by the amount of time that the object remains infectious after being handled (for example, an entry of "contact 30% [object, 1 day]" would indicate that object touched by the contagious subject can transmit the disease by touch for up to 1 day after being handled).

If a stage of a disease has a contact entry that does not specify certain conditions beyond normal contact, and that stage of the disease does not have a separate injury entry, it is assumed that any injury caused by an infected subject's natural attacks also has the same chance of transmitting the disease.

Ingestion: Transmission via ingestion requires that the recipient of the disease consume something. Most often this occurs when someone or something eats a diseased animal, in which case the percentage listed indicates the percent chance of becoming infected per meal, but it does



not matter how little of the diseased flesh is consumed in that meal. The percentage listed assumes that the meat is cooked properly. If it is consumed without being cooked properly, the percent chance of becoming infected doubles. Even if no ingestion percentage is listed, or the contagious entry is listed as "no," there is a 10% chance that eating the flesh of a diseased creature will cause the eater to become infected. If ingested is listed as less than 10%, use that percentage instead. In the rare case that ingested is listed as 0%, then there is no chance of becoming infected by consuming the flesh of a diseased creature.

In addition to infection by consuming diseased meat, this can also refer to infection by the exchange of bodily fluids (such as blood or saliva). If this is the case, then the percentage does not apply to other means of ingestion, and the specific bodily fluid, as well as the necessary amount, will be listed in parentheses. In the case of exposure to bodily fluid, the percent chance is per exposure (for example, if the disease had a contagious entry of "ingested 40% [1 pint of blood]," then someone who was exposed to 2 pints of blood all at once would have a single 40% chance to be infected, whereas someone who was exposed to 2 pints of blood on two separate occasions would have a 40% chance to become infected on each such occasion).

Inhalation: Transmission by inhalation requires that the recipient of the disease spend time near the contagious subject. For the purposes of contagiousness, being "near" the contagious subject generally means being in the same room as them, or, if outside or in a very large room, being within 30 feet. The percentage will always be listed along with a measurement of time, which indicates how often the chance

to contract the disease applies. Leaving the contagious subject and returning does not "reset" the clock. Characters that do not breathe, or who are magically protected from airborne toxins, are not subject to infection this way. Taking mundane precautions (such as wearing a protective mask over one's face) halves the listed percent.

The risk of infection by inhalation does not end when the subject dies, and spending time near the corpse of a creature that died while infectious can transmit the disease in the same way. The corpse generally remains infectious in this fashion for a number of days after death equal to the disease's CR.

Injury: Transmission via injury requires that the recipient of the disease have an open wound which makes contact with the diseased material. This generally only occurs when a diseased creature hits another creature with a natural attack. If the disease only applies to certain types of attacks (such as bite or claw attacks), that will be listed here. The chance of exposure should be rolled each time such an injury occurs.

If a given stage of a disease has both a contact and an injury entry, that indicates that infection is either more or less likely to occur by injury than by other means, but each natural attack should only result in a chance of infection due to injury, and should not also result in a chance of infection due to contact.

New Enhanced Diseases

The following diseases are presented in alphabetical order.

Disease	CR	Page
Greenpox	1	16
Grey sweats	1	17
Red famine	1	23
Dead mangler	2	- 11
Faerie breath	2	15
Manglemaw	2	19
Firefrost flu	3	15
Leprosy	3	18
Swamp cough	3	25
Bard's bane	4	9
Deepdweller plague	4	12
Frog fever	4	15
Dullard's disease	5	14
Summoning plague	5	25
Yellow muck sickness	5	28
Bald wasting	6	8
Berserker's disease	6	9
Salamander chills	6	23
Cowardly demise	7	10
Extraplanar ails	7	14
Plaguelord's promise	7	21
Devil's appetite	8	12
Mage plague	8	18
Pneumonic plague	8	22
Darkness defiled	9	11
Midden sickness	9	19
The shakes	9	26
Half death	10	17
Pond plague	10	22
Sightless scourge	10	24
Mind rot	11	20
Sylvan sickness	11	26
Vampire's delight	11	27
Doom plant infestation	12	13
Witch pox	12	27
Golem ills	13	16
Zombie fever	13	28
Grisly demise	14	17
Red fever	14	23
Boulder blister	15	10
Maiden's sickness	15	19
Efreeti fever	16	14
Phase sickness	16	20
Apocalypse spores	17	8
Demon detachment	17	12
Death's disease	18	11
Uncontrolled growth	18	26
Lilland's revenge	19	18
Succubus's revel	19	24
Plague walker	20	21

Table 1-1: Diseases by CR

APOCALYPSE SPORES

CR 17

These spores come from a distant world where they consumed the entire population in their breeding frenzy. In an attempt to escape the destruction of their home world, a few clever individuals fled to space, unaware that they were infected and causing the contagion to spread throughout the galaxy. **XP** 25,600

Type disease, inhaled; **Incubation** 1/day for 10 days, Fortitude DC 25; **Initial Stage** stage one **Affects** all

STAGE ONE

Save Fortitude DC 24; **Frequency** 1/day; **Diagnosis** Heal DC 31

Progression 3 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms In the initial stage, the only indication of a creature under the influence of apocalypse spores is slight discoloration and anemia. The subject is fatigued for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d4 points of Strength, Dexterity, and Constitution damage. Additionally, for the next hour, the percentage chance of a creature becoming infected by being near the subject increases by 10%.

Contagious inhaled 50% per hour

STAGE TWO

Save Fortitude DC 25; Frequency 1/day; Diagnosis Heal DC 30

Progression 2 consecutive failed saves; **Reduction** 2 consecutive saves

Symptoms As the disease progresses, the subject's body becomes visibly infected, resulting in the appearance of large violet stains on his flesh. The subject is fatigued and suffers a -2 penalty on all Charisma based skill checks for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d6 points of Strength, Dexterity, and Constitution damage. Additionally, for the next 24 hours, the percentage chance of a creature becoming infected by being near the subject increases by 10%.

Contagious inhaled 55%

STAGE THREE

Save Fortitude DC 25; **Frequency** 1/day; **Diagnosis** Heal DC 30

Progression N/A; **Reduction** 2 consecutive saves **Symptoms** When the disease reaches its final stage, the subject becomes at serious risk of death as spores constantly stream from his body for as long as he remains in this stage of the disease. All creatures within a 100-foot radius of the subject are exposed to the disease.

Effect If the subject fails a save at this stage, he explodes dramatically, suffering 100 points of damage and spreading spores within a 500-ft. radius, giving all creatures within that area a chance to be exposed to the disease. If the subject survives, he is cured of the disease.

Contagious inhaled 60%

BALD WASTING

CR 6

Also known as "dwarfbane," this disease begins by attacking one's hair, which turns grey and falls out, and spreads from there to affect the rest of the body. **XP** 600 **Type** disease, contact; **Incubation** 1/day for 4 days, Fortitude DC 15; **Initial Stage** stage one

Affects all; characters with beards or excessive hair suffer a -2 penalty on saving throws, creatures with no body hair at all are immune

STAGE ONE

Save Fortitude DC 15; Frequency 1/day; Diagnosis Heal DC 25

Progression 1 failed save; **Cure** 3 consecutive saves, see text **Symptoms** The early symptoms of bald wasting disease cause all hair on the target's body to fade to a dull grey color, starting at the tips and moving towards the root. Affected hair becomes lank and greasy, regardless of how much it is washed. Removing all of the subject's hair early on can preemptively cure the disease: if the target's body is completely shaved, without missing a single hair (Heal DC 20), before he fails a single saving throw at this stage, the disease is cured.

Effect There is no penalty for failing a saving throw at this stage of the disease.

Contagious contact 30% (hair only)

STAGE TWO

Save Fortitude DC 15; Frequency 1/day; Diagnosis Heal DC 20

Progression 2 consecutive failed saves; **Reduction** N/A, see text; **Cure 3** consecutive saves

Symptoms As the disease spreads from the subject's hair to the rest of his body, he is physically weakened, and suffers a -4 penalty to his Strength score for as long as he remains at this stage of the disease. Additionally, at this stage, the subject's hair begins to fall out in large clumps and patches. Once a subject reaches this stage, he cannot return to stage one. Instead, 3 consecutive saves or treatment that would cause the disease to return to stage one cures it, instead. **Effect** For each failed save at this stage, the subject suffers 1d2 points of Strength damage.

Contagious contact 45% (hair only)

STAGE THREE

Save Fortitude DC 15; Frequency 1/day; Diagnosis Heal DC 18

Progression N/A; Reduction 2 consecutive saves

Symptoms By this stage of the disease, the subject has lost most, if not all, of his body hair, but his body remains infected. He suffers a -4 penalty to his Strength score for as long as he remains at this stage of the disease. Additionally, he suffers from a distinct lack of appetite, and a listlessness, which gives him a -2 penalty on saving throws made to resist effects with the emotion descriptor.

Effect For each failed save at this stage, the subject suffers 1d₃ points of Strength damage. **Contagious** no

BARD'S BANE

CR 4

As its name implies, this disease robs the subject of his voice. Its effects are notably worse on those who rely on their voice. XP 300

Type disease, inhaled; **Incubation** 1/day for 6 days, Fortitude DC 12; **Initial Stage** stage one

Affects humanoids, fey; creatures with bardic performance suffer a -4 penalty on their saving throws

STAGE ONE

Save Fortitude DC 13; Frequency 1/hour; Diagnosis Heal DC 15

Progression 2 consecutive failed saves; **Cure** 5 consecutive saves

Symptoms In its initial stage, the subject of this disease experiences difficulty speaking and shortness of breath. The subject suffers a -2 penalty on all Bluff, Diplomacy, and Intimidate checks which depend on speech for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, if the subject possesses the bardic performance class feature, he cannot use it this hour. Additionally, all spells the subject casts with verbal components have 10% spell failure for 1 hour. Contagious inhaled 20%

STAGE TWO

Save Fortitude DC 14; Frequency 1/day; Diagnosis Heal DC

Progression N/A; Reduction 1 save

Symptoms The subject lose the ability to speak and cannot cast spells with verbal components for as long as he remains in this stage of the disease.

Effect There is no penalty for failing a saving throw at this stage of the disease.

Contagious inhaled 20%

BERSERKER'S DISEASE

Named for the effect that it has on the sufferer's disposition, this disease alters the subject's hormones, making him stronger and faster, but subject to irrational anger and rage. **XP** 600

Type disease, ingested; **Incubation** 1/day for 6 days, Fortitude DC 14; **Initial Stage** stage one **Affects** humanoids only

STAGE ONE

Save Fortitude DC 16; Frequency 1/day; Diagnosis Heal DC 20

Progression 2 consecutive failed saves; **Cure** 3 consecutive saves

Symptoms The early symptoms of this disease make the subject particularly aggressive and active. The subject enjoys increased strength and agility, but becomes violent and ill-tempered, and often displays signs of paranoia. The subject gains a +2 bonus to Strength and Dexterity for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1 point of Constitution damage and 1 point of Wisdom damage.

Contagious injury 20%

STAGE TWO

Save Fortitude DC 15; Frequency 1/day; Diagnosis Heal DC 20

Progression 2 consecutive failed saves; **Reduction 2** consecutive saves

Symptoms As the disease progresses, the subject continues to grow more aggressive, and also gains greater physical prowess. The subject gains a +4 bonus to Strength and Dexterity for as long as he remains in this stage of the disease. Additionally, the subject often becomes delusional, or can be overwhelmed by fits of rage against himself or others. Once per hour, the subject must succeed on a Will save (DC 15) or become confused for 1 minute. The subject does not become confused in this way while sleeping or otherwise unconscious.

Effect For each failed save at this stage, the subject suffers 1d2 points of Constitution damage and 1d2 points of Wisdom

CR 6



damage. **Contagious** injury 20%

STAGE THREE Save Fortitude DC 14; Frequency 1/hour; Diagnosis Heal DC 17

Progression N/A; Reduction 2 consecutive saves

Symptoms At its worst, this disease renders the subject into little more than a slavering beast. At this stage, the subject visibly foams spittle from the mouth. The subject gains a +4 bonus to Strength and Dexterity for as long as he remains in this stage of the disease. He is also confused for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d2 points of Constitution damage and 1d4 points of Wisdom damage.

Contagious injury 20%

BOULDER BLISTER

CR 15

As its name implies, this disease results in stony blisters forming on the skin. This hides the disease's more sinister symptoms, as over time the victim's flesh becomes as crumbling stones.

XP 12,800

Type disease, contact; **Incubation** 1/day for 3 days, Fortitude DC 26; **Initial Stage** stage one

Affects humanoids

STAGE ONE

Save Fortitude DC 23; **Frequency** 1/day; **Diagnosis** Heal DC 20

Progression 2 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms The early symptoms of boulder blisters are the development of large, hard, grey blisters which are unsightly but not threatening to the subject. For as long as the subject remains in this stage of the disease, these blisters ooze an unpleasant grey pus.

Effect For each failed save at this stage, the subject suffers 1 point of Constitution damage

Contagious contact 35% (pus 70%)

STAGE TWO

Save Fortitude DC 24; **Frequency** 1/day; **Diagnosis** Heal DC 20

Progression 2 consecutive failed saves; **Reduction** 2 consecutive saves

Symptoms As the disease progresses, the subject's body becomes stiff and stone-like, making it difficult to move. The subject suffers a -6 Dexterity penalty, but gains a +3 natural armor bonus to AC for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d2 points of Constitution damage.

Contagious contact 35%

STAGE THREE

Save Fortitude DC 22; Frequency 1/day; Diagnosis Heal DC 18

Progression N/A; **Reduction** 1 save

Symptoms The hard blisters grow to a very large size and stony hardness, making it very difficult for the subject to move. The subject's Dexterity is reduced to 1, but he gains a +5 natural armor bonus to AC for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d4 points of Constitution drain and loses a limb, as it crumbles into a pile of rocks. Limbs lost in this way occur in the following order: right arm, left arm, right leg, left leg. If the subject loses all his limbs, he suffers no further ill effects from a failed save at this stage. See Appendix 1: Losing Limbs for more information on the effects of losing body parts in this way.

Contagious contact 15%

COWARDLY DEMISE

CR₇

This disease preys on the subject's mind, making him constantly nervous and paranoid, and eventually leading to severe and frequent panic attacks.

XP 800

Type disease, contact; **Incubation** 1/day for 3 days, Fortitude DC 15; **Initial Stage** stage one

Affects all; humanoids suffer a -2 penalty on all saving throws STAGE ONE

Save Fortitude DC 15; Frequency 1/day; Diagnosis Heal DC 23

Progression 2 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms This disease causes the subject to suffer a constant fear and anxiety, leaving him in a constant fight-or-flight state, which eventually has its toll on his body. In its early stages, the subject suffers from hyperalertness, insomnia, and constant feelings of dread. The subject is shaken for as long as he remains in this stage of the disease. Additionally, each day when he attempts to rest, he must succeed on a Will save (DC 15) or be unable to sleep and gain no benefits from resting. The subject does, however, gain a +4 bonus on Perception checks and initiative checks for as long

as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1 point of Dexterity damage.

Contagious contact 30% (object, 24 hours)

STAGE TWO

Save Fortitude DC 16; Frequency 1/day; Diagnosis Heal DC 21

Progression 2 consecutive failed saves; **Reduction 2** consecutive saves

Symptoms As the disease progresses, the subject becomes particularly susceptible to frightening situations. In addition to the symptoms of stage one, the subject also suffers a -4 penalty on saving throws made to resist fear effects. **Effect** For each failed save at this stage, the subject suffers 1d2 points of Dexterity damage and 1d2 points of Wisdom damage.

Contagious contact 30% (object, 24 hours)

STAGE THREE

Save Fortitude DC 15; Frequency 1/day; Diagnosis Heal DC 19

Progression N/A; Reduction 2 consecutive saves

Symptoms In the final stages of the disease, the subject suffers from panic attacks even if there are no threats present. In addition to the symptoms of stage two, every 1d6 hours the subject must succeed on a Will save (DC 15) or become panicked for 2d4 minutes.

Effect For each failed save at this stage, the subject suffers 1d2 points of Dexterity damage and 1d2 points of Wisdom damage.

Contagious contact 30% (object, 24 hours)

DARKNESS DEFILED

CR 9

This terrible disease was created as a punishment by an evil god of the sun and visits horrible pain and death on those who take shelter in darkness.

XP 1,600

Type disease, ingested; **Incubation** 1/day for 4 days,

Fortitude DC 20; Initial Stage stage one

Affects all; not transmitted if the diseased flesh is ingested in an area of bright light

STAGE ONE

Save Fortitude DC 21; **Frequency** 1/day; **Diagnosis** Heal DC 29

Progression 2 consecutive failed saves; **Cure 2** consecutive saves

Symptoms The early symptoms of darkness defiled include a burning and painful rash, which appears in intricate and occult patterns all across the subject's body so long as he remains in an area of darkness. The subject is sickened whenever in an area of darkness for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d6 points of damage for each hour he remains in an area of darkness.

Contagious ingested 40%

STAGE TWO

Save Fortitude DC 22; Frequency 1/day; Diagnosis Heal DC 20

Progression N/A; **Reduction** 2 consecutive saves **Symptoms** As the disease reaches the more formidable second stage, it becomes extremely dangerous for the subject to leave the light. For as long as he remains in this stage of the disease, the subject suffers 1d10 points of damage each round he remains in an area of darkness.

Effect There is no penalty for failing a saving throw at this stage of the disease.

Contagious ingested o%

DEAD MANGLER

This disease was created by a good god of life as a means of ridding the world of the undead scourge. While the disease is easily resisted, a few undead choose not to do so, allowing it do its work that they might redeem themselves. Undead returning to life for malicious purposes often incur the wrath of good deities.

XP 150

Type disease, injury; **Incubation** 1/day for 4 days, Fortitude DC 13; **Initial Stage** stage one

Affects undead, even if they are immune to disease

STAGE ONE

Save Fortitude DC 14; Frequency 1/hour; Diagnosis Heal DC 19

Progression 2 consecutive failed saves; **Cure** 1 save

Symptoms The early symptoms of dead mangler cause the undead subject to lose his connection to the Negative Energy Plane. The subject is affected by positive energy as though he were a living creature for as long as he remains in this stage of the disease.

Effect There is no penalty for failing a saving throw at this stage of the disease.

Contagious injury 10%

STAGE TWO

Save Fortitude DC 16; Frequency 1/day; Diagnosis Heal DC 20

Progression N/A; Reduction 1 save

Symptoms At the second stage of the disease, the undead subject loses much of his physical might, as he becomes truly corpselike. The subject suffers a -4 penalty to Strength and Dexterity for as long as he remains in this stage of the disease. Effect On failed save at this stage, the subject is returned to life as though by the spell *raise dead*. Contagious injury 25%

DEATH'S DISEASE

CR 18

CR 2

Gained from eating the flesh of powerful undead creatures such as vampires, this heinous disease simply causes the subject to die due to a heavy influx of negative energy. **XP** 38,400

Type disease, ingested; **Incubation** 1 per 3 hours for 12 hours, Fortitude DC 28; **Initial Stage** stage one **Affects** all

STAGE ONE

Save Fortitude DC 25; **Frequency** 1 per 3 hours; **Diagnosis** Heal DC 15

Progression 3 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms In its initial stage, the disease is at its least deadly, only proving lethal to creatures already close to death. If the subject has 25 or fewer hit points at any point during this stage, he immediately dies.

Effect For each failed save at this stage, the subject suffers 2d8 points of damage.

Contagious ingested 90%

STAGE TWO

Save Fortitude DC 24; Frequency 1 per 2 hours; Diagnosis Heal DC 15

Progression 2 consecutive failed saves; **Reduction** 1 save **Symptoms** As the disease progresses, the subject is at far greater risk of sudden death. If the subject has 50 or fewer remaining hit points at any point during this stage, he immediately dies.

Effect For each failed save at this stage, the subject suffers 3d8 points of damage.

Contagious ingested 90%

STAGE THREE

Save Fortitude DC 23; **Frequency** 1 per hour; **Diagnosis** Heal DC 15

Progression N/A; Reduction 1 save

Symptoms When the disease reaches its final stage, the subject must be constantly kept in good health or die. If the subject has 75 or fewer hit points at any point during this stage, he immediately dies.

Effect For each failed save at this stage, the subject suffers 4d8 points of damage.

Contagious ingested 90%

DEEPDWELLER PLAGUE

CR₄

Named for its tendency to drive sufferers underground, this disease renders the subject particularly sensitive to the rays of the sun.

XP 300

Type disease, contact; **Incubation** 1/day for 3 days, Fortitude DC 15; **Initial Stage** stage one

Affects all

STAGE ONE

Save Fortitude DC 15; Frequency 1/day; Diagnosis Heal DC 22

Progression 2 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms When the subject first contracts this disease, he suffers from headaches, nausea, and intestinal distress. Additionally, he loses the ability to see in color, viewing the world only in black and white. Finally, the subject becomes particularly sensitive to sunlight, and gains the light sensitivity universal monster ability.

Effect For each failed save at this stage, the subject suffers 1 point of Charisma damage.

Contagious contact 20%

STAGE TWO

Save Fortitude DC 16; **Frequency** 1/day; **Diagnosis** Heal DC 19

Progression N/A; **Reduction** 2 consecutive saves

Symptoms As the disease progresses, the subject's sensitivity to sunlight worsens. He suffers the symptoms of stage one of the disease, except that instead of light sensitivity, he gains the light blindness universal monster ability. Additionally, for each hour the subject spends exposed to direct sunlight, he must succeed on a Fortitude save (DC 16) or suffer 1d6 points of nonlethal damage.

Effect For each failed save at this stage, the subject suffers 1 point of Charisma damage.

Contagious contact 20%

DEMON DETACHMENT 🦟

Created by a minor lord of demons for his own amusement, this awful disease utilizes specially bred fiendish bacteria to establish a connection between the subject's muscles and a fiendish influence in the Abyss.

XP 25,600

Type disease, injury (magic); **Incubation** 1/day for 9 days, Fortitude DC 21; **Initial Stage** stage one **Affects** all

STAGE ONE

Save Fortitude DC 26; **Frequency** 1/hour; **Diagnosis** Heal DC 30

Progression 3 consecutive failed saves; **Cure** 1 save (magic) **Symptoms** In its initial stage, demon detachment presents with lack of muscle control, resulting in a -4 penalty to the subject's Strength and Dexterity scores for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject loses control over his arms, causing him to deal an amount of damage to himself each round equal to 1d8 + his Strength modifier, unless he is restrained. This persists for 2d6 x 10 minutes.

Contagious injury 50%

STAGE TWO

Save Fortitude DC 26; Frequency 1/day; Diagnosis Heal DC 32

Progression N/A; **Reduction** 1 save; the subject must also be the subject of an *irresistible dance* spell (magic) Symptoms As the disease reaches its most advanced stage, the subject loses all control over his limbs, requiring a DC 16 Will save in order to make an attack for as long as he remains in this stage of the disease. This DC is increased to 20 if the subject attempts to attack an outsider with the evil subtype. Effect For each failed save at this stage, the subject loses a limb (either an arm or leg, determined randomly from remaining limbs), which detaches, then is magically animated with the hatred of the Abyss and tries to slay the subject of the disease. The animated limb has 20 AC, 100 hit points, and uses the subject's base attack bonus to make a single melee attack each round. On a successful hit, the limb deals 3d8+10 points of damage. The limb is considered to have a Strength score of 30 (which modifies its melee attack roll) and is a creature of 2 size categories smaller than the subject. The limb has a fly speed of 100 feet with perfect maneuverability and uses the subject's saving throws. See Appendix 1: Losing Limbs for more information about the effects of losing limbs.

Contagious injury 60%

DEVIL'S APPETITE

This fearsome disease was created by a fiendish plaguelord as a joke. This disease forces the subject to eat, while making it impossible to keep food down.

XP 1,200

Type disease, ingested; **Incubation** 1/day for 4 days, Fortitude DC 17; **Initial Stage** stage one

Affects animals, humanoids, outsiders; plants and oozes can carry this disease but do not suffer from its symptoms or effects

STAGE ONE

Save Fortitude DC 17; Frequency 1/day; Diagnosis Heal DC 20

CR 8

Progression 3 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms The early symptoms of devil's appetite are an increased need to eat and slight nausea. The subject must consume twice as much food as a normal creature of his size in order to avoid suffering penalties due to starvation, and he also suffers a -1 penalty on saving throws made to resist gaining the sickened or nauseated conditions for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject becomes sickened for 24 hours.

Contagious ingested 25%

STAGE TWO

Save Fortitude DC 18; Frequency 1/day; Diagnosis Heal DC 20

Progression 1 failed save; **Reduction** 2 consecutive saves **Symptoms** As the disease progresses, it becomes very difficult to keep food down, but the subject's appetite increases extraordinarily. The subject must consume at least 3 times as much food as a normal creature of his size each day, and he also gains the sickened condition for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject becomes nauseated for 1 hour.

Contagious ingested 35%

STAGE THREE

Save Fortitude DC 18; Frequency whenever the subject consumes food; Diagnosis Heal DC 18 Progression N/A; Reduction 1 save

Symptoms The subject's appetite becomes outrageous. As long as he remains in this stage of the disease, the subject must consume enough food each day to support a normal creature of his size for 1 week.

Effect For each failed save at this stage, the subject suffers 1 point of Constitution damage and must eat another day's worth of food in order to support himself that day (this additional food does not force the subject to make another Fortitude save).

Contagious ingested 50%

DOOM PLANT INFESTATION

This unusual plant-like parasite incubates in humanoids and causes metamorphosing tumors which feed and grow on the subject's blood before detaching. Fortunately, it is easy to avoid as it can cause infestation only when one of the detached, pod-like tumors is consumed.

XP 4,800

Type disease, ingested; **Incubation** 1/hour for 8 hours, Fortitude DC 25; **Initial Stage** stage one **Affects** humanoids

STAGE ONE

Save Fortitude DC 23; **Frequency** 1/week; **Diagnosis** Heal or Knowledge (nature) DC 30

Progression 2 consecutive failed saves; **Cure** 3 consecutive saves

Symptoms At the initial stage of the disease, small bright green lumps cover the subject's skin, providing a protective barrier. This grants the subject a +1 natural armor bonus to AC and immunity to bleed damage for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the plant-like parasites extract some of the subject's blood, dealing 1d2 points of Constitution damage.



Contagious no

STAGE TWO

CR 12

Save Fortitude DC 24; **Frequency** 1/day; **Diagnosis** Heal or Knowledge (nature) DC 25

Progression 2 consecutive failed saves; **Reduction** 2 consecutive saves

Symptoms As the disease progresses, the lumps grow into large blood-filled tumors which siphon off nutrients in the subject's blood. The subject's natural armor bonus to AC is improved by +2 (to a total of a +3 bonus), and he gains immunity to bleed damage; however, he suffers a -2 penalty to his Constitution score. These effects last for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers severe blood loss, suffering 1d4 points of Constitution damage.

Contagious no

STAGE THREE

Save Fortitude DC 25; Frequency 1/day; Diagnosis Heal or Knowledge (nature) DC 20

Progression N/A; **Reduction** 1 save or 3 failed saves **Symptoms** In its final stage, doom plant infestation results in the growth of very large, detachable tumors. The subject's natural armor bonus is improved by +2 (to a total of a +5 bonus), and he gains immunity to bleed damage; however, he suffers a -4 penalty to his Constitution score. These effects last for as long as he remains in this stage of the disease. **Effect** For each failed save at this stage, a single tumor detaches itself from the subject, inflicting 1d6 points of Constitution damage.

Contagious ingested 90% (1 tumor)

DULLARD'S DISEASE 🦳 🦟

CR 5

This fearsome disease saps the victim's energy, leaving him sluggish and lazy, and eventually develops into a potentially life-threatening coma.

XP 400

Type disease, inhaled; **Incubation** 1/day for 6 days, Fortitude DC 13; **Initial Stage** stage one

Affects all

STAGE ONE

Save Fortitude DC 13; Frequency 1/day; Diagnosis Heal DC 24

Progression 2 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms The early stages of this debilitating sickness render the subject devoid of energy, and slow his reflexes considerably. The subject is fatigued for as long as he is in this stage of the disease, and suffers an additional -4 penalty on initiative checks.

Effect For each failed save at this stage, the subject suffers 1 point of Dexterity damage.

Contagious inhaled 15% per hour

STAGE TWO

Save Fortitude DC 15; Frequency 1/day; Diagnosis Heal DC 20

Progression 2 consecutive failed saves; Reduction 2 consecutive saves

Symptoms As the disease progresses, it proves increasingly difficult for the subject to move or act. The subject is exhausted for as long as he is in this stage of the disease, suffers an additional -8 penalty on initiative checks, and has his movement speed reduced by 1/2 (rounded down, minimum 5 feet).

Effect For each failed save at this stage, the subject suffers 1d2 points of Dexterity damage.

Contagious inhaled 25% per hour

STAGE THREE

Save Fortitude DC 14; Frequency 1/day; Diagnosis Heal DC 16

Progression N/A; **Reduction** 2 consecutive saves **Symptoms** In the most severe cases of the disease, the subject slips into a coma, and cannot be roused by normal means. The subject is unconscious for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d2 points of Dexterity and Constitution damage.

Contagious inhaled 35% per hour

EFREETI FEVER 🔒

CR 16

This supernatural disease originated on the Plane of Fire, and is identified by the extreme fever that often causes literal burning in the victim's body.

XP 19,200

Type disease, inhaled (magic); **Incubation** 1/day for 4 days, Fortitude DC 24; **Initial Stage** stage one

Affects all STAGE ONE

Save Fortitude DC 24; Frequency 1/hour; Diagnosis Heal DC 33

Progression 2 consecutive failed saves; **Cure** 3 consecutive saves (magic)

Symptoms In the initial stages of the disease, the subject suffers from an intense fever, which leaves him weakened

and slightly delirious. The subject is fatigued for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject becomes confused for 1d6 minutes.

Contagious contact 20%, inhaled 30% per hour

STAGE TWO

Save Fortitude DC 23; **Frequency** 1/hour; **Diagnosis** Heal DC 30

Progression 2 consecutive failed saves; **Reduction** 3 consecutive saves (magic)

Symptoms As the disease progresses, the subject's fever worsens, reaching supernatural levels. The subject is exhausted for as long as he remains in this stage of the disease. Additionally, the subject gains cold resistance 5. **Effect** For each failed save at this stage, the subject becomes confused for 1d6 minutes, and suffers 6d6 points of fire damage. This fire damage is not subject to fire resistance or immunity.

Contagious contact 20%, inhaled 30% per hour

STAGE THREE

Save Fortitude DC 22; Frequency 1/hour; Diagnosis Heal DC 27

Progression N/A; **Reduction** 2 consecutive saves (magic) **Symptoms** In the final stages of the disease, the subject's fever becomes incredibly deadly. The subject is exhausted for as long as he remains in this stage of the disease. Additionally, the subject gains cold resistance 10.

Effect For each failed save at this stage, the subject becomes confused for 1d6 minutes, and suffers 10d6 points of fire damage. This fire damage is not subject to fire resistance or immunity.

Contagious contact 20%, inhaled 30% per hour

EXTRAPLANAR AILS

CR 7

A common disease on the planes, extraplanar ails makes it difficult to travel the outer reaches. While the origins of extraplanar ails are unknown, clerics and healers on the planes have been working to stamp it out for millennia. **XP 8**00

Type disease, contact; **Incubation** 1/day for 8 days, Fortitude DC 15; **Initial Stage** stage one

Affects creatures with the extraplanar subtype

STAGE ONE

Save Fortitude DC 15; Frequency 1/day; Diagnosis Heal DC 20

Progression 2 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms The initial stage of extraplanar ails causes visitors to other planes to be weakened severely. So long as the subject is not on his home plane, this disease causes the subject to suffer a -2 penalty on all ability checks, attack rolls, and saving throws for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers a -1 penalty to all his ability scores for 24 hours, provided he remains on a plane other than his home plane.

Contagious contact 25%

STAGE TWO

Save Fortitude DC 14; Frequency 1/day; Diagnosis Heal DC 20

Progression N/A; **Reduction** 1 save

Symptoms As the disease progresses, the subject suffers serious physical weakness and disorientation so long as he

remains on a plane other than his home plane. Whenever the subject makes an ability check, attack roll, or saving throw, he must roll twice and take the worse result for as long as he remains in this stage of the disease.

Effect On a failed save at this stage, the subject returns to his home plane as though affected by the spell *dismissal*. Con-tagious contact 30%

FAERIE BREATH

CR 2

This fearsome disease is often mistaken for the malevolence of evil fey. It leads to sudden and severe respiratory failure, and is a significant cause of child death.

XP 150

Type disease, inhaled; **Incubation** 1/day for 2 days, Fortitude DC 13; **Initial Stage** stage one

Affects all; children suffer a -4 penalty on saving throws STAGE ONE

Save Fortitude DC 13; **Frequency** 1/day; **Diagnosis** Heal DC 25

Progression 3 consecutive failed saves; **Cure** 5 consecutive saves

Symptoms In its early stages, faerie breath is hard to notice, as it has very little effect on the subject, who experiences only a relatively mild shortness of breath. The subject treats his Constitution score as being 5 lower than it actually is for the purposes of determining how many rounds he can run, hold his breath, or perform similar activities before needing to make Constitution checks to continue to do so.

Effect There is no penalty for failing a saving throw at this stage of the disease.

Contagious contact 15% (object, 2 hours), inhaled 20% per hour

STAGE TWO

Save Fortitude DC 12; Frequency 1/day; Diagnosis Heal DC 16

Progression 3 consecutive failed saves; **Reduction** 2 consecutive saves

Symptoms As the disease progresses, the subject loses their voice, and is unable to speak louder than a whisper. In addition to the symptoms of stage one of the disease, the subject also cannot speak at a normal volume or shout for as long as he is in this stage of the disease. Creatures more than 5 feet away from the subject must succeed on a Perception check (DC 10, modified by distance) in order to hear what he is saying. This does not affect a character's ability to cast spells with verbal components.

Effect For each failed save at this stage, the subject suffers 1 point of Charisma damage.

Contagious contact 20% (object, 2 hours), inhaled 25% per hour

STAGE THREE

Save Fortitude DC 10; Frequency 1/hour; Diagnosis Heal DC 16

Progression N/A; **Reduction** 3 consecutive saves **Symptoms** At its most severe, faerie breath makes it incredibly difficult for the subject to breathe, potentially resulting in death. The subject is exhausted for as long as he remains in this stage of the disease, in addition to the symptoms of the first two stages of the disease.

Effect For each failed save at this stage, the subject becomes unable to breathe. The subject begins holding his breath automatically as his throat seizes up, and must succeed on a Constitution check (DC 14) in order to begin breathing again. If he does not do so before he is unable to continue holding his breath, he begins to suffocate.

Contagious contact 25% (object, 2 hours), inhaled 30% per hour

FIREFROST FLU

This disease weakens the subject's ability to regulate his body temperature, leaving him vulnerable to sudden changes in ambient heat.

XP 200

Type disease, contact; **Incubation** 1/day for 3 days, Fortitude DC 13; **Initial Stage** stage one

Affects all; elves suffer a -2 penalty on saving throws

STAGE ONE

Save Fortitude DC 13; **Frequency** 1/day; **Diagnosis** Heal DC 19

Progression 2 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms Initially, firefrost flu causes the subject to be particularly sensitive to sudden changes in temperature. The subject suffers a -4 penalty on Fortitude saves made to resist the effects of hot or cold weather, as well as to resist spells or abilities with the cold or fire descriptor.

Effect For each failed save at this stage, the subject suffers 1 point of nonlethal damage, which cannot be healed for as long as the subject remains diseased. Subjects with 10 or more points of nonlethal damage from this disease become fatigued.

Contagious contact 25% (object, 8 hours)

STAGE TWO

Save Fortitude DC 13; Frequency 1/day; Diagnosis Heal DC 17

Progression N/A; **Reduction** 2 consecutive saves **Symptoms** As firefrost flu worsens, the subject's skin begins to take on a purple tone. Alternating shivering and sweating become common, and the subject perceives even slight changes in ambient temperature as though he were freezing or burning alive. The subject suffers all the symptoms of the first stage of the disease, and also gains vulnerability to cold and fire for as long as he remains in this stage of the disease. **Effect** For each failed save at this stage, the subject suffers 1d3 points of nonlethal damage, which cannot be healed for as long as the subject remains diseased. Subjects with 10 or more points of nonlethal damage from this disease become fatigued.

Contagious contact 30% (object, 8 hours)

FROG FEVER

CR₄

Named for the distinctive sound of the subject's cough and the green shade his skin takes on, this disease is common in swamps, bogs, and jungles. **XP** 300

Type disease, inhaled; Incubation 1/day for 3 days, Fortitude DC 14; Initial Stage stage one

Affects all STAGE ONE

Save Fortitude DC 15; Frequency 1/day; Diagnosis Heal DC

Progression 2 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms The first signs of frog fever are a high fever and

indigestion, as well as a very slight skin discoloration. This imposes a -2 penalty on Constitution checks and all Fortitude saves not related to resisting the disease.

Effect For each failed save at this stage, the subject suffers 1 point of Charisma damage.

Contagious no

STAGE TWO

Save Fortitude DC 14; **Frequency** 1 per 6 hours; **Diagnosis** Heal DC 18

Progression 2 consecutive failed saves; **Reduction 2** consecutive saves

Symptoms As the disease advances, the subject's skin becomes a pronounced green color, and his indigestion becomes debilitating. The subject suffers the same penalties as stage one, and is also sickened for as long as he is in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d2 points of Charisma damage.

Contagious no

STAGE THREE

Save Fortitude DC 14; Frequency 1/hour; Diagnosis Heal DC 15

Progression N/A; **Reduction** 2 consecutive saves **Symptoms** In the final stages of frog fever, the subject develops a deep, whooping cough which sounds much like the croaking of a frog. The subject suffers the same penalties as stage two, and once per minute he is wracked by a fit of loud coughing, which leaves him nauseated for 1 round and is clearly audible to nearby creatures with a Perception check (DC o).

Effect For each failed save at this stage, the subject suffers 1d2 points of Charisma and Constitution damage. Contagious inhaled 30% per hour

GOLEM ILLS

CR 13

This odd disease was created by a mad wizard as a means to spread sickness to constructs. While it affects living creatures as well, it is most devastating to the golems the wizard was trying to eliminate.

XP 6,400

Type disease, contact (magic); **Incubation** 1/hour for 8 hours, Fortitude DC 20 (affects even creatures immune to effects requiring Fortitude saves and creatures immune to diseases); **Initial Stage** stage one

Affects constructs and humanoids

STAGE ONE

Save Fortitude DC 22; **Frequency** 1/minute; **Diagnosis** Heal or Knowledge (arcana) DC 28

Progression 1 failed save; **Cure** 1 save (magic) **Symptoms** In the initial stage of this disease, the subject loses any ability he had to resist magical spells. The subject loses any immunity to magic he possesses, as well as any spell resistance he might have. Additionally, any spell cast on the subject which grants immunity to one or more spells or provides spell resistance automatically fails. These effects last for as long as he remains in this stage of the disease. **Effect** There is no penalty for failing a saving throw at this stage.

Contagious no

STAGE TWO

Save Fortitude DC 18; Frequency 1/day; Diagnosis Heal or Knowledge (arcana) DC 26 **Progression** N/A; **Reduction** 2 consecutive saves (magic) **Symptoms** At the disease's second stage, the subject is left nearly defenseless. In addition to the effects of stage one, the subject also loses any damage reduction it might possess. These effects last for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d10 points of damage, plus an additional 1d10 points of damage for every 2 points of natural armor bonus he possesses, as his skin bubbles and warps unnaturally. **Contagious** contact 20%

GREENPOX

CR 1

This disease is very unpleasant, and characterized by green pustules, but other than being embarrassing and unpleasant, it poses little threat.

XP 100

Type disease, inhaled; **Incubation** 1/day for 2 days, Fortitude DC 13; **Initial Stage** stage one

Affects humanoids only; a creature that has already had greenpox once is immune to it forever after

STAGE ONE

Save Fortitude DC 13; Frequency 1/day; Diagnosis Heal DC

Progression 3 consecutive failed saves; **Cure** 1 save **Symptoms** Greenpox causes the subject's skin to break out in large, green-tinged pustules, which itch terribly. The subject is sickened for as long as he remains in this stage of the disease. This symptom can be temporarily alleviated by spending a full-round action scratching, which negates the sickened condition for 1 minute. If the subject scratches in this fashion more than five times per day, he suffers 1 point of nonlethal damage each time he does so beyond five, as his frantic scratching begins to break his skin.

Effect For each failed save at this stage, the subject is compelled to scratch incessantly throughout the day, and inflicts 1d4 points of nonlethal damage to himself. **Contagious** contact 25% (object, 24 hours), inhalation 40% per hour

STAGE TWO

Save Fortitude DC 14; Frequency 1/day; Diagnosis Heal DC 12

Progression 3 consecutive failed saves; **Reduction** 1 save **Symptoms** As the disease progresses, the itching becomes distracting enough that, in addition to suffering all symptoms for the first stage of the disease, the subject also suffers a -2 penalty on all skill checks that require concentration or focus of any kind. This stacks with the previous penalty, and can be temporarily alleviated in the same way.

Effect For each failed save at this stage, the subject is compelled to scratch incessantly throughout the day, and inflicts 1d4 points of nonlethal damage to himself. **Contagious** contact 20% (object, 24 hours), inhalation 30%

per hour STAGE THREE

Save Fortitude DC 12; Frequency 1/hour for 24 hours; Diagnosis Heal DC 12

Progression N/A; Reduction N/A

Symptoms In the third stage of the disease, the itching subsides, and the symptoms of the previous two stages disappear, but the pustules begin to swell and eventually burst, releasing a green oozing substance.

Effect For each failed save at this stage, the subject suffers

1d2 points of nonlethal damage as a pustule bursts. On a successful save, he suffers no damage. Once this stage of the disease is reached, the subject cannot return to a lesser stage. Instead, after 24 hours in stage three, the subject becomes cured of the disease automatically, regardless of whether or not he succeeded on any saving throws.

Contagious contact 15% (green ooze only), inhalation 10% per hour

GREY SWEATS

CR 1

While the initial stage of this disease is relatively harmless, resulting in excessive sweating, as time goes on the sweat begins to become corrosive.

XP 100

Type disease, injury; **Incubation** 1 per 4 hours for 24 hours, Fortitude DC 11; **Initial Stage** stage one

Affects animals and humanoids

STAGE ONE

Save Fortitude DC 12; Frequency 1/hour; Diagnosis Heal DC 29

Progression 2 consecutive failed saves; Cure 1 save

Symptoms The early symptoms of grey sweats are excessive sweating and dehydration, which interfere only with the most demanding of physical activities. The subject suffers a -1 penalty on all Constitution checks for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1 point of Constitution damage.

Contagious injury 10%

STAGE TWO

Save Fortitude DC 10; Frequency 1/hour; Diagnosis Heal DC 20

Progression N/A; **Reduction** 2 consecutive saves

Symptoms As the disease reaches its more serious second stage, the subject becomes covered in a sticky, mildly caustic substance which slowly burns his skin. For every hour the subject remains at this stage of the disease, he suffers 1d2 points of acid damage.

Effect For each failed save at this stage, the subject suffers 1d2 points of Constitution damage.

Contagious injury 25%

GRISLY DEMISE

CR 14

This horrific disease causes the victim to develop numerous cysts filled with highly volatile chemicals, and often ends in a terrible explosion.

XP 9,600

Type disease, ingested (magic); **Incubation** 1/day for 6 days, Fortitude DC 20; **Initial Stage** stage one

Affects all

STAGE ONE

Save Fortitude DC 20; Frequency 1/day; Diagnosis Heal DC 30

Progression 2 consecutive failed saves; **Cure** 3 consecutive saves (magic)

Symptoms In the disease's early stages, the subject begins to develop numerous bright red sores and blisters all over his body. Further, the subject is sickened for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d3 points of Constitution damage.

Contagious contact 30%

STAGE TWO

Save Fortitude DC 22; **Frequency** 1/day; **Diagnosis** Heal DC 30

Progression 2 consecutive failed saves; **Reduction** 2 consecutive saves (magic)

Symptoms As the disease progresses, the subject's body begins to be covered with cysts that fill with a volatile chemical that causes fiery explosions when exposed to air. In addition to all of the symptoms associated with stage one of the disease, whenever the subject takes 5 or more points of piercing or slashing damage in a single round, one of these cysts is ruptured, dealing 2d6 points of fire damage to both the subject and the attacker (provided the attacker is within 5 feet).

Effect For each failed save at this stage, the subject suffers 1d3 points of Constitution damage.

Contagious contact 40%

STAGE THREE

Save Fortitude DC 23; Frequency 1 per 8 hours; Diagnosis Heal DC 26

Progression N/A; **Reduction** 2 consecutive saves (magic) **Symptoms** In the most severe cases of the disease, the cysts on the subject's body can grow to the size of small watermelons, and produce much larger explosions, and occasionally even explode on their own. The subject suffers all the symptoms associated with stage two of the disease, but whenever a cyst is ruptured, it deals 4d6 points of fire damage, instead of 2d6.

Effect For each failed save at this stage, the subject suffers 1d2 points of Constitution damage, and 1d2 of the subject's cysts rupture. Each cyst that ruptures in this way deals 4d6 points of fire damage to the subject.

Contagious contact 50%

HALF DEATH

CR 10

Known also as healer's bane, this disease is feared far and wide by those in the adventuring profession as it makes the body weak and unable to heal itself, making even the most trivial of wounds lethal over time.

XP 2,400

Type disease, inhaled; **Incubation** 1/day for 5 days, Fortitude DC 17; **Initial Stage** stage one

Affects all; creatures with fast healing and regeneration suffer a -2 penalty on their saving throw

STAGE ONE

Save Fortitude DC 20; Frequency 1/day; Diagnosis Heal DC 29

Progression 2 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms The early symptoms of half death include subdermal necrosis and a decreased ability to heal. If the subject has fast healing or regeneration, that ability ceases to function. Additionally, whenever the subject would regain hit points for any reason, he regains only half as many hit points, instead. These effects last for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d2 Constitution damage.

Contagious inhaled 10%

STAGE TWO

Save Fortitude DC 21; Frequency 1/10 minutes; Diagnosis Heal DC 20

Progression N/A; Reduction 2 consecutive saves

Symptoms As the disease reaches its conclusion, the subject's body enters a death-like state where it cannot repair itself. If the subject has fast healing or regeneration, that ability ceases to function. Additionally, the subject cannot restore hit points by any means. These effects last for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d8 points of damage.

Contagious no

LEPROŞY

CR 3

This dreaded disease has long plagued the poor and downtrodden, spreading quickly through the huddled masses and infecting them with the devastating flesh-eating disease. **XP** 200

Type disease, contact; **Incubation** 1/week for 6 weeks, Fortitude DC 11; **Initial Stage** stage one

Affects all STAGE ONE

Save Fortitude DC 13; Frequency 1/week; Diagnosis Heal DC 20

Progression 3 consecutive failed saves; **Cure** None; see text **Symptoms** In its initial stage, leprosy presents no symptoms and can remain in a subject for years before he discovers he is infected. While leprosy cannot be cured by mundane means, magical means of removing diseases can remove it normally. **Effect** There is no penalty for failing a saving throw at this stage of the disease.

Contagious contact 5%

STAGE TWO

Save Fortitude DC 14; Frequency 1/week; Diagnosis Heal DC 16

Progression 3 consecutive failed saves; **Reduction** 1 save **Symptoms** As the disease progresses, numbness and discolored lesions begin to spread throughout the subject's skin, hair, and eyes, granting him a +2 bonus on saving throws versus pain effects, and imposing a -6 penalty on Charisma-based skill checks (except for Use Magic Device) and on visual-based Perception checks. These effects last for as long as he remains in this stage of the disease. **Effect** For each failed save at this stage, the subject suffers 1

point of Constitution drain.

Contagious contact 10%

STAGE THREE

Save Fortitude DC 15; Frequency 1/week; Diagnosis Heal DC 11

Progression N/A; Reduction 1 save

Symptoms At its worst, leprosy is easily identifiable due to the severe lesions throughout the body. In addition to the effects of stage two, the subject also suffers a -2 penalty to his Constitution score. These effects last for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, there is a 20% chance the subject loses one of the following body parts due to the effects of the disease: a hand, foot, eye, ear, or tongue. If the subject no longer possesses the part to be lost, he suffers more severe limb loss, losing either an arm or leg. If the subject is unable to lose an arm or leg, he dies instantly, instead.

Contagious contact 85%

LILLEND'S REVENGE

Created out of vengeance by a lillend taken as a captive bride for a demon prince, this disease greatly strengthens the infected while slowly transforming him into a portal to Elysium to serve as a means of entrance to azata warriors. **XP** 51,200

CR 19

CR 8

Type disease, contact; Incubation 1/day for 8 days, Fortitude DC 23; Initial Stage stage one

Affects all; demons suffer a -4 penalty on their saving throw STAGE ONE

Save Fortitude DC 28; **Frequency** 1/day; **Diagnosis** Heal DC 31

Progression 2 consecutive failed saves; **Cure** 3 consecutive saves

Symptoms In its initial stage, lillend's revenge bolsters the subject's body, making him more difficult to injure. The subject gains DR 15/evil and cold iron for as long as he remains in this stage of the disease.

Effect There is no penalty for failing a saving throw at this stage of the disease.

Contagious injury 50%

STAGE TWO

Save Fortitude DC 29; Frequency 1/hour; Diagnosis Heal DC 35

Progression N/A; **Reduction** 3 consecutive saves **Symptoms** As the disease progresses, the subject's health is dramatically improved and he is flooded with positive energy. The subject gains DR 15/evil and cold iron and fast healing 5 for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject gains 50 hit points. If this would cause him to have at least 50 more hit points than his maximum hit point total, he dies instantly, creating a portal to Elysium through which are summoned 3 ghaeles and 6 bralanis. If the subject was good-aligned, then he immediately receives the benefit of a *reincarnate* spell. **Contagious** contact 50%

MAGE PLAGUE

This eldritch disease primarily affects spellcasters, and inhibits their ability to use magic.

XP 1,200

Type disease, inhaled (magic); **Incubation** 1/day for 5 days, Fortitude DC 16; **Initial Stage** stage two

Affects all; arcane spellcasters suffer a -2 penalty on saving throws

STAGE ONE

Save Fortitude DC 19; Frequency 1/day; Diagnosis Heal DC 20

Progression 2 consecutive failed saves; **Cure** 3 consecutive saves (magic)

Symptoms As the disease slowly fades, the subject regains more control over his spellcasting. Whenever he casts a spell, he must succeed on a concentration check (DC 15 + twice the spell's level). Failure indicates that the subject does not actually cast the spell. The spell is not expended, but the action used to cast it is wasted.

Effect For each failed save at this stage, the subject suffers 1 point of Intelligence and Charisma damage.

Contagious inhaled 10% per hour

STAGE TWO

Save Fortitude DC 17; Frequency 1/day; Diagnosis Heal DC

Progression N/A; **Reduction** 2 consecutive saves (magic) **Symptoms** In the initial stage of the disease, the subject suffers from severe cough and congestion, and is sickened for as long as he remains in this stage of the disease. Additionally, the disease interferes with spellcasting and magic auras, and whenever the subject casts a spell, he must succeed on a concentration check (DC 15 + twice the spell's level). Failure indicates that the subject instead casts a different spell of the same spell level that he has prepared, selected at random (if the subject is a spontaneous spellcaster, this indicates that he casts a different spell known of the same spell level, selected at random).

Effect For each failed save at this stage, the subject suffers 1d2 points of Intelligence and Charisma damage. **Contagious** inhaled 30% per hour

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MAIDEN'S SICKNESS

CR 15

Thought by some to be a curse, maiden's sickness causes the subject to suffer extreme fatigue, culminating into a perpetual and deadly sleep.

XP 12,800

Type disease, contact (magic); **Incubation** 1/week for 1 month, Fortitude DC 22; **Initial Stage** stage one **Affects** humanoids

STAGE ONE

Save Fortitude DC 23; Frequency 1/hour; Diagnosis Heal DC 28

Progression 4 consecutive failed saves; **Cure** 2 consecutive saves (magic)

Symptoms In the initial stage of the disease, extreme fatigue begins to overcome the subject, making it difficult to resist the disease's deadly pull. The subject is fatigued and does not recover nonlethal damage naturally for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1010 points of nonlethal damage.

Contagious contact 10%

STAGE TWO

Save Fortitude DC 24; Frequency 1/1d4 hours; Diagnosis Heal DC 28

Progression 3 consecutive failed saves; **Reduction** 2 consecutive saves; the subject must also benefit from a *break enchantment* spell, or more powerful magic (magic) **Symptoms** As the disease progresses, the subject is extremely weary, becoming constantly exhausted and unable to heal nonlethal damage naturally, and recovering only 1 point of nonlethal damage for every 2 points of lethal damage restored by magical healing. Additionally, if the subject falls unconscious as a result of nonlethal damage, he automatically advances to stage three of the disease. These effects last for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 2d10 points of nonlethal damage.

Contagious contact 20%

STAGE THREE

Save Fortitude DC 24; **Frequency** 1/week; **Diagnosis** Heal DC 28

Progression N/A; **Reduction** 2 consecutive saves; the subject must also benefit from a *limited wish* spell, or more powerful magic (magic)

Symptoms In its final stage, maiden's sickness causes the subject to fall into a permanent sleep. The subject is

unconscious and cannot be awoken by any means. Effect For each failed save at this stage, the subject gains 2 permanent negative levels. Contagious contact 30%

MANGLEMAW

This disease is characterized by a violent swelling of the lips and mouth, which makes conversation difficult, at best. **XP** 150

Type disease, contact; **Incubation** 1/day for 3 days, Fortitude DC 14; **Initial Stage** stage one

Affects all STAGE ONE

Save Fortitude DC 14; Frequency 1/hour; Diagnosis Heal DC 18

Progression 2 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms Initially, manglemaw causes the subject's lips and tongue to swell in size and take on a purple hue. In addition to being unattractive, this also interferes with speech, imposing a -2 penalty on Bluff, Diplomacy, and Intimidate checks, as well as any Perform checks that require the use of the mouth (such as sing or wind instruments). Additionally, any spell the subject casts with verbal components has its arcane spell failure chance increased by 15%, even if it is not normally subject to arcane spell failure (such as because it is a divine spell).

Effect There is no penalty for a failed save at this stage. **Contagious** contact 35%

STAGE TWO

Save Fortitude DC 12; Frequency 1/day; Diagnosis Heal DC 15

Progression N/A; **Reduction** 2 consecutive saves **Symptoms** As the disease progresses, the swelling expands to include the subject's entire face. The subject suffers the same symptoms as stage one, except that the penalty to Bluff, Diplomacy, Intimidate and Perform checks increases to -5, and the spell failure chance increases to 25%. Finally, it is difficult for the subject to even form words, and any time the subject speaks the listener must succeed on a Linguistics check (DC 18) or be unable to discern his meaning. **Effect** For each failed save at this stage, the subject suffers 1 point of Charisma damage. If the subject is reduced to o Charisma in this way, he begins to suffocate, as the swelling spreads to his throat.

Contagious contact 15%

MIDDEN SICKNESS

CR 9

CR 2

This revolting disease causes the subject to exude pheromones that repel humanoid creatures, but act as a strong attractant to vermin.

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XP 1,600

Type disease, inhaled (magic); **Incubation** 1/day for 4 days, Fortitude DC 17; **Initial Stage** stage one **Affects** all

STAGE ONE

Save Fortitude DC 17; Frequency 1/day; Diagnosis Heal DC 27

Progression 2 consecutive failed saves; **Cure** 3 consecutive saves (magic)

Symptoms In the early stages of this disease, the subject experiences high fevers and intestinal distress. Additionally,



the subject's sweat begins to exude pheromones that cannot be detected by humanoid creatures, but which attract vermin. Vermin gain a +4 bonus on Perception checks made to notice the subject, and attack the subject preferentially, over other targets.

Effect For each failed save at this stage, the subject suffers 1 point of Constitution damage.

Contagious contact 5%, inhaled 15% per hour

STAGE TWO

Save Fortitude DC 19; Frequency 1/day; Diagnosis Heal DC 23

Progression N/A; **Reduction** 2 consecutive saves (magic) **Symptoms** As the disease progresses, the pheromones the subject exudes becomes more potent, and can be detected by humanoids. The scent is unpleasant, but does not have a mechanical effect. In addition to suffering all of the symptoms of stage one of the disease, every 1d4 hours, the subject attracts a swarm from among one of the following (determined by the GM): centipede, cockroach^{B2}, leech, locust^{B4}, mosquito^{B2}, or wasp. The swarm attacks the subject until dispersed.

Effect For each failed save at this stage, the subject suffers 1 point of Constitution damage and 1 point of Charisma damage.

Contagious contact 10%, inhaled 30% per hour

MIND ROT

CR 11

One of the more severe diseases affecting the mind, mind rot is contracted from drinking unfiltered bog water and quickly results in the physical degeneration of the brain. **XP** 3,200 **Type** disease, ingested; **Incubation** 1/day for 3 days, Fortitude DC 18; **Initial Stage** stage one **Affects** all

STAGE ONE

Save Fortitude DC 17; Frequency 1/day; Diagnosis Heal DC 29

Progression 2 consecutive failed saves; **Cure** 1 save **Symptoms** In its initial stage, mind rot hampers the subject's ability to perform what should be simple tasks, imposing a -1 penalty on all skill checks for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers short-term memory loss, losing memory of everything that happened in the last 24 hours.

Contagious ingested 10%

STAGE TWO

Save Fortitude DC 17; Frequency 1/day; Diagnosis Heal DC 27

Progression 2 consecutive failed saves; **Reduction** 2 consecutive saves

Symptoms At the disease's second stage, more severe loss of mental functions occur, causing the subject to lose access to the most recent feat he gained for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers more severe memory loss, losing 1 week's worth of memories. Contagious ingested 10%

STAGE THREE

Save Fortitude DC 17; **Frequency** 1/week; **Diagnosis** Heal DC 19

Progression N/A; Reduction 1 save

Symptoms In its final stage, mind rot causes severe loss of mental function, making even the simplest of tasks nearly impossible. For as long as he remains in this stage of the disease, the subject is treated as though he had no ranks in any skill and possesses no feats.

Effect For each failed save at this stage, the subject loses 1 year's worth of memories. When the subject can no longer lose memories in this way, he falls into a state of catatonia until his memories are restored by a *wish* or *miracle* spell. **Contagious** ingested 5%

PHASE SICKNESS

CR 16

Carried by phase spiders, this disease is the result of an aberrant bacterial infection and causes the subject to fall slowly out of phase with reality, making it difficult to affect the Material Plane.

XP 19,200

Type disease, injury; **Incubation** 1/day for 7 days, Fortitude DC 21; **Initial Stage** stage one

Affects all; phase spiders are immune

STAGE ONE

Save Fortitude DC 24; Frequency 1/hour; Diagnosis Heal DC 28

Progression 2 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms In its initial stage, phase sickness presents extreme discomfort as the subject unstably flickers in and out of reality. The subject has only a 90% chance of affecting the world with anything he does; this causes him to have a 10% miss chance against all creatures and to have 10% spell failure for all spells he casts (this is rolled separately from any arcane spell failure the subject already possesses). Additionally, there is a 10% chance that the result of any Strength- or Dexteritybased skill check the subject attempts will fail due to him phasing out. These effects last for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject is transported to the Ethereal or Astral Plane (50% chance for each) for 1 hour, at which time he return to the exact place on the plane he was on when he failed his saving throw.

Contagious injury 50%

STAGE TWO

Save Fortitude DC 25; Frequency 1/day; Diagnosis Heal DC 28

Progression 2 consecutive failed saves; **Reduction** 2 consecutive saves

Symptoms As the disease progresses, the subject stabilizes partially between worlds. The subject has only a 80% chance of affecting the world with anything he does; this causes him to have a 20% miss chance against all creatures and to have 20% spell failure for all spells he casts (this is rolled separately from any arcane spell failure the subject already possesses). Additionally, there is a 20% chance that the result of any Strength- or Dexterity-based skill check the subject attempts will fail due to him phasing out. These effects last for as long as he remains in this stage of the disease. Effect For each failed save at this stage, the chance of the subject affecting the world is reduced to 50% for 24 hours. This causes him to have a 50% miss chance against all creatures and to have 50% spell failure for all spells he casts (this is rolled separately from any arcane spell failure the subject already possesses). Additionally, there is a 50% chance that the result of any Strength- or Dexterity-based skill check the subject attempts will fail due to him phasing out.

Contagious injury 55%

STAGE THREE

Save Fortitude DC 25; Frequency 1/week; Diagnosis Heal DC 28

Progression N/A; **Reduction** 1 save

Symptoms In its final stage, the subject becomes only half real. The subject has only a 50% chance of affecting the world with anything he does. This causes him to have a 50% miss chance against all creatures and to have 50% spell failure for all spells he casts (this is rolled separately from any arcane spell failure the subject already possesses). Additionally, there is a 50% chance that the result of any Strength- or Dexteritybased skill check the subject attempts will fail due to him phasing out. These effects last for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject is transported to out of the reality of the Material Plane, causing him to vanish. This has the effects of a *maze* spell, except that there is no maximum duration and the subject can only attempt to escape once each day. The DC to escape the maze is 25.

Contagious injury 60%

PLAGUE WALKER

CR 20

Perhaps the worst of diseases, plague walker was the brain child of a now long-dead demon lord. The most terrible aspect of this disease is its apocalyptic potential, leaving a world devoid of life and only inhabited by a few plague-spouting zombies. XP 76,800

Type disease, inhaled; **Incubation** 1/day for 1 day, Fortitude DC 30; **Initial Stage** stage one

Affects all; undead and other creatures immune to disease can contract this disease

STAGE ONE

Save Fortitude DC 27; Frequency 1/day; Diagnosis Heal DC 45

Progression 1 failed save; **Cure** 2 consecutive saves **Symptoms** The initial stage of the plague walker disease causes the subject to seem to be in amazingly good health, as the disease reworks his body to be the delivery mechanism for its deadly plague. The subject gains a +4 bonus on saving throws versus other diseases and death effects for as long as he remains in this stage of the disease.

Effect There is no penalty for failing a saving throw at this stage of the disease.

Contagious inhaled 5%

STAGE TWO

Save Fortitude DC 28; Frequency 1/day; Diagnosis Heal DC 45

Progression 2 consecutive failed saves; **Reduction** 2 consecutive saves

Symptoms As the disease progresses, the subject's body becomes extremely tough and resilient, rendering the subject immune to other diseases, poisons, and death effects for as long as he remains in this stage of the disease.

Effect There is no penalty for failing a saving throw at this stage of the disease.

Contagious inhaled 45%

STAGE THREE

Save Fortitude DC 28; Frequency 1/hour; Diagnosis Heal DC 10

Progression N/A; **Reduction** 3 consecutive saves **Symptoms** As the disease reaches its conclusion, the host's skin becomes jet black and he begin to emit a cloud of lethal smoke which affects all creatures in a 25-foot radius. Affected creatures must make a DC 33 Fortitude save or die. The subject remains immune to other diseases, poisons, and death effects for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject gains 1 negative level. If the subject would die as a result of negative levels gained this way, he instead becomes a zombie and is infected by this disease.

Contagious inhaled 80%

PLAGUELORD'S PROMISE

Supposedly the creation of a god of disease, this fearsome plague is deadly in its own right, but also makes the subject more susceptible to other diseases.

XP 800

Type disease, injury; **Incubation** 1/day for 2 days, Fortitude DC 18; **Initial Stage** stage one

Affects all

STAGE ONE

Save Fortitude DC 18; Frequency 1/day; Diagnosis Heal DC 28

Progression 2 consecutive failed saves; **Cure** 3 consecutive saves

Symptoms In its early stages, plaguelord's promise is all but undetectable, as its only real symptom is a slightly weakened immune system. The subject suffers a -1 penalty on saving

CR 7

throws made to resist other diseases as long as he is in this stage of the disease.

Effect For each failed save at this stage of the disease, the subject suffers 1 point of Constitution damage. The subject's Constitution score cannot be reduced below 3 in this way. Contagious injury 40%

STAGE TWO

Save Fortitude DC 17; **Frequency** 1/day; **Diagnosis** Heal DC 24

Progression 2 consecutive failed saves; **Reduction 2** consecutive saves

Symptoms As the disease progresses, the subject's ability to resist disease reduces dramatically. The subject suffers a -5 penalty on saving throws made to resist other diseases as long as he is in this stage of the disease.

Effect For each failed save at this stage of the disease, the subject suffers 1d2 points of Constitution damage. The subject's Constitution score cannot be reduced below 3 in this way.

Contagious injury 40%

STAGE THREE

Save Fortitude DC 16; Frequency 1/day; Diagnosis Heal DC 24

Progression N/A; Reduction 2 consecutive saves

Symptoms In the most virulent cases of the disease, the subject's immune system is practically non-existent, and even if he is able to recover from the disease, he remains forever after susceptible to infection.

Effect For each failed save at this stage of the disease, the subject suffers 1d2 points of Constitution damage. The subject's Constitution score cannot be reduced below 3 in this way. Additionally, for each failed save at this stage, the subject suffers a permanent -1 penalty on saving throws made to resist disease, which persists after the disease is cured. **Contagious** injury 40%

PNEUMONIC PLAGUE

CR 8

Also known as the black death, this horrific plague is very deadly, and is characterized by a hacking cough and, in most cases, eventual death.

XP 1,200

Type disease, inhaled; **Incubation** 1/day for 5 days, Fortitude DC 14; **Initial Stage** stage one

Affects all

Save Fortitude DC 18; Frequency 1/day; Diagnosis Heal DC 26

Progression 2 consecutive failed saves; **Cure** 3 consecutive saves

Symptoms The first signs of pneumonic plague are fever, headache, weakness, and a persistent cough and shortness of breath. The subject is fatigued for as long as he is in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d2 points of Constitution damage.

Contagious inhaled 25% per hour

STAGE TWO

Save Fortitude DC 17; Frequency 1 per 8 hours; Diagnosis Heal DC 20

Progression 2 consecutive failed saves; **Reduction** 2 consecutive saves

Symptoms As pneumonic plague progresses, the subject

grows even weaker, and is struck by drastic fits of coughing, frequently coughing up blood and sputum. The subject is exhausted for as long as he is in this stage of the disease. Additionally, each round in which the subject performs more than a single move or standard action, he must succeed on a Fortitude save (DC II) or be nauseated until the end of his next turn as he is wracked with a coughing fit. Finally, it is difficult for the subject to cast spells with verbal components, and any such spell has a 25% chance of failing.

Effect For each failed save at this stage, the subject suffers 1d3 points of Constitution damage.

Contagious inhaled 40% per hour

STAGE THREE

Save Fortitude DC 18; Frequency 1/hour; Diagnosis Heal DC 20

Progression N/A; **Reduction** 2 consecutive saves **Symptoms** In the final stages of pneumonic plague, the subject suffers intense chest pain and headaches, and has extreme difficulty breathing, as well as severe muscle weakness. The subject is effectively exhausted for as long as he is in this stage of the disease, except that the penalty to Strength and Dexterity is increased to -8. Additionally, he is staggered for as long as he is in this stage of the disease, and any time he takes a standard action he becomes nauseated until the end of his next turn as he is wracked with a coughing fit. Finally, it is very difficult for the subject to cast spells with verbal components, and any such spell has a 40%

chance of failing.

Effect For each failed save at this stage, the subject suffers 1d4 points of Constitution damage. **Contagious** inhaled 40% per hour

POND PLAGUE

CR 10

This horrifying disease begins with coughing and respiratory distress as the subject's lungs to slowly cease functioning, as they are replaced by gills. Those in advanced stages of the disease are forced to move underwater to survive.

XP 2,400

Type disease, ingested (magic); **Incubation** 1/day for 5 days, Fortitude DC 17; **Initial Stage** stage one

Affects all; aquatic creatures are immune

STAGE ONE

Save Fortitude DC 17; Frequency 1/day; Diagnosis Heal DC 30

Progression 2 consecutive failed saves; **Cure** 3 consecutive saves (magic)

Symptoms In its initial stages, pond plague causes the subject to suffer from difficulty breathing, and bouts of heavy coughing. The subject is fatigued for as long as he is in this stage of the disease. Further, he treats his Constitution score as being 1/2 what it actually is for the purposes of how long he can run or hold his breath, and he suffers a -4 penalty on Constitution checks made to hold his breath or continue running.

Effect For each failed save at this stage, the subject suffers 1d2 points of Constitution damage.

Contagious contact 10% (object, 8 hours)

STAGE TWO

Save Fortitude DC 18; Frequency 1/day; Diagnosis Heal DC 25

Progression 2 consecutive failed saves; **Reduction** 3 consecutive saves (magic)

Symptoms As the disease progresses, the subject develops

a set of rudimentary gills on his neck, but begins to have extreme difficulty breathing air. In addition to suffering all of the symptoms associated with stage one of the disease, the subject gains the ability to breathe water, and can only survive on land for 8 hours at a time. The subject inherently knows that he can breathe water.

Effect For each failed save at this stage, the subject suffers 1d2 points of Constitution damage.

Contagious contact 10% (object, 8 hours)

STAGE THREE

Save Fortitude DC 17; Frequency 1/day; Diagnosis Heal DC 22

Progression N/A; **Reduction** 2 consecutive saves (magic) **Symptoms** In the final stages of the disease, the subject loses the ability to breathe air entirely. He does not suffer any symptoms of the previous stages of the disease, but he can only breathe while underwater, and must hold his breath when not submerged.

Effect For each failed save at this stage, the subject suffers 1d₃ points of Constitution damage.

Contagious contact 10% (object, 8 hours)

RED FAMINE

CR 1

No matter how much a creature suffering from this disease consumes, his body is unable to process it, leaving him in danger of starvation.

XP 100

Type disease, ingested; **Incubation** 1/day for 3 days, Fortitude DC 12; **Initial Stage** stage one

Affects all STAGE ONE

Save Fortitude DC 12; Frequency 1/day; Diagnosis Heal DC 16

Progression 2 consecutive failed saves; **Cure** 3 consecutive saves

Symptoms During the early stages of the disease, the subject suffers from a high fever and stomach distress. Further, his skin takes on a crimson shade. More alarmingly, the disease prevents the subject from properly digesting food, meaning that no matter how much the subject eats, he gains no nourishment from it, and risks starvation.

Effect There is no penalty for a failed saving throw at this stage of the disease.

Contagious contact 10% (object, 4 hours)

STAGE TWO

Save Fortitude DC 12; Frequency 1/day; Diagnosis Heal DC

Progression N/A; **Reduction** 2 consecutive saves **Symptoms** As the disease progresses, the subject begins to suffer more intense intestinal distress. In addition to the symptoms of stage one of the disease, the subject suffers twice the normal amount of damage from starvation as normal for as long as he remains in this stage of the disease. **Effect** For each failed saving throw at this stage of the disease, the subject suffers 1 point of Strength damage. **Contagious** contact 10% (object, 4 hours)

RED FEVER

CR 14

This horrible blood disease raises the subject's blood temperature at an alarming rate, making it hard to function and ultimately proving lethal. **XP** 9,600 **Type** disease, ingested/injury; **Incubation** 1/day for 6 days, Fortitude DC 21; **Initial Stage** stage one

Affects all, creatures immune to bleed damage are unaffected STAGE ONE

Save Fortitude DC 21; Frequency 1/day; Diagnosis Heal or Knowledge (arcana) DC 28

Progression 1 failed save; **Cure** 3 consecutive saves **Symptoms** As the disease takes root, the subject's blood temperature rises dramatically, making it difficult to think and perform simple activities. The subject suffers a -4 penalty to AC and saving throws, as well as to attack rolls, skill checks and weapon damage rolls for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d8 points of fire damage for every consecutive day he has been at stage one of the disease.

Contagious ingested 30%, injury 50%

STAGE TWO

Save Fortitude DC 19; **Frequency** 1/day; **Diagnosis** Heal or Knowledge (arcana) DC 26

Progression N/A; Reduction 1 save

Symptoms At the disease's final stage, the grip of full delirium affects the subject, and thinking and acting become all but impossible as his blood catches fire. The subject suffers a -6 penalty to AC and saving throws, as well as to attack rolls, skill checks and weapon damage rolls for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 5d8 points of fire damage + 5d8 points of fire damage for each failed save at stage two.

Contagious ingested 60%, injury 90%

SALAMANDER CHILLS

This disease is incredibly common among the salamanders of the Plane of Fire and typically is treated as only a severe fever in that cold-deprived land. The popularity of summoning salamanders has brought this disease into colder environs, where it is much more lethal.

XP 600

Type disease, contact; **Incubation** 1/day for 6 days, Fortitude DC 16; **Initial Stage** stage one

Affects all; creatures with the cold subtype are immune STAGE ONE

Save Fortitude DC 15; Frequency 1/day; Diagnosis Heal DC 25

Progression 1 failed save; **Cure** 2 consecutive saves **Symptoms** The early symptoms of salamander chills are a slight fever and mild sensitivity to cold. The subject suffer a -2 penalty on all ability checks and saving throws made to resist the adverse effects of cold weather for as long as he remains in this stage of the disease.

Effect There is no penalty for failing a saving throw at this stage of the disease.

Contagious contact 25%

STAGE TWO

Save Fortitude DC 16; Frequency 1/day; Diagnosis Heal DC 25

Progression 2 consecutive failed saves; **Reduction** 2 consecutive saves

Symptoms As the disease progresses, the subject's body becomes increasingly susceptible to cold. The subject suffers a -2 penalty on all ability checks and saving throws made to

CR 6

resist the adverse effects of cold weather. Additionally, the subject suffers a -1 penalty on all saving throws made to resist effects which deal cold damage. These effects last for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 2010 points of nonlethal damage.

Contagious contact 35%

STAGE THREE

Save Fortitude DC 17; **Frequency** 1/day; **Diagnosis** Heal DC 15

Progression N/A; **Reduction** 5 consecutive saves **Symptoms** As the disease reaches its final stage, the subject enters a state of perpetual chills. The subject suffer a -2 penalty on all ability checks and saving throws made to resist the adverse effects of cold weather. Additionally, all cold damage dealt to the subject is doubled. These effects last for as long as he remains in this stage of the disease. **Effect** For each failed save at this stage, the subject suffers 4dio points of nonlethal damage **Contagious** contact 35%

SIGHTLESS SCOURGE

CR 10

This horrific disease not only robs the subject of his sight and subjects him to horrible visions, but it may also cause his eyes to completely rot and fall out of his head.

XP 2,400

Type disease, contact; **Incubation** 1/day for 4 days, Fortitude DC 18; **Initial Stage** stage one

Affects all; creatures with no eyes are immune

STAGE ONE

Save Fortitude DC 20; Frequency 1/day; Diagnosis Heal DC 30

Progression 2 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms Early stages of sightless scourge are typified by cloudy vision and bloodshot eyes. The subject suffers a 20% miss chance on all attacks, and a -5 penalty on sight-based Perception checks for as long as he remains in this stage of the disease. The subject also periodically sees hallucinations at this stage, though they are usually minor enough not to affect normal functions.

Effect For each failed save at this stage of the disease, the subject suffers 1d2 points of Wisdom damage. Contagious contact 20%

STAGE TWO

Save Fortitude DC 18; **Frequency** 1/day; **Diagnosis** Heal DC 25

Progression 2 consecutive failed saves; **Reduction** 2 consecutive saves

Symptoms As the disease progresses, the subject loses vision entirely, and is blinded for as long as he remains in this stage of the disease. Subjects still continue to see hallucinations, however, and at this point many mistake the hallucinations for reality. Subjects in this stage of the disease that have 5 or more points of Wisdom damage are confused for as long as they are both in this stage of the disease and have 5 or more points of Wisdom damage.

Effect For each failed save at this stage of the disease, the subject suffers 1d2 points of Wisdom damage.

Contagious contact 25%

STAGE THREE

Save Fortitude DC 17; Frequency 1/day; Diagnosis Heal DC 25

Progression N/A; Reduction 1 save, see text

Symptoms At this stage of the disease, the subject's eyeballs begin to decompose. The symptoms of this stage are identical to the previous stage, but the subject is also fatigued for as long as he remains in this stage of the disease.

Effect If the subject fails a saving throw at the stage of the disease, his eyes are permanently destroyed, and he is blinded permanently. A *remove blindness* spell has no effect, but a *regeneration* spell can restore the lost eyes. Whether the subject succeeds on his saving throw or not, once he has reached this stage of the disease, he cannot progress past stage two of the disease again, regardless of how many saving throws he fails.

Contagious contact 40%

SUCCUBUS'S REVEL

CR 10

This disease was created by a succubus queen as a means to summon her daughters into the Material Plane that also served as a source of entertainment. Affected subjects become beautiful and chaotic, and upon death, become a temporary portal to the Abyss.

XP 51,200

Type disease, contact; **Incubation** 1/day for 6 days, Fortitude DC 24; **Initial Stage** stage one

Affects all, except demons

STAGE ONE

Save Fortitude DC 28; Frequency 1/day; Diagnosis Heal DC 36

Progression 2 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms The early symptoms of succubus's revel see the subject's skin cleared of oil, and his teeth, hair, and nails become more lustrous. The subject gains a +1 bonus on all Charisma-based skill and ability checks for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1 point of Wisdom drain.

Contagious contact 55%

STAGE TWO

Save Fortitude DC 28; Frequency 1/day; Diagnosis Heal DC 31

Progression 2 consecutive failed saves; Reduction 2 consecutive saves

Symptoms As the disease progresses, the subject's body becomes beautiful and his mind is filled with thoughts of violence. The subject gains a +2 bonus on all Charisma-based skill and ability checks. Additionally, each round in combat in which the subject fails to deal at least 1 point of damage, the subject enters into a state of confusion, as though affected by the spell *confusion*. The subject remains confused until he deals at least 1 point of damage. These effects last for as long as the subject remains in this stage of the disease. **Effect** For each failed save at this stage, the subject suffers

1d4 points of Wisdom drain.

Contagious contact 65%

STAGE THREE

Save Fortitude DC 28; Frequency 1/day; Diagnosis Heal DC 21

Progression N/A; Reduction 1 save

Symptoms The subject enters a state of violent fury and gains the confused condition. Whenever the subject kills a creature, he may act normally for 1 hour and gains a +2 circumstance bonus on saving throws against this disease.

These effects last for as long as the subject remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffer 1d6 points of Wisdom drain. If the subject's Wisdom is reduced to 0 in this way, the subject dies and his corpse becomes a portal to the Abyss through which three succubi are drawn. **Contagious** contact 85%

SUMMONING PLAGUE

CR 5

This unusual disease is a bane to spellcasters, weakening their summoned creatures and repurposing their magical energies in order to summon more creatures. When this disease is most severe, it can cause creatures to be summoned spontaneously. XP 400

Type disease, injury (magic); **Incubation** 1/day for 5 days, Fortitude DC 12; **Initial Stage** stage one

Affects all

STAGE ONE

Save Fortitude DC 14; Frequency 1/day; Diagnosis Heal or Spellcraft DC 25

Progression 3 consecutive failed saves; **Cure** 2 consecutive saves (magic)

Symptoms The early symptoms of summoning plague interfere with the magical effects of creatures summoned by the subject. Any creature summoned by the subject with a conjuration (summoning) spell suffers a -4 penalty to its Strength and Dexterity scores and can transmit this disease to any creature it damages with a natural attack.

Effect There is no penalty for failing a saving throw at this stage of the disease.

Contagious injury 75%

STAGE TWO

Save Fortitude DC 15; Frequency 1/day; Diagnosis Heal or Spellcraft DC 20

Progression 2 consecutive failed saves; **Reduction** 2 consecutive saves (magic)

Symptoms As the disease progresses, the subject's magic becomes more adversely affected, interfering with any spell the subject attempts to cast. Whenever the subject would cast a spell, he must make a caster level check (DC 16); if he fails, the subject expends the spell or spell slot as normal, but instead of the normal effects, the spell functions as the *summon monster* spell of a level equal to the level of the spell the subject attempted to cast. Any creature summoned by the subject with a conjuration (summoning) spell suffers a -4 penalty to its Strength and Dexterity scores and can transmit this disease to any creature it damages with a natural attack. **Effect** There is no penalty for failing a saving throw at this stage of the disease.

Contagious injury 75%

STAGE THREE

Save Fortitude DC 13; **Frequency** 1/hour; **Diagnosis** Heal or Spellcraft DC 15

Progression N/A; **Reduction** 2 consecutive saves (magic) **Symptoms** The subject continues to suffer the same effects as those associated with stage two.

Effect For each failed save at this stage, a creature which could be summoned by the *summon monster* spell of the highest level spell the subject can cast is summoned and attacks the subject. The creature summoned in this way does not suffer any penalties to its ability scores but can transmit



this disease. The creature returns to its home plane after 1 minute.

Contagious injury 75%

SWAMP COUGH

This unpleasant disease is initially quite debilitating, but after a relatively short time, it settles into a long, lingering malaise. **XP** 200

Type disease, inhaled; **Incubation** 1/day for 4 days, Fortitude DC 14; **Initial Stage** stage two

Affects humanoids only; orcs are immune

STAGE ONE

Save Fortitude DC 11; Frequency 1/day; Diagnosis Heal DC 16

Progression 3 consecutive failed saves; **Cure** 4 consecutive saves

Symptoms After the disease's initial outbreak, it settles into a long, but notably less severe period. The subject's cough becomes more manageable, and the weakness and feeling of ill health is less constant, coming in waves. When in stressful situations such as combat (or any time when taking 10 on a skill check would not be allowed), there is a 10% chance each round that the subject is struck by a coughing fit, rendering him staggered for the round.

Effect On any day in which the subject fails his saving throw, he becomes fatigued for the entire day. This condition cannot be treated while the subject remains diseased.

Contagious no

STAGE TWO

Save Fortitude DC 12; Frequency 1/day; Diagnosis Heal DC 20

Progression N/A; Reduction 1 save

Symptoms In the initial stages of the disease, the subject suffers intense fits of coughing, shortness of breath, weakness of limbs, and general malaise. The subject is fatigued for as long as he remains in this stage of the disease. Additionally, when in stressful situations such as combat (or any time when taking 10 on a skill check would not be allowed), there is a 20% chance each round that the subject is struck by a coughing fit, rendering him staggered for the round.

Effect For each failed save at this stage, the subject suffers 1d2 points of Strength damage.

Contagious contact 15%, inhaled 20% per hour

SYLVAN SICKNESS

This unusual disease causes the body to undergo a strange metamorphosis that eventually leaves it resembling a small tree.

XP 3,200

Type disease, contact (magic); **Incubation** 1/day for 3 days, Fortitude DC 20; **Initial Stage** stage one

Affects all; plants are immune

STAGE ONE Save Fortitude DC 19; Frequency 1/day; Diagnosis Heal DC 28

Progression 2 consecutive failed saves; **Cure** 2 consecutive saves (magic)

Symptoms In the early stages of the disease, the subject's skin begins to harden into bark, increasing his natural armor bonus by +1. The subject suffers from intense indigestion, however, and is sickened for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d4 points of Dexterity damage. The subject's Dexterity cannot be reduced below 1 in this way at this stage of the disease. **Contagious** contact 25%

STAGE TWO

Save Fortitude DC 20; Frequency 1/day; Diagnosis Heal DC 25

Progression N/A; **Reduction** 2 consecutive saves (magic) **Symptoms** As the disease progresses, the subject's body becomes more plantlike. His skin visibly resembles bark, and his natural armor bonus increases by +2. His limbs become more stiff and difficult to move, however, and he suffers a -2 penalty to Dexterity. He remains sickened for as long as he remains in this stage of the disease, and this condition worsens to nauseated whenever he is in an area of darkness or less light.

Effect For each failed save at this stage, the subject suffers 1d4 points of Dexterity damage. If the subject is reduced to o Dexterity in this way at this stage of the disease, his body transforms completely into wood, and he is permanently petrified. While petrified in this way, the subject's hardness and hit points are determined as though he were made of wood.

Contagious contact 25%

THE SHAKES

CR 9

This disease causes the subject to lose control of his body, which begins to shake uncontrollably. **XP** 1,600

Type disease, ingested; **Incubation** 1/day for 3 days, Fortitude DC 17; **Initial Stage** stage one Affects all; middle-aged and older characters gain a +4 bonus on saving throws

STAGE ONE

Save Fortitude DC 17; Frequency 1/day; Diagnosis Heal DC 27

Progression 1 failed save; **Cure** 2 consecutive saves **Symptoms** In the early stages of the disease, the subject becomes incredibly hungry, and consumes two or sometimes even three times as much food as normal. The target's body also becomes hyperactive, causing his body to shake and quiver slightly, even if he attempts to stay still. This imposes a -2 penalty to his Dexterity for as long as he remains in this stage of the disease.

Effect For each failed save at this stage of the disease, the subject suffers 1 point of Dexterity damage.

Contagious no STAGE TWO

CR 11

Save Fortitude DC 16; **Frequency** 1/day; **Diagnosis** Heal DC 24

Progression N/A; **Reduction** 2 consecutive saves **Symptoms** As the disease progresses, the subject's metabolism normalizes, but the shaking becomes more severe. When in stressful situations such as combat (or any time when taking 10 on a skill check would not be allowed), there is a 10% chance each round that the subject is struck by a convulsive seizure, rendering him stunned for the round. Particularly violent seizures from this disease have been known to cause brain damage.

Effect For each failed save at this stage of the disease, the subject suffers 1d2 points of Dexterity and Intelligence damage.

Contagious no

UNCONTROLLED GROWTH

CR 18

This hideous disease causes the subject to grow and distort horribly, at first resulting in misshapenness and then causing a metamorphosis into a large misshapen blob.

XP 38,400

Type disease, injury (magic); **Incubation** 1/day for 4 days, Fortitude DC 29; **Initial Stage** stage one

Affects all;

STAGE ONE

Save Fortitude DC 26; Frequency 1/day; Diagnosis Heal DC 31

Progression 3 consecutive failed saves; **Cure** 2 consecutive saves (magic); see text

Symptoms In its initial stage, uncontrolled growth causes the subject to double in size, as though he were affected by the spell *enlarge person*, for as long as he remains in this stage of the disease. If the subject is affected by a *reduce person* spell while subject to this disease, instead of having its normal effect, the spell counts as a *remove disease* spell used to treat this disease (a successful caster level check is still required in order for it to have any effect).

Effect For each failed save at this stage, the subject grows a malicious tumor which causes a cumulative -2 Strength penalty, which lasts for as long as he have the disease.

Contagious injury 50%

STAGE TWO Save Fortitude DC 26; Frequency 1/hour; Diagnosis Heal DC 35

Progression N/A; **Reduction** see text **Symptoms** The subject grows into a large fleshy mass, incapable of most actions. The subject becomes Huge size, gaining all appropriate benefits for changing size; however, he cannot move, speak, attack, eat, drink, or cast spells (unless he does not require verbal or somatic components). He is considered helpless. These effects last for as long as he remains in this stage of the disease. If the subject is affected by a reduce person spell while subject to this disease, instead of having its normal effect, the spell counts as a remove disease spell used to treat this disease (a successful caster level check is still required in order for it to have any effect). Effect For each failed save at this stage, the subject's throat closes up and he begin to suffocate. Contagious contact 50%

VAMPIRE'S DELIGHT

CR 11

This disease prevents the subject's blood from clotting properly, leading him to be more prone to bleeding out from even minor injuries.

XP 3,200

Type disease, injury; Incubation 1/day for 5 days, Fortitude DC 18; Initial Stage stage one

Affects animals, humanoids, magical beasts, monstrous humanoids

STAGE ONE

Save Fortitude DC 18; Frequency 1/day; Diagnosis Heal DC

Progression 2 consecutive failed saves; Cure 3 consecutive saves

Symptoms The first signs of this disease are a tendency for wounds to heal slowly, though the subject often experiences a listlessness and lack of energy at this stage. The subject recovers only 1 hit point for each full night of rest, instead of 1 hit point per Hit Dice he possesses, and whenever he is subject to mundane or magical healing, he regains only 3/4as many hit points as he otherwise would (rounded down, minimum 1). Finally, if the subject suffers bleed damage, that bleed damage cannot be healed by magic, and the DC of Heal checks made to stop the bleeding increases by +5. Effect For each failed save at this stage, the subject suffers 1 point of Strength damage.

Contagious injury 20%

STAGE TWO

Save Fortitude DC 20; **Frequency** 1/day; **Diagnosis** Heal DC 26

Progression N/A; **Reduction** 2 consecutive saves **Symptoms** At this stage, the subject becomes highly susceptible to bleeding wounds, and even small cuts, in the right place, can be deadly. In addition to suffering all of the symptoms of stage one of the disease, whenever the subject suffers bleed damage, that bleed damage increases by 3. Effect For each failed save at this stage, the subject suffers 1 point of Strength damage. **Contagious** injury 20%

WITCH POX

CR 12

This unusual disease can be identified by the green and purple pockmarks on the subject's skin, but as it progresses, it causes the subject to spontaneously polymorph into a variety of different forms.

XP 4,800

Type disease, contact (magic); Incubation 1/day for 3 days, Fortitude DC 20; Initial Stage stage one

Affects all; arcane spellcasters get +2 on saving throws

STAGE ONE

Save Fortitude DC 20; Frequency 1/day; Diagnosis Heal DC 32

Progression 2 consecutive failed saves; Cure 3 consecutive saves (magic)

Symptoms The first symptoms of witch pox include nausea and fever, accompanied by outbreaks of green and purple pockmarks on the subject's skin. The subject is sickened for as long as he remains in this stage of the disease.

Effect On any day in which the subject fails his saving throw at this stage, he is nauseated for the day, instead of sickened. **Contagious** contact 20% (object, 2 days), inhaled 15% per hour

STAGE TWO

Save Fortitude DC 20; Frequency 1/hour; Diagnosis Heal DC 27

Progression N/A, see text; **Reduction** 3 consecutive saves (magic)

Symptoms At this stage, the symptoms are identical to those at stage one of the disease.

Effect Whenever the subject fails a saving throw at this stage, his body is transformed into that of an animal, as beast shape *IV*. The caster level for this effect is 12th. In order to determine what type of animal the subject is transformed into, roll a d% and consult the table below.

Table 1-2: Witch Pox

d%	Animal
01 - 03	Badger ^{B2}
04 - 05	Bat
06 - 07	Cat
08 - 12	Camel ^{B2}
13 - 16	Crocodile
17 - 21	Dog, common
22 - 26	Elk ^{B3}
27 - 29	Fox ^{UM}
30 - 34	Goat ^{UM}
35 - 36	Hawk
37 - 39	Hedgehog ^{UM}
40 - 44	Horse, light
45 - 48	Lizard
49 - 5 <mark>2</mark>	Monkey
53 - 55	Newt ¹
56 - 57	Owl
58 - 63	Pig ^{UM}
64 - 67	Porcupine ^{B3}
68 - 70	Rat
71 - 72	Raven
73 - 78	Sheep ²
79 - 82	Sloth ^{B4}
83 - 86	Snake, constrictor
87 - 89	Snake, viper
90 - 92	Toad
93 - 96	Turtle ^{UM}
97 - 100	Weasel

1. Use stats for a lizard, but with aquatic subtype and amphibious.

2. Use stats for a goat, but gore deals bludgeoning damage instead of piercing



The beast shape IV effect lasts for as long as the subject remains in this stage of the disease, or until he fails another saving throw. If the subject fails three consecutive saving throws, he is cured of the disease, but remains transformed permanently (he can be restored to his normal form with a *break enchantment* spell or more powerful magic).

Contagious contact 30% (object, 2 days), inhaled 20% per hour

YELLOW MUCK SICKNESS

CR 5

This horrific illness causes the subject to ooze a thick yellow pus from his entire body.

XP 400

Type disease, contact; **Incubation** 1/day for 4 days, Fortitude DC 15; **Initial Stage** stage one

Affects all; amphibious creatures receive a +2 bonus on saving throws

STAGE ONE

Save Fortitude DC 15; **Frequency** 1/day; **Diagnosis** Heal DC 24

Progression 2 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms In its early stages, yellow muck sickness causes a fever, and the subject's skin becomes sweaty and clammy. These symptoms are minor enough to be ignored if necessary, however.

Effect On any day in which the subject fails his saving throw, he becomes sickened and fatigued for the entire day. Neither of these conditions can be treated while the subject remains diseased.

Contagious no

STAGE TWO

Save Fortitude DC 15; Frequency 1/day; Diagnosis Heal DC 20

Progression N/A; **Reduction** 2 consecutive saves **Symptoms** As the disease progresses, the subject begins to exude a stinking yellow pus from his entire skin, which quickly coats his body. This pus smells awful, and grants the subject the stench universal monster ability (DC 16, 10 rounds), except that the subject is also affected, and must make a new save every 10 rounds, regardless of the result of the previous save. The subject receives a cumulative +2 bonus on saves to resist the stench for each day that he has been in this stage of the disease. The pus can be removed by fully immersing oneself in water for 1 minute, but returns a minute later.

Effect For each failed save at this stage, the subject suffers 1 point of Constitution damage.

Contagious contact 40% (pus only), ingestion 75% (pus only), injury 20%

ZOMBIE FEVER

CR 13

Known for its ability to turn living humanoids into mindlessly violent undead, this terrible disease is the bane of any region where it becomes common.

XP 6,400

Type disease, contact; **Incubation** 1/day for 6 days, Fortitude DC 18; **Initial Stage** stage one

Affects humanoids

STAGE ONE

Save Fortitude DC 21; Frequency 1/day; Diagnosis Heal DC 25

Progression 2 consecutive failed saves; **Cure** 2 consecutive saves

Symptoms The early symptoms of zombie fever are mental decay and cognitive difficulty. The subject suffers a -4 penalty to his Intelligence and Wisdom scores for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d3 points of Intelligence drain.

Contagious contact 45%

STAGE TWO

Save Fortitude DC 22; Frequency 1/day; Diagnosis Heal DC 25

Progression N/A; **Reduction** 2 consecutive saves **Symptoms** As the disease progresses, the subject body and mind both begin to wither away. The subject suffers a -4 penalty to his Dexterity, Constitution, Intelligence and Wisdom scores for as long as he remains in this stage of the disease.

Effect For each failed save at this stage, the subject suffers 1d3 points of Constitution and Intelligence drain. If the subject's Constitution and Intelligence are reduced to 0 in this way, he dies and becomes a zombie which delivers this disease on a successful natural attack.

Contagious contact 35%

Treating an Enhanced Disease

Enhanced diseases are very different from normal diseases, and treating them is similarly different. Like normal diseases, however, there are two main methods of treating an enhanced disease: mundane treatment, and magical treatment.

Note that if the disease has the magic type, the subject cannot be cured of the disease unless a *remove curse* or *break enchantment* spell is successfully used. Magical and mundane treatments can still grant the subject bonuses on saving throws made to resist the disease's effects, and can also alleviate symptoms and even move the subject to a lower stage, but they cannot cure the subject of the disease completely. See Type, under Reading an Enhanced Disease, above.

Mundane Treatment

There are several ways to treat an enhanced disease without needing to resort to magic. In general, the most effective methods are bed rest, good medicine, and caring attention.

Bed Rest: A character who spends his time in complete rest (not taking any strenuous activities, including combat, casting spells, and so on, and who remains lying down for the majority of the day) gains a +2 bonus on saving throws made to combat an enhanced disease. The character does not gain any benefits from this rest until he has spent at least 8 hours resting, and he must remain in complete rest for the entire time between two saving throws in order to gain this benefit.

Developing an Immunity: If a character succeeds on enough consecutive saving throws to cure himself of an enhanced disease, he gains a +4 bonus on saving throws made to resist that particular enhanced disease for the next month, as his body is filled with antibodies and particularly resistant to that disease. Being cured of an enhanced disease by magic, without succeeding on enough consecutive saving throws to be cured from stage 1, does not provide this benefit.

Medicine: Medicine is a powerful tool in combatting an enhanced disease, as it can both aid the recipient in fighting off the disease, and also help alleviate some of the disease's symptoms. Not all medicines are effective against all diseases, however. There are four types of medicine, each of which correspond to one of the four types of disease (contact, ingested, inhaled, injury). A medicine of a given type is only effective against diseases of the same type, and has no effect against other types of diseases.

Medicine can be made with the Craft (alchemy) or Heal skills, but doing so is a little different than crafting other alchemical items. The default cost to make a dose of medicine is 50 gp, but the crafter can choose to use more effective (and expensive) ingredients in order to increase the efficacy of the medicine. For each additional 50 gp she spends in raw ingredients, the crafter gains a +1 alchemical bonus on the Craft (alchemy) or Heal check made to create the medicine (up to a maximum of a +5 bonus for 300 gp in raw materials spent).

It takes one hour to create a single dose of medicine. At the end of this time, the crafter must make her choice of either a Craft (alchemy) or Heal check. There is no specific DC, but make note of the result of this check. This number is referred to as the medicine's potency. The type of medicine (contact, ingested, inhaled, or injury) must also be determined at this point.

When a dose of medicine is used, compare the medicine's potency to the saving throw DC of the enhanced disease in its current stage. If the medicine's potency is less than the disease's saving throw DC, the medicine has no effect. If the medicine's potency is equal to or greater than the disease's saving throw DC, the subject gains a +2 alchemical bonus on his next saving throw to resist the disease. If the medicine's potency is 10 or more greater than the disease's saving throw DC, this bonus increases to +4, and as long as the subject succeeded on his last saving throw to resist the disease's effects, he is treated as being one stage lower for the purposes of the symptoms that he suffers (if he is in stage one, he suffers no symptoms at all).

One dose of medicine is enough to provide benefits for a single saving throw, regardless of the disease's frequency. Once the subject makes his next saving throw to resist the disease, he must take another dose of medicine, or he loses these benefits. Consuming multiple doses of medicine at the same time has no effect.

A character can also buy medicine. A medicine's type has no impact on its market price, but its potency does, as indicated on the table below.

Table 1-3: Medicine Prices

Potency	Price
11	10 gp
12	12 gp
13	15 gp
14	19 gp
15	24 gp
16	30 gp
17	38 gp
18	48 gp
19	60 gp
20	75 gp
21	95 gp
22	115 gp
23	145 gp
24	180 gp
25	225 gp
26	285 gp
27	350 gp
28	450 gp
29	550 gp
30	700 gp
31	850 gp
32	1,100 gp
33	1,4 <mark>00 gp</mark>

Sidebar: Other Magic and Diseases

In addition to using magic to cure diseases, it can also be used to inflict or transmit diseases. This sidebar addresses some common spells that interact with disease in this way, and how they interact with enhanced diseases.

Contagion: Instead of one of the listed diseases, the spell can expose the subject to any enhanced disease whose CR is less than or equal to 1/3 your caster level. The incubation period is bypassed, and the subject moves directly to the initial stage of the disease.

Epidemic^{UM}: Instead of one of the listed diseases, the spell can expose the subject to any enhanced disease whose CR is less than or equal to 1/2 your caster level. The incubation period is bypassed, and the subject moves directly to the initial stage of the disease.

Plague Storm^{UM}: Instead of one of the listed diseases, the spell can expose the subject to any enhanced disease whose CR is less than or equal to 1/2 your caster level. The incubation period is bypassed, and the subject moves directly to the initial stage of the disease.

34	1,700 gp
35	2,100 gp
36	2,600 gp
37	3,300 gp
38	4,000 gp
39	5,000 gp
40	6,000 gp

Treatment: A skilled healer can tend to a resting character in order to help him recover from an enhanced disease. This functions as the treat disease use of the Heal skill, except that in order to be effective on an enhanced disease, the subject must be spending the full day in complete rest (see bed rest, above). The DC of the Heal check is equal to the saving throw DC of the current stage of the disease. If the result of the Heal check exceeds the DC by 10 or more, if the subject succeeded on his last saving throw to resist the disease, then until the next time the subject makes a saving throw to resist the disease, he is treated as being one stage lower for the purposes of what symptoms he suffers (if he is in stage one, he suffers no symptoms). This stacks with any similar bonuses granted by consuming medicine.

Magical Treatment

There are numerous ways of magically treating normal diseases, which are generally somewhat less effective in combatting enhanced diseases. This section provides some information on the way that various spells that interact with normal diseases interact with enhanced diseases.

Absorb Toxicity^{UC}: You cannot use this spell to absorb an enhanced disease whose CR exceeds your caster level.

Delay Disease^{ARG}: The DC for the caster level check is equal to 5 + the saving throw DC for the disease's current stage. A character suffering from an enhanced disease who benefits from this spell does not need to make saving throws to resist the disease for the spell's duration, and the entirety of the spell's duration does not count towards the amount of time that needs to pass before the subject makes his next save. This spell does not have any effect on the enhanced disease's symptom unless the caster level check exceeds the DC by 10, in which case the subject is treated as one stage lower for the purposes of the symptoms he suffers (if he is in stage one, he suffers no symptoms). *Delay disease* has no effect on enhanced diseases of CR 11 or higher.

Diagnose Disease^{UM}: In addition to the spell's normal effects, this also reveals all information granted by a successful Heal check made to diagnose an enhanced disease.

Heal: A *heal* spell completely cures all enhanced diseases of CR 5 or less, just like it cures normal diseases. For enhanced diseases of CR 6 or more, the caster must succeed on a caster level check (DC 5 + the saving throw DC of the disease's current stage). If the check is successful, the subject moves one stage lower (from stage 3 to stage 2, or from stage 2 to stage 1, etc.). If the result of the check exceeds this DC by 10 or more, the subject moves two stages lower, instead. If this would cause the subject to move below stage one of the disease, he is cured.

Remove Disease: The DC for the caster level check is equal to 5 + the saving throw DC for the current stage of the disease. If the check is successful, the subject moves one stage lower (from stage 3 to stage 2, or from stage 2 to stage 1, etc.). If this would cause the subject to move below stage one of the disease, he is cured. *Remove disease* has no effect on enhanced diseases of CR 11 or higher.

Remove Sickness^{UM}: The +4 bonus on saving throws against diseases applies normally to enhanced diseases, but if the subject is already under the effects of an enhanced disease, that disease is not suppressed for the spell's duration.

Using Enhanced Diseases in Your Game

This section addresses some concerns for both players and GMs about the practical application of enhanced diseases at the game table.

Enhanced Diseases and Encounter Building

For the most part, adding an enhanced disease to an encounter is a fairly straightforward and simple process: add the disease's XP to the encounter and determine the overall encounter's CR just like the enhanced disease was a monster. For example, if an adventuring party had to cross a filth-covered room that would expose them to the half death disease (CR 10, 2,400 XP), that would effectively be a CR 6 encounter in and of itself. If the room also contained a pair of annis hags (CR 6, 2,400 XP each), the total XP value of the encounter would be 7,200 XP, making it somewhere between a CR 9 and CR 10 encounter.

Diseased Creatures and Enhanced Diseases

Many creatures deliver diseases with their natural attacks. While there are currently no creatures that are specifically designed to deliver enhanced diseases, it is entirely possible to adjust an existing creature to do so, if desired.

To do so, choose a single natural attack or special ability that will deliver the disease, and choose an enhanced disease that is of a type that is appropriate for that delivery method (a contact or injury disease for most natural attacks, an inhaled disease for breath weapons or auras, etc.). Then, add the disease's XP to the monster's, and round to the nearest CR from this XP value, using the experience point awards table from the Gamemastering section of the Pathfinder Roleplaying Game Core Rulebook. For example, adding deepdweller plague (a CR 4 enhanced disease worth 300 XP) to a dire rat (a CR 1/3 monster worth 135 XP) makes it roughly a CR 1 monster (it is worth 435 XP, as opposed to 400 for a CR 1 monster or encounter). On the other hand, the same disease, added to a froghemoth (a CR 13 monster worth 25,600 XP), would not effectively increase its CR, as the combined XP total (26,000) is much closer to CR 13 (25,600) than CR 14 (38,400).

Enhanced Poisons

The following section presents an alternate approach to handling poisons in the game. The poisons presented here can simply be added to your game, acting as special poisons that have particularly unique effects. Alternatively, they can be used as a template for adjusting existing poisons or creating new ones which follow the same pattern, replacing all poison you use in your game.

Reading an Enhanced Poison

The game information for an enhanced poison is somewhat more complex than the information for a standard poison. The following section describes the various components of an enhanced poison's stat-block, what they mean, and how they apply to the game.

Basic Information

The following information appears at the beginning of the poison's stat-block, and applies to all stages of the poison.

Name

This is the name of the poison.

CR and XP

This is the challenge rating and experience point value associated with the poison. Enhanced poisons are, in many ways, encounters in and of themselves, and players should be awarded experience for successfully surviving them. This also helps GMs to determine what poisons are advisable to use on parties of a given level, and what sorts of poisons their players should have access to.

Enhanced poisons provide less experience than defeating a monster of the same CR, in part because they generally affect only some members of the party, and in part because they require fewer resources to deal with. Despite this, it is recommended that you use enhanced poisons of a similar CR to the party level, because the saving throw DCs, effects, and other aspects of the poison will be appropriate for characters of that level. An enhanced poison is generally worth about 1/4 the amount of experience that a monster of the same CR would be.

Туре

This indicates the poison's type, and functions almost identically to standard poisons. Some enhanced poisons have the additional subtype of magical. Magical poisons may be able to affect creatures that are immune to nonmagical poisons.

Additionally, magical enhanced poisons are more difficult to treat and cure. In order for the subject to be cured

of the poison, he must benefit from a *remove curse* spell (if the poison is CR 10 or less) or a *break enchantment* spell (poisons of any CR). In either case, the caster must succeed on a caster level check (DC equal to 5 + the saving throw DC of the poison's current stage), or the spell has no effect. Once a magical enhanced poison is affected by one of these spells, it effectively loses the magic type, and becomes a nonmagical poison.

As long as the poison has the magic type, it cannot be cured, even by spells such as *neutralize poison* or *heal*. Anything that would cause the subject to be cured of the poison leaves the subject in stage one, instead (this includes surviving the poison long enough for the toxicity to decay: a magic poison's toxicity does not decay below 1). Magical and mundane treatments can still grant the subject bonuses on saving throws made to resist the poison's effects, and can also alleviate symptoms and even reduce the poison's toxicity, but they cannot cure the subject of the poison completely or reduce its toxicity to less than 1.

The one exception to this rule is that a magic poison's antidote, which requires a specific spell be included in its creation, removes the magic type from the poison as though it had been successfully affected by *break enchantment*. See the Antidotes and Treating Enhanced Poisons sections, below, for more information on antidotes for magic enhanced poisons.

Onset

This indicates how long it takes for the initial dose of the poison to begin to have an effect on the victim. This applies only to the initial dose: if the subject is already poisoned, and receives an additional dose of the same poison, the additional dose affects the poison's toxicity immediately. An onset of o rounds indicates that the poison begins taking effect immediately if the target is poisoned during his own turn, or takes effect at the beginning of the subject's next turn, if the target is poisoned at any other time.

Initial Save

This notes the type of save and saving throw DC for the initial save to resist the effects of the poison. Often, this will be identical to the saving throw entry of the first stage of the poison, but sometimes this may not be the case. When the subject is first exposed to the poison, he must make a saving throw of the indicated type. If the result meets or exceeds the listed DC, he suffers a lesser effect from the poison, as outlined in the second number of the poison's initial toxicity.

Initial Toxicity

This notes the poison's initial toxicity when it first affects the subject. Toxicity is used to determine what stage of poisoning the subject is in at any given time, as described under Stages, below. Unlike a normal poison, even if you succeed on your initial saving throw to resist the poison, you may still suffer some effects. The initial toxicity includes two values, separated by a slash. The first value is the initial toxicity in the event that the subject fails his initial saving throw to resist the poison, and the poison has its full effect. The second value is the initial toxicity that the subject suffers even if he succeeds on his saving throw. The second value is almost always lower than the first, and may be o, in which case the poison has no effect if the initial save is successful (for example, a poison with an initial toxicity of 5/2 would start with a toxicity of 5 if the subject failed his initial save, or a toxicity of 2 if the subject succeeded on his initial save. If it were 5/0 instead, than if the subject succeeded on his initial save, the poison would have no effect at all).

Dosage Increase

Using multiple doses of an enhanced poison works differently from using multiple doses of a standard poison. Instead of increasing all saving throw DCs and extending the poison's duration directly, multiple doses increase the initial saving throw DC and the initial toxicity of the poison. This entry lists the amount by which additional doses increase both the initial saving throw DC and the initial toxicity of the poison. In regards to the initial saving throw DC, this only applies if the additional doses are applied at the same time, although if additional doses are applied later (such as if each of the subject's meals are poisoned for a week, or if the victim is struck multiple times by different weapons each coated in the same poison), each such dose will increase the poison's toxicity by the listed amount (there is no saving throw to resist this increase in toxicity, as long as the subject is currently affected by the poison).

If multiple doses are used at once, and the subject succeeds on his initial saving throw to resist the poison, then any increase in toxicity as a result of the additional doses does not apply. In essence, this number only applies to the first half of the poison's initial toxicity entry, not the half that governs the toxicity if the target succeeds on the initial save.

Other than the initial saving throw DC, multiple doses have no effect on any other saving throw DCs associated with the poison.

Toxicity Decay

This notes the rate at which the poison's toxicity naturally depletes itself in the subject. When the toxicity decay occurs at the same time as the frequency for a given stage of the poison, the subject always makes his saving throw for the poison before applying the toxicity decay. For example, if the toxicity decay is 1/round, and the poison's frequency at the current stage is 1/round, then the toxicity will decrease by 1 each round on the subject's turn, after he makes his saving throw to resist the poison (and any penalties associated with failure are applied). Alternatively, if the toxicity decay is 3 per 2 days, and the poison's frequency at the current stage is 1/day, then on each day when the toxicity would decrease, it does so by 3, but not until after the subject makes his saving throw to resist the poison for that day.

Detection

This notes the DC of Perception checks made to notice the poison, as well as the way in which additional doses of poison affects the DC. The effect of additional doses only applies when those doses are encountered at the same time (i.e., two doses in one meal, or two doses on one weapon, etc.), and exposing the subject to additional doses at a later time does not decrease the detection DC for those later doses. The exact meaning of this entry will depend somewhat on the type of poison, as outlined below.

Contact or Injury: For contact and injury poisons, the detection DC indicates how hard it is to notice the poison on a weapon or other object on which it has been coated. Often this is by sight, but sometimes by smell, as well. The character gets another Perception check if he is hit by the weapon or touches the object, to notice the sensation of the poison in the wound or on his skin, but this has no effect other than to potentially alert him to the fact that he has been poisoned before the poison's onset period ends.

Ingested: For ingested poisons, the detection DC indicates how hard it is to taste the poison if it is included in a food item. Particularly low DCs might also indicate that the food becomes discolored or smells. A character that succeeds on this Perception check can stop eating or drinking the poisoned item early enough that he does not suffer the effects of the poison. At the GM's discretion, characters that explicitly eat their food particularly quickly or heedlessly may not be entitled to a Perception check.

Inhaled: For inhaled poisons, the detection DC indicates how hard it is to notice the poison in the air. Generally this is by smell, but sometimes it may discolor the air, as well. A character that succeeds on this Perception check can identify the poisoned cloud immediately upon entering it, and, if he has the movement to do so, can exit the poisoned area before being affected. Alternatively, he can begin holding his breath before being affected by the poison.

Identification

This notes the skills that can be used to identify the poison by taste or sensation, as well as the DC for those checks. A creature can only attempt to identify a poison in this way if they succeeded on a Perception check to notice the poison, and the DC is determined based on how difficult it is to identify the poison in that way (for example, the identification DC for hemlock is based on the difficulty of identifying it by taste, and does not apply to identifying the hemlock plant in the wild, nor to identifying the symptoms of hemlock poisoning in a poisoned subject).

Antidote

Most enhanced poisons have a specific antidote, which can be applied to the subject in order to help him recover from the poison more quickly. This entry notes the effect that such an antidote has on the poison's toxicity. A few rare antidotes completely cure the victim, regardless of the poison's toxicity. In such cases, the word "cure" will appear instead of a number. In other cases, there may not be an antidote, in which case the word "none" will be listed, instead.

Antidote Creation

This lists the skills that can be used to attempt to craft an antidote to the poison from materials on hand, and the DC for the check to do so, as well as the amount of time that the check takes. The DC represents both the difficulty of crafting the antidote and the scarcity of the necessary ingredients. This entry also lists the amount of time that it takes to create the antidote. Magic poisons require a specific spell be included in their creation. If an enhanced poison has the magic type, it will include information about what spell(s) are required for its antidote here. For more information on creating antidotes, see Treating Enhanced Poisons, below.

The amount of time required to create an antidote is often expressed as a die roll, such as "2d6 rounds" or "3d8 minutes." Each time that a character attempts to create an antidote, the GM should secretly roll this number to determine how long the process will take. The character can abandon the creation of the antidote at any time, and can resume it later, picking up from where he left off, but once he begins, all necessary ingredients are expended. Any round that a character spends working on creating the antidote, he cannot take any other actions. Multiple characters can collaborate to produce the antidote faster, effectively getting two or more rounds worth of work into a single round. In this case, each individual that participates in creating the antidote must make the appropriate check for creating the antidote, and the lowest result from among these is used, making failure much more likely.

Antidote Price

This entry notes the price to purchase an antidote to this poison on the open market. It is generally considered wise to have antidotes available on hand if one expects to encounter a specific poison in the near future.

Creation

This indicates the skill or skills that can be used to create a dose of this poison, or to harvest it from a plant or animal in which it occurs naturally, as well as the DC for the check. Regardless of the skill used, this follows the rules for creating an item with Craft (alchemy).

Expiration

This indicates how long the poison remains potent after its creation. Once a poison passes its expiration period, its initial toxicity is halved, rounded down (this applies to both numbers in the initial toxicity). If the poison is used as an additional dose, the amount by which it increases the toxicity is halved, instead (rounded down, minimum o). Once a poison passes twice its expiration period, these numbers are halved again. This continues until the initial



toxicity is reduced to 0, at which point the poison becomes useless (for example, a poison with an initial toxicity of 5 and an expiration of 1 week would have an initial toxicity of 2 after 7 days, and an initial toxicity of 1 after 14 days. After 21 days, it would be useless).

For every time that its initial toxicity has been halved as a result of expiration, a poison's CR is reduced by 2. A poison that becomes worthless has no CR and is not worth XP.

In the case of inhaled poisons, this entry also indicates how long the cloud of poison lasts, once the poison is used.

Price

This indicates the market price of a single dose of the poison.

Stages

Enhanced poisons have multiple stages, and function differently during different stages. A poison that initially presents as a numbing, tingling sensation might eventually be completely debilitating as it progresses, while other poisons might start aggressively and then have a slow, lingering, but less debilitating recovery.

Which stage a poisoned subject is in is determined by the poison's toxicity in his system. Each poison has a starting toxicity, and each stage has a range of toxicities to which it applies. As the poison's toxicity changes, the subject moves to the corresponding stage of the poison. Each stage has its own saving throw information, frequency, diagnosis DC, symptoms, and effect.

Save

This indicates the type of saving throw made to resist the poison's effects, and the DC of that saving throw. Unlike a standard poison, the type of saving throw and the DC may change as the poison changes from one category to the next.

Frequency

This indicates how often the subject must make a saving throw to resist the effects of the poison. Unlike a standard poison, this may change as the poison moves from one category to another.

Diagnosis

This indicates what skill is used to diagnose the poison, and the DC to do so. Different stages of certain poisons are harder to diagnose than others, and so this value may change depending on the stage of the poison. Attempting to create an antidote without first correctly diagnosing the poison imposes a -10 penalty on the Heal check. If the subject dies of a poison, then anyone attempting to determine how he died must succeed on a Heal check (using the diagnosis DC for the stage of the poison at which he died) in order to identify the poison as the cause of death.

Toxicity

This indicates the toxicity range to which this stage of the poison applies. Each toxicity value applies to a single stage of the poison, and as the toxicity changes, the poison moves from one stage to another. The final stage of the poison generally lists the toxicity as "X+," indicating that it applies to all toxicities of X or higher. A toxicity of o indicates that the subject is cured of the poison.

Symptoms

Each stage has one or more symptoms, which are constant effects that the poison imposes on the subject for as long as he remains in that stage. Unless the poison states to the contrary, these symptoms cannot be cured or treated as long as the subject remains at that stage of the poison.

Effect

Like a normal poison, each stage of an enhanced poison has an effect, which occurs whenever the subject fails a saving throw to resist the poison at that stage. Some poisons cause the toxicity to increase whenever the subject fails a saving throw, in addition to other effects.

New Enhanced Poisons

The following enhanced poisons are presented in alphabetical order.

Table 2-1: Poisons by CR

Dimming posion 1 20 gp 42 Knock-out venom 1 20 gp 47 Withering 1 20 gp 55 Hydra ichors 2 30 gp 46 Slime sweat 2 30 gp 55 Bleeding heart venom 3 90 gp 40 Hacking doom 3 90 gp 40 Hacking doom 3 90 gp 40 Advanced spider venom 4 180 gp 41 Advanced spider venom 4 180 gp 51 Numbing agent 5 315 gp 50 Shifter's bane 5 315 gp 52 Endless march 6 480 gp 43 Famine 6 480 gp 43 Famine 6 480 gp 43 Advanced cobra venom 7 705 gp 37 Medusa's crown 7 705 gp 37 Medusa's crown 7 705 gp 43 <	Poison	CR	Price	Page
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	Crippledrops	20	26,400 gp	40

ADVANCED COBRA VENOM

This venom is harvested from deadly cobras, and then alchemically treated and enhanced to make it even more toxic. In rare cases, certain paragons of the species are able to produce similarly deadly toxins on their own. **XP** 800

Type poison, injury; Onset o rounds

Initial Save Fortitude DC 16; Initial Toxicity 10/5; Dosage Increase +2 per dose; Toxicity Decay 1/round

Detection Perception DC 24, -2 per dose; **Identification** Heal DC 26

Antidote -3 per dose; Antidote Creation Heal DC 23, 1d8 rounds; Antidote Price 175 gp per dose, or 350 gp per dose with anti-venom

Creation Craft (alchemy) DC 23; **Expiration** 1 week; **Price** 705 gp per dose

STAGE ONE

Save Fortitude DC 16; Frequency 1/round; Diagnosis Heal DC 20

Toxicity 1 - 5

Symptoms At this stage, the subject retains his motor control, but suffers extreme pain at the site of contact and sensitivity throughout his body. For as long as he remains in this stage, the subject suffers an additional 1d4 points of nonlethal damage whenever he takes hit point damage. Effect For each failed save at this stage, the subject suffers a -2 penalty to his Constitution score for 1 round.

STAGE TWO

Save Fortitude DC 15; Frequency 1/round; Diagnosis Heal DC 20

Toxicity 6 - 12

Symptoms At this stage, the subject suffers from loss of muscle function, in addition to extreme pain. The subject suffers a -2 penalty on all attack and damage rolls for as long as he remains in this stage.

Effect For each failed save at this stage, the subject suffers 1d3 points of Constitution damage.

STAGE THREE

Save Fortitude DC 16; **Frequency** 1/round; **Diagnosis** Heal DC 15

Toxicity 13+

Symptoms In the final stages of the poison, the subject suffers from general lack of muscle function. For as long as he remains in this stage, the subject suffers a -4 penalty to his Strength and Dexterity scores and double the penalties applied by armor check or encumbrance.

Effect For each failed save at this stage, the subject suffers 1d6 points of Constitution damage.

ADVANCED SCORPION VENOM

CR 8

CR 7

This venom is harvested from deadly scorpions, and then alchemically treated and enhanced to make it even more toxic. In rare cases, certain paragons of the species are able to produce similarly deadly toxins on their own. **XP** 1,200

Type poison, injury; Onset o rounds

Initial Save Fortitude DC 17; Initial Toxicity 4/2; Dosage Increase +2 per dose; Toxicity Decay 1/round

Detection Perception DC 24, -4 per dose; **Identification** Heal or Knowledge (nature) DC 24

Antidote -6 per dose; Antidote Creation Heal DC 24, 2d4 rounds; Antidote Price 250 gp per dose, or 500 per dose with
anti-venom

Creation Craft (alchemy) DC 24; **Expiration** 1 week; **Price** 990 gp per dose

STAGE ONE

Save Fortitude DC 17; Frequency 1/round; Diagnosis Heal DC 24

Toxicity 1 - 12

Symptoms Initially, advanced scorpion venom causes intense pain in the subject, who is sickened for as long as he remains in this stage, and must succeed on a Will save each round (DC 17) or be nauseated by the pain for one round. **Effect** For each failed save at this stage, the subject suffers 1

point of Strength damage, and the poison's toxicity increases by 1d4.

STAGE TWO

Save Fortitude DC 16; Frequency 1/round; Diagnosis Heal DC 21

Toxicity 13+

Symptoms As the poison's toxicity increases, it begins to interfere with the subject's motor function, rendering him paralyzed for as long as he remains in this stage.

Effect For each failed save at this stage, the subject suffers 1d3 points of Strength and Constitution damage, and the poison's toxicity increases by 1.

ADVANCED SPIDER VENOM

CR 4

This venom is harvested from deadly spiders, and then alchemically treated and enhanced to make it even more toxic. In rare cases, certain paragons of the species are able to produce similarly deadly toxins on their own.

XP 300

Type poison, injury; Onset o rounds

Initial Save Fortitude DC 14; Initial Toxicity 10/5; Dosage Increase +2 per dose; Toxicity Decay 1/round

Detection Perception DC 20, -1 per dose; **Identification** Heal DC 23

Antidote -3 per dose; Antidote Creation Heal DC 20, 2d6 rounds; Antidote Price 45 gp per dose, or 90 per dose with anti-venom

Creation Craft (alchemy) DC 20; **Expiration** 1 week; **Price** 180 gp per dose

STAGE ONE

Save Fortitude DC 14; Frequency 1/round; Diagnosis Heal DC 20

Toxicity 1 - 5

Symptoms At low levels of toxicity, this poison causes difficulty moving and mild pain. The subject suffers a -2 penalty on all Dexterity-based skill checks for as long as he remains in this stage.

Effect For each failed save at this stage, the subject suffers a -2 penalty to his Dexterity score for 1 round.

STAGE TWO

Save Fortitude DC 15; Frequency 1/minute; Diagnosis Heal DC 20

Toxicity 6 - 12

Symptoms At this stage, the subject suffers from rigid joints. The subject suffers a -4 penalty to his Dexterity score for as long as he remains in this stage.

Effect For each failed save at this stage, the subject suffers 1d3 points of Dexterity damage.

STAGE THREE

Save Fortitude DC 16; Frequency 1/minute; Diagnosis Heal

DC 15 Toxicity 13+

Symptoms At the final stages of the poison, the subject suffers from extremely rigid joints and has great difficulty moving for as long as he remains in this stage. The subject suffers a -6 penalty to his Dexterity score for as long as he remains in this stage.

Effect For each failed save at this stage, the subject suffers 1d6 points of Dexterity damage.

ADVANCED WYVERN VENOM

CR 16

This venom is harvested from deadly wyverns, and then alchemically treated and enhanced to make it even more toxic. In rare cases, certain paragons of the species are able to produce similarly deadly toxins on their own. **XP** 19,200

Type poison, injury; Onset o rounds

Initial Save Fortitude DC 25; Initial Toxicity 5/3; Dosage Increase +2 per dose; Toxicity Decay 1/round

Detection Perception DC 32, -5 per dose; **Identification** Heal or Knowledge (nature) DC 30

Antidote -7 per dose; **Antidote Creation** Heal DC 32, 3d6 rounds; **Antidote Price** 2,300 gp per dose, or 6,400 per dose with anti-venom

Creation Craft (alchemy) DC 32; **Expiration** 2 weeks; **Price** 9,450 gp per dose

STAGE ONE

Save Fortitude DC 25; **Frequency** 1/round; **Diagnosis** Heal DC 30

Toxicity 1 - 10

Symptoms In small doses, advanced wyvern poison causes the subject to suffer from intense pain, and he must succeed on a Will save each round (DC 25) or be stunned by the pain for 1 round.

Effect For each failed save at this stage, the subject suffers 1d2 points of Constitution damage, and the poison's toxicity increases by 1d4.

STAGE TWO

Save Fortitude DC 22; Frequency 1/round; Diagnosis Heal DC 26

Toxicity 11 - 20

Symptoms As the poison builds up in the subject's system, the pain becomes unbearable, and he begins to seize uncontrollably. The subject is staggered for as long as he remains in this stage of the poison.

Effect For each failed save at this stage, the subject suffers 1d2 points of Constitution damage, the poison's toxicity increases by 1d4, and the target seizes uncontrollably for 1 round (treat the target as being stunned, but his seizing provokes attacks of opportunity on his round).

STAGE THREE

Save Fortitude DC 20; Frequency 1/round; Diagnosis Heal DC 23

Toxicity 21+

Symptoms In the most severe cases of advanced wyvern poisoning, the subject is rendered unconscious, and begins to foam a green ichor from the mouth. The subject is unconscious for as long as he remains in this stage, and cannot be awakened by normal means.

Effect For each failed save at this stage, the subject suffers 1d3 points of Constitution damage and the poison's toxicity increases by 2.

ANCIENT'S VENOM

CR 7

This magical poison is feared far and wide because it speeds up the aging process, killing with the inevitability of a failing body.

XP 800

Type poison, ingested (magic) Onset 1 hour

Initial Save Fortitude DC 18; Initial Toxicity 10/0; Dosage **Increase** +1 per dose; **Toxicity Decay** 1/day

Detection Perception DC 24, -2 per dose; Identification Heal DC 25

Antidote cure; Antidote Creation Heal DC 23, 10 minutes, requires age resistance or restoration; Antidote Price 555 gp per dose

Creation Craft (alchemy) DC 23; Expiration none; Price 705 gp per dose

STAGE ONE

Save Fortitude DC 18; Frequency 1/day; Diagnosis Heal DC

Toxicity 1 - 4

Symptoms Even in low levels of toxicity, ancient's venom causes artificial aging and frailty of the mind. The subject does not gain any benefits of advanced age for as long as he remains in this stage (he still suffers any penalties due to advanced age).

Effect For each failed save at this stage, the subject ages 1 year. This effect lasts for 1 week.

STAGE TWO

Save Fortitude DC 18; Frequency 1/day; Diagnosis Heal DC 20

Toxicity 5 - 8

Symptoms At this stage, the subject becomes exceptionally feeble for an individual of his age. In addition to suffering all of the symptoms associated with stage one, the penalties to the subject's ability scores as a result of aging are increased by +1 for as long as he remains in this stage.

Effect For each failed save at this stage, the subject ages 5 years. This effect lasts for 1 week.

STAGE THREE

Save Fortitude DC 16; Frequency 1/round; Diagnosis Heal DC 20

Toxicity 9+

Symptoms At the poison's final stage, the subject reaches an incredibly advanced state of aging. The subject does not gain any benefits of advanced age; additionally, the penalties to the subject's ability scores as a result of aging are doubled. Effect For each failed save at this stage, the subject ages 10 years. This effect lasts for 1 week, but for every 10 years aged this way, the subject's permanent age increases by 1 year, even if he recovers from this poison.

ARCANOPHIL TOXIN

CR 11

This unusual poison alters the subject's aura, making him more attractive to magic, and thereby rendering it more difficult for the target to resist or avoid supernatural effects. XP 3,200

Type poison, injury (magic); Onset o rounds

Initial Save Fortitude DC 20; Initial Toxicity 7/3; Dosage Increase +2 per dose; Toxicity Decay 1/minute

Detection Perception DC 30, -6 per dose; Identification Heal or Knowledge (arcana) DC 25

Antidote -5 per dose; Antidote Creation Heal DC 28, 2d4 minutes, requires dispel magic; Antidote Price 750 gp per

dose

Creation Craft (alchemy) DC 28; Expiration 1 month; Price 2,460 gp per dose

STAGE ONE

Save Fortitude DC 20; Frequency 1/minute; Diagnosis Heal DC 30

Toxicity 1 - 5

Symptoms Small amounts of arcanophil toxin render the subject more susceptible to magical effects. The subject suffers a -2 penalty on saving throws made to resist spells, spell-like abilities, and supernatural abilities, and his spell resistance, if any, is reduced by 4.

Effect For each failed save at this stage, the subject suffers 1 point of Constitution damage and 1 point of Wisdom damage.

STAGE TWO

Save Fortitude DC 19; Frequency 1/minute; Diagnosis Heal DC 25

Toxicity 6 - 10

Symptoms As the poison concentrates within the subject's body, he begins to attract magic more and more. In addition to suffering all of the symptoms associated with stage one, the subject must roll any saving throw made to resist the effects of a spell, spell-like ability, or supernatural ability twice, and take the worse result. Further, if the subject has spell resistance, he loses it. Finally, if the subject is a spellcaster, any time he casts a spell that does not have a range of personal, he must succeed on a concentration check (DC 15 + twice the spell's level) or he becomes the spell's target (if the spell has an area or effect, instead of a target, those are centered on the subject's location instead of the desired location).

Effect For each failed save at this stage, the subject suffers 1 point of Constitution damage and 1 point of Wisdom damage, and the poison's toxicity increases by 1.

STAGE THREE

Save Fortitude DC 17; Frequency 1/minute; Diagnosis Heal DC 20

Toxicity 11+

Symptoms At this stage, the subject becomes a veritable magic magnet. In addition to suffering all the effects associated with stage two, any time a spell is cast within 60 feet of the subject, if that spell has one or more targets, the spell targets the subject instead. If the spell has an area, the spell's area is centered on the subject. This applies to spells that the subject casts, and also applies to spell-like abilities and supernatural abilities activated within 60 feet of the subject.

Effect For each failed save at this stage, the subject suffers 1d2 points of Constitution and Wisdom damage, and the poison's toxicity increases by 1.

ARSENIC

CR 8 The preferred method of killing a loved one or family member among society's elite, this poison's symptoms mimic several common diseases, making it a great way to get away with murder, for those who are patient and careful enough.

XP 1,200

Type poison, ingested; Onset 1 day

Initial Save Fortitude DC 20; Initial Toxicity 1/0; Dosage Increase +1 per dose; Toxicity Decay 1/day Detection Perception DC 27, -3 per dose; Identification Heal or Knowledge (nature) DC 24

Antidote -5 per dose; **Antidote Creation** Heal DC 22, 1 hour; **Antidote Price** 250 gp per dose

Creation Craft (alchemy) DC 24; **Expiration** 1 month; **Price** 990 gp per dose

STAGE ONE

Save Fortitude DC 20; Frequency 1/day; Diagnosis Heal DC 30

Toxicity 1 - 15

Symptoms The initial effects of arsenic poisoning include headaches, fatigue, and indigestion. The subject suffers a -1 penalty on attack rolls, ability checks, saving throws, and skill checks for as long as he remains in this stage of the poison. **Effect** On each day that the subject fails his saving throw to resist the poison's effects, the penalty is increased to -2 for that day. There are no other penalties for a failed saving throw at this stage.

STAGE TWO

Save Fortitude DC 21; Frequency 1/day; Diagnosis Heal DC 28

Toxicity 16 - 30

Symptoms As the poison develops, convulsions begin to occur, and the subject's fingernails change color. The subject suffers all the symptoms of stage one. Additionally, whenever he uses a full-round action or both a move action and a standard action in the same turn, he must succeed on a Fortitude save (DC 21) or be nauseated for 1 round. **Effect** For each failed save, the subject suffers 1 point of Constitution damage. Additionally, on each day that the subject fails his saving throw to resist the poison's effects, the penalty is increased to -2 for that day.

STAGE THREE

Save Fortitude DC 22; Frequency 1/day; Diagnosis Heal DC 26

Toxicity 31+

Symptoms In the final stages of the poison, the subject falls into a coma. The subject is unconscious for as long as he remains in this stage, and cannot be awakened by any means. Immunity to sleep does not prevent the subject from falling unconscious in this way.

Effect For each failed save, the subject suffers 1d2 points of Constitution damage.

ASSASSIN'S AID

CR 18

This brutally efficient poison is favored not only because it is fast acting, highly lethal, and has no cure, but because the symptoms are quite vague: the subject's body simply shuts down, making it very difficult to identify the poison in question.

XP 38,400

Type poison, injury; Onset o rounds

Initial Save Fortitude DC 27; Initial Toxicity 5/3; Dosage Increase +2 per dose; Toxicity Decay 1/round

Detection Perception DC 38, -8 per dose; **Identification** Craft (alchemy) or Heal DC 30

Antidote none; Antidote Creation N/A; Antidote Price N/A

Creation Craft (alchemy) DC 34; **Expiration** one week; **Price** 15,900 gp per dose

STAGE ONE

Save Fortitude DC 27; Frequency 1/round; Diagnosis Heal DC 34 Toxicity 1 - 5 **Symptoms** As long as the subject remains in this stage, he is sickened.

Effect For each failed save at this stage, the subject suffers 1 point of Strength, Dexterity, and Constitution damage.

STAGE TWO

Save Fortitude DC 27; Frequency 1/round; Diagnosis Heal DC 34

Toxicity 6 - 10

Symptoms As long as the subject remains in this stage, he is nauseated.

Effect For each failed save at this stage, the subject suffers 1d2 points of Strength, Dexterity, and Constitution damage.

STAGE THREE

Save Fortitude DC 27; Frequency 1/round; Diagnosis Heal DC 34

Toxicity 11+

Symptoms As long as the subject remains in this stage, he is stunned.

Effect For each failed save at this stage, the subject suffers 1d3 points of Strength, Dexterity, and Constitution damage.

BILE BLIGHT

CR 17

This green, oily substance reacts with the body's natural processes to cause the victim's stomach to create large quantities of a highly acidic substance, which, unlike normal stomach acids, can quickly eat through the subject's body, destroying him from the inside.

XP 25,600

Type poison, contact; Onset o rounds

Initial Save Fortitude DC 25; Initial Toxicity 5/3; Dosage Increase +1 per dose; Toxicity Decay 1/round

Detection Perception DC 34, -6 per dose; **Identification** Craft (alchemy) or Heal DC 33

Antidote cure; Antidote Creation Heal DC 33, 1d4 rounds; Antidote Price 3,100 gp per dose

Creation Craft (alchemy) DC 33; **Expiration** 2 weeks; **Price** 12,300 gp per dose

STAGE ONE

Save Fortitude DC 25; Frequency 1/round; Diagnosis Heal DC 33

Toxicity 1 - 10

Symptoms Small amounts of bile blight cause the subject to suffer intense stomach distress, rendering the subject sickened for as long as he remains in this stage.

Effect For each failed save at this stage, the poison's toxicity increases by 1d4. Further, each round in which the subject fails his saving throw at this stage, he is nauseated until the beginning of his next turn.

STAGE TWO

Save Fortitude DC 23; Frequency 1/round; Diagnosis Heal DC 28

Toxicity 11 - 15

Symptoms In larger doses, bile blight causes the subject's stomach to begin producing highly corrosive acids, which are not normal for the body. In addition to suffering the symptoms associated with stage one, he also suffers 3d6 points of acid damage each round as long as he remains in this stage. This damage is not subject to acid resistance or acid immunity granted by spells or magic items, but it is subject to any natural immunity to acid the subject may possess.

Effect For each failed save at this stage, the poison's toxicity

increases by 1d3. Further, each round in which the subject fails his saving throw at this stage, he suffers an additional 3d6 points of acid damage, and is nauseated until the beginning of his next turn.

STAGE THREE

Save Fortitude DC 21; Frequency 1/round; Diagnosis Heal DC 25

Toxicity 16+

Symptoms In very high quantities, the poison causes the subject's body to create larger quantities of acid. The symptoms for this stage are the same as stage two, except that the amount of acid damage the subject suffers each round increases to 5d6.

Effect For each failed save at this stage, the poison's toxicity increases by 1. Further, each round in which the subject fails his saving throw at this stage, he suffers an additional 5d6 points of acid damage, and is nauseated until the beginning of his next turn.

BLEEDING HEART VENOM

This horrid poison was designed by a vindictive vampire in order to slowly cause blood loss. At higher doses, the blood loss becomes extreme and reaches deadly potential quickly. **XP** 200

Type poison, injury; Onset o rounds

Initial Save Fortitude DC 15; Initial Toxicity 5/1; Dosage Increase +2 per dose; Toxicity Decay 1/round

Detection Perception DC 22, -3 per dose; **Identification** Heal DC 20

Antidote cure (this also stops bleed damage caused by this poison); Antidote Creation Heal DC 19, 1d4 rounds; Antidote Price 25 gp per dose

Creation Craft (alchemy) DC 19; **Expiration** 1 week; **Price** 90 gp per dose

STAGE ONE

Save Fortitude DC 15; Frequency 1/round; Diagnosis Heal DC 20

Toxicity 1 - 4

Symptoms In low doses, this poison causes temporary hemophilia and slow blood loss. The DC to heal any bleed damage the subject is suffering from is increased by an amount equal to this poison's toxicity for as long as he remains in this stage.

Effect For each failed save at this stage, the subject suffers 1 point of bleed damage.

STAGE TWO

Save Fortitude DC 14; Frequency 1/round; Diagnosis Heal DC 20

Toxicity 5 - 9

Symptoms At this stage, bleeding heart venom causes severe hemophilia and increasing blood loss. In addition to suffering all of the symptoms associated with stage one, in order to heal the subject's bleed damage with a spell which restores hit point damage, the character casting the spell must succeed on a caster level check (DC equal to 3 x the poison's toxicity).

Effect For each failed save at this stage, the subject suffers 1d6 points of bleed damage.

STAGE THREE

Save Fortitude DC 13; Frequency 1/round; Diagnosis Heal DC 15

Toxicity 10+

Symptoms The initial effects of bleeding heart venom



are acute hemophilia and potentially lethal blood loss. In addition to suffering all of the symptoms associated with stage one, it is impossible to cure this bleed damage, except with a successful Heal check, for as long as he remains in this stage.

Effect For each failed save at this stage, the subject suffers 2d6 points of bleed damage.

BLOODY END

This infamous poison relaxes the victim's muscles and thins his blood, making it very likely that the victim will bleed to death from even light wounds. It is also known as "two cuts," from the common practice of using it on a bladed weapon: one to deliver the poison, one to start the bleeding process. **XP** 19,200

Type poison, injury; Onset o rounds

Initial Save Fortitude DC 21; Initial Toxicity 5/3; Dosage Increase +2 per dose; Toxicity Decay 1/round

Detection Perception DC 36, -8 per dose; **Identification** Craft (alchemy) or Heal DC 28

Antidote -3 per dose (this also reduces any bleed damage the target is suffering as a result of the poison by half); Antidote Creation Heal DC 32, 2d6 rounds; Antidote Price 2,300 gp per dose

Creation Craft (alchemy) DC 32; **Expiration** 2 weeks; **Price** 9,450 gp per dose

STAGE ONE Save Fortitude DC 21; Frequency 1/round; Diagnosis Heal DC 32

Toxicity 1 - 3

Symptoms At this stage, most of the danger of the poison has passed, but any ongoing bleeding remains hard to heal.

CR 16

While in this stage, any bleed damage the target suffers is not automatically cured by any amount of magical healing, and is more difficult to stop with mundane healing than normal (requiring a DC 20 Heal check).

Effect For each failed save at this stage, the subject suffers 1 point of Strength damage.

STAGE TWO

Save Fortitude DC 23; **Frequency** 1/round; **Diagnosis** Heal DC 32

Toxicity 4 - 7

Symptoms At this stage, any time the subject suffers 5 or more points of piercing or slashing damage from a single attack, he also suffers 1 point of bleed damage. This bleed damage stacks with all other sources of bleed damage, and with itself. Further, while in this stage, any bleed damage the target suffers is not automatically cured by any amount of magical healing, and is more difficult to stop with mundane healing than normal (requiring a DC 24 Heal check). **Effect** For each failed save at this stage, the subject suffers 1 point of Strength damage.

STAGE THREE

Save Fortitude DC 23; Frequency 1/round; Diagnosis Heal DC 32

Toxicity 8+

Symptoms At this stage, all damage that the subject suffers from slashing or piercing weapons is bleed damage. Multiple sources of bleed damage gained in this way don't stack: only the largest average bleed damage applies (*for example, if the subject was hit by an orc with a longsword for 1d8+3 damage, and then hit by a griffon's claw attack or 1d6+3 damage, he would still only be suffering 1d8+3 points of bleed damage*). Further, while in this stage, any bleed damage the target suffers is not automatically cured by any amount of magical healing, and is more difficult to stop with mundane healing than normal (requiring a DC 28 Heal check).

Effect For each failed save at this stage, the subject suffers 1d2 points of Strength damage. She also suffers 1d6 points of bleed damage as she begins to bleed internally. Bleed damage inflicted by this ability stacks with all other bleed damage, and with itself (so a character who fails two saves suffers 2d6 points of bleed damage, etc.)

CREEPING DEATH

CR 3

This slow-acting poison is meant to be administered to the victim daily over the course of several weeks. While the poison initially presents as sickness, over time the toxicity builds to lethal levels.

XP 200

Type poison, ingested; Onset 1 hour

Initial Save Fortitude DC 14; Initial Toxicity 1/0; Dosage Increase +2 per dose; Toxicity Decay 1/day

Detection Perception DC 20, -3 per dose; **Identification** Heal DC 20

Antidote -3 per dose; Antidote Creation Heal DC 19, 1 hour; Antidote Price 25 gp per dose

Creation Craft (alchemy) DC 19; **Expiration** 1 week; **Price** 90 gp per dose

STAGE ONE

Save Fortitude DC 14; Frequency 1/day; Diagnosis Heal DC 20

Toxicity 1 - 4

Symptoms The initial effects of creeping death cause sickness in the subject, making it more difficult to perform

physically stressful activities. The subject suffers a -4 penalty on all Constitution checks for as long as he remains in this stage.

Effect For each failed save at this stage, the penalty to Constitution checks is increased to -8 for 24 hours.

STAGE TWO

Save Fortitude DC 13; **Frequency** 1/day; **Diagnosis** Heal DC 15

Toxicity 5 - 9

Symptoms As the venom continues to take its toll on the victim, he become visibly ill and is constantly taxed physically. As long as the subject remains in this stage, he suffers a -2 penalty on all Fortitude saving throws, in addition to the penalties associated with stage one.

Effect For each failed save at this stage, this penalty to Fortitude saves increases to -4 for 24 hours.

STAGE THREE

Save Fortitude DC 12; Frequency 1/day; Diagnosis Heal DC 10

Toxicity 10+

Symptoms At the poison's final stage, the victim begins to near death's door. As long as he remains at this stage he suffers a -4 penalty to his Constitution score, as well as an additional -4 penalty on Constitution checks and Fortitude saves.

Effect For each failed save at this stage, the subject suffers 1 point of Constitution drain and the poison's toxicity increases by 1.

CRIPPLEDROPS

This incredibly dangerous poison is tailor-made to attack living creatures, simultaneously assaulting numerous different systems within the body, crippling nearly any opponent almost instantly, and often proving fatal.

CR 20

XP 76,800

Type poison, contact (magic); Onset o rounds

Initial Save Fortitude DC 27; Initial Toxicity 10/7; Dosage Increase +1 per dose; Toxicity Decay 1/round

Detection Perception DC 40, -5 per dose; **Identification** Craft (alchemy) or Heal DC 32

Antidote none; Antidote Creation N/A; Antidote Price N/A

Creation Craft (alchemy) DC 37; **Expiration** none; **Price** 26,400 gp per dose

STAGE ONE

Save Fortitude DC 27; Frequency 1/round; Diagnosis Heal DC 37

Toxicity 1 - 6

Symptoms At this stage, the subject suffers from a variety of symptoms, as the poison affects each part of his body. He is dazzled, fatigued, and sickened.

Effect For each failed save at this stage, the subject suffers 1 point of ability damage to each ability score.

STAGE TWO

Save Fortitude DC 26; Frequency 1/round; Diagnosis Heal DC 37

Toxicity 7 - 12

Symptoms At this stage, the subject suffers from numerous ill effects, as his body is ravaged by the poison. He is deafened, fatigued, and sickened. Additionally, he suffers from cloudy vision, imposing a -10 penalty on sight-based Perception checks and a 50% miss chance on all attacks he makes.

Effect For each failed save at this stage, the subject suffers 2 points of ability damage to each ability score.

STAGE THREE

Save Fortitude DC 25; Frequency 1/round; Diagnosis Heal DC 37

Toxicity 13+

Symptoms At this stage, the subject suffers from a wide array of maladies, as his body begins to practically shut down. He is blinded, deafened, exhausted, and nauseated.

Effect For each failed save at this stage, the subject suffers 3 points of ability damage to each ability score.

DEMONIC WRATH

CR 10

This terrible poison was created by a demon as a means to torture and slowly murder overconfident adventurers. Because most adventurers rely on healing to survive, this poison is capable of killing simply by denying that resource.

XP 2,400

Type poison, inhaled (magic) Onset o rounds

Initial Save Fortitude DC 20; Initial Toxicity 8/4; Dosage Increase +1 per dose; Toxicity Decay 1/hour

Detection Perception DC 10, -5 per dose; **Identification** Craft (alchemy) DC 20

Antidote cure; Antidote Creation Heal DC 22, 10 minutes, requires *heal*; Antidote Price 450 gp per dose

Creation Craft (alchemy) DC 30; **Expiration** N/A gas cloud 1d4 rounds; **Price** 1,860 gp per dose

STAGE ONE

Save Fortitude DC 20; Frequency 1/hour; Diagnosis Heal DC 20

Toxicity 1 - 4

Symptoms At this stage, demonic wrath does not present symptoms until the subject attempts to rest. The subject does not regain hit points naturally for as long as he remains in this stage.

Effect For each failed save at this stage, the subject suffers 1010 points of damage.

STAGE TWO

Save Fortitude DC 20; Frequency 1/day; Diagnosis Heal DC 20

Toxicity 5+

Symptoms At high levels of toxicity, this poison prevents the subject from being healed at all. The subject cannot regain hit points through any means, whether magical or mundane for as long as he remains in this stage.

Effect For each failed save at this stage, the subject suffers 2d10 points of damage.

DEVIL DUST

CR 15

This purple-pink powder has a strong violent reaction when first inhaled, blinding victims and disorienting them, but has lingering effects on the body that can prove debilitating for hours.

XP 12,800

Type poison, inhaled; Onset o rounds

Initial Save Fortitude DC 24; Initial Toxicity 15/9; Dosage Increase +1 per dose; Toxicity Decay none

Detection Perception DC 35, -10 per dose; **Identification** Craft (alchemy) or Heal DC 30

Antidote cure; Antidote Creation Heal DC 32, 1 minute; Antidote Price 1,700 gp per dose

Creation Craft (alchemy) DC 32; **Expiration** none, gas cloud 1 minute; **Price** 7,200 gp per dose

STAGE ONE

Save Fortitude DC 24; **Frequency** 1/hour; **Diagnosis** Heal DC 35

Toxicity 1 - 5

Symptoms As the poison fades from the subject's system, it leaves a lingering sense of malaise and weakness. The subject is fatigued for as long as he remains in this stage.

Effect For each failed save at this stage, the poison's toxicity decreases by 1. For each successful saving throw at this stage, the poison's toxicity decreases by 2, instead.

STAGE TWO

Save Fortitude DC 23; Frequency 1/hour; Diagnosis Heal DC 32

Toxicity 6 - 10

Symptoms After the initial rush of symptoms (or if those effects are successfully resisted), the poison settles into the subject's body for a longer effect, decreasing his metabolism and rendering his reactions dull and slow. The subject adds only half his Dexterity bonus to AC (if his Dexterity modifier is a penalty, the full amount still applies), and suffers a -4 penalty on Reflex saves for as long as he remains in this stage. If the subject was blinded while in stage three, he also suffers a -4 penalty on Perception checks while in this stage. **Effect** For each failed save at this stage, the subject suffers 1 point of Dexterity damage, and the poison's toxicity decreases

point of Dexterity damage, and the poison's toxicity decreases by 1. For each successful saving throw at this stage, the poison's toxicity decreases by 2, instead.

STAGE THREE

Save Fortitude DC 22; Frequency 1/round; Diagnosis Heal DC 30

Toxicity 11+

Symptoms In high volumes, this poison causes severe disorientation and discomfort. The subject is sickened for as long as he remains in this stage. Additionally, each round, he must succeed on a Will save (DC 22) or be confused for 1 round.

Effect If the subject fails a saving throw at this stage, he is blinded for as long as he remains in this stage of the poison. Additionally, for each failed save at this stage, the subject suffers 1 point of Dexterity damage, and the poison's toxicity decreases by 1. For each successful saving throw at this stage, the poison's toxicity decreases by 2, instead.

DIAMOND DUST

CR o

Not technically a poison, diamond dust is exactly what the name states it to be. If ingested, the super-hard, sharp fragments of diamond prove indigestible, and slowly work their way through the subject's body, tearing him apart from the inside.

XP 1,600

Type poison, ingested; Onset 1 week

Initial Save Fortitude DC 19; Initial Toxicity 3/1; Dosage Increase +1 per dose; Toxicity Decay 1/week

Detection Perception DC 24, -4 per dose; **Identification** Appraise or Craft (alchemy) DC 22

Antidote none; a *heal* spell will automatically completely cure the subject; **Antidote Creation** N/A; **Antidote Price** N/A

Creation Craft (alchemy) DC 25; **Expiration** none; **Price** 1,380 gp per dose



STAGE ONE

Save Fortitude DC 12; Frequency 1/day; Diagnosis Heal DC 27

Toxicity 1 - 7

Symptoms In the initial stages of diamond dust poisoning, the subject feels a slight discomfort in his chest and abdomen, but it does not interfere with his ability to function.

Effect For each failed save at this stage, the subject suffers 1 point of Constitution damage, and the poison's toxicity increases by 1 as the shredded diamond particles work their way through his body.

STAGE TWO

Save Fortitude DC 12; Frequency 1/day; Diagnosis Heal DC 22

Toxicity 8 - 20

Symptoms As the diamond shards embed themselves deep within the subject, he begins to suffer intense pain and discomfort. Whenever the subject is in a stressful situation (such as combat) or engages in intense physical activity, he must succeed on a Fortitude save (DC 20) at the beginning of each of his turns or be staggered for 1 round. This is a pain effect.

Effect For each failed save at this stage, the subject suffers 1d3 points of Constitution damage, and the poison's toxicity increases by 1 as the shredded diamond particles work their way through his body.

STAGE TWO

Save Fortitude DC 12; Frequency 1/day; Diagnosis Heal DC 22

Toxicity 21+

Symptoms In the final stages of diamond dust poisoning, the

diamond shards work their way into a particularly vital organ, causing death. Until this occurs, however, the symptoms remain the same as those associated with stage two of this poison.

Effect If the subject fails a saving throw at this stage, one or more diamond dust shards penetrate a vital organ, inflicting 10d10 points of damage.

DIMMING POISON

As its name suggests, dimming poison makes it difficult to see as the nerves in the eye are persistently damaged. Eventually, at high doses, the poison causes blindness and loss of eyes. **XP** 100

Type poison, ingested; Onset 1 minute

Initial Save Fortitude DC 14; Initial Toxicity 3/1; Dosage Increase +1 per dose; Toxicity Decay 1/hour

Detection Perception DC 20, -5 per dose; **Identification** Heal or Knowledge (arcana) DC 16

Antidote -5 per dose; Antidote Creation Craft (alchemy) or Heal DC 16, 10 minutes; Antidote Price 5 gp per dose Creation Craft (alchemy) DC 16; Expiration 1 month; Price 20 gp per dose

STAGE ONE

Save Fo<mark>rtitude DC 14; Frequency</mark> 1/hour; **Diagnosis** Heal DC 15

Toxicity 1 - 5

Symptoms The initial effects of dimming poison cause the subject's eyesight to fade, making images appear blurry and dim. The subject suffers a penalty on all sight-based Perception checks equal to the poison's current toxicity for as long as he remains in this stage.

Effect If the subject fails a save at this stage, the penalty on sight-based Perception checks is doubled for 1 hour.

STAGE TWO

Save Fortitude DC 14; Frequency 1/hour; Diagnosis Heal DC 15

Toxicity 6 - 10

Symptoms As the poison develops, the subject's vision dims so intently that he sees everything as though shrouded in darkness. In addition to suffering all of the symptoms associated with stage one, the subject treats all characters and objects he can see as having concealment (20% miss chance) for as long as he remains in this stage.

Effect For each failed save at this stage, the subject becomes blinded for 1 round.

STAGE THREE

Save Fortitude DC 13; Frequency 1/hour; Diagnosis Heal DC 25

Toxicity 11+

Symptoms In the final stages of the poison, the subject loses his eyesight completely and risks losing his eyes as the poison continue to work through his visual organs. The subject is blind as long as he remains at this stage of the poison. Effect For each failed save at this stage, the subject suffers 1d4 points of damage. For every 20 points of damage dealt this way, one of the subject's eyes is completely destroyed (see Appendix 1: Loss of Limbs for further information about the effects of losing an eye), and can only be restored by a *restoration* spell.

DUELIST'S DEMISE

CR 10

Named for its popularity in arenas, this poison is commonly used to soften up an opponent during a fight. Because few bother to check for poisons on a corpse with obvious wounds, it often goes unnoticed.

XP 2,400

Type poison, injury; Onset 1 round

Initial Save Fortitude DC 18; Initial Toxicity 5/3; Dosage Increase +3 per dose; Toxicity Decay 1/round

Detection Perception DC 26, -4 per dose; **Identification** Craft (alchemy) or Heal DC 25

Antidote cure; Antidote Creation Heal DC 27, 2d4 rounds; Antidote Price 450 gp per dose

Creation Craft (alchemy) DC 27; **Expiration** 1 week; **Price** 1,860 gp per dose

STAGE ONE

Save Fortitude DC 18; Frequency 1/round; Diagnosis Heal DC 27

Toxicity 1 - 4

Symptoms As the poison's toxicity lessens, its effects diminish. The subject is fatigued for as long as he remains in this stage.

Effect For each failed save at this stage, the subject suffers 1d2 points of Dexterity damage. Dexterity damage inflicted in this way heals at a rate of 1 per minute, instead of the normal rate.

STAGE TWO

Save Fortitude DC 20; Frequency 1/round; Diagnosis Heal DC 27

Toxicity 5+

Symptoms The duelist's demise poison slows the target's reflexes, making it difficult for him to fight effectively. The target suffers a -2 penalty to attack rolls, AC, and Reflex saves, and is staggered for as long as he remains in this stage. **Effect** For each failed save at this stage, the subject suffers 1d3 points of Dexterity damage. Dexterity damage inflicted in this way heals at a rate of 1 per minute, instead of the normal rate.

ENDLESS MARCH

CR 6

This paralytic poison is derived from the venom of several exotic animals and causes the joints to lock up unless the victim continues to work them to their maximum level. **XP** 600

Type poison, injury; Onset o rounds

Initial Save Fortitude DC 15; Initial Toxicity 3/0; Dosage Increase +1 per dose; Toxicity Decay 1/minute

Detection Perception DC 24, -6 per dose; **Identification** Heal or Knowledge (nature) DC 20

Antidote -5 per dose; Antidote Creation Heal DC 22, 1d4 minutes; Antidote Price 120 gp per dose

Creation Craft (alchemy) DC 22; **Expiration** 1d6 days; **Price** 480 gp per dose

STAGE ONE

Save Fortitude DC 15; Frequency 1/minute; Diagnosis Heal DC 20

Toxicity 1-4

Symptoms At its initial stage, endless march poison presents stiffening and locking of the joints, which, if left untreated, causes the victim to lose the ability to move his limbs. Each round the subject is affected by endless march poison, he

must move at least half his speed or have his movement speed reduced by an amount equal to the difference between the distance he moved and half his speed. This penalty stacks with itself, but cannot reduce the subject's speed to less than 5 feet. This effect persists for as long as the subject is affected by this poison plus 1d4 minutes thereafter.

Effect On a failed saving throw, the subject loses muscle function as the poison speeds through his veins. The subject suffers 1 point of Dexterity damage and the poison's toxicity increases by 2.

STAGE TWO

Save Fortitude DC 16; Frequency 1/minute; Diagnosis Heal DC 10

Toxicity 5+

Symptoms As the poison floods the subject's body, all his joints lock up, making it difficult to perform even the most basic activities. In addition to suffering all of the symptoms associated with stage one, the subject suffers a -2 penalty on all attack rolls as his joints become stiff. The penalty on attack rolls increases by 1 each round the subject does not exercise his arms either by making an attack or by spending a standard action to exercise (to a maximum penalty of -5). **Effect** On a failed saving throw, the subject's muscles lock up. The subject suffers 1 point of Strength and Dexterity damage.

ETERNITY VENOM	

This poison is not dangerous in and of itself, but makes it nearly impossible to resist other poisons, earning its place as an essential tool in the poisoners' bag.

XP 1,200

Type poison, ingested (magic) Onset o rounds

Initial Save Fortitude DC 18; Initial Toxicity 5/0; Dosage Increase +1 per dose; Toxicity Decay 1/week

Detection Perception DC 20, -5 per dose; **Identification** Craft (alchemy) DC 20

Antidote cure; Antidote Creation Craft (alchemy) or Heal DC 24, 10 minutes, requires *neutralize poison*; Antidote Price 400 gp per dose

Creation Craft (alchemy) DC 24; **Expiration** N/A; **Price** 990 gp per dose

STAGE ONE

Save Fortitude DC 18; Frequency 1/day; Diagnosis Heal DC 20

Toxicity 1 - 4

Symptoms Initially, eternity venom does not exhibit any symptoms.

Effect For each failed save at this stage, the toxicity of each other poison affecting the subject is increased by 1.

STAGE TWO

Save Fortitude DC 20; Frequency 1/day; Diagnosis Heal DC 20

Toxicity 5 - 8

Symptoms As the poison progresses, the subject becomes more vulnerable to poison. The initial toxicity of any poisons the subject is exposed to is increased by 1.

Effect For each failed save at this stage, the toxicity of each other poison affecting the subject is increased by 2.

STAGE THREE

Save Fortitude DC 16; Frequency 1/round; Diagnosis Heal DC 20

Toxicity 9+

Symptoms At the poison's final stage, it becomes nearly impossible for the subject to fight off any poisons affecting

CR 8

him. The subject suffers a -2 penalty on all Fortitude saving throws versus poison.

Effect For each failed save at this stage, the toxicity of each other poison affecting the subject is increased by 3.

ETHEREAL ESSENCE

CR 11

This magical poison is among the most curious and fantastic, not only killing its victims, but turning them into deadly and maddened ghosts.

XP 3,200

Type poison, ingested (magic) Onset o rounds

Initial Save Fortitude DC 20; Initial Toxicity 1/0; Dosage Increase +1 per dose; Toxicity Decay 1/minute; see text

Detection Perception DC 30, -4 per dose; Identification

Craft (alchemy) or Knowledge (religion) DC 20 Antidote cure; Antidote Creation Craft (alchemy) or

Heal DC 28, 1d6 minutes, requires *dimensional anchor* or *dimensional lock*; **Antidote Price** 880 gp per dose **Creation** Craft (alchemy) DC 28; **Expiration** N/A; **Price**

2,460 gp per dose

STAGE ONE

Save Fortitude DC 20; **Frequency** 1/minute; **Diagnosis** Heal DC 20

Toxicity 1 - 4

Symptoms The initial stages of ethereal essence cause the victim to become light-headed. The subject suffers a -2 penalty on Will saves for as long as he remains in this stage. **Effect** For each failed save at this stage, the poison's toxicity increases by 2.

STAGE TWO

Save Fortitude DC 20; Frequency 1/hour; Diagnosis Heal DC 20

Toxicity 5 - 8

Symptoms As the poison progresses, the subject becomes more ghost-like, and his body slowly begins to fade away. The subject exists partially in another dimension, granting all other characters concealment (20% miss chance) from the subject for as long as he remains in this stage. While in this stage, the poison's toxicity decay decreases to 1/hour. **Effect** For each failed save at this stage, the poison's toxicity increases by 2.

STAGE THREE

Save Fortitude DC 16; Frequency 1/minute; Diagnosis Heal DC 20

Toxicity 9+

Symptoms At the poison's final stage, the subject truly seems to become a ghost. The subject and all his gear become incorporeal for as long as he remains in this stage. Effect For each failed save at this stage, the subject suffers 1d8 points of Constitution damage. If the subject would die as a result of this damage, he immediately rises as a wraith.

FAMINE

CR 6

This cruel ingested poison causes intense hunger while damaging the stomach and making it difficult to digest or process food, resulting in extreme gastrointestinal discomfort. **XP** 600

Type poison, ingested; Onset o rounds

Initial Save Fortitude DC 18; Initial Toxicity 3/0; Dosage Increase +2 per dose; Toxicity Decay 1/day Detection Perception DC 28, -6 per dose; Identification Heal or Knowledge (alchemy) DC 22

Antidote -3 per dose; Antidote Creation Craft (alchemy) or Heal DC 22, 1d3 hours; Antidote Price 120 gp per dose Creation Craft (alchemy) DC 22; Expiration 1 week; Price 480 gp per dose

STAGE ONE

Save Fortitude DC 18; Frequency 1/hour; Diagnosis Heal DC 20

Toxicity 1 - 4

Symptoms The initial effects of famine are indigestion and difficulty swallowing. For as long as he remains in this stage, the subject gains the sickened condition and cannot benefit from potions or other orally administered consumables, including other poisons, unless he succeeds on a DC 15 Fortitude save.

Effect For each failed save at this stage, the subject bodily expels nutrients, requiring he consume 1 additional day's worth of food and water that day. This effect stacks with itself.

STAGE TWO

Save Fortitude DC 16; **Frequency** 1/round; **Diagnosis** Heal DC 15

Toxicity 5+

Symptoms As the poison reaches its final stage, the subject has great difficulty swallowing and speaking. For as long as he remains in this stage, the subject cannot gain the benefits of any orally administered consumable item, except for food and water, and has a 10% chance to fail to cast any spell with verbal components.

Effect For each failed save at this stage, the subject's body goes into an upheaval, causing him to suffer a -2 penalty to Constitution for 1 hour. This effect stacks with itself.

FOOL'S NAP

CR 14

This dreaded poison puts victims into a magically-induced slumber that can last weeks, and wracks the subjects' minds with horrible nightmares that leave their minds permanently scarred.

XP 9,600

Type poison, contact (magic); Onset 1 minute

Initial Save Fortitude DC 22; Initial Toxicity 1/0; Dosage Increase +1 per dose; Toxicity Decay 1/day

Detection Perception DC 33, -8 per dose; **Identification** Craft (alchemy) or Heal DC 29

Antidote cure; Antidote Creation Heal DC 31, 1 hour, requires *awaken*; Antidote Price 3,750 gp per dose Creation Craft (alchemy) DC 31; Expiration none; Price 5,550 gp per dose

STAGE ONE

Save Fortitude DC 22; Frequency 1/day; Diagnosis Heal DC 30

Toxicity 1 - 5

Symptoms As the poison takes effect, the subject falls into a deep sleep, from which he cannot be awoken by any means for as long as he is in this stage of the poison. While sleeping in this way, the subject does not need to eat or drink, but must breathe, and ages normally.

Effect For each failed save at this stage, the poison's toxicity increases by 2.

STAGE TWO

Save Fortitude DC 20; Frequency 1/day; Diagnosis Heal DC 25

Toxicity 6+

Symptoms In severe cases, the subject begins to suffer horrible nightmares and hallucinations while in a poisoninduced sleep, and presents a high fever. In addition to the symptoms associated with stage one of the poison, if the subject reaches this stage, then when he is cured of the poison (regardless of the means by which he is cured), he is shaken for 1 week.

Effect For each failed save at this stage, the poison's toxicity increases by 1, and the subject suffers 1 point of Intelligence, Wisdom, and Charisma damage.

GREENBREATH

CR 19

This faintly greenish vapor smells of sweet decay. It is highly acidic, irritating the eyes and mouth, but is deadly if inhaled, preventing the lungs from taking in oxygen and burning them from the inside.

XP 51,200

Type poison, inhaled; Onset o rounds

Initial Save Fortitude DC 28; Initial Toxicity 12/7; Dosage Increase +1 per dose; Toxicity Decay none

Detection Perception DC 40, -5 per dose; **Identification** Craft (alchemy) or Heal DC 33

Antidote cure; Antidote Creation Heal DC 35, 3d6 rounds; Antidote Price 5,200 gp per dose

Creation Craft (alchemy) DC 35; **Expiration** none, gas cloud 1 minute; **Price** 20,550 gp per dose

STAGE ONE

Save Fortitude DC 28; Frequency 1/round; Diagnosis Heal DC 38

Toxicity 1 - 3

Symptoms The subject cannot breathe while in this stage. Treat this as holding his breath, even if the subject is actively attempting to breathe.

Effect For each failed save at this stage, the subject suffers 1d6 points of acid damage, as the vapors in his lungs scar him from the inside. For each successful save at this stage, the poison's toxicity decreases by 1.

STAGE TWO

Save Fortitude DC 28; Frequency 1/round; Diagnosis Heal DC 36

Toxicity 4 - 8

Symptoms The subject cannot breathe while in this stage. Treat this as holding his breath, even if the subject is actively attempting to breathe. Additionally, the subject is sickened for as long as he remains at this stage.

Effect For each failed save at this stage, the subject suffers 2d6 points of acid damage, as the vapors in his lungs scar him from the inside. For each successful save at this stage, the poison's toxicity decreases by 1.

STAGE THREE

Save Fortitude DC 28; Frequency 1/round; Diagnosis Heal DC 35

Toxicity 9+

Symptoms The subject cannot breathe while in this stage. Treat this as holding his breath, even if the subject is actively attempting to breathe. Each round in this stage counts as two rounds for the purposes of how long he can hold his breath without needing to make Constitution checks to do so. Additionally, the subject is nauseated for as long as he remains in this stage.

Effect For each failed save at this stage, the subject suffers 4d6 points of acid damage, as the vapors in his lungs scar

him from the inside. For each successful save at this stage, the poison's toxicity decreases by 1.

GUNK CR 19
This thick, black substance is actually a magically and
alchemically treated sample from a black pudding, and
those who come in contact with it are slowly and horrifically
transformed into an ooze of that type.
XP 51,200
Type poison, contact (magic); Onset o rounds
Initial Save Fortitude DC 26; Initial Toxicity 3/2; Dosage
Increase +1 per dose; Toxicity Decay 1/minute
Detection Perception DC 40, -5 per dose; Identification
Craft (alchemy) or Heal DC 30
Antidote -5 per dose; Antidote Creation Heal DC 35, 1d4
minutes, requires polymorph any object; Antidote Price
6,400 gp per dose
Creation Craft (alchamy) DC an Euripation a days Drice

Creation Craft (alchemy) DC 35; **Expiration** 3 days; **Price** 20,550 gp per dose

STAGE ONE

Save Fortitude DC 26; Frequency 1/minute; Diagnosis Heal DC 35

Toxicity 1 - 10

Symptoms At this stage, the subject suffers from intense abdominal pain, rendering him sickened.

Effect For each failed save, the poison's toxicity increases by 1d3, and the subject suffers 1d2 points of Strength, Dexterity, and Constitution damage. A creature reduced to o Strength, Dexterity, or Constitution in this way dies and becomes a black pudding after 1d10 minutes.

STAGE TWO

Save Fortitude DC 26; Frequency 1/minute; Diagnosis Heal DC 35

Toxicity 11+

Symptoms At this stage, the subject suffers from severe abdominal pain, rendering him nauseated.

Effect For each failed save, the poison's toxicity increases by 1, and the subject suffers 1 point of Strength, Dexterity, and Constitution drain, and 1d2 points of Intelligence, Wisdom, and Charisma damage. A creature reduced to 0 Strength, Dexterity, or Constitution in this way dies and becomes a black pudding after 1d10 minutes.

HACKING DOOM

CR 3

This poison takes the form of a simple powder which causes inflammation of the lungs and burning mucus, resulting in painful hacking. At high dosages, the poison causes permanent damage to the lungs.

XP 200

Type poison, inhaled; **Onset** o rounds

Initial Save Fortitude DC 16; **Initial Toxicity** 5/1; **Dosage Increase** +2 per dose; **Toxicity Decay** 1/round **Detection** Perception DC 15, -3 per dose; **Identification**

Heal or Knowledge (nature) DC 18

Antidote -5 per dose; Antidote Creation Heal DC 19, 2d4 rounds; Antidote Price 25 gp per dose

Creation Craft (alchemy) DC 19; **Expiration** 1 day, gas cloud 5 rounds; **Price** 90 gp per dose

STAGE ONE

Save Fortitude DC 16; Frequency 1/round; Diagnosis Heal DC 25

Toxicity 1 - 5

Symptoms The initial effects of hacking doom are

inflammation of the throat and burning mucus. As long as the subject remains in this stage, he suffers a -2 penalty on attack rolls and cannot run or use the charge action due to intense coughing.

Effect For each failed save at this stage, the subject's hacking and coughing causes him to become staggered for 1 round.

STAGE TWO

Save Fortitude DC 14; Frequency 1/round; Diagnosis Heal DC 20

Toxicity 6 - 10

Symptoms As the poison develops, the subject's coughing becomes far worse, making it difficult to act at all. The subject is staggered for as long as he remains in this stage. Effect For each failed save at this stage, the subject suffers

1d4 points of damage as he coughs up blood.

STAGE THREE

Save Fortitude DC 14; Frequency 1/round; Diagnosis Heal DC 25

Toxicity 11+

Symptoms In the final stages of the poison, the subject is wracked with constant, intense coughing, making it difficult to act and damaging his lungs. Each round while he remains in this stage, the subject suffers 1d4 points of damage and is staggered.

Effect For each failed save at this stage, the subject spends his entire round doing nothing but coughing violently.

HEMLOCK

CR 9

A deadly toxin that paralyzes the body and kills by suffocation, this poison is frequently used as a means of execution, but is sometimes used for more nefarious purposes. XP 1,600

Type poison, ingested; Onset 1d10 minutes

Initial Save Fortitude DC 19; Initial Toxicity 1/0; Dosage Increase +1 per dose; Toxicity Decay 1/hour

Detection Perception DC 25, -5 per dose; **Identification** Heal or Knowledge (nature) DC 20

Antidote -5 per dose; Antidote Creation Heal DC 25, 2d8 rounds; Antidote Price 350 gp per dose

Creation Craft (alchemy) DC 25; **Expiration** none; **Price** 1,380 gp per dose

STAGE ONE

Save Fortitude DC 19; Frequency 1/minute; Diagnosis Heal DC 25

Toxicity 1 - 10

Symptoms The initial effects of hemlock poisoning are a dramatic decrease in response time and a general sluggishness of the limbs. The subject is fatigued for as long as he is in this stage of the poison. Further, he suffers an additional -2 penalty on attack rolls, AC, and Reflex saves, and his movement speed is halved (rounded up).

Effect For each failed save at this stage, the poison's toxicity increases by 1d4, and the subject suffers 1 point of Dexterity damage. A character reduced to o Dexterity in this way begins to suffocate. A character who succeeds on three consecutive saves at this stage reduces the toxicity by 2, and each additional consecutive save reduces the toxicity by an additional 2.

STAGE TWO

Save Fortitude DC 19; Frequency 1/minute; Diagnosis Heal DC 23

Toxicity 11 - 20

Symptoms As the hemlock poison spreads throughout the body, it becomes extremely difficult for the subject to move or act. The subject is nauseated for as long as he is in this stage of the poison, even if he is normally immune to the nauseated condition. Additionally, his movement speed is reduced to 1/4 his normal movement speed (rounded up, minimum 5 ft.).

Effect For each failed save at this stage, the poison's toxicity increases by 1d4, and the subject suffers 1d2 points of Dexterity damage. A character reduced to o Dexterity in this way begins to suffocate. A character who succeeds on three consecutive saves at this stage reduces the toxicity by 2, and each additional consecutive save reduces the toxicity by an additional 2.

STAGE THREE

Save Fortitude DC 20; Frequency 1 per 2 hours; Diagnosis Heal DC 23

Toxicity 21+; once the subject reaches this stage of the poison, he cannot return to a lower stage.

Symptoms In the final stages of hemlock poisoning, the victim is completely paralyzed, and gains that condition for as long as he remains in this stage, even if he is normally immune to paralysis.

Effect For each failed save at this stage, the subject suffers 1 point of Dexterity damage, and the poison's toxicity increases by 1d2. A character reduced to o Dexterity in this way begins to suffocate.

CR 2

HYDRA ICHORS

This poison causes intense bodily pain and discomfort as it spreads throughout the body, crippling the victim in mere moments.

XP 150

Type poison, injury; Onset o rounds

Initial Save Fortitude DC 12; Initial Toxicity 11/1; Dosage

Increase +2 per dose; Toxicity Decay 1/round

Detection Perception DC 19, -3 per dose; **Identification** Heal DC 20

Antidote -10 per dose; **Antidote Creation** Heal DC 18, 2d6 rounds; **Antidote Price** 10 gp per dose

Creation Craft (alchemy) DC 18; **Expiration** 1 week; **Price** 30 gp per dose

STAGE ONE

Save Fortitude DC 12; Frequency 1/round; Diagnosis Heal DC 20

Toxicity 1

Symptoms Even at low levels of toxicity, hydra ichors cause extreme pain and gastrointestinal discomfort, resulting in vomiting. The subject is sickened for as long as he remains in this stage.

Effect For each failed save at this stage, the subject becomes nauseated for 1d4 rounds and suffers 1d2 points of Strength damage.

STAGE TWO

Save Fortitude DC 13; Frequency 1/round; Diagnosis Heal DC 20

Toxicity 2 - 10

Symptoms As the poison develops, the subject is subjected to serious discomfort as his blood and bile takes on an acidic quality. As long as he remains in this stage, the subject suffers a -2 penalty to his Constitution score. This penalty does not stack with other penalties to Constitution, but does stack

with Constitution damage and drain. Effect For each failed save at this stage, the subject suffers 1 point of Strength and Dexterity damage.

STAGE THREE

Save Fortitude DC 14; **Frequency** 1/round; **Diagnosis** Heal DC 18

Toxicity 11+

Symptoms In the final stages of the poison, the subject is wracked with an intense, focused discomfort, as the ichorous substance poisons his bloodstream, making it likely he will suffer lasting damage to his internal system. As long as he remains in this stage, the subject suffers a -4 penalty to his Constitution score. This penalty does not stack with other penalties to Constitution, but does stack with Constitution damage and drain.

Effect For each failed save at this stage, the subject suffers 1d4 points of Strength and Dexterity damage.

KNOCK-OUT VENOM

CR 1

This cunning poison was developed by dark elf alchemists as a more potent version of their infamous sleeping poison. As it requires multiple doses in order to have its greatest effect, it is often utilized by strike teams.

XP 100

Type poison, injury; Onset o rounds

Initial Save Fortitude DC 9; Initial Toxicity 10/2; Dosage Increase +2 per dose; Toxicity Decay 1/round; see text Detection Perception DC 12, -1 per dose; Identification Heal DC 15

Antidote cure; Antidote Creation Heal DC 16, 1d4 rounds; Antidote Price 5 gp per dose

Creation Craft (alchemy) DC 16; **Expiration** 1 week; **Price** 20 gp per dose

STAGE ONE

Save Fortitude DC 9; Frequency 1/round; Diagnosis Heal DC 15

Toxicity 1 - 5

Symptoms The poison causes the subject to become drowsy and to easily fall victim to sleep effects. This causes the subject to suffer a -4 penalty on all saving throws made to resist falling unconscious. Additionally, if the subject would awaken from sleep, he must succeed on a Fortitude save (DC 10) or remain asleep. These effects last for as long as he remains in this stage.

Effect For each failed save at this stage, the poison's toxicity increases by 1 and the subject becomes fatigued for 1 round. If the subject is unconscious, he does not need to make saving throws at this stage.

STAGE TWO

Save Fortitude DC 10; Frequency 1/round; Diagnosis Heal DC 18

Toxicity 6 - 10

Symptoms As the poison develops, the subject becomes sluggish and sleepy. For as long as he remains in this stage, the subject automatically fails any saving throw made to resist falling asleep and loses any immunity to sleep effects. **Effect** For each failed save at this stage, the subject falls unconscious until the beginning of his next turn.

STAGE THREE

Save Fortitude DC 12; Frequency 1/day; Diagnosis Heal DC 20

Toxicity 11+

Symptoms In the final stage of the poison, the subject



falls into a dreamless sleep. The subject immediately falls unconscious upon entering this stage. If he is awakened, he is fatigued for a number of rounds equal to the number of rounds the subject spent unconscious in this way. The subject does not automatically awaken upon leaving this stage, but does automatically awaken when the poison's toxicity reaches o. Once he is no longer in this stage, the subject can be awakened by normal means. While in this stage, the poison's toxicity decay is decreased to 1 per hour. **Effect** For each failed save at this stage, the subject suffers 1 point of Wisdom damage as maddening dreams drive him towards catatonia.

MEDUSA'S CROWN

CR 7

This magical poison was extracted from the venomous snakes atop a medusa's head. The poison causes slow petrification of the subject's head, which then falls from his shoulders. **XP 8**00

Type poison, injury (magic); **Onset** o rounds **Initial Save** Fortitude DC 18; **Initial Toxicity** 5/0; **Dosage Increase** +2 per dose; **Toxicity Decay** 1/round **Detection** Perception DC 24, -2 per dose; **Identification**

Detection Perception DC 24, -2 per dose; **Identification** Heal DC 20

Antidote cure; Antidote Creation Heal DC 23, 1d4 rounds, requires stone to flesh; Antidote Price 835 gp per dose Creation Craft (alchemy) DC 23; Expiration 1 week; Price 705 gp per dose

STAGE ONE

Save Fortitude DC 18; Frequency 1/round; Diagnosis Heal DC 20

Toxicity 1 - 4

Symptoms At low levels of toxicity, the effects of medusa's crown are rigid muscles and difficulty in moving. The subject suffers a -2 penalty on all Dexterity-based skill checks for as long as he remains in this stage.

Effect For each failed save at this stage, the subject suffers 1d2 points of Dexterity damage.

STAGE TWO

Save Fortitude DC 15; Frequency 1/round; Diagnosis Heal DC 20

Toxicity 5 - 8

Symptoms In this stage, the venom moves to the subject's head, slowly turning it to stone. The subject suffers a -2 penalty on all Dexterity- and Intelligence-based skill checks for as long as he remains in this stage.

Effect For each failed save at this stage, the subject suffers 1d2 points of Dexterity and Intelligence damage. If the subject's Dexterity or Intelligence would be reduced to 0 in this way, he gains the petrified condition and his head is severed from his body. If the subject is returned to life, he will die again within 1d4 rounds unless he is the target of a *regeneration* spell cast within that time.

STAGE THREE

Save Fortitude DC 16; Frequency 1/round; Diagnosis Heal DC 15

Toxicity 9+

Symptoms In the final stage of the poison, the subject becomes partially petrified, conferring the staggered condition and imposing a -2 penalty to the subject's Dexterity and Intelligence scores for as long as he remains in this stage. **Effect** For each failed save at this stage, the subject suffers 1d6 points of Dexterity and Intelligence damage. If the subject's Dexterity or Intelligence would be reduced to 0 in this way, he gains the petrified condition and his head is severed from his body. If the subject is returned to life, he will die again within 1d4 rounds unless he is the target of a *regeneration* spell cast within that time.

MINDBLANK

CR 6

This strange poison is distilled from a variety of semi-magical mushrooms. The notable effect of this poison is that it causes memory loss which, becomes more severe at higher levels of toxicity.

XP 600

Type poison, ingested; **Onset** o rounds

Initial Save Will DC 16; **Initial Toxicity** 6/3; **Dosage Increase** +1 per dose; **Toxicity Decay** 1 per 10 minutes **Detection** Perception DC 25, -3 per dose; **Identification** Knowledge (arcana) or Spellcraft DC 20

Antidote -3 per dose (the subject also regains 1d4 weeks' worth of permanently-lost memories); **Antidote Creation** Craft (alchemy) or Heal DC 22, 1d4 x 10 minutes; **Antidote Price** 120 gp per dose

Creation Craft (alchemy) DC 22; **Expiration** 1 week; **Price** 480 gp per dose

STAGE ONE

Save Will DC 16; Frequency 1 per 10 minutes; Diagnosis Heal DC 30

Toxicity 1 - 5

Symptoms At lower levels of toxicity, the effects of mindblank include a clouded mind and short-term memory loss. The subject suffers a -10 penalty on Sense Motive checks for as long as he remains in this stage.

Effect For each failed save at this stage, the subject loses the most recent 10 minutes of his memory. These memories do not return to the subject until the poison has completely left his system.

STAGE TWO

Save Will DC 14; Frequency 1 per 10 minutes; Diagnosis Heal DC 15

Toxicity 6+ Symptoms At this high level of toxicity, the subject's memory loss is far more extreme. For as long as he remains in this stage, the subject suffers a -10 penalty on Sense Motive checks and a -2 penalty on Will saves, except those made to resist this poison.

Effect For each failed save at this stage, the subject permanently loses the last week of his memory.

MINDFIRE

This poison affects the mind by causing inflammation of the brain and intense hallucinations. Because of its quick-acting time, the poison is best administered immediately prior to combat.

CR

XP 300

Type poison, ingested; Onset o rounds

Initial Save Fortitude DC 14; **Initial Toxicity** 5/1; **Dosage Increase** +2 per dose; **Toxicity Decay** 1 per 3 rounds **Detection** Perception DC 20, -3 per dose; **Identification** Craft (alchemy) DC 18

Antidote -5 per dose; Antidote Creation Heal DC 20, 1d8 rounds; Antidote Price 45 gp per dose

Creation Craft (alchemy) DC 20; **Expiration** 1 month; **Price** 180 gp per dose

STAGE ONE

Save Fortitude DC 14; Frequency 1/round; Diagnosis Heal DC 20

Toxicity 1 - 4

Symptoms At this stage, the effects of mindfire are hallucinations and loss of mental faculty. The subject suffers a -2 penalty on all Intelligence-, Wisdom-, and Charisma-based skill and ability checks for as long as he remains in this stage.

Effect For each failed save at this stage, the subject suffers from a minor hallucination, causing him to be fascinated for 1 round. Each successful save at this stage reduces the toxicity by 1.

STAGE TWO

Save Fortitude DC 15; Frequency 1/round; Diagnosis Heal DC 20

Toxicity 5 - 9

Symptoms At this stage, the subject suffers from strong delusions and loss of mental capacity. The subject suffers a -6 penalty to his Intelligence, Wisdom, and Charisma scores for as long as he remains in this stage.

Effect For each failed save at this stage, the subject suffers from a painful hallucination, causing him to suffer 1d8 points of damage. Creatures immune to mind-affecting effects are immune to this effect. Each successful save at this stage reduces the toxicity by 1.

STAGE THREE

Save Fortitude DC 12; **Frequency** 1/round; **Diagnosis** Heal DC 15

Toxicity 10+

Symptoms At the final stages of the poison, the subject suffers debilitating mental trauma as fever overwhelms him.

He suffers a -8 penalty to his Intelligence, Wisdom, and Charisma scores for as long as he remains in this stage. Effect For each failed save at this stage, the subject suffers 1d8 points of damage and becomes dazed for 1 round. Each successful save at this stage reduces the toxicity by 1.

MINDSLUDGE MIST

CR 13

This black-purple, roiling mist deadens the mind, leaving the subject highly vulnerable to suggestion.

XP 6,400

Type poison, inhaled (magic); Onset o rounds

Initial Save Fortitude DC 22; Initial Toxicity 15/8; Dosage Increase +1 per dose; Toxicity Decay 1/minute

Detection Perception DC 35, -7 per dose; **Identification** Craft (alchemy) or Heal DC 25

Antidote –3 per dose; Antidote Creation Heal DC 30, 2d8 minutes, requires *moment of prescience*; Antidote Price 2,200 gp per dose

Creation Craft (alchemy) DC 30; **Expiration** one month, gas cloud 1 round; **Price** 4,200 gp per dose

STAGE ONE

Save Fortitude DC 22; Frequency 1/minute; Diagnosis Heal DC 30

Toxicity 1 - 5

Symptoms As long as he remains in this stage, the subject is mildly suggestible. His attitude towards all creatures improves by one step, and he suffers a -5 penalty on Sense Motive checks, and the DC to make a request of the subject through Diplomacy or similar means is reduced by 2 (note that if the request takes long enough that the subject leaves this stage before the request can be granted, he may change his mind).

Effect For each failed save at this stage, the subject suffers 1 point of Intelligence and Wisdom damage, and will continue to suffer the symptoms associated with stage one of the poison for 1 hour after he is cured of the poison.

STAGE TWO

Save Fortitude DC 22; Frequency 1/minute; Diagnosis Heal DC 30

Toxicity 6 - 10

Symptoms As long as he remains in this stage, the subject is staggered. Additionally, the subject is highly suggestible. His starting attitude towards all creatures improves by one step, and he suffers a -20 penalty on Sense Motive checks, and the DC to make a request of the subject through Diplomacy or similar means is reduced by 10 (note that if the request takes long enough that the subject leaves this stage before the request can be granted, he may change his mind). **Effect** For each failed save at this stage, the subject suffers 1 point of Intelligence and Wisdom damage.

STAGE THREE

Save Fortitude DC 22; Frequency 1/minute; Diagnosis Heal DC 30

Toxicity 11+

Symptoms As long as he remains in this stage, the subject is staggered. Additionally, each round, the subject must succeed on a Will save (DC 22) or become fascinated by the nearest creature or object for as long as he remains in this stage (if the fascination effect is ended prematurely, he must resume making Will saves each round). Finally, as long as the subject is fascinated, he is particularly suggestible, and any creature can give him instructions during this time. If this happens, then the next time that the subject sleeps, he will enter a

trancelike state and be affected as though by the *suggestion* spell to fulfill those instructions. The saving throw DC is 22, and the saving throw is made at the time the instructions would be carried out. Only one set of instructions are followed: if multiple creatures give instructions, determine which one is followed with opposed Charisma checks. **Effect** For each failed save at this stage, the subject suffers 1 point of Intelligence and Wisdom damage.

MIST OF BETRAYAL

CR 12

This faintly green-tinted vapor has a slight odor of vinegar, and is named for the hallucinations it causes, which have a curious tendency to compel subjects to attack their allies. XP 4,800

Type poison, inhaled; Onset 1d4 rounds

Initial Save Fortitude DC 21; Initial Toxicity 5/3; Dosage Increase +2 per dose; Toxicity Decay 1/round

Detection Perception DC 25, -5 per dose; **Identification** Heal or Craft (alchemy) DC 30

Antidote –5 per dose; Antidote Creation Heal DC 29, 1d8 rounds; Antidote Price 800 gp per dose

Creation Craft (alchemy) DC 29; **Expiration** none, gas cloud 1 minute; **Price** 3,240 gp per dose

STAGE ONE

Save Fortitude DC 21; Frequency 1/round; Diagnosis Heal DC 29

Toxicity 1 - 4

Symptoms In low doses, mist of betrayal does little more than disorient subjects, imposing a -2 penalty to attack rolls, AC, and Reflex saves for as long as they remain in this stage. **Effect** For each failed save at this stage, the subject suffers 1 point of Wisdom damage, and the poison's toxicity increases by 1.

STAGE TWO

Save Fortitude DC 19; **Frequency** 1/round; **Diagnosis** Heal DC 27

Toxicity 5 - 10

Symptoms In higher concentrations, the poison causes the subject to suffer from very realistic hallucinations. In addition to the symptoms associated with stage one of the poison, the subject is confused for as long as he remains in this stage of the poison.

Effect For each failed save at this stage, the subject suffers 1d2 points of Wisdom damage, and the poison's toxicity increases by 1d3.

STAGE THREE

Save Fortitude DC 18; Frequency 1/round; Diagnosis Heal DC 25

Toxicity 11+

Symptoms In severe cases, the poison's hallucinations take a more sinister and direct aspect, and draw upon the subject's subconscious to direct him to attack his allies, specifically. For as long as he remains at this stage, the subject must succeed on a Will save each round (DC 18) or do his best to attempt to harm his nearest ally (this can include actions beyond simple attacks, such as casting spells). The subject also suffers all symptoms associated with stage one.

Effect For each failed save at this stage, the subject suffers 1d4 points of Wisdom damage.



NIGHTMARE POWDER

CR 17

This dark blue powder attacks the subject's central nervous system, paralyzing him, pumping his system with fear-inducing neurochemicals, and causing horrifying hallucinations.

XP 25,600

Type poison, inhaled; Onset o rounds

Initial Save Fortitude DC 23; Initial Toxicity 10/7; Dosage Increase +0 per dose; Toxicity Decay 1/round

Detection Perception DC 36, -6 per dose; **Identification** Heal or Knowledge (nature) DC 28

Antidote –5 per dose; **Antidote Creation** Heal DC 33, 2d8 rounds; **Antidote Price** 3,100 gp per dose

Creation Craft (alchemy) DC 33; **Expiration** none, gas cloud 1 minute; **Price** 12,300 gp per dose

STAGE ONE

Save Fortitude DC 23; **Frequency** 1/round; **Diagnosis** Heal DC 33

Toxicity 1 - 5

Symptoms The subject is shaken for as long as he remains in this stage, and suffers a -2 penalty on saving throws made to resist fear effects. Additionally, he suffers horrific and terrifying visions, and must succeed on a Will save (DC 23) each round or be confused for 1 round. This is a mindaffecting fear effect.

Effect For each failed save at this stage, the subject suffers 1 point of Wisdom damage.

STAGE TWO

Save Fortitude DC 22; Frequency 1/round; Diagnosis Heal DC 33 Toxicity 6+ **Symptoms** The subject is shaken and staggered for as long as he remains in this stage, and suffers a -5 penalty on saving throws made to resist fear effects.

Effect For each failed save at this stage, the subject suffers 1d2 points of Wisdom damage, and is paralyzed for 1 round.

NUMBING AGENT

This poison is a modification of jellyfish venom and causes numbness and temporary paralyzation in the victim. **XP** 400

Type poison, contact; Onset o rounds

Initial Save Fortitude DC 18; **Initial Toxicity** 5/2; **Dosage Increase** +2 per dose; **Toxicity Decay** 1 per 2 rounds **Detection** Perception DC 24, -3 per dose; **Identification** Heal DC 20

Antidote -5 per dose; Antidote Creation Craft (alchemy) or Heal DC 21, 3d6 rounds; Antidote Price 80 gp per dose Creation Craft (alchemy) DC 21; Expiration 1 week; Price 315 gp per dose

STAGE ONE

Save Fortitude DC 18; Frequency 1/round; Diagnosis Heal DC 20

Toxicity 1 - 4

Symptoms At this stage, the effects of numbing agent are a loss of feeling in the subject's extremities. The subject suffers a -2 penalty to his Dexterity score and gains a +2 competence bonus on saving throws made to resist effects with the pain descriptor for as long as he remains in this stage.

Effect For each failed save at this stage, the subject becomes staggered for 1 round.

STAGE TWO

Save Fortitude DC 18; Frequency 1/round; Diagnosis Heal DC 20

Toxicity 5+

Symptoms At this stage, the subject's motor functions become severely compromised. The subject suffers a -4 penalty to his Dexterity score and cannot run or charge for as long as he remains in this stage.

Effect For each failed save at this stage, the subject is paralyzed for 1 round.

RED LIGHTNING

CR 12

CR 5

This translucent red liquid stimulates the subject's brain and nervous system, granting a short burst of energy and mental clarity, followed by a horrific breakdown as the body collapses under the strain.

XP 4,800

Type poison, contact (magic); Onset o rounds

Initial Save Fortitude DC 21; Initial Toxicity 13/7; Dosage Increase +1 per dose; Toxicity Decay 1/round

Detection Perception DC 33, -6 per dose; **Identification** Craft (alchemy) or Heal DC 26

Antidote –5 per dose; **Antidote Creation** Heal DC 29, 3d8 rounds, requires *deep slumber*; **Antidote Price** 950 gp per dose

Creation Craft (alchemy) DC 29; **Expiration** one month, gas cloud 1 round; **Price** 3,240 gp per dose

STAGE ONE

Save Fortitude DC 21; Frequency 1/round; Diagnosis Heal DC 27

Toxicity 1-6

Symptoms As the poison works its way out of the subject's system, he begins to suffer withdrawal, and loses some control over his motor skills. He suffers a -4 penalty to Dexterity and Wisdom for as long as he remains in this stage. **Effect** For each failed save at this stage, the subject suffers 1 point of Dexterity damage, and seizes for 1 round. Seizing in this way prevents the subject from acting, causes him to drop any held items, denies him his Dexterity bonus to AC, and provokes attacks of opportunity.

STAGE TWO

Save Fortitude DC 21; Frequency 1/round; Diagnosis Heal DC 35

Toxicity 7+

Symptoms At this stage of poisoning, the subject is prone to mild nosebleeds, but otherwise feels exhilarated. As long as the subject is in this stage, he gains a +2 bonus to his Dexterity score.

Effect For each failed save at this stage, the subject gains a cumulative +1 bonus to his Intelligence score for as long as he remains in this stage. As soon as he leaves this stage, these bonuses are replaced by 1 point of Constitution damage at a rate of 1 per minute (each minute, the subject's Intelligence bonus granted by this effect is reduced by 1 and he suffers 1 point of Constitution damage). Constitution damage inflicted in this way cannot be healed until the subject is cured of the poison.

SECOND DEATH

CR 9

This fearsome poison is favored not so much for its ability to kill, but for the residue that it leaves within its victims, which prevents them from being resurrected.

XP 1,600

Type poison, injury; Onset o rounds

Initial Save Fortitude DC 16; Initial Toxicity 7/4; Dosage Increase +1 per dose; Toxicity Decay 1/hour

Detection Perception DC 25, -5 per dose; **Identification** Craft (alchemy) or Heal DC 20

Antidote none; Antidote Creation N/A; Antidote Price N/A

Creation Craft (alchemy) DC 25; **Expiration** none; **Price** 1,380 gp per dose

STAGE ONE

Save Fortitude DC 16; Frequency 1 per 10 minutes; Diagnosis Heal DC 20

Toxicity 1 - 5

Symptoms As the poison begins to work its way out of the subject's body, he is no longer sickened, but a creature that dies while in this stage of the poison cannot be resurrected except by a *true resurrection* spell, or more powerful magic. **Effect** For each failed save at this stage, the subject suffers 1 point of Constitution damage. Constitution damage inflicted this way heals at a rate of 1 per hour.

STAGE TWO

Save Fortitude DC 16; Frequency 1 per 10 minutes; Diagnosis Heal DC 22

Toxicity 6+

Symptoms In the initial stages of second death poisoning, the subject suffers intense feelings of nausea and stomach distress. The subject is sickened for as long as he remains in this stage of the poison. Additionally, a creature that dies while in this stage of the poison cannot be resurrected except by a *true resurrection* spell, or more powerful magic. **Effect** For each failed save at this stage, the subject suffers 1

point of Constitution damage. Constitution damage inflicted this way heals at a rate of 1 per hour.

SENSORY DEPRIVATION POISON

This heinous poison causes loss of the senses. The victim first loses his hearing and then his vision, perhaps permanently. **XP** 300

Type poison, ingested; Onset 1 minute

Initial Save Fortitude DC 14; Initial Toxicity 5/1; Dosage Increase +2 per dose; Toxicity Decay 1/minute

Detection Perception DC 20, -3 per dose; **Identification** Heal DC 16

Antidote -5 per dose; Antidote Creation Heal DC 20, 2d4 minutes; Antidote Price 45 gp per dose

Creation Craft (alchemy) DC 20; **Expiration** 1 week; **Price** 180 gp per dose

STAGE ONE

Save Fortitude DC 14; Frequency 1/minute; Diagnosis Heal DC 20

Toxicity 1 - 4

Symptoms In low doses, sensory deprivation poison causes a diminished sense of sight and hearing. As long as the subject remains at this stage, he suffers a penalty on all Perception checks equal to the poison's toxicity.

Effect For each failed save at this stage, this penalty to Perception checks is doubled for 1 hour. This effect stacks with itself.

STAGE TWO

Save Fortitude DC 15; Frequency 1/minute; Diagnosis Heal DC 20

Toxicity 5 - 9

Symptoms In this stage, the subject suffers acute loss of hearing. In addition to suffering all of the symptoms associated with stage one, he suffers a further -10 penalty on all Perception checks dependant on hearing.

Effect If the subject fails a save at this stage, he is deafened for 1 hour.

STAGE THREE

Save Fortitude DC 13; **Frequency** 1/minute; **Diagnosis** Heal DC 15

Toxicity 10+

Symptoms At the final stages of the poison, the subject suffers acute loss of vision. In addition to suffering all of the symptoms associated with stage one, he suffers a further -10 penalty on all Perception checks dependant on sight **Effect** If the subject fails a save at this stage, he is blinded for 1 hour.

SHIFTER'S BANE

Developed to fight werewolves, shifter's bane is an absolute blessing to those who hunt the vile shapeshifters. While only lethal in extreme cases, the advantages gained through the use of this poison can turn the edge in any fight. XP 400

Type poison, ingested; Onset o rounds

Initial Save Fortitude DC 18; Initial Toxicity 10/0; Dosage Increase +1 per dose; Toxicity Decay 1/hour

Detection Perception DC 21, -3 per dose; **Identification** Knowledge (alchemy) DC 17

Antidote -5 per dose; **Antidote Creation** Heal or Survival DC 21, 1d6 x 10 minutes; **Antidote Price** 80 gp

CR 5

Creation Craft (alchemy) DC 24; **Expiration** 1 week; **Price** 315 gp per dose

STAGE ONE

Save Fortitude DC 18; **Frequency** 1 per 10 minutes; **Diagnosis** Heal DC 20

Toxicity 1 - 6

Symptoms At this stage, the effects of shifter's bane prevent the subject from shapeshifting. While he remains at this stage, the subject cannot change shape, except as a result of this poison or by magical means.

Effect With each failed save at this stage, the subject returns to his natural form.

STAGE TWO

Save Fortitude DC 20; Frequency 1/round; Diagnosis Heal DC 10

Toxicity 7+

Symptoms At high levels of toxicity, the subject loses the ability to alter his form in any beneficial way. The subject cannot alter his form through any means, other than as a result of this poison.

Effect If the subject fails a saving throw at this stage, he returns to his natural form. He also suffers 5dio points of nonlethal damage, unless he was already in his natural form at the time of the failed save.

SLEEPING BABY

This poison numbs the subject's muscles and restricts oxygen flow, tiring the subject and weakening him.

XP 6,400

Type poison, injury; Onset o rounds

Initial Save Fortitude DC 22; Initial Toxicity 10/5; Dosage Increase +2 per dose; Toxicity Decay 1/round

Detection Perception DC 34, -6 per dose; **Identification** Craft (alchemy) DC 30

Antidote –8 per dose; Antidote Creation Heal DC 30, 2d6 rounds; Antidote Price 1,000 per dose

Creation Craft (alchemy) DC 30; **Expiration** 2 months; **Price** 4,200 gp per dose

STAGE ONE

Save Fortitude DC 22; Frequency 1/round; Diagnosis Heal DC 30

Toxicity 1 -20

Symptoms The subject is fatigued for as long as he remains at this stage.

Effect For each failed save at this stage, the subject suffers 2 points of Strength damage. Strength damage inflicted in this way heals at a rate of 1 per minute.

STAGE TWO

Save Fortitude DC 19; Frequency 1/round; Diagnosis Heal DC 30

Toxicity 21+

Symptoms The subject is exhausted for as long as he remains at this stage.

Effect If the subject fails a saving throw at this stage, he falls asleep, and cannot be awakened by normal means for 2d4 hours.

SLEEPING DRAUGHT

CR 5

As its name implies, this magical poison is designed to send the victim into a sleep from which he will not awaken. **XP** 400 Type poison, ingested (magic); Onset 1 hour

Initial Save Fortitude DC 18; Initial Toxicity 3/0; Dosage Increase +1 per dose; Toxicity Decay 1/day

Detection Perception DC 22, -2 per dose; **Identification** Knowledge (alchemy) DC 20

Antidote -1 per dose and the subject gains a +2 bonus on saving throws made to resist the poison's effects for 24 hours; **Antidote Creation** Craft (alchemy) or Heal DC 21, 10 minutes, requires *remove curse*; **Antidote Price** 230 gp per dose

Creation Craft (alchemy) DC 21; **Expiration** 1 week; **Price** 315 gp per dose

STAGE ONE

Save Fortitude DC 18; Frequency 1 per 2 hours; Diagnosis Heal DC 30

Toxicity 1 - 4

Symptoms The initial effects of sleeping draught cause the subject to become incredibly weary, making it hard for him to be woken once he is asleep. As long as he remains in this stage, the subject cannot be awoken prematurely, except by magical means.

Effect For each failed save at this stage, the subject falls asleep for 1 hour.

STAGE TWO

Save Fortitude DC 15; **Frequency** 1/week; **Diagnosis** Heal DC 10

Toxicity 5+

CR 13

Symptoms As the poison reaches its final stage, the subject falls into a trance-like sleep, and is rendered unconscious. The subject cannot be awoken prematurely by any means short of a *wish* or *miracle* spell, and so long as the subject sleeps, he does not need to eat or drink. These effects last for as long as he remains in this stage.

Effect For each failed save at this stage, the subject remains asleep for 1 week, and the toxicity does not decay during that time.

SLIME SWEAT

This contact poison causes skin irritation and eventually transforms the victim's skin into a slimy, semi-liquid state. The harsh smell of the slick, sweat-like slime can make the poison dangerous to others as well.

CR 2

XP 150

Type poison, contact; Onset o rounds

Initial Save Fortitude DC 14; Initial Toxicity 10/5; Dosage Increase +1 per dose; Toxicity Decay 1/round

Detection Perception DC 15, -3 per dose; **Identification** Heal or Knowledge (nature) DC 15

Antidote -5 per dose; Antidote Creation Heal DC 18, 2d4 rounds; Antidote Price 10 gp per dose

Creation Craft (alchemy) or Knowledge (nature) DC 18; **Expiration** 1 day; **Price** 30 gp per dose

STAGE ONE

Save Fortitude DC 14; Frequency 1/round; Diagnosis Heal DC 18

Toxicity 1 - 5

Symptoms In low doses, the effects of slime sweat are mild skin irritation and itching, with a corrosive effect which can make the infection worse. The subject suffers a -1 penalty to AC, Reflex saves, and attack rolls for as long as he remains at this stage. Additionally, he suffers a -4 circumstance penalty on all saving throws made against initial exposure to contact

poisons. These effects last for as long as he remains in this stage.

Effect For each failed save at this stage, these penalties inflicted by the poison's symptom increase by -1 for that round. Additionally unless the poison has already reached stage two at least once, its toxicity increases by 1.

STAGE TWO

Save Fortitude DC 14; Frequency 1/round; Diagnosis Heal DC 14

Toxicity 6 - 10

Symptoms At this stage, the subject experiences severe skin irritation and pain, as excruciating blisters erupt over his body. The subject is sickened for as long as he remains at this stage.

Effect For each failed save at this stage, the subject suffers 1d2 points of damage and suffers a like penalty to AC, Reflex saves, and attack rolls until the end of the round. Each successful save at this stage reduces the poison's toxicity by 1.

STAGE THREE

Save Fortitude DC 14; Frequency 1/round; Diagnosis Heal DC 12

Toxicity 11+

Symptoms In the final stages of the poison, the subject's skin becomes slick like slime and begins to exude a potent smell. The subject is constantly sickened, and additionally suffers a -2 penalty to his CMD for the purpose of disarm attempts. Further, each creatures within a 10-foot radius of the subject (including the subject himself) must succeed on a Fortitude save (DC 14) each round or become nauseated for 1 round. These effects last for as long as he remains in this stage. **Effect** For each failed save at this stage, the subject suffers 1 point of Constitution damage.

THRASHING IMP BILE

CR 11

This magical poison is well known for its terrible effects on the body. Total loss of muscle control is inevitable, and is followed by painful seizures and, ultimately, death.

XP 3,200

Type poison, injury (magic) Onset o rounds

Initial Save Fortitude DC 23; Initial Toxicity 10/5; Dosage Increase +1 per dose; Toxicity Decay 1/round

Detection Perception DC 19, -1 per dose; **Identification** Craft (alchemy) DC 25

Antidote N/A; Antidote Creation N/A; Antidote Price N/A

Creation Craft (alchemy) DC 28; **Expiration** N/A; **Price** 2,460 gp per dose

STAGE ONE

Save Fortitude DC 23; Frequency 1/round; Diagnosis Heal or Spellcraft DC 23

Toxicity 1 - 5

Symptoms At this stage, the effects of thrashing imp bile are uncontrollable muscle spasms. The subject suffers a -4 penalty to his Dexterity score and his movement speed is halved for as long as he remains in this stage.

Effect For each failed save at this stage, the subject does nothing but dance in place for 1 round.

STAGE TWO

Save Fortitude DC 20; **Frequency** 1/day; **Diagnosis** Heal or Spellcraft DC 25

Toxicity 6+

Symptoms The final symptoms of thrashing imp bile are uncontrollably violent muscle spasms. For as long as

he remains in this stage, the subject gains the staggered condition, suffers a -4 penalty to his Dexterity score, and his movement speed is halved.

Effect For each failed save at this stage, the subject does nothing but dance in place for 1 minute. His wild flailing causes him to damage himself, and each round that he dances in this way, if he is not restrained, he takes an amount of damage equal to 1d8 + his Strength modifier.

TRIMITHRAL IODIDE

This unusual toxin was created through alchemical processes, and does not occur naturally. It is actually a liquefied metal, which is absorbed into the skin on contact, and is an extremely deadly, if slow-acting, poison.

XP 12,800

Type poison, contact (magic); the poison can seep through cloth, leather, and metal in seconds, potentially allowing contact even through armor or clothing; **Onset** 1 month **Initial Save** Fortitude DC 26; **Initial Toxicity** 1/1; **Dosage Increase** +0 per dose; **Toxicity Decay** none

Detection Perception DC 32, -4 per dose; **Identification** Craft (alchemy) DC 30

Antidote none; additionally, any magic short of *wish* or *miracle* has no effect; Antidote Creation N/A; Antidote Price N/A

Creation Craft (alchemy) DC 32; **Expiration** none; **Price** 7,200 gp per dose

STAGE ONE

Save Fortitude DC 26; Frequency 1/month; Diagnosis Heal DC 35

Toxicity 1 - 5

Symptoms In its early stages, this poison does not present any noticeable symptoms, making it very hard to detect. **Effect** For each failed save at this stage, the poison's toxicity increases by 1d2. If the subject's Fortitude save exceeds the DC by 5 or more, the poison's toxicity decreases by 1, instead. There are no other penalties for a failed save at this stage.

STAGE TWO

Save Fortitude DC 26; Frequency 1/month; Diagnosis Heal DC 30

Toxicity 6+

Symptoms Once the poison begins to take effect, it does so in a truly debilitating fashion. The subject suffers a -4 penalty to each of his ability scores for as long as he remains in this stage.

Effect For each failed save at this stage, the subject suffers 1d4 points of Constitution damage, which cannot be healed by any means for as long as the subject is in this stage. If the subject's Fortitude save exceeds the DC by 5 or more, the poison's toxicity decreases by 1, instead.

TRUTH SERUM

This clear, odorless liquid affects the subject's mind, inhibiting access to the parts of the brain that allow for lying and falsehood, and forcing the subject to tell the truth. **XP** 9,600

Type poison, ingested (magic); **Onset** 1d4 minutes **Initial Save** Fortitude DC 23; **Initial Toxicity** 15/8; **Dosage Increase** +3 per dose; **Toxicity Decay** 1/minute **Detection** Perception DC 30, -7 per dose; **Identification** Craft (alchemy) or Heal DC 32

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CR 15

Antidote –5 per dose; Antidote Creation Heal DC 31, 3d8 minutes, requires *glibness*; Antidote Price 1,510 gp per dose Creation Craft (alchemy) DC 31; Expiration none; Price 5,550 gp per dose

STAGE ONE

Save Fortitude DC 23; **Frequency** 1/minute; **Diagnosis** Heal DC 34

Toxicity 1 - 5

Symptoms At this stage, the subject suffers a -5 penalty on Bluff and Disguise checks, as it is very difficult for him to tell a lie or intentionally deceive without some subconscious clue or tell giving him away.

Effect There is no penalty for a failed save at this stage.

STAGE TWO

Save Fortitude DC 23; Frequency 1/minute; Diagnosis Heal DC 32

Toxicity 6 - 10

Symptoms At this stage, the subject is incapable of lying or otherwise intentionally misleading others. A successful Will save (DC 23) suppresses this effect for 1 round.

Effect For each failed save at this stage, the subject suffers 1 point of Wisdom and Charisma damage.

STAGE THREE

Save Fortitude DC 23; **Frequency** 1/minute; **Diagnosis** Heal DC 30

Toxicity 11+

Symptoms At this stage, the subject is completely incapable of lying or otherwise intentionally misleading others. Additionally, whenever he is asked a question, he must succeed on a Will save (DC 25) or be compelled to provide the answer to that question, to the best of his knowledge and ability.

Effect For each failed save at this stage, the subject suffers 1 point of Wisdom and Charisma damage.

WAITING REAPER

CR 10

This deadly poison is unlikely to kill a victim on its own, but prevents the body's healing functions from working, preventing even normal healing magic from repairing the subject's wounds.

XP 2,400

Type poison, injury (magic); Onset o rounds

Initial Save Fortitude DC 19; Initial Toxicity 4/2; Dosage Increase +2 per dose; Toxicity Decay 1/day

Detection Perception DC 30, -5 per dose; **Identification** Craft (alchemy) or Heal DC 25

Antidote –3 per dose; Antidote Creation Heal DC 27, 1 hour, requires *restoration*; Antidote Price 830 gp per dose Creation Craft (alchemy) DC 27; Expiration none; Price 1,860 gp per dose

STAGE ONE

Save Fortitude DC 19; Frequency 1/day; Diagnosis Heal DC 27

Toxicity 1 - 4

Symptoms In small doses, the poison inhibits the subject's ability to heal, but does not prevent it altogether. The subject does not heal hit point damage from resting or from mundane attempts at healing (such as the treat wounds use of the Heal skill), and if he has regeneration or fast healing, it ceases to function as long as he is in this stage. Further, whenever he would be healed by a magical or supernatural effect, the subject recovers half as many hit points as he

otherwise would. This has no effect on healing that does not apply to hit point damage (such as healing ability score damage or removing negative levels).

Effect For each failed save at this stage, the subject suffers 1d4 points of damage.

STAGE TWO

Save Fortitude DC 17; **Frequency** 1/day; **Diagnosis** Heal DC 24

Toxicity 5+

Symptoms In higher concentrations, this poison prevents all healing of any kind. The subject cannot regain hit points in any way, nor can the subject heal ability score damage or drain, or remove negative levels. A subject that dies while in this stage cannot be resurrected except by *resurrection* or more powerful magic.

Effect For each failed save at this stage, the subject suffers 1d8 points of damage.

WITCH'S END

This potent poison inhibits spellcasting, and is used to render eve<mark>n the</mark> most p<mark>owe</mark>rful spellcasters defens<mark>eless</mark>.

CR 18

XP 38,400

Type poison, ingested (magic); Onset 1 minute

Initial Save Fortitude DC 23; Initial Toxicity 10/7; Dosage Increase +3 per dose; Toxicity Decay 1/hour

Detection Perception DC 38, -9 per dose; **Identification** Craft (alchemy) or Heal DC 30

Antidote –4 per dose; **Antidote Creation** Heal DC 34, 1 minute, requires *break enchantment*; **Antidote Price** 4,450 gp per dose

Creation Craft (alchemy) DC 34; **Expiration** one month; **Price** 15,900 gp per dose

STAGE ONE

Save Fortitude DC 23; **Frequency** 1/hour; **Diagnosis** Heal DC 34

Toxicity 1 - 8

Symptoms At this stage, the subject must struggle to cast spells. In order to cast a spell, he must succeed on a concentration check (DC 20 + twice the spell's level; o-level spells are treated as being 1/2 of a level for the purposes of calculating this DC). Failure on this check indicates that the spell has no effect, and is wasted.

Effect For each failed save at this stage, the subject suffers a -2 penalty on concentration checks for 1 hour.

STAGE TWO

Save Fortitude DC 24; **Frequency** 1/hour; **Diagnosis** Heal DC 30

Toxicity 9 - 16

Symptoms At this stage, the subject is incapable of casting any but the simplest of spells, and even that requires effort. The subject cannot cast spells of 3^{rd} level or higher. In order to cast a spell of 2^{rd} level or lower, he must succeed on a concentration check (DC 25 + twice the spell's level; o-level spells are treated as being 1/2 of a level for the purposes of calculating this DC). Failure on this check indicates that the spell has no effect, and is wasted. Finally, if he does successfully cast such a spell at this stage, his caster level is treated as being the minimum required to cast that spell for all purposes of the spell (potentially including range, number of targets, damage, duration, and so on).

Effect For each failed save at this stage, the subject suffers 1 point of Intelligence, Wisdom, and Charisma damage.

STAGE THREE

Save Fortitude DC 25; Frequency 1/hour; Diagnosis Heal DC 26

Toxicity 17+

Symptoms At this stage, the subject is completely incapable of casting spells, or using spell-like or supernatural abilities. **Effect** For each failed save at this stage, the subject suffers 1 point of Intelligence, Wisdom, and Charisma damage.

WITCH'S TEARS

CR 2

A clear liquid of arcane origin, this poison is fast-acting and often employed to cloud the minds of the poisoner's foes for a short period.

XP 150

Type poison, ingested; Onset 1 minute

Initial Save Fortitude DC 12; Initial Toxicity 5/1; Dosage

Increase +1 per dose; Toxicity Decay 1/minute

Detection Perception DC 20, -3 per dose; **Identification** Heal or Knowledge (arcana) DC 15

Antidote -5 per dose; Antidote Creation Heal or Knowledge (arcana) DC 18, 1d6 minutes; Antidote Price 10 gp per dose Creation Craft (alchemy) DC 18; Expiration 1 month; Price 30 gp per dose

STAGE ONE

Save Fortitude DC 12; Frequency 1/minute; Diagnosis Heal DC 25

Toxicity 1 - 4

Symptoms At this stage, the effects of witch's tears cloud the subject's mind and leave him vulnerable to magical attack. The subject suffers a -1 penalty on all saving throws against spells for as long as he remains at this stage.

Effect For each failed save at this stage, the subject suffers a -1 penalty to Will saves for 1 minute.

STAGE TWO

Save Fortitude DC 12; Frequency 1/minute; Diagnosis Heal DC 20

Toxicity 5 - 9

Symptoms At this stage, witch's tears make the subject weak and vulnerable to all forms of attack. The subject suffers a -2 penalty on all saving throws for as long as he remains at this stage.

Effect For each failed save at this stage, the subject suffers 1 point of Dexterity, Constitution, and Wisdom damage.

STAGE THREE

Save Fortitude DC 13; Frequency 1/minute; Diagnosis Heal DC 20

Toxicity 10+

Symptoms In the final stages of the poison, the subject's mind and body falter, allowing him to be easily affected by attacks of all kinds. As long as the subject remains at this stage, he rolls all saving throws twice and must take the worst result.

Effect For each failed save at this stage, the subject suffers 2 points of Dexterity, Constitution, and Wisdom damage.

WITHERING

CR 1

A simple poison which causes muscle weakness, and at high dosages, causes long-term atrophy.

XP 100

Type poison, ingested; Onset 1 day

Initial Save Fortitude DC 10; Initial Toxicity 3/1; Dosage

Increase +1 per dose; Toxicity Decay 1/day

Detection Perception DC 16, -2 per dose; **Identification** Heal or Knowledge (nature) DC 14

Antidote -5 per dose; Antidote Creation Heal DC, 16, 1 hour; Antidote Price 5 gp per dose

Creation Craft (alchemy) DC 16; **Expiration** 1 week; **Price** 20 gp per dose

STAGE ONE

Save Fortitude DC 10; **Frequency** 1/day; **Diagnosis** Heal DC 20

Toxicity 1 - 12

Symptoms The initial effects of withering poisoning include light muscle weakness and exhaustion. This causes the subject to suffer a -2 penalty on all Strength-based skill and ability checks for as long as he remains in this stage. **Effect** For each failed save at this stage, the poison's toxicity increases by 2, but the subject suffers no additional ill effects.

STAGE TWO

Save Fortitude DC 15; Frequency 1/day; Diagnosis Heal DC 18

Toxicity 13 - 21

Symptoms As the poison develops, the subject's muscle weakness becomes more pronounced as his body begins to wither away. As long as he remains in this stage, the subject suffers a -2 penalty to his Strength score (this penalty cannot reduce the subject's Strength below o). This penalty does not stack with other penalties to the subject's Strength score (such as those from a *ray of enfeeblement* spell), though it does stack with Strength damage and drain.

Effect For each failed save at this stage, the subject suffers 1 point of Strength damage. This Strength damage is immediately healed if the subject is cured of withering poison.

STAGE THREE

Save Fortitude DC 15; Frequency 1/day; Diagnosis Heal DC

Toxicity 22+

Symptoms In the final stages of the poison, the subject's body becomes horribly withered and decayed, showing obvious visible signs of weakness. The subject suffers a -4 penalty to his Strength score and a -2 penalty to his Constitution score as long as he remains in this stage. **Effect** For each failed save at this stage, subject suffers 1 point of Strength damage.

Treating an Enhanced Poison

Enhanced poisons are very different from normal poisons, and treating them is similarly different. Like normal poisons, however, there are two main methods of treating an enhanced poison: mundane treatment, and magical treatment.

Note that if the poison has the magic type, the subject cannot be cured of the poison unless a *remove curse* or *break enchantment* spell is successfully used. Magical and mundane treatments can still grant the subject bonuses on saving throws made to resist the poison's effects, and can also alleviate symptoms and even move the subject to a lower stage, but they cannot cure the subject of the poison completely. See Type, under Reading an Enhanced Poison, above.

Antidotes

The most effective mundane means of combatting an enhanced poison is to administer the antidote. Each enhanced poison is unique, and has a unique antidote that must be applied to combat it. Applying the antidote for the wrong poison has no effect. Each enhanced poison's stat-block contains information about the antidote for that particular poison, including the effect of the antidote, the DC and time required to make the antidote, and the cost to make the antidote.

Creating an Antidote: Creating an antidote requires a skill check (typically a Heal check, but sometimes another type of check), and the expenditure of resources equal to 1/2 the antidote's market price. The creation process takes a certain amount of time, which varies from antidote to antidote, and is listed in the poison's antidote creation section. If the check fails to meet the DC, the antidote is ruined and the attempt is wasted. The DC represents both the difficulty of crafting the antidote and the scarcity of the necessary ingredients. Several modifiers apply to this skill check, as outlined on the table below.

Doesn't have a healer's kit	-5*
Poison not correctly diagnosed	-10
Has a dose of the poison	+10*
Specifically has all ingredients	+5

Doesn't Have a Healer's Kit: A healer's kit contains a variety of useful ingredients and reagents that help round out the generic ingredients represented by the expended gold. Attempting to make an antidote without a healer's kit imposes a -5 penalty on the check. This penalty does not apply if the creator specifically has all necessary ingredients for the antidote (see Specifically Has All Ingredients, below).

Has a Dose of the Poison: Having a dose of the poison for testing purposes, and sometimes as an ingredient in the antidote, is very helpful. If the character has an unused dose of poison that can be used for this purpose, he gains a +10 bonus on this check (this expends the dose of poison). If the character has access to the body of a creature that died from the poison, he can use that to a lesser extent, and receives a +5 bonus, in that case. Poison Not Correctly Diagnosed: Diagnosing the poison is very important in formulating an antidote. While a very skilled character may be able to create an effective antidote based on the subject's symptoms, doing so involves too much guesswork to be very accurate. If the character has not successfully identified the poison, he suffers a -10 penalty on the check to create the antidote.

Specifically Has All Ingredients: In general, there is no particular list of ingredients that is required to create a given antidote, and it is generally assumed that if a character spends a certain amount of gold on ingredients for antidotes, he can apply those ingredients to any antidote he makes. If, through luck or foresight, he specifically has all of the ingredients needed to create a specific antidote (such as because he deliberately bought ingredients for making an antidote for that poison, or because he happened across such a collection, etc.) he gains a +5 bonus on the check to create the antidote.

The amount of time required to create an antidote is often expressed as a die roll, such as "2d6 rounds" or "3d8 minutes." Each time that a character attempts to create an antidote, the GM should secretly roll this number to determine how long the process will take. The character can abandon the creation of the antidote at any time, and can resume it later, picking up from where he left off, but once he begins, all necessary ingredients are expended. Any round that a character spends working on creating the antidote, he cannot take any other actions. Multiple characters can collaborate to produce the antidote faster, effectively getting two or more rounds worth of work into a single round. In this case, each individual that participates in creating the antidote must make the appropriate check for creating the antidote, and the lowest result from among these is used, making failure much more likely.

Antidotes and Magic Poisons: Antidotes with the magic type require a specific spell be included in the creation of their antidotes. In order to accomplish this, the antidote's creator must expend a prepared spell of the specified sort (or must know the necessary spell and expend a spell slot that could be used to cast it, in the case of spontaneous casters). Alternatively, a potion or scroll containing the necessary spell can be mixed into the antidote, destroying the magic item in the process. Each dose of the antidote requires its own instance of the spell. An antidote for a magic enhanced poison removes the magic type from the poison, and allows the subject to be cured normally (assuming the antidote itself does not cure the poison completely). This is an exception to the normal rules for treating magic poisons.

Administering an Antidote: Administering an antidote is a full-round action. If the subject is unwilling, he must be made helpless in order for the antidote to be applied. Once the antidote is applied, its effect takes place immediately. Most antidotes reduce the toxicity of the poison by a given amount, which is listed in the poison's antidote entry. Some antidotes instead relieve the subject of the poison completely. These antidotes list "cure" instead of a number, and effectively reduce the poison's toxicity to o.

Other Treatment

The majority of poisons are too fast-acting for any kind of long-term care to be effective, and in these cases the proper antidote is the only method of treating the poison without magic, but slower poisons can be treated in a variety of means.

Bed Rest: A character who spends his time in complete rest (not taking any strenuous activities, including combat, casting spells, and so on, and who remains lying down for the majority of the day) gains a +2 bonus on saving throws made to combat an enhanced poison. The character does not gain any benefits from this rest until he has spent at least 8 hours resting, and he must remain in complete rest for the entire time between two saving throws in order to gain this benefit. Because it takes eight hours of rest to begin benefitting from this treatment, it is generally ineffective against most poisons with a frequency and/or toxicity decay of less than 1/hour.

Bleeding: A character that is affected by an injury poison (or a contact poison that was delivered via an attack that dealt slashing or piercing damage) can attempt to draw the poison out of the wound by sucking on it, provided that he successfully detected the poison. Doing so is a full-round action that provokes attacks of opportunity, and must be performed within 3 rounds of being poisoned. The character must succeed on a Constitution check (DC 12) or the attempt fails. The character can make this attempt multiple times, as long as 3 rounds have not yet elapsed, and he continues to spend a full-round action on each attempt. For each successful attempt, the subject reduces the poison's toxicity by 1d2, but no matter how many successful attempts he makes, he cannot reduce it to less than 1/2 the toxicity he received from the dose(s) that he received in this way.

Induced Vomiting: A character that ingests a contact poison or an inhaled poison and immediately realizes that he has been poisoned can attempt to deliberately induce vomiting in order to expel some of the poison from his system. Doing so is a full-round action that provokes attacks of opportunity, and must be performed within 3 rounds of consuming the poison. The character must succeed on a Constitution check (DC 15) or the attempt fails. The character can retry, as long as 3 rounds have not yet elapsed, and he continues to spend a full-round action on each attempt. If successful, the subject reduces the poison's toxicity by $1d_3$, but he cannot reduce it to less than 1/2 the toxicity he received from the dose(s) that he ingested in this way. After a successful attempt, the subject is sickened for 1 minute. While the subject can retry if he fails, he cannot benefit from induced vomiting more than once per time he is exposed to a poison.

Magical Treatment

There are numerous ways of magically treating normal poisons, which are generally somewhat less effective in combatting enhanced poisons. This section provides some information on the way that various spells, spell-like abilities, and supernatural abilities that interact with normal poisons interact with enhanced poisons.

Absorb Toxicity^{UC}: You cannot use this spell to absorb an enhanced poison whose CR exceeds your caster level.

Cleanse^{APG}: Instead of automatically curing a subject of poison, this spell reduces the poison's toxicity by 1 point per 2 caster levels (to a maximum reduction of 10 at 20th level).

Delay Poison: *Delay poison* works normally on enhanced poisons of CR 5 or lower, and for the spell's duration the subject does not suffer from the poison's symptom, and time during the spell's duration does not count towards the poison's frequency or its toxicity decay. For poisons of CR 6 to CR 10, the caster must succeed on a caster level check (DC 5 + the saving throw DC of the poison's current stage), or the spell has no effect. Even if this check is a success, the subject still suffers from the poison's symptom during the spell's duration (although its frequency and delay are still effectively paused). *Delay poison* has no effect on poisons of CR 11 or higher.

Detect Poison: This spell automatically detects the presence of an enhanced poison, as though you had succeeded on a check to detect the poison. Further, the spell grants a +5 bonus on checks made to identify or diagnose the poison, but the DC is based on the poison's statistics entry, not those listed by the spell.

Heal: A *heal* spell completely cures all enhanced poisons of CR 5 or less, just like it cures normal poisons. For enhanced poisons of CR 6 or higher, the caster must succeed on a caster level check (DC 5 + the saving throw DC of the poison's current stage). If the check is successful, the poison's toxicity is reduced by 1 point per 2 caster levels you possess. If the result of the check exceeds this DC by 10 or more, the poison's toxicity is reduced by an amount equal to your caster level, instead.

Neutralize Poison: The DC for the caster level check is equal to 5 + the saving throw DC for the poison's current stage. If the check is successful, the poison's toxicity is reduced by 1 per 2 caster levels (to a maximum reduction of 10 at 20th level). *Neutralize poison* has no effect on enhanced poisons of CR 15 or higher.

Sidebar: Other Magic and Poisons

In addition to using magic to cure poisons, it can also be used to inflict or otherwise affect poisons. This sidebar addresses some common spells and abilities that interact with poison in this way, and how they interact with enhanced poisons.

Accelerate Poison^{APG}: In addition to doubling the frequency of the poison, as described in the spell, this also doubles the toxicity decay.

Pernicious Poison^{UM}: Instead of extending the frequency by 2 increments, this spell increases the poison's toxicity by 1 plus an additional per 5 caster levels (maximum +5 toxicity at 20th level).

Poison: Instead of the normal effect of the spell, you can expose the target to a single enhanced poison of the contact or injury type whose CR is less than or equal to 1/3 your caster level.

Toxic Gift[™]: If used to impose an enhanced poison on the target, the poison's toxicity is equal to the toxicity of the poison affecting you.

Using Enhanced Poisons in Your Game

This section addresses some concerns for both players and GMs about the practical application of enhanced poisons at the game table.

Applying Poison

For the most part, applying an enhanced poison is similar to applying a normal poison: a single dose of poison can affect only a single target, and a poisoned weapon or object retains its poison until the weapon scores a hit or the object is touched. Applying a poison is a standard action, and doing so risks a 5% chance of exposing oneself to the poison in question, unless you have a feat or class feature that protects you from such risks. There are some special circumstances that arise from the nature of enhanced poisons, however, and this section addresses those.

Applying Poison to Food: Applying poison to food uses the same rules as applying poison to any other object, except that you generally apply ingested poisons, and the poison takes effect when the food is consumed. The risk of exposing oneself to the poison remains the same.

Multiple Doses: It is possible to apply multiple doses of poison to a single object or weapon. Each dose must be applied separately, and each dose carries a separate 5% chance of exposing oneself to the poison. Applying multiple doses does not cause the poison to persist on the object or weapon after the first use. Instead, all doses of the poison are applied simultaneously on the next creature hit by the weapon (or the next creature who touches the object, as appropriate). This follows the normal rules for affecting a creature with multiple simultaneous doses of a poison (see Dosage Increase, in Reading an Enhanced Poison, above).

Enhanced Poisons and Encounter Building

On the surface, adding an enhanced poison to an encounter is a fairly straightforward and simple process: add the poison's XP to the encounter and determine the overall encounter's CR just like the enhanced poison was a monster. For example, if a party of four adventurers sat down to a meal that had been laced with a CR 8 poison (1,200 XP per dose, one dose per party member, for 4,800 XP total), that would be a CR 8 encounter in and of itself. If a group of four CR 4 assassins were waiting to spring out and attack the party once the poison took effect (also 1,200 XP per assassin, for 4,800 XP in assassins), it would become a CR 10 encounter (worth 9,600 XP). However, there are some special considerations when it comes to adding enhanced poisons to encounters and how they affect the encounter's CR, and this section addresses these concerns.

Enhanced Poisons and Naturally Poisonous Creatures: If a creature is modified so that it delivers a poison with its natural attacks, that poison is considered to be part of the creature, and does not increase the encounter's CR separately. That said, modifying a monster in this way generally increases its CR. See Poisonous Creatures and Enhanced Poisons, below.

Enhanced Poisons Purchased With Character Wealth: In the same way that monsters summoned by a *wand of summon monster III* don't count towards an encounter's CR, neither does an enhanced poison that is purchased from an NPC's character wealth. Such a poison is considered to be a part of the challenge presented by that character.

Multiple Doses: Most of the time, having multiple doses of a poison in an encounter will work just like having multiple monsters in an encounter: simply add their XP values together. However, if these doses are combined together, so that they can only be delivered as a single, particularly virulent "dose" of poison, each additional dose adds only half its XP. To continue the example from above, while a single dose of CR 8 poison in the meals of four different party members would be worth a total of 4,800 XP, lacing a single character's meal with four doses of the poison, all of which are consumed simultaneously, would be worth only 3,000 XP (1,200 for the initial dose, and 1,800 for the other three doses used to enhance that dose).



Note that if there is any way for the poisons to be delivered separately (either to separate targets or at separate times), then each dose is still worth its full XP value when building the encounter, regardless of how they end up being used. It is only when multiple doses are combined together in advance that this XP "discount" applies.

Poisonous Creatures and Enhanced Poisons

This book contains four sample poisons that are enhanced versions of poisons delivered by creatures (advanced cobra venom, advanced scorpion venom, advanced spider venom, and advanced wyvern venom). While these serve as useful samples, any poisonous or venomous creature can have the poisons it delivers be modified into enhanced poisons. This section discusses how to adjudicate the effect that this has on the creature's challenge rating.

Delivery: Any enhanced poison that is based on an existing creature's poison delivered with a natural attack should be an injury poison, but some rare creatures deliver poison via other means, such as gas clouds or contact with their skin. If you are applying an existing enhanced poison to a monster, it should be of a type that matches the delivery method that you have in mind.

Saving Throw DCs: When an enhanced poison is being delivered as part of a creature's natural attacks, rather than being distilled and applied to weapons (or other delivery methods), the poison's saving throw DCs are all equal to 10 + 1/2 the creature's Hit Dice + the creature's Constitution modifier, instead of the normal amount. All other aspects of the poison remain the same.

CR and XP: Because the poison's saving throw DCs change dramatically, and they are more a part of the creature than they are their own threat, do not provide experience for the poison, if it is applied in this way. Instead, increase the CR of the monster by 1. In the case of extremely potent poisons (in terms of the symptoms, effects, and toxicity information, rather than the DCs, which are dependent on the creature), it's possible that an increase of as much as 2 may be necessary.

Buying Antidotes and Poisons

In general, poisons and their antidotes can be treated like any other item for the purposes of determining whether or not they are available for purchase in a given settlement (typically a 75% chance that they're available, as long as their price is less than the settlement's purchase limit). At the GM's discretion, certain settlements may be considerably less likely to have poisons—especially powerful poisons available for sale, as such poisons may be illegal. That does not mean that such poisons cannot be found on the black market, but in such cases acquiring the poison could prove to be an adventure in and of itself. Antidotes should generally always be as readily available as the settlement's purchase limit indicates.

Appendix 1: Losing Limbs

Various publishers have attempted to capture the effects of losing limbs in game mechanics throughout the years, to varying degrees of effectiveness. It is impossible for this book to be compatible with all of those different supplements, as many are contradictory. Further, we want you to be able to use the material in this book without having to pick up another, unrelated, book. As a result, we're including our own recommended rules for the effects of lost limbs, below. That said, if you have a different set of rules that you prefer, feel free to use them instead; just be aware that doing so may greatly affect the game balance of anything in this book that involves the loss of limbs.

Arm: A character that loses an arm suffers all the penalties associated with losing a hand, with a few differences. The penalty to Climb and Disguise checks increases to -10, and the penalty to CMB and CMD increases to -6. The character's Strength score is treated as 8 lower than it actually is for the purposes of determining how much weight he can lift off the ground and above his head, rather than 4 lower than it actually is. This still doesn't affect his actual carrying capacity.

A character that loses both arms suffers all the normal penalties for losing both hands, except that he also loses his wrist slot for magic items, he cannot cast spells with somatic components at all, and cannot make Climb checks at all.

Eye: A character that loses an eye suffers a -4 penalty on all sight-based Perception checks. Additionally, his poor depth perception gives all of his attacks a 10% miss chance.

A character that loses both eyes is blind. Even if a character loses both eyes, he can still wear and use magic items that take up the eye slot, though he may not gain much use from them, if they require that he be able to see in order to function.

Foot: A character that loses a foot is unable to run, though he can still charge. His movement speed is reduced by half (rounded down), and he suffers a -4 penalty to CMB and CMD for the purposes of bull rush and overrun combat maneuvers. He cannot make trip combat maneuvers without a held weapon, and suffers a -4 penalty to CMD versus trip combat maneuvers. Finally, he suffers a -5 penalty to Acrobatics and Climb checks, as well as Disguise checks made to appear as someone with both feet, and certain Perform checks (at the GM's discretion).

A character who has lost both feet is denied his Dexterity bonus to AC at all times, and cannot charge. Further, the penalties to CMB and CMD increase to -15, and the penalties to skill checks increase to -20. A character with no feet does cannot wear feet slot magic items. Finally, such characters have their movement speed reduced to 1/4 their original speed (rounded down, minimum 5 feet).

Hand: A character that loses a hand is unable to hold anything with that arm, though he can still affix a shield to the arm from which the hand was lost. The character loses the ring slot associated with the missing hand. The character can cast spells with somatic components without difficulty,



but must use his remaining hand to do so. The arm with the missing hand cannot be used to make somatic components. The target suffers a -5 penalty on Climb, Craft, Disable Device, and Sleight of Hand checks. He also suffers this penalty on any Disguise check made to appear as someone with both hands, and on certain Perform checks (at the GM's discretion). The character also suffers a -4 penalty to CMB for the purposes of the dirty trick, drag, grapple, and reposition maneuvers, and a -4 penalty to CMD for the purposes of creatures attempting to escape from a grapple with the target. Further, the arm with the missing hand cannot be used to perform disarm or steal combat maneuvers. Finally, the character's Strength score is treated as being 4 lower than it actually is for the purposes of determining how much weight he can lift off the ground or lift overhead, though his actual carrying capacity is unaffected.

A character that loses both hands cannot hold or carry objects normally, and suffers a -20 penalty to the listed skills, instead of a -5 penalty. The penalties to CMB and CMD increase to -15, and the target can no longer make disarm or steal combat maneuvers. Characters with no hands must succeed on a Concentration check (DC 15 + twice the spell's level) to cast any spells with somatic components.

Leg: A character that loses a leg suffers all the penalties associated with losing a foot, with a few differences. His movement speed is reduced to 1/4 his original speed (rounded down, minimum 5 feet), and he can no longer run or charge, nor can he take a 5-foot step. The penalties to CMB and CMD are increased to -8, and the penalties to skill checks are increased to -10. Finally, a character that has lost a leg calculates his carrying capacity (including light, medium,



and heavy loads) as though his Strength score were 5 lower than it actually is.

A character that loses both legs is always prone, and cannot walk. He can crawl 5 feet as a move action that provokes attacks of opportunity, as normal for a prone character. He cannot make bull rush or overrun combat maneuvers. He cannot make Climb checks, and suffers a -40 penalty on Acrobatics checks, Disguise checks made to appear as a character with both legs, and certain Perform checks (at the GM's discretion). Finally, the character treats his Strength score as though it were 15 lower than it actually is for the purposes of determining his carrying capacity (including light, medium, and heavy loads), to a minimum Strength score of 1.

Other Considerations

A discussion of some of the other things to consider when managing lost limbs is included below.

Healing: Lost limbs can be restored magically via the *regenerate* spell, as well as certain other spells (such as *Nosicaar's assimilation* from *A Necromancer's Almanac* 2012). Healing hit point damage does not restore lost limbs. If the severed limb is recovered and a Heal check (DC 30) is performed within a number of minutes equal to the victim's Hit Dice, a severed body part can be reattached. A body part that is reattached in this way does not function for one week (during which time the victim suffers all the normal penalties of being without the body part), but after this time the limb functions normally. **Paired Magic Items:** If a character only has one foot or arm, he is not able to wear two shoes or two bracers. Generally speaking, the magic of these items is actually still able to function in these situations, however, and characters with only one foot or one arm should be able to wear feetand wrist-slot items without any additional difficulty.

Prosthetics: Several different sourcebooks provide information on various prosthetics, including magical and technological prosthetics. These usually have assorted effects that vary from prosthetic to prosthetic, above and beyond replacing the function of a missing limb. In general, a mundane prosthetic is unlikely to be as good as the limb it is attempting to replace, and negates only half of the penalties suffered for missing the limb in question, unless the individual prosthetic's description indicates to the contrary. Magical or technological prosthetics may be as good as or better than the original limb, and should, in general, largely negate any penalty for the missing limb.

Unarmed Strikes: Because unarmed strikes do not differentiate between different limbs, losing one or more limbs does not negatively impact a character's ability to make unarmed strikes. A character that loses both arms and both legs is unable to make unarmed strikes (although GMs who are so inclined may allow the character to do so by headbutting his opponent, in certain circumstances).

Appendix 2: Afflictions by Name

The following tables present the enhanced diseases and enhanced poisons found in this book in alphabetical order, rather than in order by CR.

Table 3-1: Diseases by Name

Disease	CR	Page
Apocalypse spores	17	8
Bald wasting	6	8
Bard's bane	4	9
Berserker's disease	6	9
Boulder blister	15	10
Cowardly demise	7	10
Darkness defiled	9	11
Dead mangler	2	11
Death's disease	18	11
Deepdweller plague	4	12
Demon detachment	17	12
Devil's appetite	8	12
Doom plant infestation	12	13
Dullard's disease	5	14
Efreeti fever	16	14
Extraplanar ails	7	14
Faerie breath	2	15
Firefrost flu	3	15
Frog fever	4	15
Golem ills	13	16
Greenpox	1	16
Grey sweats	1	17
Grisly demise	14	17
Half death	10	17
Leprosy	3	18
Lilland's revenge	19	18
Mage plague	8	18
Maiden's sickness	15	19
Manglemaw	2	19
Midden sickness	9	19
Mind rot	11	20
Phase sickness	16	20
Plaguelord's promise	7	21
Plague walker	20	21
Pneumonic plague	8	22
Pond plague	10	22
Red famine	1	23
Red fever	14	23
Salamander chills	6	23
Sightless scourge	10	24
Succubus's revel	19	24
Summoning plague	5	25
Swamp cough	3	25
Sylvan sickness	11	26
The shakes	9	26
Uncontrolled growth	18	26
Vampire's delight	11	27
Witch pox	12	27
Yellow muck sickness	5	28
Zombie fever	13	28
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In the PDF version of this book, each entry on these tables is a hyperlink to that disease or poison's entry.

Table 3-2: Poisons by Name

Table 3-2: Poisons by Name				
Poison	CR	Price	Page	
Advanced cobra venom	7	705 gp	35	
Advanced scorpion venom	8	990 gp	35	
Advanced spider venom	4	180 gp	36	
Advanced wyvern venom	16	9,450 gp	36	
Ancient's venom	7	705 gp	37	
Arcanophil toxin	11	2,460 gp	37	
Arsenic	8	990 gp	37	
Assassin's aid	18	15,900 gp	38	
Bile blight	17	12,300 gp	38	
Bleeding heart venom	3	90 gp	39	
Bloody end	16	9,450 gp	39	
Creeping death	3	90 gp	40	
Crippledrops	20	26,400 gp	40	
Demonic wrath	10	1,860 gp	41	
Devil dust	15	7,200 gp	41	
Diamond dust	9	1,380 gp	41	
Dimming posion	1	20 gp	42	
Duelist's demise	10	1,860 gp	43	
Endless march	6	480 gp	43	
Eternity venom	8	990 gp	43	
Ethereal essence	11	2,460 gp	44	
Famine	6	480 gp	44	
Fool's nap	14	5,550 gp	44	
Greenbreath	19	20,550 gp	45	
Gunk	19	20,550 gp	45	
Hacking doom	3	90 gp	45	
Hemlock	9	1,380 gp	46	
Hydra ichors	2	30 gp	46	
Knock-out venom	1	20 gp	47	
Medusa's crown	7	705 gp	47	
Mindblank	6	480 gp	48	
Mindfire	4	180 gp	48	
Mindsludge mist	13	4,200 gp	49	
Mist of betrayal	12	3,240 gp	49	
Nightmare powder	17	12,300 gp	50	
Numbing agent	5	315 gp	50	
Red lightning	12	3,240 gp	50	
Second death	9	1,380 gp	51	
Sesory deprevation poison	4	180 gp	51	
Shifter's bane	5	315 gp	51	
Sleeping baby	13	4,200 gp	52	
Sleeping draught	5	315 gp	52	
Slime sweat	2			
Thrashing imp bile	11	30 gp 2,460 gp	52	
Trimithral iodide			53	
Truth serum	15	7,200 gp	53	
Waiting reaper	14 10	5,550 gp 1,860 gp	53	
Witch's end	10		54	
		15,900 gp	54	
Witch's tears	2	30 gp	55	
Withering	1	2 <mark>0 gp</mark>	55	

Appendix 3: Making Your Own

While this book presents 50 sample enhanced diseases and another 50 sample enhanced poisons, it stands to reason that at some point you may want to try creating your own, whether to create an enhanced version of an existing disease or poison that you love, or simply because you have an idea for an enhanced disease or poison that you think would be fun. While creating enhanced diseases and poisons is, like creating monsters, classes, or other game content, at least as much art as it is science, this section presents a few pieces of advice that you may find useful when creating your own enhanced poisons and diseases.

Step 1: Create a Concept

It is best to begin by developing a basic concept of what the enhanced disease or poison will do. Nailing out the exact specifics of its symptoms and effects aren't necessary at this point, but certain concepts will lend themselves to certain CRs: for example, if the enhanced disease or poison is magical, it generally shouldn't have a CR below 5 or so, as magical enhanced afflictions are very difficult to deal with at low levels. Similarly, if an enhanced disease or poison causes petrification, instant death, or magically transports its victims to other planes (leaving them stranded there), these sorts of effects are insurmountable at lower levels.

This is also a good time to determine if you want the enhanced poison or disease to vary heavily from the norm, such as a poison that is incredibly difficult to cure, but is extremely slow-acting and/or has very low save DCs, or a disease that has much higher saving throw DCs than normal, but has weaker symptoms and effects than would normally be expected, etc.

Step 2: Determine CR

Because all of an enhanced poison or enhanced disease's saving throw and skill check DCs need to be appropriate for characters of roughly the same level as its CR, the next step should typically be determining what CR you want your enhanced affliction to be. This book contains samples from CR 1 to CR 20, but if you feel it is appropriate, you could certainly go above 20, and could likely go below 1, as well, although there is not likely to be much reason to do so.

Step 3: Determine Type

Next determine the enhanced disease or poison's type (contact, ingested, inhaled, or injury), and whether or not it is magical. This is also a good time to determine the initial stage, and any information to add to the "affects" entry, for diseases, and the starting toxicity, onset, increase per dose, and toxicity decay, for poisons. You can come back and change this information later, but it's good to have a placeholder as you create the rest of the enhanced affliction.

Table 4-1: DCs by CR

	Saving Throw DCs		Skill Check DCs			
CR	High	Med	Low	High	Med	Low
1	15	12	10	20	16	12
2	16	13	10	21	18	16
3	16	13	11	22	19	<mark>1</mark> 6
4	17	14	11	23	20	17
5	18	15	12	24	21	17
6	19	16	13	25	22	18
7	20	17	13	27	23	19
8	21	18	14	28	24	20
9	22	19	16	29	25	20
10	23	19	16	33	27	21
11	23	20	16	34	28	21
12	25	21	18	35	29	22
13	26	22	18	37	30	23
14	27	23	18	38	31	24
15	28	24	20	39	32	24
16	29	25	21	40	32	25
17	29	25	21	41	33	25
18	31	27	23	42	34	26
19	32	28	23	44	35	27
20	33	28	23	45	37	28

Step 4: Determine Non-Stage Statistics

Next, you'll want to start filling out the rest of the non-stage-specific information for the enhanced disease or poison, such as the incubation entry, for diseases, and the initial save, detection, identification, antidote, antidote creation, creation, and expiration information for poisons. Note that the cost and antidote cost of the poison is directly tied to its CR, and so that does not need to be determined, per se, but can be filled in now.

This step should be the first one where you are deciding on skill check and saving throw DCs. It is important that these be reasonable for the level of characters that you intend to use the enhanced poison or enhanced disease on. Table 4-1: DCs by CR presents some sample DCs, based on what an average character of a given level is likely to be able to roll on a 10. Generally speaking, most skill check DCs should typically be around the Medium entry for the enhanced poison or enhanced disease's CR, while most saving throw DCs should probably be closer to the Low entry for that CR. The reason for this is that characters will often need to make several saving throws throughout the course of the poison or disease, increasing the odds of failure dramatically. This becomes especially relevant in enhanced diseases, and enhanced poisons that either do not have toxicity decay, or which increase toxicity on a failed save, as characters affected by those afflictions need to succeed on multiple consecutive saves to rid themselves of the affliction.

In general, the more saving throws that you expect a character to have to make, the lower the DCs should generally be. This is also why incubation DCs tend to be lower than other saving throw DCs on a disease, as a character must make several consecutive successful saves in order for any of them to have any real impact.

When determining the detection DC for poisons, it's OK to start a little higher than you normally would, especially if the DC would be below the Medium entry for the poison's CR if two or three doses were administered at once. Since you can only identify the poison if you successfully detect it, it's also generally a good idea for one or both of these DCs to be slightly lower than the Medium entry.

Note that all of the enhanced poisons in this book use the exact Medium entry for their CR for the DCs to create the poison and to create the antidote. While you should feel free to deviate from this trend, make sure to pay close attention to how accessible this makes the poison (and the antidote) to characters who intend to craft it: a particularly high DC to craft the antidote may be functionally the same as having no antidote at all, and a particularly high or low DC to craft the poison will directly influence the level at which your players can gain cheap access to it.

Also note that while you can choose not to allow an antidote for a poison, this should generally not be done for low-level poisons, and should typically be reserved for poisons of at least CR 5 or higher, as such characters have other means of dealing with poisons at their disposal.

Step 5: Determine First-Stage Statistics

Once you have the basics of the enhanced poison or disease lined up, it's time to move on to creating the first stage. Rather than starting at stage 1, we recommend starting at the stage that players are most likely to start at (the initial stage, for diseases, and whatever stage is associated with the same toxicity value as the initial toxicity, for poisons).

Start by determining the save, frequency, and diagnosis information. The guidelines for skill and saving throw DCs from step 4 still apply, but another variable to consider at this stage is how potent the symptom, and especially the effect, will be at this stage. Although the exact details for those will come in the next step, you should have some idea of roughly what you want them to be, and can use that to inform the DCs you select: particularly powerful effects should be associated with lower DCs, while a weaker effect can afford to have a higher DC.

To a lesser extent, the more time between saving throws (as determined by the frequency), the higher the DC can be, because the character has more time to find a remedy between saves.

Once the save, frequency, and diagnosis entries are complete, move on to the progression and reduction (for diseases), or the toxicity (for poisons).

For progression and reduction entries, the average is usually about 2 consecutive saves to go in either direction. It's

not uncommon to require 3 consecutive saves, but anything more than that is typically excessive, and unlikely to occur. Similarly, requiring only a single save will make the disease highly variable, and may cause it to be cured after a single save, or quickly progress through several stages, on a couple of unlucky rolls. The more consecutive saves that are required to reduce or cure the disease, and the fewer that are required for the disease to progress, the lower the saving throw DCs should typically be.

For toxicity, it's not hard to determine, from the starting toxicity and the toxicity decay, how long a character is likely to stay in a given stage of the poison, based on the toxicity information entered here. There are various factors that can change this (multiple doses, effects that increase or decrease toxicity based on the result of saves), but this information is what has the most impact on how long the stage will last. Again, the longer the subject is in the stage, the lower the saving throw DC should be, but as long as the poison will decay on its own, this is somewhat less important than for diseases.

Step 6: Determine First-Stage Symptom and Effect

At this point, you should determine the symptom and effect that are associated with this stage. Generally, these are much less than one would expect from a normal poison or disease, because the subject is constantly suffering from the symptom at all times, regardless of the results of his saving throws, and also because, in general, a character is likely to suffer an enhanced poison or disease's effect more times than he would from a normal poison or disease.

Step 7: Complete Other Stages

Repeat steps 5 and 6 for the other stages of the disease or poison, following the course that the disease or poison is likely to take (as it either worsens or gets better). Most enhanced poisons and diseases should be fine with 2 or 3 stages, but there is no specific limit, and you can create a 20-stage monstrosity, if you feel that it's appropriate.

Step 8: Review

Before finishing, take a moment to look over the enhanced poison or disease and revisit some of the decisions you made earlier. Now is the time to make tweaks to any DCs, as well as the initial toxicity and increase per dose information, for poisons. Try a couple of quick playtests to see if the poison or disease works the way that you expect, either with characters of the appropriate level, or with the information from Table 4-1: DCs by CR (since each entry represents a roll of 10 or 11 for an average character who is either good, average, or poor at the save or skill in question, you can subtract 10 from the DCs and have a very rough bonus to use for playtesting purposes).

Once you're confident that it works the way you want, you can unleash it on your unsuspecting party.



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Sometimes the Deadliest Enemy Comes From Within...

Poisons and diseases have been a part of the 3.5 OGL and the Pathfinder Roleplaying Game since the beginning, but for many, they have never quite measured up. Any poison that didn't do Constitution damage was a nuisance, not a threat, and poisons and diseases alike were treated as something for the cleric to wave away between combate with a convenient spell or two. Add to that the fact that few poisons and diseases have DGs high enough to be much of a challenge after 5th level or so, and that neither poisons nor diseases generally have any effect more interesting than ability damage, and the result is an entire component of the game that many players and GNS learn to avoid out of habit.

This book attempts to completely re-imagine poisons and diseases from the ground up, and creates an entirely new system of rules to handle them. Most of the basic elements of the poisons and diseases presented in the Pathfinder Roleplaying Game Fore Rulebook are still present: you still make saving throws to resist their effects, and those offects are bad. Beyond that, though, the differences start to exceed the similarities. Both enhanced diseases and enhanced poisons (the terms for the new versions of these afflictions presented by this book) have multiple stages, and affect their victims differently in different stages. In addition to the effect, which is suffered when a saving throw is failed, as with normal diseases and poisons, each stage also has a symptom, a constant effect that applies for as long as the subject is in that stage, regardless of whether he or she succeeds on saving throws or not.

Of course, in reality, poisons and diseases are quite different from one another, and this is reflected here as well: enhanced diseases have new rules regarding how contagious they are, while, poisons have a toxicity rating, which measures how much of the poison is present in the victim's body: the rising and falling of toxicity causes the poison to progress to different stages. Enhanced diseases and enhanced poisons also have GBs, and grant XF to characters that survive them. Enhanced poisons have rules for buying and crafting them, making them easily accessible to FGs.

In addition to all of these new rules, too new enhanced diseases and poisons are also provided (50 of each), ranging from TR1 all the way to TR20. Healers will have their hands full with every disease imaginable, from minor nuisances like swamp cough and salamander chills, to the exotic witch por. (which cause the victim to polymorph uncontrollably) or midden sichness (which causes you to release pheromones that attract swarms of vermin), to the truly deadly diseases like apocalypse spores and lillend's revenge, while assassins will rejoice at a wealth of new poisons, from the simple knoch-out poison, the specialized, like shifter's bane (which returns shapeshifters to their natural form and harms them if they try to change back), or the inevitable, like diamond dust, which is all but impossible to cure, and so much more.

Imagine a world where poisons and diseases are as fun and engaging as combat encounters. Inflict these horrors on your party (or your party's enemies) today!

