

# Poison Costs & Poison Craft

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The following tables and text gives information on poison costs and effects. It also details the poison craft proficiency, its benefits, and how to use it to create poisons and antidotes.

The costs shown below are used in many aspects of the poison creation process, but one unit roughly equates to one gold piece as used in the costing system in the Players Handbook.

## Effects

Damage <sup>1</sup>	Cost	Sleep <sup>2</sup>	Cost	Paralyzation <sup>3</sup>	Cost	Sickness <sup>4</sup>	Cost	Slow <sup>5</sup>	Cost
1d4	20	1 round	500	1 round	375	1/2 hour	35	1 round	50
1d6	30	1d4 rounds	750	1d4 rounds	500	1 hour	40	1d4 rounds	100
1d8	40	1d8 rounds	875	4 rounds	625	8 hours	50	4 rounds	190
1d10	50	15 rounds	1000	1d8 rounds	750	1 day	65	1d8 rounds	200
1d12	60	1/2 hour	1125	1 turn	875	1d4 days	90	1 turn	625
2d8	80	1 hour	1250	1d4 turns	950	1 week	140	<b>Misc.</b>	<b>Cost</b>
2d10	100	8 hours	1375	1/2 hour	1000	1d4 weeks	200	Save or Die <sup>7</sup>	2000
4d6	150	1 day	1500	1 hour	1050	1 month	275	Cramps <sup>8</sup>	175
6d6	200	1d4 days	1625	8 hours	1075	1d4 months	375	Sight loss <sup>9</sup>	50
8d6	325	1 week	1750	1 day	1100	6 months	500	Partial Para. <sup>10</sup>	175
10d6	500	Indefinitely <sup>6</sup>	1100			Indefinitely <sup>6</sup>	1000	Double Pain <sup>11</sup>	500
			0						
10d8	750							Forget <sup>12</sup>	750
10d10	1000							Confusion <sup>13</sup>	175

<sup>1</sup> Or damage with similar average.

<sup>2</sup> Victim must make a surprise check on the round after waking in order to act in that round.

<sup>3</sup> Victim stays motionless, eg: will continue to stand unless pushed over. Victim is completely aware of surroundings. Gains one additional saving throw if witnesses a particularly disturbing scene, eg: is viciously attacked, friend killed, etc.

<sup>4</sup> Victim becomes sick: Mild flue = Cost x 1, Must stay in bed = Cost x 3, High fever - near death = Cost x 10.

<sup>5</sup> As per 3rd level Wizard spell but non-magical.

<sup>6</sup> Lasts until sufficient action is taken to cure: neutralize poison etc. Victim usually dies after months/years if not cured depending on the extent of care taken to keep them alive.

<sup>7</sup> Death comes at the end of the following round, the victim falls unconscious between the attack and his imminent death, action can be taken to cure poison or give the victim a second saving throw before death.

<sup>8</sup> Victim suffers severe cramps for 1d6 rounds: AC-2, Hit/Damage-4, Saving throws-1.

<sup>9</sup> Victims vision blacks out, only very bright lights can be seen as fuzzy images: Total Cost = Cost x duration (rounds).

<sup>10</sup> Closest limb to area struck becomes limp and useless for 1d4 rounds.

<sup>11</sup> Victim suffers double damage for duration, 1/2 HP lost will return after rest: Total Cost = Cost x duration (rounds).

<sup>12</sup> Previous 1d6 turns will be forgotten, may be remembered after 2d4 days if victim is trying to remember. If the Cost x 5 is paid, the victim will not remember.

<sup>13</sup> As per 4th level Wizard spell effects but non-magical: Total Cost = Cost x duration (rounds).

\* Poisons may have multiple effects by adding the cost from the effects together. Note: one saving throw applies to all effects.

Two different effects of the same type can not have the same onset time (see Onset Time below).

\* Secondary Effects: If the Victims saving throw vs poison is successful, the poison may have a secondary effect, this can not have a base cost of more than half the Primary effect and can not cost more than 400. Once this cost is calculated, it is multiplied by 10 and added to the effects Total Cost. Only one effect may be specified as a secondary effect.

## Onset Time

A poison may have different effects with different onset times. Effect costs are calculated individually. All effects happen at the start of the round if they have an onset time greater than 'Immediate'. If the onset time is 'Immediate', the effect lasts from when it is applied until the end of that round, counting as one round for effects with a duration.

Time	Cost	Notes:
Immediate	Cost x 1	Starts as soon as the victim has to make their saving throw.
1 round	Cost x 0.9	Onsets at the start of the round after the poison is applied.
2-3 rounds	Cost x 0.88	A particular round is specified.
4-10 rounds	Cost x 0.86	A particular round is specified.
1 turn - 1 day	Cost x 0.85	A particular turn is specified.
1 day - 1 week	Cost x 1	A particular day is specified.

## Curing Difficulty

Any effect with a duration can be made more difficult to cure. The cost of the effect is modified as in the following table. Note: this applies to individual effects.

Difficulty	Cost	Notes:
Normal	Cost x 1	Normal difficulty, can be cured by neutralize poison etc.
Very Hard	Cost x 5	Requires the tending of one or many of a small handful of highly skilled priests over a period of many days for example.
"Impossible"	Cost x 10	Requires an act of God or the like... maybe a very elaborate quest.

## Application

Type	Cost	Notes:
Injected	Cost x 1	Into wound from weapon blade etc. In liquid form.
Ingested	Cost x 0.8	Swallowed. In tablet, powder or liquid form.
Contact	Cost x 4	In powder or liquid form. Will also act as Injected or Ingested.

## Saving Throws

## Other Modifications

Modifier	Cost	Modifier	Cost
+5	Cost x 0.8	Poison is colorless	Cost x 1.1
+2	Cost x 0.9	Poison is odorless	Cost x 1.1
Normal	Cost x 1	Poison is tasteless	Cost x 1.1
-1	Cost x 1.2	Victim is not aware of making a saving throw	Cost x 1.2
-2	Cost x 1.3	Very strong: dose is 10 <sup>th</sup> the amount of a normal dose	Cost x 1.2
-3	Cost x 1.5	Poison is not detectable by non-magical means	Cost x 1.2
-4	Cost x 1.9	Poison is not detectable by "any" means	Cost x 1.5
-5	Cost x 2.7		
-6	Cost x 4.3		

## Victim Size Modifiers

Size	Modifier
Tiny	Save at -3 or ½ a dose is used
Small	Save at -1
Medium	Normal Saving throws apply
Large	Save at +1 or 2 doses are used
Huge	Save at +5 or 5 doses are used
Giant	Save at +5 when 5 doses are used or 10 doses are used

## Notes For Use

The prices above, once calculated, give the cost to buy one dose of the poison (about five drops) on the black market (poison is rarely legal). The DM may put additional modifiers onto the end price depending on how common he wants poison to be in the adventure. The costs can also be used to determine how difficult the poison is to make, how long it takes to prepare, and the cost of the ingredients. Only a character with the poison craft proficiency can make poison unless otherwise stated.

Poison making proficiency costs 3 non-weapon proficiency slots and the character must have poison handling (1 slot). This proficiency is available to Rogues.

- The preparation time is  $\text{Cost} \times 0.01$  hours (round fractions up).
- The proficiency check is made at Int-2, minus  $(\text{Cost} \times 0.002)$  (round fractions down).
- The cost of the ingredients is one third of the Total Cost.

The cost also shows how rare the ingredients are. For example a cost of less than 50 would show that the ingredients could be found growing naturally, (but never in abundance) less than an hours walk from most cities, and would grow easily in a back yard if cared for. Costs of more than 5000 show that these ingredients might only grow in a couple of remote areas which are many months trek from civilization, and even then only 2d4 portions could be found growing at any one time.

Poison is usually made in batches, in which case one proficiency check applies to the creation success of the entire batch. An additional hour studying the finished poison, plus a successful proficiency check at +2 will reveal whether the creation was successful or not.

When using injected poison, a piercing weapon takes one dose to coat with poison (whatever the weapon size), a slashing weapon takes two doses and a bludgeon weapon takes three. A bludgeon weapon must do 8 or more points of damage before the poison has a chance of affecting the victim, and the attack must hit the victims flesh.

Any weapon can be sufficiently coated with one dose of contact poison, but the attack must still touch the victims flesh.

The poison creation process is non-magical, and there is no requirement for a poison smith to have any knowledge of magic. Some poisons however, especially the more powerful ones, are partly magical in nature; this is because the components used are magical. For instance, a powerful poison to make a victim sleep indefinitely may cost around 100,000 for a single dose, and the herbs required may be highly magical plants which do not grow on the same plane as the character using the poison.

## Curing Poison With Poison Craft

One does not learn so much about the creation of poison without learning a little about curing its effects.

A character practiced in the art of poison craft can detect poison in a poisoned victim as if by magical means; that is, if the poison has been especially prepared so it is difficult to detect except by magical means, a character with the poison craft proficiency could detect it with a successful proficiency check made at -4.

The time needed to determine the nature of a poison takes the poisons original creation time  $\times 0.05$ , and the proficiency check is made at the proficiency penalties needed to create the poison with an additional -2.

Once the poisons nature has been determined, a cure can be made taking twice as long as it took to prepare the poison with the same proficiency check as needed to identify the poison. Components needed to prepare a remedy are usually 1.5 times as expensive or proportionately harder to find.

A character who knows the art of poison craft can prepare a serum for a poison based only on its class, eg: sleep, paralysis, etc. This serum will give the victim of most poisons (costing less than 5000) a second saving throw. The second saving throw is made at a penalty of the poisons cost/500, rounding fractions down.

Such serums are often made before they are needed, and have a cost of 300. A serum can be made to give a second saving throw for any class of poison at a cost of 1500, known as 'Universal Antidote'.

## Preserving Poisons

When characters slay a foe who uses a poison which is created in its body, such as a giant scorpion or spider, the poison can be extracted by making a successful poison handling check. The number of doses depends largely upon the creature the poison came from, but usually around 2d4 doses can be extracted from a medium sized creature and 2d6 from a large creature.

These poisons however are only usable for 2 to 8 days before they became stagnant and lose their effect. A character with poison craft can create a serum to preserve these poisons at a cost of 150 per dose.