

POISON



FOR BEGINNERS

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I — A Few Notes on Poison

This guide contains a small, system-agnostic selection of common, plant-based poisons with varying effects, along with Powered by the Apocalypse moves, tags, and examples of play, as well as recommendations for use in a D20 system. To perform these moves, roll 2d6, adding your Wisdom or Intelligence modifier. A 6- is a “miss,” a complete failure with negative consequences. 7-9 is a “mixed success,” a success, but with complications. A 10+ is an unqualified success.

Poisons are listed alphabetically with their name, description, preferred habitat, and effects, along with tags, a glossary of which is in section IV.

Before you can poison someone, you must forage for the materials, process them, and then apply the resulting concoction to a suitable medium for delivery. Application is usually folded into other actions, such as sneaking into a kitchen or planting a poisoned needle in a jewelry box, though it can be as simple as stabbing someone with a poisoned dagger.

Be careful when using these powerful and deadly tools! A sackful of datura in a well can decimate a village, dwale snuck into a sauce can kill a king and destabilize a realm, and a spilled vial can be catastrophic for a would-be poisoner. Getting and using these poisons carries a lot of risk, and so while you might reap great rewards, you may also find yourself suffering the very ill effects you sought to inflict on others.

A Note to Gamemasters

Some of the poisons in this book, if applied properly, can de-rail campaigns and provide opportunities for clever players to gain great power. While it's rarely fun for someone to have their endeavors completely stymied, let people

in your fantasy world be aware of poison's disastrous effects and safeguard appropriately: nobles of even low rank are likely to employ tasters and keep a close eye on their kitchens, never keeping a cook they don't trust; spellcasters have a myriad of ways to detect and neutralize poison; and common folk are quick to blame a suspicious death on a newcomer with a backpack full of vials and a mortar and pestle. In modern settings, autopsies can reveal secrets after the fact.

Starting Out

When you decide to make a character that's learned in poison, talk with your GM to determine how much your character knows about poison and how they came by it. Did they work as an herbalist? Did they find a forgotten tome on the bottom shelf in a noble's library? Does their relationship with the land draw them to plants that refuse to be domesticated?

All poisons have the dangerous tag by default; after the narrative background is decided, choose 3 poisons to remove that tag from, representing your basic knowledge of poison. You can also expend 3 doses of a poison to remove the dangerous tag from it, which represents the material cost of becoming familiar with a dangerous substance. You also start with poisoner's tools, which are the basic requirements to make any poison.

Poisoner's Tools; fragile, 15 silvers, 1 weight.

This toolkit contains a mortar and pestle, a miniature brazier, thick leather gloves, glass vials, a smock, parchment paper, candles—everything you need to create dangerous concoctions. Keep it out of harm's way and away from prying eyes.

II—Foraging Tables & Glossary

HARVESTING WILD DEATH

When you **search for poison in the wilderness**, roll 2d6 + WIS. On a 7-9, choose one. On a 10-12, choose three (you can choose the same option more than once).

- Choose a tag (located at the end of this work); roll until you get a poison that has that tag.
- There's several specimens here; find +1d3 doses.
- You find another poison while foraging; you or the GM rolls once more on the relevant table.

A miss will likely include a case of mistaken identity or self-poisoning—take narrative precautions!

After you perform the move above, determine if you're using a terrain table or the general table. The general table is good if you don't want to worry about finding specific areas, you want more randomness in what you find, or the setting of your game has only one main biome. The terrain tables introduce regional abundances and scarcity, adding more constraints to work around in trying to find the poison best suited to the situation. Once you've selected a table, roll 1d100 to determine what you find, and 1d3 to determine how many doses you find.

Examples of this move, and play in general, are found in Appendix II.



TERRAIN TABLES

CAVES

1-5; a small gem guarded by a beetle of the same color as the gem.

6-10; a stunted Stinking Hogbean somehow surviving in the gloom.

11-25; a fistful of glowing worms.

26-40; Devil's Jacket growing from a forgotten corpse.

41-50; False Morel growing in the mulchy remains of a rotted crate.

51-60; a forgotten sack of grain riddled with Ergot.

61-70; Lawyersbane sprouting from a soggy, illegible book.

71-80; Frost's Bolete growing near a small hot spring.

81-90; a small patch of Inky Cap in some gravel.

91-100; a Destroying Angel. One dose.

WETLANDS

1-5; a swarm of leeches that could possibly be captured.

6-10; False Morel near a long-dead tree.

11-20; a sad-looking Stinking Hogbean on a sandy bank.

21-40; prolific Datura. 2d3 doses found.

41-50; a flourishing Palma Aumun nearly the size of a small tree. 2d3 doses.

51-60; Ergot growing on the wild grasses.

61-65; Devil's Jacket near a stagnant pool.

66-70; Frost's Bolete spread out in a rare patch of firm soil; 2d3 doses.

71-90; robust and widespread Water Hemlock; 2d3 doses.

91-100; a flowering patch of Poison Hemlock.



FOREST

1-5; various berries and herbs that are not poisonous and act as a single ration.

6-15; several clusters of Inky Cap.

16-20; Devil's Jacket lurking under some fallen leaves.

21-25; Frost's Bolete overwhelming a fallen log; 2d3 doses.

26-35; White Snakeroot growing on the edge of a clearing.

36-40; Ergot growing on grass in a shady clearing.

41-45; a single but healthy Datura.

46-50; a clutch of Poison Hemlock on the edge of a clearing.

51-55; a sole flowering Mandrake.

56-65; flowering Dwale. 2d3 doses instead of 1d3.

66-75; a particularly vivid-looking Stinking Hogbean.

76-85; Poison Hemlock growing in a stump.

86-95; a patch of Aconite in a sunny clearing.

96-100; Destroying Angel growing on some exposed tree roots.

CHAPARRAL

1-5; a patch of grass that is extraordinarily sticky.

6-10; Deadman's Grip flourishing in the sun; 2d3 doses.

11-25; a lovely crimson lattice of Calabar's Justice; 2d3 doses.

26-40; fruiting Humming Buckthorn; 2d3 doses.

41-55; a healthy shrub of Palma Aumun.

56-60; Inky Cap growing under a rare tree.

61-75; Mother's Tongue growing near a groundhog's hole.

76-85; White Snakeroot that's taken over a meadow; 2d3 doses.

86-95; Devil's Jacket parasitizing a scraggly pine.

96-100; Poison Hemlock hiding in some wild carrots; +1 ration in addition to the poison.

COAST

1-5; a shimmering, iridescent sea urchin, whose sting causes you to glow brightly with prismatic light.

6-10; a spiny fish settles into the sand. Its barbs cause quick, short-term paralysis, if you can get them without being pricked.

11-25; Deadman's Grip on a rocky dune.

26-45; Mother's Tongue in a gravelly patch of dirt.

46-55; Humming Buckthorn growing abundantly on some dunes; 2d3.

56-70; Water Hemlock cropping up near the water.

71-80; Dwale growing in a shady patch of trees.

81-85; Calabar's Justice on a shady cliff.

86-100; Stinking Hogbean on a stony outcrop.

GENERAL TABLE

1-5; Calabar's Justice.

6-10; Palma Aumun.

11-19; Aconite.

20-24; Humming Buckthorn.

25-29; False Morel.

30-32; Destroying Angel.

33-40; Stinking Hogbean.

41-43; Poison Hemlock.

44-49; Ergot.

50-55; Deadman's Grip.

56-60; Inky Cap.

61-66; Mandrake.

67-71; White Snakeroot.

72-79; Datura.

80-82; Water Hemlock.

83-88; Frost's Bolete.

89-93; Mother's Tongue.

94-97; Devil's Jacket.

98-100; Dwale.



POISON GLOSSARY

Aconite, or Monkshood, or Wolfsbane

touch, dangerous, paralyzing, quick, quiet

Preferred Habitat: Rich, wet soils, such as gardens or deltas.

Description: This flower's stems are studded with violet and indigo flowers whose over-sized top petal droops downwards, like a monk's hood. The carrot-like roots taste slightly sweet.

Effects: This powerful poison causes tingling, numbness, coldness, and paralysis, possibly including paralysis of the heart and lungs.

Calabar's Justice

applied, dangerous, slow, debilitating, paralyzing, weird

Preferred Habitat: Sunny, dry areas, such as meadows or grasslands.

Description: This large, leafy, climbing plant produces scarlet tendrils and long, hairy seedpods, which contain glossy brown beans. The etymology is unknown, but Calabar is assumed to be a powerful figure lost to time.

Effect: This poison is patently curious. Once the bean is ingested or its oil is applied, for the next hour, the poisoned suffers intense pain each time they're dishonest. The pain is, oddly, proportional to the dishonesty involved—someone lying about stealing a sweet might get a headache, while someone lying about murder might keel over from the pain.

Datura

applied, dangerous, messy, long-lasting, hallucinogenic

Preferred Habitat: Wet, rich soils with partial sun.

Description: This four-foot tall plant sports purple trumpet flowers, and glossy, irregular leaves. Its spiky, egg-sized seedpods contain dozens of poisonous seeds.

Effects: After eating, alternately frightening and comic hallucinations come on slowly but increase in intensity, and endure over the course of several days. It also causes fever, and with a high enough dose, can cause coma and death.

Deadman's Grip

applied, dangerous, very slow, painful

Preferred Habitat: Dry, sunny, warm areas, such as grasslands or coasts.

Description: Giant, hairy, five-bladed leaves and spiky stems give this small plant a threatening appearance. Also easily recognizable are its small, white flowers, and the small white dots on its leaves and hairs.

Effects: Its stinging hairs produce a peculiar effect; several days after being exposed to them, they cause a rash in the exact shape of how the hairs were applied. This can create painful, itchy, mysteriously appearing handprints or other designs on an unsuspecting target. This plant is preserved by scraping the stinging hairs into a leather pouch.

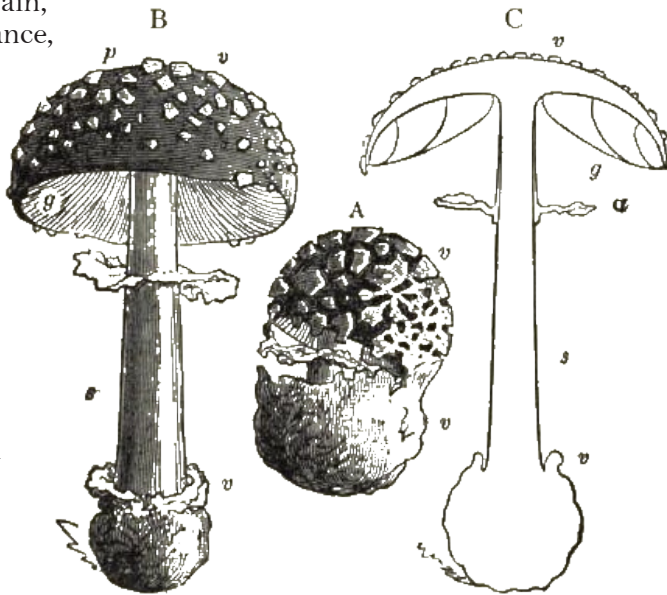
Destroying Angel

touch, dangerous, fatal, quick

Preferred Habitat: Moist areas, particularly forests, where it feeds upon tree roots.

Description: This small, plain, white mushroom's appearance, with its narrow cap and small white skirt, is deceiving—it's one of the most toxic organisms you're likely to ever stumble upon. There is no known antidote except for immediately-induced vomiting.

Effects: The Destroying Angel brings swift, painful death, preceded by a few moments of intense stomach pain and hallucination. Those few who survive say they saw hallucinations of a figure that stalked and tormented them.



Devil's Jacket

touch, dangerous, painful, paralyzing

Preferred Habitat: Dead wood, particularly that of pine trees.

Description: This large, tan, plain mushroom tends to grow by itself, without clustering.

Effects: Devil's Jacket is named thus because it brings on a slowly building paranoia, a feeling of being crushed by invisible hands that you can't escape, along with profuse sweating.

Dwale

touch, dangerous, hallucinogenic, debilitating, quick

Preferred Habitat: Shady, damp areas, such as forests or wetlands.

Description: This shrub has small, dark, glossy, spiny leaves, and in the fall bears shining black berries, though the entire plant is poisonous. Even a touch can cause weepy pustules.

Effects: Confusion begins soon, followed by terrifying hallucinations, seizure, and death. The pupils become dilated. The phrase "Hot as a flame, dry as a bone, red as a beet, mad as a hatter," is a mnemonic device used to identify dwale poisoning.

Ergot

applied, dangerous, hallucinogenic

Preferred Habitat: Damp areas, such as neglected granaries or boggy fields.

Description: This dark-blue, parasitic fungus is found on the heads of grains that grow in damp conditions, especially rye. If not removed before milling, the spores linger in the baked bread and cause symptoms. Easily preserved due to its fungal nature.

Effects: While it can cause death in high doses, ergot usually causes a feeling that one's skin is burning and crawling (which can lead to "dancing" to alleviate the effects), enduring and unpleasant convulsions, and nonsensical, terrified babbling.

False Morel, or Lawyersbane, or Cassie's Snack

applied, dangerous, quiet, weird

Preferred Habitat: Scattered among leafy forest floors.

Description: These glossy, pinkish-purple, wrinkly mushrooms look like rotted brains, but are easily confused with highly edible morels due to their similar size, shape, and shared love for the roots of oak trees. They are easily passed off as true morels, and they are rubbery when cooked.

Effects: This mushroom works in a bizarre fashion, and how it functions is unknown, but what can be observed is this: after someone eats the mushroom, even if what they say is true, no one can be convinced of what they say. They could say it's raining in a downpour and be told it's dry. Particularly bad for couriers and teachers.

Frost's Bolete

touch, dangerous, debilitating, weird

Preferred Habitat: at the base of evergreen trees in warmer climates.

Description: This mushroom grows in clusters of three or four large mushrooms, and has a blue cap with thin, white streaks. Cool to the touch.

Effect: When eaten raw in moderate quantities, these mushrooms cause a cooling sensation throughout the body, and are highly prized in warmer climates; however, its extracted essence can induce frostbite and hypothermia upon application to the skin, even if the poisoned is warmly garbed. Useful for bringing down fevers.

Humming Buckthorn

applied, dangerous, very slow, paralyzing

Preferred Habitat: Sunny, acidic soils.

Description: This large, fruiting shrub grows up to six feet tall and sports attractive blue-black berries on its topmost branches.

Effects: This berry causes paralysis, but not immediately—precisely 24 hours after a target has had their dose, their muscles become rigid and they become paralyzed for around a full day. It may just so happen that this paralysis happens while riding a horse, engaging in combat, or out in the wilds.

Inky Cap

applied, dangerous, quiet, debilitating, long-lasting, weird

Preferred Habitat: Shady, wet areas, feeding on rotten wood.

Description: This small mushroom has a thin, white, elegant cap when young, but as it ages, the cap turns pitch-black and melts away.

Effect: This mushroom is actually completely innocuous. . . Unless alcohol is consumed a few days before or after eating the mushroom, which causes the mushroom to inflict the worst hangover they've ever had in their lives before knocking them unconscious—and if they drank too much when they did, they mightn't wake up at all as their liver fails.

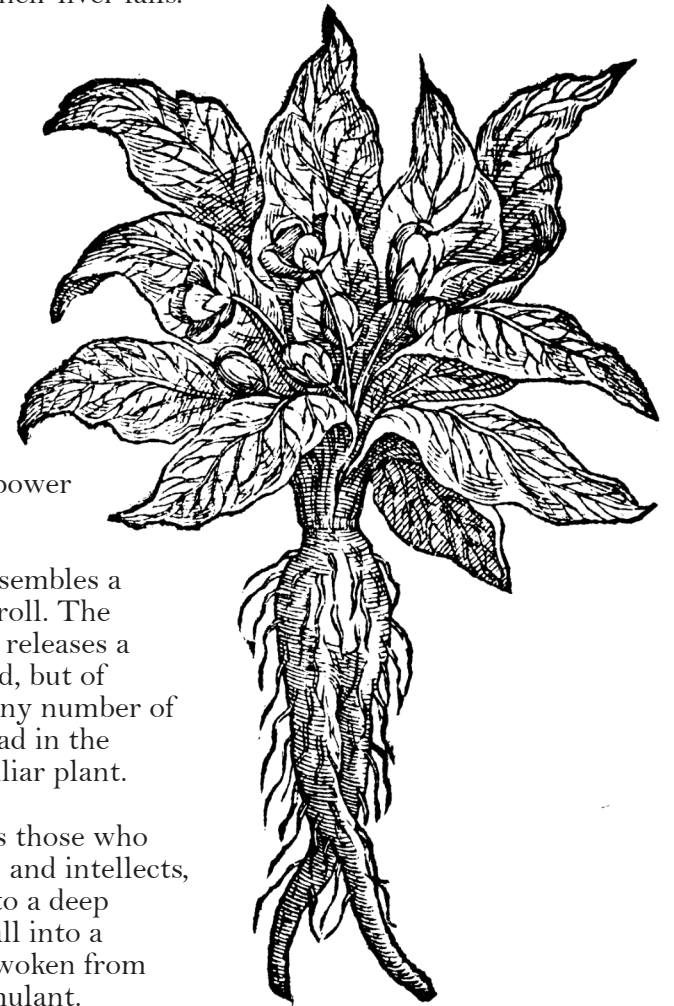
Mandrake

touch, dangerous, soporific, quick, long-lasting

Preferred Habitat: Open, sunny fields.

Description: This plant is easy to miss, only growing a foot tall with narrow leaves and tiny flowers, but below ground is where its power lies; a four-foot deep root that's as twisted as a politician, and that often resembles a person's legs going for a stroll. The superstitious believe that it releases a fatal scream when harvested, but of course it doesn't—there's any number of reasons to find someone dead in the woods, clutching an unfamiliar plant.

Effects: This plant stupefies those who eat it, leadening their limbs and intellects, eventually putting them into a deep sleep. After an hour, they fall into a slumber that they can't be woken from except with a powerful stimulant.



Mother's Tongue

applied, dangerous, quick, long-lasting, weird

Preferred Habitat: Sunny, moist soils.

Description: Broad, green-rimmed white leaves, fleshy stems, and deep yellow blossoms belie this plant's unusual defense mechanism.

Effects: A touch of its caustic sap to the tongue renders it and the vocal cords completely useless, leaving the affected unable to speak for nearly a full day.

Palma Aumun

touch, dangerous, debilitating, fatal, messy, very slow

Preferred Habitat: Rich soil in warm areas.

Description: This stunning plant features red stems and leaves of mottled burgundy, and can grow over ten feet tall. It sprouts prickly seedpods that contain large, shiny seeds—the only poisonous part of the plant.

Effects: Two things can be done with this plant: the seeds can be pressed, producing an oil that's a powerful laxative, or they can be dried and powdered, producing a deadly poison that takes several days to cause massive organ failure.

Poison Hemlock

touch, dangerous, fatal, soporific, quick, quiet

Preferred Habitat: Wet soils, coastal regions.

Description: This plant closely resembles wild parsley or carrots with its lacy foliage and delicate flowers.

Effects: Leaves the intellect unaffected as the vigor is drained from the body, causing sleepiness, numbness, weakness, and eventually the stopping of the heart. The philosopher's death.

Stinking Hogbean

applied, dangerous, hallucinogenic, soporific, slow

Preferred Habitat: Grows everywhere, but flourishes in temperate areas.

Description: This plant's dirty yellow flowers, with thin veins of muted purple, are its distinguishing feature—along with its perfume of rotten meat.

Effects: This plant causes hallucinations, giving the sensation of flying or otherworldly insight. Can induce comas, and so is a risky anesthetic.

Water Hemlock

touch, dangerous, debilitating, quick, messy, fatal

Preferred Habitat: Creeksides and marshy spots.

Description: This hardy weed grows up to 7 ft tall, with clusters of white flowers, narrow and spiny leaves, and red-dotted stems. All parts are poisonous. The root is slightly sweet.

Effects: Even small doses of this plant cause nausea, vomiting, seizures, and asphyxiation—loud and painful deaths. Perfect for sending a message.

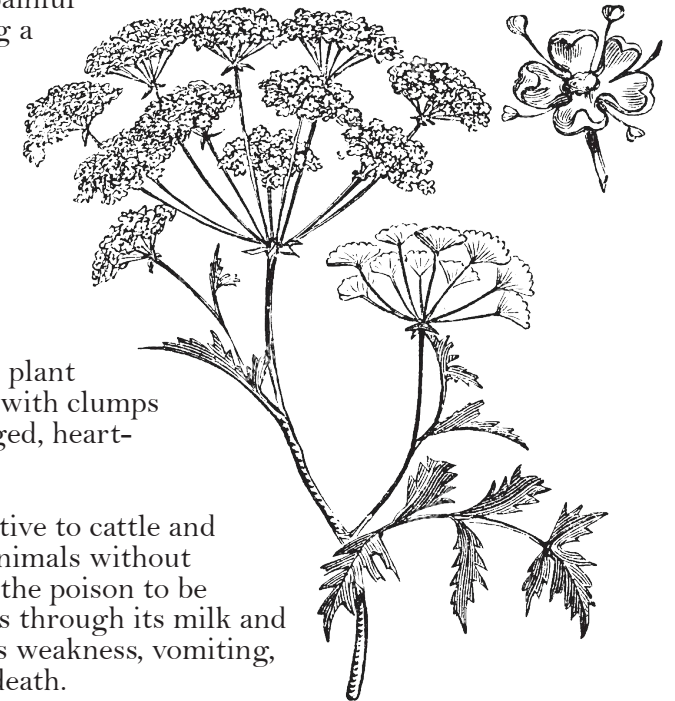
White Snakeroot

applied, dangerous, quiet, long-lasting

Preferred Habitat: Sunny fields and pastures.

Description: This pasture plant grows up to five feet tall, with clumps of white flowers and ragged, heart-shaped leaves.

Effects: This plant, attractive to cattle and other livestock, poisons animals without sickening them, allowing the poison to be passed on in fatal amounts through its milk and meat. In humans, it causes weakness, vomiting, delirium, and eventually death.



III—Processing & Purchasing Poison

Unless you're planning on tricking someone into eating berries from a stranger, you're probably going to have to process your poison (though if access to a kitchen is gained, anything's fair game). Poison can take several forms, which both preserve it and make it easier to apply.

The simplest form is a **paste**. This takes minimum effort, and keeps for a little bit, though unpreserved pastes acquire a rotten taste that might make it unsuitable for slipping into food. For poisons that work on contact with the skin, a rag can be soaked in the juice of the plant, or the leaves can be rubbed on a fabric to trap the stinging hairs.

Another simple form is a **powder**, which is easy to do and lasts indefinitely, but takes time to properly dry the plant by using sunlight. They can be carefully dried over a low fire, but that risks destroying the poison through heat or accident unless carefully watched and tended.



A form that keeps better is a **tincture**, which is made by leaving the plant in strong alcohol overnight. This allows it to be kept nearly indefinitely, and it can be easily applied to a blade or missile. Its quickly evaporating nature also makes it difficult to trace.

Another, similar form of processing is **oil**, which can be produced by pressing the skins, stems, leaves, and seeds of a plant to collect its essence, which also lasts indefinitely. This is quicker than making a tincture, taking no longer than an hour, but requires a manual expulsion press, a specialized tool that costs 10 coins.

Oils can also be made by steeping the plant in warm (not hot) oil for at least 3 or 4 hours, consuming a use of an adventurer's gear to obtain the oil if it wasn't purchased ahead of time.

Buying Poison:

When you seek to purchase poison in a steading, roll +CHA, adding +1 for each of the following that apply: if the steading has the lawless tag, if the steading is a city, or if you have the connections move. On a 10+, you find the poison you want at a fair price. On a 7-9, you find the poison, but with one or more of the following complications:

- the poison is exorbitantly priced.
- you're not sure if you can trust the seller.
- you're not certain if the poison is actually poison.
- they want a favor in addition to the coin for the poison.

Other equipment, such as the expeller press, replacement poisoner's kit, vials, mortar and pestle, etc., can easily be found in any steading that has an herbalist or apothecary.

IV - TAGS & APPENDICES

applied: it has to be carefully applied to a person or to their food or drink.

brief: the poison lasts a short amount of time, from minutes to hours.

dangerous: in addition to the GM freely invoking consequences if you handle poison foolishly, any roll involving a poison that's a miss can have disastrous consequences.

debilitating: someone under the effects of a debilitating poison is weakened physically, likely incurring an ongoing or one-time penalty to STR, DEX, or CON. Some moves may also be easier to trigger, or actions against them might not require a roll at all to succeed.

fatal: this poison almost always kills, even in small amounts.

fragile: breakable as a result of conflict or ill fortune.

hallucinogenic: someone under the effects sees unsettling visions of unreal things, likely incurring an ongoing or one-time penalty to WIS, INT, or CHA. Some moves may also be easier to trigger, or actions against them might not require a roll at all to succeed. Also consider having the enemy be stunned.

long-lasting: this poison lasts at least a day, and may even leave permanent effects.

quick: the poison takes effect instantly, instead of a few seconds or a minute.

soporific: the poison eventually puts its target into a slumber.

paralyzing: the poison eventually leaves its target unable to move.

messy: in the context of poisons, this means the effects are particularly noticeable or gruesome.

quiet: the poison's effects appear subtly.

touch: it takes affect through injury or skin contact, as well as ingestion.

weird: the poison is unusual, either in effect or application.

very slow: the poison takes hours or days to work.



CIGUE

Hemlock and Her Attendants.

APPENDIX 1 - USE IN D20 SYSTEMS

To perform “Harvesting Wild Death” with a D20:

Roll a d20, adding your Wisdom or Intelligence modifier. On a 1-7, you find one random poison, but also suffer a mild version of its effects. On a 8-15, choose two of the options Harvesting Wild Death gives you. On a 16+, choose three, keeping in mind you can choose the same option more than once. Buying and selling poison likely involve criminal ties and Persuasion (or Deception) checks.

Table for One-Off Use:

If a creature succeeds on the DC for the Constitution saving throw, they take half-damage, and may or may not suffer negative effects at your GM's discretion. If they fail, they take full damage, and suffer the negative effects, possibly saving each turn.

Aconite; 20 DC; 4d8 damage. Paralysis.

Calabar's Justice; 18 DC. Truth or pain.

Datura; 18 DC; 2d6 damage. Hallucinations.

Deadman's Grip; 15 DC. 2d6. Vulnerability to bludgeoning, piercing, and slashing.

Destroying Angel; 18 DC; 6d12 psychic damage.

Devil's Jacket; 16 DC; 4d8 bludgeoning damage. Paralysis.

Dwale; 20 DC; 2d12 damage. Debilitation.

Ergot; 18 DC; 1d10 damage. Extraordinary itching.

False Morel; 16 DC. Unbelievability.

Frost's Bolete; 17 DC; frostbite.

Humming Buckthorn; DC 18; 1d10 damage. Delayed paralysis.

Inky Cap; DC 18; 1d12 damage/drink.

Poison Hemlock; DC 20; 4d10 damage. Fatigue.

Mandrake; DC 17 with disadvantage. Immediate, deep slumber.

Mother's Tongue; DC 18. Muteness.

Palma Aumun; DC 16; 2d6 damage.

Stinking Hogbean; DC 15; 4d4 damage. Hallucinations.

Water Hemlock; DC 17; 4d8 damage. Suffocation.

White Snakeroot; DC 20; 2d6 damage.

For Extended Use Over a Campaign:

To have your skills and strengths as a poisoner grow over time, the DC for poisons you make should be equal to 8 + your proficiency modifier + a relevant stat modifier (Wisdom or Intelligence). For damage, consider using $Xd4$, where X is equal to once or twice your proficiency modifier. For fatal poisons, roll $2Xd4$. Also consider increasing the die size at certain points, upgrading from d4 to d6, or d6 to d8, etc.

The most important thing is to discuss with your table what would be best in terms of the story you're trying to explore, and which way of handling poison would make that story most interesting. A combat-heavy game might need powerful and plentiful poison for it to remain relevant, but a narrative-focused game might focus on peculiar poisons working at key moments.

In general, poisons trigger a Constitution saving throw for each dose of poison expended, but it might be more interesting with a Wisdom or Intelligence throw, given their effects. Consider adding penalties for specific, relevant stats in line with the hallucinogenic and debilitating tags, such as disadvantage or a flat, negative modifier. For ones with the fatal tag, consider immediate death if the save is under a certain threshold below the DC.

As an example, here are the rules I used as a Ranger in a D&D 5e campaign. I collected poison about once a day during down time, the DC of my poisons was equal to 8 + proficiency + my Wisdom modifier, and they dealt $2Xd4$ damage as above, the die never increasing in size. If an enemy saved, they took half-damage; on a failure, they took full damage and suffered its ill effects. At level 8, I gained the ability to expend another dose of poison to raise the DC by 3, and at level 16 to do it again. Simply arbitrary points to increase the sound of my voice in the violence.

APPENDIX II - Examples of Play

Using “Harvesting Wild Death”:

Sasha: We’ll be traveling peacefully in the woods today on our way to Illus, right? I’d like to forage for poison while we do so.

GM (Tim): Of course! Roll 2d6 and add 2 for your Wisdom modifier. Do you want to use the Forest table or the general table?

Sasha: I’ll just use the general table. . . I got a 7, so I add two, for 9 total, so I get to choose one of the options. That bear we fought last session really mauled us good, so I’m going to choose the first option, and roll until I get a result that has the *paralyzing* tag.

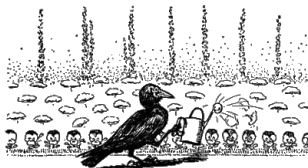
GM: Go for it!

Sasha: (rolling) 15. . . Nope, that’s Inky Cap. 69. . . White Snakeroot, nope. 96! That’s Devil’s Jacket, which paralyzes. I rolled a 5 on the d6 for the number of doses I find, and I halve that and round up to get the d3 result, so I found 3 doses of it.

GM: Cool! While you stop for lunch, you notice three familiar large mushrooms growing on a rotten stump, and when you investigate closer, sure enough, it’s Devil’s Jacket. You cut off three of the large, tan mushrooms from the oak stump. How do you extract the poison?

Sasha: I’m just going to chop it up and leave it in some of the strong liquor my ranger has to make a tincture. It’ll be ready to be used by tomorrow morning, right?

GM: Sure! I don’t have any combat planned for this journey, anyway, so it’ll definitely be ready by the time you get to Illus.



Poisoning in Combat:

Sasha: That mage is tearing us up with those spectral axes! I’m going to shoot an arrow poisoned with Mother’s Tongue at him.

GM (Martin): Okay! Roll to hit.

Sasha: I got an 7-9, so I hit him, but at a cost. . . I think I’d like to expose myself to danger.

GM: Perfect. And Mother’s Tongue makes them unable to speak, right?

Sasha: Right! Also, the arrow dealt 6 damage. Does the poison deal any more damage?

GM: Hmm, I think we decided that your poisons will just work if they hit, but because of that, they won’t deal extra damage.

Sasha: That’s right! I forgot. That still seems fair to me.

GM: Okay! As your arrow hits home, his chanting grows clumsier until his lips and tongue swell and blister enough until he can’t talk at all, and the spectral axes flicker for a moment, then vanish. Taking the shot exposed your hiding place, though, and he angrily points at you, directing his bodyguards to prioritize you specifically as a target.

Sasha: Woo! I’m glad that hit. I went last in the last round, so does anyone mind if I go first in this one? [*Everyone agrees.*] Okay! I’ll take another poisoned shot at one of the bodyguards charging me with Frost’s Bolete. That’s an 11 to hit, so it just hits for. . . 1 damage. Bleh.

GM: Your arrow sticks solidly in their leather pauldron, just barely piercing through it to deliver its poison. As they charge at you, though, they begin to move slower, and their face turns blue as they begin to shiver uncontrollably. Frost’s Bolete has the debilitating tag, right? How should we apply that?

Melanie: I’m thinking because of the hypothermia it causes, maybe we all have +1 ongoing to attack rolls against him? Or maybe he moves way slower?

GM: I like the slower idea. Does that seem fair to everyone? [*Everyone agrees again.*] Alright! That sounds good to me. John, I think you’re up next—what do you do?

NOTES

