

EXPANDED POISONS

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Old-School Essentials provides rules for 9 different types of poisons (bloodstream poison types I–IV and ingested poison types I–V). This article fleshes out these poison types with names and descriptive details, and adds 11 new types.

Save mod: Applied to victim's save roll. (Higher bonus indicates weaker poison.)

Chance of detection: Visual for poisoned blades (per round) or smell / taste for poisoned food or drink.

Onset time: Delay before effect occurs.

Bloodstream Poisons

Type	Cost (gp)	Save Mod.	Chance of Detection	Onset Time	Damage or Effect (If Save Fails / Succeeds)
Chrome orange	10	+6	80%	1d4+1 rds	15hp / 0hp
Caustic sludge	20	+4	70%	2d4 rds	10hp / 0hp
Poxvial	50	+4	60%	1 rd	Befuddled / no effect
Scarlet sting	75	+5	65%	1d3 rds	25hp / 0hp
Banegel	175	+2	20%	2d4 rds	20hp / 5hp
Pale unguent	500	+3	30%	1 rd	20hp + weakness / 5hp
Blackblade	600	+4	40%	1 rd	35hp / 0hp
Distillation of ichor	1,500	+3	15%	Instant	Death / no effect
Blood of Infernus	1,750	+2	10%	1 rd	Death / no effect
Cyan solvent	2,500	–	5%	Instant	Death / 15hp

Ingested Poisons

Type	Cost (gp)	Save Mod.	Chance of Detection	Onset Time	Damage or Effect (If Save Fails / Succeeds)
White hellebore	5	+6	80%	2d4 rds	20hp / 10hp
Extract of cinnabar	30	+5	65%	1d4+1 rds	30hp / 15hp
Bogwretch	50	+4	50%	1d4 turns	20hp + disease / 5hp
Yellow lotus powder	100	+3	50%	2d4 rds	Sleep / no effect
Black hellebore	200	+4	40%	1d2 rds	40hp / 20hp
Purple lotus power	400	+3	20%	2d4 rds	Charm / no effect
Black lotus powder	500	+3	15%	Instant	Death / 25hp
Gorgon's tears	800	+2	10%	1d4 turns	Petrification / 10hp
Antithesis of weal	1,000	+2	0%	1d4 turns	Death / 30hp
Ether of dissolution	2,500	+1	10%	1d4 rds	Death / 30hp

BLOODSTREAM POISONS

Banegel: A pale pink, odourless gel that becomes almost completely transparent when applied to a blade. Occasionally used as an anaesthetic, due to the numbing effect it has when applied to flesh.

Blackblade (type III): A fizzing black grease that seeps into the metal of a blade when rubbed in.

Blood of Infernus: A ruby liquid sold in tiny vials of black glass—but three drops constitute a dose. It is said that this poison puts its victim's fate into the hands of the arch-devil Infernus, and that those who survive have the fiend's favour.

Caustic sludge: A rough grey paste of corrosive metals—a common by-product of alchemical processes.

Chrome orange (type I): A bright orange lacquer with an acrid metallic odour.

Cyan solvent: A thin, bright blue liquid, with a very faint caustic odour. Can also dissolve gold and silver—up to 100 coins (or equivalent weight) per dose.

Distillation of ichor (type IV): A viscous, midnight black liquid that reeks of sulphur. Produced from demon ichor by a closely guarded alchemical procedure.

Pale unguent: A sweet-smelling white balm. In addition to taking damage, a victim of the pale unguent is stricken with weakness, suffering a –2 penalty to attack and damage rolls for 2d4 rounds.

Poxvial: A noxious green froth with a vile carrion odour. Disappears when rubbed into a blade, but the odour lingers. Distilled from the fermented flesh of ghosts. A victim of poxvial is befuddled, suffering a –2 penalty to attack rolls and saves for 2d4 rounds.

Scarlet sting (type II): A sticky scarlet liquid with a delectable honey aroma. Derived from giant bee venom.

INGESTED POISONS

Antithesis of weal (type V): A greasy, invisible powder said to be extracted from another dimension. The powder is utterly devoid of flavour and odour.

Black hellebore (type III): Powdered leaves of the rare black hellebore plant. Its earthy odour is mild, but its deep black/purple hue is often distinct.

Black lotus powder (type IV): A fine powder, utterly black in hue and faintly redolent of musk.

Bogwretch: Sticky green slime distilled from plague corpses. Dissolves in liquids, but leaves a bitter note. A victim of bogwretch is infected with a disease that causes their skin to flake and turn green. This causes 1hp damage per day, until cured. The disease is non-magical.

Ether of dissolution: A cloudy grey liquid with a mild almond odour. A victim's very soul is imperilled—magical resurrection has a 25% chance of failure.

Extract of cinnabar (type II): A fine, deep red mineral powder with an acrid, bitter flavour.

Gorgon's tears: A milky white, ambrosial sweet liquid. A victim of gorgon's tears is turned to porous white stone.

Purple lotus powder: A deep purple powder that fizzes gently in liquids. A victim is charmed for 24 hours (per *charm person*) by the one who administered the poison.

White hellebore (type I): A pale powder derived from the roasted seeds of the white hellebore plant. The powder has a strong smoky odour that is hard to mask.

Yellow lotus powder: A pungent tan powder with golden specks. A victim of the powder falls into a deep slumber for 4d4 turns. Victims can be forcefully awakened (e.g. by slapping).