

# Poison Nomenclature

The inclusion of revised Poison charts in the 3<sup>rd</sup> print edition of the Player's Handbook has changed the way they had been previously portrayed. The newer system is cleaner and simpler but the older system had a bit more 'character'. This document assists one to bridge the two systems together. The list of poisons as presented in the older print editions have now been classified to be compliant to the newer poison charts.

The advantage of this will depend on the print version used. With the newer print version, this will provide names to poisons as opposed to just a naming poison type. With the older versions, this provides a point of reference should future publications identify a poison by type only. As a point of reference, one can get an idea of what a poison of a certain type is capable of inflicting. Despite this, you will still need a copy of the PHB in order to use this document as no statistical information is provided.

It should also be noted that the special poisons listed in the current edition of the Monsters & Treasures book remains unclassified.

## Classifications

The newer system of poisons are broken down in six subtypes. These vary from the weakest of Type I to the most lethal of Type VI. Poisons of Type I are mild in nature which may cause skin irritations, drowsiness, nausea, and other effects of the same magnitude. Poisons of Type II are either mind altering or hallucinogenic in nature. These can lead to confusion, memory loss, and other effects of the same magnitude. Poisons of Type III are more serious in nature which can impair abilities or cause minor damage. Poisons of Type IV are severe in nature capable of incapacitating, crippling, or cause major damage. Poisons of Type V are deadly in nature which can cause permanent damage or even kill. Poisons of Type VI are among the deadliest and those lucky enough to survive risk taking massive permanent damage.

### TYPE I

Valued up to 6 gp

- **Adrue**
- **Mandrake**  
(*Mandragora / Satan's Apple*)
- **Meadow Saffron**  
(*Naked Ladies*)
- **Poison Ivy**

### TYPE II

Valued between 5 and 15 gp

- **Hemp**  
(*Cannabis / Ganja / Tekrouri / Chanvre*)
- **White Poppy**  
(*Opium Poppy / Mawseed*)

### TYPE III

Valued between 25 and 40 gp

- **Black Hellebore**  
(*Christmas Rose / Melampode*)
- **Thornapple**  
(*Datura / Jimsonweed / Devil's Trumpet*)

### TYPE IV

Valued between 75 and 125 gp

- **Laburnum**

### TYPE V

Valued between 600 and 1000 gp

- **Black Byrony**  
(*Blackeye Root*)
- **Calotropis**  
(*Mudar Yercum*)
- **Mountain Laurel**  
(*Calico Bush / Spoon Wood*)

### TYPE VI

Valued between 1000 and 1500 gp

- **Deadly Nightshade**  
(*Belladonna / Devil's Cherries / Divale*)
- **Hemlock**  
(*Herb Bennet / Spotted Corobane / Kex*)
- **Nux Vomica**  
(*Poison Nut / Semen Strychnos*)

## Making Poisons (or Antidotes)

With the M&T, the cost of manufacturing poisons changed from a third of the cost of the poison to a fifth (or 20%). This has remained unchanged in the revised Poison rules. Furthermore, a lab containing alchemical equipment valued at 100 times the cost of the poison is required. However, depending on the scale of economics that might vary from campaign to campaign, a suggestion of only 10 times the cost might be preferred. Finally the poison type number may also be multiplied by 2 in order to get the modifier to create a poison of that type.

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