

# December 2021

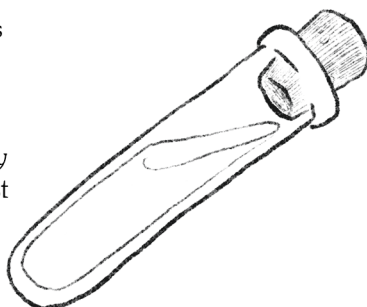
## Day 28: "Toxin" Drop

### How To Use This Document

#### # Value (x100 Gold)

#### # Doses

Sirensong is favored by abductors seeking to ransom their victims. The afflicted feels strange for 1d4 turns (or 1d4x10 minutes), at the end of which they lose their ability to hear or speak. These effects last 1d6 hours. The ability to comprehend language is not altered, nor is the ability of the target to balance, but any verbal spellcasting is out the window.



#### Food or drink

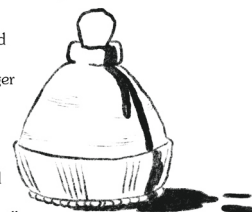
Fig. 1: A single section of the drop table. The # icons indicate that the value on the matching die is recorded. The diamond d8 shape icons indicate the result for the character and method of the poison are recorded according to the matching dice. You don't need to use black and white dice, it's just laser printer-friendly; designate one d8 to each color.

Fig. 2

#### # Value (x100 Gold)

#### # Doses

Heartwort in small doses can aid the fatigued and is a favored medicine in some places. In larger doses it raises the target's body temperature to the point where the only solution is to remove heavy clothes or armor. Lasts 1d12 hours. Causes the afflicted to emit a foul odor that natural beasts, such as horses or dogs, will flee from, for 1d8 days.

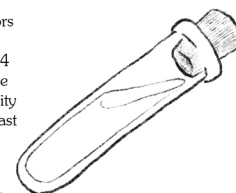


#### Injection (syringe/blade)

#### # Value (x100 Gold)

#### # Doses

Sirensong is favored by abductors seeking to ransom their victims. The afflicted feels strange for 1d4 turns (or 1d4x10 minutes), at the end of which they lose their ability to hear or speak. These effects last 1d6 hours. The ability to comprehend language is not altered, nor is the ability of the target to balance, but any verbal spellcasting is out the window.



#### Food or drink

On the reverse of this page is an eight-section drop table. You will need two (2) eight-sided dice, or d8s, of different colors. It works by dropping both dice onto the page and recording the details they generate.

Drop both on the table. Both the location of the dice on the page and their scores matter.

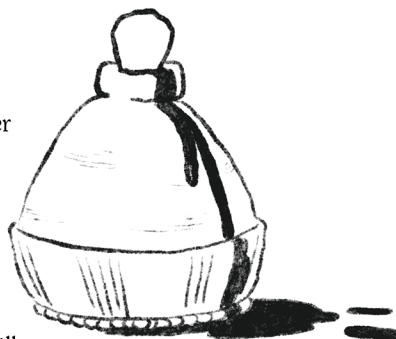
**Example 1:** If both dice landed in the above square fig. 1, and one die (white) read 4 and one die (black) read 8, then you would have **four doses** of a drug named **Sirensong** that is **administered to food or drink** and is **worth 800 gold pieces**.

**Example 2:** If one die (white, reading 6 this time) landed in the top section of fig. 2, and one die (black, reading 3 this time) landed in the bottom section, then you would have generated **six doses** of a drug named **Heartwort** that is **administered to food or drink** and is **worth 300 gold pieces**.

# Value (x100 Gold)

# Doses

Heartwort in small doses can aid the fatigued and is a favored medicine in some places. In larger doses it raises the target's body temperature to the point where the only solution is to remove heavy clothes or armor. Lasts 1d12 hours. Causes the afflicted to emit a foul odor that natural beasts, such as horses or dogs, will flee from, for 1d8 days.



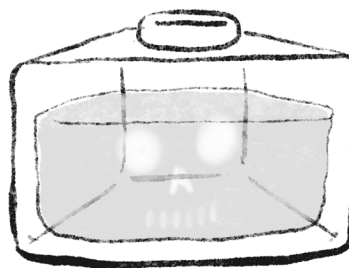
8

8

Value (x100 Gold) #

Doses #

A mutagenic substance originally discovered in deep mineshafts, earning it the name Miner Threat. Those exposed to it (failed save) grow 2d4 terrible cystic pustules the size of grapefruits on their backs. These pustules fade on their own in 4 days, but will burst if struck, harming for 1d4 HP each. Falls or successful attacks against the target burst a cyst.



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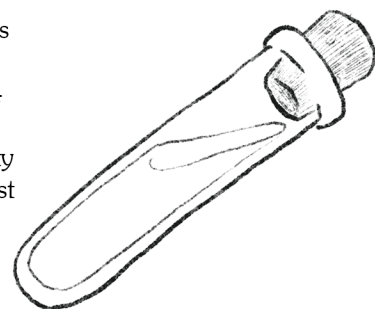
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Injection (syringe/blade)

# Value (x100 Gold)

# Doses

Sirensong is favored by abductors seeking to ransom their victims. The afflicted feels strange for 1d4 turns (or 1d4x10 minutes), at the end of which they lose their ability to hear or speak. These effects last 1d6 hours. The ability to comprehend language is not altered, nor is the ability of the target to balance, but any verbal spellcasting is out the window.



8

8

Insufflation or inhalation

Value (x100 Gold) #

Doses #

Locaine is a fearsome and deadly poison, derived from plants found in the southernmost lands of mortal men. Has no antidote, but a resistance can be developed by careful administration of small amounts. To do so, administer 1/4 of a dose every day for 30 straight days, suffering 2HP damage each time. Normal application requires a save versus death or, well, die.



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Food or drink

# Value (x100 Gold)

# Doses

Derived from a rare fungus found in dangerous swamps. Induces a deep sleep, from which the victim cannot be roused except by means of magic, or until the body fights off the poison in 1d6 days. It has no natural antidote, earning it a fearsome reputation; this and its rumored proximity to hag covens earned it the folk name witchslumber.



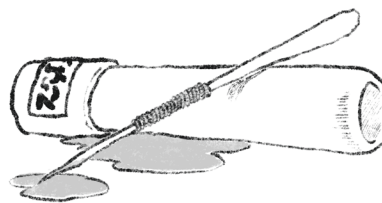
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Skin contact  
Value (x100 Gold) #

Doses #

Murderer's Mate is a secret poison beloved by the most elite echelons of assassin cults. It is more of an antivenom than venom; it renders the user immune to toxins of all sorts for 2d12 hours at the cost of 1d10HP damage. Many master poisoners use it at great personal peril to offset the much greater risk of an accidental self-inflicted poisoning or misjudged cup swap.



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Insufflation or inhalation

# Value (x100 Gold)

# Doses

Fearfully called Gorgon Blight by those who know it exists, this poison petrifies or paralyzes the still-living victim into a state of rictus, which lasts 3d4 hours. The targets remain aware, but unable to act; there are rumors of cruel warlocks using scrying magic to peer through the eyes of such unfortunate souls as spies or warning systems.



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Injection (syringe/blade)

Value (x100 Gold) #

Doses #

Harvested from sewers, Bonerot is considered a vile substance even before it is applied. On a failed save, victims' bones rapidly liquefy and excrete through the pores as greasy, spongy filaments. They become blob creatures with no capacity to move and little capacity to communicate. Bones regrow over the course of 1d12 days, beginning with the skull.



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Skin Contact

Food or drink