

Poison

There are various sorts of poisons available in AD&D, including the insinuated and ingested poisons obtainable by assassins, *potions of poison* which must be ingested, and monster poisons (which work both insinuated and ingested).¹⁾

Purchasing

This section is a rules extension which provides rules for the acquisition of poison.^{Ex2)}

As an assassin

Assassins can freely purchase poisons from their guild or guild connections at the prices listed on DMG 20. Availability is based on settlement size, as below.

As a non-assassin

Non-assassins asking around about poison need to score 96 or higher on a reaction roll, success presently giving them the same purchasing options as an assassin. A failure of 50 points or more means the assassins guild caught wind of the character's inquiries and will seek to kill them.

Availability

Settlement size	Availability of Poison Types
Thorp	Only in special cases.
Hamlet	Only in special cases.
Village	25% chance each for A and B.
Town	A and B. 25% chance each for C, D, and E.
City	A, B, C, D, E.

¹⁾

DMG 20-21.

²⁾

The AD&D rules do not provide guidance on this. DMs may of course modify this section to suit their milieu.

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