

# Poison

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

## Purchasing

This section is a rules extension which provides rules for the acquisition of poison.<sup>Ex2)</sup>

### 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.

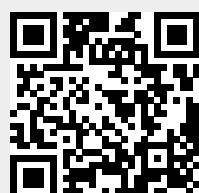
<sup>1)</sup>

DMG 20-21.

<sup>2)</sup>

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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