

TALONA'S KISS



MORE POISONS OF THE FORGOTTEN REALMS

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TALONA'S KISS: MORE POISONS OF THE FORGOTTEN REALMS

He was the "brown man" to the little ones, but we adults were too fearful to give him a name. The scarring hinted at his foul patron and it was an ill-fated day when that slow, shuffling itinerant tinker entered our village, peddling his grubby wares and looking all about; always looking. When he left a scant three moons later, he left nothing but death and lamentation in his wake. Our wells were fouled, our animals sick and our children ... our children were afflicted with all manner of maladies. Galan and his sons took to the road seeking his head, and stumbled back a day later with eyes that wept tears of blood ere they succumbed to the virulence within them. We had all swiftly learned how bitter were the kisses of the Lady of Poison and how terrible her deadly regard.

Hialorn of Lathander
In the Time Before I Saw the Light
Year of the Snarling Dragon (1279 DR)

The use of poison remains a deadly constant in the life of those who take the road of adventure in the Realms. Unscrupulous enemies, savage beasts and deadly traps are an ever-present danger for the unwary or ill-informed and many an adventurer has been brought low by the smallest wound, tiniest taste or minor bite. The study of poisons is a field that draws many sages and loremasters, and the most well-known in the present-day Realms are Ainsbrith of Westgate, Erax of Soorenar, Muham yn Faruk yi Manshaka, and Raelath Holoak of Athkatla. Lore repositories of the Realms such as Candlekeep, the Vault of Sages in Silverymoon and the Herald's Holdfast are also known to contain many books and detailed information on poisons and how to craft them.

As previously noted, many alchemists and apothecaries make a lucrative living from brewing various poisons and the secrets of their making are closely guarded. The complete formula for a well-known poison can be sold for many thousand gold pieces, with prices doubling or even tripling for more rare toxins. Similarly, many ingredients command a premium and adventurers are commonly commissioned to search out those that are rare and/or difficult-to-obtain. Presented here are more poisons to complement those found in the earlier DMs Guild submission *Talona's Touch: Poisons of the Forgotten Realms*, which DMs are free to introduce into their campaigns and if so minded, inflict upon their players.

Poisons

Item	Type	Price per Dose
Artalax	Injury	150 gp
Bakhalam	Ingested	500 gp
Braggar	Contact	400 gp
Chelith	Inhaled	850 gp
Gorbal	Contact	200 gp
Hollanth	Injury	100 gp
Illoroth	Injury	300 gp
Kaurdyl	Ingested	600 gp
Lapras	Inhaled	1,000 gp
Maruskaereg	Ingested	700 gp
Nattalath	Ingested	250 gp
Ortolella	Ingested	550 gp
Pranath	Contact	450 gp
Rymmthan	Ingested	350 gp

Sabrathrael	Injury	1,500 gp
Staeradder	Injury	750 gp
Statha	Injury	2,000 gp
Tammagar	Inhaled	650 gp
Veldruth	Injury	100 gp
Zellak	Contact	900 gp

Artalax (*Injury*). This distillate from the venom of the bone asp found mainly in the coastal regions around the Lake of Steam, has been an assassins' favourite for centuries. The poison is not robust however and degrades after a month or so, weakening the effects of the poison on its chosen victim.

A creature subjected to this poison must make a DC 14 Constitution saving throw or take 32 (9d6) poison damage. On a successful save, the creature takes half damage. A creature has advantage on its saving throw if the artalax has degraded (DMs discretion).

Bakhalam (*Ingested*). Known as "benightbite" in more northern kingdoms, this glistening green jelly is often hidden in fantastically-decorated feast desserts and is thought to have originated in Manshaka and used to bring low many a decadent satrap or pasha. Its ingredients are not well known but it is thought to contain the flesh from a toadstool that grows widely in the Forest of Tethir, known to the elves as "mornas", as well as the seeds of the carbara tree found in the Tashalar. The death by poison of the satrap Marak el Ynimalar in Schamedar last winter makes it clear that bakhalam continues to be a favored assassin's tool in the South.

A creature subjected to this poison must make a DC 17 Constitution saving throw or be rendered unconscious and unable to be roused except through magic for 12 hours. At the end of this period the creature must make a further DC 17 Constitution saving throw. On a failed save it takes 42 (12d6) poison damage. On a successful save, the creature takes no damage.

Braggar (*Contact*). This poison takes the form of a black paste which when rubbed into wood or metal gives it a glossy sheen. Its key ingredient is the rorbin mushroom native to the Moonshae Isles and it is used predominately by pirates of the Nelander and a few unprincipled Northman raiders when protecting treasure and other hidden valuables. It is known that the fabled pirate "Black" Alaric used braggar liberally to protect many caches of treasure throughout the Trackless Sea.

A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or become poisoned for 2 hours. The poisoned creature is paralyzed.

Chelith (*Inhaled*). This grey vapor has all the appearance of smoke and was devised long-ago by the Claw of Doom, a cabal of Bhaalist assassins who were active in the Moonsea and Dalelands after the fall of Myth Drannor. It is known that the Zhentarim have discovered the secret of making chelith and it was notably used by them in their assassination of King Osbrun of Chessagol in 1352 DR, when seeking to destabilize that city-state. More recently, the apothecary Bardrimm of Mulmaster has reportedly deduced the recipe for chelith and has quietly advertised its availability. It is said that Lord Manshoon of Zhentil Keep is most displeased at this development.

A creature subjected to this poison must make a DC 15 Constitution saving throw or take 35 (10d6) poison damage and become poisoned for 10 minutes. The poisoned creature becomes incapacitated. On a successful save, the creature is not incapacitated.

Gorbal (*Contact*). Referred to as “bloodbane” by sages and alchemists in the Realms, this yellow viscous oil dries clear and causes blood vessels to rupture in the affected area. This poison is made from the venom of the barbed ray native to the waters of the southern Inner Sea as well as the boiled roots of the lethor flower and moonseed berries. Gorbal is a favourite poison of the merchant “nobility” of Turmish and it is readily available from the more unscrupulous alchemists of that realm.

A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or suffer 7 (2d6) poison damage and become poisoned for 1 hour. If the poisoned creature engages in any activity other than total rest in that period, it suffers 3 (1d6) poison damage every minute until the effect or activity ceases. On a successful save, the creature is not poisoned.

Hollanth (*Injury*). This colorless gel is also known as “fellswift” and derived from the venom of the dunsake of the Sword Coast and three common ground herbs. Hollanth can last for up to a year before drying out and losing its efficacy and does not dissolve in water. It works only when introduced into a creature’s bloodstream and can be licked or even consumed in quantity without any ill-effects. The assassin Efarras of Tashluta is known to have commented that it has a distinctive “mint-plus-burnt-bacon” taste.

A creature subjected to this poison must make a DC 13 Constitution saving throw or become poisoned for 5 minutes. The poisoned creature is unconscious. The creature wakes up if it takes damage.

Illoroth (*Injury*). This is a common poison due to its easily found ingredients, which include thorn apple, the plant known as devil’s ears and the powdered root of the nightbloom. The poison causes severe delirium and incoherence, visual distortions and in sufficient doses, coma and death. It is a favorite of the killer-for-hire Norolas “the Silent One” who operates in and around the Moonsea North, usually contrary to the interests of the Zhentarim.

A creature subjected to this poison must make a DC 20 Constitution saving throw or take 17 (5d6) poison damage on a failed save and become poisoned. The poisoned creature has disadvantage on Wisdom and Intelligence saving throws. The poisoned creature must repeat the saving throw every 10 minutes, taking 17 (5d6) poison damage on a failed save. A successful save ends the effect of the poison.

Kaurdyl (*Ingested*). Created long-ago by the apothecary Targadon of Nirlith (a town north of present-day Triboar destroyed by the Everhorde in 611 DR) this sweet-tasting white powder is often mistaken for sugar and is known to mix readily with all foodstuffs and liquids, save alcohol. The recipe for kaurdyl is well-known only to those who dabble in such dark pursuits, but is known to require the leaves of the snowmint plant, which is becoming ever rarer in the wilds of the North.

A creature subjected to this poison must make a DC 14 Constitution saving throw or take 13 (4d6) poison damage and become poisoned for 1 minute. The poisoned creature is stunned.

Lapras (*Inhaled*). This acrid, greenish vapour is a secret of the illithids and used by them on all “cattle” (i.e. lesser races). Illithids and their thralls are immune to the effects of lapras and so it is not uncommon for them to release this toxin whilst in the midst of battle. The ingredients to this poison and the method of its making are unknown but it is rumoured that a recipe exists somewhere in the ruined drow city of Naersharra, deep beneath the Dragonmere on the shores of the Glimmersea.

A creature subjected to this poison must make a DC 12 Constitution saving throw or become poisoned for 10 minutes. The creature has disadvantage on Intelligence saving throws and vulnerability to psychic damage while poisoned.

Maruskaereg (*Ingested*). Sometimes referred to as “throneblight” for its use during the turbulent period in Calimshan’s history known as the Throne Wars, this dull, grey tasteless paste has a short period of efficacy after exposure to air, but readily combines with most foodstuffs, and is typically added to rich sauces. The poison attacks the body’s nervous system, causing the body to contort and spasm as the muscles are contracted against their will.

A creature subjected to this poison must make a DC 17 Constitution saving throw or take 35 (10d6) poison damage and become poisoned for 10 minutes. The poisoned creature is incapacitated. On a successful save, the creature takes half damage and is poisoned for 1 minute.

Nattalath (*Ingested*). Made famous through its use by Elhar “the Black Lord” Turcassan during that noble family’s treason against King Duar of Cormyr, this brown, slightly iridescent powder dissolves in all potables, although it causes water to turn brown. It contains dust from the mineral known as bonerock, found throughout the Stormhorns, and the distillate of two plant saps, one of which is from the broad-leaved tamar weed. The travelling peddler Garold the Gallipot, who wanders the back lanes of Cormyr, Sembia and the Dales is rumoured to be a source for this poison.

A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 21 (6d6) poison damage and become poisoned for 12 hours. The poisoned creature automatically fails Constitution saving throws. On a successful save, the creature takes half damage and is not poisoned.

Ortollela (*Ingested*). Ortollela is a ruby, viscous liquid made from the boiled petals of the vilath flower and the leaves of the creeping vine known to scholars as hethera, but to common folk as “Mystra’s fingers” given its proclivity for growing in and around temples and shrines to this goddess. It has a slightly bitter taste and has even been described as a refreshing quaff by some ignorant imbibers.

A creature subjected to this poison suffers no ill effects until it ingests a magical potion. If the poison is not detected and neutralized before then, the creature must make a DC 18 Constitution saving throw, taking 38 (11d6) poison damage on a failed save, or half as much damage on a successful one. The magical potion has no effect on the creature whether or not the save is successful.

Pranath (*Contact*). This poison is named for the assassin who first created it in the city of Shiertalar in the late 1200s DR. One of the favored killers-for-hire used by the Runden, Pranath was fond of blowing this vivid purple dust into the faces of his victims ere he met his end at the hands of the adventurers of the Company of the Bladestar. The recipe for this poison is not widely known although the alchemist and occasional adventurer Caralt of Sammaresh is believed to know the full recipe.

A creature subjected to this poison must make a DC 17 Constitution saving throw or take 25 (7d6) poison damage and become poisoned. The poisoned creature has its hit point maximum reduced by an amount equal to the poison damage it took until it has a long rest. After a long rest the creature is no longer poisoned.

Rymmthan (*Ingested*). Also called “Razorwine”, this deep crimson liquid appears to all outward appearances to be red wine and is therefore difficult to detect. It is known to contain a small amount of black dragon blood and powdered root from the blackblaze marsh plant found in all swampy areas north of the Shaar. This poison causes extreme gastrointestinal pain.

A creature subjected to this poison must make a DC 13 Constitution saving throw or take 21 (6d6) poison damage and 21(6d6) acid damage. On a successful save, the creature takes half damage.

Sabrathrael (*Injury*). A poison believed to have its origins in lost Netheril, this pale yellow, gel-like substance adheres to all weapons and can even be applied to sharpened fingernails and claws. Lost for centuries, the recipe for this poison resurfaced in the Year of the Catacombs (1308 DR) when the all-female Silksteel Sisterhood adventuring band out of Baldur’s Gate discovered it among the treasures they obtained from their defeat of the lich Ulgarthus in a tomb complex deep within the Graypeak Mountains. They sold the recipe to the alchemist Vorthan of Triel and he in turn has disseminated it to select practitioners in the art of poisons for much gold. It is thought that Tabra, the proprietor of the Bargewright Inn hid a copy of the recipe for sabrathrael somewhere in that settlement before her mysterious disappearance.

A creature subjected to this poison must make a DC 18 Constitution saving throw or take 42 (12d6) poison damage and become poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also incapacitated while poisoned. On a successful save, the creature takes half damage and is not poisoned.

Staeradder (*Injury*). A favourite poison of the Red Wizards of Thay, staeradder is derived from the venom of the tarpan snake found throughout the Unapproachable East mixed with the rare salt mineral known as isardrin. The current Biting Blade of Thay, Narammas Jankul, and the Hands that he leads (the Hands are the elite agents of the zulkirs of Thay) are known to use staeradder when dealing with enemies of that realm. The secrets of this poison were made known long-ago by the renegade Red Wizard Seligor of Bezantur, who fled Thay rather than submit to the will of the then Zulkir of Alteration Artanis Torond. Seligor was known to be a Harper ally and sustained by his Art, may yet remain a powerful, shadowy foe of Thay.

A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or become poisoned for 5 minutes. The poisoned creature is wracked with pain such that it falls prone, is incapacitated and unable to stand up.

Statha (*Injury*). This slick, black, shiny oil is poisonous only to elves and half-elves and is known as the “Bane of Elves”. It was created in secret at the command of Coronal Avorlas of Aryvandaar during the Crown Wars and wreaked much havoc in that kingdom’s conflicts with the realms of Miyeritar, Illefarn and Shantel Othreir. Today this rare poison is made rarer still by the activities of the Eldreth Veluuthra who actively hunt down and slay any individual known to use or create statha. The most recent example of this was the murder of the alchemist Faerol of Elturel who stumbled upon the recipe to statha during a visit to Candlekeep. It is believed that Faerol made multiple copies of the recipe prior to his demise but thus far none have been discovered.

A creature subjected to this poison must make a DC 15 Constitution saving throw or take 10 (3d6) poison damage every turn for the next 5 turns and be poisoned.

Tammagar (*Inhaled*). The secret to making this thick, white vapor is thought to have been lost with the death of Dornus, priest of Talona and leader of a group of worshippers of Lady of Poison somewhere in the backlands south of Priapurl. Dornus is known to have provided tammagar to parties in Westgate, Iriaebor and Cormyr and there is no doubt that someone will successfully recreate it in time to come. Tammagar is thought to have been the cause of the Highsun Riots in Teziir during the Year of the Banner (1368 DR) and many otherwise inexplicable “bouts of madness” among Cormyrean nobles in the wake of the death of King Azoun IV have been attributed to this poison also.

A creature subjected to this poison must make a DC 14 Constitution saving throw or become poisoned for 10 turns. The poisoned creature must take the Dash action and move in a random direction on each of its turns and otherwise can’t take actions, can’t understand what other creatures say, can’t read and speaks only in gibberish.

Veldruth (*Injury*). Also known as “black rose”, this purple-black tincture of the petals of the wild yulth ground shrub, whose flowers resemble tiny roses, is popular with assassins throughout the Vilhon Reach. The Tower of Scrolls, temple to Oghma in Arrabar, is known to have a complete recipe for veldruth and the Saringhal, Weelix and Olhont noble families are believed to also hold the secret to crafting this poison also. Certainly, the internecine “merchant wars” that plague Chondath and Turmish have seen this poison feature prominently.

A creature subjected to this poison must make a DC 19 Constitution saving throw or take 6 (2d6) poison damage and become poisoned. The poisoned creature has vulnerability to all damage. The poisoned creature must repeat the saving throw every turn. On a successful save, the creature is no longer poisoned.

Zellak (*Contact*). This poisonous liquid dries to a faint translucent sheen on any surface but is otherwise colorless. Created by Nabonidus, Astahar (advisor) to the God-King Gilgeam centuries ago, this poison is commonly encountered in ancient Untheric tombs and is still used to protect valuables in that realm. The recent strife in Unther has seen the recipe for this poison disseminated widely throughout the lands of the Vilhon Reach and as one of its key ingredients is powdered gorgon scales, the market for gorgon carcasses can best be described as buoyant. As such, the number of gorgon hunters in the Smoking Mountains and nearby environs has risen significantly.

A creature subjected to this poison must make a DC 15 Constitution saving throw or be poisoned. The poisoned creature is restrained and must repeat the saving throw at the start of each of its turns. If it successfully saves three times the effect of the poison ends. If it fails its save three times, the creature is permanently turned to stone and is subjected to the petrified condition. The successes and failures don’t need to be consecutive; the DM should keep track of both until the creature collects three of one kind.