Vol 1, Issue #5

Avalon Magic

Elswith's Magic Emporium I

By
Sean Wilt

The following list brings forth an item and spells which strike the victim over a period of time. Imagine being subjected to their effects and knowing there is more to come.

Breath of Chaos (potion)
Type: Poison, ingested
Save: Fortitude 1d20 + 10
Frequency: See chart
Effect: See chart
Cure: See chart
Cost: 1000 gps.

This little gem was introduced by the demons inhabiting the chaotic planes but has since spread across the dimensions. This poison is designed to fool attempts to treat it and to avoid creating a signature poison. Due to it's nature, it takes a 25 DC perception check to identify the potion since it seeks to fool the senses of anyone who is examining it. The nature of the poison varies. Sometimes it mimics another poison and sometimes it's one of a kind. To simulate its unpredictable nature, use the following random tables.

Example: Mordius the assassin has dosed the harbormaster's wine with the breath of chaos. His victim has taken a swig of wine and now the results of the poison must be determined. The DM rolls a 10 on a 1d20 and adds 10 to see what the fortitude save is. He notes it is a DC 20 Fortitude save in this case. Then, he rolls on the frequency table and notes that a 3 was rolled. Now, he rolls 2d3 to see how many minutes the poison will last. A four and five are rolled and the poison will last for 5 minutes if the victim fails to make any fortitude saves. Another d6 roll is made on the effect table and a 4 was rolled.
The DM does not want to come up with an unique effect and instead rolls another d6. A 1 was rolled, which means strength is affected.

Now the potency must be determined. He rolls a 4 and notes that the potency is 1d4/2. In other words, the amount of permanent damage per frequency roll is 1 unless a four is rolled and then two points of permanent strength damage is done.

Finally, the cure roll is made and the DM scores a three, which means any two saves means the victim has overcome the poison if he fails the roll to avoid becoming poisoned in the first place.

PATHFINDER®
ROLEPLAYING GAME COMPATIBLE