2d6 Result	Defined Trade Good	Unit Increment	Base Price GP
2	Stomach Irritant*	1d6 x 6	10
3–5	Emetic*	1d6 x 5	25
6–8	Drow Poison	1d6 x 5	75
9–11	Arsenic	2	120
12	Giant Wasp Poison	1	200

*These have no statistical effects, they just tend to take the person poisoned out of action for a few hours to a day if ingested.

More expensive poisons are rare to find for sale at all, and have to be negotiated on a dose by dose basis.

From:
https://wiki.wishray.com/ - **Wishray Wiki**

Permanent link:
https://wiki.wishray.com/doku.php?id=poison

Last update: **2012/04/14 01:34**