

# THE APOTHECARY

A purveyor of curious mixtures both alchemical & mundane.

By Ray Nolan & Phil Morris, Anti Paladin Games, Draft Edition

As the pair of adventurers entered the overly crowded small shop they noted the air seemed to stink of a strange mixture of stale vanilla, roses, and decay. Little light was able to struggle past the layers of soot and smog staining smoke coating the thick glass windowpanes. Tall shelves lined the walls and served as dividers in the open spaces, all manner of oddity was clearly labeled and sealed in box and bottle, but there was no organization to it the pair could puzzle out. As they looked about, both failed to notice the woman step out of the back. Tall and lean of human stock, her age could not be easily guessed. Had the pair bothered to question her neighbors they would have put her past forty years, but she had lived and worked in the shop as long as anyone could remember. "If you need healing draughts, there is a temple down the street a short distance that might tend to your needs, otherwise how can I help you two?"

Despite their years in the wild and the unnamed horrors they had already faced, the two gave a momentary pause for this woman. There was an aura of power around her despite her simple dress and common bits of jewelry. The older of the two finally asked, "Do you carry adder's tongue tea and fresh wolfsbane? Maybe a small dose of silver mist?"

With her already impressive knowledge the apothecary smiled wickedly at the desperate pair; then with a false honey tone in her voice she replied, "Yes boys, I can help you against Old Stripe."

Apothecaries serve a vital function in towns, providing a place to purchase a wide variety of items from pipe weed to common healing herbs and far more exotic and potentially potent items if the buyer's pouch is heavy enough. Some shops even cater to darker requests, providing an assortment of poisons if the buyer is known to the maker of such illicit substances. There are many places within the shop, each location holding items of interest to someone. Such spots include the shelves, behind the locked door, and within the small basement vault. The only requirements the apothecary has is payment in full and discretion about whatever you might have purchased.

## The Shelves

The shelves lining the shop front hold many interesting items, some are for medicinal purposes, others for recreation, and still others used by sages, wizards, and mystics, in their arcane research. Items are also served in a variety of forms. Some are simple liquids, others in powdered form, and some are small edible bits fed to the imbiber. The names given to items vary from region to region, those listed below are the most commonly used names.

## Medicines

In a land where magic healing is obtainable to those with wealth and power, the few non magic medicines offered tend to be inexpensive and of questionable effectiveness. A rare few tonics and ointments may provide limited benefits to the user, perhaps relieving a bit of pain or soothing a rough cough, maybe even curing a minor infection, but none provide an effect as great as even the weakest spells.

Common Medicine	Use	Cost/ Dose
Catnip	Soothes Coughs	2 cp
Adder's Tongue Tea	Speeds Healing	3 sp
Horehound	Expectorant	2 cp
Opium Poppy Sap	Pain Relief	2 gp
Ginger	Nausea	3 cp
Crushed Garlic	Insect Bites/Stings	2 cp
Valerian Extract	Sedative	5 cp
Juniper Berries	Stimulant	1 sp
Turpentine	Lice	8 cp
Wizard Oil	Tooth & Headaches	2 cp

## Pipe Weed

Originally cultivated by halfling farmers, the habit of smoking pipe weed has been adopted by many humans and dwarves, though few elves seem to appreciate the practice. Smokers frequently have friendly arguments over the best region for growing and even the best farmers in the region.

Types of Pipe Weed	Cost per Pound
Burly	8 sp
Sweet	2 gp
Cherry	5 gp
Spiced	20 gp
Faye Pepper	80 gp

Types of Pipes	Cost
Simple	2 sp
Fancy	5 gp
Ivory	50 gp

## Magical Components

The apothecary stocks a wide variety of components useful to spellcasters for creating scrolls and potions. These items are also frequently used in researching new spells and magic creations. The costs listed in Labyrinth Lord for magic item creation already include these components. The Labyrinth Lord may rule that some rare ingredients are not available, but the apothecary may have some clue where they might be found.

## Behind the Locked Door

While common items are left to sit idly on open shelves where only a watchful eye and fearful reputation can protect them, more valuable and less legal items are kept in places more secure. Here is where the more exotic, if still mundane medicines might be found, rare metals and stone fragments used in the creation process are kept here as well, and of course the poisons that some apothecaries craft to feed the sinister goals of their more unsavory clients.

### Poisons

There are four ways a poison might be applied. The first application is ingested, which must be consumed for its effects to be felt. The second type is known as blade poison. This must be first applied to a slashing or piercing weapon and is delivered into the victim when they are successfully struck. The third application is inhaled. These toxic fumes affect anyone who breathes them in. The fourth and most

feared method is contact. This type of poison will afflict anyone that simply touches it with its often deadly effects.

Poisons come in a variety of strengths and effects, the four most commonly found induce the following effects: sleep, nausea, numbness, and death. Some spells also create effects similar to poisons, the magical version is always more powerful than the mundane alchemical elixirs.

Attempting to purchase poisons is always a risky business. Many poisons have other useful applications in alchemy and crafting and so are often kept on hand. The apothecary will only have a small assortment on hand at any one time; perhaps 1d6 doses of each poison at best. Characters interested in purchasing more than a single dose of any deadly poison risk the chance of drawing the curiosity of the seller.

The following table details the four common types found under each method of delivery and the related effects of the failed poison save.

Application / Type	Name	Saving Throw	Result of Failed Saving Throw	Cost per Dose
<b>Ingested</b>				
Sleep	Moon Nectar	+4 bonus	Slumber for 1d4 turns.	10 gp
Weak	Fly Agaric	+2 bonus	1d6 damage, <i>nauseated</i> for 1 day.	20 gp
Strong	Demon Ichor	+1 bonus	3d6 damage, <i>nauseated</i> for 1d6 days.	50 gp
Deadly	Nightshade	Unmodified	Death	500 gp
<b>Blade</b>				
Slow	Black Treant Sap	+4 bonus	Lose initiative for 2d6 rounds.	20 gp
Weak	Scorpion Venom	+2 bonus	1d6 damage, <i>nauseated</i> for 1 round.	50 gp
Strong	Devil Spit	+1 bonus	3d6 damage, <i>nauseated</i> for 1d6 rounds.	200 gp
Deadly	Adder Venom	Unmodified	Death	500 gp
<b>Contact</b>				
Numbing	Torpor Ash	+4 bonus	<i>Numbed</i> for 2d6 rounds.	250 gp
Weak	Powdered Nettle	+2 bonus	1d6 damage, <i>numbed</i> for 2d6 rounds.	500 gp
Strong	Dried Spider Bite	+1 bonus	3d6 damage, <i>numbed</i> for 3d6 rounds.	1000 gp
Deadly	Death Dust	Unmodified	Death	3000 gp
<b>Inhaled</b>				
Sleeping	Dream Vapor	+4 bonus	Slumber for 2d6 rounds.	100 gp
Weak	Zombie Fume	+2 bonus	1d6 damage, <i>nauseated</i> for 1 turn.	200 gp
Strong	Black Mist	+1 bonus	3d6 damage, <i>nauseated</i> for 1 hour.	300 gp
Deadly	Stygian Breath	Unmodified	Death	2000 gp

### Guidelines for Usage

Ingested poison remains effective in food or drink until consumed. *Purify food and drink* will nullify the poison as normal, as will *neutralize poison*, though the latter will not remove spoilage.

Blade poison will spoil if unused once applied to a blade. It becomes harmless after one hour unless special precautions are taken to keep it fresh which would be impractical for any normal hand held weapon. Many poison traps incorporate hollow needles and special oils to protect the poison and keep it fresh effectively forever.

Contact poison is usually powdered and will last forever unless washed away with water or exposed to direct sunlight for long periods. It is sufficiently diffused when

applied to an area or item to render it unnoticeable to anyone but a skilled thief searching for traps.

Inhaled poison must be kept sealed in a bottle or flask until used. The liquid instantly turns into a cloud of vapor when released, filling an area within a five foot radius. The cloud will disperse in 1d6+1 rounds indoors and in one round outdoors. Extra large bottles may be prepared which will poison a ten foot radius, but at eight times the standard cost.

Inhaled poison may also be put on a rag and used to smother an opponent that is caught unaware on a surprise attack from behind. A rag prepared this way will last for 2d6 rounds before becoming inert.

When inhaled poison isn't applied properly it won't poison character, it simply means the poison is wasted by poor storage or improper use.

Inhaled poisons can sometimes be avoided by a character holding his breath. Characters holding their breath might be granted a +2 bonus to their save, at the Labyrinth Lord's discretion.

### Effects of Poison

**Nauseated:** The character suffers a -4 penalty to attack rolls and ability checks.

**Numbed:** The character suffers a -2 penalty to attack rolls, armor class, strength, and dexterity. Additionally, the character moves at only half normal rate.

**Dangers of Poison Use:** Lawful characters not intentionally use poison since to do so would be a chaotic act. There is also the risk of self-poisoning when handling or preparing a dose for use. When a character fails to use ingested, blade, or contact poison properly, he must save versus the poison or suffer the standard effect. When inhaled poison is used improperly it is wasted but the character isn't affected.

To safely use poison, a character must save against the poison being used. All characters received a +8 bonus when handling any poison. Thieves gain an additional +2 bonus to this save, and all characters also receive an additional +4 bonus if using an ingested poison. Please note that a roll of one is always a failure.

**Monsters & Poison:** Creatures producing poison naturally and the Carcass Scavenger are immune to all poisons.

**Antidote:** Clerics can cast *neutralize poison* which is the best antidote, however characters may also purchase alchemical antidote which offers limited protection against poison. When imbibed, it grants a +2 bonus on saves against poison for one hour. If a dose is taken after a character has been poisoned, it has a 25% chance of removing *nausea* and *numbness*, but won't restore the hit points lost to poison or restore life to a dead character.

### Acids

In addition to poisons the apothecary frequently has a supply of acid on hand. Useful for processes, great care must be taken when handling it. Acid will also release strong smelling fumes when it reacts with anything. This odor may draw the attention of nearby creatures or characters if not used in a controlled environment.

It's also dangerous to carry acid. A character carrying acid on his person for more than a few rounds must save against poison once each day or the acid leaks out of the container, possibly ruining gear or causing hit point damage to the character. The exact time of this saving throw is left up to the Labyrinth Lord.

Acids come in two basic varieties, weak and strong. Weaker Acids are typically well sealed in a metal flask. This

acid will dissolve any flesh, wood, paper, or similar organic material. It does 1d6 damage for 3 rounds if used as a weapon.

Strong Acids are carefully sealed in glass bottles. This acid will dissolve wood, flesh, and any metal except gold or platinum. It does 1d8 damage for 5 rounds to anything it comes in contact with. It can be used to disable locks and has a 33% chance to ruin a lock in 1d3 rounds, rendering it useless. If it fails there is a 25% chance the mechanism might become permanently jammed. It will not unlock under any circumstances, even for the proper key.

### Throwing Breakable Weapons

Holy water in a bottle, oil flasks, inhaled poison in a bottle, acid in a bottle (see above), and liquid fire (see below) may be thrown. Short range is up to 10 feet, medium is up to 30 feet, and long range is 50 feet. If the thrown bottle misses the target, it still ends up somewhere. It might bounce, roll, or tumble in nearly any direction. The Labyrinth Lord rolls 1d8 to determine direction and 1d4 X 5 to determine how many feet away from the intended target the bottle lands.

d8	Direction	d8	Direction
1	Directly Behind	5	Before
2	Behind and Right	6	Before and Left
3	Right	7	Left
4	Before and Right	8	Behind and Left

### Alchemical Compounds

Poisons and acids are not the only items kept under lock and key. Strange mixtures that, while not strictly magical in nature, might perform wondrous or unusual effects. While not many of these substances are kept on hand, it is possible that 1d6+1 different items are available with 1d4 doses of each on hand.

**Aqua Regia:** This mild red liquid has no effect unless poured on gold or platinum. If poured over these metals they melt as if exposed to a strong acid. Each pint will liquefy up to one pound of gold.

**Aqua Fortis (wolf's wine):** A dark blue liquid considered harmless, it will dissolve any silver it connects with as if it were exposed to strong acid. Each pint will liquefy up to one pound of silver.

**Aqua Vitae (spirit wine):** A clear liquid that can easily pass as water, it is actually an incredibly potent alcohol, several times stronger than brandy. One pint is considered a single dose and is as strong as a gallon of typical hard liquor.

**Azoth (universal solvent):** This milky white liquid will nullify any non-magic glue it is poured over. One ounce will remove glue from up to one square foot.

**Silver Mist:** A thick silver liquid that, when applied to any weapon made of iron or steel, it bestows the qualities of silver for one hour. This is primarily useful when going into battle against lycanthropes and certain undead. One ounce will coat a long sword or two daggers.

**Liquid Fire:** A thick black liquid typically stored in clay pot known as a grenade. A long burning substance, when the grenade shatters against a target it spreads flames that burn for 1d6+3 rounds doing 1d6 damage each round. It can also be spread over an area and set afire. Water won't douse it. Each grenade holds one pint and weighs two pounds.

**Philosopher's Oil (Gem Oil):** Brightens gems when they are washed in it. It also makes it easier to cut gemstones, and when magic gemstones are dipped in it, they briefly glow. One ounce will coat a dozen gems.

**Prima Materia (creation clay):** A malleable red clay that takes on the properties of other substances it is molded to. It is often used to fix chips, nicks, and cracks in objects ranging from pottery to great swords. However, it cannot be used to restore broken magic items to a usable state. Its doses are measured in ounces and the quantity needed depends on the size the repair attempted.

**Dry Oil:** A thin clear liquid, it can be used to treat leather or paper rending it waterproof. Items prepared with this oil will have a waxy feel and can be safely submerged in water without fear of damage. Its effects are permanent. One pint would protect one book or garment.

**Iron Grit:** A blue polish that reverses rust on iron and steel. It cannot restore magic to an item. One ounce will return a single suit of armor to like new condition.

Alchemical Compound	Cost per Dose
Aqua Regia	20 gp
Aqua Fortis	10 gp
Aqua Vitae	50 gp
Azoth	5 gp
Silver Mist	60 gp
Liquid Fire	75 gp
Philosopher's Oil	15 gp
Prima Materia	400 gp
Dry Oil	300 gp
Iron Grit	250 gp

## In the Vault

The most valuable items within the shop are kept under lock and key along with magic wards and traps to help deter thieves. This is most often magic items, but has been known to include rare and highly valuable items such as starstones. There are seldom very many on hand, at most 1d4 potions if any at all are available.

Apothecaries don't deal in healing potions, that is the purview of temples. They are sometimes willing to purchase unwanted potions from adventurers at one quarter of the prices listed below.

It is also possible for the apothecary to identify potions. This service costs 100 gp for each potion researched. It also takes one day's time per potion. While this may appear time consuming, none of the potion is lost at the end of the process.

d100	Type of Potion	Cost
01-03	Animal Control	1,500 gp
04-06	Clairaudience	2,250 gp
07-09	Clairvoyance	2,250 gp
10-12	Climbing	1,500 gp
13-17	Delusion	500 gp
18-20	Diminution	3,000 gp
21-23	Dragon Control	3,000 gp
24-26	ESP	1,500 gp
27-31	Fire Resistance	1,500 gp
32-36	Flying	2,250 gp
37-40	Gaseous Form	3,750 gp
41-43	Giant Control	3,000 gp
44-47	Giant Strength	2,250 gp
48-50	Growth	3,000 gp
51-54	Heroism	3,000 gp
55-58	Human Control	750 gp
59-64	Invisibility	1,500 gp
65-66	Invulnerability	1,500 gp
67-69	Levitation	1,500 gp
70-71	Longevity	18,000 gp
72-73	Oil of Etherealness	5,000 gp
74-75	Oil of Slipperiness	2,250 gp
76-78	Philter of Love	750 gp
79-81	Plant Control	1,500 gp
82-83	Poison (w/ penalty)	1,500 gp
84-85	Polymorph	3,000 gp
86-88	Speed	2,250 gp
89-90	Super-heroism	5,000 gp
91-93	Sweet Water	1,000 gp
94-95	Treasure Finding	5,000 gp
96-97	Undead Control	3,000 gp
98-00	Water Breathing	2,250 gp

## CALCULATING POTION COSTS

We used the following formula to determine the prices given in the chart above:

$$\text{Item Creation Cost (500 gp / spell level)} \times 1.5.$$

If your campaign uses a different item creation cost then adjust to fit accordingly. Please keep in mind that LL has the final decision on all item costs and if they are available at all.

### *Magic vs. Mundane Poisons*

Magic poisons have several advantages over their mundane counterparts. The most important being that you cannot accidentally poison yourself while using it. An additional benefit is that magic poisons are stronger, assigning a penalties of -1 to -4 to the victim's save.



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