

Rium's Intestinal Render

(from "The Adventurer's Ordinance II")

A more nefarious version of the toothpick, when swallowed this wooden pick will pass easily into the stomach. After 1d4 hours, the pick will enter the intestine, and if the subject fails a saving throw vs. death magic, it will become stuck, puncturing their intestine. The individual will fall dreadfully ill within 24 hours, and if they fail a constitution check (4d6 vs. Con score) they will go into septic shock, dying in 4d12 hours (4-48 hours) unless a *Heal*, *Cure Disease*, *Regeneration*, or *Limited Wish* is cast. Creatures that regenerate naturally or magically will suffer no ill effects outside of mild discomfort.

XP Value: 1,100

GP Value: 4,500