

Poison and the normal bandit

Post by “Milhibethjidan aus Boran” of Aug 14th 2015, 1:19 pm

Giving poisons to regular bandits often doesn't make sense ingame. Poisons are often quite difficult to produce and really expensive while bandits are most often forced to do so because they have no other way to get food or money for food (or can't do something else). Someone who can produce poisons has the talents he needs to do something legal with it, and if the bandits have the money to buy poison they more likely use this kind of money to live instead of wasting it on such stuff and risk their lives robbing people...