

## POISONCRAFT

A subdomain of alchemy, the profession of poisoncraft is often seen as the “dark side” of Alchemy. While Alchemy often deals in poisonous reagents, typically speaking they aim to tame the poison, channeling it into useful effects. While capable of making crudely poisonous potions, such things are generally considered failures to an alchemist. To a poisoner, they are considered the art itself.

Poisoncraft shares Shelf Life and Reagents with Alchemy; for details regarding those, see Alchemy.

### QUICK REFERENCE

While each step will go into more depth, the quick reference allows you to at a glance follow the steps to make a potion in its most basic form:

- Select a poison that you would like to craft from the “Poison Crafting Table”.
- Acquire the items listed in the materials column for that potion.
- Use your Poisoner’s Kit tool to craft the option using the number of hours listed in the Crafting Time column, or during a long rest using the crafting camp action if the crafting time is 2 hours or less. Poisoncraft items must be crafted in a single session.
- For every 2 hours, make a crafting roll of 1d20 + your Intelligence or Wisdom modifier (your choice) + your proficiency bonus with a Poisoner’s Kit. You can abort the craft after a bad crafting roll if you wish, this counts as a failure.
- On success, you mark 2 hours of completed time. Once the completed time is equal to the crafting time, the magic item is complete. On failure, the crafting time is lost and no progress has been made during the 2 hours. If you fail 3 times in a row, the crafting is a failure and all materials are lost.

### RELATED TOOL & ABILITY SCORE

Poisoncraft works using Poisoner’s Kit. Attempting to craft a potion without these will almost always be made with disadvantage, and proficiency with these allows you to add your proficiency to any poisoncraft crafting roll.

Poisoncraft uses your choice of your Intelligence or Wisdom modifier, representing your path of knowledge to the art of making deadly things deadlier.

### APPLYING THE POISON

Applying an Injury poison to a weapon or a Contact poison to an object, requires a poisoner’s kit and proficiency with it. To attempt to apply the poison without a kit, make a DC 15 Dexterity check, adding your proficiency bonus if you are proficient with the poisoner’s kit. On a failure, the poison is not applied and you suffer the effects of the poison.

### CRAFTING ROLL

Putting that together means that when you would like to create poison, your crafting roll is as follows:

**Poisoncraft Modifier** = your Poisoner’s Kit proficiency bonus + your Intelligence or Wisdom modifier (your choice).

### POISONCRAFT SAVING THROW

When a poison requires a saving throw, the following is the formula for calculating the saving throw. The saving throw is calculated at the time of creation based on the creators attributes and proficiency, and doesn’t change once it is created.

**Poison DC** = 8 + your Poisoner’s Kit proficiency bonus + your Intelligence or Wisdom Modifier (your choice).

### SUCCESS AND FAILURE

For Poisoncraft, after you make the crafting roll and succeed, mark your progress on a crafting project. If you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item). Checks for Poisoncraft do not need to be immediately consecutive. Failure means that no progress is made during that time. Once an item is started, even if no progress is made, the components reserved for that item can only be recovered via salvage.

If you fail three times in a row, all progress and materials are lost and can no longer be salvaged.

### POISONS

Given their insidious and deadly nature, poisons are illegal in most societies but are a favorite tool among assassins, drow, and other evil creatures.

Poisons come in the following four types.

**Contact.** Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

**Ingested.** A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You might decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

**Inhaled.** These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one’s breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

**Injury.** Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage. An injury poison typically lasts 1 minute on a weapon, and lasts for up to 5 hits. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

## POISON CRAFTING TABLE

Name	Ingredients	Crafting Time	Checks	Difficulty	Rarity	Value
Dizzying Touch <sup>K</sup>	1 common poisonous reagent 1 common arcane essence 1 glass vial	2 hours	1	DC 14	common	45 gp
Simple Injury Poison <sup>K</sup>	2 common poisonous reagents 1 glass vial	2 hour	1	DC 14	common	40 gp
Simple Inhaled Poison <sup>K</sup>	2 common poisonous reagents 1 common reactive reagent 1 glass vial	2 hour	1	DC 14	common	60 gp
Simple Contact Poison <sup>K</sup>	2 common poisonous reagents 1 glass vial	2 hour	1	DC 14	common	40 gp
Simple Ingested Poison <sup>K</sup>	2 common poisonous reagents 1 glass vial	2 hour	1	DC 12	common	35 gp
Burning Wound <sup>K</sup>	1 uncommon poisonous reagent 1 uncommon reactive reagent 2 common reactive reagents 1 glass vial	2 hours	1	DC 16	uncommon	150 gp
Old Reliable <sup>K</sup>	1 uncommon poisonous reagent 1 common curative reagent 1 glass vial	2 hours	1	DC 14	uncommon	70 gp
Potent Injury Poison <sup>K</sup>	2 uncommon poisonous reagents 1 glass vial	2 hours	1	DC 15	uncommon	100 gp
Potent Inhaled Poison <sup>K</sup>	2 uncommon poisonous reagents 1 uncommon reactive reagents 1 glass vial	2 hours	1	DC 15	uncommon	140 gp
Potent Contact Poison <sup>K</sup>	2 uncommon poisonous reagents 1 glass vial	2 hours	1	DC 15	uncommon	100 gp
Potent Ingested Poison <sup>K</sup>	2 uncommon poisonous reagents 1 glass vial	2 hour	1	DC 14	uncommon	95 gp
Withering Soul <sup>K</sup>	1 uncommon poisonous reagent 1 common arcane essence 1 glass vial	2 hours	1	DC 14	uncommon	100 gp
Crawler Mucus	1 rare poisonous reagents 1 glass vial	2 hours	1	DC 16	rare	250 gp
Fainting Fumes <sup>K</sup>	1 rare poisonous reagent 1 uncommon reactive reagent 2 uncommon poisonous reagents 1 glass vial	4 hours	2	DC 16	rare	415 gp
Essence of Ether	1 rare poisonous reagent 1 glass vial	2 hours	1	DC 17	rare	270 gp
Malice	1 rare poisonous reagent	2 hours	1	DC 16	rare	250 gp
Knockout Poison	3 rare poisonous reagents 1 glass vial	4 hour	2	DC 17	rare	760 gp
Paralyzing Poison <sup>K</sup>	2 rare poisonous reagents 2 uncommon poisonous reagents 1 glass vial	4 hours	2	DC 16	rare	590 gp
Veins of Tar <sup>K</sup>	1 rare poisonous reagent 1 uncommon reactive reagent 1 uncommon supplies 1 glass vial	4 hours	2	DC 15	rare	300 gp
Whispers of Madness <sup>K</sup>	1 rare poisonous reagent 1 uncommon psionic essence 1 glass vial	4 hours	2	DC 16	rare	450 gp
Midnight Tears	1 very rare poisonous reagent 1 crystal vial	4 hours	2	DC 16	very rare	2,300 gp



## POISON CRAFTING TABLE (CONT)

Name	Ingredients	Crafting Time	Checks	Difficulty	Rarity	Value
Grievous Injury Poison <sup>K</sup>	1 <i>very rare poisonous reagent</i> 1 <i>crystal vial</i>	4 hours	2	DC 18	very rare	2,380 gp
Slow Death <sup>K</sup>	2 <i>very rare poisonous reagents</i> 1 <i>very rare curative reagent</i> 1 <i>crystal vial</i>	6 hours	3	DC 18	very rare	6,800 gp
Endless Dreams <sup>K</sup>	1 <i>legendary poisonous reagent</i> 2 <i>very rare curative reagents</i> 1 <i>crystal vial</i>	8 hours	4	DC 20	legendary	11,000 gp

BURNING WOUND (INJURY)<sup>K</sup>

*Poison, uncommon*

Applied to a melee weapon or up to 5 pieces of ammunition. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, the target becomes poisoned for 1 minute. While poisoned this way, a creature takes 1d6 fire damage at the end of each of its turns, and any hit points regained is reduced by half. At the end of each of their turns, they can repeat the saving throw, ending the effect on success.

Once applied, the poison retains potency for 1 minute before drying, and wears off of a weapon after that weapon has delivered the effect 5 times.

## CRAWLER MUCUS (CONTACT)

*Poison, uncommon*

Applied to an object. The first creature that touches must make a Constitution saving throw with a DC equal to the crafter's Poison DC or be Poisoned for 1 minute. The Poisoned creature is Paralyzed. The creature can repeat the saving throw at the end of each of its turns, Ending the Effect on itself on a success., after which the poison is rubbed off.

## DIZZYING TOUCH (CONTACT)

*Poison, common*

Applied to an object. The first creature that touches must make a Constitution saving throw with a DC equal to the crafter's Poison DC. On failure, the creature becomes poisoned for 1 minute. While poisoned in this way, they must succeed a Wisdom saving throw at the end of each of their turns or fall prone.

ENDLESS DREAMS (INGESTED)<sup>K</sup>

*Poison, legendary*

Applied to food or beverage. A creature that consumes this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC. On failure, the next time the creature falls asleep they enter endless slumber in stasis. They do not wake and can't be roused by any normal means. A creature sleeping in this way doesn't require food or drink, and doesn't age.

This effect can only be ended by greater restoration cast at 7th level or higher, or wish.

## ESSENCE OF ETHER (INHALED)

*Poison, rare*

When released, this poison fills a 5-foot radius around the source. You can accurately throw a vial of it (shattering on impact) at a point up to 30 feet away, or release it by other means. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, the creature becomes Poisoned for 8 hours. The Poisoned creature is Unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

If stored as powder, you can throw this powder 5 feet. If stored in a vial, you can throw 30 feet.

FAINTING FUMES (INHALED)<sup>K</sup>

*Poison, rare*

When released, this poison fills a 10-foot radius around the source. You can accurately throw a vial of it (shattering on impact) at a point up to 30 feet away, or release it by other means. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC. On failure, the target becomes poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

GRIEVOUS INJURY POISON (INJURY)<sup>K</sup>

*Poison, very rare*

Applied to a melee weapon or up to 5 pieces of ammunition.

A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC, taking 6d6 poison damage on a failed save, or half as much damage on a successful save.

Once applied, the poison retains potency for 1 minute before drying, and wears off of a weapon after that weapon has delivered the effect 5 times.

## KNOCKOUT POISON (INJURY)

*Poison, rare*

Applied to a melee weapon or up to 5 pieces of ammunition. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, the target becomes poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Once applied, the poison retains potency for 1 minute before drying, and wears off of a weapon after that weapon has delivered the effect 5 times.

## PARALYZING POISON (INJURY)<sup>K</sup>

*Poison, rare*

Applied to a melee weapon or up to 5 pieces of ammunition. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, the target becomes poisoned for 1 minute. A creature is paralyzed while poisoned this way. At the end of each of the creature's turns, it can repeat the saving throw, ending the effect on success.

Once applied, the poison retains potency for 1 minute before drying, and wears off of a weapon after that weapon has delivered the effect 5 times.

## MALICE (INHALED)

*Poison, rare*

When released (by throwing powder or breaking a vial of it), this poison affects a 5-foot radius from where it was released. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, the creature becomes Poisoned for 1 hour. The Poisoned creature is Blinded.

If stored as powder, you can throw this powder 5 feet. If stored in a vial, you can throw 20 feet.

## MIGHTNIGHT TEARS (INGESTED)

*Poison, uncommon*

A creature that ingests this poison suffers no Effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a Constitution saving throw with a DC equal to the crafter's Poison DC, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

## OLD RELIABLE (INJURY)<sup>K</sup>

*Poison, uncommon*

Applied to a melee weapon or up to 5 pieces of ammunition. This poison is exceptionally durable, lasting on a weapon for 1 hour and an unlimited number of hits during that time. On hit, weapons with this poison applied deal 1d4 additional poison damage.

## POTENT INJURY POISON (INJURY)<sup>K</sup>

*Poison, uncommon*

Applied to a melee weapon or up to 5 pieces of ammunition. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, they take 2d6 Poison damage and become Poisoned for 1 hour. At the end of a poisoned creature's turn, it can repeat the saving throw, ending the condition on success.

Once applied, the poison retains potency for 1 minute before drying, and wears off of a weapon after that weapon has delivered the effect 5 times.

## POTENT INHALED POISON (INHALED)<sup>K</sup>

*Poison, uncommon*

When released, this poison fills a 10-foot radius around the source. You can accurately throw a vial of it (shattering on impact) at a point up to 30 feet away, or release it by other means. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, they take 2d4 Poison damage and become Poisoned for 1 hour. At the end of a poisoned creature's turn, it can repeat the saving throw, ending the condition on success.

This effect lingers in the area it was released for 1d4 rounds. A strong wind will clear away and disperse the poison. A creature that enters the area for the first time must save against the poison.

## POTENT CONTACT POISON (CONTACT)<sup>K</sup>

*Poison, uncommon*

Applied to an object. The first creature that touches that object after it is applied must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, they take 4d4 Poison damage and become Poisoned for 1 hour. At the end of a poisoned creature's turn, it can repeat the saving throw, ending the condition on success.

## POTENT INGESTED POISON (INGESTED)<sup>K</sup>

*Poison, uncommon*

A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC. On failure, they take 3d6 Poison damage and suffer the poisoned condition for 1 hour.

## SIMPLE INGESTED POISON (INGESTED)<sup>K</sup>

*Poison, common*

Applied to food or beverage. A creature that consumes this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC. On failure, they take 2d6 Poison damage and suffer the poisoned condition for 1 hour.



**SIMPLE INJURY POISON (INJURY)<sup>K</sup>***Poison, common*

Applied to a melee weapon or up to 5 pieces of ammunition. A creature subjected to this poison must succeed a Constitution saving throw with a DC equal to the crafter's Poison DC or take 2d4 Poison damage.

Once applied, the poison retains potency for 1 minute before drying, and wears off of a weapon after that weapon has delivered the effect 5 times.

**SIMPLE INHALED POISON (INHALED)<sup>K</sup>***Poison, common*

When released, this poison fills a 10-foot radius around the source. You can accurately throw a vial of it (shattering on impact) at a point up to 30 feet away, or release it by other means. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC. On failure, they take 2d4 Poison damage.

**SIMPLE CONTACT POISON (CONTACT)<sup>K</sup>***Poison, common*

Applied to an object. The first creature that touches must make a Constitution saving throw with a DC equal to the crafter's Poison DC or take 2d4 Poison damage, after which the poison is rubbed off.

**SLOW DEATH (INGESTED)<sup>K</sup>***Poison, very rare*

Applied to food or beverage. A creature that consumes this poison begins to slowly die if they aren't immune to poison. Each time that creature finishes a long rest, its hit point maximum is reduced by 1. If the creature's hit point maximum hit is reduced to 0 by this effect, it dies. While its hit points are less than half of its original maximum, it is poisoned. This effect can be removed by effects that remove the poisoned condition, and can be only be identified by magic or a DC 15 Wisdom (Medicine) check.

If a creature is cured, it regains its lost hit points after it finishes a long rest.

**VEINS OF TAR (INGESTED)<sup>K</sup>***Poison, rare*

Applied to food or beverage. A creature that consumes this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC. On failure, they are under the effect of the slow spell for 8 hours. This effect can be removed by effects that remove poison.

**WHISPERS OF MADNESS (CONTACT)***Poison, rare*

Applied to an object. The first creature that touches must make a Constitution saving throw with a DC equal to the crafter's Poison DC. On failure, the character becomes

poisoned for 10 minutes, and rolls on the short term madness table. They are under the effect of the rolled madness while poisoned.

**WITHERING SOUL (INJURY)<sup>K</sup>***Poison, uncommon*

Applied to a melee weapon or up to 5 pieces of ammunition. A creature subjected to this poison must make a Constitution saving throw with a DC equal to the crafter's Poison DC.

On failure, they become Poisoned for 1 minute. While poisoned in this way, a creatures takes 1d4 necrotic damage at the start of their turn, and are under the effect of bane. At the end of a poisoned creature's turn, it can repeat the saving throw, ending the condition on success.

Once applied, the poison retains potency for 1 minute before drying, and wears off of a weapon after that weapon has delivered the effect 5 times.

