

D&D 5 Poisons

www.aidedd.org - 2022-07-23

ASCOMOID SPORES

inhaled (vegetal) - 400 gp

This powder, elaborated from mushrooms, confuses the mind.

A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be stunned for 2d4 rounds. If the saving throw fails by 5 or more, the duration increases by 1d4 extra rounds.



BREATH OF THE DESERT

inhaled (mixture) - 700 gp

This terrible magic poison gives a feeling of warmth and makes his victim sweat abnormally.

A creature subjected to this poison must succeed on a DC 18 Constitution saving throw or its Wisdom score is reduced by 1d4 until the end of its next long rest.



BURNT OTHUR FUMES

inhaled (mixture) - 500 gp

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.



COULABINE

inhaled (toxin) - 800 gp

This very fine greyish gas, once released, causes a strong acceleration of breathing in the victim(s). Any action more fatiguing than a slow march is generally impossible.

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for up to 8 hours. While poisoned, the creature is considered to have level 4 exhaustion (if not superior before). Each hour, the creature can make a new saving throw. Each success reduces the level of exhaustion by 1. Once at level 0, the creature is no longer poisoned.



CYBELLA POLLEN

inhaled (vegetal) - 300 gp

Breathing the pollen of this flower brings on hallucinations (appearance of enemy creatures, feeling persecuted and/or being watched) to the victim.

A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be frightened for 2d4 rounds.



ESSENCE OF ETHER

inhaled (toxin) - 300 gp

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become 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.



GREEN DRAGON BILE

inhaled (toxin) - 2500 gp

This greenish heavy gas is one of the deadliest mass poisons. Fortunately, due to the difficulty to get the basic substance, its price makes it an extremely rare poison.

A creature subjected to this poison must make a DC 22 Constitution saving throw, becoming poisoned for 1 hour and taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.



INSANITY MIST

inhaled (mixture) - 2000 gp

The victim who breathes the perfume released by this potion is put in a nervous state close to madness that often ends in suicide.

A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or be poisoned. While poisoned in this way the creature's Wisdom score is reduced by 3d6 points. If its Wisdom is reduced to 2 or less, the creature suicides at the first opportunity.



KILLING EYE TOXIN

inhaled (toxin) - 2500 gp

This dreadful gas is prepared from the liver of an extremely rare sea fish called killer eye. Once released, the toxic cloud kills most creatures that breathe it.

A creature subjected to this poison must make a DC 18 Constitution saving throw, being poisoned and taking 27 (6d8) poison damage on a failed save, or half as much damage on a successful one. The creature can make a new saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.



MALICE

inhaled (toxin) - 250 gp

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.



SWAMP GAS

inhaled (toxin) - 600 gp

This greyish gas weakens its victims by slowing them down, or even putting them asleep.

A creature subjected to this poison must succeed on a DC 14 Wisdom saving throw or fall asleep for 1d6 round. A loud noise will not wake the creature, but any damage it takes will end its sleep.

**UNGOL DUST**

inhaled (mixture) - 600 gp

This poison looks like dusty red-brown flakes. The smell they given off when consumed causes serious respiratory lesions which are never fully recovered.

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or its Constitution score is reduced by 2. The reduction lasts until removed by the *greater restoration* spell or other magic.

**UROPYGUS**

inhaled (toxin) - 600 gp

The yellowish gas extracted from this poison greatly disturbs the coordination and the auditory system, which affects the balance.

A creature subjected to this poison must succeed on a DC 18 Constitution saving throw or fall prone. If the first saving throw is unsuccessful, the creature must repeat it at the beginning of each turn for 8 rounds. At each new failure, the creature falls prone again.

