

# D&D 5 Poisons

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## ASPIC TOXIN

*injury (toxin) - 600 gp*

This poison prepared from the glands of this snake inflicts little damage, but it's almost impossible to resist it.

A creature subjected to this poison must make a DC 22 Constitution saving throw or be poisoned for 1d4 rounds and take 5 (2d4) poison damage.



## BASILISK EYE

*injury (mixture) - 600 gp*

This poison whose main element is an eye of basilisk has an immediate effect of petrification.

A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be petrified. At each following turn, the creature can make a new saving throw to end the effect. Otherwise, the *greater restoration* spell or other magic can also end the effect.



## BLACK ADDER VENOM

*injury (venom) - 150 gp*

This poison must be harvested from an incapacitated but alive giant wolf spider. The venom of this snake is delayed.

A creature subjected to this poison must succeed on a DC 10 Constitution saving throw or take 3 (1d6) poison damage 2d6 rounds after the contact.



## BLOODROOT

*injury (vegetal) - 400 gp*

Dried and properly prepared, this root becomes a powerful slow-acting poison. The effect does appear more than one hour after contact.

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be shaken and its Dexterity score is temporarily reduced by 2 until it finishes a long rest.



## BLUE WHINNIS

*injury (vegetal) - 200 gp*

This typical plant because of the color of its leaves is also a poison that in addition to its color gives off a smell so characteristic that any herbalist will recognize it immediately.

A creature subjected to this poison must make a DC 10 Constitution saving throw and falls unconscious for 6d10 minutes on a failed save.



## CAUSTAR

*injury (vegetal) - 250 gp*

Caustar is a yellow cream made from poisonous herbs and is often used by mercenaries in combat. Once the poison has entered the body it causes an intense pain, not fatal though.

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or take 7 (3d4) poison damage and be poisoned for 1d6 minutes. Damage cannot reduce the creature's hit points below 1 hp. As soon as the poison no longer acts, the creature recovers 1 hit point per round.



## CURARE

*injury (vegetal) - 150 gp*

This poison, harvested from a tropical plant, causes paralysis of the muscles.

A creature subjected to this poison must succeed on a DC 9 Constitution saving throw or become poisoned for 1 minute and paralyzed while poisoned. The creature can make a new saving throw at the end of each of its turns, ending the paralyzed condition on itself on a success.



## DEATHBLADE

*injury (toxin) - 1600 gp*

This powerful spider venom poison is highly prized by drow for assassination. It destroys the walls of the vascular system causing massive internal bleeding. In a few minutes victims lose blood through all orifices and then die. This poison is made only by drow.

A creature subjected to this poison must make a DC 18 Constitution saving throw, taking 36 (8d8) poison damage on a failed save, or half as much damage on a successful one.



## DRIDER TEARS

*injury (toxin) - 400 gp*

Despite its name, this poison is developed from the saliva of these monsters. In contact with the blood, this poison increases the volume of the eyeballs, the eyes become bloodshot and blood-red tears flow.

A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or its Charisma score is temporarily reduced by 4 until the creature finishes a long rest.



## DROON

*injury (toxin) - 1600 gp*

This red liquid poison is extremely powerful but very unstable (low DD). It's all or nothing.

A creature subjected to this poison must succeed on a DC 8 Constitution saving throw or take 31 (7d8) poison damage.



**DROW POISON***injury (toxin) - 200 gp*

This poison is typically made only by the drow, and only in a place far removed from sunlight.

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be 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.

**ETTERCAP POISON***injury (venom) - 200 gp*

This poison must be harvested from a dead or incapacitated ettercap.

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or take 4 (1d8) poison damage and become poisoned for 1 minute. 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.

**FLUNA***injury (venom) - 200 gp*

Fluna is a swamp beetle that becomes aggressive only during breeding periods. Administered at high doses, its venom is very dangerous.

A creature subjected to this poison must make a DC 10 Constitution saving throw or take 7 (2d6) poison damage.

**GARABAN***injury (toxin) - 300 gp*

Red-colored liquid poison that is common among hunters and quickly puts the victim asleep. Even though it's an injury poison, it serves little in combat. Hunters use it mainly with thrown weapons to facilitate their approach.

A creature subjected to this poison must succeed on a DC 12 Wisdom saving throw or fall asleep for 1d4 minutes. The sleep is "natural" so any loud noise around the creature will wake it up.

**GIANT CENTIPEDE VENOM***injury (venom) - 300 gp*

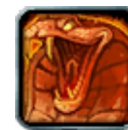
This poison must be harvested from a dead or incapacitated giant centipede.

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned.

**GIANT SCORPION VENOM***injury (venom) - 1000 gp*

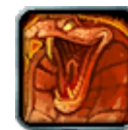
This poison must be harvested from a dead or incapacitated giant scorpion.

A creature subjected to this poison must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

**GIANT SPIDER VENOM***injury (venom) - 300 gp*

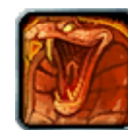
This poison must be harvested from a dead or incapacitated giant spider.

A creature subjected to this poison must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned.

**GIANT TOAD POISON***injury (venom) - 200 gp*

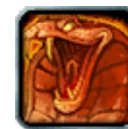
This poison must be harvested from a dead or incapacitated giant toad.

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or take 5 (1d10) poison damage.

**GIANT WASP VENOM***injury (venom) - 300 gp*

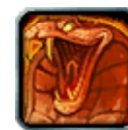
This poison must be harvested from a dead or incapacitated giant wasp.

A creature subjected to this poison must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned.

**GIANT WOLF SPIDER VENOM***injury (venom) - 250 gp*

This poison must be harvested from a dead or incapacitated giant wolf spider.

A creature subjected to this poison must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned.



**ILLUMINATION OF THE HARVESTER***injury (mixture) - 400 gp*

Once this liquid and sticky poison in contact with the blood of his victim, the target temporarily loses hearing.

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or be deafened until the end of its next short or long rest.

**JALWUN JIWIN***injury (venom) - 400 gp*

Compared to other poisons used by drows, this one seems to be a nice warning. This black poison is prepared from the venom of an underground toad. The victim is sick with nausea, fever and vomiting.

A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or be poisoned for several days. At the end of each long rest, the creature can make a new saving throw to end the effect, which never exceeds one week.

**KRYNN THE GUARDIAN***injury (venom) - ??? gp*

Harvested from a giant spider from Azilian, only a few doses of this poison still exist today in the world because the only known Krynn spider has been killed, so it will never be recollected. The poison attacks nerve cells directly in a very violent way.

A creature subjected to this poison must succeed on a DC 18 Constitution saving throw or be poisoned. While poisoned in this way the creature's Intelligence score is reduced by 3d6. If the creature's Intelligence score drops to 0, it dies. Only magical healing like the *greater restoration* spell or other magic can end the effect of this poison.

**MAGE'S KINTAL***injury (mixture) - 700 gp*

This poison which requires among other things many small scorpions for its preparation cuts the vocal cords of the victim. This substance is mostly used against wizards and other spellcasters.

A creature subjected to this poison must succeed on a DC 18 Constitution DC 19 saving throw or be unable to produce a sound until the end of its next long rest.

**POISON TREE***injury (vegetal) - 200 gp*

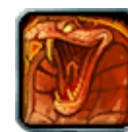
The poison tree is a rare plant that grows only in the heart of tropical jungles. To protect itself from insects, this tree produces a powerful orange poison; the slightest scratch causes excruciating pain in the wound. Its flowers are the only known natural antidote.

A creature subjected to this poison must make a DC 10 Constitution saving throw, taking 7 (2d6) damage on a failed save.

**PURPLE WORM POISON***injury (venom) - 2000 gp*

This poison must be harvested from a dead or incapacitated purple worm.

A creature subjected to this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

**QUARIGAN***injury (toxin) - 400 gp*

This substance is also called "Dwarf-catch" because it's only toxic for this race. This oil is used on weapons and dry after four or five days. Legend say that elves are at the origin of this poison.

Any dwarf subjected to this poison must succeed on a DC 20 Constitution saving throw or take 9 (2d8) poison damage.

**SAND SELLER***injury (mixture) - 600 gp*

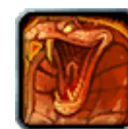
This poisonous powder induces a magical sleep that does not affect elves or half-elves.

A creature subjected to this poison must succeed on a DC 14 Wisdom saving throw or fall asleep for 1d6 minutes.

**SERPENT VENOM***injury (venom) - 200 gp*

This poison must be harvested from a dead or incapacitated giant poisonous snake.

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**SHADOW ESSENCE***injury (mixture) - 800 gp*

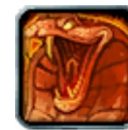
This black poison made exclusively by clerics from the essences of this undead creature is very powerful. One never fully recover.

A creature subjected to this poison must make a DC 14 Constitution saving throw. Its Strength score is reduced by 1d4 on a failed save, or by 1d2 on a successful one. The reduction lasts until removed by the *greater restoration* spell or other magic.

**VENOMS BLOOD***injury (venom) - 1200 gp*

This mix of venoms (giant scorpions, toads and snakes) looks like a yellow liquid. It is more unstable (low DC) but more powerful than normal venoms.

A creature subjected to this poison must make a DC 9 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.



**WYVERN POISON**

*injury (venom) - 1200 gp*

This poison must be harvested from a dead or incapacitated wyvern.

A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

