

D&D 5 Poisons

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BLULUKA

contact (vegetal) - 200 gp

This bluish, sour-smelling substance is a slow-acting acid that attacks skin tissue. A creature subjected to this poison succeed on a DC 12 Constitution saving throw or after 1d6 minutes the acid burns its flesh and makes appear at the location of the injury a bright blue indelible mark. Only magical healing can get rid of this stain.



NITHARIT

contact (vegetal) - 600 gp

This powder only works if thrown in the eyes of the victims. It immediately causes burns that greatly impede vision.

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or have disadvantage on attack rolls for 10 rounds.



CARRION CRAWLER MUCUS

contact (venom) - 200 gp

This poison must be harvested from a dead or incapacitated carrion crawler.

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



OIL OF TAGGIT

contact (toxin) - 400 gp

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.



DARK SNAKE

contact (toxin) - 500 gp

This poison is a carmine red powder that leaves for life its color on the surfaces it covers, with a wart-like appearance.

A creature subjected to this poison must make a DC 13 Constitution saving throw. In case of failure, red warts start to grow where the poison has been in contact and remain for 1d4 days. During this period, the creature's Charisma score is reduced by 2.



ROYAL SCORPION TAIL

contact (venom) - 1000 gp

The venom of this animal, which is extracted from its tail, acts by simple contact with the skin.

A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 14 (4d6) poison damage and be poisoned for 1 minute. The creature must make a new saving throw at the end of each of its turns, ending the poisoned condition on itself on a success, or taking again 3 (1d6) poison damage in case of failure.



GHOUL SALIVA

contact (toxin) - 600 gp

This greenish oil made by clerics feels rot and paralyzes the lower limbs of its victims.

A creature subjected to this poison must make a DC 13 Constitution saving throw. In case of failure, the creature is restrained for 2d6 minutes, or half as this duration on a successful one.



SASSONE LEAF RESIDUE

contact (vegetal) - 200 gp

White powder from dried leaves, this "cheap" poison that can be deadly for weak creatures by simple contact is fortunately relatively detectable thanks to the strong smell of fruits it releases.

A creature subjected to this poison must succeed on a DC 9 Constitution saving throw or be poisoned until the end of its next short rest. While poisoned in this way, the creature's hit point maximum is reduced by 1d6. Any magical healing restores the hit point maximum.



MALYSS ROOT PASTE

contact (vegetal) - 300 gp

The paste prepared from the roots of this plant, once in contact with the skin, causes tremor of all limbs and a slight breathlessness.

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or have a disadvantage to all its Dexterity check until the creature finishes a long rest.



TERINAV ROOT

contact (vegetal) - 500 gp

This oil from roots of terinav causes a kind of temporal brain paralysis.

A creature subjected to this poison must succeed on a DC 10 Constitution saving throw or be incapacitated for 1d6 rounds.



TRIPLE-FLOWER ENZYME

contact (vegetal) - 200 gp

This sticky yellow liquid, when in contact with the skin, inflicts damage if not neutralized. It can be easily removed by washing, but the lost health points are not recovered automatically.

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned and take 1 poison damage every minute for 8 minutes.

**WITCH CARESS**

contact (toxin) - 200 gp

This poison in the form of a colorless liquid is almost impossible to detect visually. It is easy to wash with water, which makes it immediately harmless. Some unscrupulous jewelers use it on their goods, in their safes or when traveling in unsafe areas.

A creature subjected to this poison must make a DC 12 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

**WITCH KISS**

contact (toxin) - 500 gp

This mix of several toxins acts throughout all the body. It looks like a brown gelatin.

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned and its Constitution score (without affectation to hit points), Dexterity score, and Intelligence score are temporarily reduced by 1 until the creature finishes a long rest.

