

D&D 5 Poisons

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AJIDA

ingested (mixture) - 1000 gp

Odorless and colorless liquid, this delayed poison can blind definitively.

A creature that ingests this poison must succeed on a DC 18 Constitution saving throw or feel dizzy (with little consequences) for 1d8 minutes. After this time, and in case of failure on the first roll, it must succeed on a new DC 14 Constitution saving throw or become blinded. Only magic can restore a creature blinded that way.



ARSENIC

ingested (toxin) - 500 gp

Deadly and scentless poison in the form of a colorless liquid.

A creature subjected to this poison must make a DC 15 Constitution saving throw, becoming poisoned for 1 hour and taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one.



ASSASSIN'S BLOOD

ingested (toxin) - 150 gp

A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.



BELLADONNA

ingested (vegetal) - 250 gp

This preparation based on the black berries of belladonna causes at first visual disorders (dilation of the pupils) then an acceleration of the heartbeat which can cause death on a delicate subject. The poison looks like a black liquid which however passes relatively unnoticed in food or wine.

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or take 2 (1d4) poison damage and its Dexterity score is temporarily reduced by 2. The creature must repeat the saving throw every 10 min for 1 hour to end the effect and recover its Dexterity score on a successful save, or take others 2 (1d4) poison damage on a failed one.



BLACK LOTUS DUST

ingested (vegetal) - 800 gp

This dark gray poison tastes very bitter. One never fully recover.

A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next long rest. In addition, the creature's Constitution score is permanently reduced by 1d6. Only the *greater restoration* spell or similar magic can restore this score.



BLACK LOTUS EXTRACT

ingested (vegetal) - 4000 gp

Certainly, the most dangerous poison in the world. Fortunately, it is also the most difficult to find because of the extreme rarity of this plant and the exceptional care to give to the preparation. No one escapes and death is almost instantaneous. It is an odorless, colorless and virtually invisible liquid.

A creature subjected to this poison must make a DC 20 Constitution saving throw, taking 55 (10d10) poison damage on a failed save, or half as much damage on a successful one.



BLACK OIL

ingested (mixture) - 500 gp

This black liquid only affects mammals. It causes black coloring of the pupils of his victims, but allows to better withstand the pain. Some diplomats or spies use it when they fear being tortured.

A creature subjected to this poison must make a DC 20 Constitution saving throw. In case of failure, the creature sees only as a human in darkness but also gets resistance to bludgeoning damage, all of that during 1d4 hours.



BRALIA

ingested (mixture) - 250 gp

Bralia comes in the form of an odorless creamy liquid that has a characteristic acidic taste. Not very dangerous, it's used more to warn than to kill.

A creature subjected to this poison must make a DC 16 Constitution saving throw, taking 2 (1d4) poison damage on a failed save, or half as much damage on a successful one.



CYANIDE

ingested (toxin) - 600 gp

This blackish poison has a characteristic odor of bitter almonds. Sold in salt-like powder, it causes death in just a few seconds.

A creature subjected to this poison must make a DC 15 Constitution saving throw, becoming poisoned for 1 hour and taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.



DARK REAVER POWDER

ingested (vegetal) - 400 gp

This powdered deadly mushroom, mixed with food, causes violent abdominal pain leading to death in most cases, immediately after ingestion.

A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 1d4 rounds and take 10 (5d4) poison damage.



DESERT DESIRE*ingested (vegetal) - 200 gp*

This green liquid poison is made from a special variety of cactus and causes severe dehydration (intense thirst, fatigue, dizziness).

A creature subjected to this poison must succeed on a DC 11 Constitution DD 11 saving throw or its exhaustion level increases by 2 for 8+1d8 hours. Double normal water consumption reduces the exhaustion level by 1.

**DEVIL'S HERB***ingested (vegetal) - 300 gp*

If inhaling the vapors of this plant is enough to cause slight hallucinations for a few hours, it's by ingestion that it becomes a real poison that causes strong hallucinations and a loss of voice.

A creature that is subjected to this poison succeed on a DC 10 Constitution DC 10 saving throw or suffer hallucinations and not be able to speak intelligibly until it finishes a long rest. At the end of the long rest the creature has no memory of what happened since it takes the poison.

**DIFFENBACH***ingested (mixture) - 400 gp*

This complex mixture causes the complete relaxation of the vocal cords of the victim, who can no longer speak. It is a yellowish liquid.

A creature subject to this poison must make a DC 15 Constitution saving throw, becoming completely silent for 2d4 hours in case of failure, or during 1d4 hours if successful.

**DOSHENKANA***ingested (toxin) - 500 gp*

This poison takes the form of a fine green powder. It causes short breath, nausea, vision loss and seizures.

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1d8 hours. If the saving throw fails by 10 or more, the creature permanently loses sight.

**DREAM OF YA***ingested (mixture) - 600 gp*

Purple powder or liquid that smells like grapes. After ingestion, the victim will no longer sleep.

A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or no longer be able to sleep until a magic dissipation of the drug. After each long rest his exhaustion level increases by 1, until death on the 6th day if nothing is done before. This poison even affects elves.

**DREAM SYRUP***ingested (mixture) - 800 gp*

Gray or white liquid with a sweet taste, this drug provides very pleasant dreams. Some people administer it voluntarily.

A creature subjected to this poison must make a DC 14 Wisdom saving throw during its first long rest after the poison ingestion. In case of failure, the creature wakes up in a smug state and is like charmed for 1d4 hours. It cannot attack or harm anybody with offensive or magical abilities. In addition, a creature has advantage to its ability checks to interact socially with the creature. If somebody harms the creature during this period, the effect of the drug fades immediately.

**EMLOC***ingested (toxin) - 600 gp*

This poison that looks like syrup has a strong sweet taste and a peach smell. It causes degradation of the walls of the blood system. The effect occurs about half an hour after ingestion.

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 25 + 1d10 minutes. At the end of this period, the creature's hit point maximum of the creature is reduced by 1d10. Any magical healing restores the hit point maximum.

**ERWURG***ingested (vegetal) - 150 gp*

This light green liquid poison, extracted from a flower of the woods, causes a strong cough.

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be coughed for 5+1d10 minutes.

**GREENBLOOD OIL***ingested (vegetal) - 150 gp*

This poison causes strong nausea, immediately after each ingestion of liquid or food. It takes the form of a soluble powder.

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

**ID MOSS***ingested (vegetal) - 400 gp*

This white vegetal poison pulled out from a high-altitude plant causes in a few seconds a metabolic shock that can cause serious lesions in the brain.

A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, the creature is poisoned and its Intelligence score is temporarily reduced by 1d4 until the creature finishes a long rest.



JARABA RUBBER*ingested (mixture) - 800 gp*

This poison looks like a light gray rubbery paste. Mixed with food, it dissolves when cooked to become undetectable by taste or smell.

A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or be poisoned. Also, while poisoned in this way, the creature's hit point maximum is reduced by 50%. The creature can make a new saving throw every minute (10 rounds) to end the effect and restore its hit point maximum (but not its current hit points). The DD decreases by 1 each time.

**JATROPHA CURCAS***ingested (vegetal) - 200 gp*

The threat of these nuts lies in their delicious taste because who eats one will instinctively eat several others. Beyond a dozen nuts occur cramps in the legs. The tree grows only in the tropics.

A creature subjected to this poison must succeed on a DC 10 Constitution saving throw or have its speed reduced to 5 feet for 1d6 x 10 minutes. Additionally, the creature can't take the Dash action during this time.

**LAST DRINK***ingested (toxin) - 300 gp*

This poison is prepared to be mixed with wine. It does not alter the taste but brightens the color very slightly. It reacts with digestive acids and causes nausea, convulsions and abdominal cramps. The victim is then immune to this poison for a week.

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1d8 hours. Each hour, the creature can make a new saving throw. If it succeeds it is no longer poisoned.

**LICH DUST***ingested (mixture) - 400 gp*

This black syrup with a slight taste of ashes can neutralize its victim in a few seconds. It is usually added to the food of the victim and a few drops are enough, which explains its low price for a mixture.

A creature subjected to this poison must make a DC 14 Constitution saving throw, taking 10 (4d4) poison damage on a failed save, or half as much damage on a successful one.

**LOMAT'S ILLUSION***ingested (mixture) - 500 gp*

Tasteless liquid or sand-like powder, once ingested this poison causes the victim to believe that it is being watched continuously.

A creature subjected to this poison must make a DD 15 Wisdom saving throw. In case of failure, the creature becomes completely paranoid (frightened) for 6d10 minutes.

**MANDRAKE***ingested (vegetal) - 300 gp*

First of all a beneficial plant, in overdose the mandrake is a real poison with bitter taste.

A creature subjected to this poison must succeed on a DC 10 Constitution saving throw or be poisoned for 2d6 minutes. While poisoned, the creature's Wisdom score is temporarily reduced by 1d4 and suffers hallucinations.

**MIDNIGHT TEARS***ingested (mixture) - 1500 gp*

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 DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

**MURFA***ingested (toxin) - 400 gp*

This colorless and odorless lead-based liquid causes uncontrollable convulsions. A creature subjected to this poison must make a DC 14 Constitution saving throw. In case of failure, the creature is poisoned, falls prone and drops whatever it's holding, writhing in pain while poisoned. 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.

**NIBON***ingested (toxin) - 400 gp*

This odorless and colorless liquid based on gold and silver makes completely deaf for a few minutes.

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or have disadvantage to all attack rolls or ability check based on Dexterity until the end of its next short or long rest.

**OPIA***ingested (toxin) - 400 gp*

This brown powder with smell of coffee dissolves in a drink and completely confuses the mind.

2d4 rounds after absorption, a creature subjected to this poison must succeed on a DC 15 Wisdom saving throw or become stunned for 2d4 rounds.



PALE TINCTURE*ingested (mixture) - 250 gp*

A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.

**RHODODENDRON***ingested (vegetal) - 400 gp*

The poison made from this plant causes severe diarrhea and vomiting.

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned until the end of its next long rest. Its Strength score is also temporarily reduced by 2 while poisoned in this way.

**SILVERED WINE***ingested (toxin) - 400 gp*

This poison is a silvered liquor with a very fine taste. In a completely unexplained way, it does not affect halflings and gnomes.

A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or fall into fits of laughter during 2d4 rounds.

**SLOWFOOT***ingested (vegetal) - 150 gp*

Slowfoot is a small cottony flowers herb. It gives a light green liquid which, mixed in the food, increases the rhythm of the breathing and gives a feeling of exhaustion.

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or his level of exhaustion increases by 1 until the creature finishes a long rest. If the saving throw fails by 5 or more, its level of exhaustion increases by 2 instead of 1.

**STRIPED TOADSTOOL***ingested (vegetal) - 300 gp*

This gray poison is harvested from a white and black fungus that lives only in the depths of the earth. It causes severe neurological disorders at the time of digestion.

A creature subjected to this poison must, approximately 2 hours after being swallowed, succeed on a DC 10 Constitution saving throw or the creature's Intelligence score is reduced by 2 until the end of its next long rest.

**THRUM***ingested (toxin) - 700 gp*

This light blue liquid smells like lemon. It puts the victim in an advanced state of alcoholism.

A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or be poisoned until it finishes a long rest. While poisoned, the creature's Dexterity score is reduced by 1d4.

**TORPOR***ingested (mixture) - 600 gp*

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is incapacitated.

**TROLL BLOOD***ingested (toxin) - 300 gp*

This gray-green fluid requires, among other things, five drops of troll blood for its preparation. It becomes completely harmless if it reaches a temperature above 105 °F. The effect being very short, the poisoner usually stands in front of his victim.

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or be petrified for 1d4 round. If the saving throw fails by 5 or more, the duration is 5 rounds.

**TRUTH SERUM***ingested (mixture) - 150 gp*

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a *zone of truth* spell.

**UBON***ingested (toxin) - 800 gp*

This yellow liquid based on melted gold, odorless but with a taste of acidic melon, is dread.

A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or be poisoned. While poisoned, the creature's maximum hit points are reduced by 1d8 points. Only magic can end this poisoned condition.



VEILED FLOWER

ingested (vegetal) - 150 gp

This small plant is relatively easily found in the meadows. It contains a small paralyzing poison that still worries herd owners. However, the taste of this herb is very strong and very unpleasant, which often allows from the first bite of food to realize that one poisons.

A creature subjected to this poison must make a DC 9 Constitution saving throw or be restrained for 1 minute.

**WOLVES HERB**

ingested (vegetal) - 250 gp

This very poisonous plant, generally used to kill foxes and wolves, can also be deadly for a humanoid. Well prepared, it also serves as an antidote to the venom of scorpions.

A creature subjected to this poison must succeed on a first DC 9 Constitution saving throw or take 7 (3d4) poison damage. If unsuccessful, the creature must make a second DC 10 Constitution saving throw or also be paralyzed for 1 minute.

**YELLOW LOTUS DUST**

ingested (vegetal) - 800 gp

This yellow poison has a very acidic citric taste. It permanently changes elocution.

A creature subjected to this poison must succeed on a DC 10 Constitution saving throw or be poisoned until the end of its next long rest. In addition, the creature's Charisma score is permanently reduced by 1d6. Only the *greater restoration* spell or similar magic can restore this score.

