

POISONER'S KIT

The smartest assassins know that the stinger or bite of a creature might be painful, but it's hardly the thing for you to worry about. Instead, the deadly nature of a scorpion or a snake is the natural venom they produce. A poisoner's kit allows the smarter adventurers to harvest venom to create powerful poisons to immobilize, debilitate or otherwise cause unending pain to their targets.

POISONER'S KIT

A poisoner's kit includes a journal, glass vials, a mortar and pestle, chemicals, and a glass stirring rod. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

The tools weigh 3 lbs and costs 50 gp.

POISONER'S JOURNAL

Each poisoner keeps a journal with their equipment to record their findings and to keep recipes. These journals are highly prized by assassins and rarely shared with others. When a Poisoner starts out, they typically know three recipes and can expand their recipes by trading notes with others like them, finding old poisoner's journals or experimenting with venoms.

DECIPHERING A JOURNAL

If an adventurer finds a Poisoner's Journal, it may be that they used a variety of shorthand and a code for their recipes. This is to prevent would-be robbers from stealing their knowledge. If an adventurer wishes to uncover the secrets, they must succeed on a Poisoner's Kit (Intelligence) check against the DC of the Poisoner.

The typical DC is DC 12, based off of the Assassin's statblock in the Monster Manual.

Journal's DC: $8 + \text{Proficiency Bonus} + \text{Intelligence Modifier}$

PROCURING VENOM

Before you can create your dangerous concoctions, you must first have access to the venom of certain types of creatures... or be able to pay someone else to get it for you. When a poison shows a component cost, you must either have access to the component or spend the gold necessary for the component. This cost may increase or decrease depending on the region you are located in; or may not even be available unless you know the right people.

CREATING POISONS

Once you have access to your venom components, and are proficient in the Poisoner's Kit, you can go about creating your poison. By spending an hour mixing and combining the necessary ingredients, you can make a crafting check using your Intelligence modifier plus your proficiency in the Poisoner's Kit. If you hit the DC for the poison, your poison was successfully created and it is ready to be used.

On a fail, the venom and other components are wasted in the attempt.

MILKING VENOM

If you find a creature you wish to extract its venom from, you must have an empty vial and you must extract the venom while it is alive or within an hour of its death. By extracting your own venom, you can forgo the cost of the Venom's Component Cost.

When you extract the venom, you must make a Poisoner's Kit (Intelligence) check against the DC of the creature.

Extract DC: $10 + \text{half the CR of target creature (rounded up)}$

On a success, you extract enough venom for one dose of the poison. If you wish to extract more venom, you must locate another creature that holds the venom.

On a fail, the venom is lost and you must wait for the creature to produce more venom or find another creature that produces that venom.

EXPERIMENTING WITH VENOM

If you find yourself with extra venom, but no recipes to use that venom, you can try and create a new poison out of it. By spending an hour experimenting with the venom and testing it on a living creature, you can create a new recipe by making a Poisoner's Kit (Intelligence) check against the Recipe DC. Most poisoners have rats, pigs or chickens to experiment their poisons on, but a poisoner can always test their poisons on themselves. You will be under the same effects as if the creature's venom had been delivered through that creature's claws, fangs, stinger or other appendages.

The DC to create the recipe is based off of the CR of the creature, and you may have advantage on this roll if you have previously worked on this venom before, per the GM's discretion.

Recipe DC: $12 + \text{half the CR of target creature (rounded up)}$

POISON CHARACTERISTICS

Some poisons must be ingested, others can be contact via weapons and others must be in mist form. A poison will list how it must be delivered for it to work, utilizing a poison by using it in a different way will waste the poison.

Certain poisons initial effect can be extremely weak, but they feature aftereffects. These aftereffects are designed to work on the following turn if the target did not succeed on their initial saving throw.

CONTACT POISONS

Contact poisons must be applied to weapons and are only delivered a hit and when damage is dealt.

INGESTED POISONS

Ingested poisons must be eaten and will not take effect until the start of the targets next turn.

MIST POISONS

Mist poisons will be aerosolized during creation and the target must breathe in the poison.

AFTEREFFECTS

Aftereffects only take into effect once the target has failed their first saving throw. The poison will list when they come into effect.

POISON RECIPES

BASIC POISON

The first poison must Poisoners learn and easily produced by shadier folks. This poison is the bread and butter for assassins just starting out.

Contact Poison, Craft DC 10

Component Cost: 100 gp

Creatures: Poisonous Snakes, Poisonous Spiders

Extract DC: 10 **Recipe DC**: 12

Poison DC: 10, Constitution saving throw

Effect: On a hit, the target must make a DC 10 Constitution saving throw or take 1d4 poison damage on a fail.

Potency: The poison retains potency for 1 minute before drying.

STORMCLAW SCORPION VENOM

Despite the name, this poison is only rarely created from scorpion venom. This purple-black poison hails from the desert and is used to distract your targets. Can be created from poisonous snakes, spiders and scorpions.

Contact Poison, Craft DC 10

Component Cost: 200 gp

Creatures: Poisonous Snakes, Poisonous Spiders, Scorpions

Extract DC: 11 **Recipe DC**: 13

Poison DC: 12, Constitution saving throw

Effect: On a hit, the target must make a DC 12 Constitution saving throw, taking 1d4 poison damage on a fail, or half damage on a successful save.

Aftereffect: If the target fails the initial saving throw, at the start of their next turn they are Poisoned and take an additional 1d4 poison damage. At the end of their turn, they can attempt the save again. Upon saving against the poison, they are immune to this poison for 24 hours and no longer take the additional 1d4 poison damage at the start of their turn.

Duration: Target is Poisoned for 1 Hour or until they save.

Potency: This poison stays potent for 10 minutes when applied to a weapon.

DEATHJUMP SPIDER VENOM

This thick, mud-like poison has a sharp blue color to it, that almost makes it seem otherworldly. This venom can only be harvested from the elusive Phase Spiders, though many drow have easy access to these poisons.

Contact Poison, Craft DC 13

Component Cost: 600 gp

Creatures: Phase Spider

Extract DC: 12 **Recipe DC**: 14

Poison DC: 12, Constitution saving throw

Effect: On a hit, the target must make a DC 12 Constitution saving throw, taking 1d8 poison damage on a fail, or half as much on a successful save.

Aftereffect: 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 in this way.

Potency: This poison stays potent for 10 minutes when applied to a weapon.

CARRION CRAWLER BRAIN JUICE

One of the odder venoms on the market, this venom is theorized to be created from the necrotic flesh that Carrion Crawlers regularly devour. Many claim that feeding Carrion Crawlers drow will make the venom that much deadlier.

Contact Poison, Craft DC 12

Component Cost: 300 gp

Creatures: Carrion Crawlers

Extract DC: 11 **Recipe DC**: 13

Poison DC: 13, Constitution saving throw

Effect: On a hit, the target must make a DC 13 Constitution saving throw, they are poisoned and take 1d4 poison damage on a fail, or half damage on a successful save.

Aftereffect: If the target fails the initial saving throw, at the start of their next turn they become paralyzed. At the end of their turn they can repeat the saving throw, ending the paralyzed and poisoned condition on a success.

Duration: Target is Poisoned and Paralyzed until they save.

Potency: This poison stays potent for 10 minutes when applied to a weapon.

ASSASSIN'S BLOOD

An assassin's favorite tool to make the target think they have food poisoning. This is the best tool to get a target away from a group and allow them to finish the job.

Ingested Poison, Craft DC 11

Component Cost: 150 gp

Creatures: Poisonous Snakes, Poisonous Spiders, Scorpions

Extract DC: 11 **Recipe DC**: 13

Poison DC: 10, Constitution saving throw

Effect: 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.

Duration: Target is Poisoned for 24 Hours.

Potency: This poison stays potent for 1 hour when applied to food or drink.

PURPLE WORM POISON

This purple goo easily coats a weapon and even has a sharp smell to it that burns the nostrils. From the stingers of a Purple Worm, this powerful poison is also used in alcoholic beverages to provide a powerful kick, not for the feint of heart.

Contact Poison, Craft DC 16

Component Cost: 2000 gp

Creatures: Purple Worm

Extract DC: 18 **Recipe DC**: 20

Poison DC: 19, Constitution saving throw

Effect: On a hit, the target must make a DC 19 Constitution saving throw, taking 12d6 poison damage on a fail, or half as much on a successful save.

Potency: Stays potent until delivered through a wound or washed off.

BURNT OTHUR FUMES

This mist is sprayed out into a 5 foot cube and burns through the membranes of nasal passageways and through the soft tissue of the mouth. Created from the dried venom of Giant Wasps, this lingering poison is designed to kill quickly before its affects can be stopped.

Mist Poison, Craft DC 12

Component Cost: 500 gp

Creatures: Giant Wasps

Extract DC: 11 **Recipe DC**: 13

Poison DC: 13, Constitution saving throw

Effect: A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 3d6 poison damage and must repeat the saving throw at the start of each of its turns.

Aftereffect: On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

Duration: Target must make three successful saves.

Potency: Dissipates immediately.

WYVERN POISON

This venom resembles amber, though comes from the vicious wyverns that attack sailors or airships. Many have died trying to harvest this venom as it the tail of the wyvern will occasionally jab out with muscle spasms, even in death.

Contact Poison, Craft DC 13

Component Cost: 1200 gp

Creatures: Wyverns

Extract DC: 13 **Recipe DC**: 15

Poison DC: 15, Constitution saving throw

Effect: On a hit, the target must make a DC 15 Constitution saving throw, taking 7d6 poison damage on a fail, or half as much on a successful save.

Potency: Stays potent until delivered through a wound or washed off.

DRAGON'S BREATH

By slowly harvesting the poison glands of a Green Dragon, you can bottle the potent poisonous gas and release it, either by breaking the bottle or opening the lid. The thick gas immediately fills up a 10' square area before dissipating away.

Mist Poison, Craft DC 14

Component Cost: 1600 gp

Creatures: Young Green Dragons, or older

Extract DC: 14 **Recipe DC**: 16

Poison DC: 14, Constitution saving throw

Effect: A creature subjected to this poison must succeed on a DC 14 Constitution saving throw, taking 12d6 poison damage on a fail, or half as much damage on a successful one.

Potency: Dissipates immediately.

GROUND THASSIL SHROOM

This flavorless, blue powder is harvested by deadly fungi cultivated by ettercaps in their dark realms of spiders and webs.

Ingested Poison, Craft DC 11

Component Cost: 400 gp

Creatures: Fungi cultivated by Ettercaps

Extract DC: 11 **Recipe DC**: 13

Poison DC: 12, Constitution saving throw

Effect: A creature subjected to this poison must make a DC 12 Constitution saving throw. On a failed save, they are poisoned.

Aftereffects: After the creature is poisoned, they must repeat the saving throw at the start of their next turn, if they fail that saving throw they are under the effects of the *Slow* spell. At the end of their turn, they can make a DC 12 Wisdom saving throw to end the effects of the *Slow* spell.

Duration: Target is Poisoned for 1 hour and under the effects of the *Slow* spell until they succeed on their saving throw.

Potency: This poison stays potent for 1 hour when applied to food or drink.

PALE TINCTURE

A pale tan liquid, this strange substance is harvested from fungi cultivated by Myconids in their lairs in the Underdark. The poison is extracted by squeezing the liquid out of the Pale mushrooms.

Ingested Poison, Craft DC 13

Component Cost: 250 gp

Creatures: Fungi cultivated by Myconids

Extract DC: 11 **Recipe DC**: 13

Poison DC: 16, Constitution saving throw

Effect: A creature subjected to this poison must make a DC 16 Constitution saving throw or take 1d6 poison damage and become poisoned.

Aftereffects: The poisoned creature must repeat the saving throw every 24 hours, taking 1d6 poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means.

Duration: Target is poisoned until they succeed on seven saving throws against the poison.

Potency: This poison stays potent for 1 hour when applied to food or drink.