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POISONER'S KIT

A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

FORAGING INGREDIENTS

Roll a Nature check, with proficiency in your poisoner's kit if you are not proficient in the Nature skill, with a DC based on the Foraging table below.

DC	Method of Search
10	Spend an hour doing nothing but search
15	While traveling at a slow or stealthy pace
18	While traveling at a normal pace
21	While traveling at a fast pace

On a success, you recover one ingredient from the Foraging Ingredient table at the end of this section. On a failure, you find nothing. If you roll a natural 20 on your Nature check, you recover one ingredient from the Special Ingredients table at the end of this section.

CRAFTING A POISON

Once you recover an ingredient, you can begin the process of crafting it into a poison. Roll a crafting check, d20 plus your poisoner's kit proficiency, with a DC of 10 plus the difficulty modifiers of your added ingredients. You may craft a poison with up to 5 ingredients. Any poison with a total DC under 13 can be crafted in the field during a short rest, while any poison with a DC of 13 or over must be made in a safe, workshop environment such as a room at an Inn over the course of an hour.

On a successful crafting check, you create one vial of poison. On a failure, you do not create the poison and all used ingredients are lost. Should you roll a natural 20 on your crafting check, you are able to stretch the ingredients and make 2 vials. Vials are usable for 1 week after crafting before they decay.

APPLICATION OF POISON

You may use one full action to apply poison to 1 melee weapon or 3 pieces of ammunition. Your applied poison lasts for 1 hour out of combat and 5 rounds in combat. Each poison vial has enough for 2 application processes.

POISON IN COMBAT

When you hit a creature with a poisoned weapon, they must roll a Constitution saving throw against 8 + your proficiency bonus. On a failure, the creature is affected by the poisoned condition in addition to any other bonuses crafted into your poison. On a success, the creature is not affected by the poisoned condition but still suffers from the bonuses crafted into your poison.

DURATION AND EFFECTS

A creature successfully poisoned remains so for 1 minute. Any bonus effects from other ingredients have the same duration unless otherwise indicated. For any status effect, the save is repeated at the end of the creature's turn.

FORAGING INGREDIENT TABLE

2d6	Ingredient	Details	DC Mod
2	Mandrake Root	Increases save DC by 2	+2
3	Quicksilver Lichen	Add 1d4 poison damage	+2
4	Milkweed Seeds	Reduce crafting DC by 1	-1
5	Wild Sageroot	Add 2d4 poison damage	+3
6	Wyrmtongue	Required base for all poisons	--
7	Wyrmtongue	Required base for all poisons	--
8	Wyrmtongue	Required base for all poisons	--
9	Wild Sageroot	Add 2d4 poison damage	+3
10	Milkweed Seeds	Reduce crafting DC by 1	-1
11	Quicksilver Lichen	Add 1d4 poison damage	+2
12	Mandrake Root	Increases save DC by 2	+2

SPECIAL INGREDIENT TABLE

1d6	Ingredient	Details	DC Mod
1	Wrackwort	Reduces target's AC by 2	+4
2	Spineflower Berry	Double poison damage dice	+3
3	Dried Amanita Cup	Target is silenced	+2
4	Emotic Wax	Applies the stunned condition	+3
5	Verdant Nettle	Speed 0 for 1 minute	+2
6	Bloodleaf	1d12 poison damage	+4

VARIANT: DROW POISON

A Dark Elf with proficiency in poisoner's kit may craft drow poison by imbuing a basic Wyrmtongue poison with their innate magical abilities. You consume all uses of your innate magic until the next dawn, imbuing your poison with Drow magic.

If a creature struck by a weapon or piece of ammunition treated with this poison fails their Constitution saving throw by 5 or more, the target falls unconscious until they take damage or if another creature takes an action to shake it awake.

VARIANT: POISON FROM CREATURES

Should you attempt to harvest poison from a poisonous creature, you may make a DC 20 Nature check to harvest enough material for a single vial. Should you fail this check by 5 or more, you suffer the full effects of that creature's poison. The minimum difficulty modifier to turn these ingredients into a usable poison is +5 with the actual modifier to be determined by the DM at the time of crafting. See page 258 of the DMG for details on effects of these poisons.

[Potion Of Poison 5e Dmg](#)

However, it is actually poison masked by illusion magic An identify spell reveals its true nature.. If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned.. At the start of each of your turns while you are poisoned in DMG Reflections: Potion Miscibility Mage Hand is a handy spell after all! I've said this before, the 1st edition Dungeon Master's Guide is my favorite D&D book of all time.

1. [potion poison](#)
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Potion, uncommon This concoction looks, smells, and tastes like a potion of healing or other beneficial potion.

potion poison

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