

POISONS FOR 5TH EDITION

**NEW RULES FOR CREATING, MODIFYING, AND TREATING POISONS,
AS WELL AS OVER 75 POISONS OF VARIOUS TYPES.**



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POISONS FOR 5TH EDITION

Given their insidious and deadly nature, poisons are illegal in most societies but are a favorite tool among assassins, drow, and other clever creatures.

THE FOUR TYPES OF POISONS

Poisons come in four unique types, each with their own applicable uses and scenarios. Some rare poisons can be used in multiple ways, such as the veinrot poison, which is classified as both an Injury poison and an Ingested poison. Using or applying a poison, regardless of the type, requires an action.

CONTACT

Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

INGESTED

A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. The DM may decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

INHALED

These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

INJURY

Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage, and generally remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.



5TH EDITION POISONS

SPECIAL CLASSIFICATIONS

VENOMS

Venoms come from creatures that naturally produce them, and typically require no preparation other than harvesting the venom from a dead or incapacitated creature of the appropriate type.

Harvesting venom requires 1d6 minutes followed by a DC 20 Intelligence (Nature) check. (Proficiency with the poisoner's kit applies to this check if the character doesn't have proficiency in Nature.) On a successful check, the character harvests enough poison for a single dose. On a failed check, the character is unable to extract any poison. If the character fails the check by 5 or more, the character is subjected to the creature's poison.

MAGICAL POISONS

Some rare poisons have the ability to resist low-level spells, overcome resistances, or even bypass immunities to poison. Those poisons will specifically list those properties within their effect descriptions.

POSITOXINS

Positoxins are special alchemical substances distilled from holy water and laced with positive energy. To a corporeal undead creature, positoxins function much like a poison, but they are harmless to all other creatures.

Positoxins are magical by nature, and thus can be dispelled by *dispel magic* or similar spells, and they do not work while under the effects of an anti-magic field.

AQUATOXINS

Aquatoxins have two special properties. Unlike most poisons, they can remain potent even when submerged in water, and cannot be washed off of surfaces without a special soap.

Some aquatoxins are also much more effective against aquatic or amphibious species. When used against a creature that has the natural ability to breathe water, these poisons gain additional effects as listed in the effects section.

BANETOXINS

Banetoxins target the physiology of specific types of creatures, making them impossibly difficult to resist. They have no effect against creatures outside of the toxin's specified creature type.

Banetoxins are rare and expensive, but non-humanoid banetoxins are legal in most societies. The types of creatures that banetoxins can affect are listed in the banetoxins table, and the base market value of the poison is adjusted as shown.

BANETOXINS

Creature Type	Value Adjustment
Aberrations	x1.3
Beasts	x0.9
Celestials	x1.4
Dragons	x1.5
Fey	x1.3
Fiends	x1.4
Giants	x1.1
Humanoids (specific race)	x1

POISON DESCRIPTIONS

The descriptions of the poisons within this supplement adhere to the following format.

NAME OF POISON (TYPE)

Description of poison's history or nature.

- **Acquisition:** Where to find or buy the poison. Also lists the necessary ingredients for crafting poisons.
- **Market Value:** Base market value of the poison. The actual cost will vary depending on the location, and who you are trying to buy from or sell to.
- **Legality:** Legal, Regulated, or Illegal. Most poisons are illegal, but some are regulated for medicinal use or to create antivenoms. Legal poisons tend to be non-lethal.
- **Modification DC:** The Intelligence check DC to modify the poison, either to increase its potency or dilute it. This is also the base DC for the variant variable success rule for crafting poisons.
- **Medicine DC:** This Wisdom (Medicine) check DC is used to determine whether a creature can properly identify and treat the effects of a poison as described in the "Treating Poisons" section.
- **Saving Throw DC:** The saving throw DC to resist the poison's effects.
- **Effect:** The poison's effects. This will also include any secondary effects the poison may have over time, and the duration of poisons that have lasting effects.

CRAFTING POISONS

You can craft a specific poison from its base ingredients, or create basic poison from any readily available toxic or poison substance.

Creating a poison requires a successful DC 20 Intelligence check by a character proficient with the poisoner's kit. You add your proficiency bonus to the roll for this check. If you have successfully made the standard version of the particular poison before, you gain advantage on the check.

Creating a poison costs roughly 50-75% of market value in materials, making it much more cost efficient than buying the poisons directly, if you can reliably craft them. Vials made to hold these kinds of substances cost 1gp each and can hold 1 dose.

VARIANT: VARIABLE SUCCESS

At your Dungeon Master's option, you can use this variant for creating poisons. Instead of a flat DC 20 check, you can use the table below for determining success when attempting to create a poison.

The Creation DC is based on the "Modification DC" of each individual poison. Potent poisons and diluted poisons are described in the "Modifying Standard Poisons" section.

CREATING POISONS

Creation DC	Result
-10	Affected by the Poison
-5	No Poison
-2	Diluted Poison
+0	Standard Poison
+5	Potent Poison

MODIFYING STANDARD POISONS

A particularly skillful poisoner can modify poisons to make them more effective or more difficult to identify.

To modify a poison, you must have proficiency with the poisoner's kit. Modifying a poison requires a successful Intelligence check with a DC equal to the Modification DC of the poison. You add your proficiency bonus to the roll for this check. Failing this check reduces the saving throw DC of the poison by 2 with no additional effects.

INCREASING POTENCY

Creating a more concentrated poison increases the poison's saving throw DC by 2, and adds an additional damage die for poisons that deal damage.

Concentrating a poison beyond its usual potency is a difficult process that involves several cycles of distillation and then re-additions of the base ingredient. Each poison that you attempt to modify in this way takes up to an hour of work (more than one poison can be worked simultaneously if you have the equipment to do so).

DILUTING POISONS

Diluting a poison decreases the poison's saving throw DC by 2. The DC for attempting to identify the poison increases by 2.

Diluting a poison while retaining its potency takes an intimate knowledge of its strength and limitations, but it is not a lengthy process. It takes 1 minute to dilute a poison, and you must have freshwater on hand.

TREATING POISONS

The DC for identifying and curing poisons is equal to the Medicine DC listed in each poison's description. If a poison cannot be treated, it will lack a Medicine DC.

IDENTIFYING POISONS

If you can see another creature within 30 feet of you that is currently under the effects of a poison, you can make a Wisdom (Medicine) check to attempt to identify the poison. If you have familiarity with the poison you are attempting to identify, you have advantage on this check. Identifying a poison requires a bonus action.

CURING POISONS

If you have proficiency in Wisdom (Medicine), you can attempt to treat the effects of a poison affecting a creature within 5 feet of you as an action on your turn by making a Wisdom (Medicine) check against the poison's Medicine DC.

If the poison has been successfully identified, you have advantage on this check; otherwise, you have disadvantage.

ANTIVENOMS

Antivenom can be used as a reaction to being subjected to the effects of the poison it was made from, preventing the effects. The antivenom must be readily available to do so (it cannot be fished out of a container as part of the reaction).

Antivenom can be created from specific venom by making a successful DC 20 Wisdom (Medicine) check. (Proficiency with the poisoner's kit applies to this check if the character doesn't have proficiency in Medicine.) If a character has successfully created specific antivenom before, they have advantage on the check to do so again. Failing this check destroys the venom.

TABLE OF POISONS

CONTACT POISONS

Poison	Type	Save DC	Market Value	Page Number
Aboleth Oil	Contact Venom Aquatoxin	14	2,500gp	6
Black Ivy Paste	Contact	16	200gp	6
Black Lotus Extract	Contact	20	6,520gp	6
Boneshard Paste	Contact Positoxin	13	750gp	6
Brawler's Bourbon	Contact Aquatoxin	12	175gp	6
Chuul Paralytic	Contact Venom	13	450gp	7
Crawler Mucus	Contact Venom	13	200gp	7
Goodbye Kiss	Contact	17	1,600gp	7
Golden Ice	Contact	17	1,200gp	7
Oil of Taggit	Contact	13	400gp	7
Sunlight Oil	Contact Positoxin	18	1,300gp	7

INGESTED POISONS

Poison	Type	Save DC	Market Value	Page Number
Assassin's Blood	Ingested	10	150gp	8
Celestial Lightsblood	Ingested Banetoxin	25	13,500gp	8
Depraved Decadence	Ingested Banetoxin	25	9,500gp	8
Lockjaw	Ingested	11	250gp	8
Midnight Tears	Ingested	17	1,500gp	8
Mother's Mercy	Ingested	13	600gp	9
Nightmare Root	Ingested	19	1,450gp	9
Pale Tincture	Ingested	16	250gp	9
Pallid Serpent's Deception	Ingested	16	1,340gp	9
Potion of Poison	Ingested	13	1,460gp	10
Torpor	Ingested	15	600gp	10
Truth Serum	Ingested	11	150gp	10
Unicorn Blood	Ingested	17	500gp	10

INHALED POISONS

Poison	Type	Save DC	Market Value	Page Number
Anosmia	Inhaled	18	800gp	11
Burnt Othur Fumes	Inhaled	13	500gp	11
Dragon's Breath	Inhaled Venom	18-22	2,500-5,000gp	11
Dretch Gas	Inhaled Venom	11	200gp	11
Dust of the Desert Winds	Inhaled	11	120gp	12
Essence of Ether	Inhaled	15	300gp	12
Euphoria Breath	Inhaled Venom	11	365gp	12
Fish out of Water	Inhaled Aquatoxin	13	350gp	12
Gorgon Breath	Inhaled Venom	13	1,200gp	13
Gravedust	Inhaled Positoxin	10	100gp	13
Insanity Mist	Inhaled	15	2,250gp	13
Malice	Inhaled	15	250gp	13
Vrock Spores	Inhaled Venom	14	620gp	13

INJURY POISONS

Poison	Type	Save DC	Market Value	Page Number
Bearded Devil Venom	Injury Venom	12	600gp	14
Bloodfire Paste	Injury	13	650gp	14
Bone Devil's Sting	Injury Venom	14	1,000gp	14
Celestial Essence	Injury Positoxin	14	400gp	14
Centipede Venom	Injury Venom	11	200gp	14
Cockatrice Saliva	Injury Venom	11	750gp	15
Drow Poison	Injury	13	200gp	15
Elemental Contra	Injury Banetoxin	25	3,100gp	15
Ettercap Venom	Injury Venom	11	50gp	15
Grell Venom	Injury Venom	11	150gp	15
Imp Venom	Injury Venom	11	200gp	15
Lichbane Poison	Injury Positoxin	17	650gp	16
Liquid Mortality	Injury Positoxin	22	1,250gp	16
Metabolite	Injury Banetoxin	25	1,200gp	16
Naga Venom	Injury Venom	13-15	1,900-2,150gp	16
Pit Fiend Venom	Injury Venom	21	17,000gp	17
Pseudodragon Venom	Injury Venom	11	125gp	17
Purified Couatl Venom	Injury Venom Positoxin	13	700gp	17
Purple Worm Poison	Injury Venom	19	2,000gp	17
Scorpion Venom	Injury Venom	9-12	115-1,100gp	17
Serpent Venom	Injury Venom	10-11	125-200gp	17
Spider Venom	Injury Venom	10-11	100-200gp	18
Sprite Poison	Injury	10	175gp	18
Svirfneblin Poison	Injury	12	165gp	18
Thri-kreen Venom	Injury Venom	11	180gp	18
Wasp's Sting	Injury Venom	11	230gp	18
Witchbane Poison	Injury	17	700gp	18
Wyvern Poison	Injury Venom	15	1,200gp	19
Yuan-ti Venom	Injury Venom	11-13	110-150gp	19
Zealot's Blade	Injury Banetoxin	25	4,000gp	19

MULTITYPE POISONS

Poison	Type	Save DC	Market Value	Page Number
Antithesis	Ingested or Injury Aquatoxin	14	1,300gp	20
Basic Aquatoxin	Ingested or Injury Aquatoxin	10-12	125gp	20
Basic Banetoxin	Ingested or Injury Banetoxin	25	1,500gp	20
Basic Poison	Ingested or Injury	10	100gp	20
Basic Positoxin	Ingested or Injury Positoxin	10	125gp	20
Betrayer's Inception	Contact or Ingested	22	???	21
Bloodwine	Ingested or Injury Positoxin	11	250gp	21
Ghost Blossom Extract	Ingested or Injury	13	430gp	21
Lich Dust	Ingested or Inhaled	18	2,400gp	21
Tears of the Infernal	Contact or Injury	22	7,650gp	22
Veinrot Poison	Ingested or Injury	13	500gp	22

ABOLETH OIL (CONTACT VENOM AQUATOXIN)

Aboleth oil is impossibly rare, and incredibly dangerous. Coming into contact with it accidentally can quickly spell death for most creatures.

- **Acquisition:** This poison must be harvested from a recently dead or incapacitated aboleth. It requires no further preparation.
- **Market Value:** 2,500gp
- **Legality:** Illegal
- **Modification DC:** 25
- **Medicine DC:** 27
- **Saving Throw DC:** 14
- **Effect:** A creature subjected to this oil must make a Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease, but the creature is unaware that they have been affected. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by *heal* or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

BLACK IVY PASTE (CONTACT)

Black ivy is rare, but extremely poisonous. Its leaves can be ground into a thin paste and spread upon surfaces to injure those that touch it.

- **Acquisition:** This poison is ground from the leaves of the rare black ivy plant.
- **Market Value:** 200gp
- **Legality:** Illegal
- **Modification DC:** 15
- **Medicine DC:** N/A
- **Saving Throw DC:** 16
- **Effect:** A creature subjected to this poison must make a Constitution saving throw or take 3 (1d6) poison damage. The paste retains its potency until a total of at least 10 damage has been dealt.

BLACK LOTUS EXTRACT (CONTACT)

The flower known as the black lotus is legendary. Its properties allow it to be used for a number of purposes, but creating a poison out of the nectar is one of many uses. The nectar often needs to be neutralized before the rest of the flower can be harvested.

- **Acquisition:** This poison is refined from the extraordinarily rare black lotus flower.
- **Market Value:** 6,520gp
- **Legality:** Illegal
- **Modification DC:** 22
- **Medicine DC:** N/A
- **Saving Throw DC:** 20
- **Effect:** A creature subjected to this poison takes 55 (10d10) poison damage.

BONESHARD PASTE (CONTACT POSITOXIN)

This relatively uncommon positoxin is typically spread upon surfaces in entryways to buildings or rooms in order to protect against undead intrusion. It has a pale color that allows it to blend in to light-colored surfaces.

- **Acquisition:** Boneshard paste is made by mixing the cremated remains of a holy person with holy water, and then allowing the mixture to dry in a place of religious importance, like a temple.
- **Market Value:** 750gp
- **Legality:** Legal
- **Modification DC:** 17
- **Medicine DC:** 15
- **Saving Throw DC:** 13
- **Effect:** An undead creature subjected to this poison must succeed on a Constitution saving throw or be poisoned for 1 minute, also taking 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one. The creature's speed is reduced to 0 until the end of their next turn. 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.

BRAWLER'S BOURBON (CONTACT AQUATOXIN)

Brawler's bourbon is a favorite among fighters that don't mind cheating. It looks, tastes, and smells like regular bourbon whiskey, but actually contains a rather potent poison. It has a unique property: ingesting a dose of the poison gives immunity to its effects for 24 hours. Clever cheats will typically take a swig before a fight and accidentally spill some on their hands, delivering a dose with a swift punch to exposed skin. It does not wash off with water.

- **Acquisition:** Brawler's bourbon is made from a narcotic plant that resembles black corn, but grows low to the ground and only in the underdark. The kernels are ground to a pulp and mixed into a liquid, typically bourbon.
- **Market Value:** 175gp
- **Legality:** Illegal
- **Modification DC:** 15
- **Medicine DC:** 21
- **Saving Throw DC:** 12
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or be poisoned for 1 minute. 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.

CHUUL PARALYTIC (CONTACT VENOM)

Chuul paralytic isn't widely desired because crawler mucus does the same thing for much cheaper, but chuul paralytic is easier to modify and more difficult to treat.

- **Acquisition:** This poison must be harvested from a dead or incapacitated chuul. It requires no further preparation.
- **Market Value:** 450gp
- **Legality:** Regulated
- **Modification DC:** 14
- **Medicine DC:** 19
- **Saving Throw DC:** 13
- **Effect:** A creature subjected to this poison must succeed on a 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.

CRAWLER MUCUS (CONTACT VENOM)

Crawler mucus comes from the oversized insects known as carrion crawlers. Carrion crawlers lurk in caves, abandoned underground structures, and sometimes sewers, always drawn to the scent of death and its next meal.

- **Acquisition:** This poison must be harvested from a dead or incapacitated crawler. It requires no further preparation.
- **Market Value:** 200gp
- **Legality:** Regulated
- **Modification DC:** 16
- **Medicine DC:** 12
- **Saving Throw DC:** 13
- **Effect:** A creature subjected to this poison must succeed on a 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.

GOODBYE KISS (CONTACT)

Some would-be assassins seem much friendlier than they really are. The goodbye kiss is a poison modified from midnight tears so that it can be applied to the lips without harming the poisoner. The poisoner must first coat the area of their skin that will come in contact with the poison in the nectar of the flower that midnight tears are made from.

- **Acquisition:** The goodbye kiss requires midnight tears and a rare liquid made from the nectar of the same flower.
- **Market Value:** 1,600gp
- **Legality:** Illegal
- **Modification DC:** 20
- **Medicine DC:** 21
- **Saving Throw DC:** 17
- **Effect:** A creature subjected to 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 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

GOLDEN ICE (CONTACT)

Golden ice is a specialized poison used by good-aligned creatures for a variety of purposes. The nature of the ice allows it to be shaped into a variety of objects: coins, ammunition, and anything else the creative owner might imagine. Evil creatures often mistake it for a gold coin, only to pick it up and realize their mistake.

- **Acquisition:** This is made by mixing true ice, a substance that stays frozen even at infernally high temperatures, and molten gold. The extremely hot mixture is the quenched in holy oil.
- **Market Value:** 1,200gp
- **Legality:** Legal
- **Modification DC:** 20
- **Medicine DC:** 24
- **Saving Throw DC:** 17
- **Effect:** An evil creature that comes into contact with golden ice must make a Constitution saving throw or take 30 (12d4) cold damage. This damage bypasses all resistances and immunities.

OIL OF TAGGIT (CONTACT)

This oil used to be used in many medical applications, but its widespread misuse has caused it to be heavily regulated in most civilizations.

- **Acquisition:** There are several rare plants with narcotic properties that this oil is able to be extracted from, but, due to their scarcity, the best way to acquire the oil is on the black market.
- **Market Value:** 400gp
- **Legality:** Regulated
- **Modification DC:** 16
- **Medicine DC:** 15
- **Saving Throw DC:** 13
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.

SUNLIGHT OIL (CONTACT POSITOXIN)

Sunlight oil was originally crafted by clerics of the sun god seeking to combat a vampire outbreak, but has since become the primary choice for fighting any form of powerful undead. Sunlight oil will lose its potency if it is not exposed to direct sunlight for 24 hours.

- **Acquisition:** It is made from oil that has been blessed by the clergy of the sun god and infused with the sun's magic. The blessed oil must either have the *daylight* spell cast upon it every day at dusk for a month, or have the full duration of the *sunbeam* spell channeled into it.
- **Market Value:** 1,300gp
- **Legality:** Legal
- **Modification DC:** 22
- **Medicine DC:** N/A
- **Saving Throw DC:** 18
- **Effect:** An undead creature subjected to this poison must succeed on a Constitution saving throw or take 27 (6d8) radiant damage and be blinded until the end of the beginning of your next turn (6 seconds if out of combat). On a successful save, they take half damage and are not blinded. Creatures with sunlight sensitivity have disadvantage on their saving throw.

ASSASSIN'S BLOOD (INGESTED)

Assassin's blood is the primary tool of assassins that wish to subtly eliminate their targets, often mixing a dose into food or drink.

- **Acquisition:** This poison can be extracted from a rare tree known as the blood tree, whose sap is thick, red, and poisonous. It requires no further preparation.
- **Market Value:** 150gp
- **Legality:** Illegal
- **Modification DC:** 13
- **Medicine DC:** 19
- **Saving Throw DC:** 10
- **Effect:** A creature subjected to this poison must make a 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.

CELESTIAL LIGHTSBLOOD (INGESTED BANETOXIN)

The blood of celestials is powerful, and when converted into a banetoxin it can be used to cripple and wither those that ingest it. Unlike other banetoxins, celestial lightsblood cannot affect celestials.

- **Acquisition:** This poison is made from the blood of a willing celestial. The celestial blood is then mixed with that of the intended target creature type and several other readily available banetoxin ingredients.
- **Market Value:** 13,500gp
- **Legality:** Legal
- **Modification DC:** 24
- **Medicine DC:** 22
- **Saving Throw DC:** 25
- **Effect:** A creature subjected to this poison must make a Constitution saving throw. On a failed save, their Dexterity score is decreased by 2, but cannot be reduced past 1, and they must repeat the saving throw at the beginning of their next turn. On a subsequent failed save, their Constitution score is decreased by 2, but cannot be reduced past 1. These scores can only be restored by the *greater restoration* spell or similar magic.

DEPRAVED DECADENCE (INGESTED BANETOXIN)

There exists a special type of acid with unique properties that allow it to be modified to ignore certain types of material. This acid once reached the hands of extremely evil poisoners that then modified it to cause slow, painful death by starvation. Using this banetoxin is considered cruel even by the standards of most assassins.

- **Acquisition:** The recipe for this poison is rare, as is knowledge of where to find the proper ingredients. One must find a particularly cruel poisoner that might know the truth behind it, or be willing to sell doses.
- **Market Value:** 9,500gp
- **Legality:** Illegal
- **Modification DC:** 24
- **Medicine DC:** 17
- **Saving Throw DC:** 25
- **Effect:** A creature subjected to this poison must make a Constitution saving throw. On a failed save, a creature can no longer receive sustenance by consuming food. Every two days the creature goes without sustenance, their Constitution score decreases by 1. If a creature's Constitution score reaches 0 due to this effect, they die.

LOCKJAW (INGESTED)

Lockjaw is a mild paralytic that loses its potency before it is even swallowed, thereby only affecting the mouth and jaw.

- **Acquisition:** Lockjaw can be made from a weed that grows in swampy areas. On its own, the weed only causes mild numbness, but once refined it is a decent paralytic.
- **Market Value:** 250gp
- **Legality:** Regulated
- **Modification DC:** 15
- **Medicine DC:** 16
- **Saving Throw DC:** 11
- **Effect:** A creature subjected to this poison must make a Constitution saving throw. On a failed save, the creature's jaw muscles lock and its tongue falls numb. An affected creature cannot speak or cast spells that require verbal components for 10 minutes.

MIDNIGHT TEARS (INGESTED)

Many nobles have died peacefully in their sleep while their loved ones lay nearby, falling to the effects of a dose of Midnight Tears administered by a stealthy assassin many hours before.

- **Acquisition:** There exists an extremely rare flower that only blooms when the moon reaches its peak, and retracts again before dawn. The leaves of this flower can be ground into a fine paste and dissolved into liquid, leaving behind no color, odor, or taste.
- **Market Value:** 1,500gp
- **Legality:** Illegal
- **Modification DC:** 20
- **Medicine DC:** 21
- **Saving Throw DC:** 17
- **Effect:** 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 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

MOTHER'S MERCY (INGESTED)

This toxin looks like, tastes like, and has the texture of cow's milk. Those affected by the toxin slowly lose all bodily strength until they are left unconscious, eventually dying peacefully and without pain.

- **Acquisition:** This poison comes from the stems of a plant that grows high on the side of hills on a single island far out at sea.
- **Market Value:** 600gp
- **Legality:** Regulated
- **Modification DC:** 17
- **Medicine DC:** 19
- **Saving Throw DC:** 13
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw, becoming poisoned on a failed save, and must repeat the saving throw at the start of each of its turns. While poisoned in this way, the creature's Constitution score decreases by 2. On each successive failed save, the creature's Constitution score is further reduced by 1. If a creature's Constitution score is reduced to 0 in this way, it dies. After two successful saves, the poison ends and the creature's Constitution score is restored.

NIGHTMARE ROOT (INGESTED)

Nightmare root comes from a plant deep within the abyss. When ground into a paste, it can be mixed into food or drink without significantly altering its taste, color, or odor, but it does add the texture of fine sand. Those that consume the root find themselves haunted by the greatest fears upon falling asleep.

- **Acquisition:** This poison comes from the pulverized roots of a twisting red and purple plant deep within the abyss.
- **Market Value:** 1,450gp
- **Legality:** Illegal
- **Modification DC:** 19
- **Medicine DC:** 21
- **Saving Throw DC:** 19
- **Effect:** A creature subjected to this poison must make a Constitution saving throw. On a failed save, the creature's sleep is haunted with a combination of their greatest fears and everything they've ever done wrong. An affected creature cannot benefit from long rests, and therefore gains a point of exhaustion at the beginning of the next day. The poison leaves the creature's system 24 hours after ingestion.

PALE TINCTURE (INGESTED)

This milky liquid is the primary choice of cruel manipulators that often use it to coerce favors out of unwilling acquaintances. The poison is introduced unknowingly, and slowly chips away at the victim's vitality, always threatening a slow and painful death. The promise of a cure is enough to make most people do things that they would otherwise avoid.

- **Acquisition:** Deep within damp caves and frequently in the underdark, there is a rare fluorescent mushroom that slowly secretes a thick, acrid substance that can be used to make this poison.
- **Market Value:** 250gp
- **Legality:** Illegal
- **Modification DC:** 18
- **Medicine DC:** 15
- **Saving Throw DC:** 16
- **Effect:** A creature subjected to this poison must succeed on a 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.

PALLID SERPENT'S DECEPTION (INGESTED)

Upon ingestion, the victim begins experiencing terrible headaches and visual hallucinations. They often see things twisting and warping, with vile and hideous creatures seeking to cause them harm. Those in the throes of the poison often lash out at those around them, believing that they have suddenly been surrounded by monstrosities. A few unfortunate souls have survived the experience, and the mark of paranoia often follows them until the end of their days.

- **Acquisition:** Created from the paste made by grinding up leaves of rare plants found within the Feywild, this milky substance has a rather intoxicating aroma that often is mistaken for cooked meat.
- **Market Value:** 1,340gp
- **Legality:** Illegal
- **Modification DC:** 18
- **Medicine DC:** 15
- **Saving Throw DC:** 16
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw, taking 22 (4d10) psychic damage on a failed save, and must repeat the saving throw at the start of each of its turns. On a successful save, the effect ends. While the creature remains poisoned in this way, it must succeed a Wisdom saving throw at the end of each of its turns, taking 11 (2d10) psychic damage on a failed save.

POTION OF POISON (INGESTED)

This concoction looks, smells, and tastes like a *potion of healing* or other beneficial potion. However, it is actually poison masked by illusion magic. An *identify* spell reveals its true nature.

- **Acquisition:** This poison is relatively easy to craft, but requires enchantment by an arcane practitioner.
- **Market Value:** 1,460gp
- **Legality:** Illegal
- **Modification DC:** 16
- **Medicine DC:** 15
- **Saving Throw DC:** 13
- **Effect:** A creature subjected to this poison takes 10 (3d6) poison damage and must succeed on a DC 13 Constitution saving throw or be poisoned. While poisoned in this way, the creature takes 10 (3d6) poison damage at the start of each of its turns. At the end of each of its turns, the creature can repeat the saving throw. On a successful save, the poison damage the creature takes on subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

TORPOR (INGESTED)

Torpor has been used recreationally in small doses throughout history, but in its concentrated form it has many sinister capabilities. It can render a creature completely unable to act for extended periods of time.

- **Acquisition:** Torpor, although technically legal, is very rarely carried in shops due to its price and limited uses. It can be found fairly commonly on the black market.
- **Market Value:** 600gp
- **Legality:** Legal
- **Modification DC:** 18
- **Medicine DC:** 12
- **Saving Throw DC:** 15
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is incapacitated.

TRUTH SERUM (INGESTED)

Truth serum is used rarely in high-profile trials, religious ceremonies, and background checks for sensitive jobs.

- **Acquisition:** Truth Serum can be bought from some specialty magic shops, alchemists, religious organizations, or the black market.
- **Market Value:** 150gp
- **Legality:** Legal
- **Modification DC:** 15
- **Medicine DC:** 12
- **Saving Throw DC:** 11
- **Effect:** A creature subjected to this poison must succeed on a 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.

UNICORN BLOOD (INGESTED)

The blood of a unicorn is thick and silvery. While the initial consumption of unicorn blood brings a sense of life and well-being, its lingering effects are rarely worth the tradeoff.

- **Acquisition:** Unicorn blood must be taken from a willing unicorn. If that unicorn dies before the blood is consumed, it loses its properties.
- **Market Value:** 500gp
- **Legality:** Illegal
- **Modification DC:** 20
- **Medicine DC:** 20
- **Saving Throw DC:** 17
- **Effect:** A creature subjected to this poison heals (4d4 + 4) hit points and must then succeed on a Constitution saving throw. On a failed save, they are affected by one of the options of the *bestow curse* spell. The DM rolls a d4 to determine which curse takes hold.

ANOSMIA (INHALED)

The sense of smell is a luxury to some species, but to others it is entirely necessary for survival. This poison gas is designed to eliminate that ability.

- **Acquisition:** Anosmia can be made from almost any paralytic or numbing agent, but the process is long and involved, requires many cycles of refinement to reach the desired strength of gas.
- **Market Value:** 800gp
- **Legality:** Legal
- **Modification DC:** 18
- **Medicine DC:** 23
- **Saving Throw DC:** 18
- **Effect:** A creature subjected to this poison must make a Constitution saving throw. On a failed save, the creature loses its sense of smell for 48 hours. If the creature relies on smell to locate other creatures, it can no longer do so. The creature automatically fails any Wisdom (Perception) check that relies on smell. If the creature has the *keen smell* trait, it must also succeed on a Wisdom saving throw or act as though affected by the *confusion* spell during their next turn.

BURNT OTHUR FUMES (INHALED)

Some of the poisonous plant matter that can be ground and dissolved into other poisons can also be quickly burned to spread a cloud of poisonous smoke.

- **Acquisition:** To create this poison, one must mix the pulverized paste of a poisonous plant with fine black powder, which can then be molded and allowed to dry into a ball or other shape. When ignited, this ball quickly releases fumes that are poisonous to those that inhale them.
- **Market Value:** 500gp
- **Legality:** Illegal
- **Modification DC:** 15
- **Medicine DC:** 14
- **Saving Throw DC:** 13
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the creature takes 3 (1d6) poison damage. After three successful saves, the poison ends.

DRAGON'S BREATH (INHALED VENOM)

The breath of green dragons is a devastating weapon. It can quickly turn into a cloud of death for the enemies of those that can gather it.

- **Acquisition:** This poison must be harvested from a dead or incapacitated adult or ancient green dragon. It requires no further preparation.
- **Market Value:** 2,500-5,000gp
- **Legality:** Regulated
- **Modification DC:** 24
- **Medicine DC:** N/A
- **Saving Throw DC:** 18-22
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one. If the poison has been harvested from an ancient green dragon, this damage increases to 77 (22d6) and the saving throw DC increases by 4; the value of the poison also doubles.

DRETCH GAS (INHALED VENOM)

Dretch are disgusting little fiends from the lower planes. The gas they release causes violent coughing fits and hinders those that come in contact with it.

- **Acquisition:** This poison must be harvested from a dead or incapacitated dretch. It requires no further preparation.
- **Market Value:** 200gp
- **Legality:** Regulated
- **Modification DC:** 19
- **Medicine DC:** 15
- **Saving Throw DC:** 11
- **Effect:** Dretch gas lingers for 1 minute after it is released, or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

DUST OF THE DESERT WINDS (INHALED)

This powder has uses as a desiccant when properly packaged and used in small quantities. However, it is also the favored poison of assassins that dwell in the harsher climates of the world. The toxin begins immediately leaching all of the moisture from a victim's body after it has entered through the mucous membranes. Once dead, the victim is little more than a desiccated husk.

- **Acquisition:** Beneath the desert sands grows a fungus that draws moisture from its surroundings. The spores of this fungus can be gathered and stored for later use as a poison.
- **Market Value:** 120gp
- **Legality:** Legal
- **Modification DC:** 15
- **Medicine DC:** 14
- **Saving Throw DC:** 11
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or take 3 (1d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the creature takes 2 (1d4) poison damage. After five successful saves, the poison ends. If the creature spends its action consuming a liquid, it automatically succeeds the saving throw for that turn. This effect ignores a creature's immunity to poison and poison damage, but cannot affect a creature with no natural bodily moisture (such as a Skeleton or an Iron Golem).

ESSENCE OF ETHER (INHALED)

Commonly referred to as "knock-out gas," this gas is used in certain civilizations as a crowd-control solution to handle riots and other unruly crowds. It is also, as with all poisons, used for much more nefarious efforts.

- **Acquisition:** The liquid that vaporizes into this gas is distilled from plants with narcotic properties, creating a potent vapor that disperses quickly.
- **Market Value:** 300gp
- **Legality:** Regulated
- **Modification DC:** 17
- **Medicine DC:** 13
- **Saving Throw DC:** 15
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

EUPHORIA BREATH (INHALED VENOM)

The breath of faerie dragons has long been used for recreational purposes, but it also serves as a viable option for incapacitating enemies.

- **Acquisition:** This poison must be harvested from a dead or incapacitated faerie dragon. It requires no further preparation.
- **Market Value:** 365gp
- **Legality:** Legal
- **Modification DC:** 20
- **Medicine DC:** 17
- **Saving Throw DC:** 11
- **Effect:** A creature subjected to this poison must succeed on a Wisdom saving throw or, for 1 minute the, target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:
 - 1-4. The target takes no action or bonus action and uses all of its movement to move in a random direction.
 - 5-6. The target doesn't move, and the only thing it can do on its turn is make a Wisdom saving throw, ending the effect on itself on a success.

FISH OUT OF WATER (INHALED AQUATOXIN)

This poison is different from most inhaled poisons; it is a liquid rather than a gas or powder. It is designed specifically to be released underwater and kill water-breathing creatures, though it does not do so quickly. Amphibious creatures can survive its effects, but they are often forced out of water as a result of them.

- **Acquisition:** This poison is made by distilling several readily available oils and adding microscopic flecks of dried sponge to them, adding pressure to the mixture as it cools in order to force air into it.
- **Market Value:** 350gp
- **Legality:** Legal
- **Modification DC:** 15
- **Medicine DC:** 19
- **Saving Throw DC:** 13
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or become poisoned for 1 hour. While poisoned in this way, the creature loses any ability to breath underwater. Rules for suffocating can be found on page 183 of the Player's Handbook.

GORGON BREATH (INHALED VENOM)

Few that encounter a gorgon live to tell about it, and for good reason. Their breath weapon is extraordinarily dangerous, and even seasoned poisoners hesitate to attempt to harvest or use it.

- **Acquisition:** This poison must be harvested from a dead or incapacitated gorgon. It requires no further preparation.
- **Market Value:** 1,200gp
- **Legality:** Regulated
- **Modification DC:** 22
- **Medicine DC:** 24
- **Saving Throw DC:** 13
- **Effect:** A creature subjected to this gas must succeed on a Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

GRAVEDUST (INHALED POSITOXIN)

This gray-brown powder derives its name from its resemblance to the grime common to tombs and other long-enclosed areas. Even though most undead do not need to breathe, being exposed to this positoxin reintroduces the feeling of suffocation, rendering them unable to act.

- **Acquisition:** Gravedust is made by mixing consecrated earth into holy water, and then burning the mixture until it is a dry ash.
- **Market Value:** 100gp
- **Legality:** Legal
- **Modification DC:** 15
- **Medicine DC:** 17
- **Saving Throw DC:** 10
- **Effect:** An undead creature subjected to this poison must succeed on a Constitution saving throw or become incapacitated for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

INSANITY MIST (INHALED)

Most poisoners seek to kill their targets, but some poisoners just enjoy messing with the minds of their foes. Insanity mist was invented by those cruel individuals.

- **Acquisition:** Insanity mist is made from a number of ingredients from the outer planes, primarily plant secretions from the Feywild. The mixture is then distilled and the vapors are collected in a container for later use.
- **Market Value:** 2,250gp
- **Legality:** Illegal
- **Modification DC:** 24
- **Medicine DC:** 19
- **Saving Throw DC:** 15
- **Effect:** A creature subject to this poison must succeed a Constitution saving throw or gain an effect listed on the short-term madness table within the DM's Guide (page 259). The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The madness tables are included on the last page of this supplement for quick reference.

MALICE (INHALED)

This poison is also known as "night crystal" or "shadeglass." Its original form is a dark purple crystal that grows deep within the underdark and on some other planes. When pulverized, the powder blinds any creature that inhales it.

- **Acquisition:** The crystals from which malice are created must be pulverized into a fine dust in order to be used effectively.
- **Market Value:** 250gp
- **Legality:** Illegal
- **Modification DC:** 18
- **Medicine DC:** 17
- **Saving Throw DC:** 15
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.

VROCK SPORES (INHALED VENOM)

Vrock are a giant, vulture-like demon. The spores that they release deal significant damage over time to creatures that come in contact with them.

- **Acquisition:** This poison must be harvested from a dead or incapacitated vrock. It requires no further preparation.
- **Market Value:** 620gp
- **Legality:** Illegal
- **Modification DC:** 20
- **Medicine DC:** 19
- **Saving Throw DC:** 14
- **Effect:** A creature subjected to these spores must succeed on a Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

BEARDED DEVIL VENOM (INJURY VENOM)

Devil venom is extremely rare, but also extremely potent when in the hands of an experienced poisoner. Bearded devil venom is a less powerful version of the devastating venom of pit fiends.

- **Acquisition:** This poison must be harvested from a dead or incapacitated bearded devil. It requires no further preparation.
- **Market Value:** 600gp
- **Legality:** Illegal
- **Modification DC:** 17
- **Medicine DC:** 20
- **Saving Throw DC:** 12
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BLOODFIRE PASTE (INJURY)

A reddish-brown sticky paste, this poison is extremely rare. Once injured, the poison reacts with the creature's blood and begins igniting from within, causing a creature to quickly burn from the inside out. Often, the toxin burns through the victim so quickly and intensely that the remains are little more than charred bones.

- **Acquisition:** There are several methods of creating bloodfire paste, although the most common involves the fruit of a desert cactus soaked in the saliva of giant desert lizards and mixed with distilled alcohols. After several days of soaking, the fruit is removed from the mixture and ground into a paste.
- **Market Value:** 650gp
- **Legality:** Illegal
- **Modification DC:** 17
- **Medicine DC:** 17
- **Saving Throw DC:** 13
- **Effect:** A creature subjected to this poison must make a Constitution saving throw, taking 11 (2d10) fire damage on a failed save, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the creature takes 3 (1d6) fire damage. After three successful saves, the poison ends. This effect ignores a creature's immunity to poison, but cannot effect a creature without blood.

BONE DEVIL'S STING (INJURY VENOM)

Devil venom is extremely rare, but also extremely potent when in the hands of an experienced poisoner. Bone devil venom is deadly, being the fiendish equivalent to wyvern poison.

- **Acquisition:** This poison must be harvested from a dead or incapacitated bone devil. It requires no further preparation.
- **Market Value:** 1,000gp
- **Legality:** Illegal
- **Modification DC:** 19
- **Medicine DC:** N/A
- **Saving Throw DC:** 14
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or take 17 (5d6) poison damage and become poisoned for 1 minute. On a successful save, the target takes half damage and is not poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CELESTIAL ESSENCE (INJURY POSITOXIN)

Celestial essence is extremely rare. When applied to a weapon, the viscous golden substance seems to almost shine with an inner radiance.

- **Acquisition:** Celestial essence is made by mixing the blood of a living celestial with holy water. If the celestial dies before the poison is delivered, the essence loses its effectiveness and turns a dull gray color.
- **Market Value:** 400gp
- **Legality:** Legal
- **Modification DC:** 17
- **Medicine DC:** N/A
- **Saving Throw DC:** 14
- **Effect:** An undead creature subjected to this poison must succeed on a Constitution saving throw or take 5 (2d4) radiant damage. Once applied, the poison retains potency for 1 minute before drying.

CENTIPEDE VENOM (INJURY VENOM)

Centipede venom is uncommon and has some unusual properties. It cannot kill, but instead leaves the victim in a helpless, paralyzed state for a short period of time.

- **Acquisition:** This poison must be harvested from a dead or incapacitated giant centipede. It requires no further preparation.
- **Market Value:** 200gp
- **Legality:** Legal
- **Modification DC:** 13
- **Medicine DC:** 16
- **Saving Throw DC:** 11
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw, taking 10 (3d6) poison damage on a failed save. 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.

COCKATRICE SALIVA (INJURY VENOM)

Cockatrice saliva is potentially one of the most dangerous poisons in existence. While its effects are relatively easy to resist, being subjected to them can quickly turn a creature to stone, rendering it helpless.

- **Acquisition:** This poison must be harvested from a dead or incapacitated cockatrice. It requires no further preparation.
- **Market Value:** 750gp
- **Legality:** Regulated
- **Modification DC:** 20
- **Medicine DC:** 22
- **Saving Throw DC:** 11
- **Effect:** A creature subjected to this venom must succeed on a Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

DROW POISON (INJURY)

Drow poison is made almost exclusively by the underdark-dwelling elven sub-race, the drow. They use it on weaponry in order to subdue more powerful enemies with minimal effort.

- **Acquisition:** This poison is made only by the drow, and only in a place far removed from sunlight.
- **Market Value:** 200gp
- **Legality:** Illegal
- **Modification DC:** 17
- **Medicine DC:** 17
- **Saving Throw DC:** 13
- **Effect:** A creature subjected to this poison must succeed on a 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.

ELEMENTAL CONTRA (INJURY BANETOXIN)

Elemental contra comes in many different forms. In addition to targeting the physiology of a specific creature type, it is also made to effect a specific elemental damage type: cold, fire, or lightning.

- **Acquisition:** Elemental contra requires the blood of the target creature type be mixed with the pulverized powder of crystallized elemental energies found within the elemental planes.
- **Market Value:** 3,100gp
- **Legality:** Legal
- **Modification DC:** 21
- **Medicine DC:** 22
- **Saving Throw DC:** 25
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw. On a failed save, the creature loses all immunities or resistances to the poison's elemental damage type, and gains vulnerability to that damage type. This effect lasts for 1 minute or until cured.

ETTERCAP VENOM (INJURY VENOM)

The strange, humanoid spider creatures known as ettercaps have a mild poison that is cheap but effective.

- **Acquisition:** This poison must be harvested from a dead or incapacitated giant centipede. It requires no further preparation.
- **Market Value:** 50gp
- **Legality:** Illegal
- **Modification DC:** 13
- **Medicine DC:** 15
- **Saving Throw DC:** 11
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw, taking 4 (1d8) poison damage and becoming poisoned for 1 minute on a failed save. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GRELL VENOM (INJURY VENOM)

This poison is as rare as the strange creature it comes from, but non-lethal.

- **Acquisition:** This poison must be harvested from a dead or incapacitated grell. It requires no further preparation.
- **Market Value:** 150gp
- **Legality:** Legal
- **Modification DC:** 13
- **Medicine DC:** 15
- **Saving Throw DC:** 11
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or become 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.

IMP VENOM (INJURY VENOM)

The venom from an imp's stinger is as potent as that from a giant venomous snake.

- **Acquisition:** This poison must be harvested from a dead or incapacitated imp. It requires no further preparation.
- **Market Value:** 200gp
- **Legality:** Regulated
- **Modification DC:** 13
- **Medicine DC:** N/A
- **Saving Throw DC:** 11
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

LICHBANE POISON (INJURY POSITOXIN)

This bone-white unguent is equally dangerous to all spellcasting undead, as well as to those that depend on mental ability scores for their special attacks.

- **Acquisition:** When residuum is mixed with holy water in precise ratios and then allowed to dry under the effects of an anti-magic field, lichbane poison is produced.
- **Market Value:** 650gp
- **Legality:** Legal
- **Modification DC:** 20
- **Medicine DC:** 19
- **Saving Throw DC:** 17
- **Effect:** An undead creature subjected to this poison must make a Constitution saving throw. On a failed save, their Intellect, Wisdom, and Charisma scores are reduced by 2 for 1 minute. At the beginning of their next turn, they must repeat the saving throw. On a failure, the effect becomes permanent and can only be cured by a *greater restoration* spell or similar magic.

LIQUID MORTALITY (INJURY POSITOXIN)

This extremely rare and expensive positoxin is the one thing that all sentient undead creatures fear. It is a potent oil, thought by most undead creatures to be a mere myth.

- **Acquisition:** Liquid mortality is made only by high-ranking clergy of the deity of death, who use it to destroy powerful undead creatures that wish to cheat death.
- **Market Value:** 1,250gp
- **Legality:** Legal
- **Modification DC:** 25
- **Medicine DC:** N/A
- **Saving Throw DC:** 22
- **Effect:** An undead creature subjected to this poison must make a Constitution saving throw. On a failed save, their Strength score is permanently reduced by 2. If this effect reduces an undead creature's Strength to 0, they are utterly destroyed, and cannot be resurrected or reanimated by any means other than a *wish* spell. The creature's Strength score can be restored by a *greater restoration* spell or similar magic.

METABOLITE (INJURY BANETOXIN)

Metabolite is a magical tranquilizer of sorts, developed to make even the most dangerous of creatures much more manageable.

- **Acquisition:** Liquid mortality is made only by high-ranking clergy of the deity of death, who use it to destroy powerful undead creatures that wish to cheat death.
- **Market Value:** 1,200gp
- **Legality:** Legal
- **Modification DC:** 21
- **Medicine DC:** N/A
- **Saving Throw DC:** 25
- **Effect:** A creature subjected to this poison must make a Constitution saving throw. On a failed save, an affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature affected by this poison makes another Constitution saving throw at the end of each of its turns. On a successful save, the effect ends for it. On a failed save, the poison's saving throw DC decreases by 10.

NAGA VENOM (INJURY VENOM)

Venom from the mythical creatures known as naga is extremely deadly, but also extremely rare.

- **Acquisition:** This poison must be harvested from a dead or incapacitated naga. It requires no further preparation.
- **Market Value:** 1,900-2,150gp
- **Legality:** Regulated
- **Modification DC:** 17
- **Medicine DC:** N/A
- **Saving Throw DC:** 13-15
- **Effect:** A creature subjected to the venom of a spirit naga must succeed on a Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one. If the poison has been harvested from a guardian naga, this damage increases to 45 (10d8) and the saving throw DC increases by 2; the value of the poison also increases by 250g.

PIT FIEND VENOM (INJURY VENOM)

Pit fiend venom is among the rarest poisons in existence, but also the most powerful.

- **Acquisition:** This poison must be harvested from a dead or incapacitated pit fiend. It requires no further preparation.
- **Market Value:** 17,000gp
- **Legality:** Illegal
- **Modification DC:** 25
- **Medicine DC:** 30
- **Saving Throw DC:** 21
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

PSEUDODRAGON VENOM (INJURY VENOM)

Pseudodragon Venom is similar to drow poison in many ways. Some poisoners attempt to refine it to the same strength as drow poison, but it is extremely difficult to work with. It is legal by necessity, because many mages keep pseudodragons as pets or familiars.

- **Acquisition:** This poison must be harvested from a dead or incapacitated pseudodragon. It requires no further preparation.
- **Market Value:** 125gp
- **Legality:** Legal
- **Modification DC:** 19
- **Medicine DC:** 15
- **Saving Throw DC:** 11
- **Effect:** A creature subjected to this poison must succeed on a 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.

PURIFIED COUATL VENOM (INJURY VENOM POSITOXIN)

Couatl venom is different from the venom of most other creature's in that it requires a refinement process to use, and it loses its potency if taken from an unwilling couatl. However, it is extremely useful for a number of legal and illegal practices.

- **Acquisition:** This poison must be harvested from a willing couatl and then mixed with a small amount of holy water.
- **Market Value:** 700gp
- **Legality:** Legal
- **Modification DC:** 20
- **Medicine DC:** 19
- **Saving Throw DC:** 13
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake. This effect ignores immunity to the poisoned condition.

PURPLE WORM POISON (INJURY VENOM)

While extraordinarily rare, the venom of purple worms is one of the most deadly poisons in existence. The only reason that it is not outright illegal in most civilizations is the necessity for antivenom.

- **Acquisition:** This poison must be harvested from a dead or incapacitated purple worm. It requires no further preparation.
- **Market Value:** 2,000gp
- **Legality:** Regulated
- **Modification DC:** 19
- **Medicine DC:** N/A
- **Saving Throw DC:** 19
- **Effect:** A creature subjected to this poison must make a Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

SCORPION VENOM (INJURY VENOM)

Scorpion venom is commonly used by assassins that dwell in the harsh desert climates that scorpions typically roam.

- **Acquisition:** This poison must be harvested from a dead or incapacitated scorpion. It requires no further preparation.
- **Market Value:** 115-1,100gp
- **Legality:** Regulated
- **Modification DC:** 15
- **Medicine DC:** N/A
- **Saving Throw DC:** 9-12
- **Effect:** A creature subjected to this poison must make a Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one. If the poison has been harvested from a giant scorpion, the damage increases to 22 (4d10) and the saving throw DC increases by 3; the value of the poison also increases to 1,100gp.

SERPENT VENOM (INJURY VENOM)

Serpent venom is relatively common, but still very deadly. It is heavily regulated in most societies. Its only legal uses are in the creation of antivenom and in low doses for the pre-approved deployment of anti-pest traps.

- **Acquisition:** This poison must be harvested from a dead or incapacitated poisonous snake. It requires no further preparation.
- **Market Value:** 125-200gp
- **Legality:** Regulated
- **Modification DC:** 13
- **Medicine DC:** N/A
- **Saving Throw DC:** 10-11
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one. If the poison has been harvested from a giant poisonous snake, the damage increases to 10 (3d6) and the saving throw DC increases by 1; the value of the poison also increases to 200gp.

SPIDER VENOM (INJURY VENOM)

Spider venom is the most common of venoms, but also one of the least potent.

- **Acquisition:** This poison must be harvested from a dead or incapacitated spider. It requires no further preparation.
- **Market Value:** 100-200gp
- **Legality:** Regulated
- **Modification DC:** 13
- **Medicine DC:** N/A
- **Saving Throw DC:** 10-11
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or take 2 (1d4) poison damage.

If the poison has been harvested from a giant wolf spider, the damage increases to 7 (2d6) and the saving throw DC increases to 11. Additionally, the creature takes half damage on a failed save, and 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. The value of the poison also increases to 160gp. If the poison has been harvested from a giant spider, this damage increases to 9 (2d8) and the value of the poison increases to 200gp.

SPRITE POISON (INJURY)

The tiny fey creatures known as sprites make a poisons akin to drow poison, but much less potent.

- **Acquisition:** This poison is made only by sprites.
- **Market Value:** 175gp
- **Legality:** Illegal
- **Modification DC:** 16
- **Medicine DC:** 17
- **Saving Throw DC:** 10
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or be poisoned for 1 minute. 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.

SVIRFNEBLIN POISON (INJURY)

Deep gnomes, known as svirfneblin, make their own poison from ingredients found deep within the underdark. Its sole purpose is to hinder their enemy's combat abilities.

- **Acquisition:** This poison is made only by svirfneblin.
- **Market Value:** 165gp
- **Legality:** Illegal
- **Modification DC:** 18
- **Medicine DC:** 16
- **Saving Throw DC:** 12
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

THRI-KREEN VENOM (INJURY VENOM)

Thri-kreen venom can quickly render a creature useless, leaving it at the mercy of the poisoner.

- **Acquisition:** This poison must be harvested from a dead or incapacitated thri-kreen. It requires no further preparation.
- **Market Value:** 180gp
- **Legality:** Illegal
- **Modification DC:** 18
- **Medicine DC:** 16
- **Saving Throw DC:** 11
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the creature is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

WASP'S STING (INJURY VENOM)

Giant wasps are extraordinarily frightening, and while being stung by one is extremely painful, it is not deadly.

- **Acquisition:** This poison must be harvested from a dead or incapacitated giant wasp. It requires no further preparation.
- **Market Value:** 230gp
- **Legality:** Regulated
- **Modification DC:** 13
- **Medicine DC:** N/A
- **Saving Throw DC:** 11
- **Effect:** A creature subjected to this poison must succeed on a 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 in this way.

WITCHBANE POISON (INJURY)

A creation that seems to have been specially devised just to hamper spellcasters, this poison is often reviled and feared by the magically enlightened. The blue jelly is often smeared upon blades wielded by assassins seeking to end the life of a wizard or sorcerer, and is quite easily identified by those familiar with the effects.

- **Acquisition:** This poison is made from distilled residuum that is then allowed to evaporate and thicken while under the effects of an anti-magic field.
- **Market Value:** 700gp
- **Legality:** Legal
- **Modification DC:** 20
- **Medicine DC:** N/A
- **Saving Throw DC:** 17
- **Effect:** A creature subjected to this poison must make a Constitution saving throw. On a failed save, they lose 1d4 spell slots, starting at level 1 slots and increasing until that many spell slots have been lost. This effect ignores all magical effects that grant immunity to poison.

WYVERN POISON (INJURY VENOM)

Slightly more potent than serpent venom, but not quite as deadly as purple worm poison, wyvern poison is the mid-range vehicle of death for assassins with extremely high-priority or powerful targets. It is kept regulated for the creation of antivenom, especially in regions where wyverns are more common.

- **Acquisition:** This poison must be harvested from a dead or incapacitated wyvern. It requires no further preparation.
- **Market Value:** 1,200gp
- **Legality:** Regulated
- **Modification DC:** 17
- **Medicine DC:** N/A
- **Saving Throw DC:** 15
- **Effect:** A creature subjected to this poison must make a Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

YUAN-TI VENOM (INJURY VENOM)

The yuan-ti are sinister snake-like humanoids, and their poison can be used by those that manage to get their hands on it. While it is cheaper than other venoms of similar strength due to the lack of demand for antivenom, it is much more difficult to find.

- **Acquisition:** This poison must be harvested from a dead or incapacitated yuan-ti malison or abomination. It requires no further preparation.
- **Market Value:** 110-150gp
- **Legality:** Regulated
- **Modification DC:** 15
- **Medicine DC:** N/A
- **Saving Throw DC:** 11-13
- **Effect:** A creature subjected to the poison from a yuan-ti malison must succeed on a Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison has been harvested from a yuan-ti abomination, the damage increases to 10 (3d6) and the saving throw DC increases to 13; the value of the poison also increases to 150gp.

ZEALOT'S BLADE (INJURY BANETOXIN)

Zealot's blade is a favorite among the rich with little to no actual combat skill that enjoy hunting rare creatures for sport. It does, however, also have many uses in more capable hands.

- **Acquisition:** Zealot's blade is crafted from potent venom, which is altered to affect a specific creature type.
- **Market Value:** 6,000gp
- **Legality:** Legal
- **Modification DC:** 22
- **Medicine DC:** N/A
- **Saving Throw DC:** 25
- **Effect:** A creature subjected to this poison must make a Constitution saving throw, taking 78 (12d12) poison damage on a failed save, or half as much damage on a successful one. This damage ignores resistances and immunities.

ANTITHESIS (INGESTED OR INJURY) AQUATOXIN)

While not technically a poison itself, this oily mixture serves a similar purpose. It contains microscopic parasitic entities that live in oil and feast on magic.

- **Acquisition:** One must first find or acquire a solution that contains the creatures necessary for this mixture. They are typically found in pools of natural oil that sit along ley lines within the underdark. The oily mixture can then be processed to make it more viscous for application to weapons, or to make it clear in order to be hidden within food or drink.
- **Market Value:** 1,300g
- **Legality:** Illegal
- **Modification DC:** 18
- **Medicine DC:** 21
- **Saving Throw DC:** 14
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw. On a failed save, they are infected with a parasitic disease. While diseased in this way, the creature cannot regain hit points through any means other than a short or long rest. Each time it would regain hit points in any other way, it instead takes 4 (1d8) poison damage and can repeat the saving throw, ending the effect on itself on a success.

BASIC AQUATOXIN (INGESTED OR INJURY) AQUATOXIN)

Basic Poison is readily available in any shop that carries alchemical supplies or medicines. It is commonly used as a solution to problems with vermin, particularly rats.

- **Acquisition:** Basic poison can be modified into an aquatoxin by using specialized oils and other ingredients readily available from alchemical shops.
- **Market Value:** 125g
- **Legality:** Legal
- **Modification DC:** 12
- **Medicine DC:** N/A
- **Saving Throw DC:** 10
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or take 2 (1d4) poison damage. If the affected creature has the natural ability to breath underwater, this damage increases to 5 (2d4) poison damage and the saving throw DC increases to 12. Once applied, the poison retains potency for 1 minute before drying.

BASIC BANETOXIN (INGESTED OR INJURY)

Even the most basic of banetoxins is extremely potent against its targeted creature type.

- **Acquisition:** Basic banetoxin requires readily available poison ingredients, the blood of the creature type it should affect, and intricate knowledge of that creature's physiology.
- **Market Value:** 1,500g
- **Legality:** Legal
- **Modification DC:** 20
- **Medicine DC:** N/A
- **Saving Throw DC:** 25
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or take 21 (6d6) poison damage. Once applied, the poison retains potency for 1 minute before drying. This effect ignores all resistances and immunities.

BASIC POISON (INGESTED OR INJURY)

Basic Poison is readily available in any shop that carries alchemical supplies or medicines. It is commonly used as a solution to problems with vermin, particularly rats.

- **Acquisition:** Bought from market or crafted from basic poisonous substances.
- **Market Value:** 100g
- **Legality:** Legal
- **Modification DC:** 12
- **Medicine DC:** N/A
- **Saving Throw DC:** 10
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or take 2 (1d4) poison damage. Once applied, the poison retains potency for 1 minute before drying.

BASIC POSITOXIN (INGESTED OR INJURY) POSITOXIN)

Basic positoxin is the lowest level poison available for combating undead.

- **Acquisition:** Basic poison can be mixed with holy water to create this poison.
- **Market Value:** 125g
- **Legality:** Legal
- **Modification DC:** 12
- **Medicine DC:** N/A
- **Saving Throw DC:** 10
- **Effect:** An undead creature subjected to this poison must succeed on a Constitution saving throw or take 7 (2d6) radiant damage. Once applied, the poison retains potency for 1 minute before drying.

BETRAYER'S INCEPTION (CONTACT OR INGESTED)

This poison is a thin liquid that can be applied to any surface, adhering to it until it comes into contact with organic matter, which it quickly seeps into. It is clear, nearly invisible, and odorless, but can be easily identified by agitating the liquid in any way, which causes it to flash violently with varying hues of light. Due to its use in bringing down many nobles in past generations, it has been banned in nearly every established civilization. Being caught with it on your person is an instant death sentence.

- **Acquisition:** All recipes for this poison have been destroyed. One can only learn of its nature by asking the right person. Ask the wrong person, and you will be put to death.
- **Market Value:** ???
- **Legality:** Illegal
- **Modification DC:** 25
- **Medicine DC:** 29
- **Saving Throw DC:** 22
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or be poisoned. The poisoned creature feels no immediate effect, and is unaware of their condition. After a week, the creature gains an effect listed on the short-term madness table (DMG 259). When the short-term effect ends, they gain an effect from the long-term madness table (DMG 260). When the long-term effect ends, they gain a new long-term effect as well as an indefinite effect (DMG 260). After each long-term effect ends, they gain a new one until they die or are cured. This effect can only be cured by a *greater restoration* spell cast at 7th level or higher.
The madness tables are included on the last page of this supplement for quick reference.

BLOODWINE (INGESTED OR INJURY POSITOXIN)

This thick, crimson positoxin includes garlic in its creation, making it particularly harmful to vampires and other undead with a vulnerability to garlic. Such creatures have disadvantage on their saving throws to resist the poison's effects. The bloodwine can also be consumed by a living creature, and it remains in the system of that creature for up to 12 hours. Any undead that attempt to consume the creature or drink its blood is affected by the bloodwine as if they had ingested it themselves.

- **Acquisition:** Bloodwine is made from a precisely distilled mixture of holy water and fine wine.
- **Market Value:** 250gp
- **Legality:** Legal
- **Modification DC:** 13
- **Medicine DC:** 18
- **Saving Throw DC:** 11
- **Effect:** An undead creature subjected to this poison must succeed on a Constitution saving throw, taking 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one.

GHOST BLOSSOM EXTRACT (INGESTED OR INJURY)

This cruel poison has no physically damaging effects, but causes the nerves in each limb to give the false sense of extreme pain, also causing violent muscle spasms.

- **Acquisition:** Ghost blossom extract is made from the nectar of a rare white flower that releases a faint white mist when it blooms, creating the appearance of a stereotypical ghost.
- **Market Value:** 420gp
- **Legality:** Illegal
- **Modification DC:** 17
- **Medicine DC:** 16
- **Saving Throw DC:** 13
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 3 or more, the creature drops any items it is holding. If the saving throw fails by 5 or more, the creature falls prone. 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.

LICH DUST (INGESTED OR INHALED)

A lich is a legendary creature, and killing its mortal vessel is no easy feat. However, for the poisoner powerful enough to do so, the dust left behind by their cremated corpse can be used as a powerful poison.

- **Acquisition:** Lich dust is acquired by cremating the corpse of a fallen lich.
- **Market Value:** 2,400gp
- **Legality:** Illegal
- **Modification DC:** 20
- **Medicine DC:** N/A
- **Saving Throw DC:** 18
- **Effect:** A creature subjected to this poison takes 10 (3d6) cold damage and must make a Constitution saving throw. On a failed save, the creature is paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TEARS OF THE INFERNAL (CONTACT OR INJURY)

This poison is incredibly rare and incredibly dangerous to handle. Putting it in a vial that isn't correctly prepared will melt the glass, and attempting to apply it to weapons that lack magical protection will cause extreme pitting on the metal, often melting right through it. The safest way to handle it is with tools, containers, and vials lined with or made from pure copper.

- **Acquisition:** Tears of the infernal are a precise mixture of the preserved blood of a powerful fiend and the acid extracted from the glands of an adult black or copper dragon, which is then heated until it becomes a thin, black, viscous liquid.
- **Market Value:** 7,650gp
- **Legality:** Illegal
- **Modification DC:** 23
- **Medicine DC:** N/A
- **Saving Throw DC:** 22
- **Effect:** A creature subjected to this poison must make a Constitution saving throw, taking 31 (7d8) acid and 35 (10d6) fire damage on a failed save, or half as much damage on a successful one. This effect ignores all resistances and immunities.

VEINROT POISON (INGESTED OR INJURY)

This poison has a highly noticeable visual effect upon the victim. The veins closest to the surface of the skin become visibly black as the poison begins working its way through a victim's bloodstream, turning the blood and the vessels into a rotten black ichor.

- **Acquisition:** Veinrot poison is extracted from the seeds of a dark flower that grows from rotting organic matter.
- **Market Value:** 500gp
- **Legality:** Illegal
- **Modification DC:** 16
- **Medicine DC:** 12
- **Saving Throw DC:** 13
- **Effect:** A creature subjected to this poison must succeed on a Constitution saving throw or take 5 (2d4) necrotic damage and become poisoned. While poisoned in this way, the creature's Constitution score decreases by 2. The poisoned creature must repeat the saving throw every 24 hours, taking 5 (2d4) necrotic damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After three successful saving throws, the effect ends and the creature can heal normally.

MADNESS TABLES

These are the madness tables as presented in the DMG, for quick reference when using the betrayer's inception.

SHORT-TERM MADNESS

d100 Effect (lasts 1d10 minutes)

- 01– The character retreats into his or her mind and
20 becomes paralyzed. The effect ends if the character takes any damage.
- 21– The character becomes incapacitated and spends
30 the duration screaming, laughing, or weeping.
- 31– The character becomes frightened and must use his
40 or her action and movement each round to flee from the source of the fear.
- 41– The character begins babbling and is incapable of
50 normal speech or spellcasting.
- 51– The character must use his or her action each round
60 to attack the nearest creature.
- 61– The character experiences vivid hallucinations and
70 has disadvantage on ability checks.
- 71– The character does whatever anyone tells him or her
75 to do that isn't obviously self-destructive.
- 76– The character experiences an overpowering urge to
80 eat something strange such as dirt, slime, or offal.
- 81– The character is stunned.
90
- 91– The character falls unconscious.
100

INDEFINITE MADNESS

d100 Flaw (lasts until cured)

- 01– "Being drunk keeps me sane."
15
- 16– "I keep whatever I find."
25
- 26– "I try to become more like someone else I know—
30 adopting his or her style of dress, mannerisms, and name."
- 31– "I must bend the truth, exaggerate, or outright lie to
35 be interesting to other people."
- 36– "Achieving my goal is the only thing of interest to
45 me, and I'll ignore everything else to pursue it."
- 46– "I find it hard to care about anything that goes on
50 around me."
- 51– "I don't like the way people judge me all the time."
55
- 56– "I am the smartest, wisest, strongest, fastest, and
70 most beautiful person I know."
- 71– "I am convinced that powerful enemies are hunting
80 me, and their agents are everywhere I go. I am sure they're watching me all the time."
- 81– "There's only one person I can trust. And only I can
85 see this special friend."
- 86– "I can't take anything seriously. The more serious
95 the situation, the funnier I find it."
- 96– "I've discovered that I really like killing people."
100

LONG-TERM MADNESS

d100 Effect (lasts 1d10 x 10 hours)

- 01– The character feels compelled to repeat a specific
10 activity over and over, such as washing hands, touching things, praying, or counting coins.
- 11– The character experiences vivid hallucinations and
20 has disadvantage on ability checks.
- 21– The character suffers extreme paranoia. The
30 character has disadvantage on Wisdom and Charisma checks.
- 31– The character regards something (usually the source
40 of madness) with intense revulsion, as if affected by the antipathy effect of the *antipathy/sympathy* spell.
- 41– The character experiences a powerful delusion.
45 Choose a potion. The character imagines that he or she is under its effects.
- 46– The character becomes attached to a "lucky charm,"
55 such as a person or an object, and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.
- 56– The character is blinded (25%) or deafened (75%).
65
- 66– The character experiences uncontrollable tremors or
75 tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Strength or Dexterity.
- 76– The character suffers from partial amnesia. The
85 character knows who he or she is and retains racial traits and class features, but doesn't recognize other people or remember anything that happened before the madness took effect.
- 86– Whenever the character takes damage, he or she
90 must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the *confusion* spell. The *confusion* effect lasts for 1 minute.
- 91– The character loses the ability to speak.
95
- 96– The character falls unconscious. No amount of
100 jostling or damage can wake the character.