



INANIMIS' 30 POISONS FOR A POISONER'S KIT



An extensive guide featuring unique poisons,
a complete component list and a huge variety of effects



30 POISONS FOR A POISONER'S KIT

Poisons, poisons, poisons. Your players thought of using them plenty of times but for some reason they always backed out. Why? Maybe neither they don't know have a way to poison their target. Or maybe the poison deals 1d6 poison damage which wouldn't kill a puppy. This is an extensive list of poisons with their names, effects, components and prices in case your players want to be *Poisoners*! Also, I'll try to put that poisoner's kit to good use. If you want to check more of my stuff, you can do so by clicking [here](#) or on any *Inanimis* logo.

POISONER'S KIT

First of all, all of the poisons I will list here, can be created using a Poisoner's Kit. Poisons have *Tiers*. To be able to create a *Poison* your Poisoner's Kit must be the same (or higher) tier than the poison you are trying to make. The Poisoner's Kit tier is upgraded whenever your *Proficiency Bonus* goes up (at level 5, 9, 13, 17). So in order to create a *Poison* that is Tier 3, you have to be level 13 or higher. Any attempts to create a poison with a lower *Poisoner's Kit* tier than the *Poison's* tier, are made with a DC of +5. You cannot create any poison that is *two* or more tiers higher than your *Poisoner's Kit*. The DC to resist these poisons is 8 + your *Proficiency Bonus* + your *Poisoner's Kit* attribute modifier (for example Dex modifier) Constitution Saving Throw. The effects are listed considering the target fails their CON Save.

POISONS: TIER 1

Poisons in Tier 1 are weaker poisons that are mostly used to inflict minor effects or help dull the senses.

SPIDER'S TOUCH

Spider's Touch is a simple, yet potent poison. It's mainly used to coat weapons like arrows or daggers to get in that extra damage.

- Creation DC: 10
- Time to Create: 1 hour/5 uses
- Components: A live spider, a human hair
- Price: 3 sp for 5 uses.
- Effect: Deals 2d4 poison damage. If the target succeeds their CON save, deals 0 damage.
- Duration: 1 round

HAPPY DROPS

Happy Drops is mostly used to poison food or drinks. It does not aim to kill an individual but it makes them disoriented and susceptible to suggestions.

- Creation DC: 10
- Time to Create: 1 hour/2 uses
- Components: A droplet of perfume, honey, opium
- Price: 1 gp for 2 uses
- Effect: The target makes *Insight* checks vs *Deceptions* and *Persuasions* with *Disadvantage* for the duration.
- Duration: 1 minute, at the end of the *Duration* the target must make an *Intelligence* check to realise that they were poisoned or not. DC equals that of the *Poisoner's Kit*.

HANGED MAN'S LUCK

This is used to paralyze a target for a short duration. Can coat weapons or can be ingested.

- Creation DC: 12
- Time to Create: 1 hour/1 use
- Components: Stinger of a hornet, ash, lavender
- Price: 1 gp and 5 sp for 1 use
- Effect: The target is *Paralyzed*. They have to succeed on a Constitution Saving Throw (same DC) at the end of their turn, to break the effect.
- Duration: 2 rounds.

BRAWLER'S PUNCH

This makes a humanoid move faster and hit stronger but the humanoid suffers disorientation for the duration and may be damaged.

- Creation DC: 11
- Time to Create: 1 hour/2 uses
- Components: Drop of sweat, Snake's blood
- Price: 2 sp for 2 uses
- Effect: The target can choose to fail their CON saving throw for the initial contact. The target makes their attacks with *Advantage* but they take 1d6 *Poison damage* at the start of their turns. In addition, any *Perception* checks they make, are made with *Disadvantage*. At the end of each turn, the target makes a CON saving throw to resist the effect.
- Duration: 5 rounds.

STARRY NIGHTS

Starry Nights is used to make the target fall asleep. It is mainly taken by ingestion but it may have some minor effects when coating a weapon.

- Creation DC: 10
- Time to Create: 1 hour/8 uses
- Components: A tear, a few specks of sand, milk
- Price: 1 gp for 8 uses
- Effect: Starry Nights has a different effect depending on 3 things. On whether the target is asleep, awake or if the target is poisoned from a weapon.

While Asleep: The target makes their saving throw with *Disadvantage*. The target *cannot* wake up for another 8 hours unless they take damage.

While awake: Roll 10d6. If the amount you rolled is greater than the target's current hit points, they fall asleep for 1 hour. They awake if they take damage.

From a Weapon: Roll 5d6. If the amount you rolled is greater than the target's current hit points, they fall asleep for 10 minutes. They awake if they take damage.

- Duration: Depends on the administration method.

DIZZY DISEASE

This poison aims to *heavily* disorient a target. It is mainly used to coat a weapon.

- Creation DC: 8
- Time to Create: 1 hours/3 uses
- Components: Ammonia, sugar, a tea leaf
- Price: 9 sp/3 uses
- Effect: Whenever the target rolls a d20, they do so with *Disadvantage*. They can attempt to save again at the end of their turn.
- Duration: 1 minute

POISONS: TIER 2

Tier 2 Poisons are stronger poisons that are mostly used by *Assassins*. They can potentially kill a weaker individual or mess with them.

JUSTICE

An ironic name for a poison that can make a target completely lose their sight for a while. The strength of this poison, lies in the fact that it can be *inhaled*.

- Creation DC: 10
- Time to Create: 1 hour/2 uses
- Components: Bat's eye, acid
- Price: 3 gp/2 uses
- Effect: The target is *Blinded* for the *Duration*.
- Duration: 3 rounds

WICKED SICK

A poison that takes its time to actually have any effect. That makes it hard to trace back since the effects it produces are very similar to common diseases.

- Creation DC: 12
- Time to Create: 1 hour/1 use
- Components: Rat's blood, spider legs
- Price: 30 gp/1 use
- Effect: While creating this poison, you get to choose after how many hours the effects will start to show. You can choose between 1 hour, 1 day and 1 week. The target, after the designated time, will become extremely nauseous, sometimes coughing up blood. The target takes 3d6 *Poison* damage. They can attempt to resist the poison at the end of their turn. If they do manage to resist, they won't suffer more damage but the target will be sick in bed for 1d4 days.
- Duration: 1 minute

WIDOW'S KISS

This poison can only be used to coat small, sharp weapons like daggers and arrows.

- Creation DC: 8
- Time to Create: 1 hour/10 uses
- Components: A deathbell leaf, frog saliva, a thorn from a rose.
- Price: 4 gp/10 uses
- Effect: The target takes 1d6 poison damage and are considered *Infected*. If they resist the effect, they take half damage and are not considered *Infected*. They cannot save from this effect after failing, but once they save they cannot be affected again for 24 hours.

Infected: If the target has already been hit by a *Widow's Kiss* the damage increases by 1d6. For example, if the target is *Infected* and has been successfully hit by 3 *Widow's Kisses*, the 3rd attack will deal 3d6 extra damage. The maximum damage is 5d6. A creature is considered *Infected* for 1 minute.

GOOD TIMES

This poison is a hallucinogenic. The target suffers from visions for the *Duration*. It can be ingested or it can coat a weapon.

- Creation DC: 14
- Time to Create: 1 hour/2 uses
- Components: Goblin's tongue, elven blood
- Price: 20 gp/2 uses
- Effect: You can choose one of the 2 following hallucinations for the target to suffer. You have to decide while creating this poison. Since you create 2 uses, you can decide to have 1 of each. Taking damage while in any of the states, will allow the target to take the saving throw again.
- Duration: 10 minutes

Nightmares: The target suffers horrible visions rendering them unable to discern reality from illusion. They view their allies as horrible monsters and their enemies are invisible to their eyes (unless they have *Blindsight*, then they view them as monsters too). Their reaction depends on the humanoid that was poisoned. A *Paladin* for example, might attack. A weak individual may run away as far as they can.

Dreams: The target enters a state of bliss. They view everyone as extremely friendly. Hazardous environments may appear as swimming pools or beds. Their enemies have *Advantage* on any *checks* involving *Charisma* and the target has *Disadvantage* on any *checks* to resist *Persuasion* or *Deception*.

THIRD EYE

This poison allows the target to see what they normally can't, but some of their body functions are stopped. It can only be ingested.

- Creation DC: 12
- Time to Create: 1 hour/1 use
- Components: Blood from a creature with *blindsight* or *darkvision*, salty water, sulfur
- Price: 5 gp/1 use if *Darkvision*, 15 gp/1 use if *Blindsight*
- Effect: Depending on what creature's blood you used while creating the poison, this poison allows the target to have 60 ft *Blindsight* or 60 ft *Darkvision*. They cannot move on their own for the *Duration* and they are considered *Deaf*. The target may attempt to resist the poison if they want, at the end of their turn.
- Duration: 10 minutes

DEVIL'S FACE

This poison alters slightly the appearance of a creature as well as their voice. They might never return to normal unless *Lesser Restoration* or similar magic is used on them.

- Creation DC: 10
- Time to Create: 1 hour/3 uses
- Components: Pinch of soil from a desecrated ground, powder, wine
- Price: 3 gp/3 uses
- Effect: The target's eyes become pitch black, their teeth become sharp, they grow tiny horns on their forehead and their voice becomes deep. They grow hair on their cheeks, their back and their hands resembling a devilish creature. They get *Advantage* on *Intimidation* checks. If someone tries to discern that they are not actually an evil creature, they have *Disadvantage* on their roll.
- Duration: 5 hours. At the end of the 5 hours, they make a new Constitution Saving Throw, with a DC of 5. If they fail this, they cannot return to their former selves. The effect becomes permanent unless magic is used to fix them.

POISONS: TIER 3

These poisons are stronger than most poisons. They are harder to make, but their effects are stronger.

VAMPIRE'S FATE

Vampire's Fate makes the target extremely vulnerable to *Running Water* and *Sunlight*.

- Creation DC: 14
- Time to Create: 8 hours/2 uses
- Components: Part of a Vampire's skin, a drop of blood or a hair from the target
- Price: 100 gp/2 uses
- Effect: While the target is in direct contact with *Sunlight* they suffer 20 radiant damage per round. While the target is standing in *Running Water* they take 20 acid damage per round. The effect takes place 10 minutes after it enters their system. The target can retake the Saving Throw at the end of their turn.
- Duration: 1 hour

DEAD SPEECH

While under the effects of this poison the target has trouble communicating anything to anyone. The poison is ingested.

- Creation DC: 12
- Time to Create: 1 hour/1 use
- Components: Ash from a dead body, water, one tulip
- Price: 45 gp/1 use
- Effect: The target cannot communicate in any way with anyone around them. They cannot talk, they cannot speak telepathically, they cannot write down any words, they cannot nod or follow simple instructions to confirm or deny things. They can still hear and understand languages that they already know. They also can't cast spells that have Vocal components.
- Duration: 2 hours

EMPTY MIND

This poison messes with the memories of a creature. The poison can be ingested or inhaled.

- Creation DC: 15
- Time to Create: 8 hours/2 uses
- Components: Piece of wood from a cherry tree, ale, a blank piece of paper, fire
- Price: 200 gp/2 uses
- Effect: The target forgets anything that transpired in the last hour. After the end of the *Duration* the memories return to them.
- Duration: 2 days

DEMON'S SCREECH

This poison is used to coat any sharp object. The target is heavily wounded when the poison takes effect.

- Creation DC: 14
- Time to Create: 1 hour/10 uses
- Components: Demon's blood, sulfur, mercury
- Price: 50 gp/10 uses
- Effect: The target suffers 2d10 poison damage and 2d10 fire damage. On a save, they take half damage. The target must make a Wisdom Saving Throw DC 15 or become *Frightened*. They can repeat the saving throw at the start of their *next* turn.
- Duration: 1 minute

MAD DOG'S TEETH

This poison is used to make a target *extremely* hostile towards anyone around them, friend or foe. This poison can be ingested, inhaled or it can coat small weapons.

- Creation DC: 15
- Time to Create: 1 hour/4 uses
- Components: A dog's tooth, sweat or blood from a Barbarian
- Price: 120 gp/4 uses
- Effect: The effects take place 1 round after the poison is in the system. The target has *Advantage* on their attack roles and their ranged spell attacks. The only target they *can* attack, is the target that is closest to them. The target cannot discern allies from foes in this state. They add their proficiency bonus to their damage rolls. When the *Duration* ends, they are *Paralyzed* for 1 round and suffer 4d6 poison damage.
- Duration: 4 rounds

SINS OF THE FATHER

This poison makes the target want to inflict pain to themselves. It can only be ingested.

- Creation DC: 12
- Time to Create: 1 hour/1 use
- Components: Blood from a suicide victim, one flower from a graveyard
- Price: 200 gp/1 use
- Effect: The effects take place 10 minutes after the poison is in the system. The target must use their round in order to inflict damage on themselves. The target can choose how they deal the damage. The effect ends if they are rendered unconscious, if someone else deals damage on them, or after the *Duration*.
- Duration: 1 minute

POISONS: TIER 4

Tier 4 poisons are pretty rare and really hard to come by. Their effects tend to last longer than other poisons and they can be deadly.

DEAD MAN'S FAVOUR

This is a poison that works stealthily, without alarming the target that they are poisoned. It might even kill the target if some conditions are met. The poison may be only ingested.

- Creation DC: 17
- Time to Create: 8 hours/1 use
- Components: Claws from a Ghast, dust from a destroyed gem worth at least 500 gp
- Price: 600 gp/1 use
- Effect: The target is completely numb to any form of pain. They cannot understand that something is hurting them unless they notice some visual indication. They also suffer 1d6 *necrotic* damage at the start of their round. They cannot save from this effect.
- Duration: 2 minutes.

DRAGON'S SCALES

This poison, damages an individual while also making their skin harder. This poison can be ingested.

- Creation DC: 15
- Time to Create: 1 hour/1 use
- Components: Scale of a dragon, one minor healing potion or better
- Price: 700 gp/1 use
- Effect: The target suffers 6d6 *poison* damage. Their speed is reduced to half. Their AC increases by 4. If the target resists the effects, they take half damage.
- Duration: 10 minutes.

DROWNED DRAUGHT

This poison causes suffocation and the feeling that one is underwater. It can be ingested or inhaled.

- Creation DC: 14
- Time to Create: 1 hour/2 uses
- Components: Black tar, salt water
- Price: 250 gp/2 uses
- Effect: A creature begins suffocating. If they do not breathe by nature, this effect does not work on them. After every minute, the target can retake their saving throw, with *Disadvantage*. The effects end if milk is administered to the target, if the target completely suffocates, if the *Duration* ends. Reminder that a creature can hold their breath for 1+CON modifier minutes.
- Duration: 5 minutes.

WEAKLING'S GRACE

This poison makes a creature lose their *Resistance* to a certain element or make them *Vulnerable* to one. Can be ingested, inhaled or it can coat a weapon.

- Creation DC: 15
- Time to Create: 8 hours/3 uses
- Components: Anything that resembles the element you want to affect, incense, ink
- Price: 300 gp/3 uses

- Effect: When creating this poison, you choose what element of damage it affects. It can affect *Acid*, *Cold*, *Fire*, *Force*, *Lightning*, *Necrotic*, *Poison*, *Psychic*, *Radiant* and *Thunder*. If a creature is *Immune* to the element you chose, they become *Resistant*. If a creature is *Resistant*, they lose the *Resistance*. If a creature does not have *Resistance*, nor *Immunity*, they become *Vulnerable*. If they are *Vulnerable*, no effect takes place. If the creature resists the effect, they cannot be affected for 24 hours.
- Duration: 1 day.

POISONED POTION

You can turn any consumable potion into a deadly poison.

- Creation DC: 12
- Time to Create: 1 hour/1 use
- Components: The potion you are trying to taint, blood drop from a Ghoul, gnoll's nail
- Price: 60 gp/1 use
- Effect: This turns healing potions to damage dealing potions. Whatever the healing effect of the original potion was, turns to *poison* damage. If the original potion has any other effect (except from healing), the target suffers 10d6 *poison* damage. The target cannot save from any of the effects of the *Poisoned Potion*.

GHOST OF SELF

This poison has the potency to drastically change a humanoid's faiths, beliefs and general character.

- Creation DC: 16
- Time to Create: 8 hours/1 uses
- Components: A piece of paper with a short description of the character written with orcish blood, phosphorus, piece of a brain from a *Mind flayer* and a level 1 spell slot*
- Price: 800 gp/1 use
- Effect: The target becomes disoriented for 1 round. After that, they begin acting as the character that was described on the piece of paper. Their name might change. A holy man may turn to a serial killer or a wizard may turn to a savage. Any attempts made to convince the target that are not the person they think they are, are made with *Disadvantage*. The effect is dispelled if the character is convinced about who they really are or after the *Duration* ends.
- Restrictions: The target will avoid harming themselves. The target cannot gain knowledge from this poison, apart from some facts you include in the paper. For example, you can't turn a Barbarian to a high level Wizard. The mind *can* be downgraded though.
- Duration: 1 month.

*To expend the spell slot, simply cast a non-damaging level 1 or higher spell on the piece of paper

POISONS: TIER 5

Few master poisoners can manage to create Tier 5 Poisons. Their recipes have to be found and they are extremely rare. Some extreme collectors might have one or two recipes. An old master-assassin might know of where to find one. These poisons are used to assassinate emperors and change the course of history.

SOMNUS AETERNAM

This poison puts a target to eternal sleep. It can be ingested or inhaled.

- Creation DC: 22
- Time to Create: 24 hours/1 use
- Components: A blind man's eye, sand from the Elemental Plane of Earth, three drops of clear water
- Price: 2500 gp/1 use
- Effect: The target falls to an eternal sleep. While in this state *nothing* can wake them up. To discern that this poison is *Somnus Aeternam* a *Medicine* check with a DC of 30 is required or a person that has dealt with the same poison before. An antidote can be produced but it has to be one drop from the same poison that was used on the target dissolved in milk. A *wish* can wake the target up. If the target dies and is brought back to life, the effect is lost as well. Greater Restoration *cannot* remove this poison as the poison does not remain in the body. It simply shuts down most organs.

THE REAPER'S HOUND

This poison can be created to target a certain individual. It may very well cause death. The poison can be released from anywhere in the world. It is inhaled.

- Creation DC: 25
- Time to Create: 24 hours/1 use
- Components: Piece of cloth from an Avatar of Death, a sample from the target (blood, hair, smell, piece of clothing etc), a tooth from a Death Dog
- Price: 3000 gp/1 use
- Effect: The poison will find the target its meant to find. It travels with a speed of 300 feet. It cannot be dissolved by any means, not even magical. The poison must be released in the same plane of existence that the target is on. If the target is locked in an airtight room, the poison will linger for 24 hours. If it does not find a way to enter the room, it is wasted. Once it reaches the target they have to make *Death Saving Throws* with *Disadvantage*. On a success they suffer 10d6+6 points of *necrotic* damage. On a failure, they die. It cannot affect targets that do not need breathe air.
- Duration: Until it reaches the target or after 24 hours of *lingering*.

LIL' TOMMY'S TEACUP

This poison is used to destroy the mind of an individual. It is inhaled, it can coat a weapon or it can be ingested.

- Creation DC: 23
- Time to Create: 16 hours/1 use
- Components: A 7 year old's heart, the finger of a necromancer, eye of a Beholder
- Price: 1600 gp/1 use

- Effect: This poison immitates the effects of the *Feeblemind* spell. The saving throw can be repeated at the end of a month. If a *Lesser Restoration* or a *Greater Restoration* is used, the caster has to succeed on a DC of your Poisoner's Kit DC by using their spellcasting bonus. A *wish* removes the effect.

Feeblemind

You blast the mind of a creature that you can see within range, attempting to Shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw. The creature's Intelligence and Charisma scores become 1. The creature can't cast Spells, activate Magic Items, understand Language, or communicate in any intelligible way. The creature can, however, Identify its friends, follow them, and even protect them.

- Duration: 1 year

BREATH OF BHAAL

Breath of Bhaal is an extremely leathal poison that is *contagious*. It can be inhaled, ingested or coat a weapon.

- Creation DC: 24
- Time to Create: 16 hours/1 use
- Components: Piece from a heart of an Ancient Green Dragon, feather from a Deva's wings, tooth of a Pit Fiend
- Price: 2300 gp/1 use
- Effect: At the start of their turn, the target suffers 10d6 *fire* damage, 10d6 *necrotic* damage and 10d6 *poison* damage. At the end of their turn they can repeat their saving throw. If a target is rendered unconscious while under the effects of *Breath of Bhaal*, the poison travels to the closest creature (within 60 feet) attempting to infiltrate their system. If an infected creature succeeds on their saving throw the effect ends.
- Duration: 5 minutes after infecting a creature

VECNA'S LAMENT

This poison is mainly created to halt the regeneration functions of a body and works stealthily its way to killing its target. Can only be ingested.

- Creation DC: 19
- Time to Create: 24 hours/2 uses
- Components: Piece of a Frost Giant's heart, a Werewolf's fang, a Lich's left eye
- Price: 2500 gp/2 uses
- Effect: The target cannot regenerate any hit points in any way while under the effects of *Vecna's Lament*. They cannot gain temporary hit points either. If they sleep while under the effects of *Vecna's Lament*, they die. If the creature is alive after the *Duration* passes, the poison is wasted. If a creature has no need of sleeping, they cannot die from this poison.
- Duration: 1 month

TASHA'S FINAL LAUGHTER

This poison is known for its sickening nature. It forces a creature to become so exhausted, they eventually die.

- Creation DC: 22
- Time to Create: 16 hours/1 use
- Price: 2500 gp/1 use
- Effect: The target starts laughing uncontrollably. In reality, they are in great pain, their inner organs start to feel like burning and they start bleeding from their eyes. Every hour that a creature is under the effect of this poison, they get a point of exhaustion and 30 points of *poison* damage. Reminder that at 6 points of exhaustion, a creature dies.
- Duration: 1 week

FINAL WORD & LEGAL STUFF

The components of the poisons are not a thing that should be overlooked. At later tiers they turn out to be extremely rare. You can probably ignore the components on Tier 1 and *maybe* Tier 2, but the poisons are balanced in such a way that considers how hard it is to procure the materials needed. Of course that may vary from Campaign to Campaign. Maybe your world does not have Beholders. Feel free to change any detail you think does not fit in to your world. The Time to Create basically consists of *Short Rests* and *Long Rests*. If a poison has a creation time of 24 hours, that means that you need to spend 3 *Long Rests* working on it, not 24 hours straight. The price of the poison, is the general price that merchants would sell them. Not every merchant has poisons and almost no one has Tier 4 and 5 poisons. Consider that when your players are going shopping. Of course, feel free to change the prices as you see fit. *Reminder* that the effects are described considering that the target failed their Saving Throw unless stated otherwise. If the description does not say what happens if a target succeeds on their Saving Throw, then that means they completely resist the effects of the poison. Thanks for your time. If you want to check more of my work please click [here](#) or on an *Inanimis* logo.

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