

Ulther's Compendium of Poisons



Community content for using the
Poisoner's Kit in the Player's Handbook



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Ulther's Compendium of Poisons
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Chapter I: Poison Details

This section will provide some of the core mechanics behind poisons from *Chapter 8: Running the Game* of the 5th Edition Dungeon Master's Guide (Pages 258 - 257) This has been included for easier reference.

Poisons

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

Poisons come in the following four types.

Contact. 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 DM might 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 they are inhaled. A single dose fills a 5 foot cube.

Injury. A creature that takes slashing or piercing damage from a weapon or piece of ammunition coated with injury poison is exposed to its effects.

Purchasing Poisons

In some settings, strict laws prohibit the possession and use of poison, but a black-market dealer or unscrupulous apothecary might keep a hidden stash. Characters with criminal contacts might be able to acquire poison relatively easily. Other characters might have to make extensive inquiries and pay bribes before they track down the poison they seek.

The following will provide all of the details related to the poisoner's kit in *Tool Proficiencies* of Xanathar's Guide to Everything (Page 83). This has been included for easier reference.

Poisoner's Kit

A poisoner's kit is a favored resource for thieves, assassins, and others who engage in skulduggery. It allows you to apply poisons and create them from various materials. Your knowledge of poisons also helps you treat them.

At the discretion of the DM, having proficiency with the poisoner's kit may grant you advantage on the following situations and their respective skills, as long as you are also proficient with the skill in question. In addition, a character with proficiency with both the poisoner's kit and the relevant skill, may be granted an added benefit on a successful check, such as additional information.

Components. A poisoner's kit includes glass vials, a mortar and pestle, chemicals, and a glass stirring rod.

History. Your training with poisons can help you when you try to recall facts about infamous poisonings.

Investigation, Perception. Your knowledge of poisons has taught you to handle those substances carefully, giving you an edge when you inspect poisoned objects or try to extract clues from events that involve poison.

Medicine. When you treat the victim of a poison, your knowledge grants you added insight into how to provide the best care to your patient.

Nature, Survival. Working with poisons enables you to acquire lore about which plants and animals are poisonous

Handle Poison. Your proficiency allows you to handle and apply a poison without risk of exposing yourself to its effects.

Poisoner's Tools

Activity	DC
Spot a poisoned object	10
Determine the effects of a poison	20



Tools of the Trade

This section will provide all the details for the poisoner's kit and related items in *Chapter 5: Equipment* of the 5th Edition Player's Handbook (Pages 143 - 154), along with any expanded description from Ulther's Guide to Adventuring Gear (Available on Dungeon Masters Guild) and any additional details added in *italics*.

Adventuring Gear

Poison, vial. You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

This is a very weak injury poison, usually made by apprentice alchemists or cut-rate poisoners, often not proficient with the poisoner's kit.

Vial. A glass or clay vial can hold 4 ounces of liquid, usually enough for one dose of whatever it holds.

Tools

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

A poisoner's kit comes with 10 vials, creating a single dose of poison uses a single vial, additional vials can be purchased at standard cost.

Herbalism kit. This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create *antitoxin* and *potions of healing*.

Tools of the Trade

Item	Cost	Weight
Poison, vial	100 gp	-
Vial	1 gp	-
Poisoner's kit	50 gp	2 lb.
Herbalism kit	5 gp	3 lb.

Chapter II: Creating Poisons

This section will explain how poisons are created. There are two types of poisons available, the first are naturally occurring poisons, such as a venom or a toxin. The second type is alchemical poisons, which are created by an alchemist or poisoner.

Crafting and Harvesting Poisons

During adventures a character can harvest plants and deceased creatures for naturally occurring poisons and reagents (used in the creation of alchemical poisons). During downtime between adventures, a character can use the poisoner's kit to create alchemical poisons.

Harvesting Plant Reagents

A character proficient with the herbalism kit can use it to gather reagents from plants during an adventure. By spending one minute harvesting an appropriate plant a character may gather 1d4 samples to use as a reagent. The following is a list of plants that can be harvested.

Basilisk moss. This grey or white moss grows around the base of stone structures, it is usually quite rare to find but is almost always present around the statues of victims of a basilisk's stare.

Blinkleaf. A delicate plant with narrow leaves, which are recognisable by the faint shimmer that surrounds them. Blinkleaf is fairly widespread and found in greater quantities in sylvan groves and forests.

Devilsbane. A tough, spiky plant which is often a nuisance for travellers.

Drider flower. Growing deep underground, this highly sought after flower is as beautiful as it is deadly.

Elfroot. One of the more common plants that can be found, named after the most valuable part, its root. It can be recognised by its twin pointed leaves.

Fey lichen. This rare plant grows only in areas with high concentrations of magic, it is infused with magic and makes for a powerful reagent.

Hagroot. Hagroot can be found growing by the water in most swamps, its roots are easily found just below the water's surface.

Impwood. A sickly looking tree with dark bark, it leaks a reddish brown sap.

Slime mold. Presence of this dark, translucent mold is a sure indicator that slimes or oozes are lurking in the area. It must be handled carefully with gloves.

Weretree. A rare but odd looking tree which seems to always be in a different position to where it was last seen. Its bark makes for quite a valuable reagent.

Purchasing Plant Reagents

A character may be able to purchase various reagents instead of harvesting them. The availability of reagents is always determined by the DM, and some may simply be unavailable in a particular setting.

Common Plant Reagents

Item	Cost	Weight
Blinkleaf (1 use)	2 sp	-
Devilsbane spine (1 use)	1 gp	-
Elfroot (1 use)	1 sp	-
Hagroot (1 use)	5 sp	-

Rare Plant Reagents

Item	Cost	Weight
Basilisk moss (1 use)	2 gp	-
Drider flower (1 use)	250 gp	-
Fey lichen (1 use)	100 gp	-
Impwood sap (1 use)	5 gp	-
Slime mold (1 use)	10 gp	-
Weretree bark (1 use)	50 gp	-

Harvesting Creatures Reagents

A character proficient with the poisoner's kit can use it to harvest the following reagents from deceased creatures during an adventure. By spending one minute harvesting an appropriate creature a character may gather 1d4 samples to use as a reagent. The following is a list of creature reagents that can be harvested.

Aboleth mucous. Aboleth mucous is extremely rare and very dangerous when used in a poison. It can only be harvested from an aboleth.

Basilisk scale, powdered. Powdered basilisk scales can be used to make a complicated poison. It can only be harvested from a basilisk.

Blight root. Blights can be harvested for their roots, to make a variety of poisons. Blight roots can be harvested from all types of blights.

Centipede venom. Giant centipedes can provide easily obtainable poison for inexperienced poisoners. It can be used as a natural poison. A creature hit by the poisoned weapon or ammunition must make a DC 12 Constitution saving throw or take 1d4 poison damage and be poisoned for 1 minute. It can be harvested from giant centipedes.

This is a weak injury natural poison.

Chuul chitin, powdered. Powdered chuul chitin can be used to make advanced poisons. It can only be harvested from a chuul.

Displacer pad, stewed. The tentacle pad of a displacer beast can be stewed to create a poison. They can only be harvested from a displacer beast.

Ghoul tongue, stewed. The tongue of a ghoule can be stewed to create a variety of poisons. They can only be harvested from a ghoul.

Grell venom. The venom of a grell can create a variety of poisons. It can otherwise be used as a natural poison. A creature hit by the poisoned weapon or ammunition must make a DC 12 Constitution saving throw or take 1d4 poison damage and be poisoned for 1 minute. It can be harvested from a grell.

This is a weak injury natural poison.

Myconid fungus. Myconids can be harvested for their fungus, to make a variety of poisons. Myconid fungus can be harvested from all types of myconids.

Naga venom. The venom of a naga can create a variety of poisons. It can otherwise be used as a natural poison. A creature hit by the poisoned weapon or ammunition must make a DC 14 Constitution saving throw or take 1d6 poison damage and be poisoned for 1 minute. It can be harvested from all naga except bone naga.

This is a weak injury natural poison.

Purple worm venom. Purple worm venom is extremely rare and very dangerous when used in a poison. It can otherwise be used as a natural poison. A creature hit by the poisoned weapon or ammunition must make a DC 16 Constitution saving throw or take 3d6 poison damage and be poisoned for 1 minute. It can only be harvested from a purple worm.

This is an advanced injury natural poison.

Scorpion and snake venom. Scorpions and snakes can provide easily obtainable poison for inexperienced poisoners. It can be used as a natural poison. A creature hit by the poisoned weapon or ammunition must make a DC 12 Constitution saving throw or take 1d4 poison damage and be poisoned for 1 minute. It can be harvested from giant scorpions, flying snakes, giant poisonous snakes and poisonous snakes.

This is a weak injury natural poison.

Spider venom. Spiders can provide easily obtainable poison for inexperienced poisoners. It can be used as a natural poison. A creature hit by the poisoned weapon or ammunition must make a DC 12 Constitution saving throw or take 1d4 poison damage and be poisoned for 1 minute. It can be harvested from giant spiders, giant wolf spiders and phase spiders.

This is a weak injury natural poison.

Wyvern venom. Wyvern venom is quite rare and dangerous when used in a poison. It can otherwise be used as a natural poison. A creature hit by the poisoned weapon or ammunition must make a DC 16 Constitution saving throw or take 2d6 poison damage and be poisoned for 1 minute. It can only be harvested from a wyvern.

This is an advanced injury natural poison.



Purchasing Natural Poisons

A character may be able to purchase various natural poisons instead of harvesting them. They are generally expensive due to the nature of how they are acquired. The availability of natural poisons is always determined by the DM, and some may simply be unavailable in a particular setting.

Weak Natural Poison

Item	Cost	Weight
Centipede venom (1 use)	100 gp	-
Grell venom (1 use)	150 gp	-
Naga venom (1 use)	150 gp	-
Scorpion venom (1 use)	100 gp	-
Snake venom (1 use)	100 gp	-
Spider venom (1 use)	100 gp	-

Advanced Natural Poison

Item	Cost	Weight
Purple worm venom (1 use)	500 gp	-
Wyvern venom (1 use)	250 gp	-

Purchasing Creature Reagents

A character may be able to purchase various creature reagents instead of harvesting them. They are generally expensive due to the nature of how they are acquired. The availability of reagents is always determined by the DM, and some may simply be unavailable in a particular setting.

Creature Reagents

Item	Cost	Weight
Aboleth mucous (1 use)	500 gp	-
Basilisk scale (1 use)	250 gp	-
Blight root (1 use)	100 gp	-
Chuul chitin (1 use)	250 gp	-
Displacer pad (1 use)	250 gp	-
Ghoul tongue (1 use)	150 gp	-
Myconid fungus (1 use)	100 gp	-

Purchasing Alchemical Poisons

A character may be able to purchase various alchemical poisons instead of harvesting them. They are extremely expensive due to the nature of how they are made and the materials involved. The purchase cost is always for 1 dose, regardless of how many are crafted. The availability of alchemical poisons is always determined by the DM, and many may simply be unavailable in a particular setting.

Crafting Alchemical Poisons

A character proficient with the poisoner's kit can use it to create alchemical poisons during downtime. In the crafting alchemical poisons table, each poison will have details regarding the number of doses created (per use of the reagents it requires), the reagents and natural poisons required, and the time required to create these doses during downtime.

Banshee's Kiss. A creature exposed to this poison must make a DC 16 Constitution saving throw or take 1d6 poison damage, 1d6 cold damage and be poisoned for 1 minute.

A chilling liquid that leaks noxious vapors. This is a contact and inhaled alchemical poison.

Dragonbane. A creature hit by the poisoned weapon or ammunition must make a DC 20 Constitution saving throw or take 4d6 poison damage and be poisoned for 1 minute.

Named after the threat it poses even to mighty dragons. This is a very advanced injury alchemical poison.

Drow Poison. A creature hit by the poisoned weapon or ammunition must make a DC 18 Constitution saving throw or take 3d6 poison damage and be poisoned for 1 minute.

A specialty of the Drow, the slightest cut laced with this poison can be deadly. This is an advanced injury alchemical poison.

Essence of Blight. A creature exposed to this poison must make a DC 18 Constitution saving throw or take 2d6 poison damage and be blinded and poisoned for 1 minute.

A grim powdery mold which causes bleeding from the eyes. This is an advanced contact alchemical poison.

Frostbite Poison. A creature hit by the poisoned weapon or ammunition must make a DC 14 Constitution saving throw or take 1d4 poison damage, 1d4 cold damage and be poisoned for 1 minute.

Even the vial holding this poison feels ice cold. This is a weak injury alchemical poison.

Goblin Poison. A creature hit by the poisoned weapon or ammunition must make a DC 14 Constitution saving throw or take 1d6 poison damage and be poisoned for 1 minute.

Smart goblins, if there is such a thing, are well versed in creating poisons. This is a weak injury alchemical poison.

Kenku Poison. A creature exposed to this poison must make a DC 16 Constitution saving throw or take 3d6 poison damage and be poisoned for 1 hour.

Never invite a Kenku to supper. This is a weak injected alchemical poison.

Crafting Alchemical Poisons

Item	Cost	Weight	Doses	Time	Materials
Banshee's Kiss	250 gp	-	1	8 hours	1 devilsbane spine, 1 hagroot, 1 naga venom, 1 vial
Dragonbane	1000 gp	-	1	2 days	1 blight root, 1 drider flower, 1 vial, 2 wyvern venom
Drow Poison	500 gp	-	2	1 day	1 spider venom, 1 drider flower, 1 elfroot, 2 vials
Essence of Blight	500 gp	-	1	1 day	1 blight root, 1 slime mold, 1 myconid fungus, 1 vial
Frostbite Poison	100 gp	-	2	1 hour	2 blinkleaf, 1 spider venom, 2 vials
Goblin Poison	100 gp	-	2	1 hour	1 centipede venom, 1 hagroot, 2 vials
Kenku Poison	250 gp	-	2	8 hours	2 devilsbane spine, 2 fey lichen, 2 vials
Lich Toxin	500 gp	-	1	1 day	2 fey lichen, 1 ghoul tongue, 1 vial, 1 weretree bark
Marrow Poison	1000 gp	-	1	2 days	1 aboleth mucous, 1 chuul chitin, 1 vial
Necrotoxin	250 gp	-	2	8 hours	1 basilisk moss, 1 fey lichen, 1 ghoul tongue, 2 vials
Nightbane	250 gp	-	1	8 hours	1 elfroot, 1 impwood sap, 1 myconid fungus, 1 vial
Sleep Powder	100 gp	-	2	1 hour	1 elfroot, 1 impwood sap, 2 vials, 1 weretree bark
Snakeblood Oil	100 gp	-	1	1 hour	1 slime mold, 1 snake or scorpion venom, 1 vial
Spore Mist	250 gp	-	2	8 hours	1 grell venom, 1 hagroot, 1 myconid fungus, 2 vials
Stoneblood Poison	500 gp	-	1	1 day	1 basilisk scale, 1 basilisk moss, 1 grell venom, 1 vial
Swamp Gas	250 gp	-	2	8 hours	1 blight root, 1 hagroot, 1 myconid fungus, 2 vials
Thieves' End	100 gp	-	3	1 hour	1 centipede venom, 2 impwood sap, 3 vials
Torpor	500 gp	-	1	1 day	1 blinkleaf, 1 displacer pad, 1 vial, 1 weretree bark
Wormblood Oil	1000 gp	-	1	2 days	1 chuul chitin, 1 purple worm venom, 1 vial
Wyvern Sting	500 gp	-	1	1 day	1 naga venom, 1 vial, 1 wyvern venom

Lich Toxin. A creature exposed to this poison must make a DC 18 Constitution saving throw or take 2d6 poison damage, 2d6 cold damage and be poisoned for 1 minute. If ingested, double the damage and extend the poisoned duration to 1 hour.

These blight soaked powders can dissolve in liquids but remain just as deadly. This is an advanced contact and ingested alchemical poison.

Marrow Poison. A creature hit by the poisoned weapon or ammunition must make a DC 18 Constitution saving throw or be poisoned for 1 hour. While poisoned the creature can breathe only underwater.

The merrow use this poison against unwary surface dwellers. This is an advanced injury alchemical poison.

Necrotoxin. A creature exposed to this poison must make a DC 14 Constitution saving throw or take 1d6 poison damage, 1d6 cold damage and be poisoned for 1 minute. If ingested, double the damage and extend the poisoned duration to 1 hour.

A dissolvable powder that glows faintly at night. This is a weak contact and ingested alchemical poison.

Nightbane. A creature exposed to this poison must make a DC 16 Constitution saving throw or take 3d6 poison damage and be poisoned for 1 minute.

A noxious gas which seems to cling to the living. This is an inhaled alchemical poison.

Sleep Powder. A creature exposed to this poison must make a DC 14 Constitution saving throw or be poisoned for 1 minute. While poisoned the creature is unconscious until it takes damage or someone uses an action to shake or slap the sleeper awake.

A great tool for evading trouble without resorting to violence. This is a weak inhaled alchemical poison.

Snakeblood Oil. A creature hit by the poisoned weapon or ammunition must make a DC 14 Constitution saving throw or take 1d6 poison damage and be poisoned for 1 minute.

One of the more common poisons in circulation. This is a weak injury alchemical poison.

Spore Mist. A creature exposed to this poison must make a DC 14 Constitution saving throw or take 2d6 poison damage and be poisoned for 1 minute.

A putrid cloud. This is an inhaled alchemical poison.

Stoneblood Poison. A creature hit by the poisoned weapon or ammunition must make a DC 16 Constitution saving throw or be poisoned for 1 minute. While poisoned the creature is petrified (petrified condition immunity to poison does not apply to this poison). At the end of its turn, the poisoned creature may make another DC 16 Constitution saving throw to end this condition. If this poison is ingested the creature has disadvantage on saving throws against this poison.

A perfect poison for a stone cold killer. This is an ingested and injury alchemical poison.

Swamp Gas. A creature exposed to this poison must make a DC 14 Constitution saving throw or take 2d6 poison damage and be poisoned for 1 minute.

This poison smells and tastes just like the swamps that it is named for. This is an inhaled alchemical poison.

Thieves' End. A creature hit by the poisoned weapon or ammunition or exposed to this poison must make a DC 14 Constitution saving throw or take 2d4 poison damage and be poisoned for 1 minute.

With so many methods of application, this is often the poison of choice for traps against would-be thieves. This is a weak contact, inhaled and injury alchemical poison.

Torpor. A creature exposed to this poison must make a DC 18 Constitution saving throw or be poisoned for 8 hours. While poisoned the creature is unconscious until it takes damage or someone uses an action to shake or slap the sleeper awake.

Consuming this colorless, odorless liquid guarantees a good night's sleep. This is an ingested alchemical poison.

Wormblood Oil. A creature hit by the poisoned weapon or ammunition must make a DC 20 Constitution saving throw or take 4d6 poison damage and be poisoned for 1 minute.

A deep purple, bubbling oil which smells as foul as it looks. This is a very advanced injury alchemical poison.

Wyvern Sting. A creature hit by the poisoned weapon or ammunition must make a DC 18 Constitution saving throw or take 3d6 poison damage and be poisoned for 1 minute.

With its bright green, toxic appearance and deadly effect, this is a favourite of many assassins. This is an advanced injury alchemical poison.

Chapter III: Using Poisons

This section will explain how poisons are used. There are two types of poisons available for use, as mentioned previously, these are natural poisons and alchemical poisons.

Applying Natural Poisons to Weapons and Ammunition

A character can apply a natural poison to coat one slashing or piercing weapon or one piece of ammunition. Applying the poison takes an action. The poison is used on the first successful hit by the poisoned weapon or on the first attack using the poisoned ammunition. Once applied, the poison retains potency for 1 minute before drying.

Natural poison on a slashing or piercing weapon only has one use.

Ammunition coated with a natural poison only has one use and cannot be recovered.

Applying Alchemical Poisons to Weapons and Ammunition

A character can apply an alchemical poison to coat one slashing or piercing weapon or one piece of ammunition. Applying the poison takes an action. The poison is used on the first successful hit by the poisoned weapon or on the first attack using the poisoned ammunition. Once applied, the poison retains potency for 1 hour before drying.

Natural poison on a slashing or piercing weapon only has one use.

Ammunition coated with an alchemical poison only has one use and cannot be recovered.

The extended duration allows multiple weapons and ammunition to be coated with various alchemical poisons prior to combat.

Applying Alchemical Poisons via Contact, Ingestion and Inhalation

Contact. As an action, you can splash the poison in this vial onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature, treating the poison as an improvised weapon. On a hit, the target is exposed to the poison.

Ingestion. Due to the nature of ingested poison, this poison must mostly be applied through skulduggery. The use of ingestion poisons is always determined by the DM, and is unlikely to often be available during combat. Due to the difficulty involved in using these poisons, they are generally of greater potency.

Inhalation. As an action, you can throw a vial of inhalation poison up to 20 feet, shattering it on impact. The poison fills an area in a 5 foot cube. The poison disperses after 1 minute. A creature is exposed to the poison and must save against it upon entering the area or ending its turn in the area. A creature must make this save only once per turn.

