



A glass bottle of purple worm poison with a cork stopper, set against a light purple watercolor background.

PURPLE WORM POISON

ASSASSIN'S BLOOD
Poison (Ingested)

Simple Poison. A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is Poisoned for 24 hours. On a successful save, the creature takes half damage and isn't Poisoned.

Bonus Action



A glass bottle of drow poison with a cork stopper, set against a light blue watercolor background.

DROW POISON

DROW POISON
Poison (Injury)

Dark Elf Poison. This poison is typically made only by the drow, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 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.

Bonus Action



A glass bottle of malice with a cork stopper, set against a light red watercolor background.

MALICE

MALICE
Inhaled

Blinding Poison. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become Poisoned for 1 hour. The Poisoned creature is Blinded.

Bonus Action



A glass bottle of assassin's blood with a cork stopper, set against a light red watercolor background.

ASSASSIN'S BLOOD

PURPLE WORM POISON
Poison (Injury)

Worm's Tooth. This poison must be harvested from a dead or incapacitated Purple Worm. A creature subjected to this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Bonus Action



TRUTH SERUM

TRUTH SERUM

Ingested

No More Lies A creature subjected to this poison must succeed on a DC 11 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.

Bonus Action



ESSENCE OF ETHER

ESSENCE OF ETHER

Poison (Inhaled)

Sleeping Poison. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become Poisoned for 8 hours. The Poisoned creature is Unconscious. The creature takes an action to shake it awake.

Bonus Action



OIL OF TAGGIT

OIL OF TAGGIT

Poison (Contact)

Knock-out Poison. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become Poisoned for 24 hours. The Poisoned creature is Unconscious. The creature wakes up if it takes damage.

Bonus Action



MIDNIGHT TEARS

MIDNIGHT TEARS

Poison (Ingested)

Poison of the Night. 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 DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Bonus Action

<RAWLER MUCKS

Paralyzing Mucus. This poison must be harvested from a dead or incapacitated crawler. A creature subjected to this poison must succeed on a DC 13 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.

BONUS ACTION

MYVERN POISON

Wyvern's Sting. This poison must be harvested from a dead or incapacitated Wyvern. A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

BONUS ACTION

TORPOR

Incapacitating Poison. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become Poisoned for 46 hours. The Poisoned creature is Incapacitated.

BONUS ACTION

A green, pear-shaped bottle with a cork stopper, set against a background of green watercolor splashes.

SERPENT VENOM

Serpent's Bite. This poison must be harvested from a dead or incapacitated Giant Poisonous Snake. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

BONUS ACTION

PALE TINCTURE



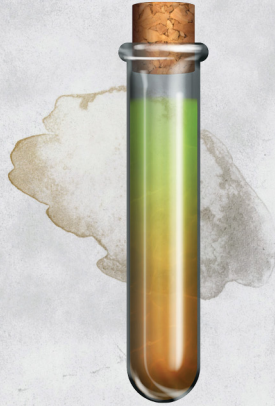
PALE TINCTURE

Poison (Ingested)

Long Lasting Poison. A creature subjected to this poison must succeed on a DC 16 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.

Bonus Action

BURNT OTHER FUMES



BURNT OTHER FUMES

Poison (Inhaled)

Poisonous Fumes. A creature subjected to this poison must succeed on a DC 13 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 character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

Bonus Action