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 faith, 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 Aeternum**
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 Aeternum* 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 necrotic damage. On a failure, they die. It cannot affect targets that do not need to breathe air.
- Duration: Until it reaches the target or after 24 hours of lingering.

**Lil’ Tommy’s Tea Cup**
This poison is used to destroy the mind of an individual. It is ingested; 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 imitates 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 lethal 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 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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