

Common Poisons

Blasphemix: (p 111) refined ichor of demon, devil or other fiend; lose ability to cast divine spells for 10 rounds, if fail save DC 15+spell level. Make second save or suffer -1 to caster level for 12 hours.

Bloodwine: (L. Mortis 75) Thick, crimson positoxin includes garlic, making it particularly harmful to vampires and other undead with a vulnerability to garlic. Such creatures take a -2 penalty on their Fort saves to resist damage. Though normally delivered by injury, it can also be consumed by a living creature to deliver it to a vampire or similar blood draining creature via ingestion. A single dose, if consumed by a living creature remains in the bloodstream for 12 hours. Any undead creature draining blood from a creature that has ingested bloodwine must make a Fort save as if they had been injured by a weapon bearing the positoxin, though the save DC drops to 9.

Boneshard Paste: (L. Mortis 74) This positoxin includes bone fragments in its recipe, giving it a pale color.

Celestial Essence: (L. Mortis 74) This viscous golden substance seems almost to shine with an inner radiance.

The Calling: (Drow 94) This lumpy black paste is magically infused with spider eggs and can be hidden in a dish of food in which it is detectable only with a successful DC 20 Profession (Cook) check. If it is consumed and if the victim fails the initial save, a swarm of spiders hatches within the victim's stomach, dealing the initial damage. The swarm is then digested and destroyed without further harm, unless the second save is failed. In that case it bursts forth from the victim's nose and mouth, dealing the secondary damage and coalescing as a spider swarm (MM1 239), attacking everyone in the area. This poison can be created with a DC 28 Craft (Poisonmaking) check and a *summon swarm* spell.

Darklight Brew: (Drow 94) Darklight ore (Drow 154) is powdered and cut with a mild acid to create this poison. The radiation of the ore is diminished greatly in this process, but its effect becomes acute when it is introduced into the bloodstream. The blindness from the poison lasts for 1 hour. It can be made with a DC 28 Craft (Poisonmaking) check.

Elemental Rime: (p112) save vs. 16 DC or suffer vulnerability to fire for 10 rounds and take 1d4 primary and secondary Dexterity damage.

Fish Glue: (Drow 94) The body oil of captured kuo-toas is used to create this poison, which is named for the rigidity it causes in the joints of the victim and its characteristic fishy smell. The sickness from the poison lasts for 1 hour. It can be created with a DC 18 Craft (Poisonmaking) check.

Goodbye Kiss: (p112) can be added to food or coat a needle, pass DC 15 save or become exhausted for 1 hour. Fail both saves fall unconscious for 1 hour.

Gorgon's Hair: (p112) Contact poison, but it doesn't affect those who ingest it for 24 hours. It acts as a contact poison with save with DC 16 or suffer 1d6 Strength damage and secondary 1d4 Strength damage.

Gravedust: (L. Mortis 74) This gray-brown powder derives its name from its resemblance to the grime common to tombs and other long enclosed areas.

Illithid Mindscorch: (Drow 94) The brain matter of recently slain illithids can be distilled, capturing some of its psionic potential and creating this extremely rare poison. Though it is a liquid in its basic form, it is ineffective unless reduced to an aerosol and absorbed through the nasal passages of the victim. It can be created with a DC 27 Craft (Poisonmaking) check, though the DC is reduced by 5 if the creator has ranks in Knowledge (Psionics) or Psicraft, or has levels in a psionic character class. Illithids immediately try to devour the brains of anyone they catch with this substance.

Lichbane: (L. Mortis 74) 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. The initial damage is permanent drain.

Liquid Mortality: (L. Mortis 75) This potent oil is thought by most undead creatures to be merely myth. Unlike other positoxins, it can reduce the target's ability score to 0. Any undead creature whose Strength is reduced to 0 by this positoxin is utterly destroyed.

Psychotropic Rot: (Drow 94) Distilled violet fungus and other chemicals can be mixed together to create this insidious toxin. It can be created with a DC 17 Craft (Poisonmaking) check

Roach Paste: (Drow 94) This brown paste is made from the crushed bodies of the carrion-eating giant roaches found in the Underdark. It is known for its horrendous smell. It can be created with a DC 15 Craft (Poisonmaking) check. The nausea from the poison lasts for 1 round. The disease it transmits is filth fever (DMG 293).

Salvo: 1 Plus the cost of the poison (p112) save vs. DC 15 or take 1d4 primary and secondary damage to a random stat.

Sleep: (MMI p 103) Save vs. DC 13 or fall unconscious for 1 minute, pass second save or remain unconscious for 2d4 minutes (since this is not magical it works on elves as well).

Slowswarming: (Drow 95) Unlike swarming spiderbite, this poison is for those drow caught in the acts of treachery or blasphemy. It is usually administered to a prisoner over several days; each dose creates a slower and more agonizing biting sensation similar to that caused by swarming spiderbite, but also disfigures the body with horrific red boils. It can be created with a DC 18 Craft (Poisonmaking) check and a *poison* spell.

Siren's Breath: (p 112) Gas that requires a save DC 18 or suffer +5 penalty on Sense Motive checks and on Will saves against enchantment spells and effects for 10 rounds.

Slow Death: p(113) save vs. DC 14 or take 1d6 damage each round until a successful saving roll is made.

Slow Taint: (Drow 95) This poison reduces the target's speed by 10' on a failed save. The secondary damage reduces speed by another 10'. The target's speed cannot be reduced below 5'. The poison can be created with a DC 18 Craft (Poisonmaking) check and a *slow* spell. Its effect has a duration of 1 hour.

Snowflake Lichen: (Frost 16) A magical plant that resembles snow, commonly found on rocky surfaces. Its slow acting drain of heat numbs the fingers and feet of those passing over it, causing climbers to slip and fall, and sometimes causing mounts or wanderers to freeze and die in large areas of snowflake lichen. Any creature within 10' takes 1d6 points of cold damage per round. Walking on, or climbing over snowflake lichen causes Dex damage, creatures with booted feet or gloved hands are entitled to a +2 circumstance bonus on the save.

Sunlight Oil: (L. Mortis 74) A thin, slippery liquid, sunlight oil lasts only 24 hours in conditions other than bright light.

Swarming Spiderbite: (Drow 95) Usually taken to ensure an honorable death (or to avoid torture) by drow defeated in battle, the effect of this poison is like the biting mouths of venomous spiders starting from the extremities and advancing throughout the body. It can be created with a DC 26 Craft (Poisonmaking) check and a *poison* spell.

Underdark Blight: (Drow 94) Running a chemical solution over certain rare ores and minerals found in the Underdark creates this poison; it is effective at removing spell resistance. Lost spell resistance returns at the same rate and by the same means as ability score damage. Underdark Blight can be created with a DC 20 Craft (Poisonmaking) check.

Zealot's Blade: (p 113) Using the blood of the victim (specified creature as per Ranger's list p 47 table 3-14) save vs. DC 14 or take 1d4 primary and secondary Constitution damage. If the wrong poison is used on the wrong creature then they get +5 to their saving roll.

Note: You must be licensed to legally carry, purchase or sell poison.



Poison	Type	Initial Damage	Secondary Damage	Price
Balor Bite	Contact DC 25	1d6 Str	1d6 Str	1,000 gp
Basilisk Breath	Inhaled DC 17	1d6 Con	1d6 Con	2,500 gp
	Affects outsiders immune to poison			
Bebilith Venom	Injury DC 20	1d6 Con	2d6 Con	900 gp
Blasphemix	Injury DC 22	Problems casting	Problems casting	750 gp
Bloodwine	Injury DC 11	1d4 Cha	2d4 Cha	250 gp
Blue Anemone Oil	Contact	1d4 Str + 1d4 Dex	Blindness	400 gp
Boneshard Paste	Contact DC 13	1 Str (drain)	1d4 Str (drain)	750 gp
Bonespear	Injury DC 25	2d4 Str + 2d6 Dex	2d4 Str +2d4 Dex	3,100 gp
Burning Angel Wing	Inhaled DC 18	1d6 Cha	2d6 Cha	2,800 gp
The Calling	Ingested DC 20	2d6 Con	2d6 Con	2,000 gp
Celestial Essence	Injury DC 14	1d6 Wis	2d6 Wis	400 gp
Centipede, Tiny	Injury DC 11	1 Dex	1 Dex	40 gp
Centipede, Small	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Centipede, Medium	Injury DC 13	1d3 Dex	1d3 Dex	110 gp
Centipede, Large	Injury DC 16	1d4 Dex	1d4 Dex	150 gp
Centipede, Huge	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
Centipede, Gargantuan	Injury DC 26	1d8 Dex	1d8 Dex	950 gp
Centipede, Colossal	Injury DC 23	2d6 Dex	2d6 Dex	900 gp
Chilblain Brain Juice	Injury DC 12	1 Dex	1d4 Dex	110 gp
Cone Snail Venom	Injury DC 12	1d4 Con	1d6 Con + paralysis	120 gp
Conflagration Ooze	Contact DC 19	1d4 Con+2d4 hp	1d4 Con+2d4 hp	850 gp
Creeping Nullscourge	Injury DC 20	5 SR	5 SR	1,000 gp
Daylight Brew	Injury DC 23	2d6 Con +1d6 Str	Blinded	1,500 gp
Devilseye	Injury DC 21	1 SR	1d3 SR	1,000 gp
	Affects outsiders immune to poison, SR returns at the rate of 1 point/day			
Drow Sleep Poison	Injury DC 13	Sleep	Sleep 2d4 hours	75 gp
Elemental Rime	Injury DC 16	1d4 Dex	1d4 Dex	200 gp
	vulnerable to fire			
Eyeblast	Injury DC 22	Blindness	Blindness	500 gp
Fine Coral Extract	Contact DC 13	Nauseated	1d4 Dex	150 gp
Fish Glue	Injury DC 14	1d4 Dex	Sickened	100 gp
Goodbye Kiss	Injected or Injury DC 15	Exhaustion	Exhaustion/Sleep	350 gp
Gorgon's Hair	Contact DC 16	1d6 Str	1d4 Str	300 gp
Gravedust	Contact DC 10	1 Dex (drain)	1d4 Dex (drain)	100 gp
Greensickness	Inhaled DC 33	1d6 Str	1d4 Con	4,000 gp
Ice Toad Bile	Contact DC 12	1d4 Str	Unconscious 1d4 hours	250 gp
Icegaunt Dust	Inhaled DC 14	1d6 Con	2d4 Con + 2d4 Dex	1,150 gp
Illithid Mindscorch	Inhaled DC 22	1d6 Int	1d6 Int	1,000 gp
Ishentav	Inhaled DC 13	1d6 Str	1d6 Str	500 gp
Lichbane	Injury DC 14	1 Int+1 Wis+1Cha (drain)	1d4 Int+1d4 Wis+ 1d4 Cha	650 gp
Lifebane	Injury DC 20	1d6 Con	1d6 Con	2,000 gp
Liquid Mortality	Injury DC 20	1d4 Str (drain)	2d4 Str (drain)	1,250 gp
Megapede	Injury DC 44	2d6 Con +1d4 Dex	2d6 Con+1d4 Dex	24,000 gp
Mist of Nourn	Inhaled DC 25	1d8 Con	1d8 Con	7,000 gp
Pit Fiend	Injury DC 27	1d6 Con	Death	30,000 gp
Psychotropic Rot	Injected DC 15	1d4 Wis	3d18 hp	125 gp
Purple Worm, Colossal	Injury DC 27	1d6 Str	2d6 Str	1,400 gp

Roach Paste	Injury DC 12	Nausea for 1 round	Disease (Filth Fever)	50 gp
Salvo	Injury DC 15	1d4 ability	1d4 ability	100 gp
Sasson Juice	Contact DC 18	1d4 Dex	1d4 Dex	6,000 gp
Poison	Type	Initial Damage	Secondary Damage	Price
Scorpion, Tiny	Injury DC 11	1d2 Str	1d23 Str	90 gp
Scorpion, Small	Injury DC 11	1d3 Str	1d3 Str	100 gp
Scorpion, Medium	Injury DC 15	1d4 Str	1d4 Str	175 gp
Scorpion, Large	Injury DC 18	1d6 Str	1d6 Str	200 gp
Scorpion, Huge	Injury DC 26	1d8 Str	1d8 Str	1,200 gp
Scorpion, Gargantuan	Injury DC 23	1d8 Con	1d8 Con	3,300 gp
Scorpion, Colossal	Injury DC 33	1d10 Con	1d10 Con	9,900 gp
Sea Snake Venom	Injury DC 16	1d6 Con	1d6 Con	1,100 gp
Sekolah's Judgment	Ingested DC 18	1d6 Con + nausea 2d6 rounds	3d6 Con	3,000 gp
Shrieking Terror Saliva	Injury DC 19	Unable to heal	--	5,000 gp
Siren's Breath	Inhaled DC 18	vulnerable to enchantment/charm	special	300 gp
Sleep (Drow)	Injury DC 13	Sleep 1 minute	Sleep 2d4 minutes	100 gp
Slow Death	Injury DC 14	1d6 hp/round	n/a	250 gp
Slow Taint	Contact DC 15	10' move	10' move	300 gp
Snow Spider Blood	Contact DC 13	Paralysis	0	750 gp
Snowflake Lichen Powder	Inhaled DC 11	1 Str	1 Dex	75 gp
Spider, Tiny	Injury DC 11	1d2 Str	1d2 Str	90 gp
Spider, Small	Injury DC 11	1d3 Str	1d3 Str	100 gp
Spider, Medium	Injury DC 13	1d4 Str	1d4 Str	150 gp
Spider, Large	Injury DC 16	1d6 Str	1d6 Str	175 gp
Spider, Huge	Injury DC 22	1d8 Str	1d8 Str	1,000 gp
Spider, Gargantuan	Injury DC 20	2d6 Str	2d6 Str	850 gp
Spider, Colossal	Injury DC 28	2d8 Str	2d8 Str	1,900 gp
Stonefish Venom	Injury DC 14	1d8 Dex	1d4 Con	180 gp
Sufferfume	Inhaled DC 20	1 to all scores	1 to all scores	1,200 gp
Sunlight Oil	Contact DC 16	1d3 Str (drain)	1d3 Dex+1d3 Str (drain)	1,300 gp
Svaktor	Injury DC 24	Paralysis	1d4 Con	3,500 gp
Svaktor, Greater	Injury DC 34	Paralysis	1d6 Con	8,000 gp
Swarming Spiderbite	Ingested DC 22	1d6 Con	2d6 Con	1,800 gp
Underdark Blight	Contact DC 20	1 SR	1 SR	300 gp
Uthanyk	Inhaled DC 19	1d6 Str	1d6 Str	2,000 gp
Vilestar	Contact DC 24	2d6 Str (vile)	2d6 Str (vile)	6,000 gp
White Pudding Essence	Inhaled DC 13	1d2 Wis	1d2 Wis + 1d2 Int	500 gp
Wooly Mammoth Eye Juice	Injury DC 14	1d2 Str+ 1d2 Dex	1d4 Str	140 gp
Wyvern, Huge	Injury DC 19	2d6 Con	2d6 Con	4,000 gp
Wyvern, Gargantuan	Injury DC 21	2d6 Con	2d6 Con	5,000 gp
Yellow Urchin Extract	Inhaled* DC 15	1d4 Dex + 1d4 Wis	1d6 Dex + 1d8 Wis	800 gp
Yeti Oil	Injury DC 15	1d4 Dex	1d4 Dex	100 gp
Zealot's Blade	Injury DC 14	1d4 Con	1d4 Con	350 gp

* A character who makes the save is nauseated for 1d6 rounds