

Poisoners Kit

A Poisoners Kit is used to create deadly toxins and vile poisons. It contains glass vials, a mortar and pestle, and a glass stirring rod.

Most poisons require a creature to make a constitution saving throw against the poisons DC. The standard poison DC (poisoners DC) for poisons created by a character that has proficiency with the poisoners kit is

$$8 + \text{proficiency bonus} + \text{intelligence modifier}$$

A creature can choose to fail a saving throw automatically. Proficiency is required to create poisons with this kit.

Creating poisons takes up poison rations, which can be collected by making a successful poisoners kit (intelligence) check (see the table below). A poisoners kit can carry up to 10 rations and comes fully filled, a component pouch contains enough toxic material to compose 2 poison rations and can be filled with up to 10 rations as well. Poison rations can only be transported in appropriate containers, such as the poisoners kit, a component pouch, or a sturdy and waterproof wooden box or crate. Creating a poison or toxin takes 15 minutes of time for each ration used in the process. If the process is interrupted, it fails, and only half (rounded down) of the rations used in the process can be salvaged.

foraging table for poison rations

1d20	effect
nat. 1	"You find some rations, but don't store them properly. They begin an alchemical reaction in your pouch, causing some degree of harm." lose 1d4 rations.
1-4	"You find nothing of use." -
5-9	"You find hardly anything" Roll 1d100, you gain one ration if you roll higher than 55
10-14	"You find a few things one could turn into poison." gain 1d3 rations
15-19	"You find a sizeable amount of ingredients." gain 1d3 + 2 rations
20-24	"You find a large amount of toxic material." gain 2d4 + 2 rations
25 +	"You find an overwhelming amount of vitriolics." gain 3d5 + 2 rations
nat. 20	"You stumble upon a toxic pond, its rims littered with poisonous plants, and venomous animals. After carefully collecting everything you can, you gain an overwhelming amount of toxic material." gain 25 rations and one basic poison.

As a DM, you might decide that certain areas, like deserts or arctic terrain, are scarce in poisonous wildlife and thus impose a disadvantage on foraging. Certain characters might gain advantage when foraging in certain areas, like rangers or druids in their preferred terrains.

Every Poison can be used to coat a weapon that deals slashing or piercing damage or up to 3 pieces of ammunition, unless specified otherwise. Applying the poison takes an action. Once applied, the poison retains potency for 1 minute before drying.

Every poison can be mixed into one ration of food or drink without weakening the poison, unless specified otherwise. Most poisons have a notable colour, smell or taste. An intelligent creature can discern whether a food has been poisoned by passing a DC 10 investigation check.

Failing a constitution saving throw against a poison's effect causes the creature to be poisoned for the duration (min. one round), unless immunities apply or specified otherwise.

List of poisons and toxins

cost [rations]	effect
1	<u>basic poison</u> : the targeted creature makes a constitution saving throw against your poisoners DC or takes 1d4 poison damage.
3	<u>strong poison</u> : the targeted creature makes a constitution saving throw against your poisoners DC or takes 2d6 poison damage.
3	<u>lingering poison</u> : the targeted creature makes a constitution saving throw against your poisoners DC or takes 1d4 + 1 poison damage for the next 3 rounds.
2	<u>burning blood</u> : the targeted creature takes 1d6 acid damage. If this poison is added to food or drink, it loses all effect, but the food or drink can still be recognised as poisoned.
2	<u>latent suffering</u> : the targeted creature makes a constitution saving throw against your poisoners DC or is poisoned for 1d4 hours.
4	<u>draining draft</u> : the targeted creature makes a constitution saving throw against your poisoners DC or gains one level of exhaustion. A creature afflicted by this toxin can not be afflicted again by it for the next 12 hours.
9, one bodypart* of the targeted creature	<u>Assasins blood</u> : if the creature whose bodyparts were used in the creation of this poison ingests this toxin, it drops dead immediately. Only one creature can be targeted with this toxin in this way. The poison is of a bright red colour and leaves a strong, bitter taste aftertaste. Finding this poison in food or drink requires a successful DC 14 investigation check. The poison has no effect on anyone but the targeted creature. A creature that is immune to being poisoned is immune to this poison's effect. The poison can not be applied to weapons or ammunition and must be ingested to take effect, regardless of modification.
3	<u>paralyzing poison</u> : the targeted creature makes a constitution saving throw against your poisoners DC or becomes paralyzed for 1 minute. The poison can only be applied to one weapon or one piece of ammunition.
3	<u>dreamers draft</u> : the targeted creature makes a constitution saving throw against your poisoners DC or falls asleep for 1 hour. The creature awakens if it is attacked or damaged, if it can hear a loud noise or if someone uses an action to shake or slap the creature awake. If a weapon or piece of ammunition that is coated in this poison is used to poison the creature, the creature automatically succeeds their constitution saving throw, if the damage caused is larger than 5. Only one weapon or two pieces of ammunition can be coated in this poison.
5	<u>willbreaker toxin</u> : the targeted creature makes a wisdom saving throw against your poisoners DC or takes 3d6 psychic damage, or half as much on a successful save. On a failed saving throw, the creature becomes frightened by you (or the next creature that shows aggression towards it). Only one weapon or two pieces of ammunition can be coated in this poison.
5	<u>rage essence</u> : the targeted creature makes a wisdom saving throw against your poisoners DC or is forced to attack a random creature within its melee range. If there is no other creature within the targeted creature's melee range or if the creature is incapable of a melee attack, the poison has no effect. Only one weapon or piece of ammunition can be coated in this poison.
2	<u>actors potion</u> : the targeted creature makes a constitution saving throw against your poisoners DC or becomes afflicted by two of the following symptoms for the next 24 hours. Profound sweating, abdominal pain, visible discoloration of tongue and

	gums, pustules or strong itching on any body part, constant urge to yawn, pain in limbs or eyes, strong headaches, dry mouth, diarrhea, shivering, coughing, hoarse throat, or any other common, nonlethal symptom of a non magical sickness.
4	<u>sense theft</u> : the targeted creature makes a constitution saving throw against your poisoners DC or becomes blinded, deafened or numbed for the next 5d4 minutes.
5	<u>weakening toxin</u> : the targeted creature makes a constitution saving throw against your poisoners DC or becomes vulnerable to two of the following damage types for 10 minutes. fire, lightning, cold, poison, psychic, necrotic, acid. If the targeted creature is resistant to the damage type, it instead loses the resistance for the duration. A creature that is immune to being poisoned automatically succeeds on their constitution saving throw. A creature's damage immunity is not overwritten by this poison. Only one weapon or two pieces of ammunition can be coated in this poison.
2	<u>truth serum</u> : the targeted creature makes a wisdom saving throw against your poisoners DC or becomes charmed by you (or the first creature to speak to it) for 10 minutes. Furthermore, the creature becomes unable to lie. A creature that is immune to being charmed automatically succeeds on their saving throw. If a weapon or piece of ammunition that is coated in this poison is used to poison the creature, the creature automatically succeeds their wisdom saving throw, if the damage caused is larger than 5. The creature stops being charmed early if it is attacked by you or one of your party members, or if it takes damage.
8	<u>Medusa draft</u> : the targeted creature makes a constitution saving throw against your poisoners DC or becomes petrified for one minute. This poison can be applied to only one weapon or piece of ammunition, regardless of modification.

*some toe- or fingernails, some hair, a few drops of blood, a tooth

A poison can be modified to gain additional or altered effects. All modifications must be decided before you start making the poison.

Modifications

cost [rations]	effect
2	<u>potency</u> : the effect of the poison is increased. If the poison causes damage, it causes one additional damage die of damage. If the poison applies an effect over time, the time is increased by one unit of the relevant time (one round to four hours). If the poison applies a number of effects out of a list of effects, it can now apply one additional effect.* This modification can be taken multiple times.
2	<u>strength</u> : the poison becomes stronger, increasing the poisoners DC for this poison by 2. This modification can be taken multiple times.
2	<u>sticky</u> : the poison becomes sticky, allowing to coat one additional weapon or piece of ammunition in the poison. This modification can only be taken, if the poison can already be applied to a weapon or ammunition.
3	<u>hidden</u> : The poison loses all colour, smell or taste, increasing the DC for an investigation check to discern whether or not food or drink might be poisoned by +4. A poison that has neither of these properties can only be found by a successful DC 25 investigation check. This modification can be taken multiple times.
1	<u>contact poison</u> : instead of a liquid, this poison is turned into a paste. the paste can be used to cover an area or an object not larger than 3 ft on either side within one minute. The first creature to touch the area is afflicted by the poison's effect in the normal way. Touching the area with gloves protects against the poison's effects. The paste dries after one hour, losing its effect. This modification can be taken multiple times, increasing the time the paste stays effective by one hour each time.
1	<u>longevity</u> : this poison does not dry out as fast, if it is applied to a weapon or piece of ammunition. The poison can last up to one hour before drying.
2	<u>mixing</u> : by mixing two poisons, their effects are added upon each other, as long as the effects don't contradict each other (like for example strong poison and dreamers draft). both poisons must have the same modifications. The resources and time spent on this poison mixture is equal to both poisons' resources together, plus two poison rations (The cost of this modification).** This modification must be decided upon when creating the poison. It is impossible to combine two existing poisons.
2	<u>postpone</u> : postpone the poison's effect by any amount of time between one round and one day.
1	<u>selective</u> : this modification makes the poison target only a certain gender or race, making all creatures that do not fit the criteria automatically succeed on any saving throws necessary and immune to the poison's effects.

*either apply an additional effect or last longer

**poison rations used = (base price A) + (base price B) + ((sum of modifications)*2) + 2

Poisoners Equipment

This additional equipment is not included in a poisoners kit and can be acquired at the DMs discretion.

fake gemstone: A ring with a fake gemstone, inside of which one ration of poison can be stored. Discerning that this ring can be used to secretly transport poison requires a successful DC 20 investigation(intelligence) check. Not only can this ring be used to transport poison secretly, it also adds a +2 bonus to any sleight of hand (dexterity) check to poisoning food, drink or any other surface secretly with the stored poison.

poison pocket: A small vial, that ends in a brush or sponge of sorts. This device can be used to store 2 rations of the same poison (identical modifications) and quickly apply them to weapons or ammunition. Instead of an action, coating a weapon or a number of pieces of ammunition in poison only takes a bonus action with this device. The poison inside the vial does not deteriorate.

glass needles: A set of glass needles. Each needle can be filled with one ration of poison (the same amount necessary to coat ammunition in poison, thus allowing multiple needles to be filled with one ration of poison), which does not deteriorate inside the needle. These needles can be shot using a blow gun or stabbed into a person as an improvised weapon, dealing 1 piercing damage each. A needle breaks on impact, leaving only fine splinters of glass behind. Discerning that a needle was used to poison an individual requires a successful DC 15 investigation (intelligence) Check by any individual other than the afflicted one.