

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.

FORAGING INGREDIENTS

Roll a Nature check, with proficiency in your poisoner's kit, with a DC based on the Foraging table below.

DC	Method of Search
10	Spend an hour doing nothing but search
15	While traveling at a slow or stealthy pace
18	While traveling at a normal pace
21	While traveling at a fast pace

On a success, you recover one ingredient from the Foraging Ingredient table at the end of this section. On a failure, you find nothing. If you roll a natural 20 on your Nature check, you recover one ingredient from the Special Ingredients table at the end of this section.

CRAFTING A POISON

Once you recover an ingredient, you can begin the process of crafting it into a poison. Roll a crafting check with your poisoner's kit proficiency with a DC of 10 plus the difficulty modifiers of your added ingredients. You may craft a poison with up to 5 ingredients. Any poison with a total DC under 13 can be crafted in the field while any poison with a DC of 13 or over must be made in a safe, workshop environment such as a room at an Inn.

On a successful crafting check, you create one vial of poison. On a failure, you do not create the poison and all used ingredients are lost. Should you roll a natural 20 on your crafting check, you are able to stretch the ingredients and make 2 vials.

APPLICATION OF POISON

You may use one full action to apply poison to 1 melee weapon or 3 pieces of ammunition. Your applied poison lasts for 1 hour out of combat and 5 rounds in combat. Each poison vial has enough for 2 application processes.

POISON IN COMBAT

When you hit a creature with a poisoned weapon, they must roll a Constitution saving throw against $8 +$ your proficiency bonus. On a failure, the creature is affected by the poisoned condition in addition to any other bonuses crafted into your poison. On a success, the creature is not affected by the poisoned condition but still suffers from the bonuses crafted into your poison.

FORAGING INGREDIENT TABLE

2d6	Ingredient	Details	DC Mod
2	Mandrake Root	Increases save DC by 2	+2
3	Quicksilver Lichen	Add 1d4 poison damage	+2
4	Milkweed Seeds	Reduce crafting DC by 1	-1
5	Wild Sageroot	Add 2d4 poison damage	+3
6	Wyrmtongue	Required base for all poisons	--
7	Wyrmtongue	Required base for all poisons	--
8	Wyrmtongue	Required base for all poisons	--
9	Wild Sageroot	Add 2d4 poison damage	+3
10	Milkweed Seeds	Reduce crafting DC by 1	-1
11	Quicksilver Lichen	Add 1d4 poison damage	+2
12	Mandrake Root	Increases save DC by 2	+2

SPECIAL INGREDIENT TABLE

1d6	Ingredient	Details	DC Mod
1	Wrackwort	Reduces target's AC by 2	+4
2	Spineflower Berry	Double poison damage dice	+3
3	Dried Amanita Cap	Target is silenced	+2
4	Emetic Wax	Applies the stunned condition	+3
5	Verdant Nettle	Speed 0 for 1 minute	+2
6	Bloodleaf	1d12 poison damage	+4



VARIANT: DROW POISON

A Dark Elf with proficiency in poisoner's kit may craft drow poison by imbuing a basic Wyrmtongue poison with their innate magical abilities. You consume all uses of your innate magic until the next dawn, imbuing your poison with Drow magic.

If a creature struck by a weapon or piece of ammunition treated with this poison fails their Constitution saving throw by 5 or more, the target falls unconscious until they take damage or if another creature takes an action to shake it awake.